

STAR WARS COMPANION





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GENERAL ABBREVIATIONS

HA= Heavy Armor
HW= Heavy Weapon
SBT= Small Burst Template
MBT= Medium Burst Template
LBT= Large Burst Template
CP = Capital Ship
WC= Wild Card

SPACE SPECIFIC ABBREVIATIONS

vs= Vehicle Scale
ss= Starship Scale

Table of Contents

Species	5	Vehicle Rules	115
Setting Rules	29	Hyperspace Rules.....	116
Optional Setting Rules	29	Vehicles	120
Base Of Operations.....	29	Mounts.....	120
Downtime.....	33	Ground Vehicles.....	125
Giant Foes.....	34	Walkers.....	125
Expanded Breaking Rules.....	34	Land Speeders.....	127
Changes to SWADE Core Book	35	Speeder Bikes.....	132
New Skills/Hindrances/Edges	36	Armored Assault Tanks.....	134
New Skills.....	36	Tracked Vehicles.....	136
New Hindrances.....	36	Wheeled Vehicles.....	138
New Edges.....	36	Air Vehicles.....	139
Background Edges.....	36	Starfighters.....	143
Combat Edges.....	37	Space Transports.....	154
Power Edges.....	37	Capital Ships.....	161
Professional Edges.....	37	Weapon Emplacements	177
Force Traditions.....	38	NPC's	181
Vehicle Edges.....	38	Imperials.....	182
The Force	47	Rebel / Republic.....	187
The Darkside.....	48	Non-Affiliated.....	188
Force Powers	49	Droids.....	196
List of Powers.....	49	Creatures	203
Lightsaber Forms	62		
Destiny Mechanic	63		
Sample Destinies.....	64		
Armor, Arms, and Gear	68		
Armor.....	70		
Melee Weapons.....	74		
Ranged Weapons.....	79		
Pistols.....	82		
Rifles.....	85		
Heavy Weapons.....	87		
Grenades.....	88		
Personal Missiles.....	88		
Gear.....	89		
Droid Gear.....	96		
CyberWare	99		
Modification System	100		
Universal Upgrades.....	102		
Weapon Upgrades.....	104		
Lightsaber Upgrades.....	106		
Armor Upgrades.....	109		
Vehicle Upgrades.....	112		
Vehicle Weapon Upgrades.....	115		

Revised & Expanded Edition 3.5



Species

Many sapient species make their home in the galaxy. Players can choose from any of these races when creating their character. The following species are specific to the Star Wars setting. As such they do not list the Races found in the SWADE Core Book, which are also available.

This Companion introduces Innate Abilities. Innate Abilities do not count as Arcane Backgrounds for the purpose of Edge Requirements, and the PP for them must be kept separate from the PP of other sources. GM Note: Other Species can be created using the rules for doing so in the SWADE Core Book.

ALEENA



Aleena are short, reptilian bipeds that have wide eyes and a wide mouth with small, sharp teeth. Their heads taper back from a wide face. Aleena have long bodies in comparison to their short arms and stubby legs. They are typically blue-gray in color.

Special

- **Small Stature:** Aleena have naturally short bodies they are always under 4' as such their toughness and size are reduced by -1.
- **Slow Pace:** Aleena have a pace of 5" and their running die is reduced to a d4.
- **Edges:** Danger Sense.
- **Innate Ability:** Boost Skill (Cost 1 Ability Point). (This is a Touch Ability and they can only affect themselves but functions as the Power otherwise)
- **Ability Points:** 15 (These points can only be used to cast their Innate Ability and uses the Focus Skill)

ANZATI



Although their appearance is similar to that of Humans, the Anzati are an unusual Species, and are most noted for their lack of a readily detectable pulse and for their low body temperature. An Anzati's other distinguishing physical trait is a pair of cheek pouches, each of which conceals a proboscis that extends for feeding.

Special

- **Innate Ability:** Drain Power Points: As an Action once per round, an Anzati can use its proboscis to drain energy from a Grappled target, draining 1d6 of the targets Power Points (Arcane or Innate if any, and the die does not Ace.) The Anzati can repeat this action each round until the target escapes the Grab, or until the target reaches 0 Power Points. Any creature that reaches 0 Power Points in this way is Stunned.
Points: Anzati do not have Power Points of their own. They start with 0 points and must steal Points as above and have no limit to how many they can have. They can use these stolen Power Points to Cast Healing per the Power.

AQUALISH



Aqualish are tusked, walrus-faced humanoids with skin ranging in color from dark green or blue to deep russet or black.

Special

- **Not the Brightest:** Aqualish are more inclined to just bash a problem away than think it over (they do not start with a free d4 in Common Knowledge).
- **Aquatic:** At home in the water Aqualish cannot drown in oxygenated liquid and move their full pace when swimming.
- **Toughness:** Aqualish are a tough breed (their toughness is increased by 1).

ARDENNIANS



Ardennians are small bipeds, with elongated noses and short blue-gray covering most of their bodies. They have narrow dark colored eyes, and hold a stout posture. An Ardennian's six limbs all share the same structure, with opposable thumbs and four fingers.

Special

- **Extra Limbs:** Ardennians can use their extra limbs to perform an extra action. They ignore two points of Multi-Action penalties each turn. (This does however still suffer from the Off-Hand penalty)
- **Size -1:** Ardennians average only about four feet tall, reducing their size (and therefore Toughness) by 1
- **Weaker than most:** Ardennians start with a -1 to Strength. (this applies to damage as well)



ARKANIAN



Arkanians are bipedal humanoids with a near-Human appearance. Arkanian eyes have no visible iris or pupil, and are typically stark white in color. They possess four clawed digits, three fingers and a thumb.

Special

- **Low Light Vision:** Arkanians ignore penalties for Dim or Dark illumination (But not Pitch Darkness).
- **Outsider:** Arkanians are never quite comfortable dealing with other Species. They subtract -2 from Persuasion Rolls with all but others of their kind.
- **Agile:** Arkanians are graceful. They start with a d6 Agility instead of a d4. This increases their maximum Agility to d12+1.

ARKANIAN OFFSHOOT



Arkanian Offshoots are bipedal humanoids with a Near-Human appearance. They have pure white skin, making them easily identifiable from the Arkanian Purebloods, and possess five digitated fingers (As opposed to the Arkanians' four). A rare few Arkanian Offshoots have unique traits as well, such as pointed ears, or an exotic eye color.

Special

- **Low Light Vision:** Arkanian Offshoots ignore penalties for Dim or Dark illumination (But not Pitch Darkness).
- **Outsider:** Arkanian offshoots are never quite comfortable dealing with other Species. They subtract -2 from Persuasion Rolls with all but others of their kind.
- **Adaptable:** Arkanian offshoots begin play with any Novice Edge of their choosing. They must meet its Requirements as usual.

BALOSAR



Balosars have coarse hair, a frail-looking frame, and retractable antennapalps atop their heads. The average Balosar stands about 1.6 meters tall, and most have sickly complexions from a lack of sunlight and clean air. While they have their Antennapalps retracted, a Balosar can pass for human. While doing so they do not suffer from the Outsider Hindrance nor do they benefit from the reroll to Notice rolls granted by them.

Special

- **Outsider:** Seen as untrustworthy by most other species Balosars suffer the minor form of this hindrance when not passing as a human.
- **Antennapalps:** Their antennapalps function as extra sensory organs giving them one free re-roll for Notice checks involving sound when they are not passing as human.
- **Immune to Poison:** Growing up on a polluted homeworld has given Balosars resistance to toxic substances.

BARABELS



Barabels are towering bipeds with reptilian features: a prominent jaw; sharp teeth; a long tail; and remarkably tough, dark scales. Barabels are between 1.9 and 2.3 meters in height, adding to their fearsome reputation.

Special

- **Natural Armor:** A Barabel's thick scaly hide provides a +2 Armor
- **Infravision:** Barabels "see" heat, This halves Illumination penalties when attacking warm targets (including invisible beings)
- **Environmental Weakness:** Barabels suffer a -4 to resist the effects of Frigid Climates (Cold).
- **Vengeful:** Barabels who have been wronged never forget nor do they let anything stand in their way when they seek to right the scales. Though they may be willing to wait if they must. They will eventually always achieve their satisfaction.
- **Bite:** Barabels have Natural Weapons in the form of a Bite that does Str+d4
- **Claws:** Barabels also have Natural Weapons in the form of Claws that do Str+d4



BITH



Bith are humanoid in shape; their most notable features are their bulbous heads and huge black eyes. Their skin is often somewhere between gray and pink, although some Bith have skin tints of yellow or green. They lack an external nose but have a finely tuned sense of smell. Their large eyes give them incredibly focused vision, allowing them to see into the microscopic scale, but in turn,

they have poor long-range vision.

Special

• **Innate Ability:** Boost Skill. Bith can boost any Smarts related skill and are +2 on their Focus Skill roll to do so. (Cost 1 Ability Points) (This is a Touch Ability and they can only affect themselves but functions as the Power otherwise)

• **Ability Points:** 15 (These points can only be used to cast their Innate Ability and uses the Focus Skill)

BLOOD CARVERS



Vaguely humanoid with golden skin, beak-like noses, and dark eyes, Blood Carvers are taller than Humans, despite their triple segmented legs. Blood Carvers wear sparse, close-fitting clothing that allows them to move about with relative quiet, and they rarely, if ever, adorn themselves with jewelry. Tribal tattoos are common on Blood Carvers.

Special

• **Deathstrike:** If your Action Card is a Joker, double the damage of your first successful Fighting attack this round.

BOTHANS



Bothans are covered in fur that ripples in response to their emotional state. They have tapered ears, and both male and female Bothans sport beards.

Special

• **Natural Spies:** Bothans add +2 to Notice and Hacking rolls made to search for hidden papers/files, or while hacking.

CAAMASI



A Caamasi's body is tall, lean, and covered in down. It has long arms with thin, three-fingered hands. The coloration of the downy coat is typically golden with purple rings around the eyes and three matching stripes from the tops of the head that extend to the shoulders. Less common colorations feature radically darker hues in the same patterns.

Special

• **Edges:** Danger Sense.

• **Innate Ability:** Memnis (Cost 1 Ability Point/ per Target) Caamasi can create strong, lasting memories and share them with others of their Species through an inborn telepathy. Sharing a memory begins with taking a Full-Round Action to initiate the link between two adjacent Caamasi; transferring a memory requires as much time as the events being recalled. The recipient of a memory must be willing to receive it. Experiencing Memnis is not like receiving a photographic memory of those events, but rather a complete, immersive experience. Any character who receives a Memnis from a Caamasi always gains +2 on Knowledge checks related to that memory. Force-using characters can also receive Memnis from a Caamasi with a successful Use the Force check.

• **Ability Points:** 15 (These points can only be used to cast their Innate Ability and uses the Focus Skill).

CATHAR



Cathar have leonine features, the distinctiveness of which varies by individual. Males have large manes, short beards, and tusks jutting from the lower jaw. Females have smaller manes, but impressive fangs along the upper jaw. Cathar coloration ranges from light yellow to dark beige, sometimes accented with dark stripes.

Special

• **Agile:** Cathar are graceful. They start with a d6 Agility instead of a d4. This increases their maximum Agility to d12+1.

• **Claws:** Cathar have claws that cause Strength+d4 damage.

• **Bloodthirsty:** Cathar can be cruel to their foes, often toying with them for simple Amusement.



CEREANS



Cereans are a sophisticated and cultured humanoid species native to the planet Cerea, a world on the fringes of known space. Their elongated heads distinguish them from most other humanoid species.

Special

- **Intuitive Initiative:** The binary brain of a Cerean allows them to constantly evaluate the outcome of their actions even while observing everything around them. Whenever a Cerean is dealt an action card of Five or lower, they may discard it and draw again until they get a card higher than a Five.
- **Contemplative Nature:** Cereans are contemplative by nature and often once they start down a path they wish to see where it goes and are unwilling to change directions. As such they receive one less benny per game session and are not allowed to take the luck edge.
- **Observant:** Cereans are always half focused on their surroundings and the things and beings in it. Their Notice and Common Knowledge both start as a d6 instead of a d4. This increases their maximum to d12+1.

CHADRA-FAN



No more than a meter tall, with flat noses and round, dark eyes, Chadra-Fans are covered in fur everywhere except for their fingers, toes, and large ears.

Special

- **Small Stature:** Chadra-Fans have naturally short bodies they are always under 4' as such their toughness and size are reduced by -1.
- **Low Light Vision:** Chadra-Fans ignore penalties for Dim or Dark illumination (but not Pitch Darkness)
- **Tinker:** Chadra-Fan start out with a D4 in Repair.

CHISS



Chiss have deep blue skin and red glowing eyes. The shade of their skin and the crimson of their eyes deepens with the amount of oxygen in the atmosphere that they breathe. They tend to have black hair, though some individuals, especially female Chiss, develop grey hair as they age.

Special

- **Low Light Vision:** Chiss ignore penalties for Dim or Dark illumination (but not Pitch Darkness)
- **Versatile:** Chiss are versatile and accomplished at many tasks. As such they start with 2 extra skill points to purchase skills with.

CHISTORI



The Chistori are a race of obscure saurian humanoids. So scarce is the information of these people that even the Jedi Archives have no information on the Chistori homeworld. What little is known about this Species comes from their interactions with others. Fierce and warlike, they are quick to anger and tend to use excessive force to deal with even the smallest slights. As a result, few

space-faring Species have any reason to seek them out.

Special

- **Tough Hides:** Chistori have thick, scaly skin giving them +2 to Armor.
- **Sharp Fangs:** The sharp fangs of a Chistori are considered Natural Weapons and cause Strength+d4 damage.
- **Cold Sensitivity:** Chistori are sensitive to cold environments and suffer a -4 penalty to resist cold effects and suffer +4 damage from cold-based attacks.
- **Natural Predator:** Natural instincts make the Chistori more aware of their surroundings. They start with the Alertness Edge. They also elicit subconscious fear in others and suffer a -2 to Persuasion rolls with other species.

CLAWDITES



their bodies.

In their natural forms, Clawdites are distinctly reptilian, their thick hides having a green or ochre cast. Their catlike eyes are yellow, set in a face that could pass for Human. Clawdites can alter their appearance in subtle ways when young, and as they age and practice their skills, they can assume the appearance of similarly sized Species, even masking their equipment when it is held close to

Special

• **Innate Ability:** Shape Change (Cost 5 Ability Points) Clawdites are shapechangers and can alter their appearance. A Clawdite can Shapeshift into any humanoid species that is size 0 as an Action. While shapeshifted, a Clawdite gains a +4 on Persuasion rolls made to convince others they are someone else.

Duration: 5 Rounds

• **Ability Points:** 15 (These points can only be used to cast their Innate Ability and uses the Focus Skill) (This is a Touch Ability and they can only affect themselves)

CODRU-JI



Codru-Ji juveniles, or Wyrwulves, resemble six-legged canines and are often mistaken for pets by offworlders who don't know any better.

Special

• **Extra Limbs:** Codru-Ji can use their extra limbs to perform an extra action. They ignore two points of Multi-action Penalties each turn. (This does however suffer from the Off-hand Penalty).

• **They get in the way:** Due to their extra limbs Codru-Ji subtract 2 from Trait Rolls when using equipment that wasn't specifically designed for them, and cannot wear armor or clothing that is not made for them. Equipment and clothing costs double the listed price.

• **Frail:** Codru-Ji are less durable than most. Reduce their toughness by 1.

DEVARONIAN



Devaronian males are hairless with red-tinted skin, sharp incisors, and a pair of large horns growing from their foreheads. Their appearance is not unlike the devils of a thousand myths. Female Devaronians are covered in thick fur that ranges in color from brown to white. Females are hornless and have prominent canine teeth.

Devaronians stand 1.6 to 1.8 meters tall.

Special

• **Male Devaronians:** start with a d6 in Agility and increases the Maximum to d12+1

• **Female Devaronians:** start with a d6 in Smarts and increases the Maximum to d12+1

DRAETHOS



A Draethos's most prominent feature is a lipless mouth, which creates the illusion of a large overbite. Their tightly muscled humanoid bodies are covered in a scaly skin ranging from violet to gray. Their hands are clawlike, contributing to the Draethos's skeletal appearance.

Special

• **Low Light Vision:** Draethos ignore penalties for Dim or Dark illumination (but not Pitch Darkness).

• **Toughness:** Draethos have tough skin (their Toughness is increased by 1).



DROIDS

STAR
WARS



Droids vary in shape, size, and functions depending on the task and species that created them. That said all Droids have the same basic design features at

creation. They also select a Degree during creation. All Character Droids start with a Heuristic Processor.

Special

- **Construct:** Constructs are artificial beings made of inorganic material. They add +2 to recover from being shaken, ignore one level of Wound modifiers, don't breathe, and are immune to disease and poison. Wounds must be mended via the Repair skill. Each attempt takes one hour per current Wound level and ignores the "Golden Hour."

- **Dependency:** All droids need to recharge. They must spend one hour out of every 24 plugged into a power supply. If unable to do so they begin to take Fatigue each day until they become incapacitated as they run low on power. A day after that, they perish. Each hour spent recovering while plugged in to a power source restores a level of Fatigue.

- **Droid:** Droids subtract 2 from Persuasion rolls when interacting with anyone that is not a droid, and have no legal rights in most areas (they're generally considered property).

- **Never Force Sensitive:** Droids being inorganic are never able to take the Force Use skill. Due to this reason they can also never have an Arcane Background or use Force Powers.

Degree

- **1st:** Medical Droids, Research Droids: All 1st Degree Droids have a -2 Penalty to Strength and -1 to Parry. In return they start out with the Healer or Investigator Edge and a d6 in the Healing or Research Skill.

- **2nd:** Astromech Droids, Mechanic Droids: All 2nd Degree Droids are Unable to speak Basic as they are not equipped with a vocabulator that allows it. Other races can learn to understand them if they take the proper language skill. They can hear and understand basic and may communicate via electronic devices or similar methods. In return they start out with a d4 in Astrogation, Electronics or Repair

- **3rd:** Protocol Droids, Service Droids: All 3rd Degree Droids have reduced Pace by 1 and the running die a die type. In return they do not subtract 2 from their Persuasion rolls when interacting with anyone that is not a Droid. They are still considered Property and have no legal rights in most areas however.

- **4th:** Battle Droids, Probe Droids: All 4th Degree Droids have an additional -2 to their Persuasion Rolls (Even when dealing with other Droids). In return they do not have the Dependency Design feature shown above. Allowing them to function indefinitely without recharging.

- **5th:** Labor Droids: All 5th Degree Droids have a -1 to Smarts. In Return they start with a +4 to resist one Single negative environmental effect, such as Heat, Cold, Radiation, etc.. Damage from that source is also reduced by 4

DUG



season.

Dugs are vaguely humanoid, in that they possess a torso, two legs, and two arms. The positions of their limbs are reversed, however, so that they use their upper limbs for walking and their lower limbs to manipulate objects. They have brown skin, floppy ear flaps, and large mouths filled with broad, flat teeth. Male Dugs possess a flap of skin on their throats that can be inflated and used to produce mating calls during the appropriate

Special

- **Small Stature:** Dugs have naturally short bodies they are always under 4' as such their toughness and size are reduced by -1.

- **Fast Hands:** Dugs possess excellent reflexes and hand-eye coordination as such they ignore 2 points of Multi-Action penalties each turn

- **Born to Race:** Dugs are natural pilots. As such they start with a d4 in Piloting

DUROS



Tall hairless humanoids from the Duro system. Many respected scholars credit the Duros with creating the first hyperdrive. Although not as numerous as Humans, the Duros are almost as omnipresent.

Special

- **Adaptable:** Like Humans Duros may select a free Novice edge of their choice (and must meet all the edge's requirements).

- **Natural Pilot:** Duros start with a d4 in Piloting.

- **Frail:** Duros are less durable than most. As such their toughness is reduced by -1.

EWOKS



Intelligent omnivores native to one of the moons orbiting Endor, Ewoks are almost unknown prior to the battle of Endor. Ewoks live in tree-dwelling tribes with gender-based division of labor; males hunt, forage, and make weapons, while females raise young and handle other domestic tasks. Ewok culture revolves around complex animistic beliefs involving the giant trees of the forest moon.

Special

- **At home in Nature:** Ewoks are naturally at home in any area that is not considered "Urban" as such they gain a +2 to stealth as well as Survival in non-urban settings
- **Low Light Vision:** Ewoks eyes amplify light. They ignore penalties to dim and dark illumination (but not Pitch Darkness).
- **Backwater Planet:** Due to their primitive background Ewoks do not start out with the Common Knowledge skill as a Core Skill. This skill may be gained normally but does not start at a d4.
- **Small Stature:** Ewoks have naturally short bodies they are always under 4' as such their pace and their size are both reduced by -1
- **Primitive Expertise:** Ewoks gain a +2 to fighting when using Medieval weapons.

FALLEEN



The Falleen are a reptilian Species that have a similar shape and size to Humans. Delicate blue-green scales, supple and flexible, cover their bodies, growing thicker and harder where they cover their spines. Falleen can and do grow hair, and for many, their hair is a point of pride. They wear their black tresses long, pulled up into topknots, or back in elaborate braids. Some adorn their luxuriant

hair with combs, beads, and ornate nets made of priceless wire and gemstones

Special

- **Innate Ability:** Empathy (As per the Power) in the SWADE Core Book.
Cost and Duration: As per the Power but uses Ability Points and Focus to cast
- **Ability Points:** 15 (These points can only be used to cast their Innate Ability and uses the Focus Skill).

FEEORIN



Feeorin are massive, highly muscled humanoid standing over 2 meters tall. Their skin tones vary wildly, from coal black to pale white but are more commonly green, yellow, or blue. Half-meter-long tendrils hang from the sides and backs of their head. They also have bright red eyes.

Special

- **Vengeful (Major):** Feeorins never forget a wrong done to them and neither will those who do it.
- **Mean (minor):** Feeorins are rather ill-tempered and don't try and hide it. They have a -1 to their Persuasion Rolls.
- **Low Light Vision:** Feeorins ignore penalties for Dim or Dark illumination (But not Pitch Darkness).
- **Inborn Resilience:** Feeorins are a hardy bunch and a second shaken result does not cause a wound to them.
- **Great Fortitude:** Feeorins are able to fight through their pain. They may ignore 1 point of Wound penalties.

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FELUCIAN



Felucians are a tall, bipedal Species. Both their arms and legs end in four, large webbed digits with suction- cup fingertips. Springing from the underside of each forearm is a second short arm, ending in three large and agile fingers. A Felucian's head is a thick mass of long flexible tendrils featuring illuminated tips. The eyes and mouth appear as black holes or openings within this mass.

Special

- **All Thumbs (minor):** Felucians come from a non-technical world. As such they suffer a -2 penalty when using mechanical or electrical devices. If they roll a Critical Failure while using such a device they break it. It can be fixed with a repair roll and 1d6 hours.
- **Outsider (minor):** Due to their facial features being hidden, most humanoids feel uncomfortable when dealing with them. As such Felucians subtract 2 from Persuasion rolls made to influence those who aren't their own kind.
- **Extra Limbs:** Felucians can use their extra limbs to perform an extra action. They ignore two points of Multi-action Penalties each turn. (This does however suffer from the Off-hand Penalty).
- **Give me some Sun:** Felucians being plant based need to receive at least 1 hour of direct sunlight every 24 hours. They receive one level of fatigue for every day they don't do so until they become Incapacitated.
- **Weaker than most:** Felucians start with a -1 to Strength. (this applies to damage as well)
- **Only Felucian:** Felucians can only speak their own language. Though they can understand others and communicate with a translator.
- **Aquatic:** At home in the water Felucians cannot drown in oxygenated liquid.
- **Innate Ability:** Force Blast
Cost and Duration: As Per the Power but uses Ability Points and Focus to cast
- **Ability Points:** 15 (These points can only be used to cast their Innate Ability and uses their Focus Skill)

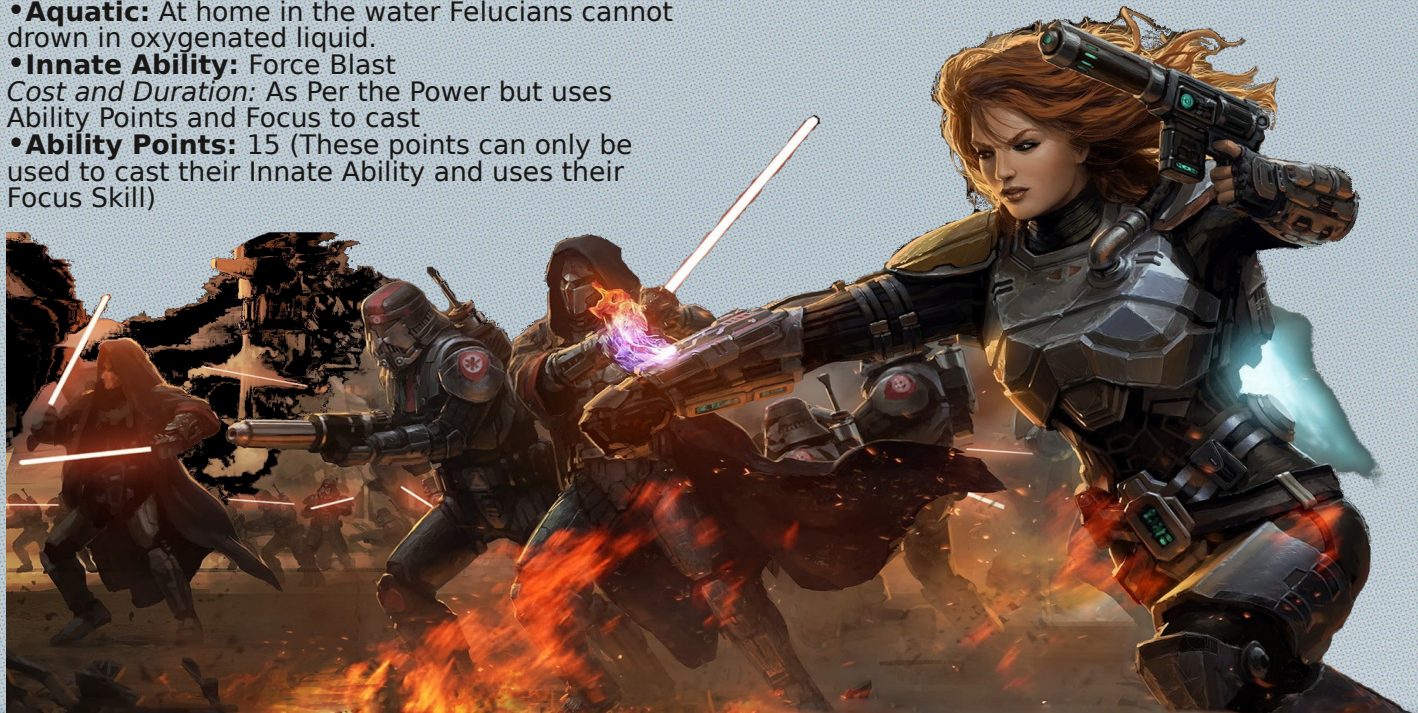
GAMORREAN



Gamorreans are green-skinned creatures from the planet Gamorr. They are known for great strength and brutality and their tendency toward (and talent for) violence has made them favored mercenaries throughout the galaxy. Gamorreans prefer heavy melee weapons and have a marked distaste for energy weapons.

Special

- **Strong:** Gamorreans are natural brutes. Their strength starts as a d6 instead of a d4. This increases their maximum to d12+1.
- **Let's gut something:** Gamorreans start with a d6 in fighting and their maximum is increased to a d12+1
- **Droid Hate:** As a species Gamorreans hate droids. They suffer a -2 to Persuasion rolls whenever they must interact with one and may become hostile towards it with little provocation.
- **Unable to speak Basic:** Gamorreans are unable to speak basic as their vocal chords wont allow for anything but grunts. Other races can learn to understand them if they take the proper language skill. They can hear and understand basic, and may communicate via electronic devices or similar methods.
- **Clumsy Blasters:** Due to their dislike of energy weapons they suffer a -1 penalty to all shooting rolls.
- **Tough:** Gamorreans increase their base toughness by +1 due to their tough hides.



GAND



Short, stocky, and fleshy in appearance, Gand have three fingers on each hand, and their faces are lumpy and unsettling. Gand have large, multifaceted eyes that betray little emotion. All Gand encountered off-world use a special breathing apparatus that fits snugly into their facial orifice.

Special

- **Infravision:** Gand eyes filter light. Illumination penalties are halved when attacking warm targets (including invisible ones).
- **Antitox Breath Mask:** Gand masks prevent them from being affected by any airborne poisons or diseases. Without this mask they must make a Vigor roll every round. If the roll is failed, they gain a level of Fatigue. A Gand who is incapacitated from this dies in a number of minutes equal to his Vigor. If the mask is able to be replaced before then, he can be resuscitated with a healing roll at -2.
- **Regeneration:** The Gand can make a natural healing roll once per day, even permanent injuries can be recovered once all other Wounds have been healed. An attempt to heal a Permanent wound can be attempted once per week. Every permanent wound counts as a -1 to this attempt including the first one.
- **Gand Only:** A Gand cannot communicate in any language other than Gand. Other species can learn to understand them if they take the proper language skill. They can hear and understand basic, and may communicate via electronic devices or similar methods.

GRAN



The beige-skinned Gran have three distinctive eye stalks with pitch-black eyes, ahead of small horns and large, triangular ears. Males and females have similar builds.

Special

- **Infravision:** Gran can see heat, (Illumination penalties are halved when attacking warm targets (including invisible ones).
- **Innate Accuracy:** Gran start out with a D4 in Shooting.

GUNGANS



Gungans range from 1.6 to 2 meters tall, with two eye stalks, floppy ears, and long tongues.

Special

- **Semi-Aquatic:** At home in the water Gungans can hold their breath for 15 minutes before checking for drowning.
- **Low Light Vision:** Gungans eyes amplify light. They ignore penalties to dim and dark illumination (but not Pitch Darkness).

HOUK



Houk are hulking bipeds with thick skin (Usually dark blue or violet), hairless heads marked with bony ridges and a pronounced brow, flabby jowls, beady yellow eyes, and no visible ears or nose. The average Houk stands about 2.2 meters tall.

Special

- **Size +2:** Houk receive a +2 to Toughness and their Maximum Strength is increased by 2 steps to a D12+2.



HUTTS



A Hutt is an immense, slug-like creature with a thick body, muscular tail, and small arms protruding from its upper body.

Special

- **Slow as a Slug:** A Hutt moves at Pace 3, has a running die of d4, is -2 from Athletics and rolls to resist Athletics where movement and mobility are integral to the challenge.
- **Force Resilient:** Hutts have slippery minds and bodies as such any Force Power directed at a Hutt suffers a -2 penalty (even from an Ally) and damage caused by such powers is reduced by 2 as well.
- **Size +2:** Hutts receive a +2 to Toughness and their Maximum Strength is increased by 2 steps to a D12+2.

IKTOTCHI



The Iktotchi are a humanoid Species with large, downward-curving horns. Females have smaller horns than the males. Their skin is thick, tan, and hairless, weather beaten by Iktotchon's fierce winds. Their eye color ranges from yellow to orange.

Special

- **Innate Ability: Limited Precognition:** Iktotchi are gifted with limited precognition and are subjected to prophetic dreams. As such they can grant themselves a +1 Species bonus to Parry against any single attack. They may even do so after the attack total is determined, but they must do so before Damage is rolled. (Cost 3 Ability Points).
Duration: Instant
- **Ability Points:** 15 (These points can only be used to cast their Innate Ability and uses the Focus Skill)

ITHORIAN



Typically a peace-loving and gentle people, Ithorians are reluctant to participate in combat, though a few have taken to the adventuring lifestyle.

Special

- **Mother Jungle:** Ithorians are devoted to maintaining ecological balance. They start with a d4 in Survival.
- **Technologically Advanced:** Ithorians long ago left the surface of their planet and live in "Herd Ships" above it. They start out with a d4 in Science.

JAWA



Jawas wear brown hooded cloaks to protect themselves from the oppressive heat of the twin suns of Tatooine. Beneath their coverings, Jawas are slight rodent creatures with tiny hands and feet.

Special

- **Reduced Pace:** Decrease the characters pace by 1 and their running die one die type.
- **Size -1:** Jawa average only about four feet tall, reducing their size (and therefore Toughness) by 1.
- **Infravision:** Jawa can see heat, (Illumination penalties are halved when attacking warm targets (including invisible ones).
- **Desert Dweller:** Jawa are adapted to the desert. They receive a +4 to resist the effects of environmental Heat such as arid climates and damage from that source is also reduced by 4.
- **Tinker:** Jawa start out with a D4 in Repair.



KAMINOAN



Kaminoans are tall and gaunt, with pale skin, three-fingered hands, and long necks. Their faces are small and dominated by a pair of large, black eyes. Every male Kaminoan has a fin-like crest on the top of his head, but female Kaminoans have no such feature.

Special

- **Resilient:** Scientific refinements to their genetic code makes Kaminoans immune to Poisons or Disease.

KEL DOR



Kel Dor evolved on Dorin, a world with an atmosphere consisting mostly of helium and a gas that is unique to that world. As such, Kel Dor cannot breathe on planets with common nitrogen/oxygen atmospheres. Conversely Dorin's atmosphere is toxic to most nonnative life.

Special

- **Filter Goggles:** Kel Dor goggles filter light. Illumination penalties are halved when attacking warm targets (including invisible ones). Loss of these goggles means the Kel Dor is considered blind and suffers a -4 to all actions requiring sight.
- **Antitox Breath Mask:** Kel Dor masks prevent them from being affected by any airborne poisons or diseases. Without this mask they must make a Vigor roll every round. If the roll is failed, they gain a level of Fatigue. A Kel Dor who is incapacitated from this dies in a number of minutes equal to his Vigor. If the mask is able to be replaced before then, he can be resuscitated with a healing roll at -2.
- **Armored Equipment:** Due to the nature of their dependency on this equipment the Kel Dor have become experts at making them. Called shots to the head do no extra damage.

KHIL



To Humans, Khil faces are ghastly. Their skin is a sickly green, and they have fleshy strands (Hullepi) hanging where one would expect a mouth.

Special

- **Hullepi:** Khil are able to absorb nutrition through the tentacles on their faces, called hullepi, drawing nourishment from almost any environment. Khil do not suffer the effects of Hunger, except in sterile environments.

KISSAI



Kissai have glowing yellow eyes and crimson hides. They are humanoid with distinctly sharp, predatory features.

Special

- **Warriors Awareness:** This character starts with the Danger Sense Edge.



KUBAZ



The Kubaz have rough-textured green-black skin and bristly hair that grows from the top of their heads. Their eyes are very sensitive to red wavelengths of light; when away from their homeworld, they must wear protective lenses. The most striking feature of a Kubaz's face is its short prehensile trunk. Adult Kubaz stand between 1.7 and 2 meters tall.

Special

- **Low Light Vision:** Kubaz ignore penalties for Dim or Dark illumination (but not Pitch Darkness)
- **Information Networking:** The Kubaz typically develop intricate information networks in order to gather intelligence in an area or about an individual. A Kubaz may re-roll Persuasion and Intimidation rolls to Gather Information only, keeping the better of the two results.
- **Special Equipment:** Kubaz suffer from exposure to light without protective goggles. When exposed to sudden light, and without protective goggles, a Kubaz suffers a -1 penalty to any trait roll dependent on vision. This penalty can only be removed after spending one hour in darkness, or one hour after putting on protective goggles. Replacement goggles cost 1,000 credits (200 on Kubindi). Kubaz characters begin play with a pair of protective goggles at no cost.

LANNIK



Adult Lannik stand between 1.1 to 1.3 meters tall and weigh between 35 and 45 kilograms. Females tend to be as tall as their male counterparts, but slightly thinner. Lannik coloration ranges from dark red and orange to purple and dark blue, with hair, eyes, and skin of similar hue. They have large, pointed ears capable of rotating to pick up distant or faint sounds. Because they have few facial

expressions, Lannik often seem grim or angry to those unfamiliar with them.

Special

- **Small Stature:** Lannik have naturally short bodies they are always under 4' as such their toughness and size are reduced by -1.
- **Reduced Pace:** Decrease the characters pace by -1 and their running die one die type.
- **Spirited:** Lannik start with a d6 in Spirit and increases the Maximum to d12+1
- **Heightened Awareness:** A Lannik can choose to re-roll any Notice check, but the result of the re-roll must be accepted, even if it is worse.

MANTELLIAN SAVRIPS



Mantellian Savrips have a hunched-over stature, leathery skin, snake-like heads, and arms long enough to drag the ground. Their skin tone can vary between a bland grey or a dark blue tone, and their mouths are filled with razor-sharp poisonous teeth.

Special

- **Semi-Sentient Brute:** The Savrip starts with a -2 Penalty to both Smarts and Spirit (but not its linked skills). They also start with a d6 Strength instead of a d4. This increases their maximum Strength to d12+1.
- **Hulkish:** Savrips are Big so much so that they can't wear or use standard equipment without taking a -2 to Trait Rolls to do so. Food, Equipment, and Clothing cost Double the listed Price to be the proper size for this character.
- **Faster Than They Look:** They have a Pace of 8 and their running die is a d8.
- **Poison Jaws:** They have Natural Weapons in the form of jaws that do Str+d6. In addition the victim must make a Vigor roll or suffer the effects of Mild Poison (pg. 128) if the attack causes them to be Shaken or take a Wound.
- **Rage:** They start with the Berserk Edge.
- **Primitive Knowledge:** Savrips start with the All Thumbs Hindrance.
- **Thick Skin:** Savrips have thick hide which grants them +2 Natural Armor.

MASSASSI



Massassi have glowing yellow eyes and crimson hides. They are humanoid with distinctly sharp, predatory features. The Massassi are large, hulking beings who appear brutish, a trait that disguises their intelligence.

Special

- **Warriors Awareness:** This character starts with the Danger Sense Edge.
- **Hulkish:** Massassi are Big, so much so that they can't wear or use standard equipment without taking a -2 to Trait Rolls to do so. Food, Equipment, and Clothing cost Double the listed Price to be the proper size for this character.
- **Survivor:** The Massassi start out with Survival as a d6 and the skill maximum is d12+1.



MIRALUKAN



Miralukans are similar to Humans. They cover their featureless eye sockets with cloth or visors, especially when training.

Special

- **Blind:** Miralukans are completely without Sight. They suffer a -6 to all Physical tasks that require vision. (Gm's Call).
- **Force Awareness:** This character starts with the Danger Sense Edge.
- **One With the Force:** The character starts out with an Arcane Background of their choice and several Starting powers.

Starting Powers

- **Force Sight:** (Unique to Miralukans)

Power Points: 1

Range: Self

Duration: 5 Rounds

Force Sight allows the user of the power to sense all objects and living beings within a 12" range from the recipient. This includes invisible or concealed foes. With a raise, the range is increased to 24". It also allows the recipient to ignore up to 4 points of penalties from Blindness when attacking foes hidden by darkness, invisibility, or similar abilities or effects, but does not reduce penalties from cover

- **Force Shield**
- **Force Blast**



MIRIALANS



Mirialans appear very similar to stock Humans save that their skin color ranges from yellow-green to more human coloration and can at times show as a pale blue-green. Their eyes are usually blue or green, with orange more rarely; and their hair is typically black or brown. They average the same heights as Humans, though they tend to be slightly lighter and they have lifespans comparable to

Humans.

Special

- **Innate Ability: Mind Link:** Mirialans can create a telepathic connection between themselves and others. The link accommodates only willing subjects and communication. Thoughts that aren't consciously transmitted aren't relayed (Cost 1 Ability Point per person involved in the link. Including the Mirialan themselves.

Range: Smarts

Duration: 5 Rounds

- **Ability Points:** 15 (These points can only be used to cast their Innate Ability and uses the Focus Skill)

MON CALAMARI

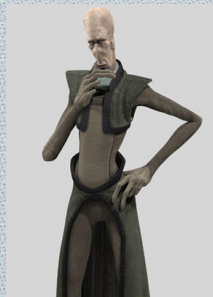


The Mon Calamari are land creatures but water is essential to their culture. They are used to moist climates and find arid areas, such as deserts, uncomfortable and unnatural.

Special

- **Aquatic:** At home in the water Mon Calamari cannot drown in oxygenated liquid and move their full Pace when swimming.
- **Environmental Weakness:** Mon Calamari suffer a -4 to resist the effects of Arid Climates (Heat).
- **Technologically Advanced:** Mon Calamari are some of the best shipbuilders in the galaxy. They start out with a d4 in Science.

MUUN

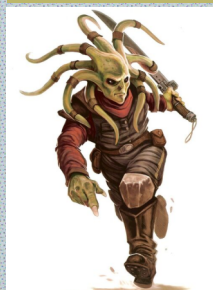


The average Muun stands about 1.9 meters tall and has an elongated, almost featureless head and rail-thin body.

Special

- **Stamina:** Muun start with a d6 in Vigor and increases the Maximum to d12+1

NAUTOLAN



Nautolans have thick green skin that is covered in dark, mottled spots. Their large, black eyes allow them to see well in dim light. Each Nautolan's head is crowned by long, tentacle-like tendrils, which the Nautolan decorates with leather bands, metal rings, or beaded ties.

Special

- **Low Light Vision:** Nautolans ignore penalties for Dim or Dark illumination (but not Pitch Darkness)
- **Aquatic:** At home in the water Nautolans cannot drown in oxygenated liquid and move their full Pace when swimming.
- **Environmental Weakness:** Nautolans suffer a -4 to resist the effects of Arid Climates (Heat).

NEIMOIDIANS



Neimoidians are slight of build and stand between 1.6 and 2 meters in height. They are hairless, with large red eyes and wide, lipless mouths. Their skin is usually bluish gray, but it can range in tone from very pale to almost black. Neimoidians favor expensive clothing and are always seen in public wearing whatever symbols of office or rank they possess.

Special

- **Naturally Persuasive:** Neimodians start with a d6 in Persuasion and their maximum increases to d12+1
- **Academic by nature:** Neimodians start with a d4 in Academics

NETI



Neti are sentient plants with rough gray skin similar to plant bark, thin branching arms, and thick body trunks. Neti foliage tends to be brown or black, and grows on the upper part of a Neti's body. Neti also sport a crown of black-green vegetable "Fur" resembling hair. Rootlike appendages serve as feet. When resting, an adult Neti generally appears as a 5-meter-tall tree.

Special

- **Innate Ability:** Growth: The Neti can increase their Size by 1 for every 2 Ability Points spent. Each increase in Size grants the Neti a one-step increase to Strength and 1 point of Toughness. This does not increase Wounds regardless of change to Scale.
Duration: 5 Rounds
- **Ability Points:** 15 (These points can only be used to cast their Innate Ability and uses the Focus Skill)

NOGHRI



Noghri are small, compact humanoids. A typical Noghri has gray skin, beady black eyes set within bony sockets, claws, and fangs. Adult Noghri average 1.3 meters tall.

Special

- **Reduced Pace:** Decrease the characters pace by -1 and their running die one die type.
- **Size -1:** Noghri average only about four feet tall, reducing their size (and therefore Toughness) by 1.
- **Hardy:** A second shaken result in combat does not cause a wound.
- **Claws:** Noghri have claws that cause Strength+d4 damage.

NOSAURIAN

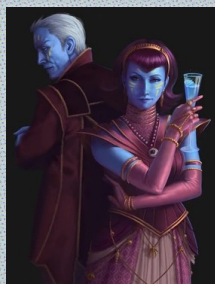


Nosaurians' thick skin ranges in color primarily from light green to black, with other colors less common. A Nosaurian's head features a prominent ridge of horns, serving both as a natural headdress and weapon. Old and battle-scarred Nosaurians often have broken or damaged horns.

Special

- **Horns:** Nosaurians have horns that cause Strength+d6 damage.

PANTORAN



Pantorans are a Near-Human Species with skin of various shades of blue and yellow eyes, with some rare instances of black. Their hair ranges in color from black and blue to light purple and white. They have an average height similar to that of Humans, a bit less than two meters. Their physiology allows them to be comfortable in lower temperatures, requiring only a couple layers of casual clothing in

icy climates. In all other aspects, Pantorans are nearly identical to Humans.

Special

- **Cold Resistance:** Pantorans are adapted to the cold. They receive a +4 to resist the effects of environmental Cold such as Arctic climates and damage from that source is also reduced by 4.
- **One-upmanship:** Pantorans are naturals at explaining why they are better than you. As such they start with a d4 in Taunt.

PYKES



Humanoid in appearance, Pykes are thin and tall with long limbs and fingers. Their heads are excessively elongated and tapered with proportionally small faces, a feature most other sentient species find unsettling. Their skin tones are often dull green with more brightly colored eyes, often hidden behind face masks.

Special

- **Born Killer:** Pykes are naturally adapt at killing they start with the Assassin Edge even if they don't meet all the requirements

QUARREN



Quarren hail from the planet Mon Calamari sharing the world with that species.

Special

- **Aquatic:** At home in the water Quarren cannot drown in oxygenated liquid and move their full Pace when swimming.
- **Isolationist:** Quarren suffer a -2 from Persuasion rolls made to influence those who aren't Quarren or Mon Calamari.
- **Low Light Vision:** Quarren eyes amplify light. They ignore penalties to dim and dark illumination (but not Pitch Darkness).



RAKATA



Rakata resemble humanoids with tall, cone-like heads. Their eyes are located on the sides of their head, attached by a short eye stalk. Their claw like hands have only three digits. Their skin is gray or gray-brown.

Special

- **Force Blind:** For reasons unknown, the Rakata have lost their connection to The Force. Rakata cannot take the Force Sensitivity Edge. They can still increase their Dark Side Score and are still affected by Force Powers and the Use the Force Skill as normal.
- **Primitive Tech:** Rakata Suffer the effects of the All Thumbs Edge when using any Technology not created by their Species.
- **Rage:** They start with the Berserk Edge.
- **Adaptable:** Rakata start with a free Novice Edge of their choice (they must meet all the Requirements).
- **Ancient Knowledge:** Rakata start with a d6 in Common Knowledge.

RATTATAKI



The Rattataki are a Species of pale-skinned Near-Humans, standing 1.7 to 1.9 meters in height. Their skin is universally chalk-white, with bald heads. Their eyes possess more variation, between shades of grey and green. Most Rattataki imprint tattoos along their cranium to denote major life events and achievements.

Special

- **Born Soldier:** Rattataki are natural Soldiers and start with the Soldier edge even if they don't meet all the requirements

REPLICA DROID



Human Replica Droids, or HRDs, are sophisticated synth-skin and bio-fiber-covered Droids designed to be nearly indistinguishable from Humans. Their design is similar enough to Human anatomy that even high-quality medical scanners are not always able to identify them as inorganic, although they are able to discern some differences from the typical Human. They were sometimes referred to as "Meatdroids" or "Droid Clones." Unlike true clones, a droid clone can be created in under three months.

Special

- **Construct:** Constructs are artificial beings made of inorganic material. They add +2 to recover from being shaken, ignore one level of Wound modifiers, don't breathe, and are immune to disease and poison. Wounds must be mended via the Repair skill. Each attempt takes one hour per current Wound level and ignores the "Golden Hour."
- **Vow (Major):** Replica Droids are loyal to their creators (or an individual or organization designated at creation). They cannot cause harm to those that they are loyal to or through inaction allow them to be harmed. This can be removed for two Advancements.
- **Never Force Sensitive:** Droids being inorganic are never able to take the skill Force Use. Due to this reason they can also never have an Arcane Background or use Force Powers.
- **Secret (Major):** Replica Droids are designed to meld in with other humans. They are illegal in some places and being revealed can lead to a host of issues. If it is ever made public knowledge that the character is a Replica Droid, trade this for Enemy, Shamed, Wanted, or another appropriate Hindrance approved by the GM.

RODIAN



Rodians are a humanoid species with multifaceted eyes, tapered snouts and deep green skin.

Special

- **Keen Senses:** Rodians start with the Alertness edge due to their multifaceted eyes.

RYN



Ryn are humanoid, but slightly shorter than Humans. All Ryn have thick, muscular tails that end in white tufts. Prehensile, their tails can support their weight and even act as a third arm. A fine coat of smoke-gray fur covers their bodies, while they grow thick white to blue-white hair on their heads. Males wear thin mustaches and beards. A Ryn's most distinctive feature is its nose. A chitinous organ, similar to a beak, it is perforated to allow the passage of air. Ryn can pipe sounds through these holes to create a variety of tones, whistles, and pops. Skilled Ryn can use these "Beaks" to create music.

Special

• **Prehensile Tail:** Ryn receive a +1 to their Parry due to their tails. They may also use this tail to perform any Free Action that usually requires an empty hand to perform. This also allows them to "Ready" up to 3 objects per turn as a Free Action.

SELKATH



Selkath are amphibious humanoids, with large eyes on each side of their wide, flat heads. They have concealed gill slits that work equally well in air or water. They have naturally poisoned, retractile claws, but it is socially unacceptable (And illegal on Metaan) to use them against an opponent. Nevertheless, highly enraged Selkath occasionally disregard this restriction.

Special

• **Aquatic:** At home in the water Selkath cannot drown in oxygenated liquid and move their full Pace when swimming.

• **Poisoned Claws:** Selkath have claws that cause Strength+d4 damage. With a successful claw attack the victim must roll Vigor or suffer the effects of Mild Poison. However any Selkath who uses their claws to attack anyone is instantly given the Wanted (Major) hindrance on Metaan or when dealing with other Selkath, for doing so.

SLUISSI



Sluissi have long, legless, and distinctly serpentine bodies that are covered in fine scales, typically ranging in color from light brown to dark green. Sluissi's eyes are round and totally black. A forked tongue aids a Sluissi's sense of smell.

Special

• **Serpentine:** By coiling their serpentine bodies, Sluissi are able to jump twice as far as normal. In addition they add +4 to damage when leaping as part of a Wild Attack instead of the usual +2

SNIVVIAN



The short Snivvians have thick skin, and sparse hair. They have a large, short snout, and large canines protruding from their lower jaw. Their thick skin protects them from harsh winters, and also aids them in warmer climates.

Special

• **Size -1:** Snivvians average only about four feet tall, reducing their size (and therefore Toughness) by 1.

• **Observant:** Snivvians start with a d6 in Notice.

• **Cold Resistance:** Snivvians are adapted to the cold. They receive a +4 to resist the effects of environmental Cold such as Arctic climates and damage from that source is also reduced by 4.

• **Artistic Nature:** They start out with a d4 in Performance.



STENAX



Tall and thickly muscled, Stenax have gargoyle-like faces and a row of bony spikes running across their shoulders. Three sharp claws punctuate each foot, five on each hand, with additional spikes lining the backs of their calf muscles. Stenax have scaly, purple-gray skin and white eyes with minuscule pupils.

Special

- **Claws:** Stenax have Natural Weapons in the form of Claws that do Str+d4
- **Big:** Stenax are Big, so much so that they can't wear or use standard equipment without taking a -2 to Trait Rolls to do so. Food, Equipment, and Clothing cost Double the listed price.
- **Flight:** Stenax can fly at Pace 6 per round. Use Athletics when maneuvering.

STENNES SHIFTERS



The Stennes Shifters are biological offshoots of the Near-Human Stennes and resemble their kin in appearance, with ashen-gray skin riddled with dark veins and small knobs, a slight body, heavy-lidded eyes, and gaunt cheeks that gave them a skull-like visage.

Special

- **Innate Ability: Drain Power Points:** As an Action once per round, a Shifter can drain energy from a Grappled target, draining 1d6 of the target's Power Points (Arcane or Innate if any, and the die does not Ace.) The Shifter can repeat this action each round until the target escapes the Grab, or until the target reaches 0 Power Points. Any creature that reaches 0 Power Points in this way is Stunned. They can use these stolen Power Points to Shape Change (Cost 5 Power Points) Stennes Shifters are shapechangers and can alter their appearance. A Shifter can Shapeshift into any humanoid species that is size 0 as an Action. While shapeshifted, a Shifter gains a +4 on Persuasion rolls made to convince others they are someone else.
Duration: 5 Rounds
Points: Shifter's do not have Power Points of their own. They start with 0 points and must steal Points as above and have no limit to how many they can have.

SULLUSTANS



Sullustans ranged from 1 to 1.8 meters in height and bore round, tapered skulls. Sullustans were distinguishable for their almond-shaped black eyes, facial jowls called dew flaps and large, round ears.

Special

- **Who has big eyes/ears:** Their Notice starts as a d6 instead of a d4. This increases their maximum to d12+1.
- **Natural Pilot:** Sullustans start with a d4 in Piloting.

TALZ



Talz are completely covered in shaggy white fur. Each one has four black eyes, plus a proboscis for talking and eating, and two large hands with sharp talons.

Special

- **Claws:** Talz have claws that cause Strength+d4 damage.



TCHUUKTHAI



Tchuukthai are hulking, quadrupedal brutes with thick leathery skin, wide-set eyes, flaring nostrils, and sharp fangs. Bristling fur covers their shoulders and

backs, and armor plating protects their head, joints, and vital organs. An Adult Tchuukthai stands 2 meters tall at the shoulder or 3 meters tall when standing upright on his or her hind legs. Tchuukthai who consort with other Species typically don clothing' others do not.

Special

- **Claws:** Tchuukthai have Natural Weapons in the form of Claws that do Str+d4
- **Low Light Vision:** Tchuukthai ignore penalties for Dim or Dark illumination (but not Pitch Darkness)
- **Big:** Tchuukthai are Big so much so that they can't wear or use standard equipment without taking a -2 to Trait Rolls to do so. Food, Equipment, and Clothing cost Double the listed price.
- **Natural Armor:** Tchuukthai possess an armored hide that provides a +2 Armor bonus

THISSPIASIAN



Thisspians are reptilian humanoids with two pairs of arms and long hair coming from both the top of their head and beards. Their skin is scaled, and lower pair of arms is typically hidden inside of clothing

Special

- **Prehensile Tail:** Thisspians are able to jump twice as far as normal. In addition they add +4 to damage when leaping as part of a Wild Attack instead of the usual +2
- **Poor Parry:** Thisspians are poor melee defenders. Which results in a -1 to parry
- **Infravision:** Thisspians "see" heat, This halves Illumination penalties when attacking warm targets (including invisible beings)

TOGORIANS



Togorians are predatory, aggressive nomads and fearless warriors. In the days of the Republic, Togorian pirate fleets were a known menace. The Republic was unsuccessful in quelling this threat, but the new Empire has the drive and the firepower to crush the fleets. During The Dark Times, pirate fleet survivors are likely to seek their fortunes aboard non-Togorian ships and in non-Togorian

organizations.

Special

- **Balance beyond Compare:** Togorians start with the Steady Hands Edge (Even if they don't meet the Requirements)

TOGRUTA



Togrutas have an oval face flanked by striped, curved horns and a long head tail. Elaborate red and white patterns adorn the face, while a Togruta's body and limbs display red and white stripes.

Special

- **Pack Hunter:** Togrutas are adept at working together with others. They add 2 points to any melee gang-up they are involved in. This does not change the maximum allowed bonus of Gang Up.
- **Echo Location:** Togrutas can "see" by emitting sound and receiving its echo. As long as they can emit and receive sound, they may ignore all illumination penalties and ignore up to 4 points of blindness (this does not include the effects of the Blindness Hindrance), invisibility, or other penalties inflicted by sight or illumination within 10" (20 yards). Creatures with keen hearing may be able to hear the character's calls (GM's call).

TOYDARIANS



Toydarians are rarely more than 1.5 meters tall. Toydarian skin color ranges from blue to green to pink. They are pudgy, with spindly limbs and a pair of fluttering wings that keeps them aloft.

Special

- **Force Resilient:** Toydarians have slippery minds as such any Force Power directed at a Toydarian suffers a -2 penalty (even from an Ally) and damage caused by such powers is reduced by 2 as well.
- **Flight:** Toydarians can fly at pace 6 and “run” for extra movement as usual.
- **Size -1:** Toydarians are short, reducing their size (and therefore Toughness) by 1.
- **Miserly:** Toydarians all have the “Minor Greedy Hindrance.”

TRANDOSHAN



The reptilian Trandoshans are known for their great strength and warlike nature.

Special

- **Scales:** The scales that make up their skin grants them armor +2.
- **Regeneration:** The Trandoshan can make a natural healing roll once per day, even permanent injuries can be recovered once all other Wounds have been healed. An attempt to heal a Permanent wound can be attempted once per week. Every permanent wound counts as a -1 to this attempt including the first one.
- **Infravision:** Illumination penalties are halved when attacking warm targets (including invisible ones).
- **Hated Wookiees:** They have a strong dislike of Wookiees. They suffer a -2 to Persuasion rolls whenever they must interact with one and may become hostile towards them with little provocation.
- **The Cold is not for Us:** Trandoshan suffer a -4 to resist the effects of the Cold.

TRIDACTYL



Tridactyls, is simply one of many terms used to denote this species. No one but them, knows what they are really called. And they aren't telling. They average about 0.7 meters tall. They are green or greenish-brown skinned with large pointed ears and three digits on each hand, with small vestigial claws. Hair tends to be sparse and white or grey.

Special

- **Small Stature:** Tridactyl have naturally short bodies they are always under 4' as such their toughness and size are reduced by -1.
- **Reduced Pace:** Decrease the characters pace by -1 and their running die one die type.
- **One With the Force:** The character starts out with an Arcane Background of their choice
- **Strong Connection:** Tridactyl start with one extra benny as per the “Luck” edge

TUSKEN RAIDER



Roughly 2 meters tall, Tusken Raiders are swathed from head to toe in dusty bandages, as required by ancient custom. Protruding circular lenses protect their eyes, and filter masks cover their mouths.

Special

- **Stealthy:** Tusken start with a d6 Stealth.
- **Survival Instinct:** They start with a d4 in Survival.

TWI'LEK



This humanoid species is instantly recognizable by their long, tapered "head-tails."

Special

- **Head-tails:** Twi'leks can use their head-tails to communicate in secret with each other, even if in a room full of others. The complex movement of the tails is, in a sense, a "secret" language that all twi'leks are fluent in.
- **Natural Showmen:** Naturally able to attract the attention of others with the complex movements of their head-tails. Twi'leks start with a d4 in Performance.

UBESE



Ubese are a Species of graceful Near-Humans. They are uniformly slender and frail compared to Humans. Acclimation to their toxic atmospheres prevents the Ubese from breathing the air of other planets, so they are forced to wear body suits and breathing apparatuses. Beneath this equipment, Ubese are hairless, with pleasant features, fair skin, and bright green or blue eyes.

They have exotic features with narrow faces and overly large eyes set above high cheekbones.

Special

- **Antitox Breath Mask:** Ubese Helmets prevent them from being affected by any airborne poisons or diseases. Without this mask they must make a Vigor roll every round. If the roll is failed, they gain a level of Fatigue. A Ubese who is incapacitated from this dies in a number of minutes equal to his Vigor. If the mask is able to be replaced before then, he can be resuscitated with a healing roll at -2.
- **Frail:** Ubese are Frail reducing their Toughness by 1.
- **Adaptable:** Ubese start with a free Novice Edge of their choice (and must meet all the Edge's Requirements).
- **Survivors:** Ubese start with a d4 in Survival.

UGNAUGHTS



Ughnaughts are stout humanoids with porcine facial features. Adults stand between 1.0 and 1.6 meters tall.

Special

- **Small Stature:** Ughnaughts have naturally short bodies they are always under 4' as such their toughness and size are reduced by -1.
- **Natural Electrician:** Ughnaughts start with a d4 in Electronics
- **Natural Mechanic:** Ughnaughts start with a d4 in Repair
- **Natural Scientist:** Ughnaughts start with a d4 in Science

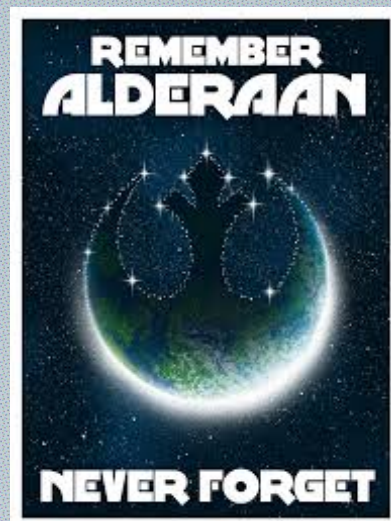
UMBARAN



Umbarans are thinly built humanoids with sunken eyes and pallid skin tones that range from snowy white to pale blue. Male Umbarans stand between 1.7 and 2 meters tall; females tend to be shorter and slighter of build.

Special

- **Low Light Vision:** Umbarans ignore penalties for Dim or Dark illumination (but not Pitch Darkness)
- **Naturally Stealthy:** Umbarans start with a d6 in Stealth and their maximum increases to d12+1



UTAI



Generally short and chubby, the Utai are pale-skinned and hairless, possessing large, oblong heads which slope backwards. Two glassy black eyes protrude from thick stalks on the Utai's face, which is otherwise unremarkable, aside from a small, puckered mouth.

Special

- **Reduced Pace:** Decrease the characters pace by -1 and their running die one die type.
- **Size -1:** Utai are short, reducing their size (and therefore Toughness) by 1.
- **Low Light Vision:** Utai ignore penalties for Dim or Dark illumination (But not Pitch Darkness).
- **Stealthy:** The character starts with a D6 in Stealth.
- **Innate Ability:** Beast Friend: The Utai are naturally gifted when it comes to dealing with Beasts and wild creatures. (As Per the Power but Cost is Paid with Ability Points and uses the Focus Skill)
- **Ability Points:** 15 (These points can only be used to cast their Innate Ability and uses the Focus Skill).

VURK



Vurks are tall, reptilian amphibians with leathery gray-green skin. Their eyes are dark and set deep in their faces. A long crest extends up and back from a Vurk's skull. A Vurk has two long, thick fingers and an opposable thumb on each hand.

Special

- **Aquatic:** At home in the water Vurk cannot drown in oxygenated liquid and move their full Pace when swimming.
- **Environmental Weakness:** Vurk suffer a -4 to resist the effects of Arid Climates (Heat).
- **Placid:** Vurks are renowned for their ability to remain calm and collected, even in the face of danger. They make their Spirit roll at +2 to resist Fear

WEEQUAY



Weequay are humanoids with thick, leathery skin that ranges in color from tan to dark brown. Their faces are lipless, with flat noses and a well-defined frill along each of their jowls. Males grow their black hair into long braids, while females are bald.

Special

- **Natural Armor:** Weequay posses a thick, leathery hide that provides a +2 Armor bonus
- **Pheromones:** Weequay communicate silently with other members of their tribe by emitting complex Pheromones. This form of communication has a maximum range of 20"

WHIPHIDS



Whiphids are bulky bipeds covered in light brown or golden fur. A Whiphid's lower jaw sports two large tusks. Whiphids vary in bulk and size depending on the climate they live in. They often shed some weight on hotter worlds to prevent overheating.

Special

- **Size +1:** Toughness and its strength die is increased 1 step.
- **Cold Resistance:** Whiphids are adapted to the cold. They receive a +4 to resist the effects of environmental Cold such as Arctic climates and damage from that source is also reduced by 4.

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WOOKIEES



Wookiees are walking carpets. Wookiees are widely recognized as one of the strongest and fiercest intelligent Species in the galaxy. Wookiees have many customs and traditions that revolve around honor and loyalty, including the special bond called the honor family and the sacred pledge called the Life Debt. A Wookiee never uses his or her climbing claws in combat; doing this is considered dishonorable and a sign of madness.

Special

- **Unable to speak Basic:** Wookiees are unable to speak basic as their vocal chords are unable to speak it. Other races can learn to understand them if they take the proper language skill. They can hear and understand basic and may communicate via electronic devices or similar methods.
- **Strong:** Wookiees are known for their strength. Their strength starts as a d6 instead of a d4. This increases their maximum to d12+1.
- **Climbing Claws:** Wookiees have retractable claws which aid only in climbing. When climbing the Wookiee can add +2 to her Athletics.

WROONIANS



Wroonians are humanoid in shape, differing from Humans only through their blue skin and yellow eyes. This coloration causes them to be confused with the similarly blue-skinned Pantorans, a misunderstanding not helped by their representation in the senate by a Pantoran senator.

Special

- **Iron Will:** Wroonians may re-roll their attribute roll one time to resist the effects of Intimidation or Persuasion tests.

YARKORA



Yarkora have three-fingered hands with large black nails and a prominent snout flanked by tufts of hair. The body of a Yarkora is covered in short, smooth, usually beige fur.

Special

- **Innate Ability:** Malacia (As Per the Power but Cost is Paid with Ability Points and uses the Focus Skill)
- **Ability Points:** 15 (These points can only be used to cast their Innate Ability and uses the Focus Skill).

YUUZHAN VONG



Yuuzhan Vong are humanoids with sloped foreheads, pallid skin, and dark hair. Their skin bears ritualistic scars and tattoos that add to their sinister appearance.

Special

- **Force Blind:** For reasons unknown, the Yuuzhan Vong have no connection to The Force. Yuuzhan Vong cannot take the Force Sensitivity Edge, cannot make Use the Force checks, and never gain Force Points. In addition, they are immune to any Force effect that targets them directly. (They can still be affected by any AOE powers or powers that don't directly affect them.)
- **Living Tech:** Yuuzhan Vong have a -2 to use any Non-Living technology. All Yuuzhan Vong start play with an Ampistaff.
- **Extra-Galactic:** All Yuuzhan Vong are -2 to Persuasion Rolls made to influence those who aren't Vong, They are also openly treated with hostility by the vast majority of the galaxy.
- **Amphistaff:** An Amphistaff is a serpentine creature genetically engineered by the Yuuzhan Vong to serve as a weapon. The Amphistaff can become as rigid as stone or as flexible as rope, and it can contract the muscles around its head and tail to form razor-sharp edges. Its tail functions as a spear when Rigid (Damage: Str+d6 Notes: Reach 1, Parry +1 if used two-handed). It also has a bite attack that does Str+d4 damage on the non-spear end. With a successful bite attack that causes at least a Shaken result, the victim must succeed at a Vigor roll or suffer the effects of Mild Poison.



ZABRAK



The Zabrak is a humanoid species most distinguished by patterns of vestigial horns on their heads.

Special

- **Tough:** The harshness of their homeworld of Iridonia, forged the Zabrak and gave them an iron will to survive. They have Toughness +1.
- **Heightened Awareness:** Zabrak start with a d6 Notice and the maximum is increased to d12+1.



Setting Rules

Star Wars uses the following setting rules. (Found in the SWADE Core Book)

- Conviction (pg 136) (This is done by using the Destiny Mechanic)
- Creative Combat (pg.137)
- More Skill Points (pg.140)
- Multiple Languages (pg.140)
- Wound Cap (pg.140)
- Unarmored Hero (pg.141)
- Starting Credits 71,500

Optional Settings Rules

These Optional Setting Rules accommodate different play styles and help tailor the Setting to match the style of game the GM wishes to run. All without changing the core of the game.

BASE OF OPERATIONS

Players spend much of their time on Traveling, Fighting Opponents and undertaking Epic Adventures. Whether it takes the form of a Starship, a Bunker hidden on a remote planet, or a secret facility in the middle of a busy city, having a Base of Operations of their own gives them a place to recuperate from such things. There they can recover from injuries, store their hard-earned loot, hone their skills, host important emissaries, and plan their next adventure. This section helps you establish a Base for the player characters. It can create anything from a humble shuttle to an entire base with thousands of troops and support staff. When you're ready to do so, follow the steps.

- STEP 1: Roll an Advantage.
- STEP 2: Roll a Complication.
- STEP 3: Determine the base's Form and how the adventurers acquire it.
- STEP 4: Add any Upgrades the base might already have when acquired. The player characters can guide its growth from there.
- STEP 5: Determine an Encounter

STEP 1: ADVANTAGE

The Advantages listed on the table below are framed in terms of a typical Star Wars setting. Use your imagination to apply them to other themes. In all cases, "members" refers to any and all permanent party members who have free access to the base and its systems. If an individual quits or leaves the party, or if the base is destroyed, any bonus is lost.

ADVANTAGE (ROLL 1D6)

(1) Exotic Location: The base is unusual in some way, such as in the middle of a city, on a remote planet, or a hidden Asteroid. If the base is intended purely to serve as a home for the party rather than be open to the local populace, the group may decide to keep its location secret. This makes it more difficult for enemies to find and attack, while

a known location makes it easier to host friendly locals, emissaries, and other allies. If it's a ship it may be a Prototype or an Archaic design or from an alien Species unknown to the Galaxy at large.

(2) Hallowed: The structure or its grounds are deeply revered and respected. It may mark the site of a great battle or heroic sacrifice, hold the remains of a legendary person, or is the former home of a Jedi (or Similarly respected Order) academy. Most citizens have a Friendly attitude toward any party members known to operate from its hallowed halls. It may be a ship that is known to have performed an amazing feat, or had a famous owner in the past. Either way all team members start each session with an additional Benny.

(3) Inspiring: Those who walk this Base's Corridors are inspired to great deeds of selflessness and heroism. Inspiration might come from a monument to a fallen hero, trophies from previous victories, or even amazing art or architecture that inspires the soul. All party members' Spirit die is increased by one die type.

(4) Mentor: The base or ship is managed by an exceptional individual. He or she might be a respected leader, a Jedi, a beloved relative of one or more party members, an amusing jokester, a famous pilot, or even a Force spirit. The GM should create an appropriate Wild Card character and use him or her to support the team in their adventures. At the start of each session, randomly choose one player character. Continue to do so each session until every player has been chosen once, then start again. That character may recite a brief tale of the mentor's guidance or inspiration to gain Conviction that must be used on some action relevant to the anecdote. If the Conviction isn't used by the end of the adventure, it's lost.

(5) Productive: The base, ship, or nearby facilities under its control produce exceptional wealth of some kind. Members share in the rewards and enjoy a monthly bonus equal to their starting funds times their Rank (2x at Seasoned, 3x at Veteran, and so on). Of course rivals covet the stronghold's fortune and may attempt to steal or destroy it.

(6) **Renowned:** The base or ship is famous for something. Perhaps it holds a wondrous library of Jedi texts, is the last remaining structure from a past civilization, or is one of the fastest hunks of junk in the Galaxy. All party members gain a permanent die type in a Trait of their choice. The bonus might come from exposure to Force phenomena, exceptional training equipment or tutors, or the high standards the place demands of the party members.

STEP 2: COMPLICATION

Complications are long-term issues with the Base. The heroes might be able to resolve the matter for a while, but it eventually returns, changes, or evolves with a slight twist or change to keep the story interesting.

COMPLICATION (ROLL 1D6)

(1) **Contested:** A powerful rival wants the base or ship for her own. She's constantly attempting to take it by guile, force, blackmail, subterfuge, or even through foreclosure! This is usually a villain, but could also be a rival party of adventurers or even an unfriendly aristocrat such as an envious duke or Governor, maybe even a local crime boss with a petty grudge. The team gains the Enemy (Minor) Hindrance. The enemy might be powerful but only show up occasionally, or may be less powerful but more frequent in its actions.

(2) **Crumbling:** The base or ship is falling apart. It may be old, was built poorly, lies on a barren asteroid or planet, or suffered one too many attacks by Space pirates or even the Empire. Doors stick, Womp rats scuttle in the walls, Electronics break on occasion, floors slope at slight angles, or walls or control panels fall randomly. When rolling for Encounters, a roll of 5-9 indicates the Malfunction result instead.

(3) **Foreboding :** The Ship or Base is labyrinthine, a junkheap, a reminder of some terrible tragedy or betrayal, ugly, or perhaps located in some strange or unnatural place. Visitors are uneasy there, help is hard to find (and retain), and the Galaxy's perception of its inhabitants is inevitably tainted. Party members have the Bad Luck Hindrance (this doesn't stack with a character's Bad Luck). Roll again until you get a different result if the stronghold's Advantage is Hallowed.

(4) **Well Known:** The base's location is known by everyone. Strangers arrive almost daily to ask for help and it's centered in an area likely to be a valuable target for robbery or attacks. There's always a crowd outside, including greedy thieves, enemy agents, those asking for spurious help, or those who are truly in need. If the location is difficult to reach, take the Remote result instead. If the base is a starship take the Intruders result instead.

(5) **Intruders:** The base or ship is frequently attacked by space pirates, Jawa type thieves, Imperials, Sith, etc. The building may sit above uncharted tunnels, or have some sort of strategic value. Ships may have a hidden beacon or been marked at a previous spaceport. These foes occasionally find their way inside to cause trouble, steal things, or even attack. They may be bandits, Imperials, Mandalorians, spy's, or beings just looking to stow-a-way.

(6) **Remote:** The base is in a location far removed from civilized planets. It may be deep in the Unknown Region, on an uninhabited water world, on a moon, or at an oasis in the center of a desert world. Whatever the location, travel to the base requires time or special maps that show hidden hyperspace routes.

BASE OF OPERATIONS & CAMPAIGNS

Don't let the lack of an Advantage or Complication prevent you from using it as the campaign develops. Just because you didn't roll "Contested" on the Complication table doesn't mean it can't develop later in the campaign. Whatever makes the campaign fun and interesting is what you should do. The results on these tables can inspire you to develop the base or ship and its role in the campaign as you go. Imagine a Krayt dragon attacking the heroes in their base, or your ship is attacked by Pirates. It's partially destroyed and one of the characters falls. Perhaps it gains the Foreboding trait until the Krayt dragon, or Pirates are defeated. Then the survivors erect a monument to their fallen friend and it becomes Hallowed. That's a story worth telling!

STEP 3: FORM

Now that the nature of the base or ship has been established, figure out its general form and appearance. Is it a warehouse beside a bustling shopping sector? An ancient derelict spaceship in the middle of no-where? A beat up old freighter? A Capital ship run by your patron? Whatever it is, it's large enough to accommodate the party's personal quarters, mess, meeting rooms, and any Upgrades. If the team later changes their base or ship so that the current description no longer makes sense, the GM and players can describe an expansion, they can move to a new location, or whatever else fits narratively.

•Acquisition

Next decide how the heroes came by their base or starship. It might have come from "borrowing" it, a windfall inheritance, a gift for accomplishing a task given to them, the heroes might simply decide to buy or build such a place or starship with some massive treasure they earned in their latest



adventure. Don't worry about the "cost" of the base or ship. Decide what makes sense for the group and their environment and use it as an opportunity to emphasize the flavor of the setting. If the heroes are newcomers from a distant planet, for example, maybe they have to settle for a building in a seedy part of a city. If the team are beloved folk heroes, maybe a grateful senator grants them a small Starship. Both reinforce the feel of the game and even create new adventure ideas. What do the heroes have to do to earn respect? Does the patron expect something in return? If the party is more villainous, maybe they took their structure, or starship during a raid or betrayal. Or perhaps they stole the command codes that override the entry locks and anti-theft protocols to the base or ship (and whoever they stole them from wants it back!).

- Maintenance

Large structures, such as bases and Capital Ships, depend on many crew members to handle day-to-day operations— Pilots, Droids, Maintenance, gunners, commanders, troops, and a host of others. The players and GM should work together to understand and record the basics, naming any important staff members and giving them a few unique personality traits to make them memorable and unique. (You can use the Allied Personalities table in *Savage Worlds* for inspiration, if you like.) The cost to maintain the stronghold isn't something the players and Game Master should normally track. It might be maintained by the people it offers protection to (loyal planets or governments who share their stance in the conflicts that often arise) or covered by an agreement with the queen or senator who granted it. Financial matters might occasionally create adventures, however! Perhaps a spiteful adversary sets out to ruin his rivals' income so they have to vacate or sell their building. Or a shortfall forces the party to take a distasteful mission they'd otherwise pass on. Use the maintenance and upkeep of the team's base or ship to create drama and role playing situations. Don't worry about counting Credits — that's not very heroic!

STEP 4: UPGRADES

Bases consist of personal living quarters, kitchens, meeting rooms, privies, and other basic areas by default. Anything else is an "Upgrade." When the group earns an Advance, they may also add any one of the Upgrades below to their stronghold. It's up to the party to figure out what to do if they can't agree on which Upgrade to take! Encounters: Of course there's a price for owning something so valuable! Whenever you Upgrade your stronghold, roll on the Encounters table. If the party isn't around for the encounter, the GM can send word of the event or save it for when they return as she sees fit.

ROOM UPGRADES

- Advanced Firewalls: The team's electronics are protected by advanced firewalls or protective software that make them very difficult to hack. Any foe attempting to break into their systems subtracts 8 from their Hacking rolls, and failure automatically signals all available team members to the attempted intrusion.
- Base Defenses: The base's entrances have automated turrets equipped with either stun guns or Gatling lasers (team's choice). If this Upgrade is taken a second time, they cover each other Upgraded room as well. The exact nature of the defenses should be a discussion between the players and Game Master.
- Brig: Prisoners are kept in these advanced security cells. Various methods, from stun cuffs to tranquilizer beds, ensure all but the heaviest hitters can be kept here until they are turned over or set free.
- Command Center: This upgrade makes the heroes' central gathering area a cutting edge command center. It adds interactive holographic maps linked to global, or system-wide satellites, advanced scanners that can detect different kinds of energy, and state-of-the-art communications arrays. Adjust this for the time period as needed. The Command Center adds +2 to Research rolls if the information can be found in this way (GM's call).
- Exotic Location: The base is in an unusual location, such as a space station, beneath a volcano, on a private moon, or hidden deep below a city. The group can decide if it's hidden or not. Either decision has its own story-based consequences on the campaign. A hidden base is harder for villains to find and attack, while a public base makes it easier to host friendly government officials, and other allies. If the heroes already have a base when they choose this Upgrade they must relocate. Maybe that occurs after a titanic battle that levels their previous home.
- Monument: This Upgrade may only be taken after a team member falls! A monument in a prominent location in the base recounts her achievements and final sacrifice. Every member of the team increases their Spirit one die type permanently. This may only be taken once, no matter how many monuments are eventually installed
- Hidden Entrance: Whether it's the main entrance or a secret back door, the base has a secure method that its members and even its vehicles can enter and exit discreetly. The portal might be a long corridor leading far from the building or cave, a secret elevator into the local turbolift network, or a secret Hyperspace route.
- Medical Center: The team has a full hospital with advanced life-saving equipment. Add +2 to Healing rolls made to treat patients here.
- Force Tradition Library: Jedi or other Force Tradition followers can consult the rare tomes kept within this library. Those allowed to access these texts add +2 to their Occult rolls.
- Science Lab: The base has an advanced workshop, laboratory, or research room that adds +2 to any Science or relevant Research rolls made within.

