
STAR WARS

The GM's Handbook 2nd Edition



A Star Wars RPG Sourcebook
By
Dean Magill

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Star Wars RPG Sourcebook

The GM's Handbook 2nd Edition

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Under the entry for Ubese the introduction is a summary of the information in the 'Shadows of the Empire' Sourcebook, as are the racial stats for 'True Ubese'.

Under the entry for the Nautolans the capsule presented is the author's interpretation of the entry that appears in the 'Ultimate Alien Anthology' Sourcebook.

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Contents

| | |
|---|-----------|
| Chapter 1: House Rules | 5 |
| Repeating Blaster Weapons..... | 5 |
| Drawn Initiative..... | 5 |
| Suppression Fire..... | 5 |
| Shields..... | 6 |
| Sensors..... | 6 |
| Two Weapon Fighting..... | 6 |
| Starship Missile Rules..... | 6 |
| Cargo pods and Landing Claws..... | 7 |
| Fake Id's..... | 8 |
| Combined Actions..... | 8 |
| | |
| Chapter 2: Skills | 9 |
| Buying & Improving Skills..... | 9 |
| Dexterity Skills..... | 9 |
| Strength Skills..... | 9 |
| Technical Skills..... | 9 |
| | |
| Chapter 3: Innate Abilities | 12 |
| Innate Ability Descriptions..... | 12 |
| | |
| Chapter 4: Military Ranks & Structures | 15 |
| Imperial Forces..... | 15 |
| Alliance Forces..... | 15 |
| | |
| Chapter 5: Starship Crew | 16 |
| | |
| Chapter 6: Places | 19 |
| Blom III..... | 19 |
| Cuirass II..... | 19 |
| Drex..... | 20 |
| Edryn System..... | 22 |
| Minraava IV..... | 23 |
| Ranivir..... | 23 |
| Tu'hang..... | 26 |
| Woor..... | 26 |
| Yohib III..... | 27 |
| | |
| Chapter 7: Time | 28 |
| Date Stamp Format..... | 28 |
| Time Line..... | 28 |
| | |
| Chapter 8: Equipment | 29 |
| Personal Equipment: Armour..... | 29 |
| Personal Equipment: Espionage..... | 31 |
| Personal Equipment: Gun Sights..... | 31 |
| Personal Equipment: Sensors..... | 32 |
| Personal Equipment: Miscellaneous..... | 32 |
| Starship Equipment..... | 34 |
| Miscellaneous Equipment..... | 34 |

| | |
|---|-----------|
| Chapter 9: Weapons | 35 |
| Personal Weapons: Blasters | 35 |
| Personal Weapons: Explosives | 35 |
| Personal Weapons: Firearms | 36 |
| Personal Weapons: Melee | 38 |
| Personal Weapons: Miscellaneous | 38 |
| Personal Weapons: Support Weapons | 39 |
| Starship Weapons: Ion Cannons | 40 |
| Starship Weapons: Laser Cannons | 40 |
| Starship Weapons: Missiles | 41 |
| Starship Weapons: Miscellaneous | 42 |
| | |
| Chapter 10: NPCs | 44 |
| Alliance Personnel | 44 |
| Imperial Personnel | 50 |
| The Fringe | 52 |
| | |
| Chapter 11: Alien Races | 53 |
| Half-Twi'lek | 53 |
| Klik'tak'nek | 53 |
| Malakashi | 54 |
| Nautolan | 55 |
| Tu'nang Ro | 56 |
| Ubese | 57 |
| Woorian - Near Humans | 58 |
| | |
| Chapter 13: Creatures | 59 |
| Felis Amarynthe (or Arainian Green Tiger) | 59 |
| Kalasahn Panther | 59 |
| Re'tak | 60 |
| Valkyrian Hound | 61 |
| Vink Spider | 62 |

Chapter 1: House Rules

Repeating Blaster Weapons

Repeating blasters are amongst the most devastating anti-infantry weapons in the Star Wars universe. These weapons may be fired in two ways, concentrated or blanket. Concentrated fire mode represents firing on a single target, whilst blanket fire mode represents firing on multiple targets within an area.

Repeating Blasters may hit up to three targets within a 5m area in blanket fire mode, roll to hit for each shot in the same action phase, normal multiple action penalties apply but blanket fire mode only counts as one action. Damage is worked out as below. The stats provided by WEG for Light Repeaters and Heavy Repeaters (E-web) remain the same for concentrated fire. For blanket fire use the following weapon damage adjustments.

| Light Repeater | Medium Repeater | Heavy Repeater |
|----------------|-----------------|----------------|
| 4D | 5D | 6D |

Effectively the damage is 2D less than normal damage.

Notes:

- Players must declare before firing their weapon what mode of firing they'll be using. They must also declare who is the original target before firing.
- Both concentrated and blanket fire modes use one ammo.
- They must also declare who is the original target before firing.

Drawn Initiative

When the initiative is a draw the all actions in the action phase happen simultaneously. This represents the situation where neither side has the upper hand. This means that everyone will be able to act in the round even if they end up unconscious or dead. The side with the highest Perception may choose whether to declare first or second, in the result of a draw both sides roll a D6 and the highest may decide. Both sides declare actions in the normal manner. The side who declared first goes first as usual. First actions on both sides are taken, regardless of whether a character would not normally be allowed to act. This will sometimes require a bit of the GM's discretion, as the will be times when two things may not happen. All injuries are applied at the end of each action phase. This process continues until both sides have taken all their actions.

Example: Aves and Jarre are facing off four Stormtroopers in a firefight. Both sides roll 14 for initiative so all actions will be simultaneous this round. Both the Stormtroopers and Aves have 2D Perception so both sides roll a D6 to determine the winner. Aves rolls a 4 and the Stormtroopers roll a 6, the Stormtroopers decide to declare first. They decide to fire once each. Aves and Jarre both decide to fire twice. The Stormtroopers manage to wound Aves and severely wound Jarre. Both Aves and Jarre fire back as normal (no penalties applied for being injured!) and manage to kill two Stormtroopers. At the end of the first action phase Jarre falls unconscious and Aves takes a wound. As the Stormtroopers have no second round actions

Aves fires again, once again killing a Stormtroopers. At the end of the round Jarre is unconscious as he's severely wounded, Aves is wounded and there are three dead Stormtroopers.

Suppression Fire

Suppression fire is intended to keep your opponent's heads down whilst you're on the move or you're providing covering fire for an ally. This makes it difficult and somewhat dangerous for your opponents to return fire.

A character may opt to provide suppression fire whilst declaring his/her actions for the turn if your side is going first. The player must decide how many suppressive shots he/she will fire on top of any other actions for that round. Suppression fire shots have a difficulty value of difficult and are worked out in the normal manner. For each successful suppressive fire shot for the action phase add +1 to the difficulty for the opponents returning fire in that phase. In addition, any opponent who fumbles their returning fire shot has mistimed getting up and has been hit by the blaze of fire. To work out the damage, select the highest to hit roll made by the suppressing side in that action phase and work out damage as normal. If multiple people fumble then descend through the to hit rolls. In the situation where the number of fumbles out weighs the number of weapons being used by the suppressive side, work out fumbles as normal.

Example: Aves, Jarre and Jones are facing off four Stormtroopers in a warehouse. Aves' side wins the initiative and decides to act first. Aves and Jones are going to cover Jarre while he moves forward, and they decide to fire two suppression shots whilst Jarre moves twice, Aves also declares that he's going to fire his light repeater on blanket fire mode for both shots. The Stormtroopers elect to fire twice. Jarre moves successfully. Aves fires his three suppression shots and gets 12, 24 and 18, so only two shots are successful. Jones fires his suppression shot and gets a 19, so his shot is successful. This means that the Stormtroopers add +3 to the difficulty when returning fire. The Stormtroopers all take a shot at Jarre as the others are behind cover. Jarre decides to dodge and gets 18. The Stormtroopers need 21 or more to hit Jarre (18+3=21), they roll 10, 15, 20 and 19, therefore no hits.

For the second actions, Jarre moves successfully. Aves fires his three suppression shots and gets 17, 20 and 26, so all three shots are successful. Jones fires his suppression shot and gets a 16, so his shot is successful. This means that the Stormtroopers add +4 to the difficulty when returning fire. The Stormtroopers all take a shot at Jarre as the others still are behind cover. The Stormtroopers need 22 or more to hit Jarre (18+4=22), they roll 5, 12, 23 and 17, so one Stormtrooper managed to hit and another one fumbled his roll. The Stormtrooper who hit works out the damage as normal and manages to stun Jarre. The Stormtrooper who fumbled his roll gets hit by Aves' Light Repeater, as Aves rolled the highest to hit in that action phase and works out the damage at 4D (See Repeating Blasters Article for full rules on repeating blasters) and manages to wound the Stormtrooper.

Shields

There are two main types of shields in the Star Wars Universe - Particle and Energy. Particle shields protect against physical object including micrometeorites, dust and missiles. They are used at all times and if a starship lowers its particle shields reduce the HULL code by -2D. Energy shields (also known as combat shields) are designed to deflect/absorb energy weapons. So in effect an X-wing is made up of 2D of hull, 2D of particle shielding and 1D of energy shields.

The 'Shields' characteristic on a starship represents the starship's combat shields and hence energy shields. So, from above it's clear that a starship's 'Shields' Characteristic DOES NOT affect projectile weapons.

Particle shields DO however protect a starship from blaster based weaponry. This is because blaster bolts are similar to plasma, which is made up of both energy and physical components. As a result both energy and particle shields affect blaster based weaponry. In addition, you can also view particle shields as hull integrity fields as well.

Other names used instead of 'Energy Shields': Deflector shields, Ray shields & Combat shields.

Other names used instead of 'Particle Shields': Hull integrity fields.

Sensors

Starship sensors are highly sophisticated and are capable of processing a large quantity of input data. Sensors can detect a wide range of objects, including, other starships, a starship's ion trail, life forms, planetary bodies, etc. Sensors are also capable of determining an object's speed and vector. They can also determine what materials an object is made up of.

Sensors are incredibly important in normal space travel, but during a combat situation they become vital. The side with the superior sensors will usually have the upper hand when entering combat. Sensors are also vital if you wish to avoid detection from other craft.

Multiply the WEG sensor ranges by 10 for a more realistic range.

Two Weapon Fighting

Whilst holding two pistols or two single handed Melee weapons, a Character may elect to try and use both weapons in the same action phase as part of a single attack action. To do this a character must make separate skill rolls for each attack and suffer a -2D penalty to each roll in addition to any other penalties, e.g. Multiple Actions. Characters may target multiple opponents as long as they are in range or reach. The additional penalty can be reduced to -1D if the character is Ambidextrous.

Characters wielding two single handed Melee weapons may add +1D to *Melee Parry* rolls when being attacked by an opponent who is only using a single melee weapon.