- **Security Team:** The base has five security agents (design them yourself or use either the Rebel Soldier or Stormtrooper) to protect it from infiltration and assault. The squad may be taken on missions if desired, but this is generally frowned upon as it often results in their harm. This Upgrade may be taken more than once to gain an additional team or give all existing teams one Advance.
- **Self-Sufficient:** The base has its own water source, generator, food-stores, oxygen (if necessary), and other critical life-support systems. The team can survive within for up to 90 days even if cut off from the outside.
- **Training Room:** The training room consists of androids, robots, mechanical traps, and even hired opposition to hone the team's battle skills. The brutal training grants all team members +1 Toughness.
- **Trophy Room:** The heroes dedicate a room to relics of their most memorable adventures. This Upgrade may be taken up to three times, representing new trophies that add a Benny to a special team pool. When this Upgrade is implemented, and at the start of each session afterward, the players should take turns being in charge of the pool. The player with this role can hand out these Bennies at any time, granting them as she thinks appropriate to her teammates (and even nonplayer characters).
- **Vehicles:** Each time this Upgrade is taken grants the heroes Speeder bikes for each team member, a Landspeeder, an Air Speeder, or a single person Starfighter.
- **Vehicle Bay:** The heroes have a dedicated vehicle bay that adds +2 to vehicle Repair rolls.

STEP 5: ENCOUNTERS (ROLL 1D20)

Every time your group Upgrades the base, on the Encounter table below. As always, the Game Master should customize details for her game and the team's particular backgrounds and adventures.

ENCOUNTERS

(1) **Double Trouble:** Roll twice and apply both results!

(2-8) **No Encounter:** This time!

(9) **New Hyperspace Route:** A new Hyperspace route is found on purpose or by accident. Maybe a new species comes out, or maybe the heroes can go in—perhaps even visiting New Planets!

(10) **Rampage:** A giant creature (or creatures) terrorize a nearby settlement or planet—and the team's base is directly in its path! Perhaps the creatures were driven from some underground system and aren't truly destructive, or maybe they're being manipulated by some insidious villain.

(11) **Attack:** Opponents attack the team's base. This might be a frontal assault, an attack via "Trojan Horse," or even a betrayal of some sort.

(12) **Collapse:** Some part of the base collapses. An Upgrade, chosen randomly, is lost in a bizarre accident, finally crumbles from previous damage, or is the target of an attack. When the team takes their next Upgrade, the damaged Upgrade is repaired as well.

(13) **Shortfall:** The team's finances are at a crisis level for some reason. Maybe it's only a temporary state, but they must raise funds by taking on some sort of task from a disagreeable source to keep the base or starship afloat.

(14) **Plague:** A plague infects the crew. The heroes must decide how to deal with it. They may have to wait it out, bargain with a healer for her service, or gather some rare cure from a creature or faraway planet.

(15) **Hostile Government:** The mayor, governor, or some other powerful figure or authority has a beef with the heroes. The authority tries to make the team's life difficult by slowing construction (Upgrades), filing complaints for violating noise ordinances, or riling up the public by pointing out the financial and physical hazard the base poses for the locals. This might lead to a Social Conflict in court—and perhaps uncover the nefarious involvement of an opponent as well.

(16) **Catastrophe:** A natural or man-made disaster threatens their base and the area around it. It might be an earthquake or tornado, a battle between extremely powerful creatures, a black-hole or Supernova, or an accident at a nearby high-tech lab (secret or otherwise).

(17) **Local Trouble:** The local's have a problem with the group or one of its members. One or more of them have complained to the authorities, filed a lawsuit, or are making terrible accusations in the press of some troublesome wrongdoing. The authorities might be friendly to the heroes, but the locals, led by one or two troublemakers, are adamant about chasing you out of their neighborhood.

(18) **Local Crimelord:** A local Crimelord has a problem with the group or one of its members. He might send Bounty Hunters after them, try to Blackmail them or claim they owe him money, he may even be working for a larger syndicate.

(19) **Diplomatic Mission:** A rival planet or system has a dispute with the character's faction or their patron. The party is tasked with negotiating the issue somehow, perhaps performing a favor for the rival, uncovering his foul scheme, or finding a suitor for his headstrong son or daughter.

(20) The Senator is Dead!: The party's Patron, mentor, or an ally is slain. She might perish in some epic adventure, be the victim of an assassin or a coup, or simply pass after a long and happy life. The heroes are expected to attend the funeral, bring a memento to the family, recover some information or destroy it and perhaps avoid detection or arrest.

DOWNTIME

Characters often have time between their Adventures. Some might spend it practicing their Lightsaber techniques or modifying their items. Others may try to earn a few coins in town, spend time with their friends, or aid locals in need. When the Game Master decides there's "downtime" (generally a few days to a week), you can choose one of the following activities. Each provides a benefit of some sort, from financial rewards to progress in crafting or rerolls on select Traits. Narrate what your Character is doing then follow the instructions under each activity. Some Game Masters might also require characters spend Credits on cost of living or upkeep of ships or equipment during Downtime. Unless an option says otherwise, its effect may only be gained once regardless of how long the downtime lasts.

- **Carouse:** Carousing characters spend their time socializing with friends, making new ones, or cementing relationships with their contacts. This usually involves considerable cost and time spent at local restaurants, gambling establishments and Cantina. During her Downtime, the character spends 50 credits in food, drink, and entertainment. Double that for each Rank thereafter: 100 credits for Seasoned, 200 credits for Veteran, 400 credits for Heroic, and 800 credits if she's Legendary). In exchange, she gains a favor she can call in at any time. The greater her Rank and her overall standing (GM's call), the greater the favor.

- **Center:** The hero focuses on whatever brings her happiness. That might include quality time with friends, a solitary hunt through a secluded forest, riding a favorite horse, painting, reading, writing, performing, dancing, or courting a romantic interest. Whatever the activity, the goal is inner peace and happiness. Taking a week to enjoy the fruits of one's labors grants the character Conviction.

- **Earn:** The hero earns credits in some way. Perhaps he takes on odd jobs, kills Womp rats in the local area, or even "procures" it from the local gangs! The hero must make a relevant skill roll to earn her reward—Thievery for scoundrels, Fighting for Mercenaries, Performance for entertainers, etc. Use an appropriate attribute for more mundane jobs. A Critical Failure means the character doesn't make any money and embarrasses herself somehow. If the job was dangerous, she also takes

d4 Wounds. Failure means she doesn't make any money and takes Fatigue from Bumps & Bruises. Success earns her 1000 Credits if she's Novice rank, 2000 Credits if Seasoned, 3000 Credits if Veteran, 4000 Credits for Heroic, and 5000 Credits if she's Legendary. Double the reward with a raise.

- **Train:** A Character can practice a specific skill or attribute to temporarily increase its effectiveness. A character might train Fighting by sparring with a master, Persuasion by public speaking, Occult by studying forbidden tomes, Strength or Vigor with vigorous exercise, and so on. The character must possess at least d4 in any skill chosen for training. Afterwards, she gets a free reroll when failing that skill or attribute for one entire encounter. This stacks with any other rerolls she may have from other sources. The player chooses when to activate her rerolls as a free action. If she Trains again, the previous focus is lost.

- **Research:** A character can spend her Downtime developing or learning new powers. This doesn't permanently give her a power, but allows her to use any Power of her Rank or lower for one entire encounter. The power is cast at a -2 penalty, but is otherwise treated just like one of the Force Users regular powers. Finally, Research can also be used to reveal deep information about a particular subject. No Trait roll is required. The GM decides just how much the investigator can learn in a week given the topic, the location, and resources at hand.

- **Rest:** Those who have suffered grievous Wounds might need to do so during Downtime to recover their health. Use the Natural Healing rules during the week. Any healers in the group can provide Support, as can other allies or hired professionals such as physicians in a nobleman's employ. Regardless of the outcome, resting characters gain one Benny. Characters may choose to rest even if they have no Wounds. This provides the same benefits as Centering, with the hero doing nothing but resting mind and body to recover from the stress of adventuring.

- **Upgrade:** A Character may wish to Upgrade or Modify their Gear or Ship during their Downtime. Using the Modification Rules. Any one with the appropriate Skill needed for the Modifications being made can provide Support, as can other allies or hired professionals such as mechanics. This cuts the Upgrade time in half as the hero can focus solely on the task at hand.

GIANT FOES

Some enemies are so huge the heroes can freely maneuver between the foe's massive legs, be swallowed whole by them, or even ignored completely as though they were tiny insects. Creatures or Vehicles that are two or more Scales smaller than another may attempt to climb up the larger foe, or skim the surface of a larger vehicle with an opposed Maneuvering roll. If the smaller creature or Vehicle wins, he's attached and moves along with the larger creature or vehicle on its turn. If the larger creature or Vehicle wins, the smaller creature falls or is shaken off, taking appropriate Falling damage. Vehicles take crash damage as if they rammed the larger vehicle, the larger vehicle does not take damage from this. If the smaller creature is in an appropriate spot (GM's call), he ignores up to two points of Called Shot penalties when making a melee or shooting (in Melee) attack. This lets a hero clamber up the back of a Krayt dragon, for example, and strike it in the back of the neck, eye, or other vulnerable spot, or target a vulnerable spot on a vehicle, like controls or a joint or open hatch. It may even allow a smaller ship to attach itself to a larger one in a daring maneuver.



EXPANDED BREAKING RULES

Occasionally a character may want to break Armor or other unexpected items not listed in the Core Book. Use the wearer's/ user's Parry if worn/held, or 2 if it's motionless. If a damage roll equals or exceeds the Armors/ Objects Hardness, it's broken, bent, shattered, or otherwise ruined. The GM decides the exact effect.

Most anything can be broken given enough time and effort, so use this system only when attempting to break things in a hurry (such as during combat rounds). A character must specifically state he's trying to break the Armor/or Object to do so—don't check every time the wearer/user is hit.

No Bonus Damage or Aces: Attacks against solid objects don't get bonus damage from raises, and damage rolls don't Ace. Unlike a person or complex device like a computer or a vehicle, an attack can't hit a "vital" area on a Armor itself and thus do more damage.

The Method use to determine the Hardness of any Armor or Solid object is to double the die number of the Min Str Die (d8 = 8 for example). Then add a +1 for every era Medieval, Modern, Futuristic

For Example a Futuristic Infantry Battle Suit has a Min Str of d6. Doubling that gives us 12 and then add +1 for every Era, so a +3. Giving the Armor a 15 Hardness.

If an object doesn't have a Min Str then use the Encumbrance Table on pg 67 of the SWADE core rules and the objects weight to determine the Min Str needed. (A 20lb object or less would be a d4, above 20lbs upto 40lbs is a d6 and so on.) Then decide if it is a soft or Solid object.

If its a Solid object simply follow the method above to determine hardness.

If it's a soft object just apply the Min Str die alone. (A d4 = 4 Toughness)

Damage Types: Certain types of attacks can't break certain types of objects. Use common sense when determining whether or not a particular type of weapon can destroy Armor.

Changes to the SWADE Core Book

- Faith is Removed
- Focus is no longer used for Arcane Background (Gifted) it instead is used for Innate Abilities
- Psionics is renamed Force Use and is used to access all Force Sensitive Powers
- Spellcasting is Removed
- Weird Science is Removed
- Pg 150 is removed
- Pg 152 is removed
- Pgs 154 to 173 are Replaced by a Force Powers List
- Hacking is Changed to Read as Follows “Hacking is the skill used to create programs and “Hack” into secured systems. Use of this skill requires a computer or interface of some sort. Most “Hacking” attempts are a simple skill roll resisted by the device's Smarts. (If the device does not have a listed Smarts the GM should assign an appropriate Smarts die.) Examples: Non-military grade Bracer Computers, Datapads, and Personal Computers. Most non-military vehicles like speeders.

SMARTS RANGE TABLE

SCALE	SMARTS RANGE
Small	d4
Normal	d4-d6
Large	d6-d8
Huge	d8-d10
Gargantuan	d10-d12

For more complex systems the following system is used.

Hacking System

The hacking attempt is broken down into 3 rounds. With the hacker rolling their Hacking skill with any appropriate modifiers as the GM sees fit, opposed by the devices Smarts. (Other Players may Assist as per usual) Each success and Raise grants her an “Access Token” (The Device doesn't gain tokens, it just attempts to keep the Hacker from gaining them).

At the end of the third round the hacker totals up their “Access Tokens” and looks up their result on the “Hacking Results Table” For most Complex systems the GM should assign an appropriate Smarts die. This is done by first determining the size of the system to be hacked to determine it's Smarts Range as well as how many subunits it has, Which is determined by it's Smarts Die, you then add the scale modifier as it's system bonus. If at any point the Hacker is able to take over all the Subsystems with at least User Access he defeats the system and now has complete control forever.

Example: The hacker attempts to steal a size 14 Freighter. Size 14 is Gargantuan as such the Freighter has a Smarts range of d10-d12. It has a bonus to this die of +6, and has d10-d12 total subsystems. The Gm decides that this being a civilian vehicle it has a d10+6 smarts. The hacker who has a Cyberjack (+4 to Hacking) and a d12 skill plugs in. He and the GM decide what System he wants to take over. He decides he wants to take over the door controls so he can keep out any unwelcome interruptions while opening doors for his allies elsewhere in the ship, after 3 rounds he ends up with 8 Tokens. He now has Root access to the ship's doors subsystem with only 9 systems to go before he has complete control. This also grants him a +2 bonus on his next attempt. Feeling confident he attempts to take over the next system, but even with a +2 for all 3 rounds of the attempt. He only ends up with 3 Tokens this time. That is a Failure. They are now locked out of any further attempts to access other subsystems for 1d4 hours. The System decides it needs to retake that subsystem and as such it attempts to hack back in. The Hacker ends up with 5 Tokens this time. He loses his Root Access but still has User access. The System has failed to retake the Subsystem and is locked out for the next 1d4 hours.

HACKING RESULTS TABLE

TOKENS	RESULT
0	This is a Crit Failure and is treated as such. The Target is hostile and will attack if possible, or otherwise betray, report on, or hinder the party at every opportunity. The Hacker is also locked out of the entire system including any subsystems they may have already taken over.
1-3	This is a Failure and is treated as such. The Target denies the Hacker from all further Access and may even attempt to revoke any access they currently have by performing a Hacking attempt of its own against the Hacker.. It may or may not Attack, betray, report or hinder the party beyond the denial (GM Discretion). The Hacker is also locked out of all other systems for 1d4 hours.
4 - 5	This is a Success and is treated as such. The Target grants the Hacker basic user access to the subsystem, but not control. It will not work against its Allies.
6+	This is a Success with a Raise and is treated as such. The Target grants the Hacker Root access to the subsystem, and control. It will work against its Allies. For every Token above 6 the Hacker has they gain a +1 (maximum +4) on their next hacking Attempt.

New Skills / Hindrances / Edges

New Skills

Astrogation (SMARTS)

This skill is used when making hyperspace jumps, looking at Star charts, or knowing where in the Galaxy one might be. This is generally done while using the Ships Navi-computer or by the Ships Astromech Droid.

New Hindrances

Corruption (Major)

This Hindrance may only be taken by a character with the Force Sensitive (Darkside) Background. The Force User draws upon deep wells of fear, hate and anger. Whenever he rolls a Critical Failure on his Use Force roll, he gains a new Minor Hindrance that reflects the corruption of his mind and body (They may also increase a minor Hindrance they have already gained this way to a Major). He might become jealous, for example, as he realizes how difficult it is to gather his power. Or Ugly as those dark energies are reflected in his contorted features. These Hindrances last until the Force-user's next Advance, at which time he may remove one Minor Hindrance (gained this way), or reduce a Major Hindrance (gained this way) to a Minor.

Force Sensitivity (Minor/Major)

This Character is affected by the Force more than most. As a Minor Hindrance, subtract 2 when making a Trait roll to resist the Force, Subtract 4 as a Major Hindrance.

Grim (Minor)

The hero is serious, taciturn, and finds mirth tiresome. He's Provoked (see Savage Worlds) on any successful Taunt—whether the opponent has the Provoke Edge or not. Provoked characters subtract 2 from rolls to affect any opponent except the one who insulted him. This lasts until a Joker is drawn (by either side) or someone else successfully Taunts them. Grim also counts as a Requirement for the Menacing Edge (see Savage Worlds).

Hyperspace Sickness (Minor)

Something about the character doesn't sit right with the bizarre warping effects of hyperspace. After each use of Hyperdrive travel, he suffers a level of fatigue that takes 24 hours to fade. Hyperspace Sickness can cause Incapacitation but not death.

Idealistic (Minor)

You see things in black and white and struggle with more nuanced dilemmas. Most of the time this is an admiral virtue, but it causes great issues when on the horns of a moral dilemma, such as whether to hand a starving thief over to the Local Authorities or let him get away with his desperate but perhaps necessary crime.

Low-G Worlder (Minor)

This being hails from a world with light Gravity, making his muscles weak compared to most other species. He subtracts 1 from all Strength rolls (including damage).

Selfless (Minor/ Major)

You think of others before yourself. You sleep on the floor to give another the bed. You pretend to be full to give your friends the last bite of meat. You stand before your friends when the Rancor attacks. You buy the book that everyone else in your party reads—a true hero! The extent and frequency of your sacrifice determines whether this is a Minor or Major Hindrance.

New Edges

Background Edges

Heavy-G Worlder

Requirements: Novice
The Character comes from a dense world with very heavy gravity. He starts with a d6 in Strength this also increases their maximum to d12+1

Rocket Jock

Requirements: Novice, Piloting d8, Shooting d6
The pilot can fire one weapon system per action without incurring a multi-action penalty while Piloting or Driving a vehicle, aircraft, or starship

Multi-Functional Droid

Requirements: Droid, Novice, Smarts d8
This Droid may select another Droid Degree. They gain both the Negative and Positive aspects of every degree they have. This Edge may only be taken once per Rank.

Combat Edges

Charge

Requirements: Seasoned, Fighting d8+
A short burst of speed adds significant impact to this hero's melee damage. If she runs at least 5" (10 yards), she adds +2 to the damage of her first Fighting attack that turn. This may be combined with a Wild Attack.

Coordinated Firing

Requirements: Seasoned, Shooting d8
As long as the character makes only ranged attacks this round, One of which must target an object or creature, They may grant a single ally a +1 gang-up bonus to all attacks that ally makes in the same round against that same object or creature. This bonus counts towards the +4 maximum Gang-up bonus allowed from all sources.

Deflection

Requirements: Heroic, Fighting d10+
The hero's ability with a melee weapon is unparalleled. As long as he has a melee weapon in hand, physical ranged attacks (arrows, axes, spears, etc. But does not include attacks from energy weapons like Lasers, Blasters, etc.) directed against him (and assuming he can see it coming) use his Parry as the base TN.

Opportunistic

Requirements: Veteran
Opportunity is what one makes of it. When a character with this Edge is dealt a Joker, he adds +4 to his Trait and damage rolls instead of +2.

Savagery

Requirements: Novice, Fighting d6+
Violence is a way of life for some. Those with this Edge hit their foes hard enough that they often don't get to reply in kind. A character with this Edge causes +4 damage when making a Wild Attack rather than +2

Trademark Armor

Requirements: Novice, Strength d6, A complete set of armor (helmet, legs, torso)
The hero knows one unique set of armor and how to move within it. He treats the Minimum Strength to wear it as if it is one die lower when he is wearing the full set. This armor also has an extra Modification Slot. If any part of the armor is destroyed, lost, replaced, modified or Upgraded. They lose this benefit until they spend several days adjusting it to be exactly right. (However long the GM feels is appropriate)

Uncanny Reflexes

Requirements: Veteran, Agility d8+, Athletics d8+
The character has an uncanny ability to avoid area attacks and effects. She ignores the usual -2 Agility penalty when making Evasion attempts. She also gets a regular Evasion attempt against area effect attacks or effects that don't usually allow it (at the usual -2 penalty).

Power Edges

Favored Power

Requirements: Seasoned, Force Sensitive (Any), Force Use skill d8+
The Force user has dedicated his time to mastering a particular power. Choose one of your character's powers. She may ignore up to two points of any penalties (Multi-Action, Wounds, Fatigue, etc.) when activating that power.

Battle Meditation

Requirements: Veteran, Force Sensitive (Any), arcane skill d10+
This Edge allows the user to use her Force Powers on large units of Extras such as soldiers, henchmen, or guards. See Battle Meditation on page 48 for details.

Professional Edges

Droid Master

Requirements: Novice, Smarts d8+, Electronics d6+, Repair d6+
This character has started to design and build his own droids. The Droid Master may select any 2nd degree droid to build (With Gm approval)
The Droid is an Extra and doesn't Advance in Rank or abilities. If the Droid is disassembled or destroyed the hero builds a replacement in 1d4 days.

More Powerful Droids:

Droid Master may be taken more than once. Choose one of the effects below each time it is chosen:

- Gain an additional Droid (Once per Rank, Legendary Characters may create a Droid Extra every other Advance.)
- Increase one of the Droids Traits one die type (only one Trait per Droid)
- Add one Special Ability to the Droid from the following list (Aquatic, Armor, Burrow, Environmental Resistance, Flight, Hardy, Infravision, Low Light Vision, Resilient/ Very Resilient, Stun, Wall Walker)
- Add a new Degree of Droid that may be created. You gain access to them in the following order; 3rd degree, 5th degree, 1st degree, 4th degree (May only be taken Twice per Rank)



Droid Bond

Requirements: Novice, Droid Master
Some Individuals have an extraordinary bond with the Droids they create. These characters may spend their own Bennies for any Droid they create and that are under their control.

Mandalorian

Requirements: Novice, Soldier
Mandalorians are trained from a Young age to be ready for combat at any time. They get a +1 on all Fighting and Shooting Rolls. They also receive a +1 to any Piloting Roll made to use a Jetpack.

Vehicle Edges

Trademark Vehicle

Requirements: Novice, Repair d8, Piloting d6
You know a particular vehicle like the back of your hand. Add +2 to the Vehicles Handling score when you are at the controls. This Edge may be taken multiple times, applying it to a different vehicle each time it is. If a Trademark Vehicle is lost, you can replace it but the benefits don't kick in for a few days (however long the GM feels is dramatically appropriate).

Wild Card Vehicle

Requirements: Heroic, Trademark Vehicle (for the ship this will be applied to)
You have modified your ship to the point that the ship itself is now a Wild Card and its handling score is improved by 2 points. If the ship is lost or stolen, This modifier stays with the ship. If a Wild Card Vehicle is lost, you can replace it but the benefits don't kick in for a few days (however long the GM feels is dramatically appropriate).

Force Traditions

Force Traditions are a special subset of Edges that represent various Force Using Traditions each one consists of the following

•Membership:

The conditions for being considered a member of a given Force Tradition are outlined in the description. A character may be a member of more than one Force Tradition, but this is uncommon and should have an in-game reason and method for learning the new Tradition.

•Professional Edges:

These are the Edges available to Members of each Tradition

•Unique Devices:

Some Traditions have the ability to create these Devices

•Information:

A brief bit of background about the tradition

The Agents of Ossus

Membership

Any character who has the Force Sensitive (Lightside) Edge can become a member of The Agents of Ossus by being accepted as an apprentice by someone who is already a member of this Force Tradition.

Professional Edges

Agent of Ossus

Requirements: Novice, Force Sensitive (Lightside)

When using the Force Conceal Power Agents of Ossus receive the Strong Modifier at no additional cost of PP.

Information

Members of The Agents of Ossus focus on using The Force to aid their survival under the heel of the Empire. Living almost exclusively in urban environments, The Agents of Ossus develop Force Powers that fit with their lifestyles. They believe that they are the last torchbearers in a galaxy of darkness, and that their ability to use The Force and their willingness to do so is all that is keeping the galaxy from being plunged completely into the abyss of corruption fostered by the Empire. Though not necessarily engaged as dissidents against the Empire, by and large they choose to live outside the government's rules and regulations, and they strike out on their own path even when living among law-abiding citizens.

מאמר זה יתפרסם באתר החדשות האחרונות של הממשלה. מטרתו היא להודיע על פעולות הממשלה שיש להם השפעה חיצונית או על נושאים שיש להם חשיבות לאומית. מטרתו היא גם להודיע על נושאים שיש להם חשיבות לאומית. מטרתו היא גם להודיע על נושאים שיש להם חשיבות לאומית.

The Believers

Membership

Anyone with the Force Sensitivity Feat and a Dark Side Score of 1 or higher is welcome to join The Believers by being accepted as an apprentice by a member of the cult.

Professional Edges

Sith Reverence

Requirements: Novice, A Darkside Score of 1 or higher

You gain a +1 bonus on your attack rolls while you are within 10" and in line of sight of an ally with a Dark Side Score equal to or greater than your own.

Information

The Believers follow the teachings of The Sith from ancient times before the Rule of Two and strive to extend the influence of The Dark Side of The Force.

The Fallanassi

Membership

The Fallanassi are insular, but they do occasionally cross paths with other cultures and members of other Force Traditions. It's conceivable, however unlikely, that an outsider might be indoctrinated into the ranks of The Fallanassi, but only under exceptional circumstances, and only if the White Current guides The Fallanassi to do so.

Professional Edges

White Current Adept

Requirements: Novice, Force Sensitive (Any), Pacifist

You can make a Use the Force check in place of Stealth

Information

The White Current guides The Fallanassi to use its power to benefit everything and everyone around them, as well as to protect themselves. Those who succeed in channeling the White Current often display powers with surprising effects.

The Felucian Shamans

Membership

Only Felucians who are Trained in the Use the Force Skill are accepted into the ranks of The Felucian Shamans.

Professional Edges

Felucian Shamanism

Requirements: Novice, Force Sensitive (Lightside), Felucian

Felucian Shaman train to fight the Darkside, Any power cast by someone with the Force Sensitive (Darkside) Edge, targeting them suffers a -2 penalty and damage is reduced by -2 as well. This does stack with both Arcane Resistance and Improved Arcane Resistance.

Information

Native to the Force-rich world of Felucia, The Felucian Shamans are among the most talented natural Force-users in the galaxy. The world of Felucia is tied intimately to The Living Force, and as such the world's flora and fauna, including the Felucians themselves, can be influenced by the presence of strong agents of The Force, both light and dark. The members of the Shaman caste of Felucia, aware of this potential danger, always ensure that any of their brethren who fall to The Dark Side are immediately executed in the Ancient Abyss, the resting place of one of the largest Sarlaccs in the galaxy. The Shamans fear, and rightly so, that allowing a powerful agent of The Dark Side to live on their world will corrupt not only their fellow Felucians but the planet itself.



The Inquisitorius

Membership

Any Character with a Force Sensitive Edge can become a member, But they must have "Fallen to the Darkside" at one point to be accepted.

Professional Edges

Imperial Inquisitor

Requirements: Novice, Any Force Sensitive Edge, Fallen to the Darkside

An Imperial Inquisitor gains a +2 bonus to use Mind Reading against anyone who does not have the Force Sensitive (Darkside Edge)

Information

Imperial Inquisitors are the latest, secret addition to Imperial Intelligence. At the request of the Emperor, a special division has been created called The Inquisitorius, which specializes in scouring the galaxy for Force-users of all types and eliminating them. Led by a Grand Inquisitor, these Dark Side Force-users seek out surviving Jedi, adepts, primitive shamans, and all students of The Force who are not aligned with the Emperor. The Inquisitors are ruthless and effective even when not using The Dark Side. Rumors of their methods and existence are slowly spreading throughout the intelligence services, making them among the most feared operatives. The Inquisitors work best through interrogation and investigation, with and without The Force. Few can withstand an Inquisitor's interrogation session.



The Jal Shey

Membership

Any character with the Force Sensitive (Lightside) Edge can become a member of The Jal Shey by being accepted as an apprentice by a one who is already a member of this Force Tradition.

Professional Edges

Neophyte

Requirements: Novice, Force Sensitive (Lightside) While using any device created by a Mentor. A Neophyte may use his own PP to Activate and Maintain Powers in the Device (see pg 151 of the Swade Core Book) but this costs 3 pp to do instead of 1.

Advisor

Requirements: Neophyte
As above the cost to Maintain Powers is reduced to 2 PP

Mentors

Requirements: Artificer, Advisor

Unlike a normal Artificer these rare individuals have mastered the ability to create Arcane Devices. Any Device made by a Mentor may gain its own set of PP equal to half of the Points put into it by the Mentor who must pay double the cost of each power he puts into the device to do this. If they do so these points are lost to them until they are regained by Recharging, however the Recharge rate is reduced to 1 Power Point per day and all other requirements of recharging still apply. They may also Maintain Powers in the Device for the normal cost of 1 PP

Unique Devices

Jal Shey Devices

A Device made by a Jal Shey Mentor has its own set of Power Points based upon the amount invested by the Mentor when created. They operate as standard Arcane Devices in the hands of anyone who is not a Jal Shey. However unlike a normal Arcane Device, Jal Shey Devices recharge at a rate of 1 Power Point per day as long as they are not used during that time and are in the possession of someone with the Force Sensitive (Lightside) Edge.

Information

The Jal Shey is one of the oldest known Force Traditions, and one of the most wide-ranging. Unlike other Force Traditions, the Jal Shey study The Force from an intellectual, scientific point of view, rather than a spiritual journey.

The Jedi

Membership

Any character with the Force Sensitive (Lightside) Edge can become a member of the Jedi Tradition by being accepted as an apprentice by a Jedi Knight or Jedi Master or by Studying with Jedi Holocrons or other Teaching materials.

Professional Edges

Jedi Knight

Requirements: Novice, Force Sensitive (Lightside), Trademark Weapon (Lightsaber)

While you have a Lightsaber readied and you are aware of a ranged attack, the Target Number for the attacker equals half your Parry (Rounded Down) +2. This does not apply to area attacks. Once per turn (if not shaken or stunned) the Knight may also redirect one ranged attack that fails. Towards any target with in range Smarts of the Knight as a Free Attack using their Shooting skill. The redirect takes place immediately (before other hits against the hero on the same Action Card, if any)

(The GM may Rule that certain attacks can not be deflected because the ammo is destroyed when it hits the Lightsaber Blade for example slthrowers, rocks, etc...)

(You also may not Redirect Vehicular Weapons of Medium or Higher Type)

Jedi Master

Requirements: Seasoned, Jedi Knight

As with the Knight edge, A Master may also redirect ranged attacks that fail. But they can do so against up to three such failed attacks. Redirecting them towards any target with in range Smarts x2 of the Master as a Free Attack using their Shooting skill. These redirects takes place immediately (before other hits against the hero on the same Action Card, if any)

Jedi Artificer

Requirements: Jedi Knight, Artificer

Unlike a normal Artificer these rare individuals have mastered the ability to create Arcane Devices. Any Device made by a Jedi Artificer may gain its own set of PP equal to half of the Points put into it by the Jedi Artificer who must pay double the cost of each power he puts into the device to do this. If they do so these points are lost to them until they are regained by Recharging, however the Recharge rate is reduced to 1 Power Point per day and all other requirements of recharging still apply.

Unique Devices

Jedi Devices

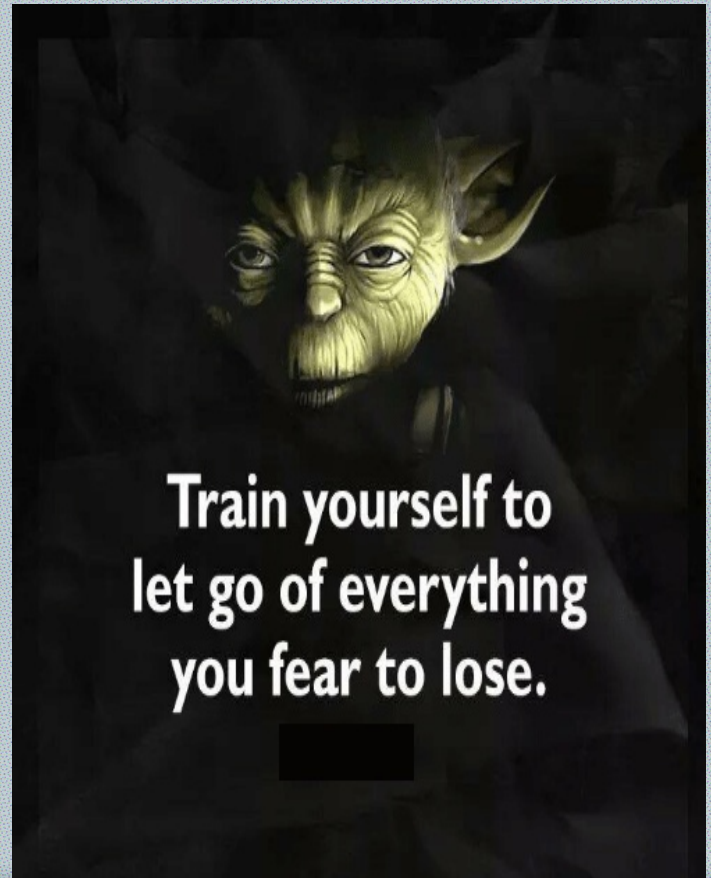
A Device made by a Jedi Artificer has its own set of Power Points based upon the amount invested by the Jedi Artificer when created. They operate as standard Arcane Devices in the hands of anyone who is not a Jedi. However unlike a normal Arcane Device, Jedi Artificer Devices recharge at a rate of 1 Power Point per day as long as they are not used during that time and as long as it is in the possession of someone with the Force Sensitive (Lightside) Edge.

Information

There is no emotion; there is peace.
There is no ignorance; there is knowledge.
There is no passion; there is serenity.
There is no death; there is The Force.

-From The Jedi Code

For centuries, the group of philosophers that would eventually become The Jedi contemplated the mysteries of the energy field known as The Force. Eventually, some of the group's members mastered The Force. After that, they dedicated themselves to using their newfound skills and powers for good, helping those in need. In the thousands of years that followed, the Jedi served as protectors of The Galactic Republic. Answering to their own Jedi Council and operating in concordance with the Judicial Department of the office of the Supreme Chancellor, the Jedi became the guardians of peace and justice in the galaxy.



**Train yourself to
let go of everything
you fear to lose.**

The Jensaarai

Membership

Any character with either the Force Sensitive (Lightside) or the Force Sensitive (Darkside) Edges can become a member of the Jensaarai Tradition by being accepted as an apprentice by a member of The Jensaarai.

Professional Edges

Jensaarai Squire

Requirements: Novice, Force Sensitive (Lightside) / (Darkside), Trademark Armor (Jensaarai)

Jensaari Squires have learned to shift their armor to give themselves the best protection possible during combat. Once per turn they may negate half of the AP from a single attack that is directed towards them. (This does not apply to area attacks)

Jensaarai Defender

Requirements: Seasoned, Jensaari Squire

Jensaari Defenders are masters at shifting their armor to give themselves the best protection possible during combat. Due to this they may negate half of the AP from up to three attacks directed towards them per turn. (This does not apply to area attacks)

Information

The Jensaarai sect of Force-users came into existence near the end of the Clone Wars and is relatively young compared to other Force Traditions. Founded by an Anzati Dark Jedi, Nikkos Tyris, The Jensaarai blend teachings of Jedi and Sith philosophy to form something altogether different. The Jensaarai resemble both The Jedi and The Sith in many ways; they construct and wield Lightsabers, they defend their planet from hostile forces, and they have a strong grasp of The Force and its ways. Still, they remain quite different in other respects. Jensaarai Defenders construct suits of armor, fashioning them after creatures they feel fit their personalities, and they can be violent and ruthless when necessary. Though many Jensaarai Defenders run the risk of falling to The Dark Side, very few actually do, as discipline and awareness of the repercussions of their actions are two of the most important tenets of Jensaarai training.

The Keetael

Membership

Any Draethos who has the Force Sensitive (Force Adept) Edge can become a member of The Keetael by being accepted as an apprentice by someone who is already a member of this Force Tradition.

Professional Edges

Keetael Warrior

Requirements: Novice, Force Sensitive (Force Adept), Danger Sense, Must be a Draethos

The Keetael Warrior has learned to hone his fighting skills to a degree most never will. He can take the Block and Improved Block Edges at one Rank lower than normally required.

Information

On the Draethos homeworld of Thosa, warriors and hunters dominate the culture. Unsurprisingly, the Draethos Force Tradition of Keetael uses The Force to increase fighting and hunting prowess. Keetael is a mysterious, but not secretive Force Tradition. They are relatively few (Only in the hundreds), as are the number of Draethos Force-users. Many practitioners choose to conceal their abilities and membership, not out of fear of reprisal, but to maintain a significant advantage over their opponents in battle. Initiates are also taught the customs and history of The Keetael. Rather than carrying Lightsabers, they use the same weapons as the rest of Draethos society. Though few wear trappings that identify them as members of the order, each Initiate receives a small silver disk upon completion of their training. One side is inscribed with an elaborate series of circles, the symbol of the order, and the other side carries the symbols and signatures of the Keetael Masters and Initiates involved in the individual's training. The disk is a symbol of membership in the order. However, members are not required to display it, or even carry it.

The Krath

Membership

Any character who has the Force Sensitive (Force Adept) Edge can become a member of The Krath by being accepted as an apprentice by someone who is already a member of this Force Tradition.

Professional Edges

Krath Follower

Requirements: Novice, Force Sensitive (Force Adept)

Krath focus their study on the Illusion Force Power; their illusions may encompass the volume of a LBT instead of just a MBT as normal.

Krath Master

Requirements: Seasoned, Krath Follower

Krath Master's have learned the ability to add substance to their Illusions. Anyone who does not resist the effects of a Krath Illusion when they come into contact with it becomes either Distracted or Vulnerable. (The Krath decides which)

Information

The Krath are an unusual combination of reclaimed Sith learning and direct influence from Sith spirits. None of the early Krath received formal Sith training. Instead, they pieced together techniques and Sith magic from artifacts and occasional input from powerful Sith spirits. Rather than avoiding The Dark Side, The Krath have no such inhibitions and follow their investigations in any direction they deem worthy. They learn how to use ancient Sith Artifacts, project massive and destructive Sith illusions, and wield Sith sorcery.



The Luka Sene

Membership

Any Miraluka who has the Force Sensitive (Lightside) Edge can become a member of The Luka Sene by being accepted as an apprentice by someone who is already a member of this Force Tradition.

Professional Edges

Luka Sene

Requirements: Novice, Force Sensitive (Lightside), Miraluka

Due to their intense study a Luka Sene can ignore up to 6 points of penalties when they have Force Detect activated instead of the usual 4 points that other members of this Species can ignore.

Information

The Force is far more common among Miralukans than other Species. Miralukans also rely on The Force more than any other Species because they depend on The Force to sense their surroundings in lieu of their lost eyesight. Thus, Miralukans do not regard beings with The Force as seers or mystics, and mystically based Force Traditions have few supporters in Miralukan society. However, some Miralukans do present an increased aptitude with the sense-based aspects of The Force. Once identified, Miralukan educators and leaders encourage such individuals to join The Luka Sene, a formal organization, with meditation and education chambers in most cities on their homeworld. The Luka Sene concentrates first and foremost on developing the powers of their membership, particularly sense-related powers. Luka Sene is academic in atmosphere and culture. Mysticism is still present, but used by most members as a basis for more practical application of Force Powers. Offworlders regard The Luka Sene as a university for Force-users, a place where classes and education take place, but not a tradition that dominates an attendee's personal life to the degree seen in Jedi, Sith, or other Force Traditions.

The Mecrosa Order

Membership

Only individuals who possess the Force Sensitive (Darkside) Edge can become a member of The Mecrosa Order, by being accepted as an apprentice by a Lord who is already a member of this Force Tradition.

Professional Edges

Mecrosa Apprentice

Requirements: Force Sensitive (Darkside), Assassin

Mecrosa Apprentice's excel at using the Force to guide their attacks, when targeting the smallest chink in armor. When doing a Called Shot to attack the Head or Vital Organs of a normal sized creature they do so at -3 instead of -4.

Mecrosa Lord

Requirements: Mecrosa Apprentice

A Mecrosa Lord increases the bonus from Assassin to a +3 instead of +2

Information

For centuries, a secret evil in the Tapani Sector has had nobles and commoners jumping at shadows in their own homes and palaces. That evil is The Mecrosa Order. At last, Houses Pelagia and Melantha beg for Republic intervention, but with Exar Kun's war intensifying, no help comes. High Lady Brezwalt III stands poised to transform Tapani Sector into The Mecetti Empire, until Pelagian Jedi Shadows turn the tables. Infiltrating every Mecrosa chapter, the Jedi double agents wait. Then, when Kun is defeated, the Shadows spring their trap and The Jedi Order pounces. In this event, known as The Cleansing of the Nine Houses, Jedi Knights destroy The Mecrosa Order, and Mecetti nobles, anxious to save face, turn against Lady Brezwalt.

Special

Members of The Mecrosa Order who have either edge are considered Sith Knights for the purposes of qualifying for the Sith Lord Edge. But they still must meet the other Requirements.

The Order of Shasa

Membership

Only Selkath who possess the Force Sensitive (Force Adept) Edge can become a member of The Order of Shasa, by being accepted as an apprentice by someone who is already a member of this Force Tradition.

Professional Edges

Order of Shasa

Requirements: Novice, Force Sensitive (Force Adept), Selkath

Members of the Order of Shasa who have completed the Rite of Fira reduce the AP of a Lightsaber by 5 when they have their Fira readied and are aware of the attack

Information

The Order of Shasa is a new Force Tradition, formed just after the end of The Jedi Civil War. Named for its founder, the Order is exclusive to the planet Metaan and its native Species, the Selkath. Because The Order is so new, initiatives undergo little formal training. Those teaching have little more experience than those learning. However, Shasa has instituted one formal initiation requirement- The Rite of Fira. Students deemed ready to become full members of The Order are sent on a special quest that serves as a final test of their abilities, reminding them of the reason The Order was founded and providing them with a weapon for personal defense.

Special

The Rite of Fira requires the initiate to swim to the wreck of the kolto harvester destroyed by Revan in the Hrakert Rift (This is a Travel Challenge that takes 3 days). After removing a piece of metal from its cortosis-laden hull plating, the initiate must then use the heat from volcanic vents on the ocean floor to craft the cortosis into a Fira (Vibroblade) a curved, Lightsaber resistant sword (This requires a repair roll at -2), which members of The Order can use to defend themselves against possible Sith or even Jedi threats.

The Sith

Membership

Any character with the Force Sensitive (Darkside) Edge can become a member of The Sith by being accepted as an apprentice by a Sith Lord. During The Rise of the Empire Era, there can only be one Sith Lord and one Sith Apprentice. Thus, the only way to join The Sith during this era is to wait (Or arrange) for one of the two Sith to die.

Professional Edges

Sith Knight

Requirements: Novice, Force Sensitive (Darkside), Trademark Weapon (Lightsaber)

While you have a Lightsaber readied and you are aware of a ranged attack, the Target Number for the attacker equals half your Parry (Rounded Down) +2. This does not apply to area attacks. Once per turn (if not shaken or stunned) the Knight may also redirect one ranged attack that fails. Towards any target within in range Smarts of the Knight as a Free Attack using their shooting skill. The redirect takes place immediately (before other hits against the hero on the same Action Card, if any)

(The GM may Rule that certain attacks can not be deflected because the ammo is destroyed when it hits the Lightsaber Blade for example slthrowers, rocks, etc...) (You also may not Redirect Vehicular Weapons of Medium or Higher Type)

Sith Lord

Requirements: Seasoned, Sith Knight

As with the Knight edge, A Lord may also redirect ranged attacks that fail. But they can do so against up to three such failed attacks. Redirecting them towards any target within range Smartsx2 of the Lord as a Free Attack using their shooting skill. These redirects takes place immediately (before other hits against the hero on the same Action Card, if any)

Sith Artificer

Requirements: Sith Knight, Artificer

Unlike a normal Artificer these rare individuals have mastered the ability to create Arcane Devices. Any Device made by a Sith Artificer may gain its own set of PP equal to half of the Points put into it by the Sith Artificer who must pay double the cost of each power he puts into the device to do this. If they do so these points are lost to them until they are regained by Recharging, however the Recharge rate is reduced to 1 Power Point per day and all other requirements of recharging still apply.

Unique Devices

Sith Devices

A Device made by a Sith Artificer has its own set of Power Points based upon the amount invested by the Sith Artificer when created. They operate as standard Arcane Devices in the hands of anyone who is not a Sith. However unlike a normal Arcane Device, Sith Artificer Devices recharge at a rate of 1 Power Point per day as long as they are not used during that time and are in the possession of someone with the Force Sensitive (Darkside) Edge.

Information

Peace is a lie, there is only passion.
Through passion, I gain strength.
Through strength, I gain power.
Through power, I gain victory.
Through victory, my chains are broken.
The Force shall free me.

-From The Sith Code

An ancient order of Force-users devoted to The Dark Side and determined to destroy The Jedi, The Sith have existed in many forms throughout the history of the galaxy. The original Sith were a Near-Human population on Korriban, subjected and ruled by outcast Dark Jedi several thousand years before the Battle of Yavin. The name "Sith" eventually came to refer to the Dark Side cult that ruled the Sith people (That is, the "Lords of the Sith"). When The Old Republic discovered The Sith Empire thousands of years later, it led to the Great Hyperspace War, the first of a long series of conflicts that ravaged the galaxy over the next few millennia. Eventually, The Sith Empire (Now known as the "Old Sith") was destroyed, and all it left behind were ancient Holocrons and the ruined tombs and temples on Korriban, Yavin 4, and a handful of other planets throughout the galaxy.



The Witches of Dathomir

Membership

Only female natives of Dathomir (From The Rise of the Empire Era onward) with the Force Sensitive (Force Adept) edge can be members of The Witches of Dathomir.

Professional Edges

Witch

Requirements: Novice, Force Sensitive (Force Adept), Beast Bond

If they cast the Beast Friend power they gain the Mind Rider Modifier for free

Nightsister

Requirements: Novice, Force Sensitive (Force Adept), Must have at least 1 Darkside Point

If they cast Fear they reduce the cost of the power and modifiers by 1 (This can not reduce the cost below 1)

Information

Native to the planet of Dathomir, The Witches of Dathomir were the first non-Jedi Force-users encountered by Luke Skywalker during his quest to rebuild The Jedi Order. Some 600 years before the Clone Wars, The Jedi Order banished a Jedi named Allya to the primitive planet of Dathomir. In exile, she founded her own sect of Force Adepts, selectively breeding with a group of exiled arms dealers, and within decades had created a Force-using society. The Witches of Dathomir are part of a primitive culture with a strong yet rudimentary grasp of The Force. Though much of their own knowledge is derived from The Jedi arts, over the centuries their lifestyle and philosophies have shaped their knowledge of The Force to fit their own needs.



The Force

Force Sensitive

To use the Force, a character must take one of the Force Sensitive Edges. If Force Sensitive (Lightside) or (Darkside) is taken after character creation, the character should have access to a holocron or other source to learn the tradition from. Once per Rank Force Sensitive Characters can switch Alignments with GM Approval. A Force Adept may become a Lightside or Darkside user. A Lightside user may become a Force Adept or Darkside user. A Darkside user may become a Lightside user or a Force adept, but they must immediately Atonify if they have not already begun to do so. This comes at a cost though, Doing so inflicts a -2 penalty whenever they use a Power that has a listed Light or Dark version. This penalty lasts until their next advance at which time they should change the names of their powers to the new alignment and no longer suffer the -2 penalty. Force adepts do not need to change the names, but still suffer the -2 penalty until their next advance as normal.

If this change causes a Character to no longer qualify for certain Edges, they gain no benefit from those edges until such time as they do qualify for them.

Force Sensitive (Force Adept)

Force Skill: Force Use (Spirit)

Starting Powers: 1

Power Points: 15

The character has an innate connection to the Force. Adepts often have a mix of Light and Dark powers. This Edge is used both for those who have no formal training and for smaller traditions of the force, such as the Witches of Dathomir.

Force Sensitive (Lightside)

Force Skill: Force Use (Smarts)

Starting Powers: 3

Power Points: 10

The character has been trained in the ways of the Jedi or other Lightside Tradition. The character also is given the Code of Honor (Major) Hindrance. If this background is taken during character creation this hindrance counts as 2 of the 4 points they are allowed to take to buy edges. If taken after character creation it does not.

Force Sensitive (Darkside)

Force Skill: Force Use (Smarts)

Starting Powers: 3

Power Points: 10

The character has been trained in the ways of the Sith or another Darkside Tradition. The character also is given the Bloodthirsty (Major) Hindrance. If this background is taken during character creation this hindrance counts as 2 of the 4 points they are allowed to take to buy edges. If taken after character creation it does not.



THE DARKSIDE

At any time a Player may "Call upon the Darkside". Doing so functions as if they have spent a Benny even if they have none to spend. They can even do this to re-roll a Critical Failure. This gives them a Darkside Point. These points must be noted on their character sheet. They carry over from one session to the next.

FORCE-USERS

Whenever a character who is Force Sensitive uses a Darkside Point to effect a "Force Use" roll, The Force User receives Two Darkside Points for doing so instead of one.

GM DARKSIDE

A GM may call upon the Darkside once per game session, If they do so, all players are awarded a Benny.

TAINTED

When a player "Calls upon the Darkside" they are considered Tainted. They must make an Opposed Spirit Roll against the Darkside (Every Darkside point, including the one they just took, raises the Darkside's dice by one step. D4 at 1, d6 at 2, d8 at 3, d10 at 4, d12 at 5, every Darkside point after 5 adds a +1 to the roll). If the Character wins the Character suffers no ill effects from his brush with the Darkside. If the Character wins with a Raise the Character adds +2 to all further rolls they make, until the start of their next turn.

If the Darkside Wins the character "Falls to the Darkside" and must obey commands that don't directly harm himself or those he cares about. If the Darkside wins with a Raise, The character "Embraces the Darkside" and is completely controlled, but gets an automatic Spirit roll as a free action at -2 to avoid directly harming himself or those he cares about. If the Characters resistance succeeds, he doesn't carry out that particular command but doesn't otherwise resist the Darkside's Commands. These effects last a number of rounds equal to the number of Darkside Points they have.

ATONING

At any time Characters may choose to Atone. Characters who do so may no longer call upon the Darkside until they have fully Atoned for their past evils. They Atone by forfeiting Conviction (Lightside Points) to get rid of their Darkside Points. While Atoning if they perform an act that would normally grant them Conviction they no longer receive it. Instead their Darkside total is reduced by one. The character is considered "Redeemed" once they have removed all their current Darkside points.

REDEEMED

Once a character has been Redeemed, all future uses of the Darkside by them inflicts a -2 to their Opposed Spirit Rolls to resist the Darkside. If the Darkside wins (even with just a Success) they "Embrace the Darkside" and are completely controlled as if The Darkside had a Raise.

MINOR FORCE USE

A character may use the Force in Minor Ways by making a Use Force roll. This is an action, and the effect must be based on one of the character's existing powers. A Sith could use Combustion to light a campfire, for example. A Krath could use Fear to cause forboding during a Story to entertain a group of children. A Force user uses Move Object to pull a fruit to him. A Jedi uses Light/Darkness to dim or brighten a room for Dramatic Effect while telling a Story.

Success means the desired effect occurs with no cost in Power Points. A raise has an additional narrative impact of some kind— the fruit spins almost as if Dancing, the Fire burns a unique color. Failure causes the spell to fail without effect. A Critical Failure causes the spell to backfire, which requires the caster to lose 1 Power Point or suffer Fatigue. Critical Failure also causes an embarrassment or minor mishap of some sort— the Fruit smacks the caster or someone else along the way, a conjured flame lights a book on fire, or the power makes an embarrassing sound or smell. A successfully Minor Use Duration is the same as the power it's based on and may be maintained by spending Power Points as usual.

The GM has the final say on what a Minor Use can do, but the effect must not replace a power or cause damage (at least directly). It can be used to Test or Support, or grant a +1 bonus on a subsequent roll in the same encounter. For example, if the Jedi uses a cantrip to impress a crowd of village children, the GM might give him +1 to a Persuasion roll later on if he talks to their parents or someone else who witnessed the kindness.

BATTLE MEDITATION

Some Jedi have the Ability to effect select units or even entire armies. Only those who have the Battle Meditation Edge (page 37) may use the rules presented below.

Casting a spell via Battle Meditation costs +5 Power Points. Only powers with the Additional Recipients modifier are eligible, though that modifier is not used when casting via Battle Meditation. (It may be cheaper to use Additional Recipients with a small number of allies that calculation is left to the user!) Force Powers may only be cast on characters with identical profiles, i.e. a unit of Stormtroopers, a troop of Droids, etc.

Resistance: Make a group roll for the defenders if the power is resisted.

BATTLE MEDITATION

NUMBER AFFECTED	PENALTY
2-50	-2
51-250	-4
251-500	-6

Range: The Range of all Battle Meditation is 100 yards.

Maintenance: Powers may be maintained normally, meaning that once cast, a caster may maintain boost Trait (Shooting) on a unit of Troopers another five rounds for a single Power Point.

Battle Meditation Penalty: The Force use skill roll suffers a penalty based on the number of troops affected, as shown on the Battle Meditation Table
Example: A Sith casts Mind Trick on an enemy formation of 400 Gungan warriors at the height of a climactic battle. The Sith's total, after the -6 penalty, is an 8. The Gungan's resist with a group

roll and get a 6. The Sith is successful and decides to make the Gungan's stand idly for five rounds (if he tries to make them attack their fellows they get another roll to resist, as described in the Mind Trick power).

Later, the same Sith decides to grant Force Shield to an embattled troop of 50 Stormtroopers. That's a -2 penalty to his Use Force Roll, so he needs to roll a 6 for a basic success and a 10 for a raise.

Force Powers

This section is meant to replace the Powers Section of the SWADE Core Book almost completely. The Following list is what should be removed or replaced in the Powers section of the Core Book. Pgs 148 and 149 are Replaced by the Following. "Certain Powers have a Light and a Dark version. This doesn't alter the power or limit it from being used by Force Adepts. Lightside Players should write down the Light name and Darkside players should use the Dark name of the powers. Force Adepts may use either name.

List of Powers

Battlemind

Rank: Novice
Power Points: 1
Range: Smarts
Duration: 30 Minutes
Battlemind creates a telepathic connection between two individuals (which does not necessarily have to include the caster). The link accommodates only willing subjects and communication - Only Consciously transmitted thoughts can be shared. Once activated, the Range between all linked minds is one mile, or Five with a raise. If any of the linked characters suffer a Wound, all others must make a Smarts roll or be Shaken (this cannot cause a wound). The speed of communication is that of normal speech, but with a raise members may communicate up to 30 seconds or so of speech on a single combat turn.

Modifiers

• Additional Recipients(+1): The power may affect additional targets at a cost of 1 Power Point per target.

Battle Strike (Light) / Dark Rage (Dark)

Rank: Novice
Power Points: 1
Range: Self
Duration: 5
This power allows a player to increase the amount of damage they do in Melee by increasing their Strength one die type, or two with a raise, for five rounds.

Modifiers

• Armor Piercing (+1 to +3): Each point spent grants the power AP 2 to a maximum of AP 6 (This does not stack with other AP, use whichever is higher).
• Heavy Weapon(+2): The attack counts as a Heavy Weapon.
• Smite (+2): While in effect the weapons damage is increased by +2, or +4 with a raise



Battle Focus (Light) / Dark Intent (Dark)

Rank: Novice
Power Points: 2
Range: Self
Duration: 5

This power allows a player to increase the amount of damage they do in Ranged combat for five rounds. While in effect the damage of a ranged weapon is increased by +2, or +4 with a raise.

Modifiers

- Armor Piercing (+1 to +3): Each point spent grants the power AP 2 to a maximum of AP 6 (This does not stack with other AP, use whichever is higher).
- Heavy Weapon(+2): The attack counts as a Heavy Weapon.

Beast Friend (Light) / Beast Servent (Dark)

Rank: Novice
Power Points: Special
Range: Smarts
Duration: 10 minutes

This power allows an individual to speak with and guide the actions of nature's beasts. The cost to cast is equal to the sum of their Size (minimum 1 per creature) Controlling five wolves (Size -1) costs 5 points (remember the minimum cost of 1), for example. Controlling a rhino (Size 5) costs 5 points. Success means the creatures obey simple commands, like a well-trained dog. They attack foes and endanger their lives for their master. A raise on the Force Use skill roll means the beasts are more obedient. They won't kill themselves but overcome their natural fears to follow their orders. Swarms can also be controlled. Small Swarms cost 1 point, Medium Swarms cost 2, and Large Swarms cost 3. Beast friend works only on natural creatures with animal intelligence, not humanoids.

Modifiers

- Mind Rider (+1): The caster can sense through any of the beasts he's befriended.

Blind

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Instant

Those affected by this malicious power suffer blurred vision or near-complete-blindness with a raise. Success means the victim suffers a -2 penalty to all actions requiring sight, or -4 with a raise. The victim automatically tries to shake off the effect with a Vigor roll as a free action at the end of his turn and at the end of every following turn, while still affected. Success removes 2 points of penalties, and a raise removes the effect entirely.

Modifiers

- Area Effect (+2/+3): For +2 points the power affects everyone in a MBT. For +3 the Area of Effect is increased to a LBT.
- Strong (+1): The Vigor roll to shake off the effect is made at -2.

Boost/Lower Skill

Rank: Novice
Power Points: 3
Range: Smarts
Duration: 5 (boost); Instant (lower)

This power allows a character to increase or decrease any skill the target currently has at least a d4 or higher in. Boosting an ally's skill increases the selected Trait one die type, or two with a raise, for five rounds. Lowering an enemy's skill has a Duration of Instant and lowers the selected skill a die type with success, or two with a raise (to a minimum of d4). A victim automatically tries to shake off the effect with a Spirit roll as a free action at the end of his turn and at the end of every following turn, while still affected. Success improves the effect one die type, and a raise removes the effect entirely. Additional castings don't stack on a single Skill (take the highest), but may affect different Skills.

Modifiers

- Additional Recipients(+2):The power may affect additional targets at a cost of 1 Power Point per target.
- Strong (+1): Lower Trait only. The Spirit roll to shake off the effect is made at -2.

Cloak

Rank: Seasoned
Power Points: 5
Range: Smarts
Duration: 5

With a success, you bend light and muffle sounds around you, with the Force. The character and their personal items become a vague blur or outline. Any action taken against them that requires sight is made at -4, or -6 with a raise. These same penalties apply to any Notice rolls using sight or sound made to detect the cloaked character." It also prevents electronic devices from seeing, sensing, or recording the character visually.

Modifiers

- Additional Recipients(+3): The power may affect additional targets at a cost of 3 Power Points per target. They must remain within range of the caster to maintain the effects.

Combustion

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Instant

Conjure a flame about the size of a torch, and hurl it at a target for 2d6 damage, and they catch on fire. Roll a d6 immediately after it does so. On a 6, it grows in intensity by 1d6 each time to a maximum of 5d6. On a 1, the fire drops a level, or burns out if reduced below 1d6 damage. The fire continues to cause damage at the beginning of the victim's turns. The victim may also make an Athletics roll to reduce the fire by 1d6 on their turn, this is an action each time they do so.

Crucitorn (Light) / Hate Gives Power(Dark)

Rank: Seasoned
Power Points: 5
Range: Self
Duration: 5

You draw upon the Force to ignore the debilitating effects of physical pain, and focus despite great physical trauma. On a Success you are able to ignore 1 point of Wound penalties. With a Raise you are able to resist 2 points of Wound penalties.

Damage Resistance (Light) / Anger Gives Strength (Dark)

Rank: Novice
Power Points: 1
Range: Smarts
Duration: 5

Damage Resistance creates a field of energy around a character, giving him 2 points of Armor. With a raise, the bonus is applied to Toughness instead. This stacks with all other armor, natural or worn, and is negated by AP as usual.

Modifiers

• Additional Recipients (+1): The power may affect additional targets at a cost of 1 Power Point per target. They must remain within range of the caster to maintain the effects.

Detonate

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Instant

Use the Force to locate the weak point of an unattended object. Using the Force to shatter it. On a success you roll 2d6 damage against the target's Hardness (pg 98 core book), or 2d8 with a raise. (The dice can ace due to knowing the weak point)

Enlighten

Rank: Novice
Power Points: 3
Range: Smarts
Duration: Instant

You reach out to an ally telepathically, sharing visions of the near future to give the ally a bonus in combat. Make a Use the Force check. On a Success the ally may add a +1 to their next attack (as per the Gang-up rules), +2 on a Raise.

Modifiers:

• Additional Recipients (+1): The Power may affect more than one target for 1 additional Power Point per target. They must remain within range of the caster to maintain the effects.

Environmental Protection (Light) / Environmental Subjugation (Dark)

Rank: Novice
Power Points: 2
Range: Smarts
Duration: One Hour

This power allows the target to breathe, speak, and move at his normal Pace in an otherwise fatal environment. It protects him against intense heat, cold, radiation, atmospheric or fluid pressure, and lack of oxygen. Generally, the adventurer can function normally underwater, in space, within the core of a volcano, etc. It fails quickly (1d4 rounds) in the presence of super- intense conditions such as actual lava or the massive radiation of a melting nuclear core, for example. Environmental Protection reduces damage from like sources by 4 (6 with a raise). If protecting against intense heat, for example, it protects against a flamethrower or other fire based attacks.

Modifiers

• Additional Recipients(+1): The power may affect additional targets at a cost of 1 Power Point per target. They must remain within range of the caster to maintain the effects.

Empathy (Light) / Mind Wraith (Dark)

Rank: Novice
Power Points: 1
Range: Smarts
Duration: 5

The caster forms an emotional bond between himself and the target with a successful Force Use vs Spirit roll. He knows the target's emotional state and most basic surface thoughts, and gains a +1 (+2 with a raise) to Intimidation, Persuasion, Performance, or Taunt rolls against him. Empathy also works on animals, adding a +2 to riding or other rolls used to interact with the creature.

Farseeing

Rank: Seasoned
Power Points: 3/6/9
Range: Planet/System/Galaxy
Duration: 5

This power allows a player to target one creature you know or have met with before. You can sense whether the target is alive or dead and gain a vague sense of its immediate surroundings, what it's currently doing, and any strong emotions it is presently feeling. For 3 points they can do so anywhere on the planet the player is on as long as the target is both on the same planet and alive. For 6 points they can detect them within the same system of planets. For 9 points they can detect them anywhere in the Galaxy. The target may resist with an opposed Spirit roll.

Farsight

Rank: Seasoned
Power Points: 2
Range: Smarts
Duration: 5

Farsight allows the recipient to see in detail over great distances. She can read lips or read fine print up to a mile distant. With a raise, she also halves Range penalties for Shooting, Athletics (throwing), or other abilities affected by Range.

Modifiers

• Additional Recipients(+1): The power may affect additional targets at a cost of 1 Power Point per target. They must remain within range of the caster to maintain the effects.

Fear

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Instant

This power causes overwhelming dread and horror. Those affected make a Spirit roll. On a Success they resist the effects. On a failure, extras are Panicked and Wild Cards roll on the Fear Table. If the power is cast with a raise, the Fear roll is at -2 and Wild Cards add +2 to Fear Table results.

Modifiers

• Area Effect (+2/+3): For +2 points the power affects everyone in a MBT. For +3 the Area of Effect is increased to a LBT.

Fold Space

Rank: Seasoned
Power Points: 4
Range: Smarts
Duration: Instant

You can use The Force to bend space, transporting a character almost instantaneously from one place to another. Fold Space allows a character to disappear and instantly reappear anywhere they can see within their range, or double that with a raise. Opponents adjacent to a character who Folds Space away don't get a free attack. If casting Fold Space on a willing subject, the caster decides where they move to, not the target.

Modifiers:

• Additional Recipients (+1): The Power may affect more than one target for 1 additional Power Point per target. All targets affected must be adjacent to the original target of this power.

• Unseen Location (+4): Folding space to an unseen location is very difficult to do. The roll to do so is done at -2 and any failure is treated as a crit failure.

• Teleport Foe (+2): The Foe must be targeted by a Touch attack first. (pg 108 Core). This is an action, so the casting must be the second part of a Multi-Action if the touch attack is successful. The Foe resists the casting with an opposed Spirit roll against the Use the Force skill total. If they fail to resist it they are sent anywhere the caster can see within their range, or double that with a raise. A Foe may not be teleported into a solid object. (Can not be combined with the Additional Recipients Modifier)

Force Astrogation

Rank: Seasoned
Power Points: 5
Range: Self
Duration: 5 Minutes

Force Astrogation allows the Force User to stretch out their senses and map a Hyperspace Route. With a successful "Use the Force" Roll they are able to map out a safe route to a single object within 12 hours of the current location. With a Raise they can map a route out to a single object within 24 hours of their location. On a Failed Roll they end up colliding with a small object and require rolling on the "Out of Control" Chart on page 119 of the SWADE Core Book. On a Critical Failure they Strike a large Object and must roll on the "Vehicle Critical Hits" chart also on page 119. This ability functions as if the Force User had rolled Astrogation using a Limited Navicomputer.

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Force Barrier

Rank: Seasoned
Power Points: 2
Range: Smarts
Duration: 5

Force Barrier creates a straight wall 5" (10 yards) long and 1" (two yards) tall, of immobile material that conforms to the surface it's cast upon. The wall has a Hardness of 10, and may be destroyed as any other object (see Breaking Things on page 98 of the SWADE Core Book). When the spell expires or the wall is broken it dissipates.

Modifiers

- Damage (+1): The barrier causes 2d4 damage to anyone who contacts it.
- Hardened (+1): The wall is Hardness 12.
- Shaped (+2): The barrier forms a circle, square or other basic shape.
- Size (+1): The length and height of the barrier doubles.

Force Blast (Light) / Corruption (Dark)

Rank: Seasoned
Power Points: 3
Range: Smarts x2
Duration: Instant

You use The Force to send a bolt of pure Energy into an enemy. On a success you launch a ball of explosive energy at the target, causing 2d6 damage, or 3d6 with a raise.

Modifiers

- Area Effect (+1/+2): For +1 point the power affects everyone in a SBT. For +2 the Area of Effect is increased to a MBT.
- Damage (+2): The Power causes 3d6 damage (4d6 with a raise).
- Ballistakinesis (+1): The target's also are Distracted until the end of their next turn.

Force Bind (Light) / Dark Binding (Dark)

Rank: Novice
Power Points: 2
Range: Smarts
Duration: 5

Force Bind allows the caster to restrain a target with the Force (Hardness 8). If successful, the target is Entangled. With a raise, he's Bound. Victims may break free on their turn as detailed under Bound & Entangled on page 98 of the core book.

Modifiers

- Area Effect (+2/+3): For +2 points the power affects everyone in a MBT. For +3 the Area of Effect is increased to a LBT.
- Tough (+1) The Hardness is increased to 10

Force Detect/ Conceal

Rank: Novice
Power Points: 2
Range: Smarts
Duration: 5 (detect); one hour (conceal)

Detect allows the recipient of the power to detect all living beings within Range from the recipient for five rounds. This includes invisible or concealed foes. With a raise, the range is increased to Range x2. It also allows the recipient to ignore up to 4 points of penalties when attacking foes hidden by any means other than cover.

Conceal prevents detection of the Force on one being of Normal Scale. For larger creatures, increase the cost by the Scale modifier (+2 for Large, +4 for Huge, +6 for Gargantuan) With success, attempts to detect beings with the Force suffer a -2 penalty or -4 with a raise. If Force Detect fails, the character cannot see through the concealment with Force Detect and is not aware it is concealed unless presented with obvious evidence of such (for example, being attacked)

Modifiers

- Additional Recipients (+1): The power may affect more than one target for 1 additional Power Point per target. They must remain within range of the caster to maintain the effects.
- Strong (+1): Conceal Only, Detect rolls to see through Conceal are made at -2.

Force Disarm

Rank: Novice
Power Points: 1
Range: Smarts x2
Duration: Instant

You Disarm an opponent by using The Force to pull their weapon from their grasp. Your Disarm attempt must first hit the object and has the same penalties to do so as a called shot. (see Called Shots, Core book pg. 99), If your attempt hits the weapon. Make an opposed Use the Force roll against the target's Strength. On a Success you pull the object from them. You may choose to let the item drop to the ground in the target's fighting space or have the item fly into your hand (In which case you must have a free hand to catch it).

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Force Grip

Rank: Novice
Power Points: 1
Range: Smarts x2
Duration: Instant

You use The Force to crush and even to hold your enemy. Force Grip causes the target to take 2d6 damage, or 3d6 with a raise.

Modifiers

- Damage (+2): The Grip causes 3d6 damage (4d6 with a raise).
- Held (+2): The target is also Entangled. With a Raise, he's Bound.

Special: You may maintain your concentration on a Held target to continue damaging it from round to round by spending a Power Point to maintain it each round. Maintaining the Force Grip Power is a Standard Action, and you must make a new Use the Force check each round. To determine the new damage amount for each round). Victims may break free on their turn by attempting a Strength roll at -2. If the victim is successful they improve their status one level, or two with a raise.

Special: The player may spend a benny to ignore Range and instead effect anyone they can see. This includes through a live video feed.

Force Lightning (Light) / Dark Energy (Dark)

Rank: Seasoned
Power Points: 3
Range: Smarts x2
Duration: Instant

You blast an enemy with deadly arcs of Force energy. Effecting a MBT. Every target within suffers 2d6 damage, or 3d6 with a raise.

Modifiers

- Damage (+2): The Lightning causes 3d6 damage (4d6 with a raise)

Force Shield

Rank: Novice
Power Points: 3
Range: Smarts
Duration: 5

You use The Force to create a bubble of telekinetic energy around yourself, protecting you from harm. With Success, foes must subtract 2 from either melee or ranged attacks (caster's choice). With a raise, the penalty applies to both. An attacker using a ranged weapon in melee against the recipient suffers the penalty either way.

Modifiers

- Additional Recipients (+1): The power may affect more than one target for 1 additional Power Point per target. They must remain within range of the caster to maintain the effects.

Force Sight

Rank: Novice
Power Points: 3
Range: Smarts
Duration: 5

Force Sight allows a hero to see in the dark. With Success, he ignores up to 4 points of illumination penalties. With a raise, he ignores up to 6 points and can see in pitch darkness

Modifiers

- Additional Recipients (+1): The power may affect more than one target for 1 additional Power Point per target. They must remain within range of the caster to maintain the effects.

Force Slam

Rank: Novice
Power Points: 2
Range: Cone Template
Duration: Instant

Success creates a cone template starting at the caster and extending outward (see Area of Effect Attacks, pg 97 in the Core book). Everything within suffers 2d6 damage (or 3d6 with a raise).

Modifiers

- Damage (+2): The Slam causes 3d6 damage (4d6 with a raise).
- Prone (+1): Anyone inside the template must make a Strength roll (at -2 with a raise) or be knocked Prone.

Force Storm

Rank: Seasoned
Power Points: 3
Range: Self
Duration: 5

Force Storm creates a dangerous field of energy and debris around you that harms foes foolish enough to get to close. At the end of your turn, all adjacent beings (including allies) automatically take 2d4 damage.

Modifiers

- Damage (+2): The Storm causes 2d6 damage.
- Selective (+1): The caster can choose not to affect individual targets affected by the power by spending 1PP per target.

Force Stun

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Instant

Stun shocks a target with concussive force. A successful casting means the victim must make a Vigor roll (at -2 with a raise on the Force Use skill roll) or be Stunned (see pg 106 in the Core book).

Modifiers

- Area Effect (+2/+3): For +2 points the power affects everyone in a MBT. For +3 the Area of Effect is increased to a LBT.

Force Thrust

Rank: Novice
Power Points: 2
Range: Cone Template
Duration: Instant

You use the Force to push a target away from you. Success creates a cone template starting at the caster and extending outward (see Area of Effect Attacks, pg 97 in the Core book). Anyone touched by the template is Distracted and must then make a Strength roll (at -2 if the caster got a raise) Those who fail are hurled 2d6" - Directly away from the caster. Victims who strike a hard object (such as a wall) take 2d4 damage (nonlethal unless it's a spiked wall or other more dangerous hazard)

Modifiers

- Strong (+1): Strength rolls are made at -2 or -4 with a raise.

Force Whirlwind

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Instant

You call upon The Force to surround an enemy in a swirling vortex of Force energy. The whirlwind lifts them about half a meter off the ground, spinning them in the air and buffeting them with Force energy. With success, the caster places a MBT anywhere within Range. Anyone touched by the template is Distracted and must then make a Strength roll (at -2 if the caster got a raise) Those who fail are hurled directly away from the center of the MBT. (The caster chooses the direction for those in the dead center). Victim's who strike a hard object (Such as a wall) take 2d4 damage (nonlethal unless it's a spiked wall or other more dangerous hazard).

Modifiers

- Area Effect (+1): The power affects a LBT.
- Strong (+1): Strength rolls are made at -2 or -4 with a raise.



Illusion

Rank: Novice
Power Points: 3
Range: Smarts
Duration: 5

Illusion can be used to create a visual scene or replica of most anything the caster can imagine, but it is silent, intangible, and incapable of affecting the real world. For example illusionary weapons pass through foes, one cannot sit on an illusionary chair. Those who contact an illusion or doubt it's real make a Smarts roll as a free action (at -2 if the power was activated with a raise) If successful, that individual is no longer subject to this casting. The GM should make group rolls for Extras as they point out the illusion's inconsistencies to each other. The volume of the Illusion must fit within a sphere the size of a MBT.

Modifiers

- Sound (+1): The power generates sound appropriate to the illusion. Illusionary allies may talk, crows may caw, and so on. It may not mask or mute existing sound, however.
- Strong (+2): Smarts rolls to disbelieve the illusion are made at -2 or -4 with a raise.

Ionize

Rank: Novice
Power Points: 1
Range: Smarts x2
Duration: Instant

You call upon The Force to overload electrical systems and Droids, damaging or even destroying the unit. The damage only affects electrical systems and Droids and does 2d6 damage, or 3d6 with a raise.

Modifiers

- Damage (+2): Ionize causes 3d6 damage (4d6 with a raise).
- Area Effect (+2): Ionize effects a MBT.
- Ignores Armor (+3) Ionize damage is applied to the base toughness of the target ignoring any armor it may have.

Light/Darkness

Rank: Novice
Power Points: 2
Range: Smarts
Duration: 10 minutes

Light creates bright illumination in a Large Burst Template. With a raise, the light can be focused into a 5" (10 yard) beam as well.

Darkness blocks illumination in an area the size of a Large Burst Template, making the area Dark, or Pitch Darkness with a raise (see Illumination on page 102). If light and darkness overlap, they create a patch of Dim light (-2).

Modifiers

- Mobile (+1): The caster can move the area of effect up to his Force Use skill die type each round after casting, or attach it to an inanimate object when first cast.

Levitate

Rank: Seasoned
Power Points: 3
Range: Smarts
Duration: 5

Levitate allows the character to float up or down vertically up to your Pace. If you end your movement next to a flat surface you may move over onto it.

Special: You may activate Levitate as a reaction by spending a benny to stop yourself from falling. This requires an immediate Use Force Roll. On a Success you activate the power and may use it as normal.

Modifiers

• Additional Recipients (+2): The power may affect more than one target for 2 additional Power Points per target. They must remain within range of the caster to maintain the effects.

Malacia (Light) / Force Scream (Dark)

Rank: Novice
Power Points: 1
Range: Smarts

Duration: Until the end of the victim's next turn
This Power confounds a target, making him both Distracted and Vulnerable if he fails a Smarts roll (at -2 with a raise on the Force Use skill roll). Both states are removed at the end of the victim's next turn.

Modifiers

• Area Effect (+2/+3): For +2 points the power affects everyone in a MBT. For +3 the Area of Effect is increased to a LBT.

Mind Reading

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Instant

Mind reading is an opposed roll versus the target's Smarts. Success allows the character to gain one truthful answer from the subject. The target is aware of the mental intrusion (unless the mind reader gets a raise). The GM may apply modifiers based on the subject's mental Hindrances or current state of mind.

Mind Trick

Rank: Veteran
Power Points: 3
Range: Smarts
Duration: 5

Mind Trick is an opposed roll of the character's Force Use skill versus the target's Spirit. With success, the victim automatically obeys commands that don't directly harm himself or those he cares about. With a raise, the target is completely controlled, but gets an automatic Spirit roll as a free action to avoid directly harming himself or those he cares about. If the affected target's resistance succeeds, he doesn't carry out that command but otherwise doesn't resist other non-harmful commands. With a raise, he breaks the hold and the power ends. Commands should be general in nature, such as "Go on your way" or "Ignore these Droids."

Modifiers

• Additional Recipients (+2): The caster may Affect others at the cost of 2 Power Points per target.

Morichro

Rank: Seasoned
Power Points: 2
Range: Smarts
Duration: One hour

Anyone affected by Morichro must make a Spirit roll (at -2 if the caster got a raise on her Force Use skill roll). Those who fail fall asleep for the duration of the power. Very loud noises or attempts to physically wake a sleeper (by shaking him, for example) grant another Spirit roll.

Modifiers

• Area Effect (+2/+3): For +2 points the power affects everyone in a MBT. For +3 the Area of Effect is increased to a LBT.



Move Object

Rank: Novice

Power Points: 2

Range: Smarts x2

Duration: 5

Move Object allows for the movement of objects or creatures (*Including oneself*) with the Force. It has a starting Strength of d4, or d6 with a raise. You must use the Improved modifier below to exceed this starting Strength increasing the casting cost 1 point for every level you raise it. Unwilling opponents resist the caster's Force Use skill with an opposed Spirit roll when targeted and at the start of each of their turns afterward until they're released. Successful resistance does not mean the power failed - the caster may try again on his next turn, or target a different character who can attempt to resist. They can be moved up to the caster's Smarts per turn in any direction, and can be bashed into walls, ceilings, or other obstacles. Dropped creatures suffer falling damage as usual. If used in this way against a Vehicle or Ship, unwilling opponents resist the caster's Force Use Skill with the appropriate skill for the type of Vehicle or Ship they are in. FSA stands for Force Sensitive Attribute. Extra Points is the additional Power Point cost. Strength is the Powers Attribute for any checks or opposed rolls. Lift is the weight the caster can lift without being encumbered. Max Weight is the upper limit that the caster can carry while encumbered. Damage is limited by the Size of the object or creature being affected. (For example the most damage a Tiny to Normal object can do is FSA+d12)

Kinetic Combat: A caster can wield tools (including weapons) with Move Object as an action. Use the caster's relevant skill when used in this way (not his Force Use skill). Ranged weapons do their standard damage. For Melee weapons replace their damage with the damage found in the chart, all other aspects remain the same. If an object is used to attack a target apply all appropriate modifiers including Scale Modifiers.