Example 1: Jax is in the middle of a fire fight armed with 2 Blaster pistols. He has a Blaster skill of 7D and a

Dodge skill of 6D. Jax is doing two actions this round and so suffers a -1D to all skill rolls this round. In the first action phase he decides to fire one of his pistols at a Stormtrooper and rolls 6D for his Blaster skill (7D-1D=6D). Since the Stormtroopers don't have a good angle on Jax they move to a better position in their first action phase. Jax, seeing the danger, tries to neutralise as many of the Stormtroopers as possible and decides to use both Blaster pistols in his second action. So, he rolls 4D twice to shoot two separate Stormtroopers (7D-1D-2D=4D). The remaining Stormtroopers return fire and Jax decides to Dodge. Since he has already done two actions and this will be his third this round he will roll 4D for his Dodge due to multiple action penalties (6D-2D=4D). Will Jax survive???....

Example 2: Vorlan is caught up in a close quarters battle with some mercenaries and is using a vibroblade and vibrodagger. He is Ambidextrous and has the following skills: Melee Combat 6D+1, Melee Combat: Vibroblade 7D, Melee Parry 6D+2. In this round Vorlan decides to do two actions and so suffers a -1D to all skill rolls in this round. In the first action phase, Vorlan closes in on two opponents ready to attack them in the next action phase. His two opponents try to hit Vorlan with their daggers. Vorlan decides to take an additional action to parry the attacks and rolls 5D+2 due to multiple action penalties, but adds +1D because he is using two melee weapons against his attackers who are only using one each (6D+2-2D+1D=4D+2). Holding off the attack, Vorlan attempts hit both opponents in the same action phase. He rolls 4D to hit the right hand opponent with his vibroblade (7D-2D-1D=4D) and rolls 3D+1 to hit the left hand opponent with the vibrodagger (6D+1-2D-1D=3D+1).



Starship Missile Rules

Starship missile weapons now have the following stats, allowing them to be used with both this alternate system and with the conventional/existing rules:

Scale: - Scale is the scale of the missile itself. Generally, this would be Speeder for starfighter missiles or Walker for capital ship missiles since missiles are small fragile things.

Fire Control: - Fire Control shows how "smart" the missile is, how good it's onboard targeting package is.

Space: - Space is just like with normal starships. This is how far the missile moves in one action or move.

Max Moves: - Max Moves is the number of moves or actions the missile can take before running out of fuel.

Range: - Range is included to be compatible with the existing rules. It is not used in the alternate system.

Damage: (Scale) - Damage works just like normal. Note, however, that the damage most

likely is on a different scale (typically Starfighter or Capital) than the scale of the missile itself. This is listed explicitly.

Targeting

To Hit - Missile weapons are fired as normal. Simply roll the Gunner's skill + Fire Control against the difficulty (see below). Once the missile comes into contact with the target it will detonate and deal damage to the target as normal.

Difficulty - The base difficulty to hit is derived from the range of the target. The difficulty starts at Moderate and increases one level for every Move (beyond one) that the missile must perform to reach the target. i.e. The target is at 35 Space Units, the missile has a Space of 20. Therefore, it must make two Moves before it can reach the target. The base difficulty in this case is Difficult. If the target is dodging, adjust the difficulty as normal.

Shooting the Missile Down - In any action phase where the missile is heading toward the target but has not reached it yet, the target has the opportunity to try and shoot it down. The to hit difficulty is determined by the Range Difficulty + Scale Difference Difficulty. If the missile is hit at all, it can no longer hit the target and is considered "destroyed".

Dodging after the Missile is Fired - In some cases, a target may elect to dodge the missile after it has been fired at the target. In these cases, the target may make a dodge roll, but suffers a -1D penalty in addition to any other penalties such as multiple-action penalties or scale difference penalties (scale difference of the two ships, not the missile and the target). The missile retains its original to hit roll. If the missile's to hit is still greater than the target's dodge, the missile remains on-target.

Examples

Example 1 - Recreate the proton torpedoes used by the X-wing and Y-wing

Scale: Speeder
Fire Control: 2D
Space: 7
Max Moves: 1
Range: 1 / 3 / 7
Damage: 9D (Starfighter)

This is a short ranged torpedo that only has enough fuel to travel for one action. Therefore, it has a max range of 7.

Example 2 - A Corellian Gunship fires on a target at 42 Space Units

Scale: Walker
Fire Control: 3D
Space: 20
Max Moves: 3
Range: 2-12 / 30 / 60
Damage: 8D (Capital)

This is a much longer ranged missile that has enough fuel to travel for 3 actions. Therefore, it has a max range of 60, but also takes 3 actions to get to that range.

First Action - The gunship fires on the target. Base difficulty is Very Difficult since the missile must make 3 Moves to reach the target. The gunner rolls his gunnery skill + the Fire Control and gets a 27, enough to hit the target.

Second Action - The target, realising it is under attack, decided to try to dodge away from the missile. The pilot makes his dodge roll (-1D for dodging the missile and -1D for being a second action) and gets a 24. The original to-hit roll is still greater, so the missile remains on-target.

Third Action - The missile reaches the target and impacts, inflicting 8D capital scale damage.

Cargo pods and Landing Claws

There are many people in the Galaxy who don't wish to modify their starships due to the inflexibility that cargo pods present. As a result many just people use Landing Claws to haul cargo pods about. This method has many advantages and disadvantages. The greatest advantage is its flexibility letting you chop and change your cargo pods. While its biggest disadvantage is the limited choice of cargo pods due to the fact that there is no power supply going to the pod from the starship.

Using Landing Claws

- Some starships will need to detach the cargo pod to enable the starship to land. This is entirely the GMs decision and depends greatly on its size and shape.
- While a cargo pod is attached the Starship, its manoeuvre is reduced by 1D and its space reduced by 1. These modifiers apply whether the pod is empty or full.
- Because there is no power feed to the cargo pod from the starship, only a small selection of cargo pods are available (unless the pod has its own power supply). These include A, B, C, D & R.
- Each cargo pod has its own hull rating and do not benefit from the parent ship's shields. These hull ratings are dependent on the manufacturer. Any damage inflicted on the pod may be repaired using the Space Transport Repair skill.
- The cargo capacity of the cargo pod may not exceed the cargo capacity of the parent starship, e.g. a cargo pod for a YT-1300 could have a maximum cargo capacity of 100 metric tons.
- Because the starship doesn't need to have any work done on it to carry the cargo pods using a Landing claw you just buy the pod and that's it.

Fake Id's

Anything can be bought on the Black Market - at a price that is. One of the most common items sold in this ruthless and dangerous market is Fake IDs. These forged identities range tremendously in quality and between different forgers. Once contact has been made, you can choose between five ID Classes. A Class I ID can stand up to a casual inspection, whereas a Class V ID can stand up to a very thorough investigation.

Once the ID is created, determine the forgery level by rolling a D6 and adding it to the ID Class modifier. This is the difficulty for someone to see through the ID. The costs shown on the table below are typical prices and are only meant as a guideline.

| Id Class | Class Modifier | Cost |
|-----------|----------------|----------------|
| Class I | +10 | 5,000 Credits |
| Class II | +15 | 9,000 Credits |
| Class III | +20 | 14,000 Credits |
| Class IV | +25 | 20,000 Credits |
| Class V | +30 | 30,000 Credits |

Combined Actions

Command Difficulty and Combined Action Bonus Table

| # People | Average Skill Level | | | | | | | Bonus |
|-------------|---------------------|----|----|----|----|----|----|-------|
| | 1D | 2D | 3D | 4D | 5D | 6D | 7D | |
| 2 | M | M | E | E | E | VE | VE | +1D |
| 4 | D | M | M | M | E | E | VE | +2D |
| 6 | D | D | M | M | M | M | E | +3D |
| 10 | D | D | D | M | M | M | E | +4D |
| 15 | VD | D | D | D | M | M | M | +5D |
| 25 | VD | VD | D | D | D | M | M | +6D |
| 40 | VD | VD | VD | D | D | D | M | +7D |
| 60 | H | VD | VD | VD | D | D | D | +8D |
| 100 | H | H | VD | VD | VD | D | D | +9D |
| 150 | H | H | H | VD | VD | VD | D | +10D |
| 250 | H | H | H | H | VD | VD | VD | +11D |
| 400 | H | H | H | H | H | VD | VD | +12D |
| 600 | H | H | H | H | H | H | VD | +13D |
| 1000 | H | H | H | H | H | H | H | +14D |
| 1500 | H | H | H | H | H | H | H | +15D |

Chapter 2: Skills

Buying & Improving Skills

The costs of improving skills are outlined below.

| Skill Type | Cost in Character Points |
|-------------------------|--------------------------|
| Normal | Die Code x 1 |
| Specialisation | Die Code x ½ |
| Advanced | Die Code x 2 |
| Advanced Specialisation | Die Code x 1 |

The costs of buying new skills are outlined below.

| Skill Type | Cost | Skill Level |
|-------------------------|--------------------|---------------------|
| Normal | Attribute Code x 1 | Attribute +1 pip |
| Specialisation | Skill Code x 2 | Skill + 1D |
| Advanced | 10 | 1D |
| Advanced Specialisation | Skill Code x 4 | Advanced Skill + 1D |

Dexterity Skills

Flamer

Specialisations: Type or model of Flamer – rifles, carbines, etc.

Flamer is the “ranged combat” skill used to fire all types of flamer weapons, such as rifles and carbines.

Strength Skills

Martial Arts (A)

Requirements: Brawling 5D

Martial Arts is a combat skill used for fighting hand-to-hand without the use of weapons. Martial arts is a highly trained discipline that takes many forms and many years to perfect. A person trained in Martial Arts is at considerable advantage in hand-to-hand combat if his opponent is untrained in the way of Arts. Add +1D to Martial Arts if fighting someone whom is untrained in Martial Arts. For each full 'D' in Martial Arts the character gains one skill (See Special Forces Sourcebook). When buying Martial Arts the first time the character gains the skills below. Note: Skills and bonus for fighting someone untrained in Martial Arts may only be used if the character is using straight Martial Arts, i.e. not combined with Brawling.

Starting Skills: Punch (Moderate Difficulty, STR+1D Damage) and Kick (Difficult Difficulty, STR+2D Damage)

Wrestling (A)

Requirements: Brawling 5D

Wrestling is a combat skill used for fighting hand-to-hand without the use of weapons. Wrestling is a trained discipline that can take many forms and many years to perfect. For each full 'D' in Wrestling the character gains one skill (See the table of skills overleaf). When buying Wrestling the first time the character gains the skills below. Note: Skills and bonus for fighting someone untrained in Wrestling may only be used if the

character is using straight Wrestling, i.e. not combined with Brawling.

Starting Skills: Forearm Smash (Easy Difficulty, STR+1D Damage) and The Big Boot (Moderate Difficulty, STR+2D Damage)

Overkill: The level of success for some Wrestling moves are greatly affected by how well they are carried off by the Wrestler. The measure of this success is called Overkill. If a move is subject to the Overkill rules and the Wrestler succeeds in hitting his opponent, use the table below to add additional damage to the damage roll for that move.

| Succeeded to hit target by | Damage Bonus |
|----------------------------|--------------|
| 1-5 | - |
| 6-10 | +1 |
| 11-15 | +2 |
| 16-20 | +1D |
| 21-25 | +1D+1 |
| 26-30 | +1D+2 |
| 31+ | +2D |

Technical Skills

Bowcaster Repair

Specialisations: Specific Bowcaster – Chewie's Bowcaster, etc

A character's ability to fix and modify Bowcaster weaponry is represented by his Bowcaster Repair skill. The cost and difficulty to repair weapons depends upon how badly it is damaged (See Rulebook for “Using Repair Skills”).

Firearms Repair

Specialisations: Type or model of firearm – rifles, pistols, etc.

A character's ability to fix and modify firearm weaponry (Character-, Speeder- & Walker Scale) is represented by his Firearms Repair skill. The cost and difficulty to repair weapons depends upon how badly it is damaged (See Rulebook for “Using Repair Skills”).

Flamer Repair

Specialisations: Type or model of flamer – rifles, carbines, etc.

A character's ability to fix and modify flamer weaponry (Character-, Speeder- & Walker Scale) is represented by his Flamer Repair skill. The cost and difficulty to repair weapons depends upon how badly it is damaged (See Rulebook for “Using Repair Skills”).

Missile Weapons Repair

Specialisations: Type or model of Missile Weapon – Missile launcher, grenade launcher, etc.

A character's ability to fix and modify Missile weaponry (Character-, Speeder- & Walker Scale) is represented by his Missile Weapons Repair skill. The cost and difficulty to repair weapons depends upon how badly it is damaged (See Rulebook for “Using Repair Skills”).

Wrestling Skills:

| Move | Difficulty | Effect | Description |
|--------------------------------|--|--|--|
| Clothesline | Moderate | Opponent must make a <i>Difficult</i> Strength roll or be knocked from his feet <i>Damage: STR</i> | The attacker hits his opponent in the throat with an extended arm |
| Corellian Whip | Moderate | Opponent must make a <i>Difficult</i> Strength roll or be propelled in a direction chosen by the attacker | Attacker throws his opponent by sling shoving him by the arm |
| DDT | Very Difficult | <i>Damage: STR+2D+2</i> | Attacker puts his opponent into a headlock and drops backwards driving his opponent's forehead first into the floor |
| Spine Buster | Difficult | Opponent is Prone for the remainder of the turn <i>Damage: STR+2D</i> | Attacker lifts his opponent up vertically by the legs and then slams him to the floor on his back |
| Power Slam | Very Difficult | Opponent is Prone and is automatically stunned for remainder of the turn <i>Damage: STR+2D</i> | The attacker slings his opponent over one shoulder and then slams them, back first, to the ground with the attacker's shoulder being driven into the opponent's chest |
| Double Handed Chokeslam | Difficult | Opponent is Prone for the remainder of the turn <i>Damage: STR+1D+Overkill</i> | The attacker grabs his opponent by the throat with both hands and lifts them above his head and slams them into the floor |
| Spear | Moderate | Opponent must make a <i>Difficult</i> Dexterity roll or be driven to the floor <i>Damage: STR+1D</i> | The attacker shoulder tackles his opponent and drives them to the floor |
| Press Slam | Very Difficult | Opponent is Prone for the remainder of the turn <i>Damage: STR</i> | The attacker lifts the opponent over his head and then throws them to the ground. Although not particularly damaging in itself, this can be put to devastating effect when used with other things, e.g. spiked pit, cliffs, etc. |
| Mantellian Leg Sweep | Moderate | Opponent is Prone for the remainder of the turn. If the attacker attempts a <i>choke</i> hold in the same turn, reduce the difficulty by one level <i>Damage: STR</i> | Whilst standing next to the opponent facing the same direction, the attacker grabs him by the shoulder and sweeps their legs away from them, using his own falling momentum to drag his opponent to the floor. Once on the ground the attacker is in an ideal position to attempt a choke hold on his opponent |
| Gamorrean Drop | Very Difficult | Opponent is Prone for the remainder of the turn <i>Damage: STR+2D+Overkill</i> | The attacker throws his opponent onto his shoulders and throws himself backwards onto the victim |
| Splash | Easy <i>Opponent must be Prone</i> | In addition to its normal damage, extremes of heights will increase the damage based on the height fallen. However, the attacker will take falling damage. See the 'Falling' section in the rule book <i>Damage: STR+1D</i> | The attacker hurls himself at a prone opponent belly first. |
| Elbow Drop | Moderate <i>Opponent must be Prone</i> | In addition to its normal damage, extremes of heights will increase the damage based on the height fallen. However, the attacker will take falling damage. See the 'Falling' section in the rule book <i>Damage: STR+1D+2</i> | The attacker hurls himself at a prone opponent elbow first. |
| Gut Wrench Power Bomb | Heroic | Opponent is Prone and stunned for the remainder of the turn <i>Damage: STR+3D+Overkill</i> | The attacker bends his opponent towards himself and wraps his arms around his opponent's waist, clasping his wrists in front of the opponent's stomach. From this position the attacker lifts his opponent so that he is sat on the attacker's shoulders facing behind him. The attacker then slams his opponent to the floor back first |
| Belly to Back Suplex | Difficult <i>Attacker must be behind his opponent</i> | <i>Damage: STR+2D+Overkill</i> | The attacker grabs his opponent around the waist from behind and propels his opponent over one of his shoulders and onto the floor |

| Move | Difficulty | Effect | Description |
|--------------------------|---|---|---|
| Hurricanrana | Heroic | Opponent is Prone and stunned for the remainder of the turn. Opponent is also stunned for the next turn as well <i>Damage: STR+2D+Overkill</i> | The attacker does a handstand and traps his opponent's head between his ankles. He then spins locking his opponent's head in position and rolls in order to flip him into the floor head first |
| Stunner | Moderate | <i>Damage: STR+2D</i> | The attacker kicks his opponent in the stomach and grabs their head turning his back on his opponent. He then drops to his knees crushing the opponents face on his shoulder |
| Pile Driver | Heroic | Opponent is stunned for the remainder of the turn <i>Damage: STR+4D+Overkill</i> | The attacker puts his opponents head between his thighs facing the floor. He then lifts his opponent in the air and sits down, driving his opponent's head into the ground and then landing on it |
| Sleeper Hold | Difficult | <i>Damage: STR+Overkill (Stun Damage)</i> | The attacker places his opponent in a <i>choke</i> hold cutting off the circulation to his opponent's head |
| Reversal | 10+ Opponent's Attack Roll <i>Only used when the opponent is making a brawling based attack</i> | The defender reverses his opponent's attack and can perform a wrestling move of his own. This is an out of sequence action that occurs immediately and does NOT count as an action. This in effect is the defender's parry roll, should he fail he leaves himself open and is hit | The defender reverses his opponent's attack allowing him to perform a wrestling move of his own |
| Improvised Weapon | Dependent on weapon | <i>Damage: STR+Variable dependent on weapon</i> | The attacker may use any improvised weapon using his wrestling skill rather than melee. He may not use melee weapons with this skill. Improvised weapons are chains, bottles, tables, etc. |

Chapter 3: Innate Abilities

Innate Abilities represent a character's natural ability to do particular things. They can enhance skills, allow skills to be used in new ways or give characters new capabilities. Innate Abilities are always advantageous, but there are some that have drawbacks in certain circumstances. Characters may gain Innate Abilities either as part of Character Creation or during the course of play.

At Character Creation, the GM may choose to allow characters to have one or more Abilities. This can be handled in a variety of ways, but ultimately it is at the discretion of the GM. One method that could be employed is the allocation of additional character points at creation to allow players to upgrade their characters Skills and/or purchase Innate Abilities.

Like Skills, Innate Abilities can be purchased through the course of play by spending Character Points as indicated in their entry below. Alternatively, the GM can use Innate Abilities as a story device or as a way to reward players for excellent roleplaying.

The purchase of any Innate Ability is at the discretion of the GM and as a general rule a character should have no more than two Innate Abilities. No Innate Ability may be chosen more than once per character.

Innate Ability Descriptions

Below outlines the format for Innate Ability descriptions.

■ Innate Ability Name

A brief summary of what the Innate Ability does

Cost: The number of Character points required to purchase this Innate Ability.

Effect: Outlines the effect of the Innate Ability in game terms.

Notes: Any additional notes or limitations about the Innate Ability.

| Innate Ability Name | Cost (CP's) |
|-------------------------|-------------|
| Ambidextrous | 15 |
| Armour Mastery | 15 |
| Blind Fighting | 15 |
| Body Language Intuition | 10 |
| Dexterous | 15 |
| Eidetic Memory | 10 |
| Inspirational Leader | 20 |
| Internal Clock | 5 |
| Internal Compass | 5 |
| Lightning Reflexes | 20 |
| Light Sleeper | 5 |
| Lip-read | 5 |
| Luck | 10 |
| Natural Aptitude | 15 |
| Pain Resistance | 15 |
| Quick-Draw | 10 |
| Quick Learner | 10 |
| Resilient | 10 |
| Stubborn | 15 |
| Tactical Genius | 20 |
| Tough | 20 |
| Trademark | 10 |
| Ventriloquist | 10 |

■ Ambidextrous

You are equally proficient in performing tasks with your left or right hand.

Cost: 15 Character Points

Effect: The character no longer suffers a penalty to skills rolls when using their offhand

■ Armour Mastery

You have spent so much time in armour you wear it like a second skin.

Cost: 15 Character Points

Effect: The character ignores up to 1D of DEX penalties due to wearing armour

■ Blind Fighting

Your instincts and sharp senses give you the edge in lowlight or dark conditions.

Cost: 15 Character Points

Effect: In lowlight or dark conditions, the character reduces the cover modifier of the difficulty to hit a target by up to 2D – e.g. a target in thick smoke or moon light would not gain a cover modifier against the character (normally +1D difficulty modifier). Similarly, in very thick smoke or complete darkness, the target would only receive a +2D difficulty modifier instead of the normal 4D

Notes: This applies to both ranged and close quarters combat. In situations where there is both smoke and lowlight, the reduction to the difficulty modifier applies to the total modifier rather than the separate modifiers – e.g. light smoke and a moonlit night would normally grant a +3D difficulty modifier, a character with Blind Fighting reduces this modifier to +1D

■ Body Language Intuition

You are very good at reading other people's body language and determining whether their verbal and non-verbal communication aligns.

Cost: 10 Character Points

Effect: On a *moderate* PER roll the character can determine what a person's body language is portraying

Notes: The person must be of the same species as the character

■ Dexterous

You are more able and quick to act than most in tight situations.