Modifiers

- Range (+1/+2): Double the power's listed Range for 1 Power Point, or triple it for 2.

- Improved (+1): The Strength of Move Object is increased by one die type or two with a raise. The Power Level that can be applied to an object is limited by the size of the creature or object being moved. No matter how many PP are spent during the activation of this Power.

- Multiple Objects (+1/ Object): You may split the number of Extra Points spent on Improved between multiple objects.

Example: if a Force user wished to use Two Lightsabers for Kinetic Combat and apply the maximum damage with each one. They would need to spend 11pps to do so. 2pps to activate the power, 1pp for the second object, and then 8 pps of Improved to be split 4pps per lightsaber. This allows each saber to do FSA+d12 damage. They may also spend 8 points to grab 8 rocks and have each one do FSA+d4 damage or increase this with Improved as well.

MOVE OBJECT MODIFIERS

EXTRA POINTS	STRENGTH	LIFT	MAX WEIGHT	DAMAGE
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Tiny to Normal Sized Object

-	d4	20 lbs	80 lbs	FSA+d4
+1	d6	30 lbs	120 lbs	FSA+d6
+2	d8	40 lbs	160 lbs	FSA+d8
+3	d10	50 lbs	200 lbs	FSA+d10
+4	d12	60 lbs	240 lbs	FSA+d12

Large Objects (+2 Scale Mod)

+5	d12+1	100 lbs	400 lbs	FSA+d12+1
+6	d12+2	250 lbs	1k lbs	FSA+d12+2
+7	d12+3	500 lbs	1t	FSA+d12+3
+8	d12+4	1k lbs	2t	FSA+d12+4
+9	d12+5	2.5k lbs	5t	FSA+d12+5
+10	d12+6	2.5 t	10 t	FSA+d12+6
+11	d12+7	5t	20 t	FSA+d12+7

Huge Objects (+4 Scale Mod)

+12	d12+8	12.5 t	50 t	FSA+d12+8
+13	d12+9	25 t	100 t	FSA+d12+9
+14	d12+10	50 t	200 t	FSA+d12+10
+15	d12+11	125 t	500 t	FSA+d12+11

Gargantuan Objects (+6 Scale Mod)

+16	d12+12	250 t	1k t	FSA+d12+12
+17	d12+13	500 t	2k t	FSA+d12+13
+18	d12+14	750 t	4k t	FSA+d12+14
+19	d12+15	1k t	8k t	FSA+d12+15
+20	d12+16	1.5k t	16k t	FSA+d12+16
+21	d12+17	2k t	32k t	FSA+d12+17
+22	d12+18	4k t	64k t	FSA+d12+18
+23	d12+19	8k t	125k t	FSA+d12+19
+ 2 3 with a raise	d12+20	16k t	250k t	FSA+d12+20



Negate Energy

Rank: Seasoned
Power Points: 2
Range: Self
Duration: Instant

This power allows a character to attempt to negate one energy based attack by making a Use the Force check. If the result of the check equals or exceeds the Attack roll made to hit you, the attack is negated and you take no damage. If your check is less than the Attack roll you take damage as normal. Use of this Power requires the player to be on Hold and interrupt his foe's action.

Special: You may activate Negate Energy as a reaction by spending a benny even if not on Hold but must still interrupt your foe's action as normal.

Phase

Rank: Seasoned
Power Points: 3
Range: Self
Duration: 5

You can pass through solid objects, such as walls and doors. Phase allows a character to pass through solid objects at half his normal Pace (or full Pace with a raise) he may not run. A phasing character may attempt to surprise a foe by making an opposed Stealth versus Notice roll. If the phased character wins, the target is Vulnerable to him only. With a raise, the phased character gets the Drop. Targets on hold may attempt to interrupt the attack before it occurs. Once their presence is known further phasing does not allow further surprise attempts.



Rebuke

Rank: Novice
Power Points: 1
Range: Smarts
Duration: Instant

This power allows a character to attempt to negate one enemy Force Power. It has no effect on Innate Abilities. It can be used on a Power already in effect or to counter an enemy power as it is being cast. The latter requires the countering Force User to be on Hold and interrupt his foe's action. In either case, Rebuking an opponent's power is an opposed roll of Force Use Skill (With a -2 modifier if the rival's power is of another type such as Jedi vs Sith. If the Rebuking character wins, the targeted power ends immediately (or fails if it was countered with the usual results of failure). With a raise, the recipient of the Rebuked power is also Distracted.

Special: You may activate Rebuke as a reaction by spending a benny even if not on Hold but must still interrupt your foe's action as normal.

Modifiers

- Disrupt (+1): Rebuke can disrupt Force Devices for one round, or two with a raise. The difficulty to do so is -2 for Arcane devices, or a -4 for Unique Devices. While disrupted they are inert and are not usable.
- Multiple Powers (+3) If Successful, the user negates all the target's currently activated powers.

Relief

Rank: Novice
Power Points: 1
Range: Smarts
Duration: Instant

Relief removes one Fatigue level, or two with a raise. It can also remove a character's Shaken status, and removes Stunned status with a raise.

Modifiers

- Additional Recipients (+1): The power may affect more than one target for 1 additional Power Point per target.

Rend

Rank: Seasoned
Power Points: 3
Range: Smarts x2
Duration: Instant

You can move a single target, whether it is a creature or object, in two different directions simultaneously. The Force Use skill roll is affected by Cover, Illumination, and all other usual penalties. The damage is 2d6, or 3d6 with a raise. If you deal enough damage to reduce the target to Incapacitated, you rip the target into two separate parts (Living creatures are automatically Bleeding Out).

Modifiers

- Damage (+2): Rend causes 3d6 damage (4d6 with a raise).

Resist Force

Rank: Novice
Power Points: 1
Range: Touch
Duration: 5

Success with Resist Force means hostile powers suffer a -2 penalty (-4 with a raise) to affect this character. If the power fails to affect this target due to this penalty, it still activates and consumes Power Points (and may still affect other targets). If the power causes harm, damage is also reduced by a like amount.

Resist Force stacks with Arcane Resistance should the recipient have both

Modifiers

- Additional Recipients (+1): The power may affect more than one target for 1 additional Power Point per target. They must remain within range of the caster to maintain the effects.

Repulse

Rank: Novice
Power Points: 2
Range: Self
Duration: Instant

You call upon The Force to surround yourself in a swirling vortex of Force energy. The vortex lifts you off the ground, buffeting all adjacent beings (including allies) with Force energy. With success, the caster places a MBT with them as the center. Anyone else touched by the template is Distracted and must then make a Strength roll (at -2 if the caster got a raise) Those who fail are hurled directly away from the center of the MBT. Victim's who strike a hard object (Such as a wall) take 2d4 damage (nonlethal unless it's a spiked wall or other more dangerous hazard).

Modifiers

- Area Effect (+1): The power affects a LBT.
- Strong (+1): Strength rolls are made at -2.
- Damage (+2): Increase the damage taken by those who fail their Strength roll to 2d6.

Sever Force

Rank: Veteran
Power Points: 2
Range: Smarts
Duration: Instant

Powerful Force Users can use this ability to drain the Force from their foes, They can even sometimes leech the stolen energy for themselves. The power is opposed by the target's Spirit, and the caster suffers a -2 penalty to her roll if the target has a different Force Sensitive Background than their own. Success drains 1d6 of the rival's Power Points (if any, and the die does not Ace). With a Raise, the caster adds the points to their own. This may take them over their usual maximum, they last until used, and must be the first spent when casting.

Shatterpoint

Rank: Seasoned
Power Points: 2
Range: Smarts
Duration: Instant

You can see the critical point of something, whether it is a person or object, that would shatter if struck at the right time. One of your attacks the following round is rolled with a +1, or +2 with a raise, you choose which attack that round to apply this bonus to.

Slow (Light) / Hobble (Dark)

Rank: Seasoned
Power Points: 2
Range: Smarts
Duration: Instant

The Force enables you to slow your targets as if they are encumbered by an extremely heavy load, making it difficult for them to move. Success halves the target's total movement each round (round up). With a raise, movement is also an action. The target automatically attempts to shake off the effects of Slow at the end of each of his turns by making a Spirit roll.

Modifiers

- Area Effect (+2/+3): For +2 points the power affects everyone in a MBT. For +3 the Area of Effect is increased to a LBT.
- Strong (+1): The Spirit roll to shake off the effects of Slow are made at -2.

Speak Language

Rank: Novice
Power Points: 1
Range: Smarts
Duration: 10 Minutes

This power allows a character to speak, read, and write a sapient language other than his own. A raise on the Force Use skill roll allows the user to appropriately use and understand slang and dialect as well.

Modifiers

- Additional Recipients (+1): The power may affect more than one target for 1 additional Power Point per target. They must remain within range of the caster to maintain the effects.

Surge

Rank: Novice
Power Points: 2
Range: Self
Duration: 5

Success with Surge doubles your movement (basic Pace and Running). With a raise the character also ignores the -2 running penalty.

Modifiers

- Quickness (+2): The character's total Multi-Action penalty is reduced by 2 (They can do two actions at no penalty or three at -2).
- Jumping (+1): The characters' jumping distances are also doubled.

Stagger

Rank: Novice
Power Points: 2
Range: Touch
Duration: Instant

You use The Force to lash out at a nearby enemy, Staggering it. Make a Use the Force check against the target's Agility. With a Success you cause the adjacent target to take 2d6 damage. With a Raise the target is also pushed back 1d4" directly away from you.

Modifiers:

- Area Effect (+2/+3): For +2 points the power affects everyone but the caster in a MBT centered on the caster. For +3 the Area of Effect is increased to a LBT.

Technometry

Rank: Seasoned
Power Points: 2
Range: Touch
Duration: Special

Technometry is the ability to get visions of the past from an object. With a successful casting, she gains a vague impression of whatever information she's looking for, from the object's creation forward. A raise grants her more specific information.

If the caster uses Technometry on a bloody vibroblade to investigate a murder, for example, a success might tell her the wielder was a human and the attack happened at night. With a raise, she might get a glimpse of the killer's face or some other clue that reveals his identity.

Valor (Light) / Combat Enhancement (Dark)

Rank: Seasoned
Power Points: 4
Range: Smarts
Duration: 5

With a successful Force Use skill roll, the recipient gains the benefits of a single Combat Edge chosen by the caster. The caster (Not the Recipient) must have the same Rank or higher as the Edge's Requirements. With a raise, the recipient gains the Improved version of the Edge (if there is one, and even if he doesn't meet the Rank Requirement).

Modifiers

- Additional Recipients (+1): The power may affect more than one target for 1 additional Power Point per target. They must remain within range of the caster to maintain the effects.

Vital Transfer (Light) / Dark Transfer (Dark)

Rank: Novice
Power Points: 3
Range: Touch
Duration: Instant

Transfer removes Wounds less than an hour old. A success removes one Wound, and a raise removes two. The power may be cast additional times to remove additional Wounds within that hour and as long as the healer has enough Power Points. For Extras, the GM must first determine if the ally is still alive (see Aftermath, page 96 of the core book). If so, a successful Force Use skill roll returns the ally to action (Shaken if it matters).

Modifiers

- Greater Transfer (+10): Greater healing can restore any Wound, including those more than an hour old.
- Crippling Injuries (+20): The power can heal a permanent Crippling Injury (see Incapacitation, page 95). This requires an hour of preparation and only one casting is permitted per injury. If it fails, this caster cannot heal that particular injury (but someone else may try). If successful, the subject is Exhausted for 24 hours.
- Neutralize Poison or Disease (+1): A successful healing roll negates any poison or disease. If the poison or disease has a bonus or penalty associated with it, the modifier applies to the Force Use skill roll as well.

Wall Walker

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Instant

Wall walker allows the recipient to walk on vertical surfaces. With a success, she moves at half her normal Pace. With a raise, she moves at full Pace and can even run if they want to do so. They must end their movement on a horizontal surface. If forced to make an Athletics roll to climb or hang on to a surface edge, she adds +4 to the total.

Modifiers

- Additional Recipients (+1): The power may affect more than one target for 1 additional Power Point per target.

Wound (Light) / Inflict (Dark)

Rank: Novice
Power Points: 2
Range: Smarts x2
Duration: Instant

Wound crushes your target, painfully injuring them. The Force Use skill roll is affected by Cover, Illumination, and all other usual penalties. The damage is 2d6, or 3d6 with a raise.

Modifiers

- Damage (+2): Wound causes 3d6 damage (4d6 with a raise).
- Additional Recipients (+1): The power may affect more than one target for 1 additional Power Point per target.

Wound Transfer

Rank: Heroic

Power Points: 30

Range: Touch

Duration: Instant

Requirement: Vital Transfer

Wound Transfer allows one attuned with the Force to do what others can't. They can transfer their own life energy into another to bring them back from death itself. The target must have died within the last 5 minutes and must not have had a Finishing Move performed on them. The Caster makes a Use Force roll at -8. On a Success the target comes back to life with 3 wounds and is Shaken, the caster takes a Wound however (that can't be soaked). On a Success with a Raise the caster receives a level of Fatigue instead of a Wound. On a Failure the target remains dead and the caster still takes a wound as above. On a Crit Fail the target remains dead and the caster drops to incapacitated and begins to bleed out.

Modifiers:

- Power (+5): Even a Finishing Move can't prevent this caster from bringing back the dead if they succeed on their roll.



Lightsaber Forms

Lightsaber Forms can be simulated by taking specific Edges to accomplish the basic feel of having studied each Form. Taking one of the edges would simulate a student of that Form. Having Both would simulate a Master of that Form.

Form I: Shii-Cho

The oldest known form of lightsaber combat, it was a simplistic style that balanced traditional maneuvers intent on maiming and killing with a focus on disarming an armed foe and was used against a superior number of opponents. It was a popular form among Padawans in the Jedi Order.

- This form is simulated simply by taking the Edges "Trademark Weapon Lightsaber" and "Improved Trademark Weapon Lightsaber". All other Forms are built on top of this basic Form by taking other Edges as well.

Form II: Makashi

A style regarded for its elegance, graceful presentation, and balletic approach in wielding a lightsaber. It was notable for its primary focus on facing a single opponent and the avoidance of being disarmed by an opponent while simultaneously working to disarm them.

- This form is simulated by taking the Edges "Counterattack" and "Improved Counterattack"

Form III: Soresu

A defensive style that utilized tight, controlled movements and strict economy of action. Practitioners of this form focused on defense entirely in any situation and committed to analyzing their opponents and openings created, often from the frustration and fatigue of the enemy, while not succumbing to the fatigue or mistakes themselves. It remained popular even during the creation of other lightsaber forms.

- This form is simulated by taking the Edges "Block" and "Improved Block"

Form IV: Ataru

A speedy, acrobatic, and aggressive lightsaber combat style that placed greater emphasis on using the Force to enhance movements in all areas of combat and required great room to attack from all directions. Due to its nature, it was considered a demanding fighting style both physically and through the Force

- This form is simulated by taking the Edges "Acrobat" and "Combat Acrobat"

Form V: Shien/Djem So

Two fluid disciplines of lightsaber combat, which were considered physically demanding styles due to their requirement of quick transitions from dedicated defensive stances to all-out attacks. The Shien variant had users often attack when least expected and could utilize a reverse blade grip.

- This Variant is simulated by taking the Edges "First Strike" and "Improved First Strike"

The Djem So variant taught users maneuvers that geared it for both saber-to-saber combat and blaster deflection, but lacked agility

- This Variant is simulated by taking the Edges "Brute" and "No Mercy"

Form VI: Niman

Considered the most popular lightsaber combat form in the Jedi Order, it balanced the qualities presented in all the other forms but did not incorporate any notable strengths. Less demanding than all the other previous combat styles, its approach was a careful balance between offense and defense but leaned towards the latter and extensive integration of Force powers

- This Form is simulated by taking the Edges "Jedi Knight" and "Jedi Master"

Form VII: Juyo/Vaapad

Considered the most aggressive and unpredictable disciplines and therefore the most controversial, it was a combat style with a history of the Jedi High Council forbidding it and later allowing only select users to practice the disciplines. It was a style considered both physically and emotionally exhausting.

The Juyo variant focused on aggressive assault and a mindset that drew upon anger and negative emotions to fuel relentless assault. This mindset caused many users to fall to the dark side of the Force or close to it.

- This Variant is simulated by taking the Edges "Berserk" and "Iron Jaw"

The Vaapad variant, developed by Mace Windu, similarly drew upon anger and passion, but required the user to not give into them. This style is characterized by rapid, frenzied strikes and powerful blows. However, it was not as reckless in nature as Juyo.

- This Variant is simulated by taking the Edges "Frenzy" and "Improved Frenzy"

Jar'Kai

The method of using two lightsabers during combat, be they single blades or double blades altogether. Variants of Jar'Kai included utilizing more than two single-bladed or double-bladed lightsabers at the same time, depending on the physiological or technological capabilities of the combatant.

- This Method is simulated by taking the Edges "Ambidextrous" and "Two-Fisted"



Destiny Mechanic

Important characters in the Star Wars universe have important destinies to fulfill. Luke, Leia, Darth Vader, and the Emperor have significant roles to play on the galactic stage. This Section will give the Gamemaster tips for how to use the Conviction Mechanic in their Adventures.

In each adventure when the heroes have taken a significant step toward a particular Destiny, The GM Should reward them with Either a Destiny Bonus or Penalty as appropriate. As well as a Conviction Token. (per the Conviction Mechanic on pg 136 of the SWADE core book.)

Gamemasters whose players choose to have a destiny should feel free to award bonuses at points throughout the campaign where they feel appropriate, though some destinies might require more work on the part of the GM to integrate. Although any character can have a Destiny to fulfill, only Wild Cards receive Destiny Points and receive benefits for pursuing their destinies. Fulfilling a Destiny should be no easy task, as such it should take committed effort on the part of the player to achieve. (Keep this in mind when determining the requirements needed to accomplish them)

The Following Special Effects may occur also.

- **FORCE SPIRITS**

A Force-user who dies in the process of fulfilling their Destiny may manifest as a Force Spirit. For a Jedi or other good Force-users, this means transforming into a translucent blue spirit that can appear before their former allies. For a Darksider, this means becoming an evil Dark Side Spirit that can linger on, continuing to spread the influence of The Dark Side. The Character retains their consciousness (And their Attribute scores) but becomes completely incorporeal. The Force Spirit can manifest at will and can vanish just as easily. It can also walk through walls and exist in the vacuum of space. Additionally, Force Spirits can travel anywhere in the galaxy instantly with a mere thought. However, Force Spirits have no substance and cannot interact physically with creatures or objects in the universe.

When a hero dies and becomes a Force Spirit, that Force Spirit becomes a GM-controlled character. Under the GM's control, a Force Spirit might serve as a guide, advising heroes in times of dire need

and sharing valuable information or wisdom it held in life.

- **NOBLE SACRIFICE**

Whenever a character willingly sacrifices themselves for a noble cause, particularly while fulfilling their Destiny, they can bolster the resolve of their surviving comrades and allies. For example, when Arvel Crynyd crashed his A-wing into the bridge of The Executor, it was a turning point in the Battle of Endor. When a character dies fulfilling their Destiny in such a way, all allies within the same star system gain a +1 Destiny bonus on attack rolls and +1 Destiny bonus to their Defenses (Parry and Toughness) for 24 hours.

- **VENGEANCE**

When a valiant ally falls in the pursuit of their Destiny, it can have powerful effects on those present at the time of their death. When a character dies fulfilling their Destiny, any ally who witnesses their death may choose to become filled with a desire to avenge their fallen comrade, gaining a +2 Destiny bonus on attack rolls and damage rolls for 24 hours. Since revenge leads to The Dark Side, any Force-user who chooses to gain these bonuses must immediately increase their Dark Side Score by 1.

CHOOSING A DESTINY

Player's may choose a Destiny at character creation or sometime after, or not at all. The player can choose a Destiny for their character based on how the campaign is developing or they may have the GM select a Secret Destiny for them. The GM should present challenges and encounters that let the character progress to their ultimate goal. A Secret Destiny can be discovered as the character makes choices and Conviction awards indicate the path towards that Destiny. New Destiny's can be created by picking an appropriate Skill and granting them and any ally within 6" of them a +1 or +2 bonus to that Skill for 24 hours Or applying a -1 or -2 to that same skill to the player for 24 hours. Then granting them an appropriately related +1 or +2 to the skill or linked attribute when they Fulfill their Destiny



SAMPLE DESTINIES

The following sample destinies should provide a starting point to create your character's Destiny. Each example includes a description and examples.

- Destiny Bonus: When a character accomplishes a goal or performs a task that clearly moves them closer to fulfilling their Destiny (GM's determination), they gain this short term benefit.
- Destiny Penalty: When a character does something that clearly moves them away from their Destiny(GM's determination), they suffer this short-term penalty.
- Destiny Fulfilled: When a character fulfills their Destiny, they gain these permanent benefits.

CHAMPION

Your Destiny requires you to become the leader of a large and/or significant group or organization and successfully lead it through an extremely threatening event. Characters who have this Destiny might or might not know of the group they are destined to lead. They must attain this goal through a mixture of training, charisma, experience, and political maneuvering. The Gamemaster might want to divide this into two Destinies: attaining leadership and leading the group through troubled times.

Examples of this Destiny include Mon Mothma leading The Rebel Alliance, Darth Sidious gaining control of The Galactic Republic, Wedge Antilles leading Rogue Squadron, and Admiral Ackbar escaping Grand Moff Tarkin and eventually taking command of the Rebel Fleet.

- Destiny Bonus: For 24 hours, you and any allies within 6" of you gain a +1 Destiny bonus to Parry.
- Destiny Penalty: You take a -2 penalty to your Parry for 24 hours.
- Destiny Fulfilled: You receive a permanent +1 increase to your Persuasion.

CORRUPTION

Your Destiny is to corrupt an individual, organization, or location. You may seek to turn a person to the darkside or indoctrinate a group of people in the ways of evil. Your destiny may also be to become corrupted yourself, either by another character, an organization, or a series of life-changing events that unfold over time. Corruption should be a long-term goal requiring a great deal of time and effort. Examples of this destiny include the Emperor's corruption of Anakin Skywalker, a dark Force-user transforming a Jedi shrine into a temple of evil, or an Imperial officer convincing an Alliance cell to betray the Rebellion.

- Destiny Bonus: For 24 hours, you and any allies within 6" of you gain a + 1 on Intimidation rolls.
- Destiny Penalty: You take a -2 on Intimidation rolls for 24 hours.
- Destiny Fulfilled: Gain an Advance. In addition, your Darkside Points increase until it's equal to 1 more than your Starting Benny total signifying that you've Fallen to the dark side.

CREATION

Your Destiny requires you to create an object, machine, or other item of great power or significant use. You must use this item in support of another character's Destiny or in a future Destiny of your own. Others might help create the actual item, so long as you lead and make a significant contribution to the effort. Pursuing this destiny might require you to seek out rare or restricted materials, expert advice, and adequate construction facilities or shops.

Examples of this Destiny include Grand Moff Tarkin and the construction of The Death Star, Raith Sienar and the TIE Fighter, and Walex Blissex and the Victory I-Class Star Destroyers.

- Destiny Bonus: For 24 hours, you and any allies within 6" of you gain a +1 Destiny bonus on Repair Rolls.
- Destiny Penalty: You take a -1 penalty on Repair rolls for 24 hours.
- Destiny Fulfilled: You or any ally within line of sight gets a free re-roll while performing a Trait Roll to use the created object.

DESTRUCTION

Your Destiny is to destroy a person or object, for good or evil. A Rebel Agent's Destiny might be to destroy a tyrannical Imperial Moff presiding over their home planet, while a darksider may be destined to destroy a powerful Jedi training site used to bolster the ranks of The Jedi Order. The target of this Destiny should be something very difficult to reach, either because it's heavily guarded or well hidden.

Examples of this Destiny include Darth Vader's destruction of the Emperor, Lando Calrissian's destruction of the Death Star II.

- Destiny Bonus: For 24 hours, you and any allies within 6" of you gain a +2 Destiny bonus on all damage rolls.
- Destiny Penalty: You take a -2 penalty on all damage rolls for 24 hours.
- Destiny Fulfilled: Increase one Ability Score of your choice by +1.



DISCOVERY

Your Destiny is to discover a person, Species, object, or location that was either previously lost or unknown to the civilized galaxy. This could be as simple as seeking out the remains of a long-dead hero, or as rare as finding a convergence in the Force. A Scout's Destiny might be to find a thus-far-uncharted world that helps solve a galactic crisis, while a Scoundrel's Destiny might be to chart a new route through The Deep Core, allowing The Rebel Alliance to sneak past the Empire's security web. The thing being discovered should be something that can only be found as the result of a long-term search or serendipitous events that only occur because the character long ago set down the path that would lead to that discovery.

Examples of this Destiny include Qui-Gon Jinn's discovery of Anakin Skywalker on Tatooine or Kyle Katarn's discovery of the Valley of the Jedi.

- Destiny Bonus: For 24 hours, you and any ally within 6" of you gain a +1 Destiny bonus to Research Rolls.
- Destiny Penalty: You take a -2 penalty to your Research Rolls for 24 hours.
- Destiny Fulfilled: You gain a permanent +1 Destiny bonus to your Smarts.

EDUCATION

Your Destiny is to train or educate another being or group of beings in some way. In some cases, this could mean taking a young padawan learner and molding them into an eventual Jedi Master, or it could mean training fresh-faced Rebel Alliance recruits and molding them into a crack team of SpecForce operatives.

Characters with this Destiny are not merely teachers providing mundane training. The education that this Destiny demands must be of great importance to the galaxy, and should lay the groundwork for the beneficiaries of your tutelage to go on to fulfill destinies of their own. Only when the training is complete can this Destiny be fulfilled, and the process should take many months or years to complete. Examples of this Destiny include Obi-Wan Kenobi's training of Anakin Skywalker, Yoda's training of Luke Skywalker, or Grand Admiral Thrawn's training of Captain Pellaeon.

- Destiny Bonus: For 24 hours, you and any allies within 6" of you gain a +1 Notice Rolls.
- Destiny Penalty: You take a -1 penalty on Notice Rolls for 24 hours.
- Destiny Fulfilled: You gain a permanent +1 Destiny bonus to Academics.

LIBERATION

Your Destiny is to liberate a group, population, or region from domination. The focus of this Destiny can range from a persecuted group- a small alien enclave, a remote town, or an orbital installation- all the way to a city, a starport, or even an entire planet. For instance, a hero might endeavor to free a planet's governing legislature, which had been previously relocated to a well-guarded penal camp by a hard-line Imperial governor to silence its dissenting view. As another example, she could attempt to wrest control of a starship construction facility from the Empire by influencing the worker population to revolt, supplying arms and equipment, and leading them in a mutiny.

Achieving this objective usually requires organizing resistance to Imperial forces that are persecuting the local populace, destroying key installations or assets, or deterring or eliminating personnel that are vital for the Empire to maintain its oppressive grip.

Examples of this Destiny include Ezra Bridger liberating Lothal from the Empire, Lando Calrissian taking control of Cloud City from the previous Baron Administrator, and the Revanchists' liberation of Taris from The Mandalorians.

- Destiny Bonus: For 24 hours, you and any allies within 6" of you gain a +2 Destiny bonus on Melee Attack rolls.
- Destiny Penalty: You take a -2 penalty on Melee Attack rolls for 24 hours.
- Destiny Fulfilled: You gain a permanent +1 Destiny bonus to your Fighting Skill.

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REDEMPTION

Your Destiny is to redeem a character that has been corrupted or otherwise turned to evil. Many Jedi seek to turn their fallen brethren away from the Dark Side. A Rebel Agent might seek to turn his brother, an Imperial Officer, away from the evil Empire, redeeming him back to the side of justice and freedom. The target of this Destiny should be someone who has fallen from the light in some way, whether that means turning to the Dark Side of the Force, or simply siding with evil over good. Turning someone away from their wicked ways is usually very difficult and requires far more than simple persuasion. Often a character that fulfills this Destiny does not survive it, and sometimes neither does their redeemed target. Additionally, you may be your own target for this Destiny, making your own redemption the means of fulfilling it.

Examples of this Destiny include Luke Skywalker turning Darth Vader away from the Dark Side and Revan's redemption of Bastila Shan on the Star Forge.

- **Destiny Bonus:** You gain 5 Temporary Power Points (This does not increase your Permanent Total but can exceed it. These points must be spent first).
- **Destiny Penalty:** You lose 5 Power Points. (This does not lower your Permanent Total) If you have no Power Points to lose, you take a -1 penalty on attack rolls until you Spend a Benny to Recover the lost Power Points.
- **Destiny Fulfilled:** The Dark Side Score of the redeemed character is reduced to 1, and they lose any remaining Power Points. You gain the Power Points Advance for your current Rank (This does not count against the once per Rank Limit)

RESCUE

Your Destiny requires you to save a person from death or an object from destruction. Often characters with this Destiny will not know which person or object they're meant to save, let alone when and how to do so. They simply must be in the right place at the right time.

A hero might spend months traveling with their allies before fulfilling their Destiny by saving one of their lives. Conversely, a Rebel Agent might engage in years' worth of espionage on their home planet, only to find that their Destiny is to save a local Imperial Magistrate who betrays the Empire after having their life saved.

Examples of this Destiny include Han Solo saving Luke Skywalker's life at the battle of Yavin, and Wicket the Ewok rescuing Leia from the Scout Troopers on Endor.

- **Destiny Bonus:** For 24 hours, you and any allies within 6" of you gain a +2 Destiny bonus on all Healing Rolls.
- **Destiny Penalty:** You take a -2 penalty on all Healing rolls for 24 hours.
- **Destiny Fulfilled:** One Character of your choice (This can include your own) Gains a +1 to their Vigor Ability.

LEGACY

There are rare individuals who bear their heritage for better or worse. Those with this Legacy can trace their history back to famous or notorious ancestors. This may be Skywalker, Fett, Qel-Droma, Solo, Windu, or any other famous character who lived before the timeline of the game currently being played in by the character with this Destiny. This Destiny comes with great benefit but also great cost.

It grants a free Background Edge but in return you also must choose one of the following Major Hindrances (Enemy, Heroic, or Wanted) this Hindrance doesn't grant any points towards the 4 point maximum used to buy positive Edges, Attributes, and skills during character creation. Some examples may be Skywalker or Palpatine granting an Arcane Background to represent their strong Force Connections but also one of the Major Hindrances. (Not easy names to walk around with after all) , Solo may grant Quick to represent his ability to react faster than others. They must also select another Destiny that should be linked in some way with their Family name that they must work towards. Furthering the Legacy for future Generations.



STARSHIP-LINKED

Sometimes, a Starship is more than just a means of transportation. Sometimes, it's part of a character's Destiny. In fact, for some characters, it's the focal point of their Destiny, which might otherwise be nothing more than to wander aimlessly from one jam to another. No matter how humble (Or downright ramshackle) a Starship might appear, if it's the Destiny of a character to be linked with that ship, it can accomplish amazing things.

If you decide to link a Starship (Or, rarely, a Vehicle) to your Destiny, that replaces the normal Destiny mechanic. In essence, you don't have a Destiny to accomplish any specific goal; instead, you're destined to have the most important events in your life with a specific Starship. This option is appropriate in campaigns with at least a moderate frequency of Starship Scale encounters, but it's certainly not restricted to such campaigns. In fact, if a campaign centers exclusively around Starship Scale action, this option might be too powerful as it allows you to access your Destiny Points in most encounters.

Only the GM can decide if Starship Linked Destinies are appropriate for a given campaign. You do not earn Destiny Points with a Starship Linked Destiny using the rules the way normal destiny's do. Instead you Start out with one Destiny Point, you then gain one at every other Advance, and they never return once you spend them. However, having your Destiny linked to a Starship causes the rules to work slightly differently.

First, if Starship-Linked is your Destiny, it is never completely destroyed. Even if it is blown up in battle or confiscated by Hutts before being crushed and melted, some small part of it survives. Perhaps you find the hyperspace core the whole Starship was built around, or its ruined hull is found drifting as debris after that battle. Your Starship can cease to be functional as easily as anyone else's, but a recognizable part of it always survives for you to rebuild (Or retrofit to a similar Starship). It can be as time consuming and difficult as getting a new Starship would be (If not more so), but the result still qualifies as your Starship-Linked Destiny.

Secondly, the options you can exercise by using a Destiny Point are slightly different, as detailed below. The following are possible only when you are acting as a crew member (Pilot, Copilot, Gunner, System Operator, Commander, or Engineer) on the Starship linked to your Destiny:

- Automatically cause an attack rolled against your Starship to miss, even once the attack is resolved.
- Automatically succeed on any Pilot check, including any check to avoid a hazard or obstacle.
- Act as if you drew a Joker this Round (Must be used to perform an operation that uses the Starship.)
- Cause any damage rolled against your Starship to instead affect any other Starship within Range: Smarts.
- Remove one Critical Hit Effect from the Ship.
- Repair your Starship, remove one Wound level.
- Restore your Starship's shields to full Shield Rating.

In general, a character with a Starship-Linked Destiny can do what no one else can manage—unless they, too, are linked to its Destiny. There's nothing to prevent multiple characters from being Destiny-Linked to the same Starship. Such characters might share the ship, or might constantly be stealing, buying, or gambling it back and forth between them



ARMOR, ARMS, AND GEAR

Restricted Items

Some objects require licenses to own or operate, or are restricted to qualifying organizations or individuals. In such cases, a character must pay a license fee to own the object legally. A license fee is a separate expense, purchased in addition to the object to which it applies. If the item is bought after Character Creation. The four restriction ratings are as follows:

- **Licensed:** The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few if any additional legal requirements.
- **Restricted:** Only specifically qualified individuals or organizations are technically allowed to own the object. However, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.
- **Military:** The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted, except that manufacturers and dealers are generally under tight government scrutiny and are therefore especially wary of selling to private individuals.
- **Illegal:** The object is illegal in all but specific, highly regulated circumstances.

Getting A License

To get a license, you must pay the fee required to file the application. The amount of the fee is a percentage of the object's normal cost, as listed in Restricted Objects. Once you've paid the fee, make a Common Knowledge Roll applying the Penalty listed. On a Success, your license is approved and will be available to you in a number of days as listed in the Time Required column, Half this time with a Raise. On a Failure, you spend a number of days as listed in the Time Required column, but you are not granted the license and your application fee is lost. On a Crit Failure your Application is flagged and the authorities are contacted. You may try again as often as you like if you have the time and credits to do so. Except on a Crit Failure.

Whether you succeed or fail on your Common Knowledge Roll, your request is recorded in public records. The more restricted the license, the more in-depth the background check required, and this leaves an increasingly detailed electronic trail for others to follow.

You can choose to secure a license through illicit means. If you want to bribe an official, make a Persuasion Roll instead of a Common Knowledge Roll. If you want to fabricate a false identity or steal another person's identity, make a Performance Roll instead of a Common Knowledge Roll. If either of these checks fail the local authorities are alerted to your activities.

The Black Market

Almost anything is available on the Black Market. However, you must make a Networking Roll to locate a Black Market merchant who has the object you seek. The Penalty column of the Restricted Objects table, and the GM may apply a bonus or penalty of 1 to 4, to the check depending on the circumstances. (For example, finding a Black Market dealer on the smuggler's moon of Nar Shaddaa is relatively easy and may warrant a +4 bonus on the check.) If you succeed on the Network Roll, you find a Black Market merchant who has access to the item you seek. With a Raise it takes half the time required for him to provide it. If you fail, you can try again later. If you Crit fail, someone notices you've been asking questions and comes to capture, interrogate, or silence you.

Once you find someone who can get the item for you, you'll have to pay two, three, four, or five times the item's normal price (as listed in the Black Market Cost column of the Restricted Items table) and wait some time for the item to become available (as listed in the Time Required column).

Rare Equipment

A Rare piece of Equipment is generally available only on its planet of origin (for example, Kashyyyk for the Bowcaster) or by acquiring it directly from the manufacturer. When available on the open market elsewhere, Rare items usually cost double the listed price.

Common Items

These items do not require a License and are usually readily available on any planet or in any market that sells them.

Restricted Objects Table

RESTRICTION RATING	LICENSE FEE	BLACK MARKET COST	PENALTY	TIME REQUIRED
Common	--	--	--	--
Licensed	5%	x2	-1	1 day
Restricted	10%	x3	-2	2 days
Military	20%	x4	-3	5 days
Illegal	50%	x5	-4	10 days

There's a reason it's called the

BLACK MARKET



Shadowy dealings only benefit
those who operate from the shadows:

OUR ENEMIES!

REPUBLIC LAW DEMANDS THAT YOU REPORT ALL UNAUTHORIZED TRADE



ARMOR TABLE

ITEM	ARMOR	MIN STR.	WEIGHT	COST	MODS Armor(Helmet)	NOTES
Armored spacesuit (Torso,Arms,Legs,Head)	+6	d8	35	712000	2(1)	24 hours life support, -4 AP to ballistic attacks, Restricted
Barabel microbe armor (Torso)	+2	d4	6	74000	1	Reduces energy & fire damage by 2, Licensed
Battle armor (Torso,Arms,Legs)	+6	d6	16	77000	1	Military
Battle armor, heavy (Torso,Arms,Legs)	+8	d10	30	715000	3	Military
Battle armor, heavy powered (Torso,Arms,Legs,Head)	+8	d10	32	719000	4(1)	Military
Battle armor, light (Torso)	+4	d4	9	73500	1	Military
Battle armor, light powered (Torso,Arms,Legs,Head)	+4	d4	12	76500	2(1)	Military
Battle armor, powered (Torso,Arms,Legs,Head)	+6	d6	17	711000	2(1)	Military
Beskar'gam, heavy (Torso,Arms,Legs,Head)	+8	d10	32	745000	3(1)	+1 to intimidate, -8 AP to Lightsabers and energy. Restricted , Rare
Beskar'gam, light (Torso,Arms,Legs,Head)	+4	d6	10	733500	1(1)	+1 to intimidate, -4 AP to Lightsabers and energy. Restricted, Rare
Beskar'gam, medium (Torso,Arms,Legs,Head)	+6	d8	17	737000	2(1)	+1 to intimidate, -6 AP to Lightsabers and energy. Restricted, Rare
Biohazard Suit (Torso,Arms,Legs,Head)	-	d4	9	74000	1(1)	Immunity to all atmospheric or inhaled poisons and diseases, 1 hour life support. Licensed
Blast helmet and vest (Torso,Head)	+2	d4	3	7500	1(1)	
Bodyguard armor (Torso,Arms,Legs,Head)	+4	d6	10	74000	1(1)	10 hours of life support. Licensed
Camo armor (Torso,Arms,Legs)	+4	d4	6	76000	1	+2 to Stealth checks, Restricted
Camo scout armor (Torso,Arms,Legs)	+6	d6	13	76500	1	+1 to Stealth checks, Licensed
Ceremonial armor (Torso,Arms,Legs,Head)	+4	d6	13	75000	1(1)	+1 to Persuasion checks, Restricted
Combat jumpsuit (Torso,Arms,Legs)	+2	d4	8	71500	1	Licensed
Commando armor (Torso,Arms,Legs,Head)	+4	d6	10	74000	1(1)	10 hours of life support, Military
Corellian powersuit (Torso,Arms,Legs)	+4	d8	20	710000	2	+2 to Athletic checks, Restricted
Coruscant Guard armor (Torso,Arms,Legs,Head)	+6	d6	10	78000	1(1)	Restricted, Rare

ARMOR TABLE CONT.

ITEM	ARMOR	MIN STR.	WEIGHT	COST	MODS	NOTES
					Armor (Helmet)	
Dark armor, heavy (Torso,Arms,Legs)	+8	d10	30	725000	3	-3 PP Dark powers, minimum 1 PP, Rare
Dark armor, light (Torso,Arms,Legs)	+4	d6	10	710000	1	-1 PP Dark powers, minimum 1 PP, Rare
Dark armor, medium (Torso,Arms,Legs)	+6	d8	16	715000	2	-2 PP Dark powers, minimum 1 PP, Rare
Light armor, heavy (Torso,Arms,Legs)	+8	d10	30	725000	3	-3 PP Light powers, minimum 1 PP, Rare
Light armor, light (Torso,Arms,Legs)	+4	d6	10	710000	1	-1 PP Light powers, minimum 1 PP, Rare
Light armor, medium (Torso,Arms,Legs)	+6	d8	16	715000	2	-2 PP Light powers, minimum 1 PP, Rare
Pilot Suit (Torso,Arms,Legs,Head)	+2	d4	9	74000	1(1)	10 hours of life support.
Scout trooper armor (Torso,Head)	+4	d4	9	75500	1(1)	Military
Space trooper armor (Torso,Arms,Legs,Head)	+6	d4	9	710000	2(1)	-4 AP to ballistic attacks, +2 to Athletic checks, 24 hours life support, Military
Trooper armor (Torso,Arms,Legs,Head)	+6	d6	10	78000	1(1)	Military
Trooper armor, fire-resistant (Torso,Arms,Legs,Head)	+6	d8	12	79000	1(1)	Reduces damage from fire by 4, Military

Armor

The Armors listed here are specific to the Star Wars Setting. Unless the GM says otherwise all of the Armor in the Swade Core Book is also Available. You will need to determine the amount of Mod Slots the armor has. This is done using the Min Str of the Armor. A d4-d6 Min Str has 1 slot, a d8 has 2, while d10- d12 have 3 slots to start out with. If the Armor is Powered it gets 1 extra free Slot. If it has a Helmet included the Helmet Slot is shown in () in the Mods Area of the Table.

If a piece of equipment does not have a listed Minimum Strength requirement. Then use the Encumbrance Table on pg 67 of the core book and the item's weight to determine the Minimum Strength needed to use the item. To determine how many modification slots it has. (Anything above a d12 has 3 slots)

For Droids simply select an appropriate armor and rename it based on the Armor Bonus (+1 Plasteel, +2 Quadanium, +3 Durasteel, +4 Duravlex, +6 Laminanium, +8 Neutronium, +10 Crystadurium) Applying any logical Notes, and ignoring the ones that don't make sense (The GM has final say)

Armored spacesuit: This is a typical airtight spacesuit made of flexible fabric with air and heat. It provides +6 Armor, and includes a helmet with a two-way radio (50 mile range) and Heads Up Display (HUD) to display atmospheric composition or incoming messages. Canisters for the suits contain 24 hours of oxygen, and an integral headlamp provides powerful illumination. Spacesuits provide complete protection against cold and vacuum, and are shielded against radiation. If the wearer suffers a wound in a vacuum, he must apply an adhesive patch as an action. If he doesn't, he suffers depressurization the following round. For an extra 71,000, the suit contains a small thruster system that allows the wearer to maneuver in zero-gravity for up to eight hours.

Barabel microbe armor: Created by Creshaldyne Industries, this Armor is a sleeveless vest of soft material. Pouches within the Armor hold a saline solution containing specialized microorganisms, which absorb intense heat or Radiation.

Battle armor: Battle Armor combines protective metal or composite plates with a Padded Flight Suit to form a layer of protection. While off-the-rack Battle Armor is available, most users cobble together their gear from various sources.

Battle armor, heavy: Similar to regular Battle Armor, Heavy Battle Armor features more plating than padding, including various pieces molded to fit the user, such as breastplates and armor covering arms and legs.

Battle armor, heavy powered: Utilized by warriors who define their fighting style by the gear they carry, Heavy Powered Battle Armor resembles standard Heavy Battle Armor but comes pre-wired for augmentation. Heavy Powered Battle Armor comes with a Helmet Package pre-installed. When using the Equipment Modification rules, Heavy Powered Battle Armor has 1 free Upgrade Slots, from Powered this slot is already added in the Armor Table.

Battle armor, light: Similar to denser suits of Battle Armor, this stripped-down Light Battle Armor is frequently used by soldiers who lack extensive armor training, but need a slight edge in combat.

Battle armor, light powered: Designed to be augmented with additional components and weapons, Light Powered Battle Armor comes pre-wired with special connections to power auxiliary accessories. Light Powered Battle Armor comes with a Helmet Package pre-installed. When using the Equipment Modification rules, Light Powered Battle Armor has 1 free upgrade slot from Powered this slot is already added in the Armor Table.

Battle armor, powered: The Powered Armor variant of standard Battle Armor, Powered Battle Armor is frequently used by those warriors who see their Armor as an extension of their combat prowess and not just their defenses. Powered Battle Armor comes with a Helmet Package pre-installed. When using the Equipment Modification rules, Powered Battle Armor has 1 free upgrade slot, from Powered This slot is already added in the Armor Table.

Beskar'gam, heavy: The Beskar'gam is the traditional suit of Mandalorian Armor. Most suits of Beskar'gam are individually tailored to the wearer. They usually have various customizations, ranging from simple coloration changes to significant structural alterations.

Beskar'gam, light: Not all suits of Mandalorian Armor are Beskar, but a wearer of the Beskar'gam is a fearsome sight indeed. Light Beskar'gam is made out of materials other than Beskar.

Beskar'gam, medium: The Beskar'gam is extremely rare outside of Mandalorian culture. True Beskar'gam is made of Mandalorian Iron (Beskar) which is strong enough to deflect blaster fire and even Lightsabers, and when worn by a true Mandalorian warrior it can greatly reduce the amount of damage taken even from direct hits. This suit is a mix of true Beskar and other Materials.

Biohazard suit: The Biohazard Suit is a common piece of Equipment that protects the wearer from hazardous biological matter. The standard Biohazard Suit is bright yellow and features a domed, transparent helmet to allow for normal vision. A Biohazard Suit provides immunity to all Atmospheric Hazards and inhaled Poisons, as well as to any Diseases spread by inhalation or contact. A Biohazard Suit provides 1 hour of breathable atmosphere before the filter and atmosphere canister must be replaced.

Blast helmet and vest: The Armor consists of a lightweight helmet and a composite vest that, when worn together, offer limited protection against incoming attacks.

Bodyguard armor: Bodyguard Armor blends practicality with Protection. Bodyguards wear different styles of Armor. However a typical suit consists of a helmet, a durable breast guard, shoulder guards, and articulated greaves for the arms and legs. They also usually have an identifying marker to show who they work for.

Camo armor: Camo Armor protects the wearer from discovery as well as injury. In addition to the usual hard metal plates woven on top of a fabric bodysuit, the Armor is also embedded with miniature photoreactive fibers that allow the suit to absorb light and change its color to match the wearer's surroundings.

Camo scout armor: Creshaldyne Industries Camo Scout Armor is worn by scouts, commandos, and other stealthy troops. It combines sound-dampening technology with the light-bending and light-absorption technology used in the Camouflage Poncho.

Ceremonial armor: Ceremonial Armor blends practicality with ornate design. Republic Guards and Imperial Royal Guards wear different styles of Ceremonial Armor. A typical suit of Ceremonial Armor consists of a helmet, durable breast guard, shoulder guards, and articulated greaves for the arms and legs.

Combat jumpsuit: This heavily padded jumpsuit is designed to provide limited protection against physical and energy trauma without overly restricting the wearer's movement.

Commando armor: The Armor has a sealed system allowing the wearer to survive underwater or in Vacuum for up to 10 hours.

Corellian powersuit: This suit of body Armor contains an energized exoskeleton and a series of servomotors that boosts the wearer's physical strength. Used by professional soldiers, mercenaries, and bounty hunters, the powersuit requires skill and training to be used effectively.

Coruscant Guard armor: One of the status symbols marking Coruscant as the new Imperial Center is the development of an elite Stormtrooper unit specifically for police duty on the capital world. Befitting their unique status, Coruscant Guards wear distinctive red and black armor not issued to regular stormtrooper or military units. They are afforded great authority to search any dwelling or structure as well as to detain virtually any individual when investigating criminal or subversive activities. High-ranking ISB Agents might call upon the Guard's services when investigating politically powerful individuals. Although only a few Guard units have been activated, their numbers are growing. Some expect that new units will also appear on important, and potentially disruptive, Core Worlds in the coming months and years.

Dark armor, heavy: These suits of Armor may look like they originated as other stock models, but they are modified through various processes, including Sith Alchemy. Dark Armor is not just another piece of protective gear; to many Sith Lords, the Armor is nearly as important as their Lightsabers. A suit of Dark Armor defines a Sith Lord's appearance, and is frequently made to be as frightening as possible.

Dark armor, light: Dark Armor is the generic name given to various suits of Armor possessed and worn by the Sith.

Dark armor, medium: Each suit of Dark Armor is unique, having been created for and often modified by an individual Sith Lord.

Light armor, heavy: While rare to see a Jedi in such heavy armor. When you did see them in this Jedi Battle Armor it was a sight to behold. The protection from this armor lets them Focus more clearly on their connection to the Light Side.

Light armor, light: This lighter version of Jedi Battle Armor while not as strong as the heavier versions. Protects vital areas while not hindering the movements of the wearer. Allowing them to Focus more clearly on their connection to the Light Side.

Light armor, medium: Designed to match the needs of the individual Jedi who wears it, a suit of Jedi Battle Armor is a rare sight in the galaxy. Mostly popularized during the days of the Great Sith War and the Jedi Civil War, Jedi Battle Armor protects vital areas while not hindering the movements of the wearer. Allowing them to Focus more clearly on their connection to the Light Side.

Pilot Suit: Favored by starfighter pilots all over the galaxy, the one-piece added flight suit protects against decompression, g-force, and harmful environments. It provides limited protection against attacks as well. A Padded Flight Suit comes with a matching helmet and gloves that seal around the wearer and provide up to 10 hours of life support, allowing them to survive in the vacuum of space or any other hostile environment.

Scout trooper armor: Scout Troopers could be found aboard Darth Vader's personal fleet, Death Squadron. One of the Scout Troopers' priorities was to aid the Sith Lord, in squashing The Rebel Alliance along with its sympathizers and secret allies. Scout Troopers notably protected the SLD-26 planetary shield generator (Which protected the construction of the Death Star II over the forest moon of Endor), since the remoteness of the shield bunker necessitated Speeder Bikes and the thick forest environment demanded quick reflexes to traverse the landscape at high speeds.

Space trooper armor: A new suit of power armor that was in development during the Clone Wars, the Space Trooper Armor prototypes were field tested by the Galactic Marines, formerly the 21st Nova Corps, at the Battle of New Bornalex, five months before the end of the epic conflict. Space trooper Armor has 1 free upgrade slot, from Powered this slot is already added in the Armor Table.

Trooper armor: Worn by the elite soldiers of The Galactic Empire, Stormtrooper Armor comes in a variety of models based around a standard white-and black shell. Filled with electronics that assist and augment the Stormtrooper in their duties, it includes rudimentary environmental protection, three-phase sonic filtering, and visual amplification. Variants of this armor also exist, including Snowtrooper Armor, Sandtrooper Armor, and Clone Trooper Armor. Each has slightly different details, but all include the basic characteristics common to all Stormtrooper Armor. Though unavailable on the open market, these suits can occasionally be found on the black market (sometimes for much higher prices).

Trooper armor, fire-resistant: Blaze Troopers wear heavier fire-resistant armor and wield wrist-mounted Flamethrowers attached to the Jet Packs on their backs. They break through enemy lines by scattering adversaries with concentrated blasts of fire.



MELEE WEAPONS TABLE

ITEM	DAMAGE	MIN STR	MODS	WEIGHT	COST	NOTES
Contact Stunner	Special	d4	1	1	¥700	Target must make a Vigor Roll -2 or be Stunned, +1 on Thievery checks made to conceal it, Licensed
Data dagger	Str+d4	d4	1	1	¥50	+2 on Thievery on checks made to conceal it, Illegal
Double-Bladed Sword	Str+d6	d6	1	3	¥150	Parry +1, two hands
Dynamic Hammer	Str+d8	d8	2	6	¥3000	Two hands, Restricted
Double Vibroblade	Str+d6+2	d6	1	2	¥700	AP 4, Parry -1, two hands, Licensed
Electrostaff	Str+d4+2	d4	1	4	¥3000	Instead of Damage it can instead be used to make the target roll Vigor -2 or be Stunned, two hands, Restricted
Fire Blade	Str+d4+1	d4	1	1	¥200	AP 2, Licensed
Force Pike	Str+d6+2	d6	1	3	¥500	If Shaken or Wounded the target must make a Vigor Roll -2 or be Distracted, Restricted
Gaderffii	Str+d6	d6	1	3	¥60	Reach 1, Parry +1 if used two handed
Garrote	Special	d4	1	0.2	¥50	On a Raise it also does Str+d4 damage, Illegal
Lightsaber	Str+d6+8	d4	1	2	¥1000	AP 12, Rare
Lightsaber, Cross-Guard	Str+d6+8	d4	1	2	¥4000	AP 10, Parry +1, Can't be Thrown, Rare
Lightsaber, Dual Bladed	Str+d6+8	d6	1	3	¥2000	AP 10, Two Hands, Rare
Lightsaber Dual-Phase	Str+d6+8	d6	1	3	¥3000	AP 12, Can't be Thrown, Rare
Lightsaber, Guard	Str+d6+4	d4	1	2	¥1500	AP 10, Parry +1, Can't be Thrown, Rare
Lightsaber, Pike	Str+d6+6	d6	1	3	¥2000	AP 8, Reach 1, Parry +1, two hands, Rare
Lightsaber, Short	Str+d6+4	d4	1	1	¥800	AP 10, Rare
Lightwhip	Str+d6+4	d4	1	1	¥5000	AP 10, On a Raise target is Distracted or Vulnerable, Reach 1, Rare
Shock Boxing Gloves	Special	d4	1	0.5	¥100	Does not count as a weapon for Unarmed Defender (p109), Restricted
Shock Stick	Str+d4	d4	1	2	¥800	On a Raise target is Distracted or Vulnerable, Restricted
Shock Whip	Str+d4	d4	1	1	¥100	On a Raise target is Distracted or Vulnerable, Reach 2, Restricted



MELEE TABLE CONT.

ITEM	DAMAGE	MIN STR	MODS	WEIGHT	COST	NOTES
Sith Sword	Str+d6+6	d4	1	2	73000	AP 10, Rare
Vibro-Axe	Str+d10+2	d10	3	7	7750	AP 2, Parry -1, two hands, Restricted
Vibroblade	Str+d6+2	d6	1	2	7500	AP 2, Licensed
Vibrodagger	Str+d4+2	d4	1	0.5	7200	AP 2
Vibro Knucklers	Special	d4	1	0.5	7200	Does not count as a weapon for Unarmed Defender (p109 SWADE), Restricted
Vibrolance	Str+d8+2	d8	2	6	7550	AP 2, Reach 1, two hands, can not be thrown, Licensed
Vibrorapier	Str+d4+2	d4	1	2	7500	AP 2, Parry +1, Restricted
Vibro-Saw	Str+d12+2	d12	3	10	71000	AP 2, Parry -1, two hands, Licensed
Vibrosword, Long	Str+d8+2	d8	2	3	7600	AP 2, two hands, Licensed
Vibrosword, Great	Str+d10+2	d10	3	6	7750	AP 2, Parry -1, two hands, Licensed

Melee Weapons

The Melee Weapons listed here are specific to the Star Wars Setting. Unless the GM says otherwise all of the Melee Weapons (*Except for the Futuristic Weapons*) in the Swade Core Book are also Available. You will need to determine the amount of Mod Slots the Weapon has. This is done using the Min Str of the Weapon. A d4-d6 Min Str has 1 slot, a d8 has 2, while d10- d12 have 3 slots to start out with.

If a piece of equipment does not have a listed Minimum Strength requirement. Then use the Encumbrance Table on pg 67 of the core book and the item's weight to determine the Minimum Strength needed to use the item. To determine how many modification slots it has. (Anything above a d12 has 3 slots)

Contact Stunner: Frequently sold as a personal protection device, the Contact Stunner is a small, inconspicuous Weapon, the forward end of which is covered with over a dozen contact disks, enabling it to deliver a concentrated and, therefore, effective discharge when it contacts a target. However, the Weapon's lack of mass makes it less useful for anything other than rendering a target unconscious. Because of its slender and compact design it is difficult to detect it.

Datadagger: A Datadagger is an elaborate and decorative Code Cylinder that contains a hidden weapon. When the wielder twists the hilt, a needle-like blade extends from the socket. Since the blade is so well hidden within the code's electronics, it is hard to detect.

Double-Bladed Sword: This two-bladed version of the Sword allows those proficient in the use of two weapons to take advantage of their skills while wielding only one weapon. Typically the two blades are connected in the middle by a short length of metal, providing a safe place for the wielder to grip the weapon.

Dynamic Hammer: The Dynamic Hammer by Republic Munitions is intended to be used as a battering ram for breaking down doors, but can be used as a devastating weapon. By using ultrasonic vibration similar to that of a Vibroblade, the Dynamic Hammer pounds a door open by brute force. When used on physical barriers, a Dynamic Hammer treats the target's Toughness as 5 points lower than normal (See Attack an Object).

Double Vibroblade: The Double Vibroblade is essentially two curved Vibroblades attached to a central, twisted hilt. Though difficult to control, when used properly it is an effective close-combat weapon.

Electrostaff: An Electrostaff has an electromagnetic pulse generator that discharges upon impact on each end, allowing it to deal blunt-force wounds. If desired, either electromagnetic pulse can be set to Stun its target instead.

Fire Blade: The inhabitants of the planet Dathomir coined the term "Fire Blade" for this cutting energized blade, but similar tools can be found on nearly every planet in the galaxy. When activated, a sheath of energy surrounds the blade of this Weapon, allowing it to slice through nearly any material.

Force Pike: Force Pikes are 1-meter-long poles topped with power tips. A two-setting power dial located near the bottom of the pike allows the user to set the weapon to "Lethal" or "Stun". Although primarily a Vibro weapon, the Force Pike also delivers an electrical shock through its tip.

Gaderffii: Primarily found in the hands of Tusken Raiders, the Gaderffii (Also called a Gaffi Stick) is a pole weapon made from scrap metal. It always features a spike or blade on one end and some kind of bludgeoning instrument on the other. Similar Weapons are sometimes carried by the raiders and scavengers of many worlds, especially in places that include old battlegrounds or plenty of discarded junk.

Garrote: Typically fashioned from a strand of spun Durasteel, a Garrote is designed to crush the target's throat and prevent breathing. A Garrote requires two hands to use, and any attack made with the Garrote is treated as a Grapple attempt (Page 101 of the Swade Core Book) but the attacker applies a -2 to his Athletics Roll. Instead of the standard Entangled and Bound results the following effects happen.

At the beginning of the target's turn, before they can take any Actions, the target must make a Vigor Roll or take a level of Fatigue. This occurs before the target takes any actions including any attempts to break free. (They must make this Vigor roll at the start of every turn they remain grappled in this way)

If the attacker wins the opposed Athletics roll with a raise the attacker also does Str+d4 damage to the target. The attacker is however also Vulnerable while doing so. On his turn as per usual the attacker can still attempt to Crush them if his target doesn't break free on their turn.

Lightsaber: The Lightsaber, simple in design yet difficult to wield and master, features a handgrip hilt that projects a blade of pure energy. The traditional weapon of the Jedi, the Lightsaber stands as a symbol of their skill, dedication, and authority. The blade of a Lightsaber is generated by an Energy Cell and focused through crystals within the hilt. The saber can cut through most materials (Except another Lightsaber blade, an energy Shield, or a few exotic materials), given enough time. Because only the handgrip has any weight, unskilled users have difficulty judging the position of the blade. Anyone using one to attack that does not have Trademark Weapon (Lightsaber) for each Lightsaber treats a failed attack roll as a Critical Failure. Dual Wielding Lightsabers would require taking the edge twice (Once per Weapon) to avoid this. The Lightsaber's true potential becomes apparent in the hands of a fully trained Jedi, who can defend and attack with the weapon, deflecting shots or striking opponents with the glowing blade. (While Lightsabers, of any variation, can block Slugs from Slugthrowers they can not redirect them back at targets as the Slug is destroyed upon contact with the blade)

Lightsaber, Cross-Guard: An extremely rare Lightsaber variant that is usually only found in the hands of skilled Lightsaber Duelists, the Crossguard Lightsaber (Sometimes referred to as a Forked Lightsaber) has a special hilt that typically emits three (Although sometimes only two) Lightsaber blades. The first blade is the standard, full-length blade common to all Lightsabers. The Crossguard Lightsaber also emits two secondary blades, less than a Human handspan in length and narrower than the standard blade, at an angle between 45 and 135 degrees away from the primary blade. These secondary blades are used to protect the wielder's hand from Lightsaber attacks that slide down the blade. The Crossguard Lightsaber also enables the wielder to parry incoming Lightsaber attacks between the primary and secondary blades, making it easier to Block Lightsaber attacks. Anyone using it to attack that does not have Trademark Weapon (Lightsaber, Cross-Guard) treats a failed attack roll as a Critical Failure.

Lightsaber, Dual Bladed: The Double-Bladed Lightsaber consists of two Lightsabers fused at their hilts. These weapons are rare and require even greater skill to wield than single-bladed Lightsabers. One or both blades can be ignited at once. Anyone using one to attack that does not have Trademark Weapon (Lightsaber, Dual Bladed) treats a failed attack roll as a Critical Failure.



Lightsaber, Dual-Phase: A Dual-Phase Lightsaber is a Lightsaber variant that, at first glance, appears to be identical to a standard Lightsaber, with a small handle emitting an energy blade about 1.3 meters long. Dual-Phase Lightsabers include a complex array of multiple Lightsaber Crystals within the handle of the weapon, allowing the user to switch the blade's length from the standard length out to a length of nearly 3 meters. Dual-Phase Lightsabers are extremely popular during the days of the Jedi Civil War and the surrounding time periods due to the large number of Lightsaber-wielding opponents a Jedi is likely to face. The longer blade setting allows the wielder to keep an opponent at a distance during a duel, but Dual-Phase Lightsabers on this setting are also more unwieldy, making it difficult to defend against opponents that get up close to the wielder. In its Default Form, a Dual-Phase Lightsaber functions as a normal Lightsaber. As an Action, the wielder can switch to the Extended Form setting. While on this setting, the Dual-Phase Lightsaber increases the wielder's Reach by 1, but the wielder also takes a -2 penalty to their Parry. Switching back to the Default setting also takes an Action. Anyone using one to attack that does not have Trademark Weapon (Lightsaber, Dual-Phase) treats a failed attack roll as a Critical Failure.

Lightsaber, Guard: A rare variant of the short shoto style of the Lightsaber, the Guard Shoto (Also referred to as the Lightsaber Tonfa) has a second handle that sticks out from the main hilt at a 90-degree angle. It is possible to hold a Guard Shoto by either the main hilt, or the second handle. If it is held by the second handle, the lightsaber blade can be held parallel to the forearm, allowing it to easily be used for blocks. Anyone using one to attack that does not have Trademark Weapon (Lightsaber, Guard) treats a failed attack roll as a Critical Failure.

Lightsaber, Pike: The favored weapon of the Emperor's Shadow Guard, the Lightsaber Pike resembles a conventional polearm in many respects. At the end of the handle is a slightly shorter and thicker lightsaber blade, which can be activated as an Action using a switch about midway down the weapon's haft. Unlike Lightsabers these weapons do not treat a failed attack roll as a Critical Failure if you do not have Trademark Weapon (Lightsaber, Pike).

Lightsaber, Short: Sometimes called a Shoto Saber. Small Jedi characters such as Master Yoda favor the Short Lightsaber. Jedi skilled at Two-Weapon Fighting often use the Lightsaber, Short as their off-hand weapon of choice. Anyone using one to attack that does not have Trademark Weapon (Lightsaber, Short) treats a failed attack roll as a Critical Failure.

Lightwhip: A Lightwhip is similar to a Lightsaber in that it emits a beam of energy from its handgrip. The device differs though, in that the "Blade" is long and flexible, giving it the properties of a whip. Although a Lightwhip has a greater Reach, it lacks the power of a more traditional Lightsaber. On a Raise the Whip causes the target to become either Distracted or Vulnerable instead of doing extra damage. Anyone using one to attack that does not have Trademark Weapon (Lightwhip) treats a failed attack roll as a Critical Failure.

Shock Boxing Gloves: These Gloves are powered gauntlets worn during a Shock Boxing match. Shock Boxing Gloves protect the wearer's hands and also deal damage to any character hit by them. Shock Boxing Gloves provide a +1 bonus to damage with a successful Unarmed attack.

Shock Stick: The Shock Stick is a Melee Weapon that delivers a stunning blow to the enemy's senses. Using technology similar to that of a Stun Baton, a Shock Stick has the added benefit of delivering its stunning energy in a rapid, overwhelming burst that can completely disable less hardy beings. On a Raise the Stick causes the target to become either Distracted or Vulnerable instead of doing extra damage.

Shock Whip: A nasty Weapon deemed by many to be unnecessarily painful, the Shock Whip has been used by warriors throughout the galaxy for generations. Fast and cruel, the Shock Whip consists of a metal grip from which extend long, thick wires woven together into a single strand. The metal grip houses an Energy Cell that can send a surge of energy through the Shock Whip's cord, issuing an electric shock to the target. On a Raise the Whip causes the target to become either Distracted or Vulnerable instead of doing extra damage.

Sith Sword: The Sith Sword is a weapon created during the days of the Sith Empire using arcane alchemical techniques. A Sith Sword is physically identical to most archaic swords, though the alchemical treatment it receives makes it nearly as dangerous as a Lightsaber. The Sith Sword can be treated as a Lightsaber for the purposes of using Edges and powers. Additionally, a Sith Sword becomes more powerful in the hands of a character who is steeped in the Dark Side of The Force. A character with the Force Sensitive (Darkside) AB receives a +2 bonus to damage rolls with the Sith Sword

Vibro-Axe: This powerful Vibro weapon features an Energy Cell that causes the blade to vibrate rapidly when activated. This gives the weapon far greater power than a standard Axe, with minimal effort from the wielder.

Vibroblade: The Vibroblade is a close-combat weapon favored by soldiers and mercenaries throughout the galaxy. It resembles a short sword with a high-tech look and feel. Vibroblades are illegal in most urban areas.

Vibrodagger: Assassins and petty thugs favor the smallest of the Vibro weapons, the Vibrodagger. A number of civilians carry it for defense. It alone among Vibro weapons is subject to very little regulation, since it is viewed as a common tool for crafters and explorers.

Vibroknucklers: Little more than a casing attached to a set of finger rings, Vibroknucklers are favored by thugs and petty thieves, mainly because the Weapon can be easily concealed or stored away. The Weapon's nasty surprise- a small microblade that extends slightly beyond the knuckles- is an added bonus. VibroKnucklers provide a +2 bonus to damage with a successful Unarmed attack.

Vibrolance: The Vibrolance is a large, spear-like Weapon commonly employed by guards and sentries. The Weapon deals a massive amount of damage. Gamorreans particularly enjoy brandishing Vibrolances, using them to prod slaves or spear prisoners. A Vibrolance is too large and unwieldy to be Thrown effectively.

Vibrorapier: A Vibrorapier is designed to have a longer, thinner blade than the standard Vibroblade. It is well-balanced and completely silent due to a specialized design that diminishes the ultrasonic pitch that other Vibro Weapons normally create. Many professional fighters consider the Vibrorapier an excellent Weapon and prefer it over a blaster or other melee Weapons when stealth is necessary.

Vibro-Saw: A large and cumbersome variation of the Vibro-Axe, a Vibro-Saw is typically used to cut down large vegetation such as trees and exceptionally thick vine clusters. However, its impressive cutting power has led the Vibro-Saw to be used to cut through bulkheads in boarding actions by military units and pirates alike. The Vibro-Saw also has the distinct advantage of being legal in areas where the possession of any other type of Vibro weapon is a criminal offense.

Vibrosword, Long: The Vibrosword is a full length Vibroblade. The Weapon resembles many standard swords used by primitive societies, though the signs of technological enhancements can be found in both the handle and the blade.

Vibrosword, Great: The Great Vibrosword is essentially an oversized Vibrosword designed to be used in both hands. The Weapon resembles many larger swords used by primitive societies, though the signs of technological enhancements can be found in both the handle and the blade.



RANGED WEAPONS TABLE

ITEM	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR	MODS	WEIGHT	COST	NOTES
Pistols										
Ascension Gun	15/30/60	3d6	2	1	25	d6	1	4	7950	Stun, Military
BlasTech DH-23	15/30/60	2d4	2	1	100	d4	1	2	7300	Stun, Restricted
BlasTech DT-12	10/20/40	2d6+2	2	1	50	d4	1	4	7650	Stun, Military
Blaster Pistol	15/30/60	2d6	2	1	50	d4	1	2	7250	Stun, Licensed
Bluebolt Blaster Pistol	15/30/60	2d6	2	1	50	d4	1	2	7850	Stun, Stun Range is 4/8/16, Military
Bryar Pistol	15/30/60	2d4	2	1	50	d4	1	2	71350	Licensed
Darter	3/6/9	2d4	-	1	1	d4	1	2	7150	Licensed
DX-2 Sonic Disruptor	3/6/12	2d6	-	1	5	d6	1	4	74000	Reload 5, Illegal
Flame thrower	Cone	2d12	-	1	10	d4	1	5	7500	May set targets on fire, affects target's least Armored area, fuel pods cost 740 and weigh 1 pound, may be "evaded" (No Recoil), Military
Heavy Blaster Pistol	15/30/60	3d6+2	2	1	25	d4	1	3	7450	Stun, Military
Heavy, Flame Thrower	Cone	3d12	-	1	10	d8	2	5	71000	May set targets on fire, affects target's least Armored area, fuel pods cost \$40 and weigh 1 pound, may be "evaded" (No Recoil), Military
Hold-out Blaster	5/10/20	2d4	2	1	50	d4	1	2	7250	Illegal
Ion Pistol	5/10/20	2d6	-	1	30	d4	1	1	7350	Ignores Droid Armor, Can only Shake Organics, Licensed
Merr-Sonn Model 434	15/30/60	2d6+2	4	1	50	d4	1	2	7850	Stun, Restricted
Needler	15/30/60	2d4	10	1	10	d4	1	2	7650	Licensed
Razor Bug	12/24/48	2d6	2	1	1	d4	1	1	710	Illegal, Rare
S-5 Heavy Blaster Pistol	15/30/60	3d6+2	2	1	25	d6	1	4	72000	Stun, Military, Rare
SaberDart Launcher	10/20/--	2d4	-	1	1	d4	1	.5	72500	Reload 1
Snare Pistol	10/--/--	-	-	1	2	d4	1	2	7600	A Successful hit means the Target is Entangled (pg 98 Core book) The Ropes toughness is a 15, Licensed

RANGED TABLE CONT

ITEM	RANGE	DAM AGE	AP	ROF	SHOTS	MIN STR	MODS	WEIGHT	COST	NOTES
Sonic Pistol	3/6/12	2d4	-	1	50	d6	1	2	7900	Reload 1, Only needs to hit the standard TN for a Ranged attack against Jedi or Sith using Lightsabers, Licensed
Sonic Stunner	15/30/60	-	-	1	50	d4	1	2	7450	Make a normal shooting attack. On a Success Victims must make a Vigor roll, on a raise it is at -2, or be stunned, Illegal
Sub Repeating Blaster	15/30/60	2d6	-	4	120	d6	1	2	7250	Autofire Only, Military
Targeting Laser	30/60/120	-	-	1	1	d4	1	.5	750	Military
Thud Bug	12/24/48	2d8	-	1	1	d4	1	.5	720	Illegal, Rare
Wrist Blaster	5/10/20	3d4	-	1	10	d4	1	1	7800	Illegal
Rifles										
Assault Blaster Rifle	60/120/240	2d8	2	3	50	d6	1	8	71750	Stun, +1 to Shooting, Two Handed, Military
BlasTech 500	Cone	2d6+2	2	1	5	d6	1	4	71000	Two Handed, Restricted
Blaster Carbine	30/60/120	3d6	2	3	100	d6	1	8	7700	Stun, Two Handed when stock is extended, Restricted
Blaster Rifle	30/60/120	2d8	2	3	100	d6	1	8	71000	Two Handed when Stock is extended, Restricted
Brayar Rifle	25/50/100	2d6	2	1	50	d4	1	2	71850	Two Handed, Licensed
Bowcaster	24/48/96	3d10+2	2	1	100	d8	2	5	71450	Two Handed, Licensed, Rare
Commando Special Rifle	15/30/60	2d10	2	1	25	d6	1	4	72500	Stun, Military
Double Barreled Blaster Carbine	10/20/--	3d6	-	1	25	d8	2	3	71200	Restricted
DXR-6 Rifle	12/24/48	2d6	-	1	15	d6	1	4	75500	Reload 5 Two Handed, Illegal
Flechette Launcher	8/16/32	3d8 (LBT)	2	1	4	d8	2	10	72100	Two Handed, Military
Heavy Assault Blaster Rifle	30/60/120	2d8+2	2	3	100	d8	2	8	73000	Two Handed, Military
Ion Carbine	20/40/80	2d8	-	3	30	d6	1	1	71250	Two Handed, Ignores Droid Armor, Can only Shake Organics, Restricted

RANGED TABLE CONT

ITEM	RANGE	DAM AGE	AP	ROF	SHOTS	MIN STR	MODS	WEIGHT	COST	NOTES
Ion Rifle	20/40/80	2d8	-	1	30	d6	1	1	7850	Two Handed, Ignores Droid Armor, Can only Shake Organics, Restricted
Light Repeating Blaster	30/60/120	3d6+2	2	3	300	d6	1	5	71200	Autofire Only Two Handed, Military
Micro Grenade Launcher	12/24/48	By Type	-	1	4	d4	1	2	72500	Two Handed, Military
Missile Launcher	24/48/96	By Type	-	1	1	d8	2	8	71500	Two Handed, Military
Heavy Blaster Rifle	30/60/120	2d8+2	2	3	100	d8	2	10	71500	Stun, Two Handed, Military
Rail Detonator Gun	8/16/32	2d10 (MBT)	-	1	10	d6	1	10	72350	Two Handed, Military
Repeating Blaster Carbine	12/24/--	3d8	2	3	300	d8	2	10	73500	Autofire, Two Handed, Military
Sniper Blaster Rifle	80/160/320	2d8	2	1	10	d6	1	4	72000	Two Handed, Military
Sonic Rifle	12/24/48	2d4	-	1	50	d6	1	4	71200	Reload 1, only needs to hit the standard TN for a Ranged attack against Jedi or Sith using Lightsabers, Two Handed, Restricted
Sporting Blaster Rifle	40/80/160	2d6	2	3	100	d4	1	4	7800	Stun, Two Handed, Licensed
Stokhli Spray Stick	8/16/32	-	-	1	5	d4	1	10	714000	Functions as a Net, SWADE pg. 73, Restricted
Heavy										
Blaster Cannon	40/80/160	2d10+2	2	1	10	d10	3	18	73000	HW, Two Handed, Military
E-Web Repeating Blaster	80/160/320	3d12+4	4	4	900	d12	3	38	78000	HW, Two Handed, Autofire, Military
Flame Cannon	Cone	4d6	-	1	1	d10	3	30	73000	HW, May set targets on fire, affects target's least Armored area, fuel pods cost \$40 and weigh 1 pound, may be "evaded" (No Recoil), Two Handed, Military
Gatling Laser	50/100/200	3d6+4	2	4	600	d8	2	20	71000	Autofire, HW, Two Handed, Military
Grenade Launcher	24/48/96	By Type	-	1	4	d8	2	15	71000	HW, Two Handed, Military
Heavy Repeating Blaster	50/100/200	3d8+4	2	4	900	d8	2	20	74000	HW, Two Handed, Autofire, Military

RANGED WEAPON RULES

The Ranged Weapons listed here are specific to the Star Wars Setting. Unless the GM says otherwise all of the Ranged Weapons (*Except for the Futuristic Weapons*) in the Swade Core Book are also Available. These weapons are usually referred to in Star Wars as Slugthrowers.

You will need to determine the amount of Mod Slots the Weapon has. This is done using the Min Str of the Weapon. A d4-d6 Min Str has 1 slot, a d8 has 2, while d10- d12 have 3 slots to start out with.

If a piece of equipment does not have a listed Minimum Strength requirement. Then use the Encumbrance Table on pg 67 of the core book and the item's weight to determine the Minimum Strength needed to use the item. To determine how many modification slots it has. (Anything above a d12 has 3 slots)

• **Stun Setting:** If the weapon has a Stun Setting, it is listed in the Notes Section. Ranged weapons set to Stun have a maximum range of 2/4/8, unless noted otherwise. Make a normal shooting attack. On a Success Victims must make a Vigor roll, on a raise it is at -2, or be stunned.

• **Reduced Recoil:** Unless otherwise noted all ranged weapons Listed here, (except Heavy Weapons), firing at a ROF higher than 1 in one action causes Reduced Recoil, a -1 penalty to the attackers Shooting rolls. (This also effects any weapons Modified to have a ROF higher then 1 in one action) In all other ways Reduced Recoil functions as per the Recoil Rule in the Swade Core Book, Edges and other effects such as "Braced" that affect Recoil also affect "Reduced Recoil" the same way.

• **Retractable Stocks:** Weapons with Retractable stocks can be "Braced" when the Stock is extended. They also count as "Long Arms" when extended for the purpose of firing them in Melee Range. When the Stock is not extended they count as "Short Arms" for the purpose of firing them in Melee Range. Opening and closing the stock requires the use of a Readyng action.

• **Braced:** "Long Arms" can be braced as an action. Doing so Negates Recoil and Min Str penalties (all other penalties should still be applied) for all further shooting actions taken to fire that particular "Long Arm" in the same round. "Braced" suffers from MAP as per usual."

• **Ion Weapons:** Ion Weapons ignore droid armor. They can only Shake Organics.