Cost: 15 Character Points

Effect: Up to three times per adventure, the first action in the round does not count towards the character's total number of actions when determining multiple action penalties. Use of this Innate Ability must be stated when declaring the number of actions for the round

■ Eidetic Memory

You are able to recall images, sounds, or objects in memory with extreme precision.

Cost: 10 Character Points

Effect: On an *easy* KNO roll the character is able to recall images, sounds or objects with a very high degree of accuracy

Notes: This Innate Ability does not give characters a perfect recall of all events

■ Inspirational Leader

You are an inspiration to those who follow you and people fight harder in your presence.

Cost: 20 Character Points

Effect: The character adds +1D to all Command rolls. In addition, all allies within 30m of the character gain +1 to all attack rolls

Notes: The bonus to Command rolls does not increase the skill itself and, therefore, when advancing the skill do not factor in the bonus when determining character points to be spent

■ Internal Clock

You seem to know the time wherever you are.

Cost: 5 Character Points

Effect: On an *easy* PER roll the character can determine the time with a 5-10 minute error margin

Notes: The character needs have some form of reference point once in a new location with a different time zone and knowledge of the local length of day

■ Internal Compass

You have a profound sense of direction.

Cost: 5 Character Points

Effect: On an *easy* PER roll the character can determine the direction of north with a 5-10% error margin

■ Lightning Reflexes

You are very quick in reacting to the situation around you.

Cost: 20 Character Points

Effect: The character adds +2 to PER for all initiative rolls

■ Light Sleeper

The slightest of noises can wake you from your sleep.

Cost: 5 Character Points

Effect: On a *moderate* PER roll the character may detect sounds whilst sleeping

Notes: Normal background noise will not rouse the character as they will be acclimatised to it prior to falling asleep

■ Lip-Read

You are able to understand speech by visually interpreting the movement of lips, face and tongue without hearing what is being said.

Cost: 5 Character Points

Effect: On a *moderate* PER roll the character can lip-read what another person is saying

Notes: The person must be of the same species as the character as well as be able to see the person's lips move and speak the same language that is being used

■ Luck

The Force seems to flow through you at times altering your fate and fortune.

Cost: 10 Character Points

Effect: Once per adventure the character may reroll the *Wild Die*

Notes: The second roll of the *Wild Die* stands even if it was worse than the first roll

■ Natural Aptitude

You have natural aptitude and affinity for a particular attribute and skill set.

Cost: 15 Character Points

Effect: On purchasing this Innate Ability, select one Attribute that it will apply to. When improving skills under the chosen Attribute, it costs one character point less than normal. In addition, it costs five character points less to improve the chosen Attribute

Notes: Once the Attribute has been selected, it may not be changed

■ Pain Resistance

You have a high pain threshold and can shrug off injuries that would floor most people.

Cost: 15 Character Points

Effect: If the character is *wounded* or *wounded twice*, on a *Moderate* Willpower roll the character does not fall prone and can continue to act that round, albeit with the penalties for being either *wounded* or *wounded twice*

■ Quick-Draw

You are one of the fastest guns in the galaxy.

Cost: 10 Character Points

Effect: The character may draw and use a single handheld weapon as one action. Drawing the weapon does not count towards the total number of actions for the round

■ Quick Learner

Things come to you naturally and you pick up new things with ease.

Cost: 10 Character Points

Effect: When learning new skills, the character advances two pips above the attribute rather than the usual one pip

Notes: The cost in character points is the same as advancing one pip and the usual rules for training time apply

■ Resilient

Your immune system and your body's ability to heal itself are both exceptional and nothing keeps you down for long.

Cost: 10 Character Points

Effect: If the character is recovering from injuries through natural healing all resting times are halved, e.g. a *wounded* character can make a roll to heal after one and a half days of rest. In addition, all Bacta Tank healing is reduced by one hour to a minimum of one hour

■ Stubborn

Once your mind is made up there is little any one can do or say to sway you.

Cost: 15 Character Points

Effect: If someone (including an ally) attempts to Bargain, Con or Persuade the character, add a +5 modifier to the difficulty. In addition, the character adds +1D to all Willpower rolls

Notes: The bonus to Willpower rolls does not increase the skill itself and, therefore, when advancing the skill

do not factor in the bonus when determining character points to be spent

■ Tactical Genius

You have a remarkable natural grasp of tactics and can quickly respond to tactical situation around you.

Cost: 20 Character Points

Effect: The character adds +1D to all Tactics rolls. In addition, the character adds +1 to PER for all initiative rolls

Notes: The bonus to Tactics rolls does not increase the skill itself and, therefore, when advancing the skill do not factor in the bonus when determining character points to be spent

■ Tough

It takes a lot to knock you down and your physical limits are greater than most.

Cost: 20 Character Points

Effect: The character adds +1 to STR when rolling to resist damage. In addition, the character adds +1D to all Stamina rolls

Notes: The bonus to Stamina rolls does not increase the skill itself and, therefore, when advancing the skill do not factor in the bonus when determining character points to be spent

■ Trademark

You are renowned for a particular skill and few can match.

Cost: 10 Character Points

Effect: On purchasing this Innate Ability, select one Skill Specialisation that it will apply to. The character adds a +2 bonus to the rolls of the selected Specialisation. In addition, when improving the selected Specialisation, it cost one character point less than normal

Notes: Once the Specialisation has been selected, it may not be changed. The bonus to the Specialisation rolls does not increase the skill itself and, therefore, when advancing the skill do not factor in the bonus when determining character points to be spent

■ Ventriloquist

You are able to throw your voice to make it seem like it is coming from a different person or place.

Cost: 10 Character Points

Effect: On a *difficult* Con roll the character can throw their voice

Notes: Normal Con modifiers apply

Chapter 4: Military Ranks & Structures

Imperial Forces

The ranking system for the Imperial military forces has remained largely unchanged from the days of the Old Republic and the Clone Wars.

Imperial Commissioned Officer Ranks

The ranks Lieutenant to Colonel are also used by Stormtrooper units.

| Army Officers | Grade ID | Naval Officers |
|------------------------|----------|----------------------|
| Junior Warrant Officer | O-0 | Cadet |
| Senior Warrant Officer | O-1 | Ensign |
| Second Lieutenant | O-2 | Junior Lieutenant |
| Lieutenant | O-3 | Sub Lieutenant |
| Captain | O-4 | Lieutenant |
| Major | O-5 | Lieutenant Commander |
| Lieutenant Colonel | O-6 | Commander |
| Colonel | O-7 | Captain |
| Brigadier General | O-8 | Commodore |
| Major General | O-9 | Rear Admiral |
| Lieutenant General | O-10 | Vice Admiral |
| General | O-11 | Admiral |
| Field Marshall | O-12 | Fleet Admiral |
| High General | O-13 | High Admiral |
| Grand General | O-14 | Grand Admiral |

Imperial Non-commissioned Ranks

The army ranks below are used by both the regular army and Stormtrooper units.

| Army Enlisted Ranks | Grade ID | Naval Enlisted Ranks |
|---------------------|----------|-------------------------------------|
| Private | E-1 | Shipman Recruit |
| Private First Class | E-2 | Shipman 2 nd Class |
| Lance Corporal | E-3 | Shipman 1 st Class |
| Corporal | E-4 | Petty Officer 3 rd Class |
| Sergeant | E-5 | Petty Officer 2 nd Class |
| Staff Sergeant | E-6 | Petty Officer 1 st Class |
| Master Sergeant | E-7 | Junior Chief Petty Officer |
| First Sergeant | E-8 | Chief Petty Officer |
| Senior Sergeant | E-9 | Senior Chief Petty Officer |
| Sergeant Major | E-10 | Master Chief Petty Officer |

The army also makes use of a Specialist rank system for technical specialists within the force, such as medics and combat engineers. All technical specialists start with the rank of Junior Specialist on successful completion of their initial technical training and boot camp.

| Army Specialist Ranks | Grade ID | Equivalent Army Enlisted Rank |
|-----------------------|----------|-------------------------------|
| Junior Specialist | S-3 | Lance Corporal |
| Specialist | S-4 | Corporal |
| Staff Specialist | S-5 | Sergeant |
| Master Specialist | S-6 | Staff Sergeant |
| Senior Specialist | S-7 | Master Sergeant |

Imperial Army Structure

The Imperial Army is structured around a squad of eight troopers led by a sergeant. The table below indicates the number of combat troops, including the squad sergeants, but does not include command elements or support personnel attached to the unit.

| Unit | # Troops | Commanding Officer |
|-----------|----------|--------------------|
| Squad | 9 | Sergeant |
| Platoon | 36 | Lieutenant |
| Company | 144 | Captain |
| Battalion | 576 | Major |
| Regiment | 2,304 | Lieutenant Colonel |

Stormtrooper Structure

The Empire's Stormtrooper Legions are based on a very similar structure to the Army, but with a squad size of seven troopers led by a sergeant. They also lack the support personnel that the Army has. The table below indicates the number of combat troops, including the squad sergeants, but does not include command elements.

| Unit | # Troops | Commanding Officer |
|-----------|----------|--------------------|
| Squad | 8 | Sergeant |
| Platoon | 32 | Lieutenant |
| Company | 128 | Captain |
| Battalion | 512 | Major |
| Regiment | 2,048 | Lieutenant Colonel |
| Legion | 8,192 | Colonel |

Alliance Forces

The ranking system and structure is somewhat less formal and rigid than the Imperial military, albeit there are many similarities.

| Army | Navy | Starfighter Corps |
|----------------------------|----------------------|-------------------|
| Recruit | Recruit | - |
| Private | Crewman | - |
| Lance Corporal | Leading Crewman | - |
| Corporal | Petty Officer | - |
| Sergeant | Chief Petty Officer | - |
| Sergeant Major | Warrant Officer | - |
| Cadet | Midshipman | Flight Cadet |
| 2 nd Lieutenant | Ensign | Flight Officer |
| 1 st Lieutenant | Sub Lieutenant | Lieutenant |
| Captain | Lieutenant | Captain |
| Major | Lieutenant Commander | Major |
| Commander | Commander | Commander |
| Colonel | Captain | Colonel |
| Brigadier | Commodore | Commodore |
| General | Admiral | General |
| Field Marshal | Fleet Admiral | Force Marshal |
| High Marshal | High Admiral | High Marshal |

Chapter 5: Starship Crew

Military Combat Vessels

This system will produce a crew breakdown for virtually any size of military combat starship. The first step is to classify the starship using the table below. This is class and the starship's length is then used to determine the crew composition.

| Length of Starship | Class |
|--------------------|--------------|
| 50 - 200m | Small |
| 201 - 350m | Small/Medium |
| 351 - 650m | Medium |
| 651 - 1,400m | Large |
| 1,401 - 2,000m | Very Large |