• **Autofire:** Autofire weapons can only be fired at their full Rate of Fire. When using an Autofire Weapon the Ammo used per Rate of Fire can be found in the SWADE Core Book on Pg. 93

Optional Ammo Rule

Due to the large ammo amounts of most Star Wars Range weapons. Instead of tracking Ammo individually. You can use Cinematic Ammo Tracking. When doing so replace the Shot Amount in the Ranged Weapons Table with an Ammo Level instead as per the Ammo Level Table to determine the weapons starting level. During an Encounter any Skill die that rolls a 1 reduces the Ammo Level by One. (Multiple 1's for example when using a higher ROF or Rapid Fire results in multiple reductions).

At the end of Every Encounter you Also Reduce the Ammo Level by one as well

AMMO VALUE TABLE

SHOTS	AMMO LEVEL
100+	Level 4
50-99	Level 3
25-49	Level 2
1-24	Level 1
-	Empty

Pistols

Ascension Gun: The Ascension Gun is a Heavy Blaster Pistol with a special Syntherope tether and a grappling-dart launcher attached. As an Action, you can switch the Weapon from Blaster mode to Ascension mode. When fired in Ascension mode, the Weapon shoots a grappling dart attached to the Syntherope, tethering the Weapon to the target. If the tether is projected vertically, the Ascension Gun can pull the wielder upward at a speed of 12' per round, with a maximum vertical lift capacity of roughly 720 lbs. An Ascension Gun can also be used to create a zipline to a target surface after the Syntherope has been secured to a fixed object at the shooter's location. The zipline allows the wielder to slide along the line at a speed of 12' per round if the destination has a lower elevation. In Ascension mode, the Ascension Gun has a maximum Range of 30. In Blaster mode, an Ascension Gun functions like a normal Heavy Blaster Pistol. Ascension Guns are somewhat bulkier than other Weapons of the same size.

BlasTech DH-23: The DH-23 is designed to be a more reliable Weapon when compared to the typical Blaster Pistol, but it sacrifices range and strength to achieve it. The Pistol incorporates an effective heat radiator and a tight body construction that increases it's ammo capacity

BlasTech DT-12: The initial concept behind the design and production of the DT-12 is to cater to customers who do not have hands like the Humans, such as Rodians with their longer fingers, by incorporating a larger trigger grip. The Weapon gives up weight and long-range accuracy to provide a stronger punch.

Blaster Pistol: “Blaster Pistol” is a blanket term for literally thousands of different designs from hundreds of manufacturers, such as the popular BlasTech DL-18. Blaster Pistols are popular with urban police forces, traders, and anyone who needs to pack respectable firepower in an easily carried package.

Bluebolt Blaster Pistol: Named for the blue chrome that adorns the body of the original models of this Pistol, the Bluebolt Blaster Pistol is much larger than a normal Blaster Pistol. However, the Weapon is balanced with a heavy grip and a light barrel, making it easy to wield in one hand. Due to this it is able to fire a Stun bolt further than normal.

Bryar Pistol: A Bryar Pistol is a cut-down version of a Bryar Rifle. Though it has less Range than the Bryar Rifle and deals less damage, the Bryar Pistol is actually more manageable and accurate at Short Range than the Bryar Rifle. As an Action, you can prime a Bryar Pistol for a built-up shot. If you make no attacks with the Bryar Pistol before the start of your next turn, the next attack you make before the end of the encounter deals an extra d4 of damage and consumes 5 charges. You may not use any ability that consumes more than one shot in conjunction with a primed shot.

Darter: A Darter is a large Pistol that launches a dart by use of a compressed air canister. Although the Range is limited and the damage minor, the darts can deliver Poison or a Surveillance Tagger. Poachers, game wardens, security personnel, assassins, and even medical personnel use Darters in their duties.

Dx-2 Sonic Disruptor: One of the most violent Sonic weapons on the market, the Sonic Disruptor is outlawed by the Republic, even for use against the Sith. The Sonic Disruptor not only deals devastating Sonic damage to a target, it also atomizes anything it harms, leaving few traces of a victim behind. If damage from the Sonic Disruptor would cause a Wild Card to drop to incapacitated, they make a Vigor roll +2. On a Success nothing extra happens, On a Failure they are killed instantly. When a Sonic Disruptor drops an Extra to Incapacitated or destroys an object, Vehicle, or Droid, that target is disintegrated and ceases to exist. Because of the massive energy required to create a Disruptor beam, the Sonic Disruptor can fire only once every other round.

Flamethrower: This wrist mounted Flamethrower is a ranged weapon that shoots a cone of burning chemicals.

Heavy Blaster Pistol: Heavy Blaster Pistols were invented to provide the sort of firepower one expects from a Blaster Rifle, but in a compact and easily carried sidearm. The weapon produces additional “Punch” by drawing heavily on its Power Pack, reducing the number of shots the Power Pack can provide (compared to a regular Blaster Pistol). Han Solo uses a Heavy Blaster Pistol, the BlasTech DL-44.

Heavy, Flamethrower: A handheld version of the flamethrower. It’s a Heavy pistol-size weapon with a jar-sized fuel tank.

Hold-out Blaster: Small, palm-sized blasters see widespread use in weapon-restricted areas. Hold-out Blasters are commonly found in the possession of undercover agents, gamblers, Scoundrels, or Nobles seeking to protect themselves. They are sometimes carried as a backup weapon for more lethal characters. Because of its compact design, a Hold-Out Blaster Pistol grants a +2 Equipment bonus on Thievery checks made to conceal it.

Ion Pistol: An Ion Pistol fires a stream of energy that wreaks havoc on electrical systems, making it effective against Droids, Vehicles, electronic devices. It deals normal damage against such targets and ignores their Armor completely. When a cybernetically enhanced creature (Any creature with a Strain Rating) is targeted it causes Fatigue instead of a Wound and they become Distracted until the end of their next turn. Creatures without cybernetics may only be shaken.

Merr-Sonn Model 434: Built as a compact Pistol, the Merr-Sonn Model 434 quickly earns the nickname of “Death Hammer” from the bounty hunters and professional killers who favor the gun because of its durability and sheer power. The Weapon’s Durasteel plating increases its sturdiness. Bounty hunters, mercenaries, and assassins who use the Death Hammer ornately decorate the Weapon, adding more detail after every kill.

Needler: Designed to be effective against personal shields without sacrificing range, a Needler fires tiny, ultra-sharp darts that penetrate energy shields and Armor and drill into the target’s body. A Needler’s ammunition can be laced with contact Poison, delivering the Poison to its targets.

Razor Bug: Razor Bugs are small, disc-shaped insects engineered by the Yuuzhan Vong to serve as ranged Weapons. Though they are thrown by hand, Razor Bugs are shaped in such a way that they fly with great speed, distance, and accuracy, making them an effective replacement for longer-ranged Weapons.

S-5 Heavy Blaster Pistol: The Theed Arms S-5 combines the firepower of a Heavy Blaster Pistol with the utility of an Ascension Gun. This allows the wielder to carry a single weapon that provides for defense, quick ascension capability, and the ability to capture an opponent. A successful hit using the Liquid Cable feature ensnares (SWADE pg 98 Entangled) a target or securely attaches to a targeted surface. It can lift up to 500 kilograms and has a range of 30'. If the tether is projected vertically, the S-5 Heavy Blaster Pistol can pull the wielder upward at a speed of 12' per round. An S-5 can also be used to create a zipline to a target surface after the Liquid Cable has been secured to a fixed object at the shooter's location. The zipline allows the wielder to slide along the line at a speed of 12' per round if the destination has a lower elevation. In Ascension mode, the S-5 Heavy Blaster Pistol has a maximum Range of 15'. Additionally, an S-5 Heavy Blaster Pistol carries 10 micro darts, which can be fired at a range of up to 2/4/8. When fired in this manner, the S-5 Heavy Blaster Pistol deals 2d4 points of damage and inflicts Paralyzing Poison on a result of Shaken or better.

Saberdart Launcher: A Saberdart Launcher is a weapon created by the Kaminoans, and most notably wielded by Jango Fett during the opening stages of the Clone Wars. The darts themselves deal little damage, but the Poison they carry is lethal. When a living creature is effected (at least a Shaken Result) by a Kamino Saberdart, they must make an immediate Vigor roll, failure means the character is Stunned, takes a Wound (two on a Critical Failure), and perishes in 3d6 rounds unless treated. The Saberdart Launcher fires individual specialized Kaminoan Poison Darts, which needs to be reloaded after each shot. Each dart is both Illegal and Rare, and costs \$500 each.

Snare Pistol: The smaller cousin of the Snare Rifle, the Snare Pistol carries the same capabilities, but in a smaller weapon and with a considerably shorter range. A Snare Pistol fires a length of weighted Syntherope that wraps around the target, allowing the Weapon's wielder to initiate a Grab or Grapple against an enemy at up to Short Range Only.

Sonic Pistol: Designed as a civilian response to Jedi and Sith using Lightsabers to Deflect their attacks, the Sonic Pistol fires compressed bolts of pure sound at its target. Though slightly less powerful than standard weapons such as blasters, the Sonic Pistol is particularly effective against Jedi and Sith because the weapon's Sonic bolt bends around a Lightsaber, striking the target despite the intervention of the Lightsaber's energy blade.

Sonic Stunner: A Sonic Stunner creates waves of sonic energy that assault the aural receptors of anyone it targets. The weapon fires a concentrated burst of sonic energy that manipulates the minds of living beings, causing them great pain. Even deaf creatures can be harmed by a Sonic Stunner, because it creates high-frequency vibrations that penetrate the brain. However, unlike with most blaster weapons, only the target of the attack hears any noise, making the weapon otherwise silent. This weapon can only be used to Stun living creatures.

Sub-repeating Blaster: This Pistol-sized Repeating Blaster, intended for use indoors and in close-quarters combat, is preferred by pirates and bounty hunters who want to carry a lot of firepower in a small package. A Sub-repeating Blaster is an Autofire-only Weapon and includes a Retractable Stock. Unless the Retractable Stock is extended, you cannot Brace before making an Autofire attack. Which causes Recoil (-1 to shooting)

Targeting Laser: This tiny laser is used to paint targets with a beam of light to guide missiles, bombardment attacks, or other incoming fire, but it otherwise deals no damage. The laser is tunable through a broad spectrum, allowing the attacker to home in on a specific Targeting Laser in the otherwise chaotic jumble of battlefield laser fire. It can be used by hand or mounted on any Weapon. To use a Targeting Laser, the wielder makes an attack roll, Applying all appropriate penalties. As long as the wielder repeats the attack each round, any ally who knows the frequency of the Targeting Laser gains a +2 bonus to attack rolls when attacking the target with a Missile Launcher, Grenade Launcher, or Vehicle Weapon.

Thud Bug: Like Razor Bugs, Thud Bugs are insects engineered by the Yuuzhan Vong to serve as ranged Weapons.

Wrist Blaster: For those needing the ultimate in discretion, a Wrist Blaster provides protection without drawing attention. It is popular with Assassins, diplomats working in hostile territories, and other VIPs who hate being completely unarmed. The Wrist Blaster is worn as a bracelet and looks like an ordinary piece of jewelry. The bulk of the Wrist Blaster contains the power cell, which is powerful enough to deliver the same damage as a blaster, but contains enough energy for only a single shot. A Wrist Blaster is meant for use in close quarters. Special alloys mask the Wrist Blaster from sensor scans for Weapons. Detecting a Wrist Blaster with a sensor scan requires a Successful Electronics Check at -4.



RIFLES

Assault Blaster Rifle: A precision weapon used by military units, the Assault Blaster Rifle is one of the most precise weapons in existence. The original design of the Assault Blaster Rifle comes from the Mandalorians, but it is perfected by the Czerka Corporation.

BlasTech 500: Best known as the “ESPO” gun due to its wide use by The Corporate Sector Authority, the BlasTech 500 is a compact blaster with a short barrel and an open-frame stock. Designed for use against large crowds, the Weapon trades simple accuracy for the ability to hit just about anything in its path. Operating best in Autofire mode, the Rifle incurs a -2 penalty and has a 20/40/80 range, when used as a Single-Shot Weapon.

Blaster Carbine: This small Blaster Rifle has a short barrel and compact two-handed grip, making it look more like a long Pistol than a Rifle. Some Blaster Carbines, such as the E-5 used by B1-Series Battle Droids, have a Retractable Stock. A Blaster Carbine without a Retractable Stock costs 650 credits (Instead of 700 credits).

Blaster Rifle: The basic Blaster Rifle is standard issue to soldiers across the galaxy. Some Blaster Rifles, such as the BlasTech E-11 (Or its “Clone,” the SoroSuub Stormtrooper One), have a Retractable Stock. A Blaster Rifle without a Retractable Stock costs 900 credits (Instead of 1000 credits).

Bryar Rifle: As an Action, you can prime a Bryar Rifle for a built-up shot. If you make no attacks with the Bryar Rifle before the start of your next turn, the next attack you make before the end of the encounter deals an extra d6 of damage and consumes 5 charges. You may not use any ability that consumes more than one shot in conjunction with a primed shot.

Bowcaster: The Bowcaster is crafted exclusively by the Wookiees of Kashyyyk. A fusion of modern and ancient technologies, the weapon hurls an explosive energy quarrel at incredible speed, much like an archaic rail gun. The Bowcaster can fire Micro Grenade Bolts, which act as normal Grenades but are somewhat smaller. Micro Grenade Bolts follow all the normal rules for each type of Grenade, but deal -4 damage on a successful hit. When used in this way it has range 12/24/48

Commando Special Rifle: The “Special” is a sawed-off Rifle preferred by Republic Commandos for its lightweight and stopping power. Its portability and power are offset by its ammunition demands; Power Packs must be replaced after 25 shots.

Double-Barreled Blaster Carbine: A favorite Weapon among those who live on the fringe of society, the Double-Barreled Blaster Carbine packs a powerful punch yet is small enough to conceal under loose clothing. Unlike a normal Blaster Carbine, the Double-Barreled Blaster Carbine is incapable of making Autofire attacks. However, the Weapon can be switched to a “Double-Shot” setting as an Action. While in Double-Shot mode, the Weapon acts as an Area Effect Weapon, targeting everything in a SBT for 2d6+4 damage. Each Double-Shot attack consumes 2 shots.

DXR-6 Rifle: The DXR-6 is a Disruptor Rifle built by the Tenloss Criminal Syndicate. It is a larger version of the DX-2 Disruptor Pistol, and it has the same legal and social issues associated with its use. The Disruptor not only deals devastating Sonic damage to a target, it also atomizes anything it harms, leaving few traces of a victim behind. If damage from the Disruptor would cause a Wild Card to drop to incapacitated, they make a Vigor roll +2. On a Success nothing extra happens, On a Failure they are killed instantly. When a Disruptor drops an Extra to Incapacitated or destroys an object, Vehicle, or Droid, that target is disintegrated and ceases to exist. Because of the massive energy required to create a Disruptor beam, the Disruptor can fire only once every other round.

Flechette Launcher: The Flechette Launcher is an anti-personnel Weapon that saw extensive use during the last half of the Clone Wars. It fires canisters filled with hundreds of tiny Durasteel darts that spread out over a large area. A Flechette Launcher is an AOE to a Large Burst Template. Canisters cost 750

Heavy Assault Blaster Rifle: A large Rifle designed to give a single person enough firepower to take out a whole squadron of enemies, the Heavy Assault Blaster Rifle is restricted to military use under Imperial law. When a Heavy Assault Blaster Rifle scores a hit with a raise, its damage dice change from d8s to d10s, but it does not add the normal extra d6 when doing so.

Ion Carbine: The prevalence of Assassin Droids and War Droids during and after the Great Sith War necessitates the creation of advanced Ion weapons to combat them. The Ion Carbine is similar to an Ion Rifle, but is Autofire-capable, allowing the wielder to take down several Droids at once. An Ion Rifle fires a stream of energy that wreaks havoc on electrical systems, making it effective against Droids, Vehicles, electronic devices. It deals normal damage against such targets and ignores their Armor completely. When a cybernetically enhanced creature (Any creature with a Strain Rating) is targeted it causes Fatigue instead of a Wound and they become Distracted until the end of their next turn. Creatures without cybernetics may only be shaken.



Ion Rifle: An Ion Rifle fires a stream of energy that wreaks havoc on electrical systems, making it effective against Droids, Vehicles, electronic devices. It deals normal damage against such targets and ignores their Armor completely. When a cybernetically enhanced creature (Any creature with a Strain Rating) is targeted it causes Fatigue instead of a Wound and they become Distracted until the end of their next turn. Creatures without cybernetics may only be shaken. Is not Auto-fire Capable

Light Repeating Blaster: The Light Repeating Blaster is the largest Rifle-style weapon carried by military personnel. It is an Autofire-only weapon.

Micro Grenade Launcher: The Locris Syndicates MGL-1 Micro Grenade Launcher is a small, portable Weapon that can deliver Miniaturized Grenades quickly and with a minimal amount of training. Unlike other Grenade Launchers, this Weapon is classified as a Rifle for the manner in which it is used. A Micro Grenade Launcher fires Micro Grenades, which act as normal Grenades but are somewhat smaller. Micro Grenades follow all the normal rules for each type of Grenade, but deal -2 damage on a successful hit. A Micro Grenade Launcher holds four Micro Grenades. A Micro Grenade Launcher can be mounted on a Rifle (This takes 1 minute and requires a Repair check) or used as a separate Weapon.

Missile Launcher: The shoulder or back mounted PLX-2M is derived from Merr-Sonn's Clone Wars-era PLX-1 Portable Missile Launcher. Designed to punch holes through Heavy Armor, the "Plex-one" is also a particularly effective anti-personnel Weapon.

Heavy Blaster Rifle: The Heavy Blaster Rifle is a larger, more powerful version of the Blaster Rifle often used by Clone Troopers, Stormtroopers, and other troops during battles on open terrain. Because of its size, it is not well suited to close-quarters fighting.

Rail Detonator Gun: The Rail Detonator Gun is a rarely seen Weapon used by specialized Stormtrooper units. Primarily carried by Imperial Jumptroopers, the Rail Detonator Gun is an advanced Weapon that compliments the Jumptroopers' penchant for aerial combat. It uses powerful electromagnets to hurl an explosive canister down the barrel of the Weapon and toward a target at an incredible speed. The Rail Detonator Gun is an AOE Weapon, with a MBT. A Rail Detonator Gun requires a magazine of special explosive canisters, each of which carries 10 shots and costs 100 credits and weighs 2 lbs. After 10 shots, the magazine must be replaced.

Repeating Blaster Carbine: The Repeating Blaster Carbine is an Autofire weapon that functions best at Short Range. The Repeating Blaster Carbine has difficulty hitting targets at longer Ranges, and is ineffective against distant targets.

Sniper Blaster Rifle: A favorite among assassins and military sharpshooters, the Sniper Blaster Rifle is a powerful and accurate Weapon ideal for eliminating targets at Long Range. Unwieldy in anything other than a prepared firing position, the Sniper Blaster Rifle is poorly suited for use in close combat. If they move in the same round as they make an attack with a Sniper Blaster Rifle, they take a -2 Snapfire penalty on the attack roll. Sniper Blaster Rifles often have a Bipod and Targeting Scope mounted on them, but neither is included in the cost listed.

Sonic Rifle: Designed as a civilian response to Jedi and Sith using Lightsabers to Deflect their attacks, the Sonic Rifle fires compressed bolts of pure sound at its target. Though slightly less powerful than standard weapons such as blasters, the Sonic Rifle is particularly effective against Jedi and Sith because the weapon's Sonic bolts bend around a Lightsaber, striking the target despite the intervention of the Lightsaber's energy blade.

Sporting Blaster Rifle: Sporting Blaster Rifles are popular with the galactic elites as well as among "Fringers" living in isolated colonies. Sporting Blaster Rifles are legal in most systems, but special permits must be obtained to carry them on many Core Worlds. Luke Skywalker kept a Sporting Blaster Rifle in his land speeder on Tatooine. Sporting Blaster Rifles often have a Targeting Scope mounted on them, but the scope is not included in the cost listed.

Stokhli Spray Stick: The Stokhli Spray Stick is a hunting Weapon designed to bring down a target without killing it. The Stokhli Spray Stick is one of the few Long-Range Stun Weapons in the galaxy, and high demand for the Weapon has driven its price up to match. The Stokhli Spray Stick fires a fine mist that coalesces into the form of a sticky webbing that wraps up its target as a Net does. When the Stokhli Spray Stick's webbing strikes a target, it also discharges a stun bolt that can render some of the toughest targets unconscious. Any target struck by a Stokhli Spray Stick must make a Vigor Roll -2 or be Stunned; additionally, the Stokhli Spray Stick's webbing functions as a Net, allowing the attacker to initiate a Grab or Grapple on the target at range. A Stokhli Spray Stick requires canisters of spraymist to operate. After 5 shots, the canister must be replaced, and each canister costs \$250 credits and weighs 2 lbs.



HEAVY

Large, powerful weapons that may require a Bi-pod or Tripod to operate fall under the category of Heavy Weapons. They are all subject to the Recoil Rules (page 105 of the SWADE Core Rules). They are also subject to Snapfire (page 66 of the SWADE Core Rules)

Blaster Cannon: Portable, shoulder-fired Blaster Cannons fire powerful bolts of energy. Often used as an anti-vehicle weapon, the Blaster Cannon has the range and power to inflict devastation on troops and structures alike. A Blaster Cannon is an Area Attack weapon. It uses the MBT but due to the slow build up of power. This attack can be "Evaded"

E-Web Repeating Blaster: The E-Web Repeating Blaster can normally only be fired when mounted on a Tripod. When mounted on a Tripod, it is treated as one size smaller for purposes of being wielded (Allowing a normal character to operate it with two hands). The E-Web Repeating Blaster only operates in Autofire mode, and requires a Power Generator to operate. Without this generator it is limited to 50 Shots. With it the E-web can fire for as long as it has power. Normally, the E-Web Repeating Blaster requires a second crewman to regulate the weapon's Power Generator; this second crewman must spend an Action while adjacent to the weapon to regulate its power. After you regulate the E-Web Repeating Blaster's power, it will function normally until the beginning of your next turn. If the weapon's power is not regulated, apply a -2 penalty on all attack rolls made with the Weapon.

Flame Cannon: The Flame Cannon is a larger version of the regular Flamethrower, with a considerably hotter temperature, and greater fuel capacity. Examples include the Merr-Sonn Model CR-28 and the Czerka CZ- 28 Flamestrike. Mounted on ground Vehicles or tripods, the Flame Cannon is ideal for clearing out bunkers or as a Weapon of shock and terror. When mounted on a Tripod, the Flame Cannon is treated as one size smaller for purposes of being wielded, allowing a Medium character to operate it with two hands. The Flame Cannon shoots a cone of burning chemicals. A successful attack deals 4d6 points of Fire damage to the target. This attack can be "evaded" if not then the fire ignores all armor except sealed armor when applying damage.

Gatling Laser: The Gatling laser is a large two-handed weapon consisting of four rotating barrels, That can only be operated in Autofire.

Grenade Launcher: This Grenade Launcher, while portable, must be set up and braced, Doing so takes 5 actions. When done, this Weapon can deliver Grenades quickly and with a minimal amount of training. The Grenade Launcher holds four Grenades. This Grenade Launcher Doubles the effective range of grenades fired from it. Grenade Launchers cannot be used to hurl Thermal Detonators because these devices are simply too big and heavy.

Heavy Repeating Blaster: The Heavy Repeating Blaster is a fearsome weapon typically operated from a bunker emplacement, or mounted on a combat Vehicle. The Heavy Repeating Blaster operates only in Autofire mode.



Explosives Table

Grenades

ITEM	RANGE	AREA	DAMAGE	WEIGHT	COST	NOTES
EMP (Ion)	5/10/20	MBT	3d6	.25	7250	Ignores Droid Armor, Can only Shake Organics, Restricted
Energy Ball	5/10/20	SBT	2d8	.25	720	Licensed, Rare
Fragmentation	5/10/20	LBT	3d6	.25	7200	Military
Smoke	5/10/20	LBT	-	.25	7100	Restricted
Stun	5/10/20	MBT	-	.25	7250	Restricted
Thermal	5/10/20	SBT	3d10	.25	72000	Illegal

Personal Missiles

Armor Piercing	24/48/96	-	2d6	.5	760	AP 10, HW, Military
Boomer	24/48/96	LBT	5d6	.5	7120	HW, Medium/ Long range only, Military
Heat Seeker	24/48/96	-	3d6	.5	760	HW, Military
Rocket	24/48/96	-	3d6+2	.5	780	HW, Military

Grenades

EMP (Ion): Electromagnetic pulse grenades knock out all electronic devices in a Medium Burst Template. For constructs, power armor, or devices, roll 3d6 nonlethal damage against each item's Toughness ignoring any armor but not Shields they may have. If the device would be Shaken it Malfunctions (Constructs are Vulnerable, Power armor stops working) for the rest of the round, if it would have taken a wound the device stops functioning until a Repair roll at -2 can restore power to it. If a cybernetically enhanced creature (Any creature with a Strain Rating) is targeted it causes Fatigue instead of a Wound and they become Distracted until the end of their next turn. Creatures without cybernetics may only be shaken.

Energy Ball: Damage 2d8, Small Burst Template.

Fragmentation: Damage 3d6, Large Burst Template.

Smoke: Creates an area of smoke in a Large Burst Template that obscures vision (-4). For double the price, the smoke also contains particles that halve the damage from energy weapons fired into the area.

Stun: Targets must make a Vigor roll at -2 with a raise it's at -4) or be Stunned

Thermal: Damage 3d10. May set targets on fire. Ignores all but sealed armor.

Personal Missiles

Armor Piercing: Armor Piercing Missiles do AP 10

Boomer: Boomers have a minimum arming distance of 25".

Heat Seeker: Opposed Shooting vs Agility Roll to lock on. Ignores all but total cover against locked targets. Once fired the defender gets another Agility roll to evade.

Rocket: Basic line of sight projectile.



GEAR TABLE

ITEM	COST	WEIGHT	AVAILABILITY
8-2A Medical Bundle	₹500	1 lb	Common
ABC Scrambler	₹3000	3 lbs	Restricted
Adhesive Patches	₹20	1 lb	Common
All-Temperature Cloak	₹100	1 lb	Common
Ambient Aural Amplifier	₹3000	.5 lb	Restricted
Ammo/Power Packs	₹50	.1 lb	Common
Anti-Rad Dose	₹300	1 lb	Common
Antitoxin Patch	₹25	-	Common
Antidote Synthesizer	₹2500	1 lb	Restricted
Aquata Breather	₹350	.2 lb	Common
Aural Amplifier	₹2000	1 lb	Licensed
Bacta Tank	₹10000	500 lbs	Licensed
Beacon	₹2000	5 lbs	Common
Binder Cuffs	₹50	1 lb	Common
Bioscanner	₹600	2 lbs	Common
Biotech Tool Kit	₹450	1 lb	Restricted
Bracer Computer	₹1300	.5 lb	Common
Breath Mask	₹250	1 lbs	Common
Camouflage Netting	₹2000	40 lbs	Common
Camouflage Netting, Powered	₹6000	60 lbs	Common
Camouflage Poncho	₹125	1.5 lbs	Common
Chain	₹25	2.5 lbs	Common
Climbing Harness	₹45	.5 lb	Common
Code Cylinder	₹150	.5 lb	Licensed
Com Scrambler	₹6000	10 lbs	Military
Comlink	₹100	1 oz	Common
Comlink (Earbud)	₹200	1 oz	Common
Comlink (Hands- Free)	₹150	1 oz	Common
Comlink (Tightbeam)	₹300	1 oz	Licensed

Gear Table Cont

ITEM	COST	WEIGHT	AVAILABILITY
Communications Scanner	71000	1 lb	Military
Computer Interface Visor	71200	8 ozs	Common
Computer Spikes	76000	1 lb	Illegal
Computerized Interface Scope	72000	.5 lb	Military
Credit Chip	Deposit	-	Common
Cryogenic Pouch	7600	1.5 lbs	Licensed
Data Card	710	8 ozs	Common
Datapad	7100	1 lb	Common
Decoy Glow Rod	7100	4 lbs	Illegal
Demolitions Sensor	71000	.5 lb	Licensed
Droid Caller	710	2 ozs	Common
Energy Sheet	7200	1 lb	Common
Energy Tent	7500	2 lbs	Common
Glow Rod	725	.5 lb	Common
Holoprojector, Personal	7500	1 lb	Common
Jetpack	72000	5 lbs	Restricted
Jetpack Fuel Cells	7100	.5 lb	Restricted
Language Translator	7400	1 lb	Common
Liquid Cable Dispenser	750	1 lb	Common
Macrobinoculars	7250	2 lbs	Common
Matter Cutter	72000	15 lbs	Licensed
Nutri-bar	75	4 ozs	Common
Oogolith Masquer	75000	1 lb	Illegal
Plasma Cutter	710000	110 lbs	Military
Portable Computer	7500	2 lbs	Common
Power Recharger	7150	3 lbs	Common
Projected Light Device	71000	4 lbs	Common
Restraining Bolt	75	.2 lb	Common
Security Kit	7200	1 lb	Restricted
Sensor Suite (Medium)	75000	18 lbs	Restricted
Sensor Suite (Small)	7500	2 lbs	Licensed
Stokhli Spray Pod	7250	2 lb	Licensed
Targeting Scope (Enhanced Low-Light)	71000	1.2 lbs	Restricted
Targeting Scope (Standard)	7100	.2 lb	Common

Gear

The Gear listed here is specific to the Star Wars Setting. Unless the GM says otherwise all of the Common Gear (*Except for the items found in the Firearms Accessories area*) in the Swade Core Book are also Available. You will need to determine the amount of Mod Slots the item has. This is done using the Min Str of the item. A d4-d6 Min Str has 1 slot, a d8 has 2, while d10- d12 have 3 slots to start out with.

If a piece of equipment does not have a listed Minimum Strength requirement. Then use the Encumbrance Table on pg 67 of the core book and the item's weight to determine the Minimum Strength needed to use the item. To determine how many modification slots it has. (Anything above a d12 has 3 slots)

8-2A Medical Bundle: The 8-2A Medical Bundle is a compact package designed to both equip a trained medic for work in the field and to allow untrained individuals to apply first aid in emergencies. A medpac contains bandages, bacta, synthetic flesh, coagulants, stimulants and other medicines designed to help an injured patient recover quickly. This functions as the Vital Transfer Power using the appliers Healing as the casting roll.

ABC Scrambler: The ABC scrambler was a modified version of an Imperial Army anti-ordnance EM probe. It was designed to emit a full spectrum of ultrasonics, biological irritants, and chemical agents over a wide area when fired. These combined effects would disorient an opponent, effectively producing a massive sensory overload. The tube could only hold one pod at a time. It functions as a Stun Grenade fired from a Grenade Launcher when used in this way. ABC scramblers were also used as a defensive countermeasure by some bounty hunters to protect them from guided missiles and other projectiles. Worn on the belt or attached to armor, the ABC scrambler emitted false audio, biological, and chemical signals to interfere with guided missiles. When used in this way. All Electronically targeted projectiles suffer a -2 during the attempt to lock onto this target.

Adhesive Patches: Small squares made of the same material as spacesuits, adhesive patches are a quick puncture repair kit. One patch is required for every breach.

All-Temperature Cloak: An All-Temperature Cloak was a wrap around cloak that protected its wearer from the elements and hostile conditions. An all-temperature cloak is especially good at protecting people from severe weather. It grants a +1 to resist the effects of Hazards caused by climate conditions.

Ambient Aural Amplifier: Although Aural Amplifiers have existed for centuries, vast improvements to the technology are made during the Rebellion era, driven by the need to surreptitiously listen in on contacts who could be Imperial spies, Rebel recruiters, or bounty hunters looking to make a few quick credits. Previous models of Aural Amplifiers were bulky and obvious, and they garbled messages almost as often as they worked. They also required power cells, limiting the degree to which they could be concealed. Unlike previous models a helmet can be worn while using this device. Employing the same technology used for protocol Droids, the new Ambient Aural Amplifiers can pick out sounds, analyze them, and amplify only the sounds that are likely to be useful. These devices draw power from the body heat of any warm-blooded creature that wears them, giving the amplifiers an effectively unlimited operation time. (Cold-blooded Species can power the devices by placing them on a warm surface or piece of gear.) The result is it grants the user a +2 to Notice checks to detect others around them, as long as they can hear them and are not Dazed or Stunned.

Ammo/ Power Pack: Ammo Packs represent any number of cells/clips/other devices used to provide ammo for the vast majority of ranged weapons in the Galaxy. (*Certain weapons may require special Ammo packs*)

A Power Pack is a compact rectangular battery that fits into an energy using device, such as a Datapad/comlink/ or millions of other everyday items in the galaxy. They provide the power needed to use it. A Power Pack can be recharged with a Power Recharger.

Anti-Rad Dose: The Anti-Radiation Dose grants a user a +1 to resist the effects of Hazards caused by radiation. As well as a +1 to any healing roll performed to heal someone suffering from the effects of Radiation.

Antitoxin Patch: This adhesive patch is applied near the stomach (Or similar organ, depending on the Species). It emits a low dose of antitoxin, giving the wearer a +1 Equipment bonus to Natural Healing rolls made against Ingested Poisons and a +1 Equipment bonus to their Vigor roll against Inhaled Poisons. An Antitoxin Patch lasts for 24 hours.

Antidote Synthesizer: An Antidote Synthesizer is a small, portable device that takes the portability of a Microlab one step farther. If an antidote to a Poison or a toxin is needed and proper medical attention is not immediately available, an Antidote Synthesizer can be used to help the victim survive. The Antidote Synthesizer can analyze a small amount of Poison or toxin inserted into the machine's sample tube, and within 1d6 rounds it can create 1d4 doses of antivenom or antitoxin that each grant a +2 bonus to a Healing check made to treat the Poison or toxin. To reproduce an antidote after the doses are expended, however, requires a new sample of the Poison or toxin.



Aquata Breather: While underwater, an Aquata Breather can provide up to 2 hours of breathable air through its mouthpiece.

Aural Amplifier: The Aural Amplifier is a device worn on the head, which allows the wearer to hear from a great distance by amplifying sound waves originating from the direction of the wearer's interest while dampening ambient noise. Due to the bulky nature of this device you can not also wear a helmet while wearing this. It grants the user a +1 to Notice checks to detect others around them, as long as they can hear them and are not Dazed or Stunned.

Bacta Tank: This large specialized tank is filled with the powerful healing agent, Bacta, which promotes rapid healing. A Bacta Tank can be used in conjunction with Surgery. If the Healing check is successful, the patient heals all current Wounds and Fatigue as well as any permanent injuries. It cannot however grow back any parts that are gone. A Bacta Tank can also be used when treating Disease, Poison, or Radiation in a creature. In this case, the Bacta Tank grants a +4 Equipment bonus on your Healing check. A Bacta Tank and a supply of Bacta is expensive, so such medical equipment is usually found only in hospitals, aboard Capital Ships, and within major military bases. Each hour of treatment consumes one liter of Bacta, which costs 100 credits. A typical Bacta Tank holds up to 300 liters of Bacta, and the Bacta Tank must hold at least 150 liters at all times to provide any benefit. Only one creature can be immersed in the tank at any given time.

Beacon: When activated, this powerful hand-held device transmits a signal to the nearest relay point, broadcasting a distress message. The immense power drains the battery after one use, meaning the message contains the beacon's location at the time it was activated. Once captured by a network or relay of some sort, the message containing the beacon's last-known location re-broadcasts until deactivated.

Binder Cuffs: Durasteel restraints designed to lock two limbs of a prisoner together, normally the wrists or ankles, but it is possible to lock one arm to one leg or use the Binder Cuffs to hook a prisoner to a tree. The cuffs have a Toughness of 18, and removing them without the seven-digit release code requires a Repair Roll at -4. The Binder Cuffs can be attached to the limbs of any creature of Large, Medium, or Small size.

Bioscanner: This hand-held scanner and screen depicts the internal structure of organic beings. This greatly helps characters looking for damage, and adds +1 to their Healing rolls. With a tiny drop of blood a Bioscanner can also detect known poisons, diseases, and other conditions.

Biotech Tool Kit: You need a Biotech Tool Kit to modify Yuuzhan Vong Biotech, install a Bio-Implant (Cyber-Ware), or otherwise alter biological devices and Living Vehicles. A standard Biotech Tool Kit consists of a variety of implements and tools that look more at home in a Medical Kit than in a Tool Kit, and unlike a normal Tool Kit, items in a Biotech Tool Kit cannot be doubled as Improvised Weapons. Attempting to do so without such a kit inflicts a -2 to all such rolls.

Bracer Computer: The Bracer Computer is a Datapad worn on the user's forearm. It performs all the same functions as the Standard Datapad, including the ability to read standard Data Cards in a slot on the underside of the device. The Bracer Computer also features a holographic screen that displays information as a two-dimensional image about three centimeters above the device. Plus, the keyboard is designed to accommodate one-handed typing. The Bracer Computer is popular among those who need to conserve space with their Equipment. It has a Smarts of d4 to resist hacking attempts.

Breath Mask: A face mask that provides 12 hours of breathable air in a Toxic Atmosphere. It adds +2 to resist harmful gases or harmful atmospheres. If the atmosphere contains the being's required air (such as oxygen), the rebreather can run indefinitely by simply filtering out harmful gases instead.

Camouflage Netting: Any Camouflage Netting found on the market is of two kinds: powered or unpowered. Both kinds, when draped over one or more objects within a 6' by 6' square area, bestow a +2 bonus to all Stealth checks while under the netting, and offer partial Concealment. Integrated into the netting of the powered version are overlapping sensor baffle scales that emulate the emission patterns of the surrounding terrain—including light emissions. The powered Camouflage Netting grants an additional +2 bonus to all Stealth checks while under the netting. The netting is carried in a small backpack and takes a Full-Round Action and two people to deploy it.

Camouflage Poncho: The Camouflage Poncho is worn over Armor to conceal the wearer from being spotted. Special materials track the surrounding area and alter the pattern of the Camouflage Poncho, smoothing and blending the wearer's silhouette. A Camouflage Poncho grants a +1 Equipment bonus to Stealth checks.

Chain: This 3' length of chain has 12 Toughness.

Climbing Harness: This device used for climbing has a low powered repulsor unit in it. While it won't stop an unsecured fall it can help slow down a Secured one. When using a harness while climbing (pg 125 SWADE) In addition to the +2 to Athletics checks while climbing granted for having good equipment, if they fall the distance is reduced to 1/4th the distance of the restraint and they do not suffer Fatigue from bumps and bruises.

Code Cylinder: A compact encoded security device issued to many military, political, or corporate officials, a code cylinder accesses computer data via a scomp link or provides entry into restricted facilities.

Com Scrambler: The Com Scrambler disrupts enemy communication, but it also scrambles friendly communication. Mounted on a backpack frame, a Com Scrambler can be carried to the front line and even into enemy territory, where it can be connected to a power source and left behind. A Com Scrambler covers a 20-kilometer radius, blanketing the area in powerful white noise that disrupts all Comlinks, HoloNet signals, and Droid Remote Receivers within the area. Getting a signal into or out of the affected area requires an Electronics check against the Com Scrambler's default d12+4. This check must be made every minute as the Com Scrambler's computer constantly scans and adapts to block any signals it locates.

Comlink: A voice-activated communications device that is held in the hand. It has a range of one mile on its own, or can tap into broadcast channels such as cellular, satellite, or HoloNet services for near-infinite range.

Comlink (Earbud): The Earbud Comlink is a tiny Comlink fitted for the wearer's ear, allowing unobtrusive private communication for anyone needing to be discreet—ambassadors, card cheats, and spies, for example. The Earbud Comlink's size, shape, and color give the wearer a +2 Equipment bonus to Thievery checks for the purpose of hiding its presence. The Earbud Comlink can be programmed to initiate or receive a transmission when the wearer touches his or her ear or even clicks or grinds his or her teeth. Because of its minute size, the Earbud Comlink has a range of 50 kilometers or low orbit.

Comlink (Hands-Free): The Hands-Free Comlink is a convenient device often used by beings working under conditions where both hands are needed to perform a task. This Comlink consists of several linked sound-absorbing pads, placed on the face of the user and connected to an earpiece. When the wearer speaks, the sound-absorbing pads transmit the speech; additionally, the Comlink can be adjusted to pick up only the faintest of whispers, allowing the wearer to use the Comlink to communicate quietly when stealth is important. Hands-Free Comlinks have a range of 50 kilometers or low orbit, and they can be built into helmets and armor. Hands-Free Comlinks can process audio, but not video or holo.

Comlink (Tightbeam): A Tightbeam Comlink is a simple add-on for any Comlink or transceiver. It is worn on a helmet or headpiece and uses special lasers to send and receive encrypted messages from another individual also equipped with a Tightbeam Comlink. Soldiers use the Tightbeam Comlink to ensure that messages are not intercepted on the battlefield. The two characters must be in line of sight with each other, but the Tightbeam Comlink ignores penalties due to Darkness, Smoke, or other Atmospheric Hazards. Communications Scanners and other passive methods of interception cannot pick up Tightbeam Comlink messages, unless the interceptor is directly in the path between individuals using these devices.

Communications Scanner: A Communication Scanner is a Datapad-sized device used to intercept, analyze, decode, and record Comlink, transceiver, and HoloNet transmissions. Unencrypted broadcasts are automatically picked up. By making a Successful Electronics check, the user can determine the number and types of communication being broadcasted and received within a 50-kilometer radius. With a Raise it also reveals the direction and distance of a broadcast. The Communications Scanner grants a +1 Equipment bonus to decipher encrypted messages that it receives. However, it cannot be used to locate the presence of Tightbeam Comlinks unless the Communication Scanner is directly in the path of the Tightbeam Comlink. In addition, the Communication Scanner functions as a Recording Unit for the transmissions it intercepts.

Computer Interface Visor: Worn across the eyes and connected to a computer system, the Computer Interface Visor provides the wearer with a heads-up display that displays relevant data laid over one's normal vision. A Computer Interface Visor translates complex computer algorithms into easy-to-understand symbols and words. The Computer Interface Visor also provides a +1 Equipment bonus on Electronics checks. A Computer Interface Visor cannot be worn at the same time as armor with a helmet or any other device worn on the head.

Computer Spikes: Computer Spikes are single-use programs built into a basic piece of computer hardware that plugs directly into another computer system. Designed to bypass computer security and help improve access to protected systems, a Computer Spike interfaces with another computer system and uses untraceable programs to chip away at the target system's defenses. A Computer Spike can be activated as an Action, after which it makes a single Hacking check (d10 +2) that can be used only to gain initial access. All Computer Spikes are considered Illegal.



Computerized Interface Scope: This item is a small electro-binocular device, mounted onto a Weapon, that projects a targeting image onto a monocle or helmet display worn by the wielder. Additionally, the computer image projected by the scope can be displayed on a Datapad or transmitted by Comlink to a remote location, allowing others to see what the wielder sees. By using a Computerized Interface Scope, the wielder effectively reduces the Range of the target by one category (To a minimum of Short Range) when Aiming. The device is otherwise mechanically identical to a Targeting Scope (Standard) and does not stack with a Targeting Scope or with any other device that does not stack with a Targeting Scope.

Credit Chip: The credit chip is a small, flat card that features a security code and credit algorithm memory stripes. The chip can hold a specified number of credits appropriate to the government that issued it, or it can draw from a specific account held by the user. (The amount of the chip or a \$50 credit deposit)

Cryogenic Pouch: A Cryogenic Pouch is a medical device that can stabilize critically wounded soldiers in the field. It comes in a small canister worn on a soldier's belt or stored in a Medical Kit. Opening the canister releases a pouch large enough to hold a single Medium creature. When the pouch is sealed, it releases a cryogenic compound that causes the creature inside to enter suspended animation, stabilizing his or her condition for transport to a proper medical facility. Bounty hunters sometimes use Cryogenic Pouches to move prisoners. Activating a Cryogenic Pouch and wrapping it around an unconscious creature requires a Full-Round Action. A creature that is Bleeding Out becomes stabilized once inside. A Cryogenic Pouch has enough power to keep a creature alive for up to 24 hours, although it can be hooked up to another power source with a Successful Repair check. Designed for rough handling in battlefield conditions, the Cryogenic Pouch has Toughness of 5, to breach the seal. If the Cryogenic Pouch is breached, the character inside reverts to its previous state after 1 round.

Data Card: A data card is a simple storage device. Intended solely as external storage for a computer, it has no interface for direct display, editing, or entry of data.

Datapad: These hand-held personal computers serve as notebooks, day planners, calculators, and sketch pads. In addition to performing basic computer functions, Datapads can interface with larger computer networks directly or via comlink. While it is a computer it is just a storage device with display, input, and editing capability; they have no ability to run programs on their own beyond these basic capabilities. It has a Smarts of d4-2 to resist Hacking.

Decoy Glow Rod: Though not officially manufactured by any corporation, the Decoy Glow Rod is a piece of Equipment used by enemies of the Empire and smugglers alike. This device is a fully functional Glow Rod with a hollowed-out handle that can be used to hide small objects. A Decoy Glow Rod can hide up to 3 kilograms of Equipment, no one piece of which can be larger than Tiny in size. This allows the owner to hide everything from Code Cylinders and Data Cards to Credit Chips and small Comlinks within the interior. Best of all, since the Decoy Glow Rod is functional, Imperial customs agents almost never suspect that such a device is being used to carry contraband. Hiding an item inside a Decoy Glow Rod grants the user a +4 Equipment bonus on Stealth checks to hide the item.

Demolitions Sensor: Resembling a pair of goggles, the Demolitions Sensor can detect both the explosives and triggering mechanisms of Mines, Grenades, and other explosive devices, highlighting them in the wearer's vision. The Demolitions Sensor grants the wearer a +1 Equipment bonus on Notice checks made to find Mines and other planted explosives. It also grants a +1 bonus to evade any explosives that can be evaded. A Demolitions Sensor cannot be worn at the same time as Armor with a helmet or any other device worn on the head.

Droid Caller: The Droid Caller is a handheld transmitter weighing 0.2 kg. It transmits a signal to any droid equipped with a matching Restraining Bolt. The Droid Caller overrides a Droid's motor function and compels it toward the caller for as long as the device is activated.

Energy Sheet: This 8'x5' sheet of light-weight energy cells absorbs and releases energy to provide environmental protection from about 150° Fahrenheit down to about -50°. Once charged, it retains enough energy for 72 hours of continuous use. This is the size used for personal bedding.

Energy Tent: An easy-to-assemble 2-man tent using the same material found in the energy sheet. The tent and collapsible poles are contained in a small drawstring bag.

Glow Rod: A glow rod is a portable illumination device that projects a beam of light up to 6".

Holog projector, Personal: A hand-held, personal hologram transmitter can be used to view real-time or recorded three-dimensional images or to pass information through a comlink connection. It has enough memory to store about 1 hour of a holo recording or 1,000 holo images.

Jetpack: A Jetpack is a propulsion system that a character can strap on, allowing flight over short distances. Arm and wrist controls are employed for maneuvering. Activating a jetpack is a free action, and you gain a fly speed of 6. The jetpack has 10 charges and can be run continuously until it runs out of charges. Each round of use consumes one charge. Anything beyond basic maneuvering requires a piloting roll. As a special maneuver at -2 the user can do a Speed Blast. Where he directs extra fuel into the jets and doubles his fly speed, doing so costs 1 extra charge. (So 2 charges that round)

Jetpack Fuel Cells: Replacement fuel cells. It takes an action to replace the Cell during combat and takes a Repair roll to accomplish. If attempted during flight this roll is at -4

Language Translator: Available as software for existing hardware or as a portable device about the size of an electric razor, translators can decode standard audio signals as well as ultra high and low frequencies. Translation is provided in text or audio form, as the user requires. The device's skill in a known language is d12+2. It begins with 3 known languages chosen at purchase. It cannot translate unknown languages, but advanced models (5x the price) can "learn". Roll a d6 each full day the device interacts with a target speaker. On a success, it gains a d4 in that language. It may continue to "train" itself in this way until its skill is a d12+2.

Liquid Cable Dispenser: Cable dispensers contain a special liquid that instantly solidifies upon contact with either atmosphere or vacuum to form a tough, light-weight, flexible cable. The dispenser contains enough liquid for 50' of cable and is refillable at authorized outlets. The cable has a hardness of 20 and can safely support up to 1,500 lbs (\$5 to recharge)

Macrobinoculars: These advanced viewing devices provide magnification up to 500x. Including a digital readout of distance and compass direction. A button press even provides Low Light or Infravision (eliminating illumination penalties) Macrobinoculars add a +2 to vision-based Notice rolls to see things at a distance.

Matter Cutter: These devices use ultrasonics, lasers, molecular disruption, or antimatter (Ultra Tech) to make narrow cuts through matter. They're most often used by salvage crews or marines to breach ship hulls or sealed interiors. Each .5" wide, foot long, foot deep cut requires a single round (real world measurements, not game inches). Double the time required for every full 30 points of Armor the material has. As an improvised melee weapon, it causes 3d6 Damage with AP 10, Fighting rolls and Parry for the user are -2 to use this device in this way.

Nutri-Bar: Advanced freeze-drying and condensing techniques allow a complete meal to be packed into a 4" by .5" thick bar.

Ooglith Masquer: An Ooglith Masquer allows a Yuuzhan Vong or other non-human species that is humanoid to disguise themselves as a Human. Putting on or removing an Ooglith Masquer requires an Action and causes a level of fatigue. (That takes an hour to recover).

Plasma Cutter: Trying to blast through a Magnetically Sealed Door often requires a barrage of blaster fire or an Explosive Charge, but specialized Plasma Cutting Lasers make it much easier to slice one's way through. Using a Plasma Cutter, invading forces can penetrate a Magnetically Sealed Door in a matter of seconds as opposed to the several minutes it would take to blast through with conventional weapons. The invaders simply place the Plasma Cutter on the door (A Successful Repair check), activate the device, and stand clear as it burns through the door in a few rounds (It lowers the Toughness of the object by 15 each round). When the integrity of the door has been compromised (Meaning that the door has been reduced to 0 Toughness), the section sliced out by the Plasma Cutter explodes inward, dealing 2d6 points of damage to any character standing adjacent to the other side of the door.

Portable Computer: Standard Laptop like device. Capable of running complex programs. It has a Smarts of d8 to resist Hacking.

Power Recharger: A Power Recharger is used to recharge a Power Pack or Energy Cell. The recharge process takes 4 hours, and only one Power Pack or Energy Cell may be recharged at a time. A Power Recharger holds enough power to recharge 100 Power Packs or Energy Cells, but is normally connected to a ship's or building's power supply, allowing it unlimited recharge capacity.

Projected Light Device: A three-dimensional or holographic, projected light projector that generates images from a built-in data-port. Images can fill up to ten cubic feet.

Restraining Bolt: A Restraining Bolt turns off a Droid's motor impulse without actually shutting down the Droid. The Restraining Bolt is activated with a handheld device called a Droid Caller. Restraining Bolts must be secured to specific locations on Droids. Attaching or removing a Restraining Bolt is an Action and requires a Successful Repair Check. A Droid fitted with a Restraining Bolt can't upgrade or improve its Skills. A Droid with a Heuristic Processor can attempt to remove its own Restraining Bolt as an Action with a successful Hacking check -4 followed by a successful Repair check. A Droid that fails the Hacking check can't attempt to remove the Restraining Bolt again until 24 hours pass.

Security Kit: Functions as a set of lockpicks for Electronic Locks.

Sensor Suite: Optical, chemical, motion, and other active sensors ignore illumination penalties and add +2 to Notice rolls made to detect designated types of targets such as biological beings, chemical signatures, metal, etc. The targets do not have to be visible, though dense materials may cause inaccurate or false readings at the GM's discretion. Small sets are handheld and have a range of 50 yards. Medium sets are backpack sized and have a range of 500 yards.

Stokhli spray Pod: This pod is used to recharge a Stokhli spray stick. it takes an action to replace.

Targeting Scope (Standard & Enhanced Low-Light): A Targeting Scope is a sighting device that makes it easier to hit distant targets. However, it affords a very limited field of view, making it difficult to use. Installing a Targeting Scope on a rifle or pistol requires 10 minutes, and a Successful Repair check. A Targeting Scope (Standard) reduces the Range by one category (For example, from Medium to Short Range). However, you must Aim at your target to gain this benefit, and you lose the benefit if you change targets or lose line of sight to your target.

A Targeting Scope (Enhanced Low-Light) functions the same as a Targeting Scope (Standard) in normal light. However, after Aiming at a target, it allows the wielder to ignore penalties for Dim or Dark illumination (But not Pitch Darkness) when attacking that target.

Droid Gear

Antitheft Comlink Locator (Droid): Some Droids are equipped with Internal Comlinks to broadcast messages. However, these devices require the Droid to speak out loud, and in some situations such an act is inadvisable. A Droid equipped with an Antitheft Comlink Locator can send a distress signal to its master's Comlink with no apparent activity by the Droid. The distress signal broadcasts no information, but it can be tracked. The signal continues to broadcast if the Droid is deactivated, but it shuts down if the Droid is destroyed.

Audio Enhancers (Droid): Audio Enhancers increase the sensitivity of a Droid's aural sensors, enabling it to pick up sounds not normally perceived by standard sensors. When Eavesdropping or Listening for distant and ambient sounds, a Droid equipped with Audio Enhancers can reroll Notice checks, keeping the better of the two results. All other modifiers for the Notice check still apply.

Droid Gear Table

ITEM	COST	WEIGHT	AVAILABILITY
Antitheft Comlink Locator	7100	1 lb	Common
Audio Enhancers	72000	1 lb	Licensed
Automap	71000	2 lbs	Common
Backup Processor	7200	1 lb	Common
Basic Processor	7100	1 lb	Common
Power Recharge Interface	7300	1 lb	Common
Burrower Drive	72000	50 lbs	Licensed
Claw	7500	2 lbs	Common
Climbing Claws	Special	-	Common
Collapsible Construction	72000	10 lbs	Common
Communication Countermeasure System	71000	3 lbs	Military
Communications Jammer	75000	2 lbs	Military
Concealed Item	Special	-	Restricted
Courier Compartments	7500 x Size of Droid	2 lbs	Licensed
Credit Reader	750	1 lb	Common
Darkvision	71000	1.5 lbs	Common
Heuristic Processor	71000	1.5 lbs	Common

Automap (Droid): An Automap system actively scans the area within a 12' radius of a Droid in which it is installed. The scan reveals terrain, atmospheric conditions, electromagnetic signatures, and lifeforms. However, an Automap scan cannot penetrate solid objects such as walls and closed doors. The scan also includes navigational information, such as the Droid's direction and speed when readings were taken as well as global coordinates if the Droid can establish a link to an orbiting satellite or Starship.

Backup Processor (Droid): The Droid has a concealed back-up of its personality and the data, skills, and memories it regards as critical. The data restores itself 1d6 days after a memory wipe with a successful Electronics roll using its current Electronics skill -2. If unsuccessful, the core tries to restore itself every 1d6 days. Discovering a Backup Processor requires an Electronic or Repair roll at -4 against the Droids Smarts. The character attempting the roll must state they are looking for such a core to even attempt this roll.



Basic Processor (Droid): Basic Processors are not designed for creative thought and problem solving, and as such most Droids interpret instructions and Behavioral Inhibitors very literally. Furthermore, Basic Processors are very limited in that the Droid cannot perform any task for which it was not programmed. A Droid with a Basic Processor cannot use any Skill Untrained. Similarly, a Basic Processor may prevent it from harming sentient living beings altogether.

Power Recharge Interface (Droid): This accessory enables a Droid to recharge a standard Power Pack for its master. As a Free Action, the Droid can plug in and transfer energy to the Power Pack. Recharging a Power Pack depletes energy from the Droid. For each recharge, the Droid takes a level of Fatigue that lasts 24 hours or until the Droid can find a way to recharge its own power supply.

Burrower Drive (Droid): Mining and other Droids can use a Burrower Drive to tear through large chunks of ore embedded in the crust of a planet or in an asteroid. A Burrower Drive enables a Droid to move at half-speed underground. It can also move vertically up or down at a similar rate. A Burrower Drive can be used as a Weapon. The Droid makes a melee attack at -4. If the attack is successful, the Droid deals 4d6 damage with AP 10.

Claw (Droid): Claws are an intermediate step between Tools and Hands. They are useful for grabbing onto objects to be moved, but aren't very good for tasks that require fine manipulation. For example, while a Droid could easily carry a blaster in its Claw, it would have difficulty firing it. A Droid using a Claw to perform a task that normally requires a true hand must make an Athletics check to succeed at the task. If the check fails, the Droid drops the object it is attempting to manipulate.

Climbing Claws (Droid): Claws designed to grip a surface can be added to any Droid with a Hand or Claw Appendage. Climbing Claws grant the Droid a climb speed of 4. While in use, a Climbing Claw cannot be used for any other action. Climbing Claws double the cost of the Appendage.

Collapsible Construction (Droid): A Droid sometimes needs to be stowed in places where it usually would not fit. For example, a Droid stowed in a smaller cargo space might surprise an enemy. The Collapsible Construction modification allows a Droid to lower its size category by one when it shuts down. The Droid Brain enters stand-by mode while it compacts itself into a smaller size. The Droid can reactivate at any time as an Action.

Communications Countermeasure System (Droid): One of the first things enemy forces do after discovering a Droid is prevent the Droid from establishing communications to request rescue or call for help from its allies. A Communications Countermeasure system prevents jamming of a Droid's communications. The system broadcasts signals on multiple frequencies to counteract interference. A Droid with a Communications Countermeasures gains a +2 Equipment bonus to all Electronics checks made to overcome Communications Jamming.

Communications Jammer (Droid): When behind enemy lines, a Droid takes every possible precaution to ensure that anyone who finds it is unable to call for help or alert others about the Droid's presence. The Communications Jammer allows a Droid to jam any Comlink signal by interfering with a facility's communications systems or by directly jamming signals in the Droid's general vicinity. A Communications Jammer grants a Droid a +2 Equipment bonus when making a Hacking check to slice into a computer system and shut it down. The Droid also gets the +2 Equipment bonus to maintain that status if any slicers attempt to stop the jamming. Once the Droid has successfully connected with the communications system and begun jamming, it can continue jamming the system until it disconnects or it is forced out. The signal jammer emits signals at multiple frequencies to interfere with any Comlink signals within a 1-kilometer radius of the Droid. The Droid must make a Successful Electronics check at -2 to successfully jam any incoming or outgoing Comlink signals.

Concealed Item (Droid): This system enables the Droid to have a Weapon or a Tool built into a hidden compartment in its body, an Appendage, or its head. With this system, a Weapon can also be camouflaged to look like a standard Tool or Appendage. For example, an arm can hide a Blaster Rifle, or a beam cutter might actually be a Blaster Pistol. Typically, the size of the Appendage must be similar to the size of the concealed Weapon or Tool. If the item is fully concealed by the Droid's Armor or outer covering, it cannot be detected by visual observation alone. If a Weapon is not fully concealed and portions are visible, such as a muzzle or blade, then when being searched for Weapons the Droid gains a +2 bonus to Stealth checks to conceal the Weapon. The cost of concealing a Weapon or a Tool equals the base cost of the item plus the cost of the Appendage and/or Compartment Space x 2. The Gamemaster can increase the cost multiplier to account for complex or unusual installations. Deploying a fully Concealed Weapon is an Action (Cost as noted)

Courier Compartments (Droid): Droids are sometimes used as messengers to deliver important messages and items across the galaxy. To protect items entrusted into their care, these Droids can have hidden Courier Compartments installed in their Droid Chassis. Such compartments are also favorites of smugglers who own Droids. A Droid with a Courier Compartment might walk right past a starport inspection team that is on the way to tear its master's ship apart. Courier Compartments can be installed in four locations within a Droid. A Courier Compartment in the torso can hold an item that is 2 sizes smaller than the Droid's size. A Courier Compartment in the arm or leg can hold an item that is 3 sizes smaller than the Droid's size. A head compartment can hold an item that is 4 sizes smaller. Detecting a Courier Compartment requires a successful Notice check (with a penalty equal to the appropriate Scale Modifier) against the Droid's Stealth. A common accessory in a Courier Compartment is a Toaster, which destroys the contents of the Courier Compartment with a brief blast of plasma energy triggered by the Droid. Installing a Toaster into a Courier Compartment doubles the cost of the Courier Compartment.

Credit Reader (Droid): Interplanetary banks and crime lords have one common interest: They need to know how much money a client has before they do business. Whether a line of credit or hard currency, a Credit Reader determines whether a target's credits are real or if a line of credit exists for that being. The Credit Reader gives the Droid a +1 bonus to any Electronics check against any Thievery check made to forge credit accounts or financial documents. The Droid can also instantly count any sum of hard credits presented to it as a Free Action.

Darkvision (Droid): A Droid with Darkvision ignores penalties for Dim or Dark illumination (But not Pitch Darkness).



Heuristic Processor (Droid): This type of Processor allows a Droid to learn by doing, usually without instruction. The Droid is able to reason through several potential solutions to tasks and formulate the best approach. Because of this, a Droid with a Heuristic Processor may use Skills Untrained, just like any other character. Similarly, the Droid can wield a weapon. In addition, a Droid with a Heuristic Processor can creatively interpret its instructions, allowing it to complete tasks in a manner that it deems appropriate. A Heuristic Processor allows a Droid to work around its Behavioral Inhibitors as long as it can justify a given action. For example, a noncombatant Droid with a Heuristic Processor can attack and even harm a sentient living being as long as it believes that doing so will ultimately save more sentient beings from harm. Over time, a Droid equipped with a Heuristic Processor develops a unique personality based on experience. Because of this, Memory Wipes and Restraining Bolts are commonly used to ensure that a Heuristic Processor doesn't allow a Droid to stray too far from its intended purpose. Still, some progressive masters actually encourage their Droids to break their programming, trusting the Droid's judgment to make independent decisions without taking advantage of the situation.

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במסגרת משחקי הסיפור
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CyberWare

If used to replace a missing limb or appendage or other body part that functions as if it was the original and does not enhance the character in any way. The cost is 72500 but the item does not inflict strain on the user. If used to counteract the effects of a hindrance the player must have bought off the hindrance as well to not suffer the strain. The prices here assume the implant is noticeable if that area of the recipient's skin is exposed. If the planet's technology level supports it, cyberware can be made invisible to all but direct searches for an additional 50% of its cost. Having any visible implants causes others to treat the character as if they have the Outsider Minor Hindrance if they themselves do not also have visible implants. Each implant has the following statistics, followed by a description of its game effects:

Strain: The amount of stress the cyberware places on the physical tissue, mental synapses, etc.

Characters suffer Fatigue if they exceed their Maximum Strain.

Cost: The price of the cyberware and its installation at a sanitary and professional facility. Prices may double or even triple on worlds where body modding is illegal.

Availability of and legality of Cyberware depends on the Planet.

INSTALLING /REMOVING CYBERWARE

The cost per implant includes installation. The cost can be reduced by 25% by going to a "street doc," but the hero must make a Vigor roll at -4. If he succeeds, the implant is fine. If he fails, the implant is rejected and ruined. The street doc may or may not give refunds... Should a character want an implant removed, he can pay 25% of the implant's cost to do so. Street docs will usually do it for free if they can keep the implant, but the character must make a Vigor roll at -2 or be Exhausted from the botched surgery for the next two weeks. The Max amount of each type of Cyberware that can be installed is found in the Cyberware table. U means unlimited.

STRAIN

Cyberware is invasive. It necessarily replaces bone and tissue and places electrical and biological strain on the bearer's mind and body (and perhaps his soul as well). Every piece of cyberware has a Strain rating. The amount of cyberware a character can place in his body is equal to his Vigor or Spirit die type, whichever is lower. This is called his Maximum Strain. Once a character reaches his Maximum Strain in cyberware, his mind and body simply can't handle any more stress or process any further input. If additional Strain is incurred, the user suffers a level of constant Fatigue equal to the amount he's exceeded his maximum. No one can exceed their Max Strain by more than two points. This Strain also makes them vulnerable to Ion

Weapons if they don't include Ion Shielding. Ion-Shielding is an upgrade specifically designed for Cybernetic Prostheses. It must be bought at the same time as the Cyberware is purchased for an additional 50% of its cost. A Cybernetic Prosthesis with the Ion-Shielding upgrade protects the host from Ion damage. If all of a creature's cybernetic enhancements have the Ion-Shielding upgrade, the host is not treated as being cybernetically enhanced for the purposes of taking Ion damage. However, if even one cybernetic enhancement does not have this Ion-Shielding, the host gains no benefit. The number of times the particular enhancement may be taken, is listed in the table.

Cyberware Table

UPGRADE	MAX INSTALLS	COST	STRAIN
Adrenal Surge	1	75000	2
Armor	U	73000	1
Attribute Increase	U	73000 X Rating	2 x Rating
Communicator	1	71000	1
Cyberjack	1	710000	3
Leg Enhancement	U	75000	2
Mule	1	75000	2
Skill Chip	U	73000 X Rating	1 x Rating
Trait Bonus	U	710000	1
Vision Enhancement	1	710000	1

Adrenal Surge: The character's adrenal gland has been surgically augmented. He receives +2 to recover from being Shaken. This stacks with the Combat Reflexes Edge.

Armor: Subdermal plates or fibers have been placed beneath the character's skin, granting him +2 Armor all over. This Mod counts as a layer of Armor for the purpose of Stacking.

Attribute Increase: Each time this implant is chosen, an attribute may be increased by a single die step. This can not be used to exceed the Species Maximum. If an advance is used to later raise the affected Attribute. This Cyberware stops working until an upgrade can be applied to it. The cost of the Upgrade is the difference between the previous rating and the new rating.

Communicator: A small radio has been built into the character's skull. It has a range of five miles and can communicate with standard radio equipment.

Cyberjack: Real hackers don't use keyboards—they tap directly into the system via a datajack in their head and “run the matrix.” This adds +4 to all Hacking rolls. If the character fails such a roll anyway, the intense feedback causes a level of Fatigue that fades in one hour and can cause Incapacitation but not death. If the system was particularly powerful or well-protected, failure (including during a failed Dramatic Task) causes 1d6 damage per Scale. The System is above Normal. Armor offers no protection from this damage.

Leg Enhancement: The character gains +2 Pace and increases his running die one step. He also increases his jumping distances by 1”. Each time this is taken after the first increases Pace by +1.

Mule: The character's skeleton has been strengthened, increasing his Load Limit to 8× his Strength. If he has the Brawny Edge as well, it increases to 10× Strength.

Skill Chip: Add or increase a single skills die type, but no more than two die steps. Skill chips may be swapped freely with no surgery. This is an action, but takes an entire round before the new skill is active. Chips carried separately are the size of thumbnails and have no significant weight. This can not be used to exceed the Species Maximum. If an advance is used to later raise the affected Skill. This Cyberware stops working until an upgrade can be applied to it. The cost of the Upgrade is the difference between the previous rating and the new rating.

Trait Bonus: This represents a host of various devices that add a flat +1 bonus to any skill or attribute (but only once per Trait). A targeting eye, for example, might add +1 to Shooting. This stacks with all other bonuses as usual.

Vision Enhancement: Cybernetic eyes grant magnification (50×), thermal, and low-light vision. This adds +1 to appropriate sight-based Notice rolls and eliminates illumination penalties if in the appropriate mode. Changing modes is an action.

Modification System

No self-respecting bounty hunter uses off-the-rack components, and after a few years in the field neither do most commandos. Anyone with extensive experience, from smugglers to customs agents to adventurers, knows they might live or die by how well their gear works. Often, it's not that you need a brand new piece of gear; you just need the Equipment you have to work better. That's where Equipment Upgrades come in; they provide ways for you to get the most out of every kilogram you carry. Even if you don't strictly need to upgrade your Equipment, having a unique collection of tools and gadgets helps to build a reputation in a galaxy where it's best to get your foes to stand down without firing a shot. You can make a finite number of modifications to a piece of Equipment. There isn't room to add every booster, reinforcement, and modification a fringer might find useful on any piece of Equipment. To represent these limits, every item has a number of Upgrade Slots. Most Upgrades take up a single slot, though a few particularly extensive modifications might take two or even three (And a few don't require any Upgrade Slots, representing relatively minor modifications). If you don't have enough slots for a given modification, you can't add it to that piece of Equipment. You can't add modifications beyond an item's available Upgrade Slots, but you can gain more Upgrade Slots (See below). Every piece of Equipment has a number of unused Upgrade Slot that it starts out with. Based upon the Minimum Strength to use the item. A d4-d6 item has 1 slot, a d8 has 2, while d10-d12 items have 3 slots to start out with.

If a piece of equipment does not have a listed Minimum Strength requirement. Then use the Encumbrance Table on pg 67 of the core book and the item's weight to determine the Minimum Strength needed to use the item. To determine how many modification slots it has. (Anything above a d12 has 3 slots)

GAINING UPGRADE SLOTS

You can gain more Upgrade Slots for a piece of Equipment by one of two methods. You can Strip it, removing some existing features, as detailed below, or you can increase its Min Str die size. Unless a method of adding more Upgrade Slots specifies it can be applied more than once to a particular piece of gear, it can't.



STRIPPING EQUIPMENT

Stripping must reduce the capacity or utility of the Equipment in a significant way; if it looks like Stripping a piece of Equipment won't downgrade a game mechanical aspect of its function, you also don't gain an Upgrade Slot. Each element that is Stripped adds one Upgrade Slot to that piece of Equipment. Upgrade Slots can never be used to install enhancements to an area that has been Stripped: If you Strip the damage dice of a Weapon, you can't use any of its Upgrade Slots to gain a modification that improves its damage. Stripping a piece of Equipment to add one Upgrade Slot takes eight hours of work, requires a successful Repair check, and has a cost equal to 50% of the base cost of the item being Stripped. On a failed check the Stripping goes badly; the item ceases to work until fixed and it doesn't gain the additional Upgrade Slot. It takes 1 additional hour of work and the same cost before another Repair check can be made to fix the problem. Once a successful check is made, the Equipment returns to functioning, and the Upgrade Slot is gained. If any attempt results in a Critical Failure then the item is not simply non-functioning until fixed, but instead is completely destroyed.

STRIPPING WEAPONS

- **Damage:** Reduce the damage dice dealt by one step. The number of dice does not change, just their size. Change d12s to d10s, d10s to d8s, d8s to d6s, d6s to d4s, d4's can not be reduced. For example, a Weapon that deals Damage of 3d10 damage would have its damage reduced to 3d8 damage.
- **Range:** Reduce a Ranged Weapon's Range by one step. This is done by making the mid range the long range, the short range becomes the mid range, then divide that number in half to determine the new Short range. For example, a weapon with 50/100/200 would have its range become 25/50/100
- **Stun Setting:** A Weapon with a Stun Setting can have that function Stripped to gain one Upgrade Slot.
- **AP:** For every 2 points of AP removed you can also gain 1 Modification Slot as well
- **ROF:** Weapons with ROF higher than 1 can be Stripped to just having a Single-Shot fire mode.

STRIPPING ARMOR

- **Defensive Material:** Armor can have sections of Defensive Material Stripped, lowering its Armor bonus to Toughness by 1 point (Minimum of 0).
- **Joint Protection:** Armor normally uses more fragile, more expensive materials to cover its joints, frequently with extensive bracing to transfer the impact of an attack to stronger sections of the Armor. Armor can be rebuilt to use standard, heavy materials everywhere and remove the bracing to make room for another Upgrade Slot. This doubles the weight.

STRIPPING EQUIPMENT

Any piece of Equipment can gain an Upgrade Point by increasing its weight and doubling its cost. This has no effect on the Equipment's effectiveness. (For example, an enlarged Sensor has the same Range and abilities despite now being larger and heavier.) This represents both physically making more room within the Equipment for an Upgrade, and using sturdier, larger components to prevent the stress of the new modification from damaging the Equipment. If Armor undergoes this process, it doesn't change size but instead becomes one die step heavier (Min Str d4 Armor becomes Min Str d6 Armor, d6 would become d8 and so on). D12 min str. armor can't benefit from this option. No gear can gain more than one Upgrade Slot by increasing its size.

INSTALLING UPGRADES

Installing an Upgrade can take anywhere from a few minutes of work to a week of frustrating machining and retooling in an overheated workshop. The amount of time depends on the number of Upgrade Points required and the quality of the Upgrade (Commercially Bought or Scratch-Built). A Scratch-Built Upgrade costs twice as much as a Commercially Bought Upgrade. After the time listed in the table below, make a Repair check. On a success, the Upgrade is installed and functioning properly. On a failure, the Upgrade doesn't work properly; you may attempt the Repair check again, but each retry requires the same amount of time and costs half as much as the original attempt. Removing an Upgrade requires the same amount of time. On a failure, the Upgrade has been deactivated but not removed; you may attempt the Repair check again (Which requires the same amount of time) On a Critical Failure the upgrade is destroyed. If you don't care about removing the Upgrade intact, reduce the time required to the next lowest increment (For example, from 1 day to 1 hour, or 1 hour to 10 minutes), but the Upgrade is automatically destroyed on a failed check. Once the Upgrade is successfully removed (Or destroyed), the Upgrade Slot that was occupied becomes available again.

UPGRADE TIME TABLE

UPGRADE POINTS	COMMERCIAL	SCRATCH BUILT
0	10 Minutes	1 Hour
1	1 Hour	1 Day (8 Hours)
2 or More	1 Day (8 Hours)	1 Week (5 Days)



UNIVERSAL UPGRADES

Universal Upgrades can be used on a wide range of gear. Most Universal Upgrades can be applied to any type of Equipment, though some have limitations or special rules when applied to Armor or Weapons.

Availability of Universal Upgrades depends on the item they are applied to as it is assumed if your licensed to have the item, your also licensed to modify it.

UNIVERSAL UPGRADES TABLE

UPGRADE	COST	UPGRADE POINTS
Cheater	7500	1
Cloaked	7750	1
Dual Gear	71000	1
Electrograpple Handle	71000	1
Environmental Sealing	7400	1
Extra Power Source	7200	1
Memory Upgrade	74000	1
Advanced Memory Upgrade	716000	2
Miniaturized	7500	2
Recognition System	7200	2
Remote Activation	7100	2
Secret Compartment	7600	2
Silverplate	72500	1
Spring Loaded	7300	1
Storage Capacity	7100	1

Cheater: A Cheater is a hand-held device designed to allow you to cheat at the popular Gambling game of Sabacc. Because they are Illegal (And likely to get you killed to boot), Cheaters usually are disguised and added to another piece of functional Equipment. While you use a Cheater, you gain a +2 Equipment bonus on the Gambling check made to determine the outcome. You have to make a Thievery check opposed by any observers' Perception checks to conceal the use of a Cheater, but you gain a bonus on your check determined by the object's size. (Generally, Cheaters are placed in devices such as Credit Chips or Comlinks, to conceal their use.) However, if anyone ever beats your Gambling check in a Sabacc game With a Raise, that person realizes you must be cheating somehow (Though they won't know exactly how- often leading to a demand for a search of your possessions). A Cheater installed into a rigged Sabacc Card is called a Skifter.

Cloaked: Cloaked Equipment has its energy signatures baffled, any noises it makes muffled, its appearance camouflaged and slenderized, and it comes with a case that allows it to be placed in an inconspicuous location. When not in use, such Equipment imposes a -4 penalty on any Notice or Electronics check made to detect it. When in use, it imposes only a -2 penalty on such checks as the equipment is running during use. Weapons are obvious when in use, even if Cloaked. Cloaked Armor does not help with Stealth checks made to Sneak, but it applies when you make a check Such as making the Armor appear as ordinary clothing.

Dual Gear: One piece of Equipment can be built into another as an Upgrade, but it is impossible to place a larger piece of gear into a smaller piece- you can't cram a Blaster Cannon into a Lightsaber. Dual Gear can act as either piece of component gear without penalty. For example, a Glow Rod that has been Upgraded to include a Hold-Out Blaster Pistol can illuminate or shoot, as the user desires. Normally, such Equipment can't act as both pieces of Equipment at once. You must pay the full price for the piece of Equipment being added to the primary object as Dual Gear. If either piece of Equipment requires a Power Pack or other energy source, it must have its own (Items combined with this modification cannot share Power Packs or other energy sources).

Electrograpple Handle: An Electrograpple Handle is a magnetized section of Equipment designed to fly toward a specifically attuned Grapple Gauntlet (The cost of which is included in the Upgrade cost). A piece of Equipment with an Electrograpple Handle can be retrieved by a character wearing the attuned Grapple Gauntlet as an Action out to a range of 6'. If the Equipment is held or strapped down, the Grapple Gauntlet allows a Strength check with a +2 bonus to rip it free. This is an opposed Strength check (To remove it from someone holding it) or against the Toughness of the straps restraining it. This is most often used on a Weapon. This allows a character to throw a Weapon down to "Prove" they are disarmed, only to retrieve it at range when trouble starts.

Environmental Sealing: Environmental Sealing places gaskets, protective coatings, nonreactive materials, and airtight seals throughout a piece of Equipment to ensure that it does not fail because of environmental conditions. The Equipment works normally in a Vacuum, underwater, after being packed in dirt or sand, or in a snowstorm. It does not take damage from Atmospheric Hazards, Extreme Temperatures, normal Fires, or Radiation.

Extra Power Source: Any Equipment that runs on Energy Cells or Power Packs can be modified to have two such power sources, doubling the duration the device will function (Or the number of shots a Weapon can make before being recharged). It's possible to make this modification more than once, adding an additional Energy Cell or Power Pack each time. The Energy Cells or Power Packs are typical for the device Upgraded, and each is replaced at the normal cost.

Memory Upgrade: Any device that has a Smarts score (Such as a Portable Computer) can have its Memory Upgraded, improving its performance and storage capacity. The basic Memory Upgrade increases the device's Smarts by +2 and doubles the device's storage capacity. Unless otherwise specified, an unmodified computer holds a number of memory units equal to 5 x half of the computer's Smarts die. (A single memory unit holds the same amount of data as a Recording Unit, and 10 memory units are enough to hold coordinates for a single hyperspace jump.) The Memory Upgrade cannot be installed on Droids.

Memory Upgrade, Advanced: Any device that has a Smarts score (Such as a Portable Computer) can have its Memory Upgraded, improving its performance and storage capacity. The Advanced Memory Upgrade increases the device's Smarts by 1 die level and multiplies the device's storage capacity by 5. Unless otherwise specified, an unmodified computer holds a number of memory units equal to 5 x half of the computer's Smarts die. (A single memory unit holds the same amount of data as a Recording Unit, and 10 memory units are enough to hold coordinates for a single hyperspace jump.) The Advanced Memory Upgrade cannot be installed on Droids.

Miniaturized: Equipment with the Miniaturized Upgrade weigh half as much. A Melee Weapon that is Miniaturized has its damage dice reduced by one step (d6s become d4s, d4s become d4-2) because it lacks the mass and striking surface area to deal more damage.

Recognition System: Equipment with a Recognition System can identify its owner and won't function for anyone else. Fooling a Recognition System takes 1 minute and an Electronics check at -6. The owner of gear with this Upgrade can deactivate it as a Free Action (Before passing a Weapon to an unarmed ally, for example); optionally, the Recognition System can have a code phrase that allows anyone to activate it.

Remote Activation: This Upgrade allows a piece of Equipment to be activated with a signal from a Comlink or similar Communications Device. Although typically associated with Explosives or Security Systems, Remote Activation can be used to set a Droid to activate, a Fusion Lantern to flare to life, a computer to start running a program, or a holoprojector to begin a recorded holoprojection. Activating a remote is an Action, which includes entering the special command code (Allowing a single Comlink to activate multiple pieces of Remote Activation gear, one Action per item activated). The range of Remote Activation is determined by the Comlink or other Communications Device used. Any Comlink can be used to activate the gear, sending a signal with a specific code along a specific frequency. A character aware of a piece of remotely activated gear can find the necessary frequency and activation code with an Electronics check -6.

Secret Compartment: Like Storage Capacity, this Upgrade allows gear to carry smaller gear within it. However, the gear carried in a Secret Compartment is concealed. It takes a -6 Notice check to spot the compartment when it is used, and a -4 Notice check to find it with a close, hands-on examination. Equipment with a Secret Compartment can hold a single item that is at most half the weight of the Equipment itself. Thus, a Blaster Pistol that weighs 2lbs with a Secret Compartment can hold an object of 1lb or less Such as a Comlink

Silverplate: Silverplate is a special chroming process that adds a layer of tough composite material (Often Dallorian Alloy) across the surface of any piece of gear. In addition to looking stylish, this gives the gear +2 Toughness against attempts to break them. Armor with Silverplate does not grant its +2 to its wearer, but does gain it against attacks directed specifically at the Armor to break it.

Spring-Loaded: Any Equipment that can be held and used in one hand can be Spring-Loaded. Readyng a Spring-Loaded piece of Equipment does not count against the two ready Actions you can take per round. It is most common for Pistols to be Spring-Loaded, but anything from Grenades to Datapads can use this Upgrade.

Storage Capacity: This Upgrade allows gear to carry smaller gear within or on it, in an obvious compartment. Equipment with the Storage Capacity Upgrade can hold multiple items, as long as their total weight is less than the Equipment with Storage Capacity. So a Flak Jacket that weighs 10 lbs can hold any number of objects equaling up to 10lbs total (either in pockets or attached by straps) without increasing the weight of the base equipment itself.



WEAPON UPGRADES

The following Upgrades are designed specifically for Weapons. Some apply to any Weapon, while others apply only to specific Weapons (Detailed in the Upgrade description). A few, such as Neutronium Reinforcement, can be applied to non-weapon Equipment, but they rarely provide enough of a bonus to be worthwhile.

Availability of Weapon Upgrades depends on the Weapon they are applied to as it is assumed if your licensed to have the Weapon, your also licensed to modify it.

WEAPON UPGRADE TABLE

UPGRADE	COST	UPGRADE POINTS
Bayonet Ring	100% of Weapon Cost	0
Bipod	7100	0
Computerized Interface Scope	72000	0
Double Trigger	7800	0
Durasteel Bonding	72000	1
Flash Suppressor / Silencer	7400	0
Improved Energy Cell	74000	1
Ion Charger	73000	1
Missile Load	7250	1
Neutronium Reinforcement	73000	1
Overload Switch	7250	1
Pulse Charger	72000	1
Rangefinder	7200	1
Rapid Recycler	7500	1
Slinker	71000	1
Sniper Switch	7500	0
Targeting Scope, Enhanced	71000	0
Targeting Scope, Standard	7100	0
Tripod	7200	0

Bayonet Ring: A Bayonet Ring is a simple upgrade added to a melee weapon. Once upgraded, the weapon can be mounted on a specific type of ranged weapon. The type of ranged weapon must be chosen at the time you install the upgrade; the weapon must be usable by a Normal sized character, and it cannot require a Bipod or other mount for any normal operation (Such as a Heavy Repeating Blaster). The most common combination is placing a Vibrodagger on a Blaster Rifle, but other combinations are possible as well (Such as a Stun Baton mounted onto a Grenade Launcher, a combination preferred for riot control). While the upgraded melee weapon is mounted on its ranged weapon, the minimum Strength to use it is increased by one die type, and it must be wielded in two hands. In addition, the melee weapon's damage dice increase by one step: d4s to d6s, d6s to d8s. Both the melee weapon with the Bayonet Ring Weapon Upgrade and the ranged weapon can be used separately; mounting or removing the upgraded melee weapon requires an Action.

Bipod: A Bipod is an attached two-legged stand that steadies the barrel of a Rifle or Heavy Weapon. Preparing a Bipod for use is an Action, and you cannot prepare a Bipod unless you are either Prone or adjacent to low objects (Or other waist- to chest-height Cover) that are between you and your target. If you move, you cannot use the Bipod until you prepare it again. A Bipod Negates Recoil and Min Str penalties. A Bipod adds 20% to the weight of the Weapon (Minimum 1 lb).

Computerized Interface Scope: This item is a small electrobinocular device, mounted onto a Weapon, that projects a targeting image onto a monocle or helmet display worn by the wielder. Additionally, the computer image projected by the scope can be displayed on a Datapad or transmitted by Comlink to a remote location, allowing others to see what the wielder sees. The device is otherwise mechanically identical to a Targeting Scope (Standard) and does not stack with a Targeting Scope or with any other device that does not stack with a Targeting Scope.

Double Trigger: A Weapon with a Double Trigger treats one trigger as a "Safety," with the second trigger being a Hair Trigger that fires when the slightest pressure is applied to it. Weapons of this type can be extremely accurate, since only a small amount of pressure is needed to fire them (Reducing the chance of moving the Weapon slightly while pulling the trigger), but this takes time and training. they gain a +4 bonus on attack rolls if they Aim with a Weapon that has the Double Trigger Weapon Upgrade (Rather than the normal +2 bonus provided by Aiming).



Durasteel Bonding: The Durasteel Bonding Weapon Accessory coats a Melee Weapon with a thin layer of Durasteel, making it more resistant to damage and ensuring that it retains its keen edge over time. A weapon with Durasteel Bonding gains AP2 (This Weapon Accessory can only be placed on a weapon that doesn't already have AP.)

Flash Suppressor/Silencer: The Merr-Sonn Nonsonic is a typical example of a Flash Suppressor/Silencer. Fitting over the muzzle of any Small or larger Slugthrower, this device reduces both the sound and the muzzle flash when the weapon is fired. A Flash Suppressor/Silencer imposes a -4 penalty to Notice checks to discern the sound or spot the flash of an equipped Slugthrower. It reduces the maximum Range of the weapon by one range increment.

Improved Energy Cell: A modification made only to Pistols, Rifles, Heavy Weapons, that require a Power Pack, the Improved Energy Cell accessory increases the efficiency of the energy flow between a Power Pack and the weapon's firing mechanism. A weapon with the Improved Energy Cell modification doubles the number of shots it can fire on a single Power Pack.

Ion Charger: An Ion Charger encases a Melee Weapon in a light Ion field that flares to full strength anytime the Weapon strikes something. This causes the Melee Weapon to deal +2 Ion damage in addition to its normal Melee Damage. Ion Chargers are common on Vibroblades, and are often referred to as an "Ionite Edge." Any Cybernetically Enhanced person struck by an Ionite Edged weapon with a result of at least shaken is also Distracted until the end of their next turn.

Missile Load: A Grenade's charge can be converted into a missile warhead. Once turned into a missile, the device cannot be Thrown as a Grenade. The primary advantages of Missile Loads are their greater effect and Range when fired from a Missile Launcher. Increase the total amount of damage dice of the original Grenade by 1 when converted to a Missile Load. For example, an Energy Ball would change from a 2d8 to a 3d8, and a Fragmentation Grenade would change from a 3d6 to a 4d6.

Neutronium Reinforcement: Neutronium is a heavy, neutron-rich metallic alloy used to make Armor and reinforce Starships. It can also be used to harden and sharpen the striking or cutting surface of Melee Weapons other than Lightsabers. Any Melee Weapon given Neutronium Reinforcement gains a +1 to their damage.

Overload Switch: An Overload Switch allows any Energy Weapon to build a feedback loop that causes it to explode. When activated as an Action, the Weapon becomes an Improvised Thrown Weapon (with a range from pg 102 core book). A Weapon whose size is two or more steps greater than yours (Such as a Human using an E-Web Repeating Blaster) cannot be Thrown, so it will instead detonate at the end of your turn. The overloaded Weapon deals Energy damage equal to double its normal damage dice; for example, an overloaded Blaster Pistol (2d6) deals 4d6 points of Energy damage. Once the Overload Switch is used, the Weapon is destroyed. This modification cannot be added to Grenades, Mines, or other Explosives.

Pulse Charger: Any Blaster Weapon can be fitted with a Pulse Charger. A Pulse Charger forces more power into the blast chamber, producing more powerful shots at the expense of lost accuracy. This Upgrade causes a -1 penalty on all attack rolls with the Weapon, but the Weapon deals +1 point of damage per die. For example a weapon that does 3d6 would now do 3d6+3

Rangefinder: Any Ranged Weapon can have a Rangefinder built into it. Such a Weapon gets a +1 when used to attack a target at Short Range. The benefits do not stack with those of Targeting Scopes. (However, a Weapon can have both a Rangefinder and a Targeting Scope, using the latter only when Aiming at targets at Medium or Long Range.)

Rapid Recycler: A Rapid Recycler allows a Blaster Weapon with a ROF of 1 to be able to switch to a ROF 3 Switching between the two firing modes is an Action.

Slinker: Only slugthrowers and missile weapons can be Upgraded as Slinkers. Once a Weapon is made a Slinker, it can no longer fire normal ammunition (And Slinker ammunition costs twice the normal price). Slinkers are equipped with simple sensors and battle computers, and programmed to fly around obstacles or even around corners to strike a target. If a Slinker is fired at a target with Cover (But not Total Cover), It reduces the Cover Penalties by 2.

Sniper Switch: A Sniper Switch allows a Weapon that can be normally fired only in Autofire mode (Such as an E-Web Repeating Blaster) to be used in Single-Fire mode. However, the Weapon no longer has reduced Autofire penalties when Braced because it is no longer an Autofire-only Weapon. Switching between the two firing modes is an Action.

Targeting Scope (Enhanced low-light): A Targeting Scope (Enhanced Low-Light) functions the same as a Targeting Scope (Standard) in normal light. However, after Aiming at a target, it allows the wielder to ignore penalties for Dim or Dark illumination (But not Pitch Darkness) when attacking that target.

Targeting Scope (Standard): A Targeting Scope is a sighting device that makes it easier to hit distant targets. However, it affords a very limited field of view, making it difficult to use. Installing a Targeting Scope on a rifle or pistol requires 10 minutes, and a Successful Repair check A Targeting Scope (Standard) reduces the Range by one category (For example, from Medium to Short Range for the purpose of penalties applied to the shooting roll). However, you must Aim at your target to gain this benefit, and you lose the benefit if you change targets or lose line of sight to your target.

Tripod: A Tripod is an attached three-legged stand that facilitates the use of some Rifles and Heavy Weapons. A Tripod carries with it a set-up time of 4 Actions. This process can be lessened to 2 Actions with the assistance of a second character. A Tripod counts as a mount for any Weapon that requires it (Such as a Heavy Repeating Blaster or E-Web Repeating Blaster). In the case of Autofire-only Weapons that require a mount. While mounted on the Tripod, the Weapon is considered immobile. Negates Recoil and Min Str penalties.

LIGHTSABER UPGRADES

Due to the Miniaturized nature of the Electronics involved in the Hilt and the need to attune the Crystals to function properly. All Empty Lightsabers Mod Slots have mini mod slots. These Mini Slot holds a number of miniature mods equal to the Min Str number of the saber itself.

For example a Saber with a d4 Min Str has 4 mini slots for mini-mods. These Mini Mods are Found in the Lightsaber Crystal and the Lightsaber Hilt Tables. They may be combined in any combination that does not exceed the number of Mini-Slots. These count as a single Mod for the purpose of filling any empty Mod Slot on the Melee Weapon. All Upgrades performed to a Lightsaber require a Repair Roll -2, followed by an Electronics Roll -2, then a Use the Force Roll -2. All three rolls must be successful or the device is rendered unusable for at least 24 hours. At which time another attempt may be made. If during any roll a Critical Failure occurs the Crystal is Destroyed and a new one must be obtained before the Lightsaber can be repaired.

Avaliability of Lightsaber upgrades are usually Rare, Due to them generally having to be built specifically for the Lightsaber they are upgrading.



LIGHTSABER CRYSTALS TABLE

UPGRADE	POINTS	COST	COLOR	EFFECT
Ankarres Sapphire	1	75000	Blue	Improves healing Skill +1 while wielding the Lightsaber
Barab Ingot	1	71000	Varies	Lightsaber may catch things on Fire when dealing damage (pg 127 SWADE)
Bondar Crystal	0	7500	Varies	Practice Lightsaber does not deal damage on a successful hit, Vigot -2 to resist being stunned
Compressed Crystal	2	72500	Varies	+2 to Damage
Corusca Gem	1	71000	Varies	+1 die of damage against a target with Arcane Resistance
Dragite Crystal	2	73000	Varies	+1 die of damage when the Action Card is a Joker
Durindfire Crystal	0	7500	Silver	Casts a glow when activated, as bright as a Fusion Lantern
Firkraan Crystal	0	7200	Varies	Lightsaber deals Ion damage instead of normal damage
Force Imbued Ilum Crystal	3	74000	Varies	If Action Card is a Joker recover up to 5 spent Power Points
Heart of the Guardian	2	74000	Orange	+2 on attack rolls against Lightsaber-wielders
Hurikane Crystal	2	71750	Blue or Violet	+2 on attack rolls against targets in Armor
Ilum Crystal	1	71500	Blue or Green	+1 on attack rolls
Jenraux Crystal	2	72000	Varies	+1 to Toughness
Kaiburr Crystal Shard	3	73000	Crimson	Increases Force Point Die Type when attacking with Force Powers
Kasha Crystal	2	7600	Varies	+1 to Athletics (but not related Skills)
Kathracite Crystal	1	7500	Varies	Reduces the weapon's damage die by one step ; +1 on attack rolls
Krayt Dragon Pearl	1	72000	Varies	+1 to Damage Rolls
Lambent Crystal	2	74000	Varies	Ignore Arcane Resistance, but not Improved Arcane Resistance
Mantle of the Force	3	73500	Cyan	+2 to activate Force Powers that effect only you
Mephite Crystal	2	72500	Varies	+2 on attack rolls
Phond Crystal	2	72000	Varies	+1 to Vigor (but not the related Skills)
Pontite Crystal	2	71500	Blue or Green	+1 to Persuasion
Rubat Crystal	1	72000	Varies	+1 to Spirit (but not the related Skills)
Sigil Crystal	2	73000	Varies	+2 on Damage Rolls
Solari Crystal	2	72000	Varies	+2 to redirect failed ranged attacks
Synthetic Crystal	2	71500	Red or Varies	+1 to Intimidation
Unstable Crystal	2	72750	Red or Varies	+1 die to damage on a Joker ; Deactivates whenever a 1 is rolled on the Skill Die

LIGHTSABER HILTS TABLE

HILT	POINTS	COST	EFFECT
Beckon Call	1	7100	Can summon a Vehicle using a Slave Circuit
Blade Lock	1	7150	Locks the blade on, so it does not turn off when thrown or if dropped
Concealed Compartment	2	7300	A secret compartment that can store a single object that weighs under 1 lb (GM's Call)
Electrum Detail	1	7400	A symbol of rank and skill, similar to a badge of honor
Fiber Cord	0	750	A Cord is attached to the end of the Lightsaber, Attempts to Disarm are -2
Force Activated	2	7200	Lightsaber can only be activated by someone with the Force Sensitive Edge
Interlocking Hilt	2	7250	Allows a single-bladed Lightsaber to attach to another Lightsaber that also has this Upgrade
Pressure Grip	1	7500	Lightsaber automatically disables itself when not being held
Trapped Grip	3	71000	Booby-traps the Lightsaber with a hidden stun mechanism (2d6), can be deactivated with a hidden knob or button
Waterproof Casing	2	7750	Lightsaber can function normally while underwater



ARMOR UPGRADES

Armor Upgrades are designed specifically for personal Armors. Popular with bounty hunters and infiltrators, they allow Armor to be more than a protective item. Many individuals use their Armor as a walking collection of gadgets and gizmos to avoid detection, process data, or escape combat. Like most Equipment, all Armors have a number of Upgrade Slots. This often makes these heavier, slower Armors appealing to mercenaries and hunters as mobile Equipment platforms, even if a lighter Armor might not weigh them down as much.

Availability of Armor upgrades depends on the Armor they are applied to as it is assumed if your licensed to have the armor, your also licensed to modify it.

Aquatic Adaptation: This Upgrade seals your Armor against the pressure of deep ocean travel, allows you to filter breathable air out of water indefinitely, and uses fins and small jets to allow swift and easy motion through liquids. When wearing this Armor, you gain a swim speed equal to one-half your Pace and can breathe in water.

Armorplast: This Upgrades the standard Durasteel or other defensive plates of Armor with high-strength Armorplast or a similar lightweight, high-cost material. This reduces the weight of the Armor by 50%.

Armor Reinforcement: The Armor Reinforcement Armor Accessory increases Armor's ability to harmlessly deflect incoming attacks by coating the interior of the Armor with tough materials, adding an extra layer of defense. Reinforced Armor increases the armor +1 and adds 2 pounds.

Climbing Claws: retractable spikes worked into the arms and legs of a suit of Armor. When wearing this Armor, you gain a Climb Speed equal to half your walking Pace

Cortosis Fiber: A rare fiber that when woven into a suit of armor adds a -6 to AP against Lightsabers (This Mod can not be added to any armor that already grants a penalty to AP). As such it can only be added once to any armor that is able to receive this mod. If attacked by a Lightsaber and the attacker rolls a 1 on their Skill Die their Lightsaber Shorts Out. This Shorting out happens after the result and damage (if any) from the attack is determined but before further attacks occur. It lasts until the end of the Attackers next turn

Diagnostics System: A Diagnostics System is a series of sensors and simple computers that monitor both the armor and its wearer. Anyone making a Repair check on the armor or a Healing check on its wearer gains a +1 Equipment bonus from the Diagnostics System.

ARMOR UPGRADE TABLE

UPGRADE	COST	POINTS
Aquatic Adaption	7500	1
Armorplast	7900	0
Armor Reinforcement	73000	1
Climbing Claws	7200	1
Cortosis Fiber	76000	1
Diagnostics System	7500	1
Environmental Systems	7600	1
Helmet Package	74000	0
Internal Generator	71000	1
Jump Servos	7100	1
Mesh Underlay	72500	2
Powered Exoskeleton	74000	2
Radiation Shielding	7400	1
Rangefinder	7500	1
Ready Harness	7500	1
Reflec Shadowskin	720000	1
Repulsorlift Unit	71000	1
Shadowskin	75000	1
Shield Generator	710000	3
Shockweb	76000	1
Vacuum Seals, Standard	72000	1
Vacuum Seals, Improved	75000	2
Weapon Moint, Standard	71000	1
Weapon Mount, Concealed	73000	1
Whistling Birds	71000	1
White-Noise Anti-Static System	72000	1

Environmental Systems: These systems come in two varieties: Cold-Weather Systems and Warm-Weather Systems. It is possible to install both in the same suit of Armor, but doing so counts as two separate Upgrades. An Environmental System makes you immune to the effects of Extreme Cold or Extreme Heat, as appropriate.

Helmet Package: When installed in the helmet of a suit of Armor, this electronic package allows the Armor to grant the wearer a +1 Equipment bonus on Notice checks as well as Low-Light Vision. In addition, it includes an integrated hands-free Comlink. Installing the Helmet Package takes 1 hour, and a Repair check at -4.

Internal Generator: A miniaturized version of a Power Generator, an Internal Generator can provide continuous power for different Upgrades on a suit of Armor, including any Integrated Equipment. The Internal Generator can be activated or deactivated as an Action. As long as it's active, an Internal Generator can simultaneously power up to ten different devices that have negligible power requirements (Anything without a listed duration). For devices with specific power requirements, an Internal Generator can store four units of energy (Each the equivalent of an Energy Cell, Power Pack or 20 rounds of power from a Power Generator), and it automatically recharges one such unit every hour. A suit of Armor can receive this Upgrade multiple times if more energy capacity is needed, but each Internal Generator adds 10 lbs to the weight of the Armor. The biggest drawback to an Internal Generator is its energy signature. If the Internal Generator powers anything but devices with negligible power requirements, any character attempting to detect the wearer with a Sensor Pack or Vehicle Sensors gains a +4 circumstance bonus on the Electronics check.

Jump Servos: a repulsorlift-aided system that assists in making long jumps. When wearing Armor with this Upgrade, you treat all jumps as Running Jumps. Additionally, you can reroll a failed Jump check (Keeping the better of the two results).

Mesh Underlay: The Mesh Underlay Armor Accessory helps channel certain types of energy away from the wearer's body, reducing the effectiveness of a potentially devastating blow. A character wearing a suit of Armor with the Mesh Underlay Armor Accessory gains a +4 Equipment bonus to their Vigor Roll against being Stunned by an energy weapon.

Powered Exoskeleton: Much like the Corellian Powersuit, other Armors may be Upgraded to include a Powered Exoskeleton that enhances the physical strength of the wearer. Because of the weight and energy required, only a suit of Non-Powered Heavy Armor can have the Powered Exoskeleton Upgrade. A Powered Exoskeleton operates for 20 rounds on a standard Energy Cell. (This armor must have the Internal Generator Upgrade also) Turning a Powered Exoskeleton on or off is an Action. When active, the Powered Exoskeleton gives the wearer a +2 Equipment bonus to their Athletics. A Powered Exoskeleton adds 5 lbs to the weight of the Armor. Each use (Even if not for the full 20 minutes uses up one energy cell)

Radiation Shielding: This is necessarily heavy and bulky. Only a suit of Medium Armor or Heavy Armor can be modified with Radiation Shielding, and it increases the Armor's weight by 10 lbs. The Radiation Shielding removes the need to make Vigor checks when dealing with a Radiation from a hazardous situation.

Rangefinder: A Rangefinder built into a suit of Armor works like a Weapon Rangefinder, but it applies only to ranged attacks made by Weapons built into the Armor on a Weapon Mount. Its benefits apply to other Ranged Weapons only if you Aim immediately before making the attack.

Ready Harness: A Ready Harness is a series of hooks, straps, and clips distributed around the Armor, designed to make Equipment easily accessible and to settle its weight more comfortably on the wearer's frame. A Ready Harness can hold any combination of items equaling 20 lbs. The weight of Equipment in the Ready Harness is halved for purposes of determining your Encumbrance, and such Equipment can be retrieved or replaced as a Ready Action, this does not increase the amount of Ready Actions you can take.

Reflec Shadowskin: A more advanced version of Shadowskin uses the material Reflec, which was developed by the Grand Army of the Republic and later used by various Imperial special forces units. Reflec is more effective but also more expensive than normal Shadowskin. A suit of Armor with Reflec Shadowskin adds a +4 Equipment bonus on its wearer's Stealth checks.

Repulsorlift Unit: This Upgrade takes the same kind of hover repulsorlifts used by Droids and modifies them to allow the Armor to float up to 1 foot off the ground. The wearer can activate or deactivate the Repulsorlift as an Action. While the Repulsorlift is operating, the wearer ignores the effects of Difficult Ground and takes half damage from Falling Damage. A Repulsorlift operates for 10 rounds on a single Energy Cell.

Shadowskin: A matte black finish of light- and sensor- absorbing material, a Shadowskin turns any Armor coated with it into a stealth suit. Normally coupled with a Sound Dampener (Included in this modification cost), it is difficult to see, hear, or detect the Armor with sensors. Armor with Shadowskin grants a +2 Equipment bonus on all Stealth checks made by the wearer.

Shield Generator: A deflector Shield Generator can be built into a suit of Medium Armor or Heavy Armor. Due to their bulk and power requirements, it is not possible to install more than one Shield Generator into a suit of Armor. The Armor must have the Internal Generator Mod installed also. When Activated the shield uses all 4 energy cells to function for up to 20 rounds or until it takes a Wound after which it shuts down until recharged. The Internal Generator must recharge all of its cells before the shield can be used again. Turning a Shield Generator on or off is an Action that must be declared. The user is protected by an ablative energy field that gives them one additional Wound. Shield Wounds are lost before Wounds are taken. A Shield never suffers more than one Wound from a single hit, but damage that causes a Wound to the shield may not be Soaked. Shutting the Shield down early does not prevent the need to recharge it, The energy is used up no matter the duration or if it takes a Wound.

Shockweb: A Shockweb is a powerful electrified stun field that can encase the entire surface of the Armor, It must be linked with an Internal Generator. It takes one Energy Cell to function for up to 20 rounds or until it delivers a single charge after which it shuts down; it may be reactivated on the user's turn as an action as long as he has remaining energy cells. Turning the Shockweb on or off is an Action That must be declared. While the Shockweb is active, any time you are the target of a successful melee attack, or Grapple attack, the attacker takes 2d4 electrical damage. The energy cell is used up no matter the duration or if it delivers a shock.

Vacuum Seals: Any Armor can be Upgraded with Vacuum Seals, which include airtight gaskets around all joints and simple Life Support Equipment that adds 2 lbs of weight. This allows the Armor's wearer to survive for 10 hours in the Vacuum of space or any other hostile environment. Medium Armor and Heavy Armor can instead Upgrade themselves with Improved Vacuum Seals, which includes enough Life Support to last up to 24 hours, and adds 10 lbs of weight.

Weapon Mounts: Weapon Mounts allow Weapons to be added more efficiently. A two-handed Weapon requires 2 Weapon Mounts, a one-handed Weapon requires 1 Weapon Mount. This Upgrade does not include the cost of the Weapons to be mounted. Such Weapons are modified only for mount use, and can't be fired as hand-held Weapons. It takes 10 minutes and a Repair check to change Weapons in a Weapon Mount. A Mounted Weapon cannot be Disarmed, and it need not be drawn to be used but it does still suffer from MAP as per usual. Weapons in mounts are obvious unless the Weapon Mount is Concealed, in which case it takes a Notice check -4 to spot the Weapon when not in use.

Whistling Birds:

Range: Smarts x2

Cost: 71,000/ 2 shots

Each use of Whistling Birds launches a barrage of small explosive darts. The area of effect is a MBT. Every selected target within the area suffers 2d6 damage, 3d6 with a raise.

Notes: They may not be reloaded during combat. This is an Area Effect Attack, using Shooting. If a Deviation occurs everyone within the MBT is affected.

Requires: 1 mod slot to be mounted.

White-Noise System: The White-Noise System, as it came to be known, was used by the commandos of the Grand Army of the Republic during the Clone Wars. This device, when incorporated into armor, allows the electrical systems in the armor to suffer minimal effects to electrostatic charges. With this system installed, the armor and therefore all electronic devices installed within the armor are immune to the effects of EMP Grenades or Ion Weapons. However, the wearer suffers a -2 penalty to all attack rolls and Notice checks for the remainder of the round after being hit by such a weapon.



SHIP UPGRADES

No Vehicle owner can resist tinkering with his ship for long. Anyone with extensive experience, from smugglers to customs agents to adventurers, knows they might live or die by how well their Ship gets from point A to Point B. That's where Vehicle Upgrades come in; they provide ways for you to get the most out of every inch of space available. Even if you don't strictly need to upgrade your Vehicle, having a unique collection of tools and gadgets helps to build a reputation in a galaxy where it's best to get your foes to stand down without firing a shot. You can make a finite number of modifications to a Vehicle. There isn't room to add every booster, reinforcement, and modification a Pilot might find useful on any piece of Vehicle. To represent these limits, every Vehicle has a number of Modification Points. Most Upgrades take up a single Point, though a few particularly extensive modifications might take two or even three (And a few don't require any Upgrade Points, representing relatively minor modifications). If you don't have enough Points for a given modification, you can't add it to that Vehicle. You can't add modifications beyond a Vehicles available Upgrade Points, but you can gain more Upgrade Points. Every Vehicle has a Maximum number of Mod Points available to it. This is determined by the Size of the Vehicle itself. For example a Size 11 Vehicle has 11 Mod Points. All Vehicles use this same system. To determine how many current available slots you have, take the Size of the Vehicle and deduct the current number of Mod Points already in the vehicle. This will give you the remaining points available. The remaining number of Mod Points are listed for Each Vehicle in the Mod column of the Stat Block for each ship.

Navicomputers are included in the Cost of the Hyperdrive. Limited Navicomputers reduce the overall cost by 25%. If purchasing without a navicomputer (For a back-up or for ships with R2 units or other similar droids). Reduce the overall cost by 50%. They are also included as part of the Hyperdrive for the Purpose of Upgrade Points. However Limited Navicomputers or no Navicomputer at all do not lower the Upgrade points. It only lowers the cost.

UPSCALING TABLE

SIZE	HANDLING
-2 to 2	+2
3 to 5	+1
6 to 8	0
9 to 11	-1
12 to 15	-2
16 to 19	-3
20 and above	-4

GAINING UPGRADE POINTS

You can gain more Upgrade Points for a Vehicle by Stripping it, reducing its Speed, or by Upscaling. Stripping: Removing an Upgrade requires the same amount of time as installing. On a failure, the Upgrade has been deactivated but not removed; you may attempt the Repair check again (Which requires the same amount of time). On a Critical Failure the upgrade is destroyed. You can reduce the time required to remove an Upgrade by one increment, but the Upgrade is automatically destroyed on a failed check. Once the Upgrade is successfully removed (Or destroyed), the Upgrade Slot that was occupied becomes available again. Speed Reduction: The ship trades power and speed for additional room. Each time this is taken, reduce VS by 2 and SS by 1 each to gain an extra mod Point, or you can increase its size. Upscaling: Increasing its size costs \$ 5K x current Size. This May Affect Vehicle Handling. If increasing its size moves it up to a new bracket. Adjust the ships handling to the new modifier found in the table.

UPGRADE TIME TABLE

UPGRADE POINTS	COMMERCIAL	SCRATCH BUILT
0	10 Minutes	1 Hour
1	1 Hour	1 Day (8 Hours)
2 or More	1 Day (8 Hours)	1 Week (5 Days)

NOTE: These Modifications may only be applied to ships that do not have the (CP) Designation.

INSTALLING

Installing an Upgrade can take anywhere from a few minutes of work to a week of frustrating machining and retooling in a Hanger. The amount of time depends on the number of Upgrade Points required and the quality of the Upgrade (Commercially Bought or Scratch-Built). A Scratch-Built Upgrade costs twice as much as a Commercially Bought Upgrade. After the time listed in the table below, make a Repair check . On a success, the Upgrade is installed and functioning properly. On a failure, the Upgrade doesn't work properly; you may attempt the Repair check again, but each retry requires the same amount of time and costs half as much as the original attempt. Removing an Upgrade requires the same amount of time. On a failure, the Upgrade has been deactivated but not removed; you may attempt the Repair check again (Which requires the same amount of time) On a Critical Failure the upgrade is destroyed. If you don't care about removing the Upgrade intact, reduce the time required to the next lowest increment (For example, from 1 day to 1 hour, or 1 hour to 10 minutes), but the Upgrade is automatically destroyed on a failed check. Once the Upgrade is successfully removed (Or destroyed), the Upgrade Slot that was occupied becomes available again.



VEHICLE UPGRADES TABLE

UPGRADE	MAX INSTALLS	COST	POINTS	AVAILABILITY
AMCM	1	75K x Size	1	Military
Enhanced Armor	Size/2	710K x Size	1	Licensed
Artificial Intelligence	1	710K x Size	0	Common
Atmospheric	1	710K x Size	1	Common
Crew Space	U	7100K	1	Common
Hyperdrive Class .50	2	71K x Size x Points	5	Illegal
Hyperdrive Class .75	2	71K x Size x Points	4	Military
Hyperdrive Class 1	2	71K x Size x Points	3	Military
Hyperdrive Class 2	2	71K x Size x Points	3	Common
Hyperdrive Class 3	2	71K x Size x Points	2	Common
Hyperdrive Class 4	2	71K x Size x Points	2	Common
Hyperdrive Class 5	2	71K x Size x Points	2	Common
Hyperdrive Class 6	2	71k x Size x Points	2	Common
Hyperdrive Class 8	2	71K x Size x Points	1	Common
Hyperdrive Class 10	2	71K x Size x Points	1	Common
Hyperdrive Class 15	2	71K x Size x Points	1	Common
Fuel Pods	Size/2	7100K x Size	2	Common
Garage / Hanger	U	71M	4	Common
Mercantile	U	7100K	2	Common
Passenger Pod	U	750K	1	Common
Sensor Suite, System	1	71M x Size	1	Licensed
Sensor Suite, Planetary	1	725K x Size	1	Common
Speed	Size/2	7100K x Size	1	Common
Shields	Size/2	725K x Size	1	Licensed
Stealth System	1	750K x Size	2	Illegal
Targeting System	1	710K x Size	1	Licensed
Weapon Mount	Size	Special	1	Licensed
Turbolaser Batteries	Size/2	710K x Linked Mounts	1	Military



VEHICLE UPGRADES

AMCM: Anti-Missile Countermeasures are integrated jammers and decoys. They add +2 to Piloting or Electronics rolls made to evade missile attacks (and Tractor Beams).

Enhanced Armor: Increases a ship's Armor value and toughness by 5 points. Due to the nature of space and the size and shape of starships, all Armor is considered Heavy Armor.

Artificial Intelligence: The ship's AI can operate all systems— from locomotion to weapons to opening or closing hatches. It has a skill level of d10 in these tasks, but is an "Extra" and does not receive a Wild Die. The AI does not suffer from multi-action penalties if given simultaneous tasks. In combat, the AI acts on the captain's Action Card. Giving the AI a short verbal command is a free action.

Atmospheric: Allows the ship to enter planetary atmospheres. This includes heat shielding and additional work to handle the stress and strain of entry. All starships have vertical take-off and landing (VTOL) capability.

Crew Space: Space for four permanent crew members.

Hyperdrive/Backup Hyperdrive: This includes both the drive and the astrogation system required to use it. The speed of a hyperdrive is rated on an inverse scale: the faster the hyperdrive, the lower the rating. These ratings, generally called "Classes," provide an idea of a ship's hyperdrive speed. The hyperdrive class acts as a multiplier for a given base travel time established by how long it takes a Class 1 hyperdrive to travel a given route. Thus, for example while a Class 2 hyperdrive took twice the base time to travel a given route, a Class 10 would take 10 times as long, while Class 0.5 would only take half the base time.

Fuel Pods: Each fuel pod increases the vessel's energy capacity by 50%.

Garage / Hangar: A small hangar (or garage or external lift-hooks) can carry up 8 Size points of ship, vehicle, or walker (The main ship must be larger than size 8 and the vehicle in the hangar can not exceed more than half the main ship's size).

Mercantile: Found only on Huge or larger ships, this might be a restaurant, commissary, or specialty store. Each generates Size+\$1d4K a month for the ship (and the same for the mercantile's owner). The store has 300 square feet of space. Each additional Mod adds roughly 100 square feet and +\$1d4K to revenue.

Passenger Pod: Small and Medium ships only. These are rows of fairly spacious seats with safety harnesses, personal vid-screens, and other amenities designed for short travels (typically less than 24 hours). Each pod seats 10.

Sensor Suite, System: Light, chemical, motion, and other active sensors allow detection of targets up to one light year away with an Electronics roll. Within 10K miles, the sensors add +2 to the roll. Illumination penalties are ignored. Targets don't have to be in direct line of sight, but asteroids or powerful energy fields may cause inaccurate or false readings at the GM's discretion.

Sensor Suite, Planetary: This functions exactly like the System Sensor Suite but has a range of 10K miles with an Electronics Roll, and adding the +2 only within 1K miles.

Shields: Every time this mod is taken add one shield wound to the vehicle.

Speed: Each purchase increases the ship's VS by 2 and SS by 1 each. (This cannot be taken if the ship has been stripped using Speed Reduction.)

Stealth System: Radar-absorbing paint, heat baffles, scramblers, and other devices make the ship difficult to detect by vision or sensors. Those trying to spot, attack, (or lock on to) the ship subtract 4 from their rolls. The effect is triggered as a free action, but is negated any round in which the ship fires a weapon or emits some other signal such as radio signal or active sensor search.

Targeting System: The ship's internal sensors and computers are linked to all attached weapons. This compensates for movement, range, multi-actions, and the like, negating up to two points of Shooting penalties.

Weapon Mount: Each Weapon Mount can hold up to 4 weapons of the same type. Linking them together, Dual linked weapons add +1 to hit and +2 to Damage, Triple Linked Weapons add +2 to hit and +2 to Damage, Quad linked weapons add +2 to Shooting or Electronics (depending on the Weapon) and +4 to Damage. Total all Linked Weapons in a set first, then halve that total rounding up to determine the cost of this Mod.

Turbolaser Batteries: These powerful weapons consist of several Weapon Mounts linked together (Max of 5 Mounts/ Battery). Multiply the Weapon Damage by the number of Mounts (All Mounts must have a full complement of Weapons (4) and contain weapons of the same type) (This Mod is only available for Capital Ships)

VEHICLE WEAPON UPGRADES

TYPE	RANGE	DAMAGE	ROF	SHOTS	COST	NOTES
Lasers						
Gatling Laser	50/100/200	3d6+4	4	800	71000	AP 2 (Autofire), Military
Light	150/300/600	2d10	1	100	7100K	AP 5, HW, (Point Defense Systems), Power Core Costs 7200, Licensed
Medium	150/300/600	3d10	1	100	7500K	AP 10, HW, Power Core Costs 71000, Restricted
Heavy	150/300/600	4d10	1	100	71M	AP 15, HW, Power Core Costs 72000, Military
Super Heavy	150/300/600	6d10	1	100	72M	AP 25, HW, Power Core Costs 75000, Military
Massive	150/300/600	8d10	1	100	74M	AP 40, HW, Power Core Costs 710K, Size 14 and Larger Ships Only, Military
Mega	150/300/600	10d10	1	100	710M	AP 50, HW, Power Core Costs 725K, Size 16 and Larger Ships Only, Military
Missiles / Torpedoes						
Missile, Light	200/400/800	6d6	1	-	750K/4	AP 8, HW, SBT, Military
Missile, Heavy	200/400/800	8d6	1	-	7200K/4	AP 15, HW, MBT, Military
Missile, Super	100/200/400	8d6	1	-	71M/8	AP 40, HW, LBT, Spacecraft Only, Military
Torpedo, Light	300/600/1200	8d12	1	-	71M/6	AP 50, HW, LBT, Spacecraft Only, Military
Torpedo, Heavy	300/600/1200	10d12	1	-	71M/4	AP 80, HW, LBT, Spacecraft Only, Military

Vehicle Rules

VEHICLE NOTE

Vehicles in the Star Wars universe run the gamut from ponderous armored walkers and capital ships, to agile airspeeders and starfighters. Despite this variety, the basic purpose of all Vehicles remains similar: moving passengers from one place to another. Of course, the places involved in this journey can greatly affect the form and function of the Vehicle. Most of the Vehicles shown here are equipped with Weapons. If you wish to add weapons to any ship that is not Equipped already, use the Vehicle Mod System to Equip them if you wish to have them be armed.

The listed Cost of the Vehicles shown here is the suggested price for a non-modified ship, removing basically all the listed mods from any ship example in the notes and Weapons areas. So it would still include things like Sublight Drives, Life support, and other basic functions. Gm's should adjust value for any ships their players may sell during the course of the game to reflect this, if they acquire it already modified.

VEHICLE SPEEDS

Vehicle Scale: This is the vehicle's Pace when they are in an encounter with characters that are not in vehicles. VS is calculated with 10 + vehicle's handling modifier.

Starship Scale: This is the vehicle's Pace when used in an encounter with only other vehicles. SS is calculated (VS/3 rounded down) + Class modifier + half bonus from the Trademark Vehicle Edge.

Starfighters have a class modifier of +1, Capital Ships have a -1. Other vehicles have no Class modifier.



ENERGY & PROVISIONS

Energy Capacity is listed on the Ship Size Table under Energy. This is the number of day's worth of energy a ship has. A Huge ship, for example, has 500 day's worth of energy under normal circumstances. In a pinch, ships can halve consumption of power by using only critical systems and maneuvering. Fuel for the power source and resupplying the Provisions costs $\frac{1}{2}$ 1,000 x the ships Size.

REPAIRS

Starships can take several wounds before they're wrecked and might suffer damage from combat or maneuvering accidents. Hull damage can be repaired by crews going "EV" (Extra Vehicular) and using welding kits and the like to patch the damage. This requires a Repair roll at -1 per wound by the crew members performing the action and 1d4 hours per wound. A success removes one wound, and each raise removes another. The roll may be attempted multiple times until all wounds are sealed. Critical Hits are repaired in the same way but may not require going EV—Game Master's call depending on which system was damaged. If a 1 is rolled on the skill die while attempting to make a repair, the system or remaining wounds requires proper facilities, such as a space station or "drydock." (This can not be rerolled by spending a Benny. However a Darkside point will still allow a Reroll)

Cost: Repairs made by the crew have no cost other than time. At a space station, repairs cost $\frac{1}{2}$ 2,000 x the ship's Size per wound.

HYPERSPACE

Jumping into hyperspace requires an advanced computer that plots a course away from large planetary bodies, asteroid fields, or other things that might somehow interfere with the jump. Plotting the jump requires an Astrogation skill roll that takes 1d4 rounds under combat conditions, and is modified by the distance of the jump. Failing the roll means the ship can't jump for another 2d4 rounds. This might be cause for a Dramatic Task to find a new jump point or vector if a threat is imminent. Failing a Complication during a Dramatic Task means the drive malfunctions and must be repaired (2d6 rounds, Repair -2). Success means the ship makes the jump into hyperspace and arrives 2d6 days from its destination (Each raise on the Astrogation roll cuts two days off this). The vessel must travel the rest of the distance (measured in remaining days) conventionally. A captain can reduce the travel time a day by spending two day's worth of energy. A Huge ship that arrives 7 days from its destination, for example, could spend 14 day's worth of energy to arrive that day. Energy Costs: Jumping into hyperspace requires energy, consuming a number of days from the ship's overall capacity as shown on the Energy column of the Astrogation Table.

HYPERSPACE TRAVEL TIMES

For Systems and Sectors not mapped out on the Map (found at the end of this book). The method to figure out how long a trip through Hyperspace takes is to roll 1d6 (result = hours) for in system jumps and 2d6 (of different colors) for another system (Result of die 1 = days, die 2 equals hours) and build your own maps. The die rolls can ACE also. (Travel times may be longer from planet A to Planet B. Then if you jumped from A to C and then back to B due to anomalies like black holes, asteroid belts etc... so don't hesitate to let that happen and add that cool thing to your map when it does.)

When Traveling along a Hyperspace Route the ship must revert to real space at every System it encounters and a new Jump must be calculated to the next System along the Route. Rolling their Astrogation Roll at every Stop and paying the Energy Cost to jump back into Hyperspace towards the next system.

They may wish to allow the Autopilot to do the in-between jumps, In this case each jump inflicts an additional -1 to the Original Astrogation Roll. Every Sector a ship Travels through along a Minor or Non-Trade Route the GM should Draw at least one Travel Card (or even two or three cards in a particularly dangerous area) A Face Card or Higher represents an encounter, and the card suit can be used to determine the type. Draw twice more if the card is a Joker and combine the results - Such as Enemies and an Obstacle or Strangers and a Treasure.

Spades - Enemies: Hostile Forces are encountered, be it as they drop out of Hyperspace at the edge of the System or perhaps between systems. They must be dealt with or escaped from before the ship can continue on it's way.

Hearts - Strangers: The ship encounters neutral or friendly nonplayer characters when they drop out of Hyperspace next. They may be Merchants, Lost or Stranded travelers seeking aid, Locals willing to guide them around a new hazardous area. Or even another group of Adventures.

Diamonds - Treasure: Somewhere along the way they discover a derelict or abandoned ship, it may have supplies, a cache of valuable minerals, or even a hidden vault full of treasure.

Clubs - Obstacle: The Heroes encounter an obstacle of some kind and must figure out how to deal with it or circumvent it. Some examples are a Rogue Astroid field, a Minefield, Mynocks, etc..

ASTROGATION TABLE

DISTANCE	ASTRO MOD	ENERGY
In System		
Planet to Planet	-0	Half Size
Major Trade Route		
Same Sector	-2	Half Size
Different Sector	-4	Size
Minor Trade Route		
Same Sector	-4	Size
Different Sector	-6	2x Size
Non-Trade Route		
Same Sector	-8	2x Size
Different Sector	-10	2x Size

TRAVEL IN REAL SPACE

DISTANCE	TIME
Surface of Planet to Orbit	1-10 Minutes
Orbit to unsafe Hyperspace Jump Distance	5 Minutes (-4 to Attempt)
Orbit to Safe Hyperspace Jump Distance	10 Minutes - 2d6 Days
Planetary orbit to another planet in the same system	2d6 hours
Planetary orbit to outer edge of system	2d6 Days

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 7K1J1L7K ↓ 10N7 0M 70L7N7
 7N7 710E ↓ ↓E70L7E K
 N ↓ K7 07 30L7N7M ↓ 00
 710N7M ↓ 0 K 70L7N7M7W0YK
 K7 ↓ E7K ↓ 7 7N7 70L7N7
 ↓ 710 7M7K ↓ 0L711N7
 00L7N77N7 ↓ 1 ↓

For example a trip by a size 10 vehicle with 200 energy and a x1 Hyperdrive like an X-wing makes a jump into hyperspace and the trip takes 4 days. It would cost them 10 energy to jump into hyperspace and 4 energy to travel to their destination and drop out of hyperspace. Assuming they are jumping to a different system along an established Hyperspace lane. If it is the same system it would cost them 5 to jump into hyperspace and 4 to travel. If another system via a non established hyperspace lane it would be 20 to jump into hyperspace and 4 to travel. Let's take the X-wing again 200 energy size 10. The Pilot is going to Jump down a Hyperspace Trade Route in the Kathol Sector. Traveling from Torize to Galtea. This takes 6 jumps so he is down 60 energy just to make the jumps as each jump is to the next sector of the route and requires a drop out, a recalculation and a re-entry. You then use up a certain amount of energy to maintain hyperspace and survive day to day. As noted in the energy and provisions area each unit of energy is enough to sustain that ship one day. That trip takes 7 days and 12 hours. So the trip takes 67 and a half units of energy to accomplish. Leaving them roughly 132.5 units left. Traveling back would be the same amount, if they take the same route, so they would get back to Torize with 65 units left. You would then also need to deduct the cost it takes to fly to the planet and land.

BOARDING

Starships move tens of thousands of miles per hour and operate in a three dimensional space, so attackers can't board an enemy ship unless it's been disabled. Since even disabled ships drift, boarding requires the chasing ship to make a Piloting roll to match the target's vector and speed. If the roll fails, each ship suffers 1d6 damage times the other vessel's Size. Once the ships are connected, the attackers still need to gain access. Matter cutters or Plasma cutters are usually needed to open a portal through the hull (use the ship's normal Toughness and armor). Once inside, borders must break through sealed interior doors, cross breached sections open to the vacuum of space, and battle enemy survivors. GMs can run this as a tactical combat, or might consider using the Mass Battle rules if there are significant numbers of combatants. In the latter case, the defenders gain a +2 bonus to their Knowledge (Battle) rolls in every round of battle until the fight is over. There's no retreat, but combatants typically surrender if they fail their Morale roll.

Interior walls and doors are typically Toughness 14 (4). The walls and doors of secure or pressurized areas are Toughness 27 (15).

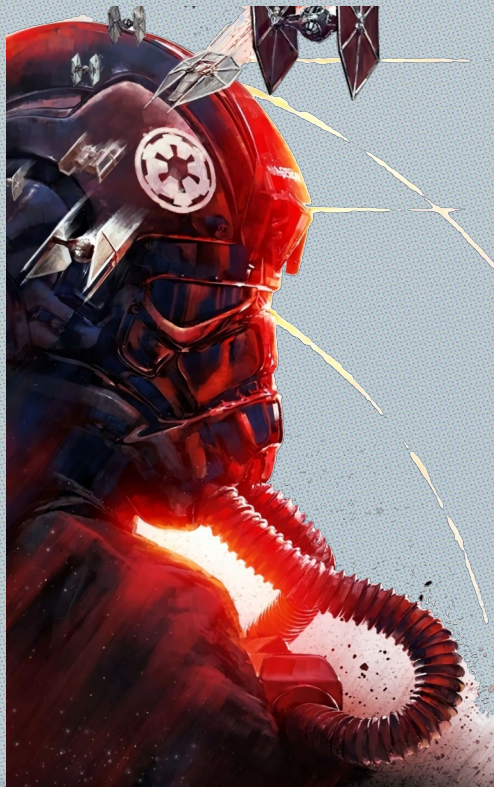
WRECKED

When a ship is wrecked (more than the amount of wounds), crew and passengers have a chance to eject (Small ships) or reach the escape pods. Player characters must roll the lower of their Smarts or Agility to evacuate. Those who fail go down with the ship. Assume 50% of the nonplayer character crew also manage to evacuate. Those who eject from Small ships parachute to land if in the atmosphere, or drift until picked up in space. Escape pods hold 10 human sized occupants and provide one month's worth of food, water, and power. The pod's distress beacon has enough power for one year, and beams a signal that reaches 1000 miles—further if relayed by satellites. If a planet is in range (determined by the Game Master), the pod has enough fuel to angle itself in and perform one controlled landing.

ION WEAPONS

Ion cannons don't cause actual damage, but roll damage normally and compare to the vessel's toughness, ignoring Armor. A success knocks out the ship's systems so that all electronics are down (deflector screens, shields, weapons, maneuvering, etc.) and it cannot take actions until the crew makes a Repair roll at -4. With a Raise the penalty is -8. If the Repair roll is successful, the vessel's electronics reboot and it may function normally on the following round. On a Raise, the vessel can function immediately.

Ion Weapons are stopped by Shields, so an attacker must first eliminate those to hit the ship's hull directly and fry its systems. Any vehicle scale Laser, Missile, or Torpedo weapon can be purchased as an "Ion Weapon" instead for the same cost as the regular Weapon.



SHIELDS

The craft is protected by an ablative energy field that gives it one additional Wound each time this modification is taken (the number in parentheses is how many "Shield Wounds" the ship has). Shield Wounds are lost before Wounds to the hull. Roll Critical Hits normally when a shield takes a Wound. Craft with remaining Shield Wounds never suffer more than one Wound from a single hit, but damage to Shield Wounds may not be Soaked. Certain weapons ignore this ability, as do collisions with hard objects of at least half the ship's Size or greater.

Ships with the Shield Mod receive a number of shield tokens equal to half the ship size. These tokens can be spent to recharge the shields at the end of each round of combat. Each shield recharged per round (up to their max shield mods) takes two tokens to regenerate. Each round a ship doesn't recharge a shield they regain one token (up to their max tokens).

Shunting Power: There are two ways to shunt power described below. If both are used, the penalties inflicted - if any do occur - are cumulative. Shields may be increased by one shield level for a number of rounds equal to the size of the ship by giving more power to the shield system than to other systems. This is an Electronics Roll. And increases the Maximum amount of Shield Wounds by one as well for those rounds.

A Critical Failure shuts down the ship's shields entirely—they recharge at the rate of one Token every other Round and can't be shunted again until after they have fully restored. Failure means nothing happens. A success increases your Shields by one Wound, but any Trait roll dependent on the ship or its weapons and hardware (Piloting, Shooting, Electronics, etc.) are made at -2 for a number of rounds equal to the size of the ship as systems reroute electrical and processing power to the shields. With a raise, the Shields are increased without inflicting any penalty.

Shields automatically recharge one Token at the end of every Round that a shield Token is not spent to Recharge a shield. (Up to the Max amount of Shield Tokens). In an emergency, a character may attempt to shunt the ship's power to the shields to recharge them faster. This takes an action and an Electronics or Repair roll at -2.

A Critical Failure shuts down the ship's shields entirely—they recharge at the rate of one Token every other Round and can't be shunted again until after they have fully restored. Failure means nothing happens. A success lets you spend shield tokens on your turn, but any Trait roll dependent on the ship or its weapons and hardware (Piloting, Shooting, Electronics, etc.) are made at -2 until the end of the character's next turn as systems reroute electrical and processing power to the shields. With a Raise, you may spend Shield Tokens without inflicting any penalty.

LINKED WEAPONS

Dual linked weapons add +1 to hit and +2 to Damage, Triple Linked Weapons add +2 to hit and +2 to Damage, Quad linked weapons add +2 to hit and +4 to Damage. The Stats for the ships below already have this extra damage included.

LINKED WEAPONS BATTERIES

Weapon Batteries are powerful devices. They consist of several Linked Weapon Mounts all firing as one. They take the Damage of the Weapons and multiply it by the amount of Weapon Mounts. (For Example a Battery of Heavy Laser Cannons that consists of 4 Mounts each with 4 Quad Linked Heavy Laser Cannons in them. Would do $4d10+4 \times 4$ Damage). The Multiplier is also the number of Mod Slots a Battery takes up. (This option is only available on Capital Ships)

TRACTOR BEAMS

Ships can only affect vessels of equal or smaller Size. This is an opposed Shooting roll at -2 vs the Defenders Piloting Roll. If the attacker is successful, the enemy ship is caught and pulled into contact in 2d6 rounds. A Captured ship can attempt to escape every round until it is in contact by an opposed Piloting Roll at -4 vs the attackers Shooting Roll without a penalty to do so.

LASERS

Lasers of this size burn through solid materials and flash boil flesh (When targeting anything that is not a vehicle, increase the damage die by one type).

MISSILES / TORPEDOES

Unless otherwise noted, Missiles must "lock" onto their targets before they can be fired. This Action is an opposed Electronics roll versus the Target's maneuvering skill (Boating, Driving, or Piloting as appropriate). Success gives the attacker a "short" lock and allows him to fire up to half the missiles his particular craft can fire at once rounded down (A dual linked launcher could fire 1 missile, a triple linked launcher could fire 1, while a quad linked launcher could fire 2). A Raise results in a solid lock and allows him to fire as many missiles as his craft can fire at once (A dual linked launcher could fire 2 missiles, a triple linked launcher could fire 3, while a quad linked launcher could fire 4). The Enemy attempts to evade each missile separately by making a maneuvering roll at -4 (or -2 if the target has substantial cover to hide behind - such as asteroids, skyscrapers, canyon walls, or even large enemy ships. A Critical Failure on this roll means the craft goes Out of Control (see pg 119 of the SWADE Core Book)

MODS

Ships are listed with a mods column that is written #(#) The # outside of the brackets is the number of Mod Slots the vehicle has total. The # inside the Brackets are the number of Unused Mod Slots still available

ANTI-MISSILE SYSTEMS

Some Starships have "point defense" systems to shoot down incoming missiles. These systems attack any missile that wasn't Evaded automatically. The system grants a single Shooting roll per missile at Short Range and any other relevant modifiers (including speed - missiles move at incredible speeds, inflicting a -6 penalty, unless otherwise noted) Each missile has a toughness of 8(2). (See Breaking Things pg 98 of the SWADE Core Book)

CAPITAL SHIPS

Capital Ships have Large Batteries of Weapons. Ships with the CP designation should usually only be used to lay down Suppressive Fire and not be used to directly attack any ship that does not have the CP designation.

This turns the attack into an Area of Effect attack. To make the attack place a MBT on the table and make a shooting Roll with all applicable Modifiers. Compare the total to each target in the template separately. Success means the target is Forced to the edge of the Template in the direction chosen by the Attacker, and a raise means they are hit and must Roll "Out of Control" (SWADE pg. 119) The Default Shooting die is a d10 (**Remember to apply size modifiers**).

Firing Arcs, The weapons shown in a Capital Ships Weapon Area, represent a single Firing Arc. In General these are all the weapons they can bring to bear on a single target.



Vehicles

MOUNTS

Many military units use creatures as Mounts. Although Speeders and Speeder Bikes are faster, such Vehicles are prone to mechanical problems in extreme environments. Creatures native to those environments are more reliable. Although urban forces almost never use creatures as Mounts, military patrols and scouts in dangerous or hostile environments frequently use Mounts, increasing the chances of survival. Mounts require upkeep every day.

Bantha

Perhaps the most adaptable herbivores in the galaxy, Banthas are found on numerous worlds and are so well known that their name is used in a plethora of proverbs, sayings, and children's stories. Several fringe religions see the Bantha as a divine messenger. Banthas can survive in most environmental extremes, and are able to go without food or water for several weeks. Although many subspecies have adapted to the peculiarities of their environments, most Banthas have large, curving horns and long, shaggy fur. Banthas are commonly used as transportation and as beasts of burden. Their meat and hides are highly prized, particularly by the Tusken Raiders of Tatooine, who use the beasts extensively.



Size	Scale Mod	Wounds	Toughness	Parry	Pace	Passengers	Cargo	Upkeep	Cost
6	+2	2	8(2)	5	6	2	1.9 Tons	₪10/Day	₪1,750

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Athletics d4, Fighting d6, Intimidation d8, Notice d6, Stealth d4

Special Abilities: Thick Hide (+2), Hardy (It doesn't suffer a wound from being shaken twice), Headbutt (Str+d10)

Bolotaurs

Large, long, reptilian creatures native to the forest planet of Kashyyyk. A Bolotaur has a long neck ending in an iguana-like face. Beneath the Bolotaur's short snout dangles a brightly colored wattle, used both to attract mates and to scare off competitors. The tail of a Bolotaur is at least as long as the rest of its body, giving it unshakable balance. A Bolotaur moves in a quick, waddling gait, and the claws on its stubby legs dig in and grip the tough bark of the massive trees of Kashyyyk, allowing it to climb through the canopies. Bolotaurs range throughout the entire planet, with slight variations in color and in the length of neck and tail.



Size	Scale Mod	Wounds	Toughness	Parry	Pace	Passengers	Cargo	Upkeep	Cost
5	+2	2	10(4)	6	8	1	1067 lbs	₪2/Day	₪1,200

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d8, Stealth d6

Special Abilities: Armor (+4), Claws (Str+d8, AP2), Bite(Str+d8), Climb Pace 6

Cracian Thumper

The Cracian Thumper is the galaxy's most widely used land Mount. Originally a native of all five planets in the Craci System, the Thumper has been exported to most civilized systems of the galaxy. It is used as a versatile Mount for military operations by The Rebel Alliance, and as a racing Mount by residents of more urban areas. A Cracian Thumper is bipedal, with powerful hind limbs, smaller forelimbs, and a thick tail it uses for balance and defense. Thick, long fur covers its body in colder climates, but is shed on warmer planets. Racing Thumpers are typically shaved to reduce weight and to give the creatures a sleeker appearance.



Size	Scale Mod	Wounds	Toughness	Parry	Pace	Passengers	Cargo	Upkeep	Cost
4	+2	2	6	4	12	1	564 lbs	72/Day	7750

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d10, Vigor d8

Skills: Athletics d8, Notice d6, Stealth d10

Special Abilities: Free Runner, Bite/Claws (Str+d6), Low Light Vision, Hardy, Tail Lash (Str+d4 The creature may make a free attack against one foe at no penalty.)

Dewback

Of all the creatures indigenous to Tatooine's vast deserts, the Dewback is the most respected. While the plodding Bantha makes for shelter at the first hint of a sandstorm, a Dewback marches resolutely on without so much as a grunt, even right through the heart of the storm.



Size	Scale Mod	Wounds	Toughness	Parry	Pace	Passengers	Cargo	Upkeep	Cost
6	+2	2	8(2)	5	6	1	670 lbs	72/Day	7900

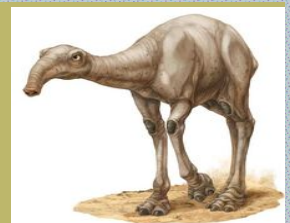
Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Athletics d4, Fighting d6, Intimidation d8, Notice d6, Stealth d4

Special Abilities: Thick Hide (+2), Hardy (It doesn't suffer a wound from being shaken twice), Bite (Str+d8)

Eopie

Eopies are known for being able to survive for weeks without water, as well as for plodding along in the worst sandstorms. The Eopie's noted lack of panic at a sudden threat has lead to a common spacers' expression: "As Steady as an Eopie."



Size	Scale Mod	Wounds	Toughness	Parry	Pace	Passengers	Cargo	Upkeep	Cost
2	-	1	8	4	8	1	1600 lbs	72/Day	7750

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Athletics d8, Fighting d4, Notice d6

Special Abilities: *Imperturbable:* A rider gains a +2 on Ride checks to control an Eopie mount



Gelagrubs

Native to Felucia and occasionally transplanted to other jungle worlds, Gelagrubs are large, insectlike larvae used as Mounts by the clone forces of the Republic and by other militaries. The Gelagrub is about the size of a Dewback and has evolved in the dangerous climate of Felucia, giving it numerous natural defenses against the planet's hazards.



Size	Scale Mod	Wounds	Toughness	Parry	Pace	Passengers	Cargo	Upkeep	Cost
4	+2	2	6	4	5	1	1067 lbs	72/Day	71,150

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d4, Notice d4, Athletics d4

Special Abilities: Hazard Resistance (The Gelagrub gains a +2 to resist Natural Hazards. When mounted by a rider Trained in Riding, the rider also gains this bonus against Natural Hazards.)

Kaadu

When the Gungans migrate into the waters of Naboo, they bring Kaadu with them to serve as draft animals and war mounts. An everyday sight within Gungan bubbled cities, Kaadu are not found on any other planet in the galaxy. Thanks to their powerful legs, Kaadu are incredibly quick, both on land and underwater, making them excellent choices for scouting missions and for making sudden charges in battle. Their particularly acute hearing enables Kaadu to avoid predators lurking in Naboo's swamps.



Size	Scale Mod	Wounds	Toughness	Parry	Pace	Passengers	Cargo	Upkeep	Cost
2	-	1	6	4	12	1	564 lbs	72/Day	7850

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d10, Vigor d8

Skills: Athletics d8, Notice d6, Stealth d4

Special Abilities: Free Runner, Low Light Vision, Hardy, Swimming Pace 4

Kybucks

Kybucks are swift herbivores from the Wookiee homeworld of Kashyyyk. Kybucks move at incredibly high speeds overland.



Size	Scale Mod	Wounds	Toughness	Parry	Pace	Passengers	Cargo	Upkeep	Cost
2	-	1	6	4	12	1	564 lbs	72/Day	71,250

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d10, Vigor d8

Skills: Athletics d8, Notice d6, Stealth d4

Special Abilities: Free Runner

Maru

Native to Alaris Prime in the Kashyyyk System, Maru are agile reptilian riding beasts, able to cover large distances due to their muscular hind legs. Although their forearms are vestigial, Maru can use their long tails to defend themselves against predators. The Wookiees who inhabit Alaris Prime use Maru as pack animals and ride them as war mounts.



Size	Scale Mod	Wounds	Toughness	Parry	Pace	Passengers	Cargo	Upkeep	Cost
2	-	1	6	4	10	1	530 lbs	72/Day	7950

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d10, Vigor d8

Skills: Athletics d8, Notice d6, Stealth d10

Special Abilities: Bite/Claws (Str+d6), Low Light Vision, Hardy, Tail Lash (Str+d4 The creature may make a free attack against one foe at no penalty.)

Narglatch

The Narglatch is a stealthy predator found on planets such as Naboo and Orto Plutonia. It is a solitary hunter that moves extremely silently, stalking prey with incredible focus. Narglatch are also strong swimmers, but prefer to hunt on land.



Size	Scale Mod	Wounds	Toughness	Parry	Pace	Passengers	Cargo	Upkeep	Cost
4	+2	2	10	6	6	4	1.8 Tons	710/Day	72000

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d12

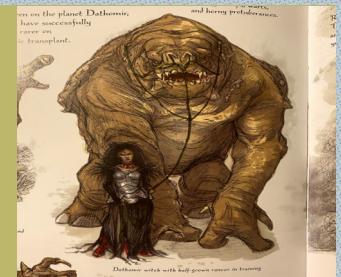
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d8

Edges: Brute

Special Abilities: Bite/Claws (Str+d6), Hardy, Swim Pace 6

Dathomiri Rancors

Dathomiri Rancors are considerably more intelligent, and their claws function as hands. They can speak, they have an enduring culture, and they can both make and use simple tools. The Rancors and the witches have a close relationship that borders on cultural symbiosis. Some Rancors partner themselves with an individual witch. These partnerships are for life, and the Rancor serves as the witch's mount, companion, and protector.



Size	Scale Mod	Wounds	Toughness	Parry	Pace	Passengers	Cargo	Upkeep	Cost
8	+4	3	20(4)	7	8	2	1.2 Tons	710/Day	N/A

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12+8, Vigor d12

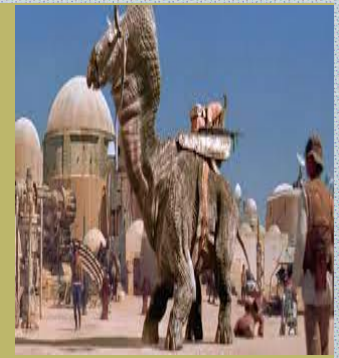
Skills: Fighting d8, Intimidation d10, Athletics d6, Notice d6, Stealth d4

Special Abilities: Armor (+4), Bite/Claws (Str+d8), Hardy (It doesn't suffer a wound from being shaken twice), Reach (10'), Smash (Str+d10, Non-Rigid armor offers no protection against the smash), Swat (The Rancor ignores up to 4 points of scale penalties when attacking)



Ronto

Towering beasts of burden, Rontos are mammals prized for their ability to shrug off Tatooine's intense heat, although they do require large amounts of water. Their size makes them particularly effective at discouraging predators, and their sense of smell is acute enough to detect a Krayt Dragon from up to a kilometer away. However, Rontos are somewhat skittish in urban environments: their poor eyesight cannot adjust quickly enough to the sudden movements of smaller creatures and Vehicles. A spooked Ronto will often throw its riders to the ground and then lumber off in a random direction until it can no longer sense the threat. Although Jawas are particularly fond of these easily trained animals, the little scavengers are also poorly suited to controlling a panicked Ronto.



Size	Scale Mod	Wounds	Toughness	Parry	Pace	Passengers	Cargo	Upkeep	Cost
7	+2	2	14	4	6	4	1.8 Tons	710/Day	73,000

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d10
Skills: Fighting d4, Notice d4

Tauntaun

Dirty and smelly, the reptilian Tauntaun is perfectly suited to life on the barren ice world of Hoth. The Tauntaun's thick fur and layers of fat keep its body temperature high enough for it to operate during the day, but it must seek shelter from the bitter cold at night.



Size	Scale Mod	Wounds	Toughness	Parry	Pace	Passengers	Cargo	Upkeep	Cost
2	-	1	6	4	12	1	635 lbs	72/Day	7800

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d10, Vigor d8
Skills: Athletics d8, Notice d6, Stealth d4
Special Abilities: Free Runner, Bite/Claws (Str+d6), Low Light Vision, Hardy, Environmental Resistance (cold)

Varactyls

Varactyls are a large saurian species native to the planet Utapau. They are lizardlike in appearance, with green scales that thicken into armored plates on the Varactyl's head. Quills, some of which resemble feathers, sprout in a ridge that runs from the creature's head to the tip of its tail. As cold-blooded animals, Varactyls are more active during daylight hours. They are excellent climbers and can travel across vertical surfaces with incredible speed and agility.



Size	Scale Mod	Wounds	Toughness	Parry	Pace	Passengers	Cargo	Upkeep	Cost
4	+2	2	8	4	10	4	1.8 Tons	710/Day	71600

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d8
Skills: Athletics d8, Fighting d4, Notice d6
Edges: Fleet-Footed
Special Abilities: Kick (Str+d4), Climbing Pace 6

Ground Vehicles

The most basic Vehicles in the Star Wars universe, Ground Vehicles only operate on (Or very near to) a planetary surface.

WALKERS

Walkers move about on two or more legs, literally walking over the terrain. Walkers retain their balance by means of finely tuned gyroscopes, and offer a fairly smooth ride. They rely on even footing, however, and when they topple, the results can be disastrous. Walkers ignore obstacles that are three or more sizes smaller than them.

AT-AP

A later addition to the Grand Army of the Republic, the All-Terrain Attack Pod, or AT-AP, is designed to be a lighter, faster version of the AT-TE. The AT-AP sees extensive use on Kashyyyk, where the dense forests make it much more difficult for AT-TEs to be quickly deployed.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
6	+2	4	41(24)	-	10(vs)	3	-	6(3)	NA

Cargo: 440 lbs

Notes: HA

Weapons:

- Medium Laser (Dual Linked, Turret +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)
- Light Concussion Missiles (Fixed Front) (6d6, AP 8, HW, SBT, 200/400/800) (12 Missile Payload)
- Heavy Laser Cannon (Fixed Front) (4d10, AP 15, HW, 150/300/600)

AT-AT

The All Terrain Armored Transport (AT-AT) was a four-legged combat walker of the All-terrain vehicle line used by the ground forces of the Galactic Empire, and the First Order. With the Imperial-class Star Destroyer, stormtroopers and the TIE fighter, it was one of the most famous symbols of the Empire's military might.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
14	+6	6	85(56)	-2	8(vs)	5	-	14(11)	NA

Notes: HA

Troops: 40

Weapons:

- Dual Linked Super Heavy Laser Cannons (fixed front +1 to Shooting)(6d10+2, AP 25, HW, 150/300/600)
- Gatling Laser (Pintle right) (3d6+4, AP 4, 50/100/200, HW)
- Gatling Laser (Pintle left) (3d6+4, AP 4, 50/100/200, HW)

Special: Stomp (The AT-AT can Stomp a SBT that it is over during it's movement. The Stomp ignores Scale Mods and is an opposed Driving versus the targets Agility (creature) Piloting (Air Vehicle) or Driving (land based vehicle) If successful it does 1d12+8 damage)

AT-KT

The Kashyyyk deployment variant of the AT-ST is designed to root out insurgents and enemy scouts from terrain that offers heavy cover.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
5	+2	4	30(15)	+1	11(vs)	2	-	5(2)	NA

Cargo: None

Notes: HA

Weapons:

- Light Missile Launcher (Front Firing Arc) (6d6, AP 8, 200/400/800, HW, SBT) (12 missile payload)
- Medium Laser Turret (Pintle Right) (3d10, AP 10, 150/300/600, HW) (Gunner)
- Medium Laser Turret (Pintle Left) (3d10, AP 10, 150/300/600, HW) (Gunner)

AT-RT

The All Terrain Reconnaissance Transport (AT-RT), also known as the All Terrain Recon Transport or the Republic scout walker, was a model of recon walker manufactured by Kuat Drive Yards and used mainly during the Clone Wars by Advanced Recon Force Scout Troopers of the Galactic Republic. It was the precursor to both the All Terrain Defense Pod and the All Terrain Scout Transport.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
2	-	3	16(6)	+2	4(vs)	1	-	2(0)	NA

Notes: HA

Weapons:

- Light Laser (Fixed Front) (2d10, AP 5, 150/300/600, HW)
- Light Mortar Launcher (Fixed Front) (6d6, AP 8, 200,400,800, HW, SBT) (12 Mortar Payload)

AT-ST

The All Terrain Scout Transport (AT-ST), also known as a Scout Transport, Scout Walker, or derisively as a chicken walker, was a lightweight, bipedal walker used by the ground forces of the Galactic Empire. Later, the First Order used an updated variant of the AT-ST within their military.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
6	+2	4	41(24)	-	10(vs)	2	-	6(3)	NA

Notes: HA

Weapons:

- Dual Linked Medium Laser Cannons (Fixed Front +1 to Shooting) (3d10+2, AP 10, 150/300/600, HW)
- Gatling Laser (Pintle left)(3d6+4, AP 4, 50/100/200, HW)(Gunner)
- Heavy Cannon (Pintle Right)(4d10, AP 15, HW, 150/300/600)(Gunner)



AT-TE

Adapted from industrial security Vehicles built by Rothana Heavy Engineering, the All-Terrain Tactical Enforcer, or AT-TE is a formidable weapons platform capable of delivering an entire platoon of Clone Troopers to strategic points on the battlefield, then providing them with covering fire while they take up positions. An unusual feature of the AT-TE is its magnetic grapplers, which enable it to scale even sheer cliffs.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
8	+4	5	52(32)	-	10(vs)	7	-	8(6)	NA

Cargo: 10 Tons

Notes: HA

Passengers: 38

Climbing Pace: 2

Weapons:

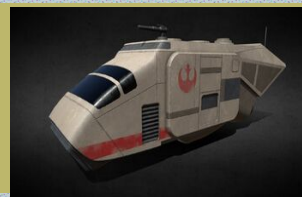
- Medium Laser (Dual Linked, Turret +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)
- Heavy Laser Cannon (Fixed Front) (4d10, AP 15, HW, 150/300/600)

LAND SPEEDERS

Land Speeders are common sights on the technologically advanced worlds. Equipped with repulsorlift drive technology, they hover above the ground at a height of anywhere from a few centimeters, to several meters, and can achieve remarkable speeds. Speeders ignore penalties for Difficult Terrain

A-A5 SPEEDER TRUCK

The Speeder Truck is a common sight on many worlds, since it's the fastest and most economical way to carry tons of cargo. The Trast Heavy Transport A-A5 Speeder Truck is a typical example of dozens of different heavy cargo speeder designs.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
9	+4	5	16(2)	-1	9(vs)	3	-	9(9)	735,500 (78,000 Used)

Cargo: 25 tons

Passengers: 25

Arrow-23 Landspeeder

The Aratech Arrow-23 Landspeeder is an enclosed speeder truck designed for hunters and adventurous tourists on fringe worlds. It has a comfortable interior (Or a luxury interior for 10,000 credits more), a rugged exterior able to resist most animal attacks (And some blaster fire), and extensive cargo capacity. It is also one of the fastest commercial Landspeeders on the market, a quality that endears it to many police forces and bounty hunters.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
4	+2	4	16(4)	+1	11(vs)	2	-	4(2)	710,800 (73,400 Used)

Cargo: 1763 lbs

Passengers: 5

Weapons:

- Grenade Launcher (4d8, MBT, 14/48/96) (Payload 4 Grenades),
- Light Laser (pintle turret) (2d10, AP 5, HW, 150/300/600)



Bantha-II

The Bantha-II is a typical heavy cargo speeder. Though slow by the standards of most Speeders, its simple controls and heavy lifting capacity make it effective as a cargo carrier and mid-range transport. The skiff's open deck makes it easy to load, and its long, lean frame allows it to move into tight spaces and close to loading docks. However, the skiff's large maneuvering vanes, which are easy to damage, make the Bantha-II unpopular for use in crowded cities and on industrialized planets.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
6	+2	4	13(2)	-	6(vs)	1	-	6(6)	78,000 (73,000 Used)

Cargo: 135 Tons
Passengers: 16

Generic Pod Racer

The Base Pod Racer is an unorthodox design that resembles a cockpit pulled by several large Engines. Although the rider of the Pod Racer sits in a cockpit similar to that of a Landspeeder, the Vehicle's light construction, single-pilot capacity, Even though it is a Size 4 Vehicle it counts as a size 2 for Handling. However the haphazard design makes them incredibly difficult to control. (This imposes a Piloting Penalty of -4 to anyone without extra limbs)



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
4	+2	3	11(2)	+1	12(vs)	1	-	4(4)	725,700 (718,300 Used)

Cargo: 5 lbs

ISP

Built for both speed and maneuverability, the Infantry Support Platform, or ISP, utilizes a vectored-thrust turbofan engine that can be angled for maximum acceleration or maximum deceleration, particularly over "Soft" terrain (Such as the marshy swamplands on Felucia and Kashyyyk, where it sees the most use).