Crew Composition

Unique Crew Members

| Type | Number | | | | |
|--|----------------|--------|--------|---------|---------|
| | Starship Class | | | | |
| | Sm | Sm/Med | Med | Lar | V. Lar |
| Captain | 1 | 1 | 1 | 1 | 1 |
| Executive Officer (1 st Mate) | 1 | 1 | 1 | 1 | 1 |
| Second Officer (2 nd Mate) | | 1 | 1 | 1 | 1 |
| Chief Engineer | 1 | 1 | 1 | 1 | 1 |
| Navigation Officer | 1 | 1 | 1 | 1 | 1 |
| Doctor | 1 | 1 | 1 | 1 | 1 |
| Tactical Officer | | 1 | 1 | 1 | 1 |
| Logistics Officer | | 1 | 1 | 1 | 1 |
| Deck Officer | [1] | [1] | [1] | [1] | [1] |
| Intelligence Liaison | | | | 1 | 1 |
| Cargo Master | | 1 | 1 | 1 | 1 |
| Total | 5 [6] | 9 [10] | 9 [10] | 10 [11] | 10 [11] |

Command Crew

| Type | Number | | | | |
|------------------------------------|----------------|--------|-----|-----|--------|
| | Starship Class | | | | |
| | Sm | Sm/Med | Med | Lar | V. Lar |
| Pilot | 2 | 3 | 3 | 3 | 3 |
| Co-pilot | 2 | 3 | 3 | 3 | 3 |
| Shields Operator | 2 | 3 | 3 | 3 | 3 |
| Emissions Control | | | | 3 | 3 |
| Sensors Operator | 2 | 3 | 3 | 3 | 3 |
| Sensors (Passive) Operator | | 3 | 3 | 3 | 3 |
| Sensors (Active) Operator | | 3 | 3 | 3 | 3 |
| Sensors (Scan) Operator | | 3 | 3 | 3 | 3 |
| Communications Operator | 2 | 3 | 3 | 3 | 3 |
| Communications (Internal) Operator | | 3 | 3 | 3 | 3 |
| Computer Operator | | 3 | 3 | 3 | 3 |
| Life Support Operator | 2 | 3 | 3 | 3 | 3 |
| Droid Liaison Operator | | 3 | 3 | 3 | 3 |
| Total | 12 | 36 | 36 | 39 | 39 |

Normal Crew

The following crew are present for every 100m of ship. Apply normal rounding.

| Type | Number | | | | |
|---------------|----------------|--------|-----|-----|--------|
| | Starship Class | | | | |
| | Sm | Sm/Med | Med | Lar | V. Lar |
| Engineers | 12 | 108 | 165 | 207 | 1023 |
| General Hands | 12 | 108 | 165 | 207 | 1023 |
| Cook | 2 | 9 | 15 | 24 | 48 |
| Galley Lackey | 2 | 9 | 15 | 24 | 48 |
| Medic | 2 | 9 | 15 | 24 | 48 |
| Yeoman | | 9 | 15 | 24 | 48 |
| Total | 30 | 252 | 390 | 510 | 2238 |

Gunnery Crew

The following crew may or may not be present, depending how many and what type of weapons a ship carries.

Turbolasers, Lasers, Ion Cannon, and other energy weapons:
 1 Gunner
 1 Power Regulator (only if a capital-scale weapon)

Missile Weapons (missiles, torpedoes, rockets, bombs, etc.):
 1 Missile Operator
 1 Munitions Loader
 1 Power Operator

Tractor Beams:
 1 Tractor Beam Operator

Miscellaneous Crew

The following crew may or may not be present, depending on the specific ship. Apply normal rounding.

Cargo:
 1 Cargo Assistant (per 1000 metric tons of cargo)

Hangars:
 For each fighter, shuttle, dropship, barge, or other starship carried:
 1 Loader
 1 Mechanic
 Plus, the listed crew of the starship docked

Garages:
 For each walker, speeder (excluding speeder bikes), tanks, or other ground vehicle carried:
 1 Loader
 1 Mechanic
 Plus, the listed crew of the vehicle docked

Troops:
 For every 100 troops that are carried on board:
 2 Cooks
 1 Yeoman
 1 Armourer

A Note on Crew Shifts

Crewmen aboard Small Starships usually work on a two-shift basis due to space constraints aboard the vessel. Onboard larger vessels, they tend to work on a three-shift basis. Shifts have already been taken into account in the above numbers.

Crew Definitions

Captain: The first and last word of the ship, the Captain is personally responsible for every operation of his vessel, and his crew. Most Captains spend almost all of their time on the bridge. Many Captains in the Imperial Navy are appointed, rather than having risen through the ranks.

Executive Officer (First Mate): The Executive Officer, also called the First Officer, XO, or First Mate, is the Captain's right hand man. The XO is taught to act as a counter to the Captain, proposing options and advice that may not be apparent to the senior officer. Tradition has it that the XO is the only officer for whom it is expected that they question the Captain, both his abilities and his orders. However, these are only done out of sight of the crew, the Captain and XO are expected to show complete unity in front of the Crew.

Second Officer (Second Mate): The Second Officer, also called the Second Mate or 2O. The 2O is expected to command the ship in any circumstances where the Captain and XO are unable to. Traditionally, the 2O is closer in demeanour to the crew than either of his senior officers, and acts as the informal liaison between the two. Crews tend to be very protective of their 2O's, seeing them as 'spacers made good', whereas command staff are usually seen as political appointees.

Chief Engineer (Chex-O): The Chief Engineer is responsible for the ship's machinery working correctly. Usually found in the engine rooms, he has authority over every mechanical device on board. Chief Engineers are usually the most overworked member of senior staff, almost constantly up to their elbows in grime. Because of their workload, Engineers tend to be exceedingly short on the pleasantries of life, but despite this, are often liked by the crew.

Navigation Officer (Nav-O): The Navigator is responsible for all Hyperdrive jumps, as well as, in theory, realspace ops. In practise, Navigators only really work on H-Space jumps, or in challenging R-Space environments, such as asteroid fields, or magnetic anomalies. Navigators are often aloof, wannabe command staff, disliked by all.

Doctor (Med-O): The Ship's Doctor is in charge of all medical operations on board. He is usually in the medical bay, working on patients.

Tactical Officer (Tac-O): The Tactical Officer is charged with co-ordinating the efforts of other officers. His work is most intense during combat, where he'd be dealing with shields, manoeuvres, starfighters, gunner control, communications, etc, however, the Tac-O is usually found on the bridge, even in peaceable operations. Tac-O's have a tendency to believe they are the only real professionals on a ship, Senior Officers seem to have little idea of how the ship works, Junior Officers seem incapable of solving problems, and Crewmen are always idiots. They tend to be disliked by everyone.

Logistics Officer (Log-O): Log-O's are tasked with the allocation and distribution of assets within the ship. They liaise with every officer, but especially with the Cargo Master. They ensure that every Turbo-laser has blaster gas, every droid has components, and that there's enough paint to keep the ship looking nice.

Log-O's are usually adept at acquiring goods and services not normally found on-board, and tend to operate as expeditors for all manner of dark deals. They are often referred to as the 'Ship's Scrounge', or, because of their official designation, 'Logo', by the lower decks.

Deck Officer (Dek-O): A Deck Officer is responsible for monitoring all operations of smaller ships. They supervise docking operations, launch and recovery ops, as well as loading and unloading within hangars. The single greatest responsibility of a Dek-O is the maintenance of the ship's atmospheric integrity in the hangar, since the failure of the atmosphere Shield, or an erroneous opening of the bay doors, could kill everyone on board.

Imperial Intelligence Liaison: Universally distrusted, Liaisons from the Ubiquitorate are usually attached only to large, or suspect ships. They are known to be spies, seeking out traitors, and tightening up discipline through their charge. They are usually sub-ordinate to the Captain (at least in theory) but can dispense summary justice to almost everyone else.



Pilot: Pilots are usually cocky and arrogant. They are skilled operators, who often lack some key detail that kept them from the TIE squadrons.

Co-Pilot: Co-Pilots are often cowed by their seniors. Either driven to prove their skill, or resigned to a career that's gone as far as it can.

Shields Operator: Shields operators are in charge of all the shielding systems. During usual operations, they maintain the particle shields, and the anti-inertia fields. During combat they also deal with ray shields.

Emissions Control (EmCon): Only found on very large ships, Emissions Control are responsible for monitoring the energetic emissions of their ship. They use sensors to detect how large a footprint the ship makes, and have close ties to sensor and comms officers, often forcing them to curtail their activities to favour stealth. EmCon duties are usually dealt with by ScanCom on smaller ships. EmCon are often referred to as 'Ghosts' by the crew, as that's how they'd prefer the ship to be seen.

Sensors Operator (ScanCom): Sensor Operators deal with detection of threats by use of the ship's sensors. They tend to get bored quickly. All other Sensors staff report to ScanCom.

Sensors (Active) Operator (Eyes): Active Sensor Operators deal with detection of threats by use of the ship's active sensors. They fire high-energy waves into the cosmos, and analyse the returning reflections to determine their surroundings. Eyes are usually

concerned with analysing things found by other means, rather than 'cold detection'.

Sensors (Passive) Operator (Nose): Passive Sensor Operators deal with detection of threats by use of the ship's passive sensors. They emit no energy, but instead listen to the incoming waves, analysing the results to determine their surroundings.

Sensors (Scan) Operator (Ears): Scan Sensor Operators deal with detection of threats by use of the ship's active sensors. They fire high energy waves into the cosmos, and analyse the returning reflections to determine their surroundings. They tend to focus on detecting threats, this often makes the operators slightly paranoid.

Communications Operator (Commo): Commos, usually called 'Sparks', are responsible for sending and receiving communications, both inter-ship, between the ship and others, and on smaller ships, the internal communications too. Commos are closely tied to Computer Operators, as they require the processing power to encrypt, decrypt, store and disseminate the data they shift.

Internal Communications Operator (ComInt): Internal Commos are usually found only on the bigger ships. They are responsible for maintaining the communications within the ship itself. These tend to be plain send, and one of the larger duties of the ComInt is to monitor how much of this chatter escapes.

Computer Operator (Compo): Computer Operators are charged with running and maintaining the computers on the ship. Every officer and spacer uses computers, but it's the Compo, often called 'Tweaks', who keep them running, and concern themselves with getting the best response from the machines.

Life Support Operator (LSO): The most worried of all the crew, the LSOs are tasked to keep gravity, heat, light, air, and water running to every single crew member, all the time. The critical nature of these crew members give rise to their nickname of 'Saint'.

Droid Liaison Operator (DLO): Only really found on large vessels, the DLO, or Bolties, monitor, and maintain the droid population. They usually have some specialised droids to do most of the actual work, allowing them to tinker and monitor, detecting faults with other droids. An almost universal tradition within the Imperial Navy is to yell 'Bolty!' when a malfunctioning droid is detected. This chant is picked up by the immediate personnel until a DLO or a droid, arrives to cart the damaged droid away.

Engineer: Engineers are responsible for the ship's machinery working correctly. They are under the command of the Chief Engineer, and are usually over-worked, and found throughout the ship, with their legs poking out of one access-way or another.

General Hands: General Hands, or Spacers, are assigned without actual manifestos. They are a pool of hands, ready to perform duties as determined by their seniors. They are the lowest rank on a starship.

Cook: The Cook serve the meals for all of the crew. This is a mammoth task, requiring close work with the Scrounges. The Chief Cook is often assigned to exclusively prepare the food for the senior staff, whilst overseeing the galley lackey's work.

Galley Assistant: A Galley Assistant is charged to create large quantities of food, maintain the auto-chefs, and clean the preparation environment. Assistants are not considered pleasant people, they dislike their workload, they dislike having crew constantly asking for slight changes to their meals, or begging snacks.

Medic: A medic works for the Doctor. They perform first aid, and monitor patients.

Yeoman: Yeomen are essentially gophers, they maintain the quarters of the senior staff, they run errands, and generally try to make themselves as useful as possible, whilst remaining almost invisible. Some Yeomen become trusted advisors. The lower decks think of them as career brown-nosers. The upper decks think of them as an essential privilege that comes with command responsibility.

Cargo Master: A Cargo Master is concerned with the maintenance of the cargo loaded. Working closely with the Logistics and the Cooks, the Cargo Master constantly moves cargo around the bays, retrieving needed gear, whilst keeping the distribution balanced.

Cargo Assistant: A Cargo Assistant does most of the actually elbow work for a Cargo Master.

Gunner: Gunners are elite staff, trained with many kinds of weapons. They are responsible for actually impacting weapons onto threats. They tend to be rather smug, wearing their kill studs with a pride rivalling the Starfighter Pilots.

Power Regulator: These staff monitor the power levels of large weapons, ensuring that they are charged when the gunner hits his trigger.

Munitions Loader: A loader monitors the mechanism that places new warheads into a warhead launcher. They are cleared to stop firing if they need to clear a jam.

Tractor Operator: Tractor Operators operate the tractor beams on large starships.

Loader: These deck crew are responsible for re-filling fuel, life support, and ammunition for docked vehicles and starships.

Mechanic: These crew maintain the vehicles and starships. Fixing them when they break, and ensuring top performance.

Armourer: Armourers are responsible for the maintenance, security, and distribution, of the ship's small arms, armour, and other weapons.

Chapter 6: Places

Blom III

Name: Blom III
System: Blom
Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I
Hydrosphere: Moderate
Gravity: Standard
Terrain: Agricultural, Plains, Forest, Mountains, Urban
Length of Day: 25 hours
Length of Year: 360 Standard Days
Satellites: N/A
Sapient Species: Humans (N) & Various Aliens
Population: 2 million
Major Starport: Lorah (Standard Class)
Capital City: Lorah
Planet Function: Agriculture/Biotechnology
Government: Imperial Governor
Tech. Level: Hyperspace
Planet Defences: 1 Wing TIE's
Major Exports: Food, beverages, Pharmaceuticals (also narcotics)
Major Imports: Metals, mid and high technology
Addendum: Blom III is the third planet in the star system of the same name. Discovered in the expansion period of the Old Republic, it has no sapient native lifeforms. The planet lacks extensive mineral deposits, but does boast fertile soil and well-stocked fisheries. The planet's principle activity is agriculture, together with an associated food processing industry. The vast forests have yielded a number of useful medicinal plants, and with these as a draw, several major biotech companies have established research centres on the planet. A by-product of this rich biology is the notorious "Red Weed", a powerful, and restricted, narcotic. The presence of Red Weed has attracted interest in the planet from several well-known criminal organisations, including "Nexus". The changeover to Imperial rule led to the installation of an Imperial Governor, currently the post is held by Governor Caligula. He rules with a light hand (and with only 2 companies of Stormtroopers), and is quite popular. A civilian law enforcement agency handles the majority of legal issues. It is illegal to possess grenades on Blom III, or to pass through customs carrying anything more potent than a Sporting Blaster Pistol. Stun weapons are acceptable, and certain weapon types can be held on cultural grounds (if you can persuade the Customs official that it is part of your native heritage). Cultural weapons will be fastened with a "Peace Braid", a coloured ribbon denoting peaceful intent on behalf of the wielder. If you remove the braid, or are caught red handed in combat, make sure you have a good explanation!

Places of Interest

Name: Lorah Star Port
Starport Type: Local
Traffic: Moderate
Control: Controller
Landing: Homing Beacon
Docking Areas: Landing Pads, Docking Bays
Docking Fee: 60 Credits/Day
Customs: Yes
Services: Storage, Food, Lodge

Capsule: Lorah Star Port can handle a maximum of 100 vessels. The largest are bulk carriers ferrying food products.

Adventure Ideas

The group is engaged to locate a missing person. The individual is eventually tracked down to a research centre, which is cover for a Red Weed processing and smuggling operation.

The group is hired to steal a sample of a newly isolated bacterial strain that may produce the cure to a Bacta resistant illness.

Medicines are required for the Rebellion, and Blom III, with its low Imperial presence, seems just the place to get them.

Name: Arnie's
Type: Tapcafe
Owner: Cyral Schwarz
Capacity: 500
Seating: Seating arrangements vary during the day. Private rooms are available for hire.
Services: Food, Drinks (both alcoholic and non-alcoholic) Cyral prides himself on the wide range of beverages he can offer the thirsty traveller. Food is cheap, but not spectacular. Arnie's is THE place to be seen in Lorah (but it also caters for those who prefer to remain anonymous).

Capsule: Arnie's is located just outside Lorah spaceport.

Cuirass II

Name: Cuirass II
System: Cuirass
Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I
Hydrosphere: Moderate
Gravity: Standard
Terrain: Plains, Forest, Mountains, Urban, Oceans
Length of Day: 24.5 hours
Length of Year: 322 Standard Days
Satellites: 1
Sapient Species: Humans & Various Aliens
Population: 752,000
Major Starport: Farwood Starport
Capital City: Farwood
Planet Function: Mining Colony
Government: Corporate
Tech. Level: Hyperspace
Planet Defences: N/A
Major Exports: Ores and processed Ores.
Major Imports: Weapons, luxury goods, Wines & Spirits, Food and Vehicles
Addendum: Cuirass II is the second planet in the Cuirass system and is one of seven planets that orbits the system's star. The Cuirass System is located in the Outer Rim territories and is located between the Hydian Way and the Perlemian Trade Routes and is approximately three hours from the Hydian Way Trade Route.

The planet's atmosphere has some unusual properties, which not only fragments blaster bolts making blasters useless on the planet, but it actual breaks blaster gas down making it unusable. These properties give the planet a large amount of protection from orbital

attacks as well as assault forces bearing blaster weaponry.

This pleasant, lush planet is owned by Baker Co., who are a large inter-galactic company which specialise in speeder manufacturing, but also have a number of other interests. These interests include mining, ore processing, starship production and mining equipment.

Originally everyone who lived on Cuirass II worked for Baker Co., but over the years as the population increased, people now work for other companies as well as Baker Co. Since first settling the planet, Baker Co. has built around 180 mining compounds, which mine the planet's ore rich crust. However, around two years ago (the year of the Battle of Yavin) Baker Co.'s sales slumped and forced the company to sell off a number of the company's assets including a number of the planet's mining compounds. Proll Industries, a major competitor, bought sixty of Baker Co.'s mining compounds.

Cuirass II only has four major cities and a few small villages. The two largest cities, Farwood and Silver Vale, are roughly located along the planet's equator and are approximately 50km apart. Most of the mining compounds are located near these two cities. Lomat is in the Northern Hemisphere, whilst Collean is in the Southern Hemisphere. Proll Industries own the majority of the southern mining compounds and most of their employees live in Collean.

The public Starport is located at Farwood, and is relatively small. Both Baker Co. and Proll Industries have starports designed for much larger starships and are located in Silver Vale and Collean respectively.

Cuirass II has a small police force, which is responsible for public safety whilst both Baker Co. and Proll Industries maintain their own security forces, the Baker Guard and Proll Security Force (PSF).

Over the last couple of months tensions between Baker Co. and Proll Industries have increased dramatically, resulting in both sides taking on mercenaries as 'extra security'. Proll Industries recently attempted a 'hostile take over', resulting in them seizing nearly twenty mining compounds.

Places of Interest

Name: Farwood Starport
Starport Type: Local
Traffic: Quiet
Control: Controller
Landing: Homing Beacon
Docking Areas: Landing Pads, Docking Bays
Docking Fee: 30 Credits/Day
Customs: Yes
Services: Storage, Food, Lodge
Capsule: Farwood Starport can handle a maximum of 20 vessels.

Adventure Ideas

The characters sign on with one of the companies as mercenaries just before the hostile take over begins.

The characters are hired by one of the companies to make an ore cargo run and they have to avoid the other company's fighters.

Drex

Name: Drex
System: XP6-45642A
Type: Gas Giant
Temperature: Moderate
Atmosphere: Type III
Hydrosphere: Arid
Gravity: Extremely High
Terrain: Gaseous Layers
Length of Day: 31 Standard Hours
Length of Year: 320 Local Days
Sentient Species: -
Starports: -
Population: -
Planet Function: -
Government: -
Tech Level: -
Major Exports: -
Major Imports: -

Addendum: Drex has four satellites and is the only planet that orbits the white-yellow star, XP6-45642A. The system was discovered approximately 200 years before the Galactic Civil War and is located in the Mid-Rim, between the Hydian Way and the Perlemian Trade Routes. The milky blue gas giant is continuously ravaged by ion storms, creating an incredible display of untamed beauty. These ion storms make it virtually impossible for any starship to enter the planet's atmosphere. As a result, the explorer who discovered the system deemed it worthless and a simply catalogued the system under a codename, rather than giving it a proper name.

Since its discovery and up until about 10 years ago (before the Galactic Civil War) the system has been largely deserted. Travis Jamerson stumbled across the system whilst on the run from Imperial Customs, who wanted him for doing some illegal upgrades on a number private starships. The lucky random jump led him to discover the system and its planet, which was still unnamed at this point. Travis fell in love with the blue gas-giant that was raging before him and named it Drex after his dead father.

Drex's Moons

Name: Drex I
Type: Satellite
Orbit Type: Polar
Temperature: Cool
Atmosphere: Type IV
Gravity: Low
Terrain: Barren, Chasms, Plains
Addendum: Drex I is light brown in colour and is the first satellite that orbits the gas giant Drex. The moon's most distinguishing feature is a large black spot on the moon's surface, this is known as the Pupil to residents of Drex IV. The moon's other distinguishing feature is the fact that it has a decaying orbit around Drex. It is believed that the moon will enter gas giant's atmosphere in about a five hundred years with unknown consequences. Many people believe that the Pupil is the impact point of an asteroid, which is responsible for dooming the moon. The moon itself has little in the way of mineral wealth.