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
6	+2	4	41(24)	-	10(vs)	2	-	6(4)	711,600 (72,880 Used)

Cargo: 121 lbs

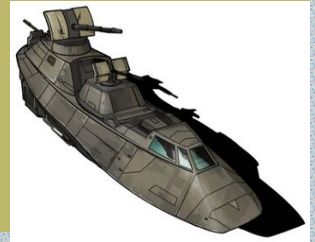
Weapons:

- Medium Laser (Dual Linked, Turret Left, Pilot, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)
- Medium Laser (Dual Linked, Turret Right, Co-Pilot, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)



KAAC

The Freerunner is a heavy military speeder designed by KAAC (The Kelliak Arms and Armor Company) to be the ultimate in fast, flexible military ground craft. Its advertising claims it's able to take on advanced scout, supply escort, or even frontline combat duties.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
12	+6	6	74(48)	-2	8(vs)	5	-	12(10)	7140,000 (7111,000 Used)

Cargo: 25 Tons

Passengers: 6

Weapons:

- Heavy Laser Cannon (Dual Linked, Turret (Rear), Gunner, +1 to Shooting) (4d10+2, AP 15, HW, 150/300/600)
- Medium Laser (Dual Linked, Turret (Front), Gunner, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)

PL-90 Luxury Speeder

A large speeder intended to carry wealthy individuals and their entourages, the Ubrikkian Repulsorlift PL-90 Luxury Speeder is one of the most popular, if expensive, Vehicles on the market. A favored Vehicle of nobles and wealthy corporate agents, the PL-90 boasts four rows of seats (Including individual seats for the Vehicle's pilot and a single passenger in the front). The back three rows of the landspeeder are padded bench seats, which provide passengers with the utmost in comfort and relaxation during their travels.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
4	+2	4	11(2)	+1	11(vs)	1	-	4(4)	748,000 (729,000 Used)

Cargo: 66 lbs

Passengers: 7

SOROSUUB X-34 LANDSPEEDER

The X-34 landspeeder was a model of civilian landspeeder manufactured by SoroSuub Corporation and available during the Galactic Civil War between the Galactic Empire and the Alliance to Restore the Republic.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
3	-	3	10(2)	+1	11(vs)	1	-	3(3)	710,550 (72,500 Used)

Passengers: 1

SWIFT ASSAULT 5 HOVERCRAFT

Mekuun Corporation's Swift Assault was a 15.9 meter-long hovercraft. It employed four Kasmin three-stage turbo pumps to generate an air cushion. Kasmin's turbopumps were the most refined heavy-duty air blower of its type available, permitting the Swift Assault 5 to produce extra elevation and float when required. A Gurian S87 "perpetual charge" power plant dynamo provided power for the hover scout; a power capacitor started the air blower rotation, and the energy generated by the vehicle's air cushion was recycled via back-blast impellers to supplement the S87's power generation. The efficient engine design gave the Swift Assault 5 a longer operational range than equivalent vehicles of its size and type.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
7	+2	4	46(28)	-	10(vs)	4	-	7(4)	NA

Notes: HA, Hover

Troops: 6

Weapons:

- Heavy Laser Cannon (Turret, HW) (4d10, AP 15, HW, 150/300/600)
- Light Blaster Cannon (Turret) (2d10, AP 5, 150/300/600)
- Concussion Missile Launcher (Turret, Dual Linked, +1 to Electronics) (6d6+2, AP 8, HW, SBT, 200/400/800) (16 Missile Payload)

TT-6 Landspeeder

The SoroSuub TT-6 Landspeeder is the iconic personal Vehicle of The Old Republic era. A two-seater landspeeder with large rear engines and an aerodynamic body, the TT-6 is mass-produced by SoroSuub to provide an inexpensive and appealing Vehicle for personal use.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
3	-	3	10(2)	+1	11(vs)	1	-	3(3)	⌘12,000 (⌘3,800 Used)

Cargo: 88 lbs

Passengers: 1

V-35 Courier

The V-35 Courier is an extremely common, cheap, durable landspeeder designed for families and small businesses. In addition to being durable and having a good cargo capacity for a private speeder, the V-35 Courier is popular because it offers concealment to those inside. Although it lacks the armor for it to be of much military value, it does allow those who would rather not be seen coming and going an excuse to travel incognito. Though no one normally bothers, it is possible to mount a small weapon turret on the Vehicle's roof, tied to its scanner scope.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
4	+2	3	11(2)	+2	12(vs)	1	-	4(4)	⌘8,000 (⌘2,500 Used)

Cargo: 110 lbs

Passengers: 2

SPEEDER BIKES

ARATECH 64-Y SWIFT 3 REPULSOR SLED

Manufactured by Aratech Repulsor Company, the 64-Y Swift 3 Repulsor lift Sled was a fast and light repulsorlift sled built with the same “engine with a seat” design philosophy as the swoop bike.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
4	+2	4	11(2)	+1	11(vs)	1	-	4(2)	78,000 (71,800 Used)

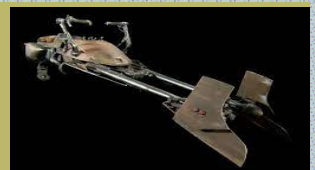
Notes: Drop Net—When you fire this weapon, make an attack roll against all targets in a MBT within range. On a Successful hit the target is entangled (pg 98) with a -4 on Strength or Athletic rolls made to escape.

Weapons:

- Medium Laser (Front) (3d10, AP 10, HW, 150/300/600)
- Drop Net (6/12/24) (See Notes Above)

ARATECH 74-Z SPEEDER BIKE

The 74-Z speeder bike was a model of speeder bike used by the Galactic Republic during the Clone Wars and later used by the Galactic Empire for combat reconnaissance purposes during the Galactic Civil War. They were usually piloted by scout troopers and were able to jam comlinks.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
2	-	3	16(6)	+2	12(vs)	1	-	2(1)	76,750 (71,200 Used)

Notes: Restricted for sale if the Bike is armed. Price is for the Unarmed Model

Passengers: 1

Weapons:

- Light Laser (pintle front) (2d10, AP 5, HW, 150/300/600)

AEROCHASER SPEEDER BIKE

The AeroChaser Speeder Bike is a quick and durable speeder bike, found on worlds throughout the galaxy. Designed and manufactured on Taris, the AeroChaser is shipped to planets throughout the Republic and beyond. Sleek and fast, the AeroChaser is also relatively inexpensive because of the large quantities produced.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
2	-	3	9(2)	+2	12(vs)	1	-	2(2)	75,800 (71,000 Used)

Cargo: 9 lbs



BARC Speeder

The Aratech Repulsor Company's military-grade speeder bike, designed to replace its slightly older (And poorly armed) 74-Z Speeder Bike. Unlike the 74-Z Speeder Bike, the BARC can perform at high altitudes, making it useful for escorting LAAT/i Gunships and LAAT/c Gunships.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
3	-	3	21(9)	+1	11(vs)	1	-	3(2)	78,300 (71,550 Used)

Cargo: 11 lbs

Passengers: 1

Weapons:

- Light Laser (pintle front) (2d10, AP 5, HW, 150/300/600)

FC-20 Speeder Bike

A small, lightweight vehicle noted for its quiet operation. Its distinctive U-shape design make the vehicle a comfortable ride and easy to operate (+2 Equipment bonus to Handling.)



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
2	-	3	4(1)	+4	14(vs)	1	-	2(2)	74,000 (71,000 Used)

Cargo: 5 lbs

Generic Swoop Bike

The Lhosan Industries Swoop Racer is an unorthodox design that resembles a Landspeeder more than a Speeder Bike. Although the rider of the Lhosan Swoop Racer sits in a cockpit similar to that of a Landspeeder, the Vehicle's light construction, single-pilot capacity, and narrow chassis design qualify it as a Speeder Bike.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
2	-	3	4(1)	+2	12(vs)	1	-	2(2)	718,700 (714,300 Used)

Cargo: 5 lbs

Nebulon-Q Swoop Racer

Gang members, pirates, and other scum use the Nebulon-Q Swoop Racer because of its affordable price, its high speed, and its intimidation factor. It's a bike for those who live fast and die young. (However, it is difficult to control and imposes a -2 Equipment penalty to Handling).



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
2	-	3	9(2)	-	10(vs)	1	-	2(2)	75,500 (71,050 Used)

Cargo: 5 lbs



R-2000 Raptor

The R-2000 Raptor speeder bike is designed by Ikas-Adno, a prominent manufacturer of Speeder Bikes. The R-2000 is highly customizable, it can be found in almost all sectors of the known galaxy.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
3	-	3	10(2)	+1	11(vs)	1	-	3(2)	710,00 (77,000 Used)

Cargo: 2 lbs

Weapons:

- Light Laser (pintle front) (2d10, AP 5, HW, 150/300/600)

STAP

The Single Trooper Aerial Platform (Or STAP) is a swift, agile weapons platform held aloft on repulsorlifts. The STAP is really little more than a variant of the Speeder Bike.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
2	-	3	16(6)	+2	12(vs)	1	-	2(1)	72,500 (7850 Used)

Cargo: None

Weapons:

- Light Laser Cannons (Dual Linked, Front, +1 to Shooting) (2d10+2, AP 5 HW, 150/300/600)

ARMORED ASSAULT TANKS (AATS)

AAT-1

These heavily armored Vehicles use repulsorlifts to move about the battlefield. Although not maneuverable, they pack incredible firepower, and can safely transport small teams of troops into hostile territory.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
5	+2	4	30(15)	+1	11(vs)	4	-	5(1)	NA

Notes: HA, Ion Vulnerability- Due to a design flaw the AAT takes double damage from Ion weapons

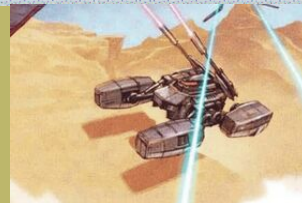
Troops: 6

Weapons:

- Heavy Laser Cannon (Turret, HW) (4d10, AP 15, HW, 150/300/600)
- Light Blaster Cannon (Pintle Right) (2d10, AP 15, HW, 150/300/600)
- Light Blaster Cannon (Pintle Left) (2d10, AP 15, HW, 150/300/600)
- Heavy Missile Launcher (Turret, Dual Linked, +1 to Electronics) (8d6+2, AP 15, 200/400/800, HW, MBT) (12 missile payload)

GAT

Baktoid Armor Workshop's answer to the Grand Army's TX-130 Saber-Class Fighter Tank, the Ground Armored Tank (Or GAT) is a lightly armed, lightly armored fast-attack Vehicle built for recon and light infantry support. The GAT is fast and agile, making it ideal for "Hit-and-Run" tactics. The GAT is controlled by an integrated Droid Brain, ensuring that it is expendable.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
7	+2	4	46(28)	-	10(vs)	-	-	7(4)	717,500 (711,000 Used)

Cargo: None

Weapons: (Shooting d6, Electronics d8)

- Medium Laser (Dual Linked, Turret, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)
- Light Concussion Missiles (Turret, Dual Linked, +1 to Electronics) (6d6+2, AP 8, HW, SBT, 200/400/800) (24 Missile Payload)

MTT

The Multi-Troop Transport (MTT) for the Trade Federation's Battle Droid "Security Force" long before the Clone Wars. To facilitate rapid deployment, the engineers at Baktoid Armor Workshop developed a hydraulic storage rack that could not only stack 112 B1-Series Battle Droids (Compressed into a convenient boxlike shape) in the MTT 's cargo bay but also deploy them directly onto the battlefield in less than one minute.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
12	+6	6	74(48)	-2	8(vs)	4	-	12(11)	7138,000 (780,000 Used)

Cargo: 12 Tons

Passengers: Passengers: 112 B1-Series Battle Droids (Compressed) or 20 Droideka-Series Destroyer Droid (Compressed)

Weapons:

- Medium Laser (Dual Linked, Turret, Gunner. +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)

TX-130 Saber-Class Fighter Tank

The TX-130 Saber-Class Fighter Tank was meant to serve as a counter to the Trade Federation's versatile AAT-1s, but without the inherent "Lowest-Bidder" design flaws. Although the TX-130 includes a compartment designed to carry an R2-Series Astromech Droid, Astromech Droids are generally considered more valuable as Starfighter support; most crews use the extra space as additional cargo storage.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
6	+2	4	41(24)	-	10(vs)	3	-	6(2)	NA

Cargo: 1653 lbs

Passengers: 2 + Astromech Droid

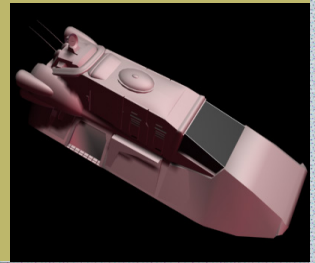
Weapons:

- Heavy Laser Cannon (Front, Gunner) (4d10, AP 15, HW, 150/300/600)
- Heavy Proton Missile (Fixed Front, Co-Pilot, Dual Linked, +1 to Electronics) (8d6+2, AP 15, HW, MBT, 200/400/600) (16 Torpedo Payload)
- Medium Laser (Dual Linked, Gunner, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)
- Light Laser (pintle front, Pilot) (2d10, AP 5, HW, 150/300/600)



QH-7 Chariot Speeder

The Uulshos LAVr QH-7 Chariot Command Speeder is designed to allow a commander to enter or flee the field of battle with moderate protection. Unlike the PX-4 Mobile Command Base, the Chariot Command Speeder can get right into the thick of battle and out again within a matter of moments. Often used by commanders who want to get a closer look at the way a battle is progressing, the Command Speeder is also frequently tasked with evacuating a commander from a hot zone.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
7	+2	4	46(28)	-	10(vs)	3	-	7(6)	NA (740,000 Blackmarket)

Cargo: 440 lbs

Weapons:

- Medium Laser (Dual Linked, Turret, Gunner, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)



TRACKED VEHICLES

Tracked Vehicles have treads or tracks looped around a large number of wheels, providing great traction, but making them less maneuverable at higher speeds- and extremely loud at any speed.

LASER BORER

Laser-borers were small vehicles that ran on treads and seated a single operator. During the war between the First Order and the Resistance, laser-borer tracks were prevalent around the tunnel entrances to Black Spire Outpost on the planet Batuu.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
2	-	4	16(6)	+2	4(vs)	1	-	2(0)	NA

Notes: HA

Weapons:

- 2 Claws (Claw attacks benefit from the Frenzy Edge) (1d12+1+1d8)
- Laser Borer (Fixed Front,) (4d10, AP 15, HW, 150/300/600) If an attack with the laser borer misses its target, roll randomly to see where the beam strikes (See Deviation pg 97 in the SWADE Core Book) . Treat this square as if a fragmentation grenade (3d6, HW, LBT) had just struck there. This can be evaded (pg 100 in the SWADE Core Book).

Persuader-Class Droid

Known variously as the Corporate Alliance Tank Droid, CAD, or "Snail" Tank, the NR-N99 Persuader-Class Droid Enforcer is originally developed as an anti-insurgent Droid, but it is swiftly converted for a somewhat more lethal role in the Clone Wars. Although few were present at the Battle of Geonosis, the NR-N99s were deployed in massive numbers at the Battle of Kashyyyk.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
9	+4	5	57(36)	-1	9(vs)	-	-	9(6)	NA (749,000 Blackmarket)

Cargo: None

Notes: Shooting d8

Weapons:

- Heavy Laser Cannon (Front, HW, Pilot) (4d10, AP 15, HW, 150/300/600)
- Light Ion Cannon (Front,Pilot) (2d10, AP 10, 150/300/600, HW)
- Light Concussion Missile Launcher (Front, Pilot) (6d6, AP 8, HW, SBT, 200/400/800) (12 Missile Payload)

Sandcrawler

The Czerka Corporation Multi-Environment Tracked Transport (M-ETT)- colloquially referred to as a "Sandcrawler"- is designed for environments where repulsorcraft are too difficult or expensive to use. The M-ETT functions well in a variety of terrain, but it excels on dry, arid worlds (Such as Tatooine) where the Tracked Vehicle can find purchase on unstable ground. The rolling sand dunes of desert worlds make using Walkers or Wheeled Vehicles difficult, and sandstorms and fine airborne particles can cause malfunctions in repulsorlifts.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
13	+6	6	20(2)	-2	8(vs)	10	-	13(13)	7110,000 (740,000 Used)

Cargo: 3 Tons

Passengers: 60

TIE Crawler

The TIE Crawler- or Century Tank, as it is more commonly known- is a more practical iteration of the earlier TIE Mauler design. It can hold only a single person, who acts as both pilot and gunner. The pilot uses foot controls to adjust the angle of steering and speed, while the hand controls are tied into fire control systems.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
8	+4	5	52(32)	-	10(vs)	1	-	8(7)	NA

Cargo: 143 lbs

Weapons:

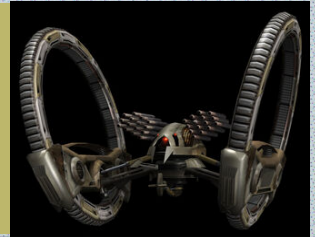
- Medium Lasers (Dual Linked, Front, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)

WHEELED VEHICLES

Wheeled Vehicles move on one or more wheels (Most commonly two to four). Faster and more maneuverable than Tracked Vehicles or Walkers, wheels are a cheap alternative to repulsorlift technology for light and fast Vehicles.

Hailfire Droid

Designed as an all-terrain tank, the Hailfire operates on two massive, independently turning wheels that give the tank an extremely tight turning radius, as well as letting it reach decent land speeds- at least fast enough to move into range, deliver its payload of missiles, then retreat to a safe distance where it can be resupplied. Unfortunately, the Hailfire is very lightly armored compared to most tanks, making it extremely vulnerable to counterattack.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
6	+2	4	41(24)	-	10(vs)	-	-	6(3)	NA (760,000 Blackmarket)

Cargo: None

Weapons: (Shooting d8, Electronics d8)

- Heavy Laser Cannon (Quad Linked, Fixed Front, +2 to Shooting) (4d10+4, AP 15, HW, 150/300/600)
- 2x Light Proton Missiles (Fixed Front, Dual Linked, +1 to Electronics) (6d6+2, AP 8, HW, SBT, 200/400/600) (30 Torpedo Payload)

HAVw A6 Juggernaut

An awe-inspiring Juggernaut, The Turbo Tank was used exclusively by the Republic during the second half of the Clone Wars, and saw action on Kashyyyk, Praesitlyn, Saleucami, and countless other worlds. Any planet with terrain too soft for Walkers to maneuver tended to heavily favor Turbo Tank deployment, as well as worlds where the speed of the A6 could give it an advantage over Separatist forces.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
11	+4	5	68(44)	-1	9(vs)	4	-	11(7)	7350,000 (7210,000 Used)

Cargo: 30 Tons

Passengers: 50

Weapons:

- Heavy Laser Cannon (Front, Gunner) (4d10, AP 15, HW, 150/300/600)
- Light Proton Missiles (Fixed Front, Co-Pilot, Dual Linked, +1 to Electronics) (6d6+2, AP 8, HW, SBT, 200/400/600) (20 Torpedo Payload)
- Medium Laser (Dual Linked, Gunner, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)
- Light Laser (pintle front, Pilot) (2d10, AP 5, HW, 150/300/600)

Tsmeu

Originally created as an all-terrain military reconnaissance Vehicle- and later adopted by civilians for racing- the Tsmeu-6 Personal Wheel Bike returns to its roots during the Clone Wars, serving as a light patrol vehicle for The Confederacy of Independent Systems. The Wheel Bike is difficult to control, particularly at higher speeds, so pilots need to be specially trained to handle the vehicle.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
3	-	3	21(9)	+1	11(vs)	1	-	3(3)	715,000 (74,000 Used)

Cargo: 22 lbs

Passengers: 1



AIR VEHICLES

Air Vehicles generally operate above a planetary surface, but within the planet's atmosphere.

AIRPEEDERS

Airspeeders are repulsorlift Vehicles that can travel anywhere up to about 300 kilometers above ground level, but they are incapable of true space flight. Because they fly so high above the ground, they ignore penalties for Difficult Terrain and obstacles. Of all Planetary Vehicles, Airspeeders are the most maneuverable.

Basilisk War Droid

The ancient Basiliskan race yielded many technological advances to their Mandalorian conquerors.

Chief among them is the Basilisk War Droid, heavily armed electronic quadrupeds. Operating both in atmosphere and in Orbital space (As a Drop Ship only), they are deadly enough on their own, their artificial intelligence operating a variety of Weapon Systems within their Mandalorian steel shells.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
6	+2	4	41(24)	-	10(vs) 3(ss)	1	-	6(3)	NA (70,000 Blackmarket)

Cargo: 220 lbs

Passengers: 1

Notes: HA

Weapons:

- Light Laser Cannons (Dual Linked, Front, +1 to Shooting) (2d10+2, AP 5 HW, 150/300/600)
- Light Concussion Missiles (6d6, AP 8, HW, SBT, 200/400/800) (4 Missile Payload),
- Claws (Melee, 2d8, HW,)

HSP-10 PURSUIT AIRSPEEDER

The HSP-10 pursuit airspeeder was an air patrol model employed on Coruscant by the early Empire. With a maximum speed of 620 kilometers per hour, it required a single pilot and could carry three passengers; it was fully enclosed. It was capable of carrying half a ton of cargo and consumables for one day. The pilot could operate a double laser cannon and an ion cannon.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
3	-	3	13(2)	+1	11(vs)	1	-	3(1)	740,000 (720,000 Used)

Notes: HA

Passengers: 1

Weapons:

- Light Laser Cannons (Dual Linked, Fixed Front, +1 to Shooting) (2d10+2, AP 5, 150/300/600, HW) (Pilot)
- Light Ion Cannon (Front) (2d10, AP 5, HW, 150/300/600)

LAAT/I GUNSHIP

The Low Altitude Assault Transport/infantry (LAAT/i), also known as the Low Altitude Assault Transport, Republic attack gunship, Republic Gunship or Assault Gunship, was one of the several models in the Low Altitude Assault Transport line of starships that mainly served as gunships and troop transports for the Grand Army of the Republic during the Clone Wars. Its role was to transport Clone troopers as well as offering air-to-ground and air-to-air support for the Galactic Republic against the Confederacy of Independent Systems.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
11	+4	5	27(8)	-1	9(vs)	4	-	11(5)	765,000 (740,000 Used)

Notes: When the doors are open passengers use their own toughness, not the vehicles toughness to resist attacks directed at them, HA

Troops: 16

Weapons:

- Light Missile Launcher (Front Firing Arc. Dual Linked, +1 to Electronics) (6d6+2, AP 8, 200/400/800, HW, SBT) (24 missile payload)
- Gatling Lasers (Pintle Front) (3d6+4, AP 4, 50/100/200, HW)
- 2x Medium Laser Turret (Pintle Right) (3d10, AP 10, 150/300/600, HW) (Gunner)
- 2x Medium Laser Turret (Pintle Left) (3d10, AP 10, 150/300/600, HW) (Gunner)

MODIFIED INCOM-T47 AIRSPEEDER

The T-47 airspeeder, also known as the T-47 light airspeeder, was a craft manufactured by Incom Corporation. They were modified by the Rebel Alliance into snowspeeders.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
4	+2	4	14(2)	+1	11(vs)	2	-	4(1)	750,000 (715,000 Used Unarmed)

Notes: Harpoon Gun- A gunner using the harpoon gun to attack an enemy walker must make an attack roll ignoring armor; if successful, the pilot must make an opposed maneuvering roll (pg.113). If the Pilot wins the harpoon attack succeeds, the target walker cannot move without making a maneuvering roll at -4. If successful the walker is able to move at half pace but is still entangled and must make this roll every time it attempts to move. On a raise it breaks the entangling cable. On a failure the enemy walker goes Out of Control (pg. 119), HA.

Weapons:

- Light Laser Cannons (Dual Linked, Fixed Front, +1 to Shooting) (2d10+2, AP 5, 150/300/600, HW) (Pilot)
- Light Blaster Cannon (Pintle Rear) (2d10, AP 5, 150/300/600, HW) (Gunner)
- Harpoon Gun (See Notes Above, Gunner, 25/50/100)



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RAPID DEPLOYMENT AIRSPEEDERS "RADAIR"

The Raider was an Imperial-gray speeder based on the Low Altitude Assault Transport, and was tasked with quickly and nimbly delivering troops or agents to a hotspot. Angular and wingless, the Raider sported less armor and armament than the LAAT and could carry only six passengers, with the passengers being completely enclosed in a troop bay which was sealed off by twin sliding doors to the aft, the cockpit situated behind a mirrored opaque canopy.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
11	+4	5	27(8)	-1	9(vs)	4	-	11(6)	750,000 (730,000 Used)

Notes: When the doors are open passengers use their own toughness, not the vehicles toughness to resist attacks directed at them, HA

Troops: 6

Weapons:

- Gatling Lasers (Pintle Front) (3d6+4, ROF 4, AP 4, 50/100/200, HW).
- 2x Medium Laser Turret (Pintle Right) (3d10, AP 10, 150/300/600, HW) (Gunner).
- 2x Medium Laser Turret (Pintle Left) (3d10, AP 10, 150/300/600, HW) (Gunner).

TALON I COMBAT CLOUD CAR

The Ubrikkian Talon I combat cloud car was an armed air vehicle designed to fill a niche between starfighters and lighter vehicles like the Storm IV cloud car. Capable of Orbital Space Flight. Introduced some time before the Battle of Yavin, Talon I combat cloud cars were known to be used until at least the era of the New Jedi Order.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
6	+2	4	20(6)	-	10(vs) 4(ss)	1	25	6(5)	785,000 (740,000 Used)

Weapons:

- Medium Laser (Dual Linked, Front, +1to Shooting) (3d10+2, AP 10, HW, 150/300/600)

TIBANNA GAS REFINERY PLATFORM

Tibanna gas platforms were large floating structures that were used to extract tibanna gas. These Platforms are treated as Vehicles for statistical purposes, but they are usually immobile and do not require a Pilot to function. Instead, the droid brain controls all the functions of the Weapon Emplacement. While a Pace is included this is out of combat. Once Combat Starts they can not be moved.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
11	+4	5	15(4)	-	1(vs)	1	25	11(10)	742,000 (730,000 Used)

Notes: Droid brain

Weapons: (Shooting d6)

- Light Laser Cannons (Turret) (2d10, AP 5, HW, 150/300/600)



Twin-228 Airspeeder

Another design popularized by the SoroSuub Corporation, the Twin-228 Airspeeder is a two-person speeder that shares aesthetic similarities with other contemporary Vehicle designs. The cockpit is situated toward the rear, with two sets of prongs stretching forward from the cockpit for over half of the Airspeeder's length. Two large engines at the rear of the Vehicle give it a decent top speed



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
4	+2	4	11(2)	+1	11(vs)	1	-	4(4)	722,000 (713,500 Used)

Cargo: 132 lbs
Passengers: 1

TWIN-POD CLOUD CAR

The Storm IV Twin-Pod Cloud Car was an atmospheric vehicle known as a cloud car which was designed and manufactured by Bepin Motors on Bepin's Cloud City. Capable of Orbital Space Flight.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
6	+2	4	15(4)	-	10(vs) 4(ss)	2	25	6(5)	775,000 (728,000 Used)

Weapons:

- Light Laser Cannons (Dual Linked, Front, Co-Pilot, +1 to Shooting) (2d10+2, AP 5, HW, 150/300/600)

Veltiss-2 Airspeeder

The Veltiss-2 Airspeeder is a fast and lightweight vessel well suited to use on worlds where the urban sprawl puts large distances between common travel destinations. On worlds such as Coruscant, where an Imperial delegate might be required to travel from one side of a continent to the other in the course of their day-to-day duties, the Veltiss-2 makes such a trip manageable.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
4	+2	4	11(2)	+1	11(vs)	1	-	4(4)	719,000 (79,200 Used)

Cargo: 66 lbs
Passengers: 1



STARFIGHTERS

A-WING

The RZ-1 A-wing interceptor, also known as the RZ-1 A-wing starfighter, was a wedge-shaped starfighter manufactured by Kuat Systems Engineering, which took design inspiration from the Republic starfighters of the Clone Wars. Designed for Speed this Starfighter has a +2 Handling Bonus.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
7	+2	4	20(4)	+2	14(vs) 6(ss)	1	50	7(0)	7175,000 (770,000 Used)

Notes: Hyperdrive x1 (Limited Navicomputer +2 to Astrogation Rolls), HA, Shields (1), Speed (1)

Weapons:

- Light Laser Cannons (Dual Linked, Turret, +1 to Shooting) (2d10+2, AP 5 HW, 150/300/600)
- Light Concussion Missiles (6d6, AP 8, HW, SBT, 200/400/800) (12 Missile Payload)

ARC-170

The Aggressive Reconnaissance-170 starfighter, also known simply as the ARC-170 starfighter, was a heavy-duty model of starfighter used by the Galactic Republic during the Clone Wars and was considered the latest in fighter technology. Jointly manufactured by Incom Corporation and Subpro, it continued to see usage into the reign of the Galactic Empire, but was eventually phased out by the newer TIE line, though some found their way into the hands of the Alliance to Restore the Republic.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
11	+4	5	27(6)	-1	9(vs) 4(ss)	3	250	11(2)	7155,000 (770,000 Used)

Notes: HA, Hyperdrive x1.5, If the ship has an Astromech Droid it grants +2 on Astrogation Rolls and Repair Rolls, Shields (3)

Weapons:

- Heavy Laser Cannon (Dual Linked, Front, Pilot, +1 to Shooting) (4d10+2, AP 15, HW, 150/300/600)
- Light Proton Torpedo (Fixed Front, Co-Pilot) (8d12, AP 40, HW, LBT, 300/600/1200) (8 Torpedo Payload)
- Medium Laser (Dual Linked, Rear, Gunner, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)

B-WING

B-wing starfighters were a type of heavy assault starfighter used primarily as an attack vessel against capital ships and escorting other fighter squadrons and convoys.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
11	+4	5	27(6)	-1	9(vs) 4(ss)	1	250	11(2)	7220,000 (7120,000 Used)

Notes: Hyperdrive x2 (Limited Nav Computer +2 to Astrogation Rolls), HA, Shields (2)

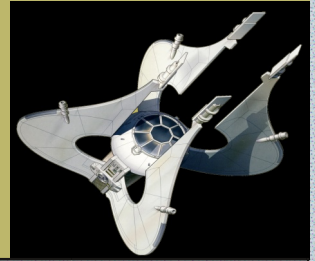
Weapons:

- Gatling Lasers (Pintle Front) (3d6+4, ROF 4, AP 4, 50/100/200, HW).
- Medium Lasers (Dual Linked, Front, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)
- Light Laser Cannons (Dual Linked, Turret, +1 to Shooting) (2d10+2, AP 5 HW, 150/300/600)
- Light Proton Torpedo (Fixed Front) (8d12, AP 40, HW, LBT, 300/600/1200) (12 Torpedo Payload)



CHISS CLAWCRAFT

The Nssis-class Clawcraft was a starfighter typically associated with the Chiss, but in fact was a hybrid development of standard Imperial technology. The fuselage was based on the ubiquitous "ball cockpit" of the TIE Series of Imperial starfighters, with a Sienar ion drive pod mounted on the rear, but stemming from the junction of cockpit and drive pod were two pairs of curving wings which thrust out like an X-wing strike-foils, and then extended forward in a claw-like grip around the cockpit. At the tip of each wing was a Sienar L-s7.2 laser cannon.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
8	+4	5	24(6)	-	16(vs) 6(ss)	1	100	8(0)	NA

Notes: HA, Hyperdrive x1.5 (Limited Navi Computer +2 to Astrogation Rolls), Shields (1), Speed (3)

Weapons:

- Heavy Lasers (Quad Linked, Front, +2 to Shooting) (4d10+4, AP 15, HW, 150/300/600)

CLOAKSHAPE FIGHTER

The CloakShape fighter, or CS fighter, was a space and atmospheric fighter built by Kuat Systems Engineering decades before the Clone Wars.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
6	+2	4	19(4)	-	10(vs) 4(ss)	1	25	6(1)	760,000 (715,000 Used)

Notes: HA, Hyperdrive x1.5 (Limited Navi Computer +2 to Astrogation Rolls), Shields (1)

Weapons:

- Heavy Lasers (Quad Linked, Front, +2 to Shooting) (4d10+4, AP 15, HW, 150/300/600)

CORALSKIPPER

The yorik-et, referred to as a coralskipper or skip by New Republic forces, was the Yuuzhan Vong version of a starfighter during their invasion of the galaxy.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
9	+4	5	25(6)	-1	9(vs) 4(ss)	1	-	9(6)	NA

Notes: HA, Dovin Basel (As an action the Pilot can grant themselves one of the following effects that lasts until changed. Either a +2 to (ss), +5 to Armor, or a +1 die of Damage with the Dovin Basel: see below), Shields (1)

Weapons:

- Heavy Volcano Cannon (Fixed Front) (5d10, AP 30, HW, MBT, 100/200/400)
- Dovin Basel (Can only effect Shields) (4d8+2, HW, 100/200/400)

DELTA-7 ATHERSPRITE

The Delta-7 Aethersprite-class light interceptor, also known as the Delta-7 Jedi starfighter or Delta-7 Jedi Interceptor, and commonly referred to as the Jedi starfighter, was a starfighter model designed by Kuat Systems Engineering and used by the Jedi Order before and during the Clone Wars. The variant Delta-7B Aethersprite-class light interceptor was also used by the Jedi during the Clone Wars. The Delta-7 would also be used by the Alliance to Restore the Republic in their early campaigns against the Galactic Empire.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
6	+2	4	19(4)	-	12(vs) 5(ss)	1	25	6(4)	¥180,000 (¥145,000 Used)

Notes: Can be attached to a Booster Ring for a Hyperdrive x1, Hard Wired Astromech Droid grants +2 on Astrogation Rolls, HA, Speed (1)

Weapons:

- Medium Lasers (Dual Linked, Front, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)

DROID "SCARAB" STARFIGHTER

Scarab-class starfighters were a model of starfighter used by the Trade Federation. During the Clone Wars, the Trade Federation sided with the Confederacy of Independent Systems and had a huge fleet of Lucrehulk-class Battleships based in the blockaded purse-worlds of the Quellor sector, where they engaged the Galactic Republic's 2nd Fleet. These battleships were converted from transports so that their cargo holds could act as hangars for Scarab-class starfighters and Vulture-class starfighters.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
6	+2	4	19(4)	-	10(vs) 4(ss)	-	-	6(4)	¥180,000 (¥145,000 Used)

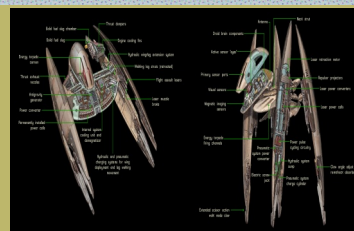
Notes: HA, Shields (1)

Weapons: (Shooting d8)

- Medium Lasers (Dual Linked, Front, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)

DROID "VULTURE" STARFIGHTER

The Variable Geometry Self-Propelled Battle Droid, Mark I (also known as the Vulture-class droid starfighter or simply as the vulture droid) was a droid starfighter used by the Trade Federation. Later, in much greater numbers, it was utilized by the Confederacy of Independent Systems. It participated heavily in the Clone Wars, at engagements such as the Battles of Kamino and Coruscant.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
6	+2	4	19(4)	-	10(vs) 4(ss)	-	-	6(4)	¥30,000 (¥19,000 Used)

Notes: Can reconfigure itself into "Walk Mode" allowing it to patrol on the ground with a Pace of 5 (It takes a full Round for it to change from one mode to the other), HA, due to it's Droid brain it ignores the first level of MAP

Weapons: (Shooting d6)

- Medium Lasers (Dual Linked, Front, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)
- Light Concussion Missiles (6d6, AP 8, HW, SBT, 200/400/800) (6 Missile Payload)

DROID TRI-FIGHTER

The droid tri-fighter, also known as the tri-droid fighter or simply tri-fighter, was a deadly Confederacy droid starfighter designed as a fast, agile and powerful space-superiority starfighter, built to excel in dogfighting. It would be used in large numbers throughout the Clone Wars.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
6	+2	4	19(4)	-	10(vs) 4(ss)	-	-	6(2)	780,000 (740,000 Used)

Notes: It's weapons can be fired at the same target or separate targets (If fired at a single target each additional laser grants Gang-up to the attack Roll, Due to it's Droid brain it ignores MAP, HA)

Weapons: (Shooting d8)

- Medium Laser (Fixed Front) (3d10, AP 10, HW, Range: 150/300/600)
- 2x Light Laser Cannons (Pintle Front) (2d10, AP 5, Range: 150/300/600)
- Light Concussion Missiles (Fixed Front) (6d6, AP 8, HW, SBT, Range: 200/400/800) (6 Missile Payload)

E-WING

The E-7 E-wing multi-role starfighter, also called E-wing escort starfighter, was a single-pilot starfighter developed by FreiTek Inc. It was notable for being the first fighter designed entirely under the support of the New Republic. E-wings deployed with updated laser cannons were known as the Type B



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
7	+2	4	20(4)	-	12(vs) 5(ss)	1	50	7(0)	7175,000 (770,000 Used)

Notes: Hyperdrive x2 (Limited Navicomputer +2 to Astrogation Rolls), HA, Shields (1), Speed (1)

Weapons:

- Medium Lasers (Triple Linked, Front, +2 to Shooting) (3d10+2, AP 10, HW, 150/300/600)
- Light Proton Torpedo (Fixed Front) (8d12, AP 40, HW, LBT, 300/600/1200) (16 Torpedo Payload)

ETA-2 ACTIS INTERCEPTOR

The Eta-2 Actis-class interceptor, also known as the Jedi interceptor or Jedi starfighter due to its extensive use by Jedi pilots, was a Republic starfighter used late in the Clone Wars that shared design elements with the Republic's Delta-7 and Delta-7B starfighters, as well as the TIE fighters of the later Galactic Empire. The Galactic Alliance would later come to utilize a successor, the Eta-5 interceptor.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
6	+2	4	19(4)	-	14(vs) 6(ss)	1	25	6(2)	7200,000 (7140,000 Used)

Notes: Can be attached to a Booster Ring for a Hyperdrive x1, If the ship has an Astromech Droid it grants +2 on Astrogation Rolls and Repair Rolls, HA, Speed (2)

Weapons:

- Medium Lasers (Dual Linked, Front, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)
- Medium Ion Cannon (Front) (3d10, AP 10, HW, 150/300/600)

GEONOSIAN STARFIGHTER

The Nantex-class territorial defense starfighter, also known as the Geonosian starfighter or more simply as the Nantex-class starfighter, was a needle-shaped starfighter manufactured by Huppla Pasa Tisc Shipwrights Collective and used by the natives of Geonosis. Many saw service during the Clone Wars to defend the droid factories of the Confederacy of Independent Systems.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
8	+4	5	24(6)	-	14(vs) 6(ss)	1	-	8(5)	NA

Notes: HA, At Short Range they add +1 to all attack Rolls (this is added to the +1 from Dual Linked listed in the stats below), Speed (2)

Weapons:

- Medium Lasers (Dual Linked, Front, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)

GINIVEX-CLASS STARFIGHTER

The Ginivex-class starfighters, more commonly known as the Fanblade starfighters, were six starfighters constructed by the Geonosian Huppla Pasa Tisc Shipwrights Collective for Separatist agent Asajj Ventress and her cohorts on Rattatak.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
8	+4	4	24(6)	-	14(vs) 6(ss)	1	100	8(3)	NA

Notes: HA, Hyperdrive x1 (Limited Navicomputer +2 to Astrogation Rolls), Shields (2), (Speed 2)

Weapons:

- Medium Lasers (Dual Linked, Front, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)

K-WING

The BTL-S8 K-wing assault starfighter, commonly known as the K-wing, was a heavy starfighter/bomber.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
11	+4	5	27(6)	-1	9(vs) 4(ss)	4	250	11(3)	7250,000 (7120,000 Used)

Notes: Hyperdrive x1 (Limited Navicomputer +2 to Astrogation Rolls), Shields (2), HA

Weapons:

- Heavy Laser Cannon (Quad Linked, Turret, +2 to Shooting) (4d10+4, AP 15, HW, 150/300/600)
- Light Proton Torpedo (Fixed Front) (8d12, AP 40, HW, LBT, 300/600/1200) (18 Torpedo Payload)
- Light Concussion Missiles (Fixed Front) (6d6, AP 8, HW, SBT, 200/400/800) (4 Missile Payload)
- Heavy Proton Torpedo (Fixed Front) (10d12, AP 80, HW, LBT, 300/600/1200) (6 Torpedo Payload)

MANKVIN-814 LIGHT INTERCEPTOR

The Mankvim-814's simple construction consisted largely of a reactor feeding power to a high-velocity ion drive. A magnetized rudder tilted the ion flow for off-axis thrust, while side thrusters aided roll and yaw adjustments.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
6	+2	4	19(4)	-	10(vs) 4(ss)	1	-	6(4)	780,000 (740,000 Used)

Notes: It's weapons can be fired at the same target or separate targets (If fired at a single target each additional laser grants Gang-up to the attack Roll, HA)

Weapons:

- 2x Light Laser Cannons (Pintle Front) (2d10, AP 5, 150/300/600, HW)

MIY'TIL BOMBER

Based on the same Hapan principles of speed and agility that produced the smaller Miy'til starfighter, the Miy'til assault bomber blended an impressive mix of sublight speed and maneuverability that put it on par with a heavy starfighter rather than a bomber.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
8	+4	4	24(6)	-	12(vs) 5(ss)	2	-	8(0)	7180,000 (7140,000 Used)

Notes: Hyperdrive x2, Backup Hyperdrive x12 (An Astromech Droid grants +2 on Astrogation Rolls and +4 on Repair Rolls), HA, Speed (1), Shield (1)

Weapons:

- Light Laser Cannons (Dual Linked, Front, +1 to Shooting) (2d10+2, AP 5, HW, 150/300/600)
- Light Concussion Missiles (Dual Linked, Fixed Front, +1 to Electronics) (6d6+2, AP 8, HW, SBT, 200/400/800) (32 Missile Payload)

MIY'TIL FIGHTER

The craft's small size meant that the Hapan engineers had to miniaturize many of its components. It employed an Astromech droid to assist with in-flight operations and navigation. The Miy'til was, like other small starfighters, relatively lightly armed, with only two laser cannons and one concussion missile launcher.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
6	+2	4	19(4)	-	10(vs) 4(ss)	1	-	6(0)	7210,000 (785,000 Used)

Notes: Hyperdrive x2, Backup Hyperdrive x12 (An Astromech Droid grants +2 on Astrogation Rolls and +4 on Repair Rolls), HA

Weapons:

- Light Laser Cannons (Dual Linked, Front +1 to Shooting) (2d10+2, AP 5, HW, 150/300/600)
- Light Concussion Missiles (Fixed Front) (6d6, AP 8, HW, SBT, 200/400/800) (6 Missile Payload)

NABOO ROYAL N-1

The Naboo Royal N-1 starfighter, sometimes known simply as the Naboo starfighter, was a starfighter used by the government of Naboo during the late years of the Galactic Republic and early days of the Galactic Empire for defense, patrol, and escort duties.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
6	+2	4	19(4)	-	10(vs) 4(ss)	1	25	6(0)	NA

Notes: Hyperdrive x1 (If the ship has an Astromech Droid it grants +2 on Astrogation Rolls and Repair Rolls), HA, Shields (1)

Weapons:

- Medium Lasers (Dual Linked, Front, +1 to shooting) (3d10+2, AP 10, HW, 150/300/600)
- Light Proton Torpedo (Fixed Front) (8d12, AP 40, HW, LBT, 300/600/1200) (10 Torpedo Payload)

P-38 STARFIGHTER

The Porax-38 (P-38) starfighter was a tough, hyperdrive-equipped starfighter used by the Utapauns as part of the Utapau Skyforce. Some models were adapted by the Confederacy of Independent Systems into the Rogue-class starfighter line.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
5	+2	4	18(4)	+1	11(vs) 4(ss)	1	25	5(0)	120,000 (75,000 Used)

Notes: Hyperdrive x1 (Limited Navicomputer +2 on Astrogation Rolls), HA, Shields (1)

Weapons:

- Light Laser Cannons (Dual Linked, Front, +1 to Shooting) (2d10+2, AP 5, HW, 150/300/600)

PREDATOR-CLASS STARFIGHTER

The Predator-class fighter, also called the TIE Predator and nicknamed Eyeballs by the Galactic Alliance, was a starfighter produced by Sienar Fleet Systems and used by the New Galactic Empire as of 130 ABY.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
5	+2	4	18(4)	+1	13(vs) 5(ss)	1	25	5(0)	120,000 (75,000 Used)

Notes: Hyperdrive x1 (Limited Navicomputer +2 on Astrogation Rolls), HA, Speed (1)

Weapons:

- Light Laser Cannons (Dual Linked, Front, +1 to Shooting) (2d10+2, AP 5, HW, 150/300/600)

SCIMITAR ASSAULT BOMBER

The Scimitar assault bomber was an advanced starfighter/bomber based on TIE Series technology. It was used by the Galactic Empire.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
9	+4	5	25(6)	-1	9(vs) 4(ss)	1	-	9(5)	120,000 (75,000 Used)

Notes: HA, Shields (2)

Weapons:

- Medium Laser (Dual Linked, Fixed Front, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)
- Light Concussion Missiles (Fixed Front) (6d6, AP 8, HW, SBT, 200/400/800) (16 Missile Payload)

SITH INTERCEPTOR

The Sith fighter, also known as the Sith interceptor, was a starfighter that formed the bulk of Darth Revan and Darth Malak's space forces during the Jedi Civil War.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
4	+2	4	17(4)	+1	15(vs) 6(ss)	1	-	4(0)	NA

Notes: HA, Speed (2), Shields (1)

Weapons:

- Light Laser Cannons (Dual Linked, Front, +1 to Shooting) (2d10+2, AP 5, HW, 150/300/600)

SOROSUUB PATROL FIGHTER

The Cutlass-9 patrol fighter, also known as the SoroSuub patrol fighter, was a starfighter manufactured by SoroSuub Corporation prior to the Clone Wars.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
8	+4	5	24(6)	-	10(vs) 4(ss)	1	100	8(3)	7140,000 (765,000 Used)

Notes: Hyperdrive x2 (Nav Computer +4 to Astrogation Rolls), HA

Weapons:

- Light Laser Cannons (Dual Linked, Front, +1 to Shooting) (2d10+2, AP 5, HW, 150/300/600)
- Light Concussion Missiles (Fixed Front) (6d6, AP 8, HW, SBT, 200/400/800) (8 Missile Payload)

STARVIPER

The StarViper was equipped with dual laser cannons of medium destructive power, and unlike other starfighters, it was short in length but tall, lacking a fuselage. It had decent armor and was fairly quick, but was expensive, which meant that it was not deployed in large squadrons.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
8	+4	5	24(6)	-	14(vs) 6(ss)	1	100	8(0)	7140,000 (765,000 Used)

Notes: Hyperdrive x1 (Nav Computer +4 to Astrogation Rolls), HA, Shields (1), Speed (2)

Weapons:

- Heavy Lasers (Quad Linked, Front, +2 to Shooting) (4d10+4, AP 15, HW, 150/300/600)
- Light Proton Torpedo (Fixed Front) (8d12, AP 40, HW, LBT, 300/600/1200) (10 Torpedo Payload)

TIE FIGHTER

The TIE/In space superiority starfighter, commonly called the TIE fighter, was the signature starfighter of the Galactic Empire and de facto symbol of Imperial space superiority. Instantly recognizable from the roar of its engines as well as its unique design, the TIE/In exuded Imperial power and prestige across the galaxy, seeing use throughout the Empire's political existence.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
8	+4	5	24(6)	-	12(vs) 5(ss)	1	-	8(6)	760,000 (725,000 Used)

Notes: HA, Speed (1)

Weapons:

- Medium Lasers (Dual Linked, Front, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600).

TIE ADVANCED

The TIE Advanced x1, or TIE/ad, was an advanced prototype starfighter that was part of the TIE line manufactured by Sienar Fleet Systems. Darth Vader notably flew a TIE Advanced x1 during the Battle of Yavin.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
8	+4	5	24(6)	-	14(vs) 6(ss)	1	100	8(1)	7160,000 (765,000 Used)

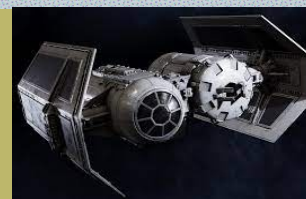
Notes: Hyperdrive x4 (Limited Navicomputer +2 to Astrogation Rolls), HA, Shields (1), Speed (2)

Weapons:

- Heavy Lasers (Dual Linked, Front, +1 to Shooting) (4d10+2, AP 15, HW, 150/300/600)
- Light Concussion Missiles (Fixed Front) (6d6, AP 8, HW, SBT, 200/400/800) (1 Missile Payload)

TIE BOMBER

The TIE/sa bomber, formally known as the TIE Surface Assault Bomber and also known as the TIE/sa tactical bomber and TIE bomber, was a bombing variant of the TIE line used by the Galactic Empire, and was their main source of anti-emplacment air-support. They were nicknamed "dupes" by the New Republic pilot Wyl Lark.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
9	+4	5	25(6)	-1	9(vs) 3(ss)	2	-	9(7)	7150,000 (760,000 Used)

Notes: HA

Weapons:

- Medium Laser (Dual Linked, Fixed Front, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)
- Light Concussion Missiles (Fixed Front) (6d6, AP 8, HW, SBT, 200/400/800) (15 Missile Payload)

TIE DEFENDER

The TIE/D Defender, commonly known as the TIE Defender or T/D, was a high-performance TIE Series starfighter developed for the Imperial Navy by Sienar Fleet Systems in a project overseen by Grand Admiral Demetrius Zaarin shortly before the Battle of Endor. Representing a shift in starfighter design from previous TIE models, the ship featured a hyperdrive as well as deflector shields to allow it to operate independently of Imperial capital ships.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
8	+4	5	24(6)	-	12(vs) 5(ss)	1	100	8(1)	7160,000 (765,000 Used)

Notes: Hyperdrive x4 (Limited Navicomputer +2 to Astrogation Rolls), HA, Shields (1), Speed (1)

Weapons:

- Heavy Lasers (Quad Linked, Front, +2 to Shooting) (4d10+4, AP 15, HW, 150/300/600)
- Light Proton Torpedo (Fixed Front) (8d12, AP 40, HW, LBT, 300/600/1200) (8 Torpedo Payload)
- Medium Ion Cannon (Front) (3d10, AP 10, HW, 150/300/600)

TIE INTERCEPTOR

The TIE/IN interceptor, also known as the TIE Interceptor, was a type of TIE fighter used by the Galactic Empire, most notably during the Battle of Endor. The interceptor was identifiable by the addition of four arrow-shaped panels tipped with laser cannons.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
8	+4	5	24(6)	-	18(vs) 8(ss)	1	-	8(3)	¥120,000 (¥50,000 Used)

Notes: HA, Speed (4)

Weapons:

- Heavy Lasers (Quad Linked, Front, +2 to Shooting) (4d10+4, AP 15, HW, 150/300/600).

V-19 TORRENT FIGHTER

The V-19 Torrent starfighter, also known as the V-19 Torrent Interceptor, was a model of starfighter manufactured by Slayn & Korpil. They were used by the Republic Navy during the Clone Wars



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
9	+4	5	25(6)	-1	9(vs) 4(ss)	1	150	9(4)	NA

Notes: HA, Hyperdrive x1 (Limited Navicomputer +2 to Astrogation Rolls)

Weapons:

- Medium Laser (Dual Linked, Fixed Front, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)
- Light Concussion Missiles (Fixed Front) (6d6, AP 8, HW, SBT, 200/400/800) (6 Missile Payload)

V-WING STARFIGHTER

The Alpha-3 Nimbus-class V-wing starfighter, also known as the Alpha-3 Nimbus or V-wing starfighter, was a starfighter model manufactured by Kuat Systems Engineering.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
8	+4	5	24(6)	-	12(vs) 5(ss)	1	100	8(2)	¥102,500 (¥45,000 Used)

Notes: HA, Hyperdrive x1 (Limited Navicomputer +2 to Astrogation Rolls), Shields (1), Speed (1)

Weapons:

- Light Laser Cannons (Dual Linked, Front, +1 to Shooting) (2d10+2, AP 5, HW, 150/300/600)



X-WING

The T-65B X-wing starfighter, also known as the T-65 X-wing starfighter or T-65B space superiority fighter, was a single-seat craft manufactured by Incom Corporation and used most famously by the Alliance to Restore the Republic during the Galactic Civil War.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
10	+4	5	26(6)	-1	10(vs) 4(ss)	1	200	10(3)	7150,000 (765,000 Used)

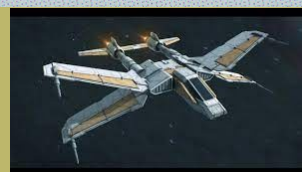
Notes: HA , Hyperdrive x1(An Astromech Droid grants +2 on Astrogation Rolls and +4 on Repair Rolls), Shields (2), X-foils take an action to open or close (must be closed to enter or leave the atmosphere.)

Weapons:

- Heavy Laser Cannon (Dual Linked when X-foils are closed. +1 to Shooting +2 to Damage, Quad Linked when X-foils are open. +2 to Shooting +4 to Damage) (Fixed Front) (4d10, AP 15, HW, 150/300/600)
- Light Proton Torpedo (Dual Linked, Fixed Front, Electronics +1) (8d12+2, AP 40, HW, LBT, 300/600/1200) (6 Torpedo Payload)

X-83 TWINTAIL

The X-83 TwinTail starfighter was a model of X-wing series starfighter used before and during Darth Krayt's rise to power in 130 ABY. Manufactured by Incom Corporation, the X-83 was a cutting-edge vessel and the primary starfighter of the New Jedi Order until that organization's destruction following the Sith-Imperial War.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
11	+4	5	37(16)	-1	13(vs) 6(ss)	1	200	11(0)	7150,000 (765,000 Used)

Notes: HA , Hyperdrive x1 (An Astromech Droid grants +2 on Astrogation Rolls and +4 on Repair Rolls), Shields (2), Enhanced Armor (2), Speed (2)

Weapons:

- Heavy Laser Cannon (Quad Linked, +2 to Shooting, Fixed Front) (4d10+4, AP 15, HW, 150/300/600)
- Light Proton Torpedo (Fixed Front) (8d12, AP 40, HW, LBT, 300/600/1200) (8 Torpedo Payload)

Y-WING

The BTL Y-wing starfighter, also referred to as the Y-wing starfighter/bomber or more simply as the BTL-series, Y-wing fighter, or Y-wing, was a series of multi-role starfighter-bombers manufactured by Koensayr Manufacturing. Commissioned by the Galactic Republic during the Clone Wars, many surviving Y-wings would go on to serve with the Alliance to Restore the Republic during the Galactic Civil War.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
8	+4	5	24(6)	-	10(vs) 4(ss)	1	100	8(0)	7135,000 (760,000 Used)

Notes: HA, Hyperdrive x1 (An Astromech Droid grants +2 on Astrogation Rolls and +4 on Repair Rolls), Shields (2)

Weapons:

- Heavy Laser Cannon (Dual Linked, Fixed Front. +1 to Shooting) (4d10+2, AP 15, HW, 150/300/600)
- Medium Ion Cannon (Turret) (3d10, AP 10, HW, 150/300/600)
- Light Proton Torpedo (Fixed Front) (8d12, AP 40, HW, LBT, 300/600/1200) (8 Torpedo Payload)



Z-95 HEADHUNTER

The Z-95 Headhunter, also referred to as the Z-95 starfighter or simply the Z-95, was a multi- purpose starfighter jointly manufactured by Incom Corporation and Sublights Products Corporation. Despite being considered outdated, the Z-95 was durable and adaptable to a variety of different roles, which led many to recognize it as a versatile and respectable snub- fighter of its era.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
9	+4	5	25(6)	-1	9(vs) 4(ss)	1	150	9(3)	780,000 (745,000 Used)

Notes: HA , Hyperdrive x1 (Nav Computer +4 to Astrogation Rolls), Shields (1)

Weapons:

- Light Laser Cannons (Triple Linked, Front, +2 to Shooting) (2d10+2 , AP 5, HW, 150/300/600)
- Light Concussion Missiles (Fixed Front) (6d6, AP 8, HW, SBT, 200/400/800) (6 Missile Payload)

SPACE TRANSPORTS

ACTION IV TRANSPORT

The Action IV transport was a Corellian Engineering Corporation medium bulk freighter of the Action series.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
19	+6	6	34(8)	-3	7(vs) 2(ss)	8	600	19(17)	780,000 (745,000 Used)

Notes: Hyperdrive x3 (Nav Computer +4 to Astrogation Rolls), HA

Cargo: 75,000 tons

BAUDO-CLASS STAR YACHT

The Baudo-class star yacht was a favorite ship of rich youngsters. It also had the ability to be easily modified, so the ship was sometimes used by smugglers.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
12	+6	6	20(4)	-2	8(vs) 2(ss)	1	300	12(7)	740,000 (725,000 Used)

Notes: Hyperdrive x2 (Nav Computer +4 to Astrogation Rolls), Backup Hyperdrive x7), HA, Shields (1)

Cargo: 35 Tons

Passengers: 8

Weapons:

- Light Laser Cannons (Dual Linked, Front, +1 to Shooting) (2d10+2, AP 5 HW, 150/300/600)



CITADEL-CLASS CRUISER

The ILH-KK Citadel-class civilian cruiser, also known as simply the Citadel-class cruiser or Citadel cruiser, was a heavily armed and armored transport built by Koensayr during the final years of the Galactic Republic.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
13	+6	6	31(8)	-2	8(vs) 2(ss)	3	350	13(4)	7205,000 (7120,000 Used)

Notes: Hyperdrive x2 (Navi Computer +4 to Astrogation Rolls), HA, Shields (2)

Cargo: 50 Tons

Passengers: 14

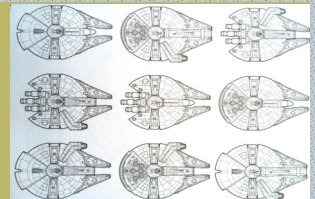
Carried Craft: 2x Starfighters (External)

Weapons:

- Medium Laser (Dual Linked, Front, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)
- Medium Ion (Dual Linked, Front, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)
- Light Concussion Missiles (Fixed Front) (6d6, AP 8, HW, SBT, 200/400/800) (12 Missile Payload)
- Tractor Beam (Special: See Tractor Beams, 50/100/200)

CORELLIAN YT-1300 TRANSPORT

The YT-1300 light freighter, also known as the YT-1300 Corellian freighter, was a type of light freighter manufactured by the Corellian Engineering Corporation that saw operation in the galaxy during the final days of the Galactic Republic and the reign of the Galactic Empire. By the year 0 BBY, it was considered an outdated model.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
14	+6	6	24(6)	-2	8(vs) 2(ss)	2	450	14(8)	7100,000 (725,000 Used)

Notes: Hyperdrive x2 (Nav Computer +4 to Astrogation Rolls), Backup Hyperdrive x12), HA, Shields (1)

Cargo: 100 Tons

Passengers: 6

Weapons:

- Medium Laser (Quad Linked, Turret Top, +2 to Shooting) (3d10+4, AP 10, HW, 150/300/600)

CORELLIAN YT-2000 TRANSPORT

The YT-2000 transport was designed to be a direct improvement over the YT-1300, but it only saw a limited production run. Its basic design was similar to the YT-1300 with its centrally-placed cockpit and symmetrical design, while the rest of the ship returned to the saucer-like design of the YT-1300.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
14	+6	6	24(6)	-2	10(vs) 3(ss)	3	450	14(8)	7130,000 (732,000 Used)

Notes: Hyperdrive x2 (Nav Computer +4 to Astrogation Rolls), Backup Hyperdrive x12), HA, Speed (1)

Cargo: 150 Tons

Passengers: 6

Weapons:

- Medium Laser (Dual Linked, Turret Top, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)



CORELLIAN YT-2400 TRANSPORT

The YT-2400 is the CEC's bid to produce a "Perfect" light freighter. An upgrade of the YT-2000 design, it incorporates everything learned during the run of the long and successful YT line. Though it uses many of the same technology upgrades as the short-run YT-2000, the YT-2400 returned to the off-center cockpit arrangement.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
14	+6	6	24(6)	-2	12(vs) 4(ss)	4	450	14(6)	¥150,000 (¥45,000 Used)

Notes: Hyperdrive x2 (Nav Computer +4 to Astrogation Rolls), Backup Hyperdrive x12, HA, Speed (2), Shields (1)

Cargo: 150 Tons

Passengers: 7

Weapons:

- Medium Laser (Dual Linked, Turret Top, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)

DYNAMIC-CLASS FREIGHTER

The Dynamic-class freighter was a light freighter built by a subsidiary of Core Galaxy Systems on the remote Republic world of Transel around the period of the Mandalorian Wars. A stock Dynamic-class freighter was only modestly armed and shielded; however, the ship was designed to accept modifications without compromising existing systems and most ships were therefore heavily customized by their owners.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
12	+6	6	20(4)	-2	8(vs) 2(ss)	3	300	12(7)	¥80,000 (¥30,000 Used)

Notes: Hyperdrive x3 (Navicomputer +4 to Astrogation Rolls), HA, Shields (2)

Cargo: 60 Tons

Passengers: 6

Weapons:

- Medium Laser (Dual Linked, Turret Right, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)
- Medium Laser (Dual Linked, Turret Left, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)

FIRESPRAY-31 PATROL CRAFT

The Firespray-31-class patrol and attack craft, also known simply as a Firespray-class interceptor, was a patrol ship manufactured by Kuat Systems Engineering. Firesprays were used to guard and patrol the prison moon Oovo 4, while bounty hunters Jango Fett and Boba Fett piloted a customized Firespray named Slave I throughout their career, which Jango had stolen from Oovo IV.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
11	+4	5	27(6)	-1	9(vs) 3(ss)	1	250	11(5)	¥120,000 (¥90,000 Used)

Notes: Hyperdrive x3 (Navi Computer +4 to Astrogation Rolls), Backup Hyperdrive x15, HA, Shields (1)

Cargo: 70 Tons

Passengers: 4

Weapons:

- Medium Laser (Dual Linked, Turret, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600).
- Tractor Beam (Special: See Tractor Beams, 50/100/200).

GHTROC 720 FREIGHTER

The Class 720 freighter, also known as the Ghtroc 720, was a light freighter manufactured by Ghtroc Industries. Though less popular than the competing YT-series, the Ghtroc 720 developed a following in the Outer Rim Territories, where Ghtroc Industries was located, and thousands of the freighters remained in use even after the manufacturer went out of business.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
13	+6	6	21(4)	-2	8(vs) 2(ss)	2	350	13(7)	798,500 (723,000 Used)

Notes: Hyperdrive x2 (Navi Computer +4 to Astrogation Rolls), Backup Hyperdrive x15), HA, Shields (1)

Cargo: 135 Tons

Passengers: 10

Weapons:

- Medium Laser (Dual Linked, Front, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)

GOZANTI CRUISER

The Gozanti Cruiser, also known as the Gozanti-class armed transport, was a slow but powerful independent transport designed by Corellian Engineering Corporation.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
13	+6	6	41(18)	-2	8(vs) 2(ss)	2	350	13(3)	798,500 (723,000 Used)

Notes: HA, Hyperdrive x3 (Navicomputer +4 to Astrogation Rolls), Enhanced Armor (2)

Cargo: 60 Tons

Passengers: 10

Weapons:

- Medium Laser (Quad Linked, Turret, +2 to Shooting) (3d10+4, AP 10, HW, 150/300/600),
- 4x Light Laser Cannons (2d10, AP 5, HW, 75/150/300),
- Light Proton Torpedo (Fixed Front) (8d12, AP 40, HW, LBT, 300/600/1200) (8 Torpedo Payload)

IMPERIAL ASSAULT SHUTTLE

The Sith Empire utilized a class of assault shuttle during the Great Galactic War, Cold War, and Galactic War against the Galactic Republic. There existed a larger variation of these shuttles, but the Imperial assault shuttles were used far more frequently than their larger counterparts in the Sith Empire's many wars with the republic.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
9	+4	5	25(6)	-1	9(vs) 3(ss)	2	150	9(1)	7850,000 (7340,000 Used)

Notes: HA , Hyperdrive x2 (Nav Computer +4 to Astrogation Rolls), Backup Hyperdrive x18, Shields (1)

Troops: 450

Weapons:

- Light Laser Cannons (Dual Linked, Front, +1 to Shooting) (2d10+2, AP 5, HW, 150/300/600)
- Light Concussion Missiles (Fixed Front) (6d6, AP 8, HW, SBT, 200/400/800) (15 Missile Payload)
- Tractor Beam (Special: See Tractor Beams, 50/100/200)

IMPERIAL CUSTOMS CORVETTE

The Rendili StarDrive light corvette, commonly known as the Imperial Customs corvette, was a light starship commonly used for patrol and inspection actions.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
15	+6	6	33(8)	-2	8(vs) 2(ss)	3	450	15(3)	NA

Notes: HA, Hyperdrive x2 (Nav Computer +4 to Astrogation Rolls), Backup Hyperdrive x8, Shields (2)

Cargo: 500 Tons

Troops: 20

Weapons:

- 6x Medium Laser (Dual Linked +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)

J-TYPE STAR SKIFF

The J-type star skiff (sometimes called the Naboo star skiff) was a yacht starship created by the Theed Palace Space Vessel Engineering Corps for the Royal House of Naboo. It was referred to as a star skiff due to its primary purpose as a passenger transport, a role often shared by the common repulsorlift surface vehicles known as skiffs.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
14	+6	6	24(6)	-2	16(vs) 6(ss)	3	250	14(4)	NA (75 Mil blackmarket)

Notes: Hyperdrive x.5 (Nav Computer +4 to Astrogation Rolls), HA, Shields (1), Speed (4)

Cargo: 10 Tons

Passengers: 5

Weapons:

- Medium Laser (Dual Linked, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)

LAMBDA-CLASS SHUTTLE

The Lambda-class T-4a shuttle, also known as the Lambda-class shuttle, Imperial Lambda, Imperial Transport or the Imperial Shuttle, was a multi-purpose transport with a trihedral foil design used by the Galactic Empire during the Galactic Civil War, and was considered an elegant departure from the standards of brutish Imperial engineering.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
14	+6	6	32(8)	-2	8(vs) 2(ss)	6	250	14(5)	NA (7240,000 blackmarket)

Notes: Hyperdrive x1 (Nav Computer +4 to Astrogation Rolls), Backup Hyperdrive x10, HA, Shields (1)

Cargo: 50 Tons

Passengers: 20

Weapons:

- Medium Laser (Dual Linked, Left and Right Turret, Gunner, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)
- Medium Laser (Quad Linked, CoPilot, +2 to Shooting) (3d10+4, AP 10, HW, 150/300/600)
- Light Laser Cannons (Dual Linked, Front, Pilot, +1 to Shooting) (2d10+2, AP 5, HW, 150/300/600)



GR-75 MEDIUM TRANSPORT

The GR-75 medium transport, sometimes referred to as the Gallofree transport, was a transport designed and constructed by Gallofree Yards, Inc. They were lightly armed with a clamshell- like hull to protect the cargo pods it carried. They could not reach any more than 650 kilometers per hour and had a class 4 hyperdrive.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
16	+6	6	29(8)	-4	6(vs) 1(ss)	6	500	16(8)	7350,000 (7125,000 Used)

Notes: HA, Hyperdrive x4 (Navi Computer +4 Astrogation Rolls)

Cargo: 19,000 Tons

Passengers: 40

Weapons:

- Light Point Defense Laser (Dual Linked , +1 to Shooting) (2d10+2, AP 5, HW, 150/300/600)

REPUBLIC CRUISER

The Consular-class cruiser, commonly referred to as Republic cruiser, was a Corellian Engineering Corporation starship used by the Galactic Republic to transport Jedi and diplomats to troubled spots across the galaxy.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
16	+6	6	29(8)	-3	7(vs) 2(ss)	8	500	16(11)	71.25 Mil (7400,000 Used)

Notes: Hyperdrive x2 (Navi Computer +4 Astrogation Rolls), Shields (1)

Passengers: 16

Weapons:

- Medium Laser (Dual Linked, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)

SITH INFILTRATOR

"Sith Infiltrator" was a term used to describe various designs of starships used by Sith Masters and apprentices during their long centuries of secret actions against the Jedi Order. Darth Sidious and two of his apprentices used highly customized Star Couriers to serve as their Sith Infiltrators.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
11	+4	5	27(6)	-1	13(vs) 5(ss)	1	250	11(2)	NA

Notes: Hyperdrive x1.5 (Nav Computer +4 to Astrogation Rolls), Backup Hyperdrive x12), HA, Shields (2), Speed (2)

Cargo: 2.5 Tons

Weapons:

- Medium Laser (Dual Linked, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)



SKIPRAY BLASTBOAT

The Sienar Fleet Systems GAT-12 Skipray Blastboat was, early in the Galactic Civil War, the smallest hyperspace-capable combat starship in use by the Imperial Navy.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
15	+6	6	33(8)	-2	8(vs) 2(ss)	4	450	15(8)	7624,000 (7240,000 Used)

Notes: Hyperdrive x2 (Nav Computer +4 to Astrogation Rolls), HA

Cargo: 20 Tons

Weapons:

- Medium Laser (Quad Linked +2 to Shooting) (3d10+4, AP 10, HW, 150/300/600)
- Medium Ion Cannons (3d10, AP 10, HW, 150/300/600)
- Light Concussion Missiles (Fixed Front) (6d6, AP 8, HW, SBT, 200/400/800) (8 Missile Payload)
- Light Proton Torpedo (Fixed Front) (8d12, AP 40, HW, LBT, 300/600/1200) (4 Torpedo Payload)

THETA-CLASS SHUTTLE

The Theta-class T-2c shuttle, also known as the Theta-class shuttle, was a model of shuttle used by the Galactic Republic and later, the Galactic Empire. Emperor Palpatine ordered Grand Vizier Mas Amedda to inform Captain Kagi to prepare his Theta-class for immediate takeoff to rescue Darth Vader on Mustafar following a duel there against his former Jedi Master Obi-Wan Kenobi.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
11	+4	5	27(6)	-1	9(vs) 3(ss)	2	250	11(5)	71 Mil (7210,000 Used)

Notes: Hyperdrive x1 (Nav Computer +4 to Astrogation Rolls), Backup Hyperdrive x15, HA, Shields (1)

Cargo: 50 Tons

Passengers: 16

Weapons:

- Medium Laser (Quad Linked, +2 to Shooting) (3d10+4, AP 10, HW, 150/300/600)



CAPITAL SHIPS

ACCLAMATOR-CLASS ASSAULT SHIP

The Acclamator-class assault ship, alternatively referred to as the Acclamator-class trans-galactic military transport ship or Acclamator-class transgalactic military assault ship, or by the shorter names Acclamator-class transport, Acclamator-class troopship, or the rarer Acclamator I transport, was an assault-class capital ship created for the Galactic Republic by Rothana Heavy Engineering. It was the predecessor of the later Republic and Imperial models in the Star Destroyer line.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
18	+6	6	54(24)	-3	9(vs) 2(ss)	20,141	600	18(1)	NA

Notes: CP, HA, Hyperdrive x.75 (Navi Computer +4 Astrogation Rolls), Shields (3), Speed (1)

Cargo: 10,000 Tons

Carried Craft: 64 Speeder bikes, 10 AT-TE walkers, 16 LAAT gunships, and 8 self-propelled heavy artillery units.

Troops: 3,200

Weapons:

- Super Heavy Laser Batteries (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600),
- Light Point Defense Laser Batteries (+2 to Shooting) (2d10+4 x2, AP 5, HW, 150/300/600),
- Light Proton Torpedo Batteries (+2 to Electronics) (8d12+4 x2, AP 40, HW, LBT, 300/600/1200) (100 Torpedo Payload)

ACCLAMATOR-CLASS II ASSAULT SHIP

The Acclamator II-class assault ship, also referred to as the Acclamator II-class transgalactic military assault ship, was an assault ship based on the Acclamator-class assault ship and was first used by the Galactic Republic near the end of the Clone Wars. The Acclamator II-class was designed primarily to carry out orbital bombardments, and as such its troop complement was reduced by nearly eighty percent in order to make room for the added weaponry.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
18	+6	6	54(24)	-3	7(vs) 1(ss)	20,141	600	18(0)	NA

Notes: CP, HA, Hyperdrive x1 (Navi Computer +4 Astrogation Rolls), Shields (2)

Cargo: 11,250 Tons

Carried Craft: 320 Speeder bikes, 48 AT-TE walkers, 80 LAAT gunships, and 36 self-propelled heavy artillery units.

Troops: 16,000

Weapons:

- Super Heavy Laser Batteries (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600),
- 2x Heavy Proton Torpedo Batteries (+2 to Electronics) (10d12+4 x2, AP 80, HW, LBT, 300/600/1200) (60 Torpedo Payload)
- Light Point Defense Laser Batteries (+2 to Shooting) (2d10+4 x2, AP 5, HW, 150/300/600)
- Light Concussion Missiles (+2 to Electronics) (6d6+4 x2, AP 8, HW, SBT, 200/400/800) (80 Missile Payload)



ARQUITENS-CLASS LIGHT CRUISER

The Arquitens-class light cruiser, also known as the Jedi light cruiser or Republic light cruiser and later the Imperial light cruiser, was a line of light cruisers designed by Kuat Drive Yards that saw extensive service with the Republic Navy during the Clone Wars. They would go on to see limited service under the Galactic Empire.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
16	+6	6	29(8)	-3	1(ss)	16,210	500	16(0)	NA (717,777,500 black market)

Notes: CP, HA, Hyperdrive x2 (Navicomputer +2 to Astrogation Rolls), Backup Hyperdrive x18, Shields (1)

Cargo: 9,000 Tons

Carried Craft: 5 starfighters

Troops: 3,000

Weapons:

- 2x Massive Turbolaser Batteries (+2 to Shooting) (8d10+4 x2, AP 40, HW, 75/150/300)
- 2x Light Turbolaser Batteries (+2 to Shooting) (2d10+4 x2, AP 5, HW, 150/300/600)
- Light Point Defense Laser Batteries (+2 to Shooting) (2d10+4 x3, AP 5, HW, 150/300/600)

BANKING CLAN FRIGATE

The Munificent-class star frigate, also known as the Munificent-class star Banking Clan frigate, Munificent-class heavy frigate, Separatist frigate or Banking Clan frigate, was a warship designed by Hoersch-Kessel Drive Inc. for use by the InterGalactic Banking Clan, the Trade Federation, and later the Confederacy of Independent Systems during the Clone Wars.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
16	+6	6	36(10)	-3	1(ss)	200	500	16(0)	757 Mil (740 Mil Used)

Notes: CP, HA, Hyperdrive x1 (Navicomputer +2 to Astrogation Rolls), Backup Hyperdrive x10, AMCM, Shields (1)

Cargo: 40,000 Tons

Carried Craft: 12 Landing Craft/Shuttles

Troops: 150,000 Battle Droids

Weapons:

- Massive Turbolaser (Front) (8d10, AP 40, HW, 75/150/300)
- Medium Ion Cannon (Front) (3d10, AP 10, HW, 150/300/600)
- Light Turbolaser Batteries (+2 to Shooting) (2d10+4 x2, AP 5, HW, 150/300/600)
- Light Point Defense Laser Batteries (+2 to Shooting) (2d10+4 x2, AP 5, HW, 150/300/600)
- Medium Laser Batteries (+2 to Shooting) (3d10+4 x2, AP 10, HW, 150/300/600)



CARRACK-CLASS LIGHT CRUISER

The Carrack-class light cruiser, also known as the Carrack-class gunship, was a cruiser deployed by the Republic Navy throughout the final era of the Galactic Republic and was prominent in the Clone Wars.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
16	+6	6	29(8)	-3	1(ss)	1092	500	16(0)	NA

Notes: CP, HA, Hyperdrive x1 (Navi Computer +4 Astrogation Rolls), Backup Hyperdrive x12, Shields (1), Tactical Fire (When a Carrack Cruiser lays down Suppressive Fire, all Allied Starships add +1die type to damage rolls on a successful Attack)

Cargo: 3,500 Tons, 4 TIE fighter on external racks

Troops: 142

Weapons:

- Super Heavy Laser Battery (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600)
- Light Point Defense Laser battery (+2 to Shooting) (2d10+4 x5, AP 5, HW, 150/300/600)
- Tractor Beam (Special: See Tractor Beams, 50/100/200)

COMMERCE GUILD DESTROYER

The Recusant-class light destroyer, also known as the Recusant-class Commerce Guild destroyer, Recusant-class warship, or Commerce Guild warship, was a model of destroyer manufactured by Free Dac Volunteers Engineering Corps for use by the Commerce Guild, and later, the Confederacy of Independent Systems during the Clone Wars. Separatist naval commanders such as General Grievous often employed Recusant-class starships as their flagship.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
17	+6	6	48(20)	-3	1(ss)	300	600	17(2)	NA

Notes: CP, HA, Hyperdrive x2 (Navi Computer +4 Astrogation Rolls), Backup Hyperdrive x12, Shields (3), Tactical Fire (When a Guild Destroyer lays down Suppressive Fire all Allied Starships add +1 die type to damage rolls on a successful Attack)

Cargo: 10,000 Tons

Troops: 40,000 Battle Droids

Weapons:

- Massive Turbolaser (Dual Linked, Fixed Front, +1 to Shooting) (8d10+2, AP 40, HW, 75/150/300)
- Super Heavy Laser Batteries (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600)
- Light Point Defense Laser battery (+2 to Shooting) (2d10+4 x2, AP 5, HW, 150/300/600)

CORELLIAN ACTION VI TRANSPORT

The Action VI transport, sometimes referred to as the bulk transport and the modified action transport, was a popular freighter built by Corellian Engineering Corporation.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
14	+6	6	24(6)	-2	14(vs) 4(ss)	8	600	16(0)	71 Mil (7500,000 Used)

Notes: CP, HA, Hyperdrive x3 (Navi Computer+4 Astrogation Rolls), Shields (1), Speed (3)

Cargo: 90,000 Tons

Weapons:

- Super Heavy Laser Battery (+2 to Shooting) (6d10+4 x2, AP 25, HW, 150/300/600)
- Light Point Defense Laser battery (+2 to Shooting) (2d10+4 x2, AP 5, HW, 150/300/600)



CORELLIAN CORVETTE (CR70)

The CR70 corvette was a model of corvette used by House of Organa during Order 66 and later the Alliance to Restore the Republic during the Galactic Civil War against the Galactic Empire. One notable CR70 corvette was the Tantive III, which was utilized by Viceroy and Senator Bail Organa during the fall of the Galactic Republic and rise of the Galactic Empire.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
15	+6	6	33(8)	-2	8(vs) 1(ss)	18	450	15(0)	72.9 Mil (71 Mil Used)

Notes: CP, HA, Hyperdrive x2 (Navi Computer +4 Astrogation Rolls), Shields (2)

Cargo: 5,000 Tons

Passengers: 600

Weapons:

- Super Heavy Laser Battery (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600)
- Light Point Defense Laser battery (+2 to Shooting) (2d10+4 x5, AP 5, HW, 150/300/600)

CORELLIAN CORVETTE (CR90)

CR90 corvettes, also known as Corellian corvettes or blockade runners, were consular vessels manufactured by the Corellian Engineering Corporation. While the CR90 would see initial use within the late Galactic Republic and Imperial Senate, many vessels would be appropriated by the early rebellion and Rebel Alliance against the First Galactic Empire, despite not being designed as a combat-oriented vessel. They were later used by the navies of both the New Republic and the Resistance.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
15	+6	6	33(8)	-2	10(vs) 2(ss)	30	450	15(0)	73.5 Mil (71.5 Mil Used)

Notes: CP, HA, Hyperdrive x2 (Navi Computer +4 Astrogation Rolls), Shields (1), Speed (1)

Cargo: 5,000 Tons

Passengers: 600

Weapons:

- Super Heavy Laser Battery (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600)
- Light Point Defense Laser battery (+2 to Shooting) (2d10+4 x5, AP 5, HW, 150/300/600)

CORELLIAN GUNSHIP

The DP20 Frigate, also known as the DP20 Gunship or simply as the DP20 and colloquially referred to as the Corellian Gunship, was a warship model manufactured by the Corellian Engineering Corporation. It saw service in the Galactic Republic, the Galactic Empire, and then notably in the Alliance to Restore the Republic.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
14	+6	6	32(8)	-2	8(vs) 1(ss)	91	450	14(1)	74.8 Mil (72.4 Mil Used)

Notes: CP, HA, Hyperdrive x2 (Navi Computer +4 Astrogation Rolls), Backup Hyperdrive x16), Shields (1)

Cargo: 90,000 Tons

Weapons:

- Heavy Turbolaser (Dual Linked, +1 to Shooting) (4d10+2, AP 15, HW, 150/300/600)
- 6x Light Point Defense Laser (2d10, AP 5, HW, 150/300/600) (Special: Unlike most Capital Ships the Gunship can target Starships directly with a single Point Defense Laser for 2d10 damage)
- Light Concussion Missiles (Fixed Front, Quad Linked, +2 to Electronics) (6d6+4, AP 8, HW, SBT, 200/400/800) (120 Missile Payload)



DEATH STAR

The DS-1 Orbital Battle Station was originally designed by the Geonosians before the Galactic Republic and later the Galactic Empire took over the project. However, the plans for the battle station were stolen by the Rebel Alliance from Scarif, leading to its destruction at the Battle of Yavin, but not before it unleashed its planet-destroying cannon on Alderaan and Jedha City.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
40	+6	6	148(80)	-4	1(ss)	50K	2000	40(10)	NA

Notes: CP, HA, Hyperdrive x1 (Navi Computer +4 Astrogation Rolls), Backup Hyperdrive x15, Planetary Sensor Suite (+2 to Electronics and Notice rolls to spot targets within 100k miles), Artificial Intelligence, Shields (3), Complement of 100 Interplanetary Shuttles and 5000 Starfighters.