Name: Drex II
Type: Satellite
Orbit Type: Equatorial
Temperature: Cool
Atmosphere: Type IV
Gravity: Low
Terrain: Barren, Mountains

Addendum: Drex II is dark grey in colour and is the second satellite that orbits the gas giant Drex. This moon is highly unstable and is racked daily by powerful earthquakes. The moon has quite a high concentration of iron and copper buried beneath its surface, unfortunately due to the moon's instability mining these valuable minerals isn't a viable option.

Name: Drex III
Type: Satellite
Orbit Type: Equatorial
Temperature: Cool
Atmosphere: Type IV
Gravity: Low
Terrain: Barren, Chasms

Addendum: Drex III is milky grey in colour and is the third satellite that orbits the gas giant Drex. The moon is fairly stable and quite unremarkable. It has little in the way of mineral wealth and as a result has never been inhabited.

Name: Drex IV
System: XP6-45642A
Type: Satellite
Orbit Type: Diagonal
Temperature: Moderate
Atmosphere: Type I in Chasms, Type IV on the surface

Hydrosphere: Moderate
Gravity: Low/Standard
Terrain: Barren, Caves, Chasms
Sentient Species: Humans & Various Aliens
Population: 879 (Approximately 80% transient)
Major Starport: Sundown Star Port
Planet Function: Shadow Port
Government: Baron Administrator
Tech. Level: Hyperspace
Major Imports: Foodstuffs, Luxury Goods, Water, Fuels, Weapons

Addendum: Drex IV is dark grey in colour and is the fourth satellite that orbits the gas giant Drex. Due to the moon being quite large and having a dense core, its gravity is somewhat higher than most moons and is comparable to some small planets. It has little in the way of mineral wealth, but it does have a number of underground springs, which have created a number of cave networks beneath the moon's surface. The moon's surface is a barren rocky wasteland with numerous deep chasms. These chasms, however, are covered in large thick lichens that have grown up from the banks of the underground springs. These lichens, combined with the moon's gravity, have created an atmosphere that clings to the surface of the chasms, making them habitable.

When Travis stumbled across the moon he decided to relocate his operations since the Imperials knew where his workshop and base of operations were. Travis built a small workshop and hanger in a large chasm in the northern hemisphere. Over the years a number of Travis' friends and associates have settled on the moon and a small town has sprung up, called Sundown. Other additions include a starport, a Tapcafe and a number of shops.

Baron Administrator Felix Hice, Travis' best friend, now runs Sundown and since he's been in control the

number of amenities available have dramatically increased. Drex IV has a very small local militia that is made up of retired smugglers, blockade runners and friends of Felix and Travis. Most Inter-Galactic laws are enforced (murder, theft, etc), the only real exception is cargo laws, which are generally ignored. The only exception to this is Slave cargoes, and anyone found with a cargo of slaves will find themselves with a long stint in the local cells.

Drex IV is generally a quiet place, which is ideal for the criminal elements of the Galaxy to lay low in. Since the development of Drex IV there have been no sightings of Imperial forces.

Places of Interest

Name: Sundown Star Port
Starport Type: Local
Traffic: Quiet
Control: Controller
Landing: Homing Beacon
Docking Areas: Landing Pads, Docking Bays
Docking Fee: 60 Credits/Day
Customs: None
Services: Storage, Food, Lodge

Addendum: Sundown Star Port is quite large if you consider the size of Sundown itself, but compared to other starports it's pretty average. The port is located on the eastern side of the town. The port has ten docking bays capable of holding a starship up to 70m in length. The port also has thirty landing pads capable of holding a starship up to 40m in length.

Name: Mercenary's Hope
Type: Tapcafe
Owner: Olan Meth
Capacity: 100
Seating: 15 tables (4 per table); 5 booths (6 per booth); 10 barstools
Services: Food, Drinks (both alcoholic and non-alcoholic)

Addendum: The Mercenary's Hope is located in the town square in the centre of Sundown, directly opposite the Bulletin Board. The Mercenary's Hope has one double door entrance leading out into the square (south wall). Inside, the bar runs the entire length of the back wall (north wall) and is manned by Olan and two or three various aliens. The Booths are located along the left wall (west wall) and there is small stage running along the right wall (east wall). The Tapcafe is open from 10am to 4am and is usually at least half full.

Name: Bulletin Board
Type: Job Message Board
Addendum: The Bulletin Board is a large rectangular pillar located in the centre of the town square. On each side of the pillar there is a large vid screen and several standard data ports. Displayed on each of these screens are current jobs that are available. Each screen displays a different type of job, these include Bounty Postings, Cargo Runs, Escorting and Miscellaneous. The information about any particular job may be downloaded to a Datapad via the Board's data ports. The Bulletin Board is used by all sorts of groups including Mercenary Groups, Smuggling Groups, the Empire and the Alliance (Both the Empire and the Alliance use independent agents for posting purposes).

Name: Jarad's Armoury
Type: Weapons & Equipment Store
Owner: Jarad Maloy

Addendum: Jarad's Armoury is the place to go in Sundown for personal weaponry and equipment, if Jarad hasn't got it he can usually get it in perhaps a week or two. He also offers a repair and upgrade service at a reasonable fee (between 1.5 and 2 times the usual repair/upgrade cost depending on your bargaining skills). The shop is located in the town square opposite the famous Mercenary's Hope Tapcafe.

Name: Travis' Place
Type: Starship Workshop
Owner: Travis Jamerson

Addendum: Travis' Place is owned by possibly one of the most renowned starship mechanics in the Galaxy, Travis Jamerson. Travis offers repair and upgrade services for starfighters & space transports. He also stocks supplies for starships. Travis is capable of squeezing greater efficiency from almost any piece of equipment, as a result he can upgrade any piece of equipment way beyond their usual level of operation (may upgrade starships an extra pip above their usual allowance (up to 2D rather than 1D+2) if he does all repairing and upgrading). His legendary skills come at a high price usually (between 2.5 and 3 times the usual repair/upgrade cost depending on your bargaining skills), unless you're a friend. Travis has a number apprentices which may repair starships at a slightly cheaper rate (between 2 and 2.5 times the usual repair/upgrade cost). Travis' place is located on the western side of Sundown Star Port.

People of Interest

Name: Rrykk
Species: Wookiee
Occupation: Rebel Agent

Description: Rrykk's fur is dark grey with patches of dark brown and his eyes are an intense green. Even by Wookiee standards Rrykk is very well built. Rrykk is capable of speaking Basic because he has speech impediment and apart from growling his R's his speech is perfectly understandable. Like many Wookiees of his generation he was once a slave to the Empire until the Rebel Alliance rescued him. He feels that he must repay the Alliance and as a result has become a Rebel agent.

Due to his impressive appearance and his ability to speak Basic Rrykk has been assigned to Drex IV. His duties include contract posting, intelligence and recruitment.

Name: Travis Jamerson
Species: Human
Occupation: Starship Mechanic

Description: Travis is short stocky man, who's once jet-black hair is steadily becoming grey. He has brown beady eyes and a large pair of eyebrows that seem to be in a constant frown. Travis is a friendly and charming man, if a little grumpy. Travis is a renowned starship mechanic whose skills are in high demand through the Galaxy, as a result he is continuously busy. When not working Travis can usually be found in the Mercenary's Hope Tapcafe sharing stories with friends over a cup of stimcafe. Travis is the founder of Drex IV and he also owns Travis' Place.

Name: Olan Meth
Species: Ortolan

Occupation: Tapcafe Owner

Description: Like all Ortolans Olan has deep blue skin and black button eyes. He wears a black eye patch over his left eye, which he claims to have lost during a fight with a Gamorrean. Olan is a great source of general information and contacts on Drex IV.

The Militia

Drex IV's Militia is made up of retired Smugglers, ex-Blockade Runners and ex-Mercenaries. The Militia fill the role of a police force on Drex IV, keeping the peace and enforcing the law. Due to the nature of Drex IV the Militia generally turns a blind eye towards starship cargoes (except Slave cargoes). The Militia is made up of both males and females from the many races in the galaxy. Members of the Militia wear charcoal grey jump suits with navy blue trimmings. They also wear a blast vest and helmet. The Militia currently has 10 fulltime members and approximately 20 reserve members.

Dexterity 2D+1

Blaster 4D+2, Brawling Parry 4D, Dodge 4D+1, Melee Combat 4D, Melee Parry 4D

Knowledge 2D

Law Enforcement 4D, Streetwise 4D+2

Mechanical 2D+2

Space Transports 4D

Perception 2D

Strength 3D

Brawling 4D+1

Technical 2D

First Aid 3D+2

Equipment: Blast Vest (+1D physical, +1 energy); Blast Helmet (+1D physical, +1 energy); Blaster Pistol (4D+1); Stun Baton (STR+2D Stun); Comlink; Datapad

Edryn System

"Take the trip of a lifetime to the fabulous Edryn system. Gaze in wonder at the celestial lightshows nightly while enjoying a 7 course meal on our main dining deck..." -Star Tours

The Edryn system lies on the Perlemian Trade Route in the heart of the Inner Rim territories. The system has a Red Dwarf sun and is devoid of any planetary bodies, as a result the system holds little in the way of strategic value. However, the system does have some of the most spectacular starscape views to be found in the galaxy. Ionic dust clouds and crystallized gas clouds are responsible for the impressive light show, as storms rage in the dust clouds and light is refracted by the drifting gas clouds.

The system has very little in the way of space faring traffic; however, it is quite popular with tourists.

Minraava IV

Name: Minraava IV
System: Minraava
Type: Terrestrial
Temperature: Temperate
Atmosphere: Type II
Hydrosphere: Dry
Gravity: Standard
Terrain: Urban, Ocean, Mountain
Length of Day: 28 Standard Hours
Length of Year: 396 Local Days
Sentient Species: None
Starports: -
Population: -
Planet Function: -
Government: -
Tech Level: -
Major Exports: -
Major Imports: -

Addendum: Originally discovered during the later expansion period of the Old Republic, the remote Minraava system is largely unremarkable. A relatively hot sun makes the inner three planets of this five planet system inhospitable, whilst the fifth planet holds a very deep orbit and thus suffers freezing temperatures. Minraava IV possessed an ideal distance from the local sun to provide a perfect base for colonisation, however the original Republic survey team noted an extremely high level of tectonic activity in the planet's crust. This high activity led to frequent volcanic eruptions, choking the normally Type I atmosphere with large amounts of dust and noxious fumes. Their attention was caught by one of the three Minraavan moons (Grunos, Fangadden and Hulst - named for three popular characters in a holodrama of the time). Grunos had sufficient core mass to be able to attract and hold a Type I atmosphere, and is possessed of a moderate hydrosphere (small lakes and rivers, no seas or oceans). This dense core had the side effect of creating several rich mineral veins through the crust of the moon which the survey team noted. Fangadden and Hulst, being of smaller size and lower core density hold a minimal atmosphere, and are home only to some single cell organisms capable of existing at the edges of the environmental envelope. Nonetheless, these single celled plants were of nutritional value.