Passengers: 1 Million

Special: Only takes one Wound maximum from any attack that does not target its core.

Weapons:

- 10x Mega Turbolasers (Quad Linked, +2 to Shooting) (10d10+4, AP 50, HW, 150/300/600)
- 5x Tractor Beam (Special: See Tractor Beams, 50/100/200)
- 5x Mega Ion (Quad Linked, +2 to Shooting) (10d10+4, AP 50, HW, 150/300/600)
- 10x Light Point Defense Laser (Dual Linked, +1 to Shooting) (2d10+2, AP 5, HW, 150/300/600) (Special: Unlike most Capital Ships the Death Star can target Starships directly with a single Point Defense Laser per Starship for 2d10+2 damage)
- Planet Killer Laser (a plot device weapon that takes an hour of high-intensity energy to destroy an entire planet)

7K7↓E YK7M7 30A'↓ EMI ↓00 07007 0E ↓E1N ↓MIEA0J007KJ
 ↓M7707 V00'YM H0A↓707M7, ↓EM K0E1N↓V ↓0 7M↓70V K
 0KAV↓, 07 VYMA K 0E0JM VV↓M, 1N 1A↓07A↓E1K↓ AMA↓ ↓0
 ↓EM 000M7 0E ↓EM 007M

DREADNAUGHT HEAVY CRUISER

The Dreadnaught-Class Heavy Cruiser is a heavily armed battleship that remains in active use despite being supplanted by superior technologies. The Dreadnaught-Class Heavy Cruiser came into service well before the beginning of the Clone Wars, but by the time the conflict arrived it had already become outdated.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
25	+6	6	92(50)	-4	1(ss)	16,210	2000	25(1)	72,9 Mil (71 Mil Used)

Notes: CP, HA, Hyperdrive x2 (Navicomputer +4 to Astrogation Rolls), Backup Hyperdrive x18, Shields (1)

Cargo: 9,000 Tons

Carried Craft: 12 starfighters

Troops: 3,000

Weapons:

- Massive Turbolaser Batteries (+2 to Shooting) (8d10+4 x5, AP 40, HW, 75/150/300)
- 2x Light Turbolaser Batteries (+2 to Shooting) (2d10+4 x5, AP 5, HW, 150/300/600)
- 2x Tractor Beam (Special: See Tractor Beams, 50/100/200)
- 3x Medium Ion Batteries (Quad Linked, +2 to Shooting) (3d10+4, AP 10, HW, 150/300/600)



ECLIPSE CLASS STAR DESTROYER

The Eclipse was the first Eclipse-class dreadnought ever constructed and the lead ship and prototype of its class. It was built as a flagship for Emperor Palpatine, who used it after being reborn into one of his clone bodies. Both a powerful technological tool and a potent psychological weapon, the Eclipse boasted a planet's worth of weaponry and was almost unstoppable.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
36	+6	6	134(72)	-4	1(ss)	712.645	2000	36(0))	NA

Notes: CP, HA, Hyperdrive x1 (Backup x15), Navi Computer +4 Astrogation Rolls, Planetary Sensor Suite (+2 to Electronics and Notice rolls to spot targets within 100k miles), Shields (5)

Carried Craft: 100 Interplanetary Shuttles and 5000 Starfighters

Troops: 150,000

Special: Only takes one Wound maximum from any attack that does not target its core

Weapons:

- Super Heavy Laser Batteries (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600)
- Medium Ion Batteries (+2 to Shooting) (3d10+4 x5, AP 10, HW, 150/300/600)
- Light Point Defense Laser batteries (+2 to Shooting) (2d10+4 x5, AP 5, HW, 150/300/600)
- 5x Tractor Beams (Special: See Tractor Beams, 50/100/200)
- Heavy Ion Batteries (+2 to Shooting) (4d10+4 x5, AP 15, HW, 150/300/600)
- Superlaser (a plot device weapon that takes an hour of high-intensity energy to destroy an entire planet)

GR-90 MAX TRANSPORT

The GR-90 Max transport, sometimes referred to as the Gallofree Heavy, was a transport designed and constructed by Gallofree Yards, Inc.. They were lightly armed with a clamshell-like hull to protect the cargo pods it carried. The GR-90 expanded on the previous success of their well known GR-75 Medium Transport. Other than being better armed and larger in size the basic design is unchanged



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
20	+6	6	36(10)	-4	6(vs) 2(ss)	6	1000	20(17)	7350,000 (7125,000 Used)

Notes: CP, HA, Hyperdrive x4 (Nav Computer +4 to Astrogation Rolls), Backup Hyperdrive x15, Shields (1)

Cargo: 19,000 Tons

Passengers: 40

Weapons:

- 4x Light Turbolaser (Dual Linked, +1 to Shooting) (2d10+2, AP 5, HW, 150/300/600)



ANDREAS BAZZANI

HAPAN BATTLE DRAGON

Designed by Olanji/Charubah, Battle Dragons became the primary capital ships of the Hapan Royal Navy, supported by Nova-class battle cruisers. The Hapan fleet, led by Prince Isolder's oversized Battle Dragon Song of War, contained at least 63 Battle Dragons, each representing one of the Consortium's worlds.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
18	+6	6	54(24)	-3	2(ss)	12,190	600	18(0)	NA

Notes: CP, HA, Hyperdrive x2 (Navi Computer +4 Astrogation Rolls) Backup Hyperdrive x14, Shields (2), Speed (1)

Cargo: 6,000 Tons

Carried Craft: 36 Miy'til Fighters

Troops: 500

Weapons:

- Super Heavy Laser Batteries (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600)
- Medium Ion Cannon (6d10, AP 25, HW, 150/300/600)
- Light Proton Torpedo Batteries (+2 to Electronics) (8d12+4 x2, AP 40, HW, LBT, 300/600/1200) (200 Torpedo Payload)
- 2x Tractor Beams (Special: See Tractor Beams, 50/100/200)
- Mass Pulse Mines (A Mass Pulse mine can be dropped at any point in a Battle Dragons movement, and it functions for 10 Rounds. Any ships in a LBT with the mine at its center that attempt to enter hyperspace. Have a -4 to do so and failure of any attempt is treated as a critical failure.)(16 Mine Payload)

HAPES NOVA CRUISER

The Nova-class battle cruiser was a capital ship that formed a large portion of the Hapan fleet. The Hapes Consortium had several different warships at their disposal. The backbone of their fleet was the distinctive Battle Dragon, but Nova-class battle cruisers were regularly used to supplement the Dragons.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
15	+6	6	33(8)	-2	1(ss)	1,790	450	15(0)	NA

Notes: CP, HA, Hyperdrive x1.5 (Navi Computer +4 Astrogation Rolls), Shields (1)

Cargo: 600 Tons

Weapons:

- Super Heavy Laser Batteries (+2 to Shooting) (6d10+4 x4, AP 25, HW, 150/300/600)
- Light Point Defense Laser batteries (+2 to Shooting) (2d10+4 x6, AP 5, HW, 150/300/600) (Special: Unlike most Capital Ships the Nova Cruiser can target Starships directly with a single battery of its Point Defense Lasers for 2d10+4 damage)
- Medium Ion Cannon (Quad Linked, +2 to Shooting) (3d10+4, AP 10, HW, 150/300/600)



IMPERIAL I-CLASS STAR DESTROYER

The Imperial I-class Star Destroyer was a model of Imperial-class Star Destroyer in the service of the Imperial Navy. A wedge-shaped capital ship, it bristled with weapons emplacements, assault troops, boarding craft, and TIE line starfighters. In the era of the Galactic Empire, its command bridge was staffed by the finest crewmen in the navy.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
27	+6	6	100(54)	-4	1(ss)	37,085	2000	27(3)	NA

Notes: CP, HA, Hyperdrive x2 (Navi Computer +4 Astrogration Rolls), Backup Hyperdrive x8, Shields (4)

Cargo: 36,000 Tons

Carried Craft: 72 TIE Fighters (any variant), 8 Lambda-Class shuttles, 20 AT-AT's, 30 AT-ST's, Various support Vehicles

Troops: 9,700

Weapons:

- Super Heavy Laser Batteries (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600)
- Medium Ion Batteries (+2 to Shooting) (3d10+4 x5, AP 10, HW, 150/300/600)
- Light Point Defense Laser batteries (+2 to Shooting) (2d10+4 x4, AP 5, HW, 150/300/600)
- 2x Tractor Beams (Special: See Tractor Beams, 50/100/200)

IMPERIAL II-CLASS STAR DESTROYER

The Imperial II-class Star Destroyer, also known as an Impstar-Deuce, was a Star Destroyer model manufactured by Kuat Drive Yards for use by the Imperial Navy. Part of the Imperial-class line, the class served as successor to the Imperial I-class Star Destroyer. Armed with a plethora of weapons, including turbolasers and ion cannons, the 1,600-meter-long capital ship could be used to subjugate a planet or serve as a command ship for other vessels.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
27	+6	6	100(54)	-4	2(ss)	37,085	2000	27(0)	NA

Notes: CP, HA, Hyperdrive x2 (Navi Computer +4 Astrogration Rolls), Backup Hyperdrive x8, Shields (4), Speed (1)

Cargo: 36,000 Tons

Carried Craft: 72 TIE Fighters (any variant), 8 Lambda-Class shuttles, 20 AT-AT's, 20 AT-ST's, Various support Vehicles

Troops: 9,700

Weapons:

- Super Heavy Laser Batteries (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600)
- Heavy Ion Batteries (+2 to Shooting) (4d10+4 x5, AP 15, HW, 150/300/600)
- Heavy Turbolaser Batteries (+2 to Shooting) (4d10+4 x5, AP 15, HW, 150/300/600)
- 3x Tractor Beams (Special: See Tractor Beams, 50/100/200)



INTERDICTOR CRUISER

The Interdictor-class Star Destroyer, also known as the Interdictor-class heavy cruiser, was an Interdictor vessel and used by the Galactic Empire that was capable of emitting an interdiction field to pull passing ships out of hyperspace or prevent them from going to lightspeed.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
27	+6	6	100(54)	-4	1(ss)	37,085	2000	27(3)	NA

Notes: CP, HA, Hyperdrive x2 (Navi Computer +4 Astrogation Rolls), Backup Hyperdrive x8, Shields (3)

Cargo: 36,000 Tons

Carried Craft: 72 TIE Fighters (any variant), 8 Lambda-Class shuttles, 20 AT-AT's, 20 AT-ST's, Various support Vehicles

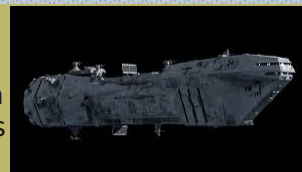
Troops: 9,700

Weapons:

- Super Heavy Laser Batteries (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600)
- Heavy Ion Batteries (+2 to Shooting) (4d10+4 x5, AP 15, HW, 150/300/600)
- Heavy Turbolaser Batteries (+2 to Shooting) (4d10+4 x5, AP 15, HW, 150/300/600)
- Tractor Beams (Special: See Tractor Beams, 50/100/200)
- Gravity Well (Any ship within 6" of the Cruiser that attempts to enter hyperspace has a -4 to do so and failure of any attempt damages the Hyperdrive. This requires a Repair roll -4 and 2d6 rounds.)

LANCER CLASS FRIGATE

Naval Command developed the Lancer-Class Frigate as an anti-fighter escort for larger ships that might be susceptible to the Alliance's Starfighter tactics. Although it is the size of a light cruiser, the Lancer-Class was designed to destroy small ships at close range.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
13	+6	6	31(8)	-2	4(ss)	50	350	13(0)	NA

Notes: CP, HA, Hyperdrive x2, (Navi Computer +4 to Astrogation Rolls) Backup Hyperdrive x15, Shields (1), Speed (3)

Cargo: 300 Tons

Weapons:

- Light Point Defense Laser batteries (+2 to Shooting) (2d10+4 x5, AP 5, HW, 150/300/600) (Special: Unlike most Capital Ships the Lancer can target Starships directly with a single battery of its Point Defense Lasers for 2d10+4 damage)

MARAUDER CORVETTE

The Marauder-class corvette was a 195-meter-long light capital ship introduced prior to the Clone Wars.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
14	+6	6	32(8)	-2	2(ss)	177	450	14(1)	72.4 Mil (71.45 Mil Used)

Notes: CP, HA, Hyperdrive x2 (Navi Computer +4 to Astrogation Rolls) Backup Hyperdrive x12, Shields (1), Speed (1)

Cargo: 300 Tons

Carried Craft: 12 Starfighters, 2 Landing Barges, 4 Shuttles

Troops: 80

Weapons:

- Light Point Defense Laser batteries (+2 to Shooting) (2d10+4 x4, AP 5, HW, 150/300/600)
- 3x Tractor Beams (Special: See Tractor Beams, 50/100/200)

MC80 CRUISER

The MC80 Star Cruisers were capital ships used by the Rebel Alliance during the Galactic Civil War. These immense vessels were a startling contrast to the angular-shaped Imperial-class Star Destroyers, which were favored by the Imperial Fleet. Whereas the Imperial warship resembled a pointed dagger in shape, a Mon Calamari cruiser lacked hard angles and was covered with ovoid forms suggesting an organic sculpture.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
27	+6	6	100(54)	-4	2(ss)	5,402	2000	27(3)	NA

Notes: CP, HA, Hyperdrive x1 (Navi Computer +4 Astrogation Rolls), Backup Hyperdrive x9, Shields (3), Speed (1)

Cargo: 20,000 Tons

Carried Craft: 36 Fighters (any variant), 2 Stock Light Freighters, Various support Vehicles

Weapons:

- Super Heavy Laser Batteries (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600)
- Medium Ion Batteries (+2 to Shooting) (3d10+4 x5, AP 10, HW, 150/300/600)
- 5x Tractor Beams (Special: See Tractor Beams, 50/100/200)

(For Home One remove the 2 Freighters and increase the Fighters to 120)

MON CALAMARI STAR DEFENDER

Star Defenders were heavy warships created for the New Republic. They took Republic ship-construction in a new direction, towards larger and more intimidating classes than previously built.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
33	+6	6	124(66)	-4	1(ss)	68,174	2000	33(0)	NA

Notes: CP, HA, Hyperdrive x1 (Navi Computer +4 Astrogation Rolls, Hyperdrive Backup x12, Shields (3)

Cargo: 200,000 Tons

Carried Craft: 168 Starfighters, 48 Heavy Starfighters, up to 1,000 small craft

Troops: 12,500

Weapons:

- Super Heavy Turbolaser Batteries (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600)
- Heavy Turbolaser Batteries (+2 to Shooting) (4d10+4 x5, AP 15, HW, 150/300/600)
- 5x Tractor Beams (Special: See Tractor Beams, 50/100/200)
- Light Point Defense Laser batteries (+2 to Shooting) (2d10+4 x5, AP 5, HW, 150/300/600)
- Heavy Ion Batteries (+2 to Shooting) (4d10+4 x5, AP 15, HW, 150/300/600)
- Light Concussion Missiles (Fixed Front) (6d6, AP 8, HW, SBT, 200/400/800) (6,000 Missile Payload)



NEBULA-CLASS STAR DESTROYER

The Nebula-class Star Destroyer, also known as the Defender-class Star Destroyer, was the largest, most powerful warship design in the New Republic's New Class Modernization Program.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
27	+6	6	100(54)	-4	1(ss)	7,039	2000	27(0)	NA

Notes: CP, HA, Hyperdrive x1 (Navi Computer +4 Astrogation Rolls). Backup Hyperdrive x10, Shields (2)
Cargo: 15,000 Tons

Carried Craft: 60 Star Fighters (any variant), 12 Space Transports, Various support Vehicles

Troops: 1,600

Weapons:

- Super Heavy Turbolaser Batteries (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600),
- Heavy Ion Batteries (+2 to Shooting) (4d10+4 x5, AP 15, HW, 150/300/600)
- Heavy Turbolaser Batteries (+2 to Shooting) (4d10+4 x5, AP 15, HW, 150/300/600)
- 5x Tractor Beams (Special: See Tractor Beams, 50/100/200)
- Light Concussion Missiles (6d6, AP 8, HW, SBT, 200/400/800) (240 Missile Payload)

NEBULON-B FRIGATE

The EF76 Nebulon-B escort frigate also known as Nebulon-B frigate was a frigate manufactured by Kuat Drive Yards. Despite being intended for Imperial Navy service, it gained more fame as a Rebel Cruiser used by the Alliance to Restore the Republic, and its successor, the New Republic, throughout the Galactic Civil War.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
16	+6	6	36(10)	-3	1(ss)	920	500	16(0)	NA

Notes: CP, HA, Hyperdrive x2 (Navi Computer +4 Astrogation Rolls) Backup Hyperdrive x12, Shields (2)

Cargo: 6,000 Tons

Carried Craft: 24 Starfighters

Troops: 75

Weapons:

- Super Heavy Turbolaser Batteries (+2 to Shooting) (6d10+4 x4, AP 25, HW, 150/300/600)
- Light Point Defense Laser batteries (+2 to Shooting) (2d10+4 x4, AP 5, HW, 150/300/600) (Special: Unlike most Capital Ships the Nebulon-B can target Starships directly with a single battery of its Point Defense Lasers)
- 2x Tractor Beams (Special: See Tractor Beams, 50/100/200)



PELLAEON-CLASS STAR DESTROYER

The Pellaeon-class was named in honor of former Imperial Grand Admiral Gilad Pellaeon, and drew upon the distinctive and classic wedge-shape of earlier times, made famous by the Harrower, Venator and Emperor classes used by the navies of the Ancient Sith Empire, Galactic Republic and the old Galactic Empire respectively.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
27	+6	6	100(54)	-4	1(ss)	8,450	2000	27(1)	NA

Notes: CP, HA, Hyperdrive x.75 (Navi Computer +4 Astrogation Rolls), Backup Hyperdrive x12, Shields (2)

Cargo: 11,000 Tons

Carried Craft: 48 Predator-Class Fighters (Any variant), 6 shuttles, various support vehicles

Troops: 2,700

Weapons:

- Super Heavy Turbolaser Batteries (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600)
- Massive Turbolaser Batteries (+2 to Shooting) (8d10+4 x5, AP 40, HW, 150/300/600)
- 3x Tractor Beams (Special: See Tractor Beams, 50/100/200)
- Massive Ion Batteries (+2 to Shooting) (8d10+4 x4, AP 40, HW, 150/300/600)
- Light Proton Torpedo Batteries (+2 to Electronics) (8d12+4 x2, AP 40, HW, LBT, 300/600/1200) (200 Torpedo Payload)

REBEL ASSAULT FRIGATE MK 1

The Assault Frigate Mark I was a modification of the Dreadnaught-class cruiser that was used in the Rebel fleet.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
15	+6	6	33(8)	-2	1(ss)	5,000	450	15(0)	NA

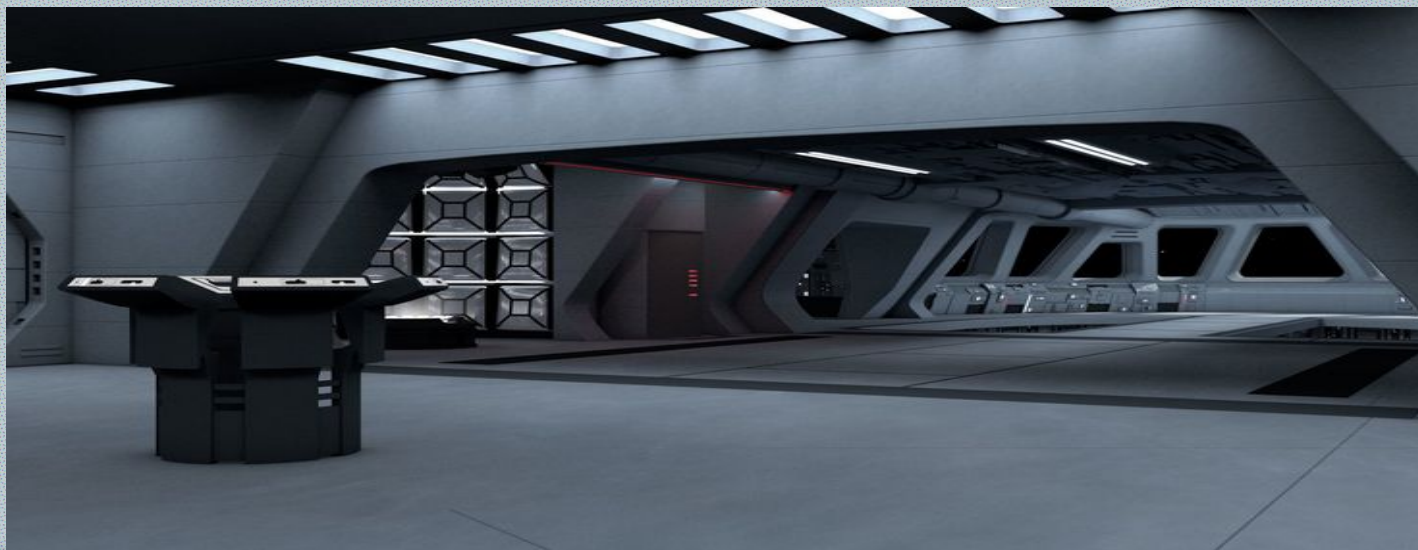
Notes: CP, HA, Hyperdrive x2 (Navi Computer +4 Astrogation Rolls), Backup Hyperdrive x12, Shields (1)

Cargo: 7,500 Tons

Troops: 100

Weapons:

- Super Heavy Turbolaser Batteries (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600 (Quad Linked)
- Light Point Defense Laser batteries (+2 to Shooting) (2d10+4 x5, AP 5, HW, 150/300/600) (Special: Unlike most Capital Ships the Mk 1 can target Starships directly with a single battery of its Point Defense Lasers)



REBEL ASSAULT FRIGATE MK 2

The Assault Frigate Mark II, also known as the Assault Frigate Mk II or just as the Assault Frigate, was a class of frigate that was deployed by the Alliance to Restore the Republic during the Galactic Civil War.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
17	+6	6	33(8)	-2	1(ss)	5,000	450	17(0)	NA

Notes: CP, HA, Hyperdrive x2 (Navi Computer +4 Astrogation Rolls) Backup Hyperdrive x12, Shields (3)
Cargo: 7,500 Tons

Troops: 100

Weapons:

- Super Heavy Turbolaser Batteries (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600 (Quad Linked)
- Light Point Defense Laser batteries (+2 to Shooting) (2d10+4 x5, AP 5, HW, 150/300/600) (Special: Unlike most Capital Ships the Mk 2 can target Starships directly with a single battery of its Point Defense Lasers)

STAR GALLEON-CLASS FRIGATE

The Star Galleon-class frigate was an armed cargo freighter and escort frigate used by the Imperial Navy. The Star Galleon-class was manufactured by Kuat Drive Yards.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
20	+6	6	72(40)	-4	2(ss)	10	1000	20(2)	NA

Notes: CP, HA, Hyperdrive x2 (Navi Computer +4 Astrogation Rolls) Backup Hyperdrive x15), Shields (3)
Cargo: 100,000 Tons

Carried Craft: The Cargo Hold is a separate craft that can be detached and uses the backup hyperdrive

Troops: 300

Weapons:

- 2x Turbolaser Batteries (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600),
- Concussion Missiles (Fixed Front) (6d6, AP 8, HW, SBT, 200/400/800) (16 Missile Payload)

STRIKE-CLASS MEDIUM CRUISER

The Strike-class medium cruiser, also known simply as the Strike Cruiser, was a medium star cruiser designed by the Loronar Corporation during the Galactic Civil War for the Imperial Navy as a general-purpose vessel capable of modular modifications to allow it to fit many mission profiles, yet cheap enough to be produced in large quantities.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
18	+6	6	54(24)	-3	2(ss)	2,112	600	18(2)	NA (717 Mil black market)

Notes: CP, HA, Hyperdrive x2 (Navi Computer +4 Astrogation Rolls), Backup Hyperdrive x8, Shields (2), Speed (1)

Cargo: 9,000 Tons

Troops: 1,020

Weapons:

- Super Heavy Laser Batteries (+2 to Shooting) (6d10+4 x2, AP 25, HW, 150/300/600)
- Medium Ion Batteries (+2 to Shooting) (6d10+4 x2, AP 25, HW, 150/300/600)
- Light Point Defense Laser batteries (+2 to Shooting) (2d10+4 x2, AP 5, HW, 150/300/600)
- 2x Tractor Beams (Special: See Tractor Beams, 50/100/200)
- Heavy Ion Batteries (+2 to Shooting) (4d10+4 x2, AP 15, HW, 150/300/600)



SUPER STAR DESTROYER

Super Star Destroyer was an umbrella term used by both the Galactic Empire and the Alliance to Restore the Republic to refer to several classes of massive Imperial vessels larger than Imperial Star Destroyers, the largest of which was the Executor-class Star Dreadnought.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
33	+6	6	124(66)	-4	1(ss)	280,734	2000	33(4)	NA

Notes: CP, HA, Hyperdrive x2 (Navi Computer +4 Astrogation Rolls), Backup Hyperdrive x10, Shields (4)

Cargo: 250,000 Tons

Carried Craft: 144 Starfighters, Various Support Craft

Troops: 38,000

Weapons:

- Super Heavy Turbolaser Batteries (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600),
- Heavy Turbolaser Batteries (+2 to Shooting) (4d10+4 x5, AP 15, HW, 150/300/600),
- 5x Tractor Beams (Special: See Tractor Beams, 50/100/200),
- Heavy Ion Batteries (+2 to Shooting) (4d10+4 x5, AP 15, HW, 150/300/600),
- Heavy Torpedos (Fixed Front) (+2 to Electronics) (10d12+4, AP 80, HW, LBT, 200/400/800) (50,000 Missile Payload)

SYSTEM PATROL CRAFT

The IPV-1 System Patrol Craft, also known as the Imperial patrol vessel, Imperial patrol vehicle or IPV-1-class corvette, was a standard system security and customs vessel commonly used near planets to interdict smugglers and protect against piracy. It was produced by Republic Sienar Systems.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
13	+6	6	31(8)	-2	8(vs) 4(ss)	840	-	13(0)	NA (73 Mil black market)

Notes: CP, HA, Shields (5), Speed (3)

Cargo: 200 Tons

Troops: 40

Weapons:

- Light Point Defense Laser batteries (+2 to Shooting) (2d10+4 x5, AP 5, HW, 150/300/600) (Special: Unlike most Capital Ships the Lancer can target Starships directly with a single battery of its Point Defense Lasers)



TRADE FEDERATION BATTLESHIP

The Lucrehulk-class battleship was the primary capital ship of the Trade Federation's Trade Defense Force. Most Lucrehulks were modified from enormous cargo haulers. Upgraded and modified versions were later used by the CIS Navy, the Separatist holdouts, the Alliance to Restore the Republic, the Corporate Sector Authority and the Killik Colony.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
32	+6	6	64(16)	-4	1(ss)	15	450	32(20)	NA (73 Mil black market)

Notes: CP, HA, Hyperdrive x2 (Navi Computer +4 Astrogation Rolls), Backup Hyperdrive x12, Shields (2)

Cargo: 5 Mil. Tons

Carried Craft: 1,500 droid fighters, 6250 AAT's, 1,500 Troop Carriers, Various support Vehicles

Troops: 100,000+

Weapons:

- Super Heavy Turbolaser Batteries (+2 to Shooting) (6d10+4 x2, AP 25, HW, 150/300/600),
- Massive Turbolaser Batteries (+2 to Shooting) (8d10+4 x2, AP 40, HW, 150/300/600),
- Light Point Defense Laser batteries (+2 to Shooting) (2d10+4 x2, AP 5, HW, 150/300/600) (Special: Unlike most Capital Ships the Battleship can target Starships directly with a single battery of its Point Defense Lasers)

VENATOR-CLASS STAR DESTROYER

The Venator-class Star Destroyer, also known as a Republic attack cruiser or Jedi Cruiser, was a line of wedge-shaped Star Destroyers in service with the Galactic Republic Navy during the Clone Wars. The backbone of the Galactic Republic's naval forces, the Venator was a versatile capital ship capable of serving as a troop carrier, a cargo transport, and a warship for ship- to-ship combat. Its front section contained a large flight deck and hangars to accommodate a complement of Republic starfighters and gunships.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
23	+6	6	84(46)	-4	3(ss)	7,400	2000	23(0)	NA

Notes: CP, HA, Hyperdrive x1 (Navi Computer +4 Astrogation Rolls), Backup Hyperdrive x12, Shields (3), Speed (2)

Cargo: 20,000 Tons

Carried Craft: 192 V-wing or V-19 Torrents, 192 Eta-2s, 36 ARC-170s, 40 heavy Airspeeders, 24 Heavy walkers, various support craft

Troops: 2,000

Weapons:

- Super Heavy Turbolaser Batteries (+2 to Shooting) (6d10+4 x2, AP 25, HW, 150/300/600)
- Massive Turbolaser Batteries (+2 to Shooting) (8d10+4 x4, AP 40, HW, 150/300/600)
- 3x Tractor Beams (Special: See Tractor Beams, 50/100/200)
- Light Point Defense Laser batteries (+2 to Shooting) (2d10+4 x3, AP 5, HW, 150/300/600) (Special: Unlike most Capital Ships the Venator-Class Star Destroyer can target Starships directly with a single battery of its Point Defense Lasers)
- Light Proton Torpedo (+2 to Electronics) (8d12+4 x2, AP 40, HW, LBT, 300/600/1200) (64 Torpedo Payload)



VICTORY II-CLASS STAR DESTROYER

The Victory II-class Star Destroyer was a class of Star Destroyer that was manufactured by Kuat Drive Yards as a successor to the original Victory-class Star Destroyer. Initially a life extension program, it became the Victory II program which introduced the Victory II-class, and sought to fix many problems from the previous model including increasing combat performance and longevity. Despite the rebuilds, the Victory II was not able to correct all of the issues of its predecessor.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
26	+6	6	96(52)	-4	1(ss)	5,200	2000	26(0)	NA

Notes: CP, HA, Hyperdrive x1 (Navi Computer +4 Astrogation Rolls), Backup Hyperdrive x15, Shields (2)

Cargo: 20,000 Tons

Carried Craft: 24 Tie Fighters (Any variant), 5 Lambda Class shuttles, 10 AT-ATs, 10 Juggernauts, various support vehicles

Troops: 2,040

Weapons:

- Super Heavy Turbolaser Batteries (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600),
- Massive Turbolaser Batteries (+2 to Shooting) (8d10+4 x5, AP 40, HW, 150/300/600),
- 5x Tractor Beams (Special: See Tractor Beams, 50/100/200),
- Massive Ion Batteries (+2 to Shooting) (8d10+4 x5, AP 40, HW, 150/300/600)

VINDICATOR CLASS HEAVY CRUISER

The Vindicator-class heavy cruiser, alternatively known as the Vindicator-class cruiser, was a class of heavy cruiser deployed by the Galactic Empire's Imperial Navy during its reign. One heavy cruiser served as system security for Ord Cestus.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
26	+6	6	96(52)	-4	1(ss)	2,551	2000	26(0)	NA (743 Mil black market)

Notes: CP, HA, Hyperdrive x2 (Navi Computer +4 Astrogation Rolls), Backup Hyperdrive x8, Shields (2)

Cargo: 8,000 Tons

Carried Craft: 24 Starfighters

Troops: 400

Weapons:

- Super Heavy Turbolaser Batteries (+2 to Shooting) (6d10+4 x4, AP 25, HW, 150/300/600)
- Super Heavy Ion Batteries (+2 to Shooting) (6d10+4 x5, AP 25, HW, 150/300/600)
- Light Point Defense Laser batteries (+2 to Shooting) (2d10+4 x5, AP 5, HW, 150/300/600)
- Tractor Beams (Special: See Tractor Beams, 50/100/200)
- Massive Ion Batteries (+2 to Shooting) (8d10+4 x5, AP 40, HW, 150/300/600)



WEAPON EMPLACEMENTS

Weapon Emplacements are a staple of ground warfare. They typically fall under two categories: antipersonnel and anti-vehicle. Weapon Emplacements are treated as Vehicles for statistical purposes, but they are usually immobile and do not require a Pilot to function. Instead, Gunners control all the functions of the Weapon Emplacement. Unlike Other Vehicles these are Equipped with the Standard Weapons they come with. While a Pace is included this is out of combat. Once Combat Starts they can not be moved.

1.4 FD P-TOWER

The Atgar 1.4 FD P-Tower is an outdated light anti-vehicle artillery piece that dates back to the Clone Wars. Its dish-shaped target profile, and its minimal crew protection make it unpopular with Rebel troops. However, it is inexpensive and available through Black Market channels, which makes it accessible to Alliance forces and resistance groups. It is largely ineffective against heavily armored Vehicles, Walkers, and fast-moving Speeders, but the P-Tower can still take down moderately armored Vehicles. The P-Tower requires a crew of four to operate- three to regulate the dish's power systems, and one to target enemy units.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
1	-	3	10(3)	-	1(vs)	4	-	1(0)	712,000 (76,000 Used)

Weapons:

- Medium Laser (3d10, AP 10, HW, 150/300/600, ROF 1) (Gunner)

ANTI-ORBITAL CANNON

The Anti-orbital cannon was a weapon emplacement constructed by the Confederacy of Independent Systems it was specifically designed in mind to target capital ships, as evidenced by their large size. They were constructed on a fixed platform and received its source of power from a network of four to six power generators. The generators, including the cannon itself, were not shielded. In the event the generators are destroyed, the cannon will explode.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
15	+6	6	33(8)	-	1(vs)	30	-	15(14)	71.2 Mil (775,000 Used)

Weapons:

- Massive Turbolaser (8d10, AP 40 HW, ROF 1/ Round), (Surface to Orbit, CP, This Cannon ignores Shields)

BP.2 ANTI-INFANTRY TURRET

The Bp.2 anti-infantry turret was a light emplacement weapon built for Imperial forces by Taim & Bak during the Galactic Civil War. Consisting of a self-powered rapid-firing blaster cannon mounted on a fully rotatable turret base, it could easily defeat most attacks by infantry and was particularly effective against soldiers in close formation. Firing a stream of blasts every few seconds, it was also capable of damaging or destroying lighter vehicles, though it had little effect on any moderate or heavy armor plate.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
5	+2	4	18(4)	-	1(vs)	-	-	5(4)	735,000 (715,000 Used)

Weapons:

- Light Laser Cannon (Shooting d8), (HW, Turret), (2d10, AP 5, 150/300/600, ROF 3)



BP.4 ANTI-VEHICLE TURRET

The Bp.4 anti-vehicle turret was a light emplacement weapon built for Imperial forces by Taim & Bak during the Galactic Civil War. The turret consisted of a powerful blaster cannon mounted on a base. It included its own power generator, removing the need for external linkages and allowing the turret to continue operating even after the destruction of a base's main power generator. Bp.4 turrets could easily destroy light vehicles, seriously damage middle-weight enemy craft.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
6	+2	4	19(4)	-	1(vs)	-	-	6(1)	745,000 (721,000 Used)

Weapons:

- Heavy Laser (Shooting d8), (HW, Turret), (4d10, AP 15, 150/300/600, ROF 3)

BP.5 ANTI-AIRCRAFT TURRET

The Bp.5 anti-aircraft turret was a light emplacement weapon built for Imperial forces by Taim & Bak during the Galactic Civil War. Designed specifically for use against low-flying aircraft such as Rebel T-47 airspeeders or BTL Y-wing starfighters attempting bombing runs, the turret mounted a twin light flak pod on a short base. Including its own power generator to keep it functioning no matter the state of any external power supply, it was designed with simplicity in mind and could be quickly set up from pre-fabricated parts at any Imperial installation.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
8	+4	5	24(6)	-	1(vs)	-	-	8(7)	785,000 (742,500 Used)

Weapons:

- Medium Ion Cannons (Shooting d8), (HW, Turret), (Dual Linked, Fixed Front. +1 to Shooting) (3d10+2, AP 10, 150/300/600, ROF 3)

DF.9 ANTI-INFANTRY TOWER

The Golan Arms DF.9 Anti-Infantry Tower is one of The Rebel Alliance's most common artillery pieces. Its rapid fire rate and impressive range make it highly effective against advancing infantry. Rebel technicians modify the DF.9's Weapon Systems in order to increase its effectiveness against AT-STs. The DF.9 requires a three-person crew, operating the weapon from within the cramped quarters of its tower enclosure. The armored tower has a lower entry hatch, an upper observation hatch, and a turret that rotates 180 degrees.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
3	-	3	21(9)	-	1(vs)	3	-	3(2)	714,000 (77,000 Used)

Weapons:

- Heavy Laser Cannon (Turret, HW) (4d10, AP 15, 150/300/600, ROF 3)



LR1K SONIC CANNON

The LR1K cannon used sonic blaster technology that employed internal oscillators to produce a devastating sonic blast. The high-impact concussive sonic energy was stabilized by a containment sphere within the cannon until impact against a target, at which point it broke up to create an omnidirectional blast. Commonly, the LR1K required two gunners to operate, although the cannon's advanced, highly precise targeting computers could do most of the work.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
4	+2	4	17(4)	-	1(vs)	2	-	4(3)	798,000 (734,000 Used)

Weapons:

- Medium Sonic Cannon (HW, Turret, MBT), (3d10, AP 10, 150/300/600, ROF 1)

M-68 PLANETARY MAGNAPULSE CANNON

The M-68 planetary magnapulse cannon was a planetary weapon emplacement designed by Kuat Drive Yards and used by Galactic Empire during the Galactic Civil War. The M-68 planetary magnapulse cannon was built with a large underground generator and a large rotating plasma cannon above the surface. The cannon fired plasma balls at the enemy vehicles, causing massive electrical disturbances that disabled the targets for a time.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
12	+6	3	30(8)	-	1(vs)	3	-	12(11)	71 Mil (7700,000 Used)

Weapons:

- Heavy Magna Cannon (Turret, HW), (6d10, AP 25, 150/300/600, ROF 1), (This Cannon does Ion Damage)

V-150 PLANET DEFENDER

The KDY Planet Defender Heavy Ion Cannon- referred to as the "Ion Cannon" of the "150"- is one of the few Surface-to-Orbit planetary defense batteries available. The Ion Cannon is capable of disabling even top-of-the-line Capital Ships such as an Imperial Star Destroyer for a few minutes at a time. Although the V-150 is an expensive weapon with massive power and installation requirements, The Rebel Alliance acquired several of them to protect its most important bases. The Ion Cannon famously defended Alliance troopers during the evacuation of Hoth.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
16	+6	6	85(56)	-	1(vs)	150	-	16(15)	71.5 Mil (71 Mil Used)

Weapons:

- Mega Ion Cannon (10d10, AP 50, HW, ROF 1/ Round)(Surface to Orbit, CP, This Cannon ignores Shields)



XX-9 HEAVY TURBOLASER

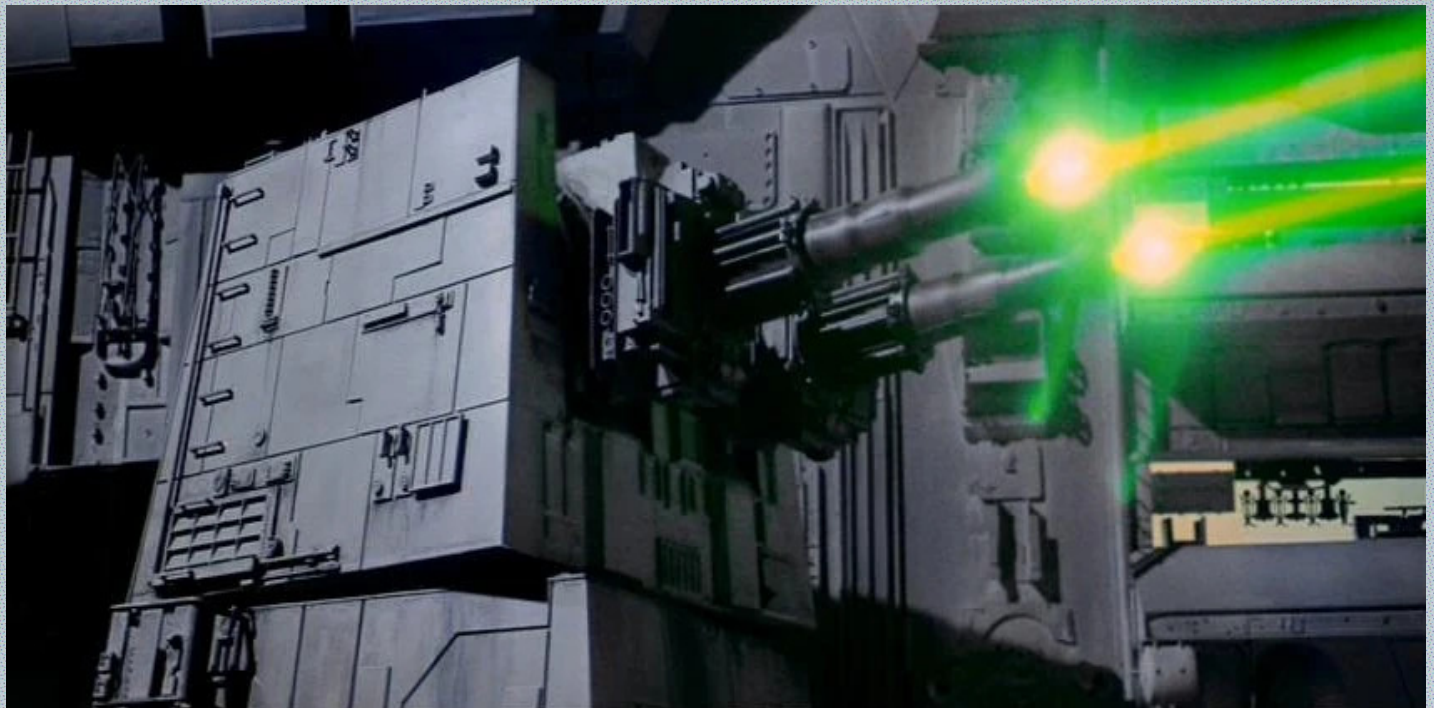
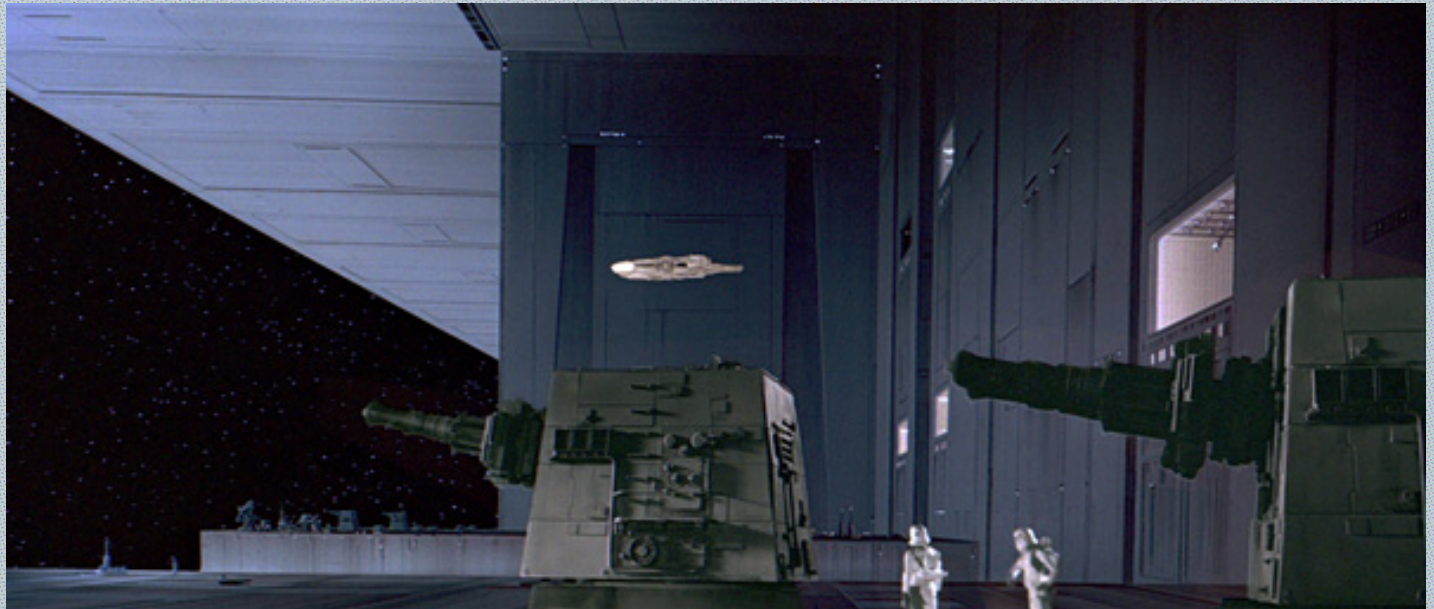
The XX-9 heavy turbolaser was a shipboard emplacement weapon produced by Taim & Bak. The Taim & Bak XX-9 heavy turbolaser was protected by a meter of quadanium steel plating and was a deadly weapon against capital ships, at the cost of many credits. It featured dual turret-mounted barrels and was mounted on a square base.



Size	Scale Mod	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
15	+6	6	33(8)	-	1(vs)	20	-	15(14)	7950,000 (7690,000 Used)

Weapons:

- Heavy Laser Cannon (Dual Linked, Fixed Front. +1 to Shooting) (4d10+2, AP 15, HW, 150/300/600)



NPC's

NEW SPECIAL ABILITIES

Squads:

Squads are collections of extras that work together as a single character on the battlefield, much like swarms of creatures. A squad represents a group of four NPC's of the same type that come together into a single unit. They occupy the same space and have only one turn's worth of actions. The squad is an abstract concept that allows the Game master to populate an encounter with low-level troopers and still maintain the speed and ease of combat they need. Any non-Wild Card NPC can be used as a Squad. (An example Stormtrooper Squad is found in the Imperial section of the NPC Area)

Squads roll one trait die as usual along with a Wild Die when making skill or attack rolls. Squads have Resilient and Very Resilient, They also add a +1 to attack and damage rolls per member of the squad, in all other ways they function as a single extra including wounds.

Fanatic:

This NPC is so loyal they will sacrifice themselves for whomever it is they serve. If a Fanatic is adjacent to a character who has just been hit by either a Melee or Ranged Attack. They may take any damage dealt to that character themselves instead.



IMPERIALS (🌀 Wild Cards)

Elite Shadow Guards

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8
Skills: Athletics d8, Common Knowledge d6, Driving d6, Fighting d8+1, Intimidation d6, Notice d6, Persuasion d6, Shooting d8, Stealth d4, Use Force d8
Pace 6; Parry 9; Toughness 12(6)
Hindrances: --
Edges: Force Sensitive, Sith Knight, Block, Trademark weapon (Lightsaber Pike), First Strike, Improved First Strike, Frenzy,
Powers: Dark Rage, Damage Resistance, Surge, Move Object, Force Shield, Force Grip
Power Points: 15
Gear: Shadow Guard armor (+6), Lightsaber Pike (Reach 1, Damage Str+d6+6, Parry +1 (included), AP 8)
Special Abilities:
• Very Resilient: Elite Shadow Guards take two wounds before they're Incapacitated.

🌀 Emperor's Hand

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Astrogation d6, Athletics d6, Common Knowledge d10, Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Shooting d4, Stealth d8, Use Force d8
Pace 6; Parry 6; Toughness 9(4)
Hindrances: Bloodthirsty (Major)
Edges: Force Sensitive, Trademark Weapon (Lightsaber), Sith Knight, Sith Lord, Assassin
Powers: Force Whirlwind, Force Detect/ Conceal, Damage Resistance, Move Object, Force Shield, Surge, Mind Trick, Force Grip, Dark Rage
Power Points: 15
Gear: Lightsaber (Damage Str+d6+8 AP 12) Dark armor, light (+4) All Dark powers -1 pp, minimum 1 pp.

Heavy Stormtrooper

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Driving d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Shooting d6, Stealth d4
Pace 6; Parry 5; Toughness 11(6)
Hindrances: Loyal
Edges: --
Gear: Stormtrooper Armor (+6), Gatling laser rifle (Range 50/100/200, Damage 3d6+4, RoF 4, AP 2, HW, Autofire), Vibrodagger (Str+d4+2, AP 2), Resilient, 3x frag grenades, utility belt with 8-2A Medical Bundle

Imperial Comm Operator

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Athletics d4, Common Knowledge d8, Fighting d6, Electronics d6, Notice d6, Persuasion d6, Shooting d4, Stealth d4
Pace 6; Parry 5; Toughness 7(2)
Hindrances: Loyal
Edges: Rapid Fire
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), comlink (encrypted), Blast Helmet (+2), Blast Vest (+2)

Imperial Detention Block Guard

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d8, Shooting d6, Stealth d4
Pace 6; Parry 6; Toughness 7(2)
Hindrances: Loyal
Edges: Block
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), comlink (encrypted), Blast Helmet (+2), Blast Vest (+2), Contact Stunner

Imperial Gunner

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d6, Shooting d10, Stealth d4
Pace 6; Parry 5; Toughness 9(4)
Hindrances: Loyal
Edges: Marksman
Gear: Battle armor, light (+4), S-5 Heavy Blaster Pistol (Range 15/30/60, Damage 3d6, AP 2, RoF 1), Vibrodagger (Str+d4+2, AP 2), 3x Thermal grenades, utility belt with 8-2A Medical Bundle

Imperial Informants

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d10, Driving d6, Repair d6, Notice d6, Persuasion d8, Shooting d4, Stealth d8
Pace 6; Parry 2; Toughness 5
Hindrances: --
Edges: --
Gear: Hold out Pistol (Range 5/10/20, Damage 2d4, AP 2, RoF 1), Knife (Str+d4)

Imperial Junior Officer

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Fighting d6, Intimidation d4, Battle d6, Notice d6, Persuasion d6, Shooting d4, Stealth d4
Pace 6; Parry 5; Toughness 5
Hindrances: Loyal
Edges: Command, Inspire
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Code cylinder, comlink (encrypted)

Imperial Lieutenant

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d6, Fighting d6, Intimidation d6, Battle d6, Notice d6, Persuasion d6, Shooting d4, Stealth d4
Pace 6; Parry 5; Toughness 5
Hindrances: Loyal
Edges: Command, Natural Leader, Inspire
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Code cylinder, comlink (encrypted)

Imperial Medical Researcher

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Athletics d4, Common Knowledge d8, Driving d4, Fighting d4, Intimidation d4, Notice d6, Persuasion d4, Shooting d4, Stealth d4, Healing d8
Pace 6; Parry 4; Toughness 5
Hindrances: Loyal
Edges: --
Gear: Bioscanner, researcher's robes, Hold out Blaster (Range 5/10/20, Damage 2d4, RoF 1, AP 2)

Imperial Nobleman

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d8
Skills: Academics d10, Athletics d4, Common Knowledge d8, Battle d10, Fighting d8, Intimidation d6, Notice d6, Persuasion d10, Piloting d6, Repair d4, Shooting d6, Stealth d6
Pace 6; Parry 7; Toughness 12(6)
Hindrances: Greedy, Mean
Edges: Aristocrat, Block, Combat Reflexes, First Strike, Command, Inspire
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrorapier (Str+d4+2, AP 2, +1 Parry "included"), Armored Robes (+6)

Imperial Officer

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d8, Fighting d6, Intimidation d6, Battle d6, Notice d6, Persuasion d6, Shooting d4, Stealth d4
Pace 6; Parry 5; Toughness 5
Hindrances: Loyal
Edges: Command, Natural Leader, Inspire
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Code cylinder, comlink (encrypted)

Imperial Pilot (Tie)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Astrogation d4, Athletics d6, Common Knowledge d8, Piloting d6, Fighting d6, Intimidation d6, Notice d4, Shooting d4, Stealth d4
Pace 6; Parry 5; Toughness 7(2)
Hindrances: Loyal
Edges: --
Gear: Pilot Suit (+2), Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2)

Imperial Sentinel (First Generation)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8
Skills: Athletics d8, Common Knowledge d4, Driving d6, Fighting d8+1, Intimidation d8, Notice d6, Persuasion d4, Shooting d8, Stealth d4, Use Force d6
Pace 4; Parry 7; Toughness 16(8)
Hindrances: Loyal
Edges: Block, Trademark weapon (Vibroaxe), First Strike, Improved First Strike, Frenzy, Force Sensitive, Sith Knight
Powers: Dark Rage, Damage Resistance
Power Points: 15
Gear: Dark armor, heavy (+8) All Darkside Powers cost 3 less PP min. of 1, Vibroaxe (Str+d10+2, AP 2)
Special Abilities:
•Size 2: Towering at almost 8' Sentinals are an intimidating sight



⊛ Imperial Sovereign Protectors

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d10, Common Knowledge d8, Driving d6, Fighting d8+1, Intimidation d6, Notice d6, Persuasion d8, Shooting d8, Stealth d4
Pace 6; Parry 7; Toughness 11(6)
Hindrances: Loyal
Edges: Block, Trademark weapon, Ambidextrous, Two-Fisted
Gear: Royal Guard armor (+6 armor; Battle Armor with helmet package), double vibroblade (Str+d6+2, AP 4. Two Hands), heavy blaster pistol (Range 15/30/60, Damage 3d6, RoF 1, AP 2), comlink (encrypted, long-range [miniaturized], holo capability), utility belt with 8-2A Medical Bundle

Imperial Spy

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Climbing d6, Common Knowledge d10, Driving d6, Fighting d6, Electronics d8, Thievery d8, Persuasion d8, Notice d8, Shooting d6, Stealth d8, Taunt d6
Pace 6; Parry 5; Toughness 5
Hindrances: Cautious
Edges: Streetwise, Thief, Connections
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrodagger (Str+d4+2, AP 2)

Imperial Storm Commandos

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Shooting d8, Stealth d10+1
Pace 6; Parry 6; Toughness 11(6)
Hindrances: Loyal
Edges: Rapid Fire, Rock and Roll
Gear: Enhanced Scout Trooper Armor (+6 Armor, +1 Stealth, Night Vision), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Vibrodagger (Str+d4+2, AP 2)
Special Abilities:
•Resilient: Imp Storm Commandos take one wound before they're Incapacitated.

Imperial Storm Commander

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d8, Common Knowledge d6, Battle d8, Driving d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d4, Shooting d8, Stealth d10+1
Pace 6; Parry 6; Toughness 11(6)
Hindrances: Loyal
Edges: Rock and Roll, Command, Hold the Line, Inspire, Natural Leader, Tactician
Gear: Enhanced Scout Trooper Armor (+6 Armor, +1 Stealth, Night Vision), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Vibrodagger (Str+d4+2, AP 2)
Special Abilities:
•Very Resilient: Storm Commanders take two wounds before they're Incapacitated.

Imperial Overseer

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8
Skills: Athletics d4, Common Knowledge d8, Fighting d8, Intimidation d6, Battle d8, Notice d6, Persuasion d6, Shooting d6, Stealth d4
Pace 6; Parry 6; Toughness 7(1)
Hindrances: Loyal
Edges: Command, Natural Leader, Inspire
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Code cylinder, comlink (encrypted), Padded Uniform (+1, Cap, Jacket, Leggings)

ISB Agent

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d8, Fighting d6, Intimidation d4, Battle d6, Notice d6, Persuasion d6, Shooting d4, Stealth d4
Pace 6; Parry 5; Toughness 5
Hindrances: Loyal
Edges: Command, Inspire
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Code cylinder, comlink (encrypted)

Mistryl Shadow Guard

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d10, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Shooting d4, Stealth d6, Use Force d6
Pace 6; Parry 6; Toughness 9(4)
Hindrances: Bloodthirsty (Major)
Edges: Force Sensitive, Trademark Weapon (Lightwhip), Sith Knight
Powers: Force Whirlwind, Force Detect/ Conceal, Force Shield, Surge, Force Stun
Power Points: 10
Gear: LightWhip (Damage Str+d6+4 AP 10) Dark armor, light (+4) All Dark powers -1 pp, minimum 1 pp.

Naval Engineer

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Astrogation d6, Fighting d6, Electronics d6, Notice d6, Persuasion d6, Repair d8, Shooting d4, Stealth d4
Pace 6; Parry 5; Toughness 7(2)
Hindrances: Loyal
Edges: Rapid Fire
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), comlink (encrypted), Blast Helmet (+2), Blast Vest (+2)

Naval Soldier

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Electronics d6, Notice d6, Persuasion d6, Shooting d4, Stealth d4
Pace 6; Parry 5; Toughness 7(2)
Hindrances: Loyal
Edges: Rapid Fire
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), comlink (encrypted), Blast Helmet (+2), Blast Vest (+2)

Scout Trooper

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Common Knowledge d6, Driving d6, Fighting d6, Intimidation d6, Notice d8, Piloting d4, Persuasion d4, Shooting d6, Stealth d4
Pace 6; Parry 5; Toughness 9(4)
Hindrances: Loyal
Gear: Scout trooper Armor (+4), Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrodagger (Str+d4+2, AP 2), 2x frag grenades, Comlink, utility belt with 8-2A Medical Bundle

Sith Apprentice

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Shooting d4, Stealth d6, Use Force d6
Pace 6; Parry 6; Toughness 9(4)
Hindrances: Bloodthirsty (Major)
Edges: Force Sensitive, Trademark Weapon (Lightsaber), Sith Knight
Powers: Force Whirlwind, Force Detect/ Conceal, Force Shield, Surge, Force Stun
Power Points: 10
Gear: Lightsaber (Damage Str+d6+8 AP 12), Dark armor, light (+4) All Dark powers -1 pp, minimum 1 PP.

Sith Knight

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d8, Common Knowledge d8, Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Shooting d4, Stealth d6, Use Force d8
Pace 6; Parry 6; Toughness 9(4)
Hindrances: Bloodthirsty (Major)
Edges: Force Sensitive, Trademark Weapon (lightsaber), Sith Knight, Sith Lord
Powers: Force Whirlwind, Force Detect/ Conceal, Damage Resistance, Move Object, Force Shield, Surge, Mind Trick, Force Grip, Dark Rage
Power Points: 15
Gear: Lightsaber (Damage Str+d6+8 AP 12) Dark armor, light (+4) All Dark powers -1 pp, minimum 1 PP.

Sith Lord

Attributes: Agility d8, Smarts d12, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d10, Common Knowledge d10, Fighting d10, Intimidation d8, Battle d6, Notice d6, Persuasion d6, Shooting d4, Stealth d6, Use Force d10
Pace 6; Parry 7; Toughness 9(4)
Hindrances: Bloodthirsty (Major)
Edges: Force Sensitive, Command, Command Presence, Natural Leader, Inspire, Fervor, Trademark Weapon (Lightsaber), Sith Knight, Sith Lord
Powers: Force Whirlwind, Force Detect/ Conceal, Damage Resistance, Move Object, Force Shield, Surge, Mind Trick, Force Grip, Dark Rage, Force Lightning
Power Points: 25
Gear: Lightsaber (Damage Str+d6+8 AP 12) Dark armor, light (+4) All Dark powers -1pp, minimum 1 PP.

Shadow Trooper

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d4, Shooting d6, Stealth d8+2
Pace 6; Parry 6; Toughness 11(6)
Hindrances: Loyal
Edges: --
Gear: Camo scout armor (+6 Armor, +1 Stealth, Night Vision), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Vibrodagger (Str+d4+2, AP 2)

Stormtrooper

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Driving d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Shooting d6, Stealth d4
Pace 6; Parry 5; Toughness 11(6)
Hindrances: Loyal
Edges: --
Gear: Stormtrooper Armor (+6, Trooper Armor), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Vibrodagger (Str+d4+2, AP 2), 2x frag grenades, utility belt with 8-2A Medical Bundle

Stormtrooper Medic

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d6, Driving d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Shooting d6, Stealth d4, Healing d6
Pace 6; Parry 5; Toughness 11(6)
Hindrances: Loyal
Edges: Healer
Gear: Stormtrooper Armor (+6, Trooper Armor), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Vibrodagger (Str+d4+2, AP 2), utility belt with 3x 8-2A Medical Bundle

Stormtrooper Officer

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Battle d6, Notice d6, Persuasion d6, Shooting d4, Stealth d4
Pace 6; Parry 5; Toughness 11(6)
Hindrances: Loyal
Edges: Command, Natural Leader, Inspire
Gear: Stormtrooper Armor (+6, Trooper Armor), Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrodagger (Str+d4+2, AP 2), 2x frag grenades, Comlink, utility belt with 8-2A Medical Bundle

Stormtrooper Recruits

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Driving d6, Fighting d6, Intimidation d6, Notice d4, Persuasion d4, Shooting d4, Stealth d4
Pace 6; Parry 5; Toughness 11(6)
Hindrances: Loyal
Edges: --
Gear: Stormtrooper Armor (+6, Trooper Armor), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Vibrodagger (Str+d4+2, AP 2), 2x frag grenades, utility belt with 8-2A Medical Bundle

Stormtrooper Squad (4 Members)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Driving d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Shooting d6+4, Stealth d4
Pace 6; Parry 5; Toughness 11(6)
Hindrances: Loyal
Edges: --
Gear: Stormtrooper Armor (+6, Trooper Armor), Blaster rifle (Range 30/60/120, Damage 2d8+4, RoF 3, AP 2), Vibrodagger (Str+d4+2, AP 2), 2x frag grenades, utility belt with 8-2A Medical Bundle
Special Abilities:
•Very Resilient: Stormtrooper Squads take two wounds before they're Incapacitated.

Veteran Heavy Stormtrooper

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Common Knowledge d8, Driving d6, Fighting d8, Intimidation d6, Notice d8, Persuasion d6, Shooting d8, Stealth d4
Pace 6; Parry 6; Toughness 12(6)
Hindrances: Loyal
Edges: --
Gear: Stormtrooper Armor (+6, Trooper Armor), Gatling laser rifle (Range 50/100/200, Damage 3d6+4, RoF 4, AP 2, HW, Autofire), Vibrodagger (Str+d4+2, AP 2), 3x frag grenades, utility belt with 8-2A Medical Bundle
Special Abilities:
•Resilient: Veteran Heavy Stormtrooper take one wound before they're Incapacitated.

Veteran Imperial Officer

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8
Skills: Athletics d6, Common Knowledge d8, Fighting d8, Intimidation d6, Battle d8, Notice d6, Persuasion d6, Shooting d6, Stealth d4
Pace 6; Parry 6; Toughness 7(1)
Hindrances: Loyal
Edges: Command, Natural Leader, Inspire
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Code cylinder, comlink (encrypted), Padded Uniform (+1, Cap, Jacket, Leggings)

Veteran Stormtrooper

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d8, Intimidation d6, Notice d8, Persuasion d6, Shooting d8, Stealth d4
Pace 6; Parry 6; Toughness 12(6)
Hindrances: Loyal
Edges: Coordinated Firing
Gear: Stormtrooper Armor (+6, Trooper Armor), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Vibrodagger (Str+d4+2, AP 2), 2x frag grenades, utility belt with 8-2A Medical Bundle

REBEL/REPUBLIC (☪ Wild Cards)

☪ ARC Trooper

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d10, Common Knowledge d8, Driving d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Piloting d6, Shooting d8, Stealth d4

Pace 6; Parry 6; Toughness 11(6)

Hindrances: Loyal

Edges: Block, Ambidextrous, Two-Gun Kid

Gear: Clonetrooper Armor (+6, Trooper Armor, Fire Resistant: Reduces Damage from Fire by 4), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), 2x Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrodagger (Str+d4+2, AP 2), 2x frag grenades, 2x EMP grenades, utility belt with 8-2A Medical Bundle

Clonetrooper

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Shooting d8, Stealth d4

Pace 6; Parry 6; Toughness 11(6)

Hindrances: Loyal

Edges: Block

Gear: Clonetrooper Armor (+6, Trooper Armor), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Vibrodagger (Str+d4+2, AP 2), 2x frag grenades, utility belt with 8-2A Medical Bundle

Clonetrooper Pilot

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Piloting d8, Fighting d6, Intimidation d6, Notice d4, Persuasion d6, Shooting d4, Stealth d4

Pace 6; Parry 5; Toughness 9(4)

Hindrances: --

Edges: Ace

Gear: Armored Flight Suit (+4, Body Armor), Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2)



Jedi Knight

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Shooting d4, Stealth d6, Use Force d8

Pace 6; Parry 6; Toughness 9(4)

Hindrances: Code of Honor (Major)

Edges: Force Sensitive, Trademark Weapon (Lightsaber), Jedi Knight, Jedi Master

Powers: Force Whirlwind, Force Detect/ Conceal, Damage Resistance, Move Object, Force Shield, Surge, Mind Trick, Vital Transfer, Battle Strike

Power Points: 15

Gear: Lightsaber (Damage Str+d6+8 AP 12) Light armor, light (+4) All Light powers -1pp, minimum 1 PP.

☪ Jedi Master

Attributes: Agility d8, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d10, Common Knowledge d8, Fighting d10, Intimidation d8, Battle d6, Notice d6, Persuasion d6, Shooting d4, Stealth d6, Use Force d10

Pace 6; Parry 7; Toughness 9(4)

Hindrances: Code of Honor (Major)

Edges: Force Sensitive, Command, Command Presence, Natural Leader, Inspire, Fervor, Trademark Weapon (Lightsaber), Jedi Knight, Jedi Master

Powers: Force Whirlwind, Force Detect/ Conceal, Damage Resistance, Move Object, Force Shield, Surge, Mind Trick, Vital Transfer, Battle Strike, Relief

Power Points: 25

Gear: Lightsaber (Damage Str+d6+8 AP 12) Light armor, light (+4) All Light powers -1pp, minimum 1 PP.

Jedi Padawan

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Shooting d4, Stealth d6, Use Force d6

Pace 6; Parry 6; Toughness 9(4)

Hindrances: Code of Honor (Major)

Edges: Force Sensitive, Trademark Weapon (Lightsaber), Jedi Knight

Powers: Force Whirlwind, Force Detect/ Conceal, Force Shield, Surge, Vital Transfer

Power Points: 10

Gear: Lightsaber (Damage Str+d6+8 AP 12) Light armor, light (+4) All Light powers -1pp, minimum 1 PP.



Rebel Pilot

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Astrogation d6, Piloting d6, Fighting d6, Intimidation d6, Notice d4, Persuasion d6, Shooting d4, Stealth d4

Pace 6; Parry 5; Toughness 7(2)

Hindrances: --

Edges: -

Gear: Pilot Suit (+2), Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2)

Rebel Spy

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d8, Climbing d6, Driving d6, Fighting d6, Electronics d8, Thievery d8, Persuasion d8, Notice d8, Shooting d6, Stealth d8, Taunt d6

Pace 6; Parry 5; Toughness 5

Hindrances: Cautious

Edges: Streetwise, Thief, Connections

Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrodagger (Str+d4+2, AP 2)

Rebel Trooper

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d6, Intimidation d6, Notice d4, Persuasion d6, Shooting d6, Stealth d4

Pace 6; Parry 5; Toughness 7(2)

Hindrances: --

Edges: --

Gear: Blast helmet and vest (+2), Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2)



NON-AFFILIATED (Wild Cards)

Anti-Government Cell Member

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Driving d6, Fighting d6, Intimidation d6, Notice d4, Persuasion d6, Shooting d6, Stealth d4

Pace 6; Parry 5; Toughness 7(2)

Hindrances: --

Edges: --

Gear: Blast helmet and vest (+2), Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2)

Anti-Government Cell Leader

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Academics d10, Athletics d4, Common Knowledge d6, Fighting d6, Intimidation d6, Battle d6, Notice d6, Persuasion d8, Research d8, Shooting d4, Stealth d4

Pace 6; Parry 5; Toughness 5

Hindrances: --

Edges: Command, Natural Leader, Inspire, Reliable

Gear: Hold out Pistol (Range 5/10/20, Damage 2d4, AP 2, RoF 1), DataPad, Code cylinder, comlink (encrypted)

Anti-Government Elite Cell Member

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d6, Driving d6, Fighting d6, Intimidation d8, Notice d4, Persuasion d6, Shooting d6, Stealth d6

Pace 6; Parry 5; Toughness 7(2)

Hindrances: --

Edges: --

Gear: Blast helmet and vest (+2), Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Grenade Launcher, 6 Frag Grenades

Assassin

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d8, Shooting d6, Stealth d8, Persuasion d6, Throwing d6

Pace 6; Parry 6; Toughness 9(4)

Hindrances: Vow (Major)

Edges: Alertness, Dodge, First Strike, Marksman, Steady Hands, Streetwise

Gear: Body Armor (+4), Vibrosword, Long (Str+d8+2, AP 2), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), comlink



Bespin Security Guard

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d6, Intimidation d6, Notice d4, Shooting d4, Persuasion d6, Piloting d6, Stealth d4
Pace 6; Parry 5; Toughness 5
Hindrances: --
Edges: Coordinated Firing
Gear: Bespin Security Uniform, BlasTech DH-23 (Range 15/30/60, Damage 2d4, AP 2, RoF 1), Binder Cuffs, comlink

Bespin Security Guard (Elite)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Common Knowledge d6, Driving d6, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Persuasion d8, Piloting d8, Stealth d4
Pace 6; Parry 5; Toughness 7(2)
Hindrances: --
Edges: Coordinated Firing
Gear: Bespin Security Uniform, Combat Jumpsuit (+2), BlasTech DH-23 (Range 15/30/60, Damage 2d4, AP 2, RoF 1), Binder Cuffs, comlink

Bespin Security Commander

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d8, Fighting d6, Intimidation d6, Battle d6, Notice d6, Persuasion d6, Shooting d4, Piloting d10, Stealth d4
Pace 6; Parry 5; Toughness 6(1)
Hindrances: Loyal
Edges: Command, Natural Leader, Inspire
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Padded Bespin Security Uniform (+1, Cap, Jacket, Leggings), Binder Cuffs, comlink

Bodyguard

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d6
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d8, Persuasion d6, Shooting d6, Stealth d8, Throwing d6
Pace 6; Parry 6; Toughness 9(4)
Hindrances: Vow (Major)
Edges: Alertness, Dodge, First Strike, Marksman, Steady Hands
Gear: Bodyguard armor (+4), Vibrosword, Long (Str+d8+2, AP 2), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), comlink
Special Abilities:
Fanatic: Bodyguards are trained to put themselves between their boss and incoming attacks. If they are within 6" of their boss. Once per round they can interrupt an incoming attack by moving between their boss and the attack. This is done after the attack roll but before the damage roll.

Bounty Hunter

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Astrogation d8, Athletics d8, Common Knowledge d6, Driving d6, Fighting d8, Intimidation d6, Notice d8, Persuasion d6, Piloting d6, Shooting d8, Stealth d6, Survival d8, Taunt d6
Pace 6; Parry 5; Toughness 10(4)
Hindrances: Greedy, Mean, Vengeful (Major)
Edges: Alertness, Combat Reflexes, Streetwise
Gear: Body Armor (+4), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Vibrodagger (Str+d4+2, AP 2), 3x Stun Grenades (Range 5/10/20, LBT, Target must make a Vigor roll (at -2 with a raise) or be Stunned (pg. 106), Contact Stunner, Binder Cuffs, comlink

Citizens

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Driving d6, Notice d6, Persuasion d4, Shooting d4, Stealth d4
Pace 6; Parry 2; Toughness 5
Hindrances: --
Edges: --
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), clothes, comlink, 20 credits, various personal belongings

COMPNOR Supporters

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Driving d6, Notice d6, Persuasion d4, Shooting d4, Stealth d4
Pace 6; Parry 2; Toughness 5
Hindrances: --
Edges: --
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrodagger (Str+d4+2, AP 2), Contact Stunner, COMPNOR anti-alien propaganda (concealed in jacket), credit chip (100 credits), comlink

Corporate Security Officer/ Fixer

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d8, Driving d6, Fighting d6, Electronics d8, Thievery d8, Persuasion d8, Notice d8, Shooting d6, Stealth d8, Piloting d6, Repair d6
Pace 6; Parry 5; Toughness 5
Hindrances: --
Edges: Attractive, Double Tap
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrodagger (Str+d4+2, AP 2), Body Armor (+2, Leather Jacket), dark clothes, comlink



Coruscant Guard

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Driving d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Shooting d8, Stealth d4
Pace 6; Parry 6; Toughness 11(6)
Hindrances: Loyal
Edges: Block
Gear: Coruscant Guard Armor (+6), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), 3x Stun Grenades (Range 5/10/20, LBT, Target must make a Vigor roll (at -2 with a raise) or be Stunned (pg. 106), Contact Stunner, utility belt with 8-2A Medical Bundle

Coruscant Guard Veterans

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Shooting d8, Stealth d4
Pace 6; Parry 6; Toughness 11(6)
Hindrances: Loyal
Edges: Block, Command, Natural Leader, Inspire
Gear: Coruscant Guard Armor (+6), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), 3x Stun Grenades (Range 5/10/20, LBT, Target must make a Vigor roll (at -2 with a raise) or be Stunned (pg. 106), Contact Stunner, utility belt with 8-2A Medical Bundle

Felucian Chief

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d8, Fighting d6, Intimidation d6, Notice d4, Persuasion d8, Shooting d6, Stealth d8, Use Force d8
Pace 6; Parry 5; Toughness 5
Hindrances: --
Edges: Force Sensitive (Force Adept),
Special Ability:
Aquatic: At home in the water Felucians cannot drown in oxygenated liquid
Innate Ability: Force Blast (See Felucian Species)
Powers: Farseeing, Vital Transfer, Force Shield, Mind Trick, Move Object
Points: 25
Gear: Loin Cloth

Felucian Scout

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d4, Persuasion d4, Shooting d6, Stealth d8
Pace 6; Parry 5; Toughness 5
Hindrances: --
Edges: Frenzy
Special Ability:
Aquatic: At home in the water Felucians cannot drown in oxygenated liquid
Innate Ability: Force Blast (See Felucian Species)
Gear: Rancor jawbone "club" (Str+d6), Loin Cloth

Former Aristocrat

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Intimidation d8, Common Knowledge d10, Notice d8, Persuasion d8, Stealth d4, Shooting d4, Taunt d6
Pace 6; Parry 2; Toughness 9(4)
Hindrances: Greedy, Stubborn
Edges: Aristocrat, Connections, Strong Willed
Gear: Body Armor (+4), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Vibrodagger (Str+d4+2, AP 2), comlink

Gamorrean Basher

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d6
Skills: Athletics d8, Common Knowledge d4, Fighting d10, Intimidation d6, Notice d4, Persuasion d6, Shooting d6-1, Stealth d4
Pace 6; Parry 7; Toughness 9(2)
Hindrances: --
Edges: Block, Brawler, Frenzy
Gear: Spiked War Maul (Str+d10), Leather Armor (+2 Jacket)

Gamorrean Guard

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d4, Persuasion d4, Shooting d6-1, Stealth d4
Pace 6; Parry 5; Toughness 8(2)
Hindrances: --
Edges: --
Gear: Vibro-Axe (Str+d10+2, AP 2), Leather Armor (+2 Jacket)

Gamorrean Warlord

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d6
Skills: Athletics d8, Battle d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d4, Persuasion d8, Shooting d6-1, Stealth d4
Pace 6; **Parry** 6; **Toughness** 14(8)
Hindrances: --
Edges: Command, Inspire
Gear: Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Maul (Str+d10), Battle armor, heavy (+8), 50 credits, various personal belongings

Generic Technician

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d6, Driving d6, Notice d6, Electronics d8, Repair d6, Stealth d4
Pace 6; **Parry** 2; **Toughness** 5
Hindrances: --
Edges: --
Gear: Datapad, Toolbelt

Genetically Altered Felucian

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Common Knowledge d4-2, Fighting d8, Intimidation d6, Notice d4, Persuasion d4-2, Shooting d6, Stealth d8
Pace 6; **Parry** 6; **Toughness** 6
Hindrances: --
Edges: Frenzy
Special Ability:
Aquatic: At home in the water Felucians cannot drown in oxygenated liquid
Innate Ability: Force Blast (See Felucian Species)
Gear: Fused Blade "Short Sword" (Str+d6)

High Level Crime Boss

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Astrogation d8, Common Knowledge d8, Fighting d10, Intimidation d10, Notice d8, Persuasion d10, Piloting d10, Repair d6, Shooting d8, Stealth d8, Taunt d8
Pace 6; **Parry** 9; **Toughness** 12(6)
Hindrances: Greedy, Mean, Wanted
Edges: Ace, Block, Combat Reflexes, Command, Hard to Kill, Inspire
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrorapier (Str+d4+2, AP 2, +1 Parry "included"), Armored Plate (+6)

Holocron Gatekeeper

Attributes: Agility --, Smarts d8, Spirit d10, Strength --, Vigor d8
Skills: Intimidation d8, Notice d10, Persuasion d8
Pace 8 (Flying); **Parry** --; **Toughness** --
Hindrances: --
Edges: --

Special Abilities:

• **Holocron Gatekeeper:** They cannot interact in the same way that normal NPC's do. While the gatekeeper occupies a space on the battlefield, they cannot make physical attacks or use Force powers because it is merely a construct of the holocron. The gatekeeper takes no damage from physical attacks, though he can be affected by mind-affecting abilities and skills)

• **Force Bond:** The Gatekeeper can grant any one of the following edges: Arcane Resistance, Channeling, Concentration, Extra Effort, or Mentalist (Changing all Arcane Background Requirements to be any Force using Background and changing all Skill requirements to be Force Use) for as long as the Force User is connected to it. The Edge must be chosen upon connection and can not be changed. Only one bond can be in effect at a time.

• **Vulnerability to Rebuke:** Whenever a character targets the Gatekeeper with a successful application of the Rebuke power, the gatekeeper loses the ability to use the Force Bond special ability on his next turn. With a raise two turns.

• **Vulnerability to Sever Force:** If a character spends a Conviction Point when using Sever Force on the gatekeeper, the Force energies dissipates, destroying the gatekeeper and the holocron

Hutt Crimelord

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12+4, Vigor d12
Skills: Athletics d4, Common Knowledge d10, Fighting d8, Intimidation d6, Persuasion d8, Notice d8, Shooting d6, Stealth d4
Pace 4; **Parry** 6; **Toughness** 12

Hindrances: Greedy, Curious

Edges: Arcane Resistance, Improved Arcane Resistance, First Strike

Gear: DX-2 Sonic Disruptor (Range 3/6/12, Damage 2d6, RoF 1, Reload 5)

Special Abilities:

• **Size 4:** Hutts are Large and they know it.

• **Hardy:** Hutts do not take a wound from being Shaken Twice.

• **Tail Lash:** The Hutt can make a free Str. Attack against up to two foes to it's side or rear at no penalty



Local Aristocrat

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d6, Fighting d6, Intimidation d4, Battle d6, Notice d6, Persuasion d6, Shooting d4, Stealth d4
Pace 6; Parry 5; Toughness 5
Hindrances: Stubborn
Edges: Aristocrat, Command, Inspire
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Code cylinder, comlink (encrypted)

Local Bodyguard

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d8, Intimidation d6, Notice d8, Persuasion d6, Piloting d6, Shooting d8, Stealth d6, Survival d8, Taunt d6
Pace 6; Parry 5; Toughness 10(4)
Hindrances: Greedy, Mean, Vengeful (Major)
Edges: Alertness, Combat Reflexes, Streetwise
Gear: Body Armor (+4), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Vibrodagger (Str+d4+2, AP 2), 3x Stun Grenades (Range 5/10/20, LBT, Target must make a Vigor roll (at -2 with a raise) or be Stunned (pg. 106 SWADE Core Book))

Special Abilities:

Fanatic: Bodyguards are trained to put themselves between their boss and incoming attacks. If they are within 6" of their boss. Once per round they can interrupt an incoming attack by moving between their boss and the attack. This is done after the attack roll but before the damage roll.

Local Bounty Hunter

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Athletics d8, Common Knowledge d8, Driving d6, Fighting d8, Intimidation d6, Notice d8, Persuasion d6, Piloting d6, Shooting d8, Stealth d6, Survival d8, Taunt d6
Pace 6; Parry 5; Toughness 10(4)
Hindrances: Greedy, Mean, Vengeful (Major)
Edges: Alertness, Combat Reflexes, Streetwise
Gear: Body Armor (+4), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Vibrodagger (Str+d4+2, AP 2), comlink

Local Gang Leader

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Common Knowledge d4, Fighting d10, Intimidation d10, Notice d8, Persuasion d6, Piloting d10, Repair d6, Shooting d8, Stealth d8, Taunt d8
Pace 6; Parry 9; Toughness 12(6)
Hindrances: Greedy, Mean
Edges: Aristocrat, Block, Combat Reflexes, Command, Hard to Kill, Inspire
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrorapier (Str+d4+2, AP 2, +1 Parry "included"), Armored Robes (+6)

Local Gang Member

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Piloting d6, Repair d4, Shooting d6, Stealth d6
Pace 6; Parry 6; Toughness 7(2)
Hindrances: Greedy, Mean
Edges: --
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrorapier (Str+d4+2, AP 2, +1 Parry "included"), Reinforced Robes (+2)

Local Guild Member

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Intimidation d8, Common Knowledge d10, Notice d8, Persuasion d8, Stealth d4, Shooting d4, Taunt d6
Pace 6; Parry 2; Toughness 5
Hindrances: Greedy, Stubborn
Edges: Connections, Strong Willed
Gear: Fancy Clothes, Datapad, comlink

Local Nobleman

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Intimidation d8, Common Knowledge d10, Notice d8, Persuasion d8, Stealth d4, Shooting d4, Taunt d6
Pace 6; Parry 2; Toughness 5
Hindrances: Greedy, Stubborn
Edges: Connections, Strong Willed
Gear: Fancy Clothes, Datapad, comlink

Local Politician

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Intimidation d8, Common Knowledge d10, Fighting d6, Notice d8, Persuasion d8, Stealth d4, Shooting d4, Taunt d6
Pace 6; Parry 5; Toughness 5
Hindrances: Greedy, Stubborn
Edges: Connections, Strong Willed
Gear: Fancy Clothes, Datapad, comlink (encrypted)

Local Security Guard

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Driving d6, Fighting d6, Intimidation d6, Notice d4, Persuasion d4, Shooting d4, Stealth d4
Pace 6; Parry 5; Toughness 5
Edges: Coordinated Firing
Gear: Security Uniform, BlasTech DH-23 (Range 15/30/60, Damage 2d4, AP 2, RoF 1), Binder Cuffs, comlink

Local Smuggler

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Athletics d4, Astrogation d8, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d8, Persuasion d6, Piloting d6, Repair d6, Shooting d8, Stealth d6, Taunt d6
Pace 6; Parry 7; Toughness 11(6)
Hindrances: Mean, Greedy, Wanted
Edges: Block
Gear: Armored Spacesuit (+6), Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrodagger (Str+d4+2, AP 2)

Majordomo

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Intimidation d8, Common Knowledge d10, Notice d8, Persuasion d8, Stealth d4, Shooting d4, Taunt d6
Pace 6; Parry 2; Toughness 5
Hindrances: Greedy, Stubborn
Edges: Connections, Strong Willed
Gear: Fancy Clothes, Datapad, commlink

Mid Level Crime Boss

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d6
Skills: Athletics d8, Common Knowledge d6, Battle d6, Fighting d8, Intimidation d6, Notice d4, Persuasion d6, Shooting d6-1, Stealth d4
Pace 6; Parry 6; Toughness 14(8)
Hindrances: --
Edges: Command, Inspire
Gear: Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Maul (Str+d10), Battle armor, heavy (+8), 50 credits, various personal belongings

Noghri Assassin

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d8, Persuasion d4, Shooting d6, Stealth d8, Throwing d6
Pace 6; Parry 6; Toughness 8(2)
Hindrances: Vow (Major)
Edges: Alertness, Assassin, Dodge, First Strike, Marksman, Steady Hands, Streetwise
Gear: Body Armor (+2, Leather Jacket), Vibrodagger (Enhanced Damage Mod, Str+d4+3, AP 2), dark clothing, comlink

Noghri Strike Team Leader

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Common Knowledge d6, Battle d6, Fighting d8, Intimidation d6, Notice d8+2, Persuasion d6, Shooting d6, Stealth d8, Throwing d6
Pace 6; Parry 6; Toughness 8(2)
Hindrances: Vow (Major)
Edges: Alertness, Dodge, First Strike, Marksman, Command, Natural Leader, Inspire
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Body Armor (+2, Leather Jacket), dark clothes, comlink

Noghri Warrior

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d8+2, Persuasion d4, Shooting d6, Stealth d8, Throwing d6
Pace 6; Parry 6; Toughness 8(2)
Hindrances: Vow (Major)
Edges: Alertness, Dodge, First Strike, Marksman, Steady Hands
Gear: Vibrodagger (Str+d4+2, AP 2), Body Armor (+2, Leather Jacket), Stokhli spray stick, dark clothing
Special Abilities:
Fanatic: Bodyguards are trained to put themselves between their boss and incoming attacks. If they are within 6" of their boss. Once per round they can interrupt an incoming attack by moving between their boss and the attack. This is done after the attack roll but before the damage roll.

Pirate

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Astrogation d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Piloting d6, Repair d4, Shooting d6, Stealth d6
Pace 6; Parry 6; Toughness 7(2)
Hindrances: Greedy, Mean
Edges: Dodge, Block
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrorapier (Str+d4+2, AP 2, +1 Parry "included"), Pilot Suit (+2)

Pirate Captain

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Astrogation d8, Common Knowledge d8, Fighting d10, Intimidation d10, Notice d8, Persuasion d8, Piloting d10, Repair d6, Shooting d8, Stealth d8, Taunt d8
Pace 6; Parry 9; Toughness 12(6)
Hindrances: Greedy, Mean, Wanted
Edges: Ace, Block, Combat Reflexes, Command, Dodge Hard to Kill, Inspire
Gear: DX-2 Sonic Disruptor (Range 3/6/12, Damage 2d6, RoF 1, Reload 5), Vibrorapier (Str+d4+2, AP 2, +1 Parry "included"), Armored spacesuit (+6)

Planetary Nobleman

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d8, Fighting d8, Intimidation d6, Notice d6, Persuasion d8, Shooting d10, Survival d6, Stealth d4
Pace 6; Parry 5; Toughness 9(4)
Hindrances: Overconfident
Edges: Marksman
Gear: Battle armor, light (+4), S-5 Heavy Blaster Pistol (Range 15/30/60, Damage 3d6, AP 2, RoF 1), Vibrodagger (Str+d4+2, AP 2), utility belt with 8-2A Medical Bundle

Prisoners

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Driving d6, Fighting d4, Intimidation d4, Notice d6, Persuasion d4, Shooting d4, Stealth d4
Pace 6; Parry 4; Toughness 5
Hindrances: --
Edges: --
Gear: Prison Garb

Retired Nobleman

Attributes: Agility d6-1, Smarts d8, Spirit d8, Strength d6-1, Vigor d6-1
Skills: Academics d10, Athletics d6, Intimidation d8, Common Knowledge d10, Notice d8, Persuasion d8, Stealth d4, Shooting d4, Taunt d6
Pace 5; Parry 2; Toughness 5
Hindrances: Greedy, Stubborn, Elderly
Edges: Connections, Strong Willed
Gear: Fancy Clothes, Datapad, comlink

Rodian Thieves

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d6, Electronics d8, Thievery d8+1, Intimidation d8, Notice d8+2, Persuasion d6, Shooting d6, Stealth d8, Taunt d6
Pace 6; Parry 5; Toughness 5
Hindrances: Cautious
Edges: Streetwise, Thief, Alertness
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrodagger (Str+d4+2, AP 2)

Royal Nobleman

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Common Knowledge d8, Fighting d10, Intimidation d10, Notice d8, Persuasion d8, Piloting d10, Repair d6, Shooting d8, Stealth d8, Taunt d8
Pace 6; Parry 9; Toughness 12(6)
Hindrances: Greedy, Mean
Edges: Block, Combat Reflexes, Command, First Strike, Hard to Kill, Inspire
Gear: Vibrorapier (Str+d4+2, AP 2, +1 Parry "included"), Custom Armored Robes (+6)

Scoundrel

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d8, Common Knowledge d8, Driving d6, Fighting d6, Electronics d8, Thievery d8, Persuasion d8, Notice d8, Shooting d6, Stealth d8, Piloting d6, Repair d6
Pace 6; Parry 5; Toughness 5
Hindrances: --
Edges: Attractive, Double Tap
Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrodagger (Str+d4+2, AP 2)

Squib Scavenger

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Athletics d4, Common Knowledge d8, Driving d6, Notice d6, Shooting d4, Stealth d4, Persuasion d10

Pace 4; Parry 2; Toughness 5

Hindrances: --

Edges: --

Gear: assorted junk, Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2)

Special Ability:

- Natural Diplomat: Members of the Squib species are naturals at negotiating. They have a species trait that grants a +2 competence bonus to their Persuasion skill when used while they are haggling over the price of something.

Thug

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d4, Persuasion d4, Shooting d6, Stealth d4

Pace 6; Parry 5; Toughness 5

Hindrances: --

Edges: --

Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrodagger (Str+d4+2, AP 2)

Thug Leader

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d8, Persuasion d8, Piloting d6, Repair d6, Shooting d8, Stealth d6, Taunt d6

Pace 6; Parry 7; Toughness 11(6)

Hindrances: Mean, Greedy, Wanted

Edges: Block

Gear: Armored Spacesuit (+6), Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrodagger (Str+d4+2, AP 2)

Trandoshan Slaver

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d6, Common Knowledge d8, Driving d6, Fighting d10, Intimidation d6, Notice d4, Persuasion d6, Piloting d6, Shooting d6, Stealth d4

Pace 6; Parry 7; Toughness 9(2)

Hindrances: --

Edges: Brawler

Gear: Hold out Pistol (Range 6/12/24, Damage 2d4, RoF 1), comlink

Special Abilities:

- Regeneration: Slow Trandoshan can make a Natural Healing Roll once per day. (Including Permanent Wounds)

- Claws: (Damage Str+d6)

- Scaly Skin: (+2 Armor, Included)

Twilek Poisoner

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d8, Persuasion d10, Shooting d6, Stealth d8, Throwing d6

Pace 6; Parry 6; Toughness 5

Hindrances: Vow (Major)

Edges: Alertness, Dodge, First Strike, Marksman, Steady Hands, Streetwise

Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrodagger (Str+d4+2, AP 2), comlink

Special Ability:

- Trihexalon Poison: The Twilek poisoner carries four vials of a distilled and refined chemical weapon called trihexalon. Normally used as a chemical weapon, trihexalon can be refined and altered to react (or fail to react) with certain biochemical compositions. The Twilek poisoner's trihexalon is engineered to affect all non-Twileks, preventing the poison from being used against her. This particular variety of trihexalon is a contact poison that attacks the Vigor of any target damaged by the weapon to which it is applied. If the attack causes damage, the target Must make a Vigor Roll at -2. On a failure the character is Distracted and knocked out for 2d6 minutes (twice that with a critical failure)

Ugnaught

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d8, Driving d6, Fighting d4, Gambling d6, Intimidation d4, Notice d6, Persuasion d6, Piloting d4, Shooting d4, Repair d6, Stealth d4

Pace 4; Parry 4; Toughness 4

Hindrances: --

Edges: --

Gear: Biohazard suit, Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), worker's clothes, comlink, tool belt

Ugnaught Boss

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d12, Driving d6, Fighting d4, Gambling d6, Intimidation d6, Notice d6, Persuasion d6, Piloting d4, Repair d8, Shooting d6, Stealth d4

Pace 4; Parry 4; Toughness 4

Hindrances: --

Edges: Command, Inspire

Gear: Biohazard suit, Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), worker's clothes, comlink, tool belt



Ugor Forager

Attributes: Agility d4, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d8, Fighting d6, Intimidation d6, Notice d4, Persuasion d10, Shooting d6, Stealth d8

Pace 4; Parry 5; Toughness 7(2)

Hindrances: --

Edges: --

Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), mace (Damage str+d6), Pilot Suit (+2), various items of value

Special Abilities:

Amorphous Nature: Ugors are amoeba-like shapeshifters and may alter their abilities at will. As a full-round action, an Ugor can raise or lower any physical ability by 1 die type, but each die must be transferred from another Attribute. This ability lasts for 1d6 rounds before it alters back to the Ugor's original scores. Bonuses and penalties (to skills, defenses, attacks, and so on) have to be adjusted accordingly if this adjustment affects them.

Work Crewmember

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Driving d6, Electronics d8, Fighting d6, Intimidation d4, Notice d6, Persuasion d4, Repair d8, Shooting d4, Stealth d4

Pace 4; Parry 4; Toughness 5

Hindrances: --

Edges: --

Gear: Biohazard suit, Heavy Hydrosponder Damage Str+d6, worker's clothes, comlink, tool belt



DROIDS (🌀 Wild Cards)

The cost of a non-combat droid is based upon the number of Attribute Die it has. Add them up then multiply that by 1,000. For a Combat Droid the Cost is Double that amount. Unless otherwise noted all droids have Basic Processors.

21B Medical Droid (1st)

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d6-2, Vigor d6

Skills: Athletics d4, Common Knowledge d8, Notice d6, Healing d12+2, Persuasion d10-2, Stealth d4

Pace 6; Parry 1; Toughness 5

Hindrances: --

Edge: Healer

Gear: Comlink, 4x 8-2A Medical Bundle, Bioscanner, Scalpel (Vibro dagger: Str+d4+2, AP 2), Heuristic Processor

Special Abilities:

- **Construct:** They add +2 to recover from being shaken
- **Environmental Weakness (Electricity):** They are -4 to Resist Electrical Effects and take +4 Damage from Electrical Attacks
- **Data Jack:** Droids tap directly into the system via a datajack This adds +2 to all Hacking and Electronic rolls.
- **Dependency:** All droids need to recharge.

501-Z Security Droid (4th)

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d8

Skills: Athletics d4, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d8, Persuasion d8-4, Shooting d8, Stealth d6

Pace 4; Parry 6; Toughness 10(4)

Hindrances: --

Edges: --

Gear: Force Pike (Str+d6+2, If Shaken or Wounded the target must make a Vigor Roll -2 or be Distracted), Laser Rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2), Heuristic Processor, holorecorder, holoprojector, internal comlink, Duravlex armor plating: +4

Special Abilities:

- **Construct:** They add +2 to recover from being shaken

501-Z Security Droid Squad (4 Members) (4th)

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d8

Skills: Athletics d4, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d8, Persuasion d8-4, Shooting d8+4, Stealth d6

Pace 4; Parry 6; Toughness 10(4)

Hindrances: --

Edges: --

Gear: Force Pike (Str+d6+6, If Shaken or Wounded the target must make a Vigor Roll -2 or be Distracted, Laser Rifle (Range 30/60/120, Damage 3d6+4, RoF 3, AP 2), Heuristic Processor, holorecorder, holoprojector, internal comlink, Duravlex armor plating: +4

Special Abilities:

- Construct: They add +2 to recover from being shaken

8D Smelter Droid (5th Degree)

Attributes: Agility d4, Smarts d8-1, Spirit d4, Strength d8, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Fighting d8, Repair d8, Notice d6, Electronics d4, Persuasion d10-2, Stealth d4

Pace 6; Parry 6; Toughness 9(4)

Hindrances: --

Edges: --

Gear: Matter Cutter (3d6, AP 10, Parry and Fighting are -2 if used as a weapon), Durvlex armor Shell (light +4)

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Environmental Weakness (Electricity): They are -4 to Resist Electrical Effects and take +4 Damage from Electrical Attacks
- Data Jack: Droids tap directly into the system via a datajack This adds +2 to all Hacking and Electronic rolls.
- Dependency: All droids need to recharge.
- Resilient: Smelter Droids take one wound before they're Incapacitated.
- Environmental Resistance (Heat): They are +4 to Resist Heat Effects and take -4 Damage from Heat Attacks

A9G - Series Archive Droid (1st)

Attributes: Agility d4, Smarts d10, Spirit d4, Strength d6-2, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Notice d6, Persuasion d10-2, Stealth d4, "Select Skill" d12+2

Pace 6; Parry 1; Toughness 5

Hindrances: --

Edge: Investigator

Gear: Comlink,

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Environmental Weakness (Electricity): They are -4 to Resist Electrical Effects and take +4 Damage from Electrical Attacks
- Data Jack: Droids tap directly into the system via a datajack This adds +2 to all Hacking and Electronic rolls.
- Dependency: All droids need to recharge.
- Select Skill: (Upon Creation or Purchase select one Skill based on Smarts. This Droid has a d12+2 in that skill)

Advanced Purge Trooper Droid (4th)

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d12, Common Knowledge d8, Fighting d10, Intimidation d6, Notice d6, Persuasion d6-4, Shooting d8, Stealth d4

Pace 6; Parry 6; Toughness 19(8)

Hindrances: --

Edges: --

Gear: Vibrosword, Great (Str+d10+2, AP 2, Parry -1, Two Hands), Shoulder Mounted Missile Launcher (Range 24/48/96, Damage 3d6, HW, Ignores all but total cover), Heuristic Processor, Neutronium armor Shell +8

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Size 4: Built to hunt Jedi. This Droid uses it's size to do so
- Energy Skin: (reduce damage from lasers by 4), ,
- Cortosis Plating: (A lightsaber has -6 AP when hitting the Advanced purge trooper.)



AD - Series Weapons Maintenance Droid (2nd)

Attributes: Agility d4, Smarts d8, Spirit d4, Strength d4, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Repair d8, Notice d6, Electronics d6, Persuasion d8-2, Stealth d4
Pace 6; Parry 2; Toughness 5
Hindrances: --
Edges: --
Gear: 2 Tool Arms, 2 Hand Arms, Fire Extinguisher
Special Abilities:

- Construct: They add +2 to recover from being shaken
- Environmental Weakness (Electricity): They are -4 to Resist Electrical Effects and take +4 Damage from Electrical Attacks
- Data Jack: Droids tap directly into the system via a datajack This adds +2 to all Hacking and Electronic rolls.
- Dependency: All droids need to recharge.
- Repair Master: May reroll Repair rolls made to fix any broken piece of equipment

Annihilator Droid (4th)

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d12
Skills: Athletics d4, Common Knowledge d4, Fighting d10, Intimidation d6, Notice d8, Persuasion d8-4, Shooting d8, Stealth d6
Pace 4; Parry 7; Toughness 22(6)
Hindrances: --
Edges: Two Gun Kid, Ambidextrous, Counter Attack, Improved Counter Attack, First Strike, Improved First Strike
Gear: 2x Gatling Lasers (Range 50/100/200, Damage 3d6+4, RoF 4, AP 4, Heuristic Processor, internal comlink, Laminanium armor plating +6
Special Abilities:

- Construct: They add +2 to recover from being shaken
- Size 8: This 4 legged droid can look even a Rancor in the eyes
- Shields x2: an ablative energy field that gives it two additional Wounds. Shield Wounds are lost before other Wounds. An Annihilator Droid with remaining shield Wounds never suffer more than one Wound from a single hit, but damage to shield Wounds may not be Soaked.
- Combat Design: May Attack Twice in one Round with no Penalty or attack Once and make a shield repair attempt with no penalty
- Very Resilient: Annihilator Droids take two extra wounds before they're Incapacitated.

AS-P4 Hunter Droids (4th)

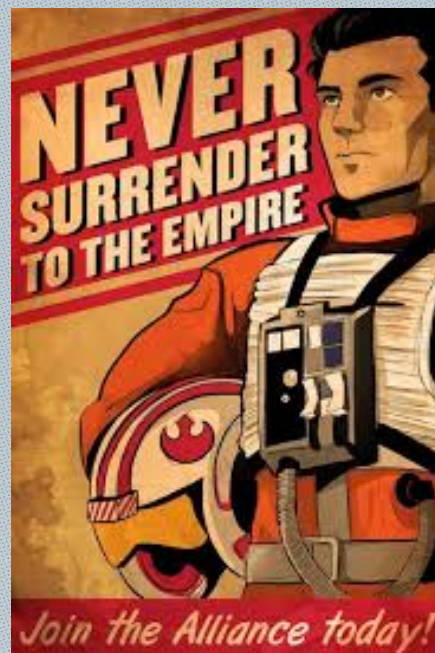
Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d8, Persuasion d8-4, Shooting d8, Stealth d6
Pace 4; Parry 6; Toughness 10(4)
Hindrances: --
Edges: --
Gear: Gatling Laser (Range 50/100/200, Damage 3d6+4, RoF 4, AP 4, Heuristic Processor, internal comlink, Duravlex armor plating +4, holorecorder, holoprojector
Special Abilities:

- Construct: They add +2 to recover from being shaken

BLX Labor Droid (5th)

Attributes: Agility d4, Smarts d6-1, Spirit d4, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Fighting d8, Repair d8+2, Notice d6, Electronics d4, Persuasion d10-2, Stealth d6
Pace 6; Parry 6; Toughness 5
Hindrances: --
Edges: Mr. Fix-it
Gear: Repair Tools, Datapad
Special Abilities:

- Construct: They add +2 to recover from being shaken
- Environmental Weakness (Electricity): They are -4 to Resist Electrical Effects and take +4 Damage from Electrical Attacks
- Data Jack: Droids tap directly into the system via a datajack This adds +2 to all Hacking and Electronic rolls.
- Dependency: All droids need to recharge.
- Resilient: BLX Labor Droids take one wound before they're Incapacitated.



Crab Droid (5th)

Attributes: Agility d4, Smarts d6-1, Spirit d4, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Repair d8, Notice d6, Electronics d4, Persuasion d10-2, Stealth d8

Pace 6; **Parry** 6; **Toughness** 9(4)

Hindrances: --

Edges: --

Gear: Circular Saw (2d4+4), Matter Cutter (3d6, AP 10, Parry and Fighting are -2 if used as a weapon), Durvlex armor Shell +4

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Environmental Weakness (Electricity): They are -4 to Resist Electrical Effects and take +4 Damage from Electrical Attacks
- Data Jack: Droids tap directly into the system via a datajack This adds +2 to all Hacking and Electronic rolls.
- Dependency: All droids need to recharge.
- Resilient: Crab Droids take one wound before they're Incapacitated.

Combat Droid (Trade Federation Battle Droid) (4th)

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Athletics d4, Common Knowledge d4, Fighting d6, Intimidation d4, Notice d6, Persuasion d6-4, Shooting d4, Stealth d4

Pace 6; **Parry** 5; **Toughness** 11(4)

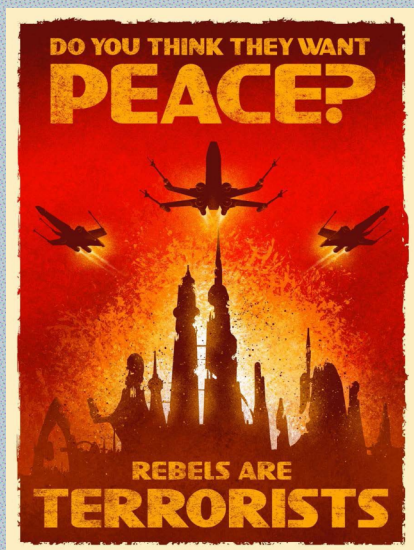
Hindrances: --

Edges: --

Gear: Duravlex armor Shell +4, Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2)

Special Abilities:

- Construct: They add +2 to recover from being shaken



CZ - Series Secretary Droid(3rd)

Attributes: Agility d6-1, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d12, Notice d6, Language (All Common Races) d8, Language (Non-Common Races) d6, Persuasion d8, Stealth d4

Pace 5; **Parry** 3; **Toughness** 5

Hindrances: --

Edges: --

Gear: Comlink, Heuristic Processor

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Environmental Weakness (Electricity): They are -4 to Resist Electrical Effects and take +4 Damage from Electrical Attacks
- Data Jack: Droids tap directly into the system via a datajack This adds +2 to all Hacking and Electronic rolls.
- Dependency: All droids need to recharge.
- Linguist: The Droid knows as many Languages as needed
- Comlink Jammer: As an action, the CZ droid can jam all comlinks (including encrypted ones) within 6" of the droid for one round.

☉ Droideka (4th)

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d10, Notice d6, Electronics d10, Persuasion d6-4, Shooting d8, Stealth d4, Repair d8

Pace 4 Walking, 8 Rolling (Takes an Action to change from walking to Rolling); **Parry** 6;

Toughness 15(6)

Hindrances: --

Edges: --

Gear: Gatling laser rifle (Range 50/100/200, Damage 3d6+4, RoF 4, AP 2), Laminanium armor Shell +6

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Size 2: Built For Combat
- Energy Skin: reduce damage from lasers by 4
- Shields x2: an ablative energy field that gives it two additional Wounds. Shield Wounds are lost before other Wounds. A Droideka with remaining shield Wounds never suffer more than one Wound from a single hit, but damage to shield Wounds may not be Soaked.
- Combat Design: May Attack Twice in one Round with no Penalty or attack Once and make a shield repair attempt with no penalty
- Very Resilient: Droideka take two extra wounds before they're Incapacitated.



DP-2 Probe Droid (Probe Droid) (4th)

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d8

Skills: Athletics d8, Common Knowledge d8, Fighting d8, Intimidation d4, Notice d8, Persuasion d6 -4, Shooting d8, Stealth d10

Pace 6 (flying); **Parry** 6; **Toughness** 13(4)

Hindrances: --

Edges: --

Gear: Duravlex armor plating +4, Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), sensor unit (+2 to Survival Rolls for Tracking Purposes), video recording unit, Heuristic Processor, internal comlink

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Low Light Vision: Its sensors ignore penalties from Dim and Dark areas but not Pitch Darkness.
- Size 3: When fully deployed this droid extends its arms in every direction

FSD-6D Surveillance Droid (Probe Droid) (4th)

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d8

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d4, Notice d8, Persuasion d6 -4, Shooting d8, Stealth d10

Pace 6 (flying); **Parry** 6; **Toughness** 8(4)

Hindrances: --

Edges: --

Gear: Duravlex armor plating +4, Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), sensor unit (+2 to Survival Rolls for Tracking Purposes), video recording unit, Heuristic Processor, internal comlink

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Low Light Vision: Its sensors ignore penalties from Dim and Dark areas but not Pitch Darkness.
- Size -2: attacks made against it are at -2

Large Security Droid (Trade Federation Super Battle Droid) (4th)

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d6, Persuasion d6-4, Shooting d8, Stealth d4

Pace 6; **Parry** 6; **Toughness** 12(4)

Hindrances: --

Edges: --

Gear: Gatling laser rifle (Range 50/100/200, Damage 3d6+4, RoF 4, AP 2), Duravlex armor +4

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Size 1: Built For Combat
- Energy Skin: reduce damage from lasers by 4
- Very Resilient: They take two wounds before they're Incapacitated.

Patrol Droid (4th)

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d8

Skills: Athletics d6, Common Knowledge d8, Fighting d8, Intimidation d6, Notice d8, Persuasion d10-4, Shooting d8, Stealth d6

Pace 4; **Parry** 6; **Toughness** 10(4)

Hindrances: --

Edges: --

Gear: Duravlex armor plating +4, Force Pike (Str+d6+2, If Shaken or Wounded the target must make a Vigor Roll -2 or be Distracted, Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), internal comlink

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Limited; jump jets: Allows the droid to jump 8" once per encounter

Protocol Droid (3rd)

Attributes: Agility d6-1, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d12, Notice d6, Language (All Common Races) d8, Language (Non-Common Races) d6, Persuasion d12, Stealth d4

Pace 5; **Parry** 3; **Toughness** 5

Hindrances: --

Edges: --

Gear: Comlink, Heuristic Processor

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Environmental Weakness (Electricity): They are -4 to Resist Electrical Effects and take +4 Damage from Electrical Attacks
- Dependency: All droids need to recharge.
- Linguist: The Droid knows as many Languages as needed



R8- Series Astromech Droid (2nd)

Attributes: Agility d4, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Astrogation d10, Athletics d6, Common Knowledge d8, Repair d12, Notice d6, Stealth d6 Electronics d6, Piloting d6, Persuasion d8-2

Pace 6; Parry 2; Toughness 5

Hindrances: --

Edges: Mr Fix-It,

Vehicle Mechanic (Avaliable to Players in the Planetary Guide)

Requirements: Novice, Mr Fix-It

This Droid is able to perform what seem like miracles when working on a Vehicle. With a Successful Repair roll they can bypass the effects of certain results (Guidance/Traction, Locomotion, Weapon, System) caused by Critical Hits for a short while. This doesn't actually repair the Wound that caused the effect, if any. It just bypasses the effect caused by it for short time. Each Success and Raise bypasses one current effect for 6 Rounds. A Failure means the Droid can not bypass any current Effects even if they succeed with a raise at a later attempt to bypass Effects caused by new Critical Hits.

Gear: 1 Tool Arm, Fire Extinguisher, Heuristic Processor

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Environmental Weakness (Electricity): They are -4 to Resist Electrical Effects and take +4 Damage from Electrical Attacks
- Data Jack: Droids tap directly into the system via a datajack This adds +2 to all Hacking and Electronic rolls.
- Dependency: All droids need to recharge.

Rx-13 Pilot Droid (2nd)

Attributes: Agility d4, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Astrogation d8, Athletics d4, Common Knowledge d8, Repair d8, Notice d6, Stealth d4 Electronics d6, Piloting d10, Persuasion d8-2

Pace 6; Parry 2; Toughness 5

Hindrances: --

Edges: --

Gear: 2 Tool Arms, 2 Hand Arms, Fire Extinguisher, Heuristic Processor

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Environmental Weakness (Electricity): They are -4 to Resist Electrical Effects and take +4 Damage from Electrical Attacks
- Data Jack: Droids tap directly into the system via a datajack This adds +2 to all Hacking and Electronic rolls.
- Dependency: All droids need to recharge.

Shadow Security Droid (4th)

Attributes: Agility d8, Smarts d8, Spirit d4, Strength d8, Vigor d8

Skills: Athletics d8, Common Knowledge d8, Fighting d8, Notice d8, Persuasion d6-4, Shooting d8, Stealth d10

Pace 8 (flying); Parry 6; Toughness 8(4)

Hindrances: --

Edges: --

Gear: Duravlex armor plating +4, Gatling laser rifle (Range 50/100/200, Damage 3d6+4, RoF 4, AP 2), sensor unit (+2 to Survival Rolls for Tracking Purposes), video recording unit, Heuristic Processor, internal comlink

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Low Light Vision: Its sensors ignore penalties from Dim and Dark areas but not Pitch Darkness.
- Size -2: attacks made against it are at -2
- Self Destruct: When destroyed the Shadow Droid explodes in a SBT for 3d6 damage to anyone inside the blast area

Se-4 (3rd)

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d12, Notice d12, Persuasion d6, Stealth d4

Pace 5; Parry 5; Toughness 7

Hindrances: --

Edges: --

Gear: Comlink, Heuristic Processor

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Environmental Weakness (Electricity): They are -4 to Resist Electrical Effects and take +4 Damage from Electrical Attacks
- Dependency: All droids need to recharge.
- Linguist: The Droid knows 100 Languages
- Taste Bud: A sensor in it's left index finger, that is sensitive enough it can even detect poison in food.

T0-D Interrogation Droid (4th)

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d10, Vigor d8

Skills: Athletics d4, Common Knowledge d6, Fighting d10, Intimidation d8, Persuasion d8-4, Notice d6, Healing d12, Stealth d4

Pace 6; Parry 7; Toughness 10(4)

Hindrances: --

Edges: --

Gear: Duravlex armor plating +4, Comlink, 4x 8-2A Medical Bundle, Scalpel (Vibro dagger: Str+d4+2, AP 2)

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Data Jack: Droids tap directly into the system via a datajack This adds +2 to all Hacking and Electronic rolls.

Warden Droid (4th)

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Fighting d8, Intimidation d10, Notice d8, Persuasion d6-4, Shooting d8, Stealth d6

Pace 6; Parry 6; Toughness 9(4)

Hindrances: --

Edges: --

Gear: Duravlex armor plating +4, Stun Claws (Contact Stunner), Heuristic Processor

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Data Jack: Droids tap directly into the system via a datajack This adds +2 to all Hacking and Electronic rolls.

XK-V8 Excavation Droid (5th)

Attributes: Agility d4, Smarts d6-1, Spirit d4, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d8, Repair d8, Notice d6, Electronics d4, Stealth d6 Persuasion d10-2

Pace 6; Parry 2; Toughness 5

Hindrances: --

Edges: --

Gear: Circular Saw (2d4+4), Matter Cutter (3d6, AP 10, Parry and Fighting are -2 if used as a weapon)

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Environmental Weakness (Electricity): They are -4 to Resist Electrical Effects and take +4 Damage from Electrical Attacks
- Data Jack: Droids tap directly into the system via a datajack This adds +2 to all Hacking and Electronic rolls.
- Dependency: All droids need to recharge.



Creatures

Creature Specific Rules

Pack Tactics:

Packs gain a +2 bonus to melee attack rolls for each adjacent allied Pack. In all other ways packs function as if they are swarms.

(Wild Cards)

Acklay



Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8
Skills: Athletics d10, Fighting d8, Intimidation d10, Notice d8, Stealth d8
Pace 8; Parry 6; Toughness 15(4)

Special Abilities:

- Armor +4: Hard Shelled
- Claws: Str+d8, AP2
- Bite: Str+d8
- Hardy: It doesn't suffer a wound from being shaken twice.
- Reach +1: Those claws can reach out and stab you
- Size +5: It stands an impressive 15'

Bantha



Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8
Skills: Athletics d4, Fighting d6, Intimidation d8, Notice d6, Stealth d4
Pace 6; Parry 5; Toughness 14(2)

Special Abilities:

- Armor +2: Thick Hide
- Hardy: It doesn't suffer a wound from being shaken twice.
- Size +6: Slow and heavy, but powerful
- Headbutt (Str+d10)

Bull Rancor

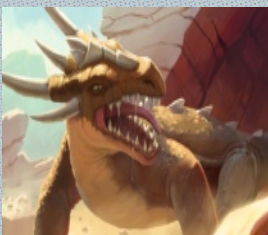


Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+10, Vigor d12
Skills: Fighting d8, Intimidation d10, Athletics d6, Notice d6, Stealth d4
Pace 6; Parry 7; Toughness 28(6)

Special Abilities:

- Armor +6: Thick Hide
- Hardy: It doesn't suffer a wound from being shaken twice.
- Size +10: Heavy and powerful
- Bite: Str+d8
- Reach +2: You may think your at a safe Distance, your not.
- Smash: Str+d10, Non-Rigid armor offers no protection against the smash
- Swipe: The Rancor ignores up to 4 points of scale penalties when attacking
- Claw Slash: Str+d8 The creature makes two claw attacks at no penalty.
- Regeneration: The Rancor makes a Vigor roll every round - even after they have been Incapacitated. A Success removes one Wound (or removes the Incapacitated Status) and a raise heals an additional Wound

Canyon Krayt Dragon



Attributes: Agility d10, Smarts d8 (A), Spirit d10, Strength d12+5, Vigor d10
Skills: Athletics d10, Fighting d12, Intimidation d12, Notice d12, Stealth d8
Pace 8; Parry 10; Toughness 20(6)

Edges: Frenzy, Improved Frenzy, Block, Improved Block

Special Abilities:

- Armor +6: Scaly Hide
- Hardy: It doesn't suffer a wound from being shaken twice.
- Size +7: It's big by our standards. Small by Krayt standards
- Bite/ Claws: Str+d8
- Swat: The Krayt ignores up to 4 points of Scale penalties when attacking with its claws,
- Tail Lash: Str+d4 The creature may make a free attack against up to two foes at no penalty.)

Chrysalis Rancor



Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+8, Vigor d12
Skills: Fighting d8, Intimidation d12, Athletics d6, Notice d6, Stealth d12+1
Pace 8; **Parry** 7;
Toughness 16(4)

Special Abilities:

- Armor +4: Thick Hide
- Hardy: It doesn't suffer a wound from being shaken twice.
- Size +8: Smaller, but still powerful
- Bite: Str+d8
- Reach +1: You may think your at a safe Distance, your not.
- Smash: Str+d10, Non-Rigid armor offers no protection against the smash
- Swipe: The Rancor ignores up to 4 points of scale penalties when attacking
- Claw Slash: Str+d8 The creature makes two claw attacks at no penalty.
- Regeneration: The Rancor makes a Vigor roll every round - even after they have been Incapacitated. A Success removes one Wound (or removes the Incapacitated Status) and a raise heals an additional Wound
- Fear -2: Anyone who sees a Chrysalis Rancor must make a Fear Check

Comet Mynock



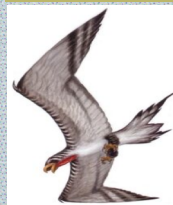
Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d4, Vigor d6
Skills: Fighting d6, Notice d8, Stealth d10
Pace 4; **Flying** 8; **Parry** 5;
Toughness 5

Edges: Extraction, Improved Extraction, Dodge

Special Abilities:

- Size -2: attacks made against it are at -2
- Bite: 2d4
- Survive in Vacuum: Mynocks are silicon-based life forms that take no damage from exposure to vacuum.
- Fly Through Space: Mynocks can fly in the vacuum of space and can maneuver without any hindrance or penalty in vacuum.
- Atmospheric: Unlike other Mynocks they suffer no ill effects from being in the Atmosphere.

Corellian Banshee Bird



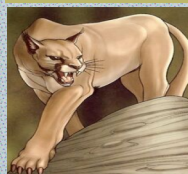
Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d4, Vigor d6
Skills: Fighting d6, Notice d8, Shooting d6, Stealth d10
Pace 4; **Flying** 8; **Parry** 5;
Toughness 3

Edges: Extraction, Improved Extraction, Dodge

Special Abilities:

- Size -2: attacks made against it are at -2
- Claws: Str+d4
- Swoop: If it moves before it attacks it adds 1d4 of damage
- Banshee Wail: (Range: Smarts, Shooting d6, On a success place a MBT within range. All creatures within the template must immediately make a Vigor roll at -2 or be Distracted with a raise; they are also Vulnerable. Until the start of their next turn)

Corellian Sand Panther



Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d12
Pace 6; **Parry** 6; **Toughness** 6

Edges: Assassin

Special Abilities:

- Poison Bite/Claws: Str+d6, If a creature is affected by an attack that results in a wound they must make an immediate Vigor Roll on a failure they suffer the effects of a Mild poison see pg. 129 of the Swade Core Book

Dark Lizard (aquatic)



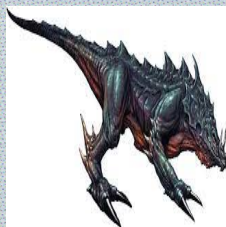
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Stealth d8
Pace 6, **Swim** 8; **Parry** 6;
Toughness 9(2)

Edges: Alertness

Special Abilities:

- Bite/Claw: Str+d6
- Speed: d8 running die
- Natural Armor +2: Leathery Hide
- Prehensile tongue: Grapple Attacks made with the tongue gain a +2 bonus, and "crushing" causes the Lizards Str in damage, Reach 2
- Size +1: Dark Lizards are usually around 7' long

Dark Lizard (aquatic), Alpha



Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Stealth d8
Pace 6, Swim 8; **Parry** 6;
Toughness 10(2)

Edges: Alertness

Special Abilities:

- Bite/Claw: Str+d6
- Speed: d8 running die
- Natural Armor +2: Leathery Hide
- Prehensile tongue: Grapple Attacks made with the tongue gain a +2 bonus, and "crushing" causes the Lizards Str in damage, Reach 2
- Size +2: Alpha Dark Lizards can reach over 9' long
- Tail Lash: The Alpha Lizard can make a free Str. Attack against a single foe to its side or rear at no penalty

Dewback



Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8
Skills: Athletics d4, Fighting d6, Intimidation d8, Notice d6, Stealth d4
Pace 6; **Parry** 5; **Toughness** 14(2)

Special Abilities:

- Armor +2: Thick Hide
- Hardy: It doesn't suffer a wound from being shaken twice
- Size +6: Dewbacks make decent mounts
- Bite: Str+d8



Dinko Pack (Swarm MBT and Pack)



Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d6, Vigor d8
Skills: Athletics d8, Fighting d6, Intimidation d6, Notice d8, Stealth d10
Pace 6, **Parry** 7;
Toughness 6

Edges: Alertness

Special Abilities:

- Pack Tactics: Packs gain a +2 bonus to melee attack rolls for each adjacent allied Pack. In all other ways packs function as if they are swarms.
- Bite/Claw: 2d6
- Speed: d8 running die
- Motion-Sensitive Vision: the eyes of a dinko have evolved such that they see only movement. The creature takes a -4 penalty to attack rolls against motionless opponents
- Poison: If the bite of a dinko causes a wound to a living target, the target is also poisoned. The target must make a Vigor roll at -2 or be paralyzed for 1d4 rounds
- Scent: Dinkos ignore concealment and cover when making Notice rolls against opponents within 10 squares, and they take no penalty from poor visibility when tracking
- Stench: Dinkos exude a foul stench that nauseates most other creatures. Any creature in the burst template of the pack at the end of the pack's turn must make a Vigor roll, on a failure the target becomes nauseated for 1 round. A nauseated target can only take a single action that round.

Dragonsnake



Attributes: Agility d8, Smarts d4-2 (A), Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d6, Notice d6, Stealth d8
Pace 4, Swim 10; **Parry** 6;
Toughness 12(2)

Edges: Assassin

Special Abilities:

- Low Light Vision: The Dragonsnake ignore penalties from Dim and Dark areas but not Pitch Darkness.
- Bite/Claw: Str+d6
- Natural Armor +2: Its skin reflects attacks
- Size +4: It's Body is long
- Tail Lash: The Dragonsnake can make a free Str. Attack against a single foe to it's side or rear at no penalty.
- Resilient/Very Resilient: They take two wounds before they're Incapacitated



Droch Swarm



Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10
Skills: Notice d6
Pace (Special: see Light Sensitive) **Parry** 6;
Toughness 7

Special Abilities:

- Light Sensitive: Droch are only fully active in Pitch Darkness. Their Pace is affected by the level of Illumination. Pitch Darkness (pace 10), Dark (pace 8), Dim (pace 6) Direct Light Source (pace 4) Daylight (pace 2), Swarms aren't intelligent enough to do anything but attack, they shouldn't take Multi-Actions, make Tests, etc.

- Burrow, Bite: Hitting Automatically they cause 2d4 damage, Damage is applied to the least armored location, those in completely sealed suits are immune. If they cause a Wound the Droch burrows into the skin and the wounded creature must immediately make a Vigor roll or be infected with the Death Seed Plague, they must make this roll every round until the Droch is removed, which takes a Healing roll at -4.

- Death Seed Plague: This Poison causes a level of Fatigue upon contracting it. Every hour after that they must make a Vigor roll or take a Wound. A Successful Healing roll at -4 or the use of the Vital Transfer power with the correct modifier will halt the disease

- Swarm: The Swarm covers an area equal to a SBT, MBT, or LBT and attacks everyone inside every round. They are immune to cutting and piercing attacks. AOE attacks work normally, and a character can stomp to inflict his Strength in damage each round.

- Split: Swarms split into smaller swarms when Wounded Reduce the Blast Template one size after a Wound for each newly created Swarm, SBT swarms are destroyed

Energy Spider



Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d10, Vigor d6
Skills: Athletics d10, Fighting d8, Intimidation d10, Notice d8, Shooting d10, Stealth d10
Pace 8; **Parry** 5; **Toughness** 6

Special Abilities:

- Bite: Str+d8 (Str+d4 Poison mild pg 128),

- Wall Walker: Can move on wall and ceilings at Pace.

- Webbing: The Spider can cast webs in a SBT. This is a Shooting Roll with a Range of 6". A Hit means the victim is Entangled, or Bound with a Raise (pg 98)

- Size +1: The Spider is slightly larger than a human

Felucian Ripper (aquatic)



Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Stealth d8
Swim 8; **Parry** 6;
Toughness 6

Special Abilities:

- Bite/Claw: Str+d4

- Tail Slap: Str+d6

Giant Greethka



Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12, Vigor d12+3
Skills: Athletics d8, Fighting d4, Stealth d8
Pace: 4; **Parry:** 4;
Toughness 13

Special Abilities:

- Size +4:

- Tremorsense: It automatically senses the location of anything that is in contact with the ground and within 50". The creature is not affected by darkness, but it is highly sensitive to energy (sonic) effects. A simple claxon or alarm can keep a greethka at bay for 1d6 rounds until it gets its bearings, and sonic based weapons (including vibroblades and the like) deal double damage

- Envelop: A giant greethka can envelop Large or smaller creatures with its body, by making an opposed Athletics roll ignoring size modifiers if there are any. Any creature who is enveloped is Bound and Entangled and may only try to escape (pg 98). They have only half their vigor die plus 1 round to do so. After which they must begin making Vigor Rolls to continue to hold their breath. On a failure the entangled character becomes unconscious and has a number of rounds equal to his vigor die, to be rescued before they die. If they are rescued a healing roll at -2 can resuscitate them



Greater Krayt Dragon



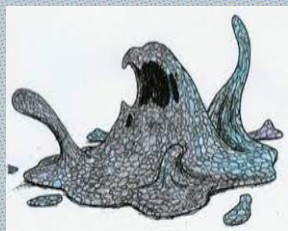
Attributes: Agility d10, Smarts d8 (A), Spirit d10, Strength d12+8, Vigor d12
Skills: Athletics d10, Fighting d12, Intimidation d12, Notice d12, Stealth d8
Pace 8; Parry 10; Toughness 26(6)

Edges: Frenzy, Improved Frenzy, Block, Improved Block

Special Abilities:

- Burrow: Pace 6
- Armor +6: Scaly Hide
- Bite: Str+d8
- Claw Slash: Str+d8 The creature makes two claw attacks at no penalty.
- Fear-2: Anyone who sees a Krayt Dragon must make a Fear Check
- Acidic Bile: It spits Acidic Bile in a MBT doing 4d6. It continues to do damage at the start of a victims turn. Roll a D6 right after it does so. On a 6 the Acid stays at the same intensity. On a 5 or lower it drops a level. If reduced below 1d6 damage it has run its course
- Hardy: It doesn't suffer a wound from being shaken twice
- Size +12: Larger then the most other Krayt Dragons.
- Gargantuan: Greater Krayt Dragons have Heavy Armor and their attacks count as Heavy Weapons.
- Stomp: The Greater Krayt stomps down with a MBT Attack that ignores Scale modifiers and is an opposed Athletics vs Agility Roll. (Defenders roll individually) Those who don't dodge take d12+8
- Swat: The Krayt ignores up to 4 points of Scale penalties when attacking with its claws
- Tail Lash: Str+d4 The creature may make a free attack against up to two foes at no penalty

Grey Fear Moss



Attributes: Agility d4, Smarts d6(A), Spirit d8, Strength d12+4, Vigor d8
Skills: Fighting d8, Intimidation d6, Notice d8, Stealth d10, Use Force d12
Pace 1; Parry 6; Toughness 14(2)

Edges: Force Sensitive

Powers: Detect/Conceal Life, Puppet, Stun

Power Points: 25

Special Abilities:

- Size +6: This moss seems harmless until it rears up at you
- Armor +2: Thick Skin
- Tentacles x 5: See Tentacles pg 178 of the SWADE Core Book
- Slap: d12+4
- Fear Toxin: This is a contact poison emitted through the surface of the fear moss onto the bare skin of its prey. Anyone successfully grappled must make a Spirit Roll every round they remain grappled at -2. This is a Nausea level Fear Check.

Gundark



Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d10, Vigor d10
Skills: Fighting d8, Intimidation d10, Notice d6, Stealth d4
Pace 8; Parry 6; Toughness 19(2)

Special Abilities:

- Armor +2: Thick Hide
- Size +6: The Gundark's size is used to stab downward
- Bite: Str+d4
- Claws: Str+d4, Can Make up to 4 attacks on a single target each round at no penalty
- Stab and Grab: A Gundark scoring a raise with at least two claw attacks has impaled it's foe. It may then attack with its bite, gaining +2 to that attack and damage

Hssiss (Aquatic)



Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d8, Stealth d8
Pace 8, Swim 8, Parry 6; Toughness 6

Special Abilities:

- Bite/Claw: Str+d6
- Knock Down: Whenever a Hssiss hits a target with its Bite attack that results in the target being shaken or worse, the target must make an Agility Roll, at -2 if the attack hits with a raise. Failure means the character is knocked Prone
- Drag Away: Whenever a Hssiss knocks a target Prone using its Knock Down Ability, it can immediately move its speed as a Free Action and pull the target along with it. The target ends its movement in an adjacent space chosen by the Hssiss. This movement does not provoke Attacks of Opportunity



♣ Horax



Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+10, Vigor d12+4
Skills: Fighting d6, Intimidation d8, Notice d6
Pace 8; Parry 5; Toughness 25(4)

Special Abilities:

- Armor +4: Its massive bulk just seems to absorb damage directed at it
- Resilient/Very Resilient: They take two extra wounds before they're Incapacitated
- Gore: If a Horax can charge at least 6" before attacking, it adds +4 to damage
- Tusks: Str+d6
- Size +13: Probably the largest creatures most will ever see
- Tail Slap: Str+d4 the target must also make an Agility Roll at -2, or be knocked Prone
- Gargantuan: Greater Horax have Heavy Armor and their attacks count as Heavy Weapons.
- Stomp: The Horax stomps down with a LBT Attack that ignores Scale modifiers and is an opposed Athletics vs Agility Roll. (Defenders roll individually) Those who don't dodge take d12+10

Katarn



Attributes: Agility d10, Smarts d6 (A), Spirit d10, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d12
Pace 10; Parry 6; Toughness 6

Edges: Berserk, Extraction

Special Abilities:

- Low Light Vision: They ignore penalties from Dim and Dark areas but not Pitch Darkness.
- Horns: Str+d4
- Bite/Claws: Str+d6
- Rapid Attack: can make up to 3 attacks on the same target each round without suffering MAP, any attack made against multiple targets still suffers MAP as normal

Kath Hound



Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d8, Vigor d10
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d8
Pace 6; Parry 6; Toughness 7

Special Abilities:

- Bite/Claws: Str+d6, the target must also make an Agility Roll at -2, or be knocked Prone

Kintan Strider



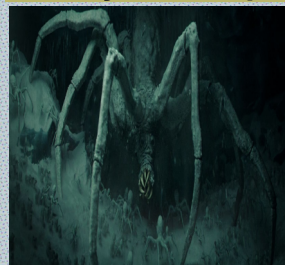
Attributes: Agility d4, Smarts d8 (A), Spirit d6, Strength d12, Vigor d10
Skills: Fighting d10, Notice d8, Stealth d10
Pace 6; Parry 7; Toughness 15(2)

Gear: Club (Tree Branch): Str+d10, +2 to break objects if used Two Handed)

Special Abilities:

- Claw: Str+d6
- Armor +2: Thick Hide
- Hardy: It doesn't suffer a wound from being shaken twice
- Size +6: The Strider dwarfs most species that encounter it.
- Regeneration: The Strider makes a Vigor roll every round - even after they have been Incapacitated. A Success removes one Wound (or removes the Incapacitated Status) and a raise heals an additional Wound)

Knobby White Spider (adult)



Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d10, Vigor d6
Skills: Athletics d10, Fighting d8, Intimidation d10, Notice d8, Shooting d10, Stealth d10
Pace 8; Parry 5; Toughness 4

Special Abilities:

- Bite: Str+d8
- Poison: this works as mild poison pg 128 SWADE core book
- Wall Walker: Can move on wall and ceilings at Pace.
- Webbing: The Spider can cast webs in a LBT. This is a Shooting Roll with a Range of 6". A Hit means the victim is Entangled, or Bound with a Raise (pg 98)
- Size +6: This massive Spider shoots a large web



Knobby White Spider (Young)

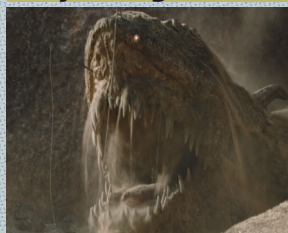


Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d10, Vigor d6
Skills: Athletics d10, Fighting d8, Intimidation d10, Notice d8, Shooting d10, Stealth d10
Pace 8; Parry 5; Toughness 4

Special Abilities:

- Bite: Str+d8
- Poison: this works as mild poison pg 128 SWADE core book
- Wall Walker: Can move on wall and ceilings at Pace.
- Webbing: The Spider can cast webs in a MBT. This is a Shooting Roll with a Range of 6". A Hit means the victim is Entangled, or Bound with a Raise (pg 98)
- Size +4: Smaller than the Adult version its still big enough

Krayt Dragon



Attributes: Agility d10, Smarts d8 (A), Spirit d10, Strength d12+8, Vigor d12
Skills: Athletics d10, Fighting d12, Intimidation d12, Notice d12, Stealth d8
Pace 8; Parry 10; Toughness 23(6)

Edges: Frenzy, Improved Frenzy, Block, Improved Block

Special Abilities:

- Burrow: Pace 6
- Armor +6: Scaly Hide
- Bite: Str+d8
- Fear-2: Anyone who sees a Krayt Dragon must make a Fear Check
- Acidic Bile: It spits Acidic Bile in a MBT doing 4d6. It continues to do damage at the start of a victims turn. Roll a D6 right after it does so. On a 6 the Acid stays at the same intensity. On a 5 or lower it drops a level. If reduced below 1d6 damage it has run its course
- Hardy: It doesn't suffer a wound from being shaken twice
- Size +9: Larger then the most other Krayt Dragons.
- Swat: The Krayt ignores up to 4 points of Scale penalties when attacking with its claws
- Tail Lash: Str+d4 The creature may make a free attack against up to two foes at no penalty

Kouhuns



Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d4-2, Vigor d10
Skills: Fighting d6, Notice d8, Stealth d12+2
Pace 6; Parry 5; Toughness 3

Special Abilities:

- Size -4: attacks are made at -6 for standard size characters
- Poison: If a creature is affected by an attack that results in a wound they must make an immediate Vigor Roll on a failure they suffer the effects of a Lethal poison) see pg. 129 of the Swade Core Book)
- Bite: Str+d6

Kreehawk



Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d4, Vigor d6
Skills: Fighting d6, Notice d8, Stealth d10
Pace 4; Parry 5; Toughness 5

Edges: Extraction, Improved Extraction, Dodge

Special Abilities:

- Flight: can fly at Pace
- Size -2: attacks made against it are at -2
- Claws: Str+d4
- Swoop: If it moves before it attacks it adds 1d4 of damage

Kybuck



Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d10, Vigor d8
Skills: Athletics d8, Notice d6, Stealth d4, Fighting d6
Pace 12; Parry 4; Toughness 8

Edges: Free Runner

Special Abilities:

- Kick: Str+d6
- Size +2: About the size of a horse

Massiff



Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d12+2
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d8
Pace 6; Parry 6; Toughness 9

Edges: First Strike

Special Abilities:

- Bite/Claws: Str+d6
- Size +2: About the size of a small bear
- Hardy: It doesn't suffer a wound from being shaken twice



Mynock



Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d4, Vigor d6
Skills: Fighting d6, Notice d8, Stealth d10
Pace 4; **Flying** 8; **Parry** 5; **Toughness** 3

Edges: Extraction, Improved Extraction, Dodge

Special Abilities:

- **Size -2:** attacks made against it are at -2
- **Bite:** 2d4
- **Survive in Vacuum:** Mynocks are silicon-based life forms that take no damage from exposure to vacuum. However, they take the same damage from being in a planetary atmosphere that ordinary life forms take from being in a vacuum.
- **Fly Through Space:** Mynocks can fly in the vacuum of space and can maneuver without any hindrance or penalty in vacuum.
- **Energy Drain:** When attached to a ship they lower the pace of the ship by one and also decrease its energy by 10 for every Mynock attached to it.

Nadir Spider



Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d10, Vigor d6
Skills: Athletics d10, Fighting d8, Intimidation d10, Notice d8, Shooting d10, Stealth d10
Pace 8; **Parry** 5; **Toughness** 11

Special Abilities:

- **Bite:** Str+d8
- **Poison:** this works as mild poison pg 128 SWADE core book
- **Wall Walker:** Can move on wall and ceilings at Pace.
- **Acidic Spray:** It spits Acidic Bile in a SBT doing 2d6 this is a Shooting roll, It continues to do damage at the start of a victims turn. Roll a D6 right after it does so. On a 4 or higher the Acid stays at the same intensity. On a 3 or lower it drops a level. If reduced below 1d6 damage it has run its course
- **Size +6:** So big and so much acid

Nashtah



Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d6, Stealth d8
Pace 8; **Parry** 7; **Toughness** 8(2)

Special Abilities:

- **Bite/Claw:** Str+d6
- **Speed:** d8 running die
- **Armor +2:** Hardened Skin
- **Scent:** Nashtah ignore concealment and cover when making Notice rolls against opponents within 10 squares, and they take no penalty from poor visibility when tracking
- **Leaping attack:** When a Nashtah makes a Wild Attack, it adds +4 to its damage instead of +2

Nek Dog



Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d12
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d8
Pace 6; **Parry** 6; **Toughness** 11

Edges: Brute

Special Abilities:

- **Bite/Claw:** Str+d6
- **Size +3:** About the size of a an angry bull
- **Hardy:** It doesn't suffer a wound from being shaken twice

Nexu



Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12, Vigor d8
Skills: Athletics d10, Fighting d8, Intimidation d8, Notice d8, Stealth d10
Pace 8; **Parry** 6; **Toughness** 7

Special Abilities:

- **Bite/Claw:** Str+d6
- **Size +1:** Larger then the average man
- **Pounce:** When a Nexu makes a Wild Attack, it adds +4 to its damage instead of +2



Nighthunter



Attributes: Agility d10, Smarts d8 (A), Spirit d10, Strength d12+3, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d8, Stealth d12
Pace 8; Parry 6; Toughness 8(2)

Special Abilities:

- Bite/Claw: Str+d6
- Armor +2: Hardened Skin
- Hardy: It doesn't suffer a wound from being shaken twice
- Resilient/Very Resilient: They take two wounds before they're Incapacitated

Rakghoul



Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8
Skills: Athletics d4, Fighting d10, Intimidation d8, Notice d4, Stealth d6
Pace 8; Parry 7; Toughness 6

Special Abilities:

- Bite/Claw: Str+d6
- Plague: On a successful bite attack the target must make a Vigor roll at -2 or be infected by Rakghoul Disease. This is a Chronic Disease as such at the start of every game session the character must make a Vigor roll at -2. Failure means they are Exhausted from fits and spasms for the entire session, a Critical Failure means they have succumbed to the Disease and will become a Rakghoul if not cured by the end of the session, On a Success he is Fatigued for the game session, and a raise means he gets a second wind and suffers no ill effects this session.

Rancor



Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+8, Vigor d12
Skills: Fighting d8, Intimidation d10, Athletics d6, Notice d6, Stealth d4
Pace 8; Parry 7; Toughness 17(4)

Special Abilities:

- Armor: +4: Thick Skinned
- Bite/Claws: Str+d8
- Hardy: It doesn't suffer a wound from being shaken twice
- Reach +1: Distance is key to victory
- Size 7: An Average sized Rancor is bigger then you think
- Smash: Str+d10, Non-Rigid armor offers no protection against the smash
- Swat: The Rancor ignores up to 4 points of scale penalties when attacking
- Resilient/Very Resilient: They take two extra wounds before they're Incapacitated

Reek



Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Intimidation d8, Notice d6
Pace 6; Parry 5; Toughness 10(2)

Special Abilities:

- Armor +2: Rock hard skin
- Berserk: When a Reek is Frightened(Such as being attacked), it goes berserk. It gains +2 to all Fighting and Strength Rolls and its Toughness, but Parry is reduced by 2. It also Ignores wound penalties
- Size +4: This lumbering mass can do some serious damage
- Resilient/Very Resilient: They take two extra wounds before they're Incapacitated
- Gore: If a Reek can charge at least 6" before attacking, it adds +4 to damage
- Tusks: Str+d6

Ronto



Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d10
Skills: Fighting d4, Notice d4
Pace 6; Parry 4; Toughness 15

Cargo: 1.8 tons

Special Abilities:

- Size +7: thankfully they are generally gentle
- Smash: Str+d10, Non-Rigid armor offers no protection against the smash



☞ Sarlacc



Attributes: Agility d4, Smarts d6(A), Spirit d8, Strength d12+14, Vigor d12+8
Skills: Fighting d8, Intimidation d6, Notice d8, Stealth d10
Pace --; **Parry** 6;
Toughness 33(6)

Special Abilities:

- Bite: Str+d8
- Size +15: Like the tip on an Iceberg, Most of it is never seen
- Armor +6: Buried underground, Called shots can only target the Tentacles
- Tremorsense: It automatically senses the location of anything that is in contact with the ground and within 50"
- Tentacles x9: see Tentacles (pg 178 SWADE Core Book), Grappling Attacks only. Any target that is grappled is dragged towards the mouth. It takes 1d4 rounds to do so. Any Normal or smaller size creature is swallowed whole. For larger creatures the Sarlacc takes bite attacks until they are broken down small enough to swallow
- Stomach Acid: The Acid starts out at 1d6 It continues to do damage at the start of a victim's turn. Roll a D6 right after it does so. On a 6 the Acid Increases by 1d6, On a 2-5 It remains at the same intensity. On a 1 it drops in intensity by one die but will never go below 1d6. This continues until the creature passes out from pain or escapes somehow back up out of the mouth. If it does not escape it is then moved to a secondary stomach where it is kept alive and Incapacitated until the Sarlacc decides to eat it. Creatures in this predicament are sustained by the Sarlacc through nutrients in its system that seep in through the victim's skin, preventing the prey from dying of hunger or thirst.

Shyrack



Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d4, Vigor d6
Skills: Fighting d6, Notice d8, Stealth d6
Pace 6; Flying 6 ; **Parry** 5;
Toughness 5

Special Abilities:

- Overwhelm: A Shyrack gains a +2 gang up bonus on melee attack rolls for each allied Shyrack adjacent to both it and its target. Maxium +4
- Scent: Shyracks ignore Concealment and Cover when making Notice Rolls to locate opponents within 10 squares, and they take no penalty to Survival rolls from poor visibility when Tracking.

Tauntaun



Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d10, Vigor d8
Skills: Athletics d8, Notice d6, Stealth d4
Pace 12; **Parry** 4;
Toughness 8

Edge: Free Runner

Special Abilities:

- Bite/Claw: Str+d6
- Size +2: The horse of the galaxy according to some
- Hardy: It doesn't suffer a wound from being shaken twice
- Low Light Vision: They ignore penalties from Dim and Dark areas but not Pitch Darkness.
- Environmental Resistance (cold): They are +4 to Resist cold Effects and take -4 Damage from cold Attacks

☞ Terentateks



Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+10, Vigor d12
Skills: Fighting d8, Intimidation d10, Athletics d6, Notice d6, Stealth d4
Pace 6; **Parry** 7;
Toughness 24(6)
Edges: Force Resistance,

Improved Force Resistance

Special Abilities:

- Armor +6: Thick Hide
- Hardy: It doesn't suffer a wound from being shaken twice.
- Size +10: Smaller, but still powerful
- Bite: Str+d8
- Reach +1: You may think your at a safe Distance, your not.
- Smash: Str+d10, Non-Rigid armor offers no protection against the smash
- Swipe: The Terentatek ignores up to 4 points of scale penalties when attacking
- Claw Slash: Str+d8 The creature makes two claw attacks at no penalty.
- Regeneration: The Terentatek makes a Vigor roll every round - even after they have been Incapacitated. A Success removes one Wound (or removes the Incapacitated Status) and a raise heals an additional Wound
- Fear -2: Anyone who sees a Terentatek must make a Fear Check
- Infravision: Halve penalties for bad lighting when attacking warm targets, including invisible ones.
- Tail Lash: Str+d4 The creature may make a free attack against up to two foes at no penalty.

Tra'cor

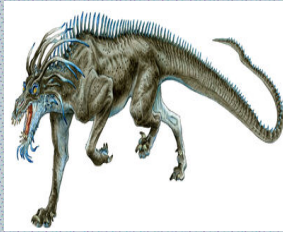


Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+4, Vigor d12
Skills: Fighting d8, Intimidation d10, Athletics d6, Notice d6, Stealth d4
Pace 6; **Swim** 8; **Parry** 7;
Toughness 18(2)

Special Abilities:

- Armor +2: Leathery Hide
- Bite/Claws: Str+d8
- Hardy: It doesn't suffer a wound from being shaken twice
- Reach +1: Useful to grab things off the shoreline
- Size +6: One of the smaller variations of the Rancor species
- Smash: Str+d10, Non-Rigid armor offers no protection against the smash
- Swipe: The Tra'cor ignores up to 4 points of scale penalties when attacking
- Tail Lash: Str+d4 The creature may make a free attack against up to two foes at no penalty
- Dependent: The Tra'cor may leave the liquid it lives in briefly but dehydrates quickly. Every 10 minutes it spends completely out of the liquid it takes a level of Fatigue until Incapacitated. A day after that it will Perish. Each hour spent back in the liquid restores a level of Fatigue.

Tuk'ata Sith Hound



Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Stealth d8
Pace 10, **Parry** 6;
Toughness 6

Edges: Extraction, Improved Extraction

Special Abilities:

- Bite/Claw: Str+d6
- Speed: d10 running die
- Pack Tactics: When a Tuk'ata is adjacent to an opponent, all of the Tuk'ata's allies gain a +2 gang up bonus on melee attack rolls against that opponent to a maximum of +4
- Scent: Tuk'ata ignore Concealment and Cover when making Notice Rolls to locate opponents within 10 squares, and they take no penalty to Survival rolls from poor visibility when Tracking.

Tyrant Rancor



Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+10, Vigor d12+4
Skills: Fighting d8, Intimidation d10, Athletics d6, Notice d6, Stealth d4
Pace 8; **Parry** 7;
Toughness 29(6)

Special Abilities:

- Armor +6: Thick Hide
- Hardy: It doesn't suffer a wound from being shaken twice.
- Size +13: Holy Crap! Run!
- Bite: Str+d8
- Reach +2: You may think your at a safe Distance, your not.
- Smash: Str+d10, Non-Rigid armor offers no protection against the smash
- Swipe: The Rancor ignores up to 4 points of scale penalties when attacking
- Claw Slash: Str+d8 The creature makes two claw attacks at no penalty.
- Regeneration: The Rancor makes a Vigor roll every round - even after they have been Incapacitated. A Success removes one Wound (or removes the Incapacitated Status) and a raise heals an additional Wound
- Fear -2: Anyone who sees a Tyrant Rancor must make a Fear Check
- Gargantuan: Tyrant Rancor have Heavy Armor and their attacks count as Heavy Weapons.
- Stomp: The Tyrant Rancor stomps down with a MBT Attack that ignores Scale modifiers and is an opposed Athletics vs Agility Roll. (Defenders roll individually) Those who don't dodge take d12+8

Vornskr



Attributes: Agility d6, Smarts d8 (A), Spirit d4, Strength d6, Vigor d8
Skills: Athletics d8, Fighting d6, Focus d8, Intimidation d6, Notice d8, Stealth d10
Pace 6, **Parry** 7;
Toughness 6

Special Abilities:

- Bite/Claw: Str+d6
- Tail Lash: Str + d8 If a creature is affected by an attack that results in a wound they must make an immediate Vigor Roll on a failure they suffer the effects of a Paralyzing poison see pg. 129 of the Swade Core Book
- Hunting: The Vornskr can use Force Detect to locate and track it's prey. This costs the Vornskr 1 Point each time it uses this ability and it can only ever track a single target, These points can only be used to cast their Hunting Ability and uses the Focus Skill to do so.
Points: 10

Wampa



Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d12
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d8
Pace 6; Parry 6; Toughness 11(1)

Edges: Brute

Special Abilities:

- Bite/Claw: Str+d6
- Armor +1: Thick fur
- Size +2: Wampa have to duck often when chasing prey
- Hardy: It doesn't suffer a wound from being shaken twice
- Low Light Vision: They ignore penalties from Dim and Dark areas but not Pitch Darkness.
- Environmental Resistance (cold): They are +4 to Resist cold Effects and take -4 Damage from cold Attacks

Womp Rats



Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d6, Vigor d8
Skills: Athletics d8, Fighting d6, Intimidation d6, Notice d8, Stealth d10
Pace 6, Parry 5; Toughness 8(2)

Edges: Alertness

Special Abilities:

- Bite/Claw: Str+d6
- Armor +2: Thick Hide
- Speed: d8 running die

Womp Rats (Pack)



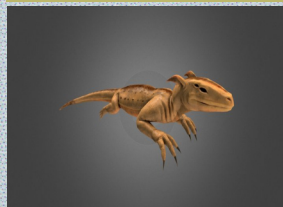
Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d6, Vigor d8
Skills: Athletics d8, Fighting d6, Intimidation d6, Notice d8, Stealth d10
Pace 6, Parry 5; Toughness 6

Edges: Alertness

Special Abilities:

- Bite/Claw: Str+d6
- Armor +2: Thick Hide
- Speed: d8 running die
- Pack Tactics: Unlike normal Womp Rats, they have learned to hunt as a pack. They add a +2 to melee attack rolls for each "Womp Rats (Pack)" adjacent to them.

Ysalamiri

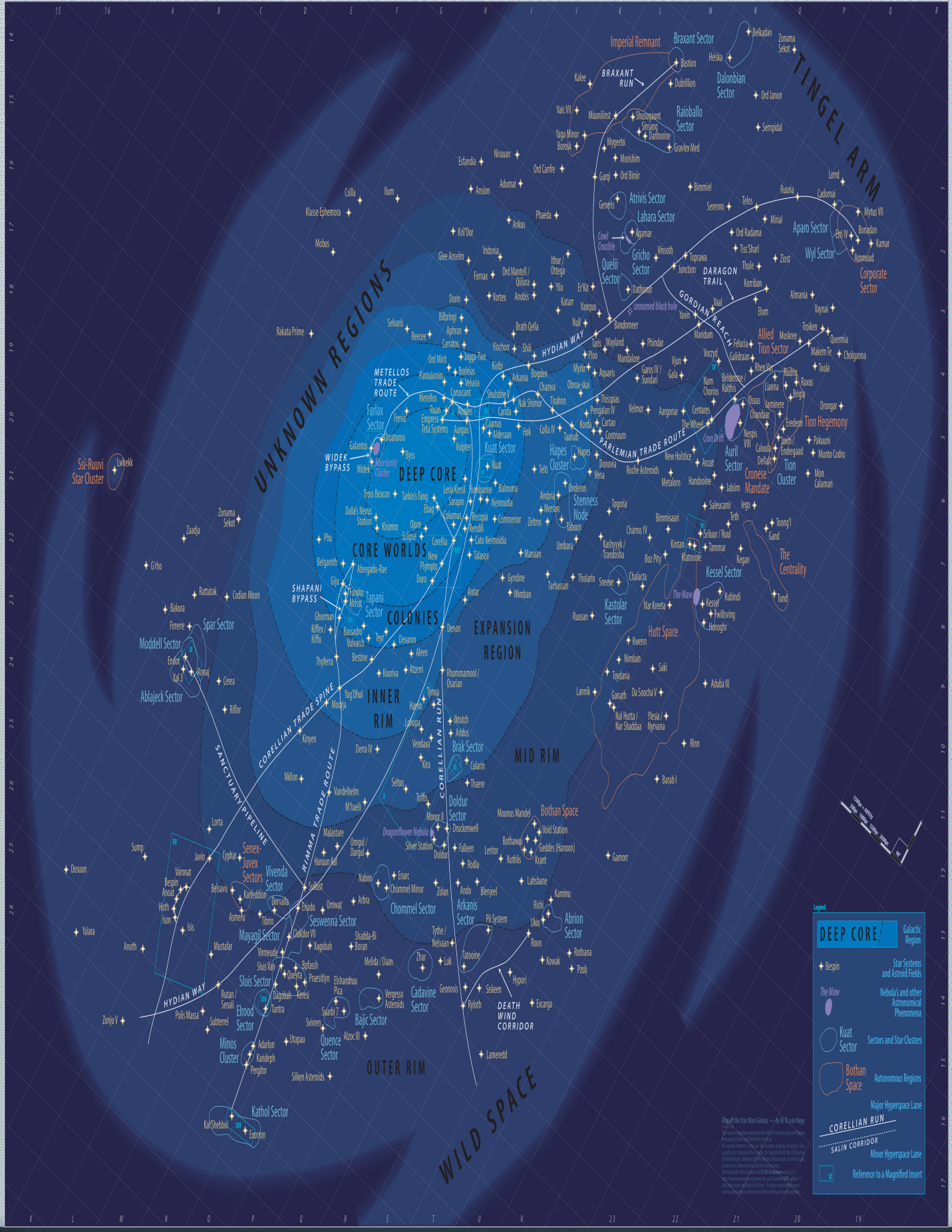


Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d12, Vigor d4
Skills: Athletics d4, Notice d6, Stealth d12
Pace 1; Parry 2; Toughness 4

Special Abilities:

- Claws: The Ysalamiri sinks its claws deep into the tree it feeds from. It has a +4 to resist any attempt to remove it
- Force Nullify: Each Ysalamiri has a MBT around where the Force is difficult to access. All attempts to activate a Force Power within the field are done at a -6 penalty, Any power cast outside of the field cannot effect a creature inside the field directly (this doesn't stop for example a rock hurled by Move Object from hitting the creature, the Force user just loses control of the rock when it enters the field. But it does prevent for example Force Grip from being used on them), If a Force user enters the field they must make a Use Force roll at -6 to maintain any powers they may have activate at the time they do so.
- Dependency: Ysalamiri must be in direct contact with a tree native to the planet Myrkr at all times. If removed from the tree they die with in 1d4 days





Legend

- DEEP CORE Galactic Region
- ★ Star Systems and Astroid Fields
- ☉ The Maw, Nebulae and other Astronomical Phenomena
- Kuat Sector Sectors and Star Clusters
- Bothan Space Autonomous Regions
- CORRELIAN RUN Major Hyperspace Lane
- SALIN CORRIDOR Minor Hyperspace Lane
- M Reference to a Magnified Insert

Map of the Star Wars Galaxy — by W. S. Lee

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