Adventure Idea

Grunos was re-discovered and colonised by a group of slavers, who have been using the old facilities to run their illegal operations. Some of the upper mineshafts have been reopened by the use of slave labour. The starport has been reopened and is home to the motley armada of vessels the slavers have put together.

Minraava Mineral & Mining (M3) was quickly formed and sought, and was granted, permission from the Senate to set up a mining colony on Grunos. The mines were very successful for a number of years, generating good cashflow for the company and a source of high quality ores for the market in general. During the Clone Wars this potentially important strategic resource was bombarded from orbit on a number of occasions, causing the collapse of many of the mineshafts. M3 was bankrupted by the damage, and the cost of re-opening the mines became too great with the discovery of several other suitable sites closer to the core areas. The buildings on Grunos have decayed somewhat over the years, but many remain serviceable, with a minimum of maintenance.

Ranivir

Name: Ranivir
System: Raniv XP-134
Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I
Hydrosphere: Moist
Gravity: Standard
Terrain: Agricultural, Mountains, Forest, Ocean
Length of Day: 22 Standard Hours
Length of Year: 350 Local Days
Sentient Species: Human & Various Aliens
Starport: Ranis
Population: 4 million
Planet Function: Neutral Meeting Ground
Government: Democratic Republic
Tech Level: Hyperspace
Major Exports: Foodstuffs, Information
Major Imports: High Tech, Luxury Goods

Addendum: Ranivir is a small, sparsely populated Outer Rim planet, first settled over 1000 years ago. The general lack of mineral resources, and its distance from the major markets of the core has meant that the planet has remained relatively undeveloped. It remains something of a pastoral paradise, easily able to support its own populace, which has swollen in recent times with individuals seeking refuge from the civil war. Most recently, it has begun to develop as a meeting place for various business concerns of the non-aligned worlds, seen as neutral ground by all and thus conducive to meetings, even between rival companies.

Ranis is the sole settlement with a starport, and even that is only capable of handling vessels below 75m in length. In recognition of the growing need to handle larger vessels, Ranivir has acquired an orbital hub, which can service vessels up to 200m in length (but no more than 8 at any one time). A shuttle service exists between the hub and the planet's surface. The frontier atmosphere on Ranivir is encapsulated in a citizen's right to bear arms, though this extends only to standard handweapons, and not longarms. Explosives are highly controlled. Despite this right, very few locals carry weapons, and discharge of a weapon is rigorously investigated by local law enforcement. Unless exceptional circumstances apply, the least an offender can expect is to be escorted off planet, with a polite, but firm request never to return. Ranis supports a population close to 1m, mostly human, but with a significant minority of nonhumans. Whilst there are always tensions between the races, there is no discrimination. The rest of the population is spread over the planet in much smaller enclaves, supporting farming and sustainable energy production.

Ranis is a bustling city, with wide, tree lined roads and quite leafy suburbs. The centre contains the business district, home to the low level of industrial activity on planet and other storage, distribution and financial services. There are several bars and hotels; chief among them is Goolongs, a bar with a reputation for the finest things in galactic life. Any food or beverage is available, though usually at a hefty premium. The main bar is lively and well patronised, but Goolongs also provides private suites for meetings, parties and so forth, varying in size from a capacity of 10 people to over 200. The bar is built on 4 floors in total. It maintains a small accommodation suite, but these are reserved only for persons of high standing in the community.

Trebushant

Name: Trebushant
System: -
Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I
Hydrosphere: Moderate
Gravity: Standard
Terrain: Dales, Forest, Ocean, Mountain, Desert
Length of Day: 24.5 Standard Hours
Length of Year: 352 Local Days
Sentient Species: Humans & Various Aliens
Starports: Standard
Population: 365,703
Planet Function: Alliance Safe World
Government: Trebushant Council
Tech Level: Hyperspace
Major Exports: -
Major Imports: Technology of all types

Addendum: Trebushant is an Alliance Safe World in an unnamed and uncharted system, deep in the Outer Rim. The planet is located well off the beaten track and is over forty two hours away (by a Class One hyperdrive) from the nearest outpost, which is home to some retired scouts and their families. Trebushant is the only planet in the system and it possesses a single barren moon, which is dark grey in colour.

The planet itself is covered in rolling dale land, lush forests, deep oceans, rocky mountain ranges and the odd small desert. Trebushant's weather tends to be fairly pleasant all year round, despite seasonal changes. The planet is teeming with wild life of all shapes and sizes, although there are few things that could threaten an adult humanoid.

As an Alliance Safe World the planet has only two population centres. The largest of these is the settlement of Dryrr Honducce, literally meaning 'Rushing Water' in Wookiee, which is located in a wide valley next to a large fast flowing river. The second centre is the Alliance military training base, which is located in the mountain range twenty five kilometres east of the settlement.

Dryrr Honducce is a relatively small town with nearly ninety nine percent of the planet's population inhabiting this tranquil town on a river bend. The buildings in the town tend to be no taller than four stories high and many of the older buildings are temporary prefab kits that were used when Trebushant was first settled. The locals are the families of Alliance personnel or refugees of the Galactic Civil War. As might be expected, they come from a variety of races and from all walks of life. The town's industry is primarily focused on the production of food and other items necessary for survival. Dryrr Honducce does, however, have a production facility capable of producing X-wing starfighters in very small numbers (approximately twenty five a year). Any other goods required for the town are brought in by infrequent Alliance support vessels to the town's small starport.

The Alliance's Training Base, Hawk's Nest, is responsible for the safety of the planet's citizens above all else. Secondary to this, the base is also responsible for guarding the X-wing factory and for training new and existing personnel. The base itself is actually located in some natural and man made caves in a large rocky mountain. The base has four entrances, two of which provide access for personnel. The largest

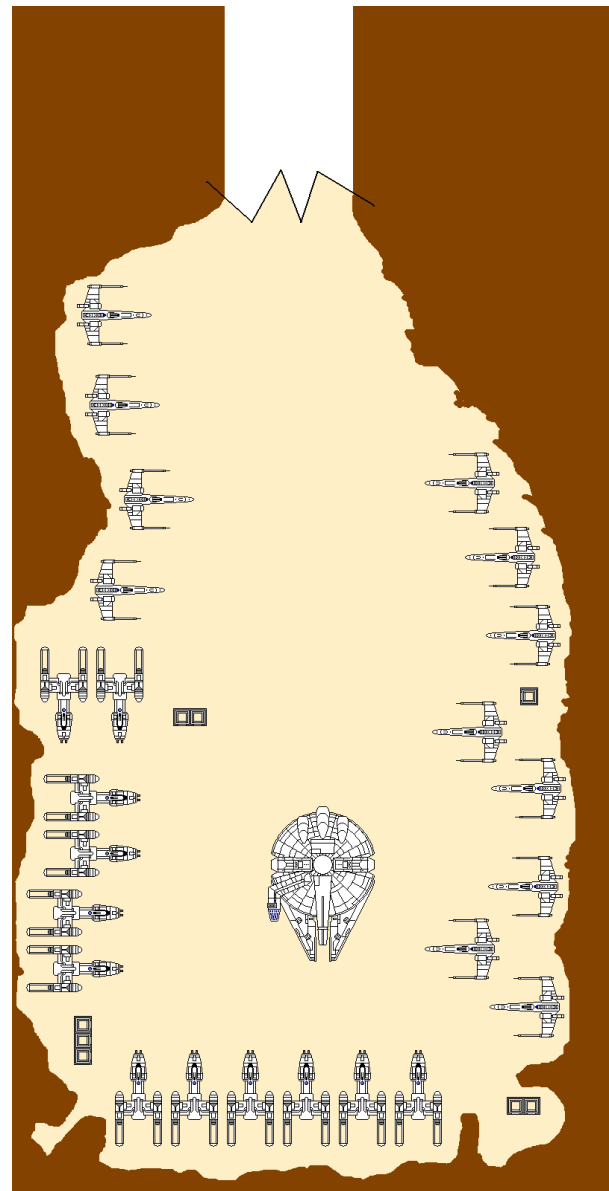
entrance, which is located on the lowest floor of the base, leads to the base's hanger bay and is big enough to allow light freighters to pass. The final entrance is located on the top floor of the base and leads to the speeder bay.

The base has a squadron of X-wings, *Striker Squadron*, a squadron of Y-wings, *Reaper Squadron*, and the battered YT-1300, *Dawn*, permanently assigned to it for security and training purposes.

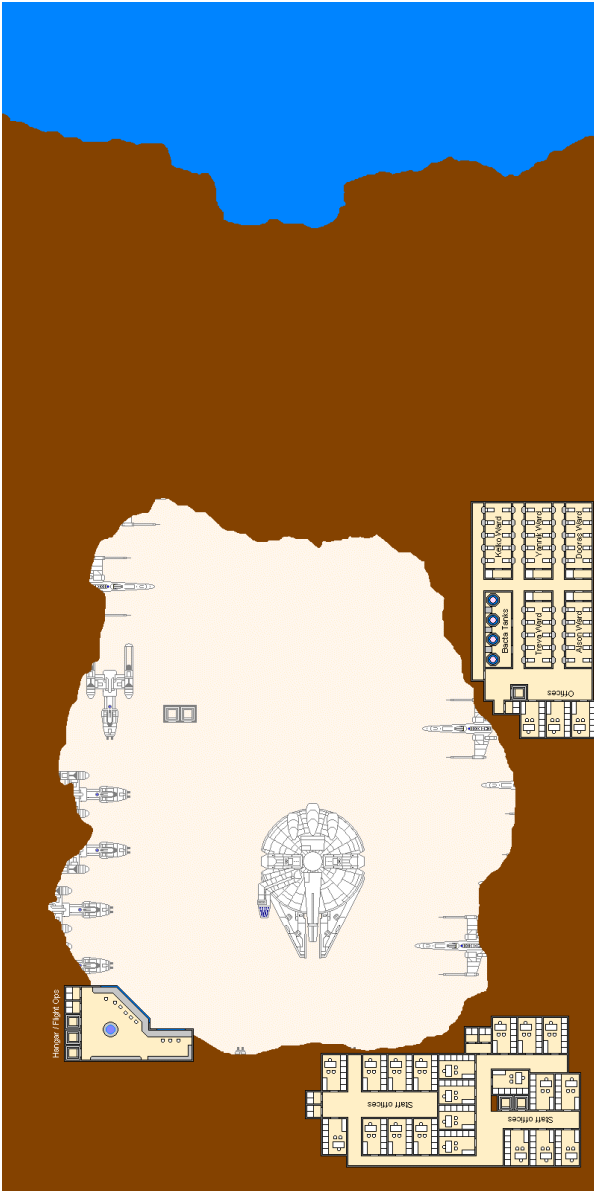
General Kraffe, a human from Kaymore, oversees the base's operations and has three hundred personnel under his command. The base has space for two hundred trainees in addition to the base's staff. Hawk's Nest's trainers are amongst the best in the Alliance and between them can train Alliance personnel in virtually any field.

Hawk's Nest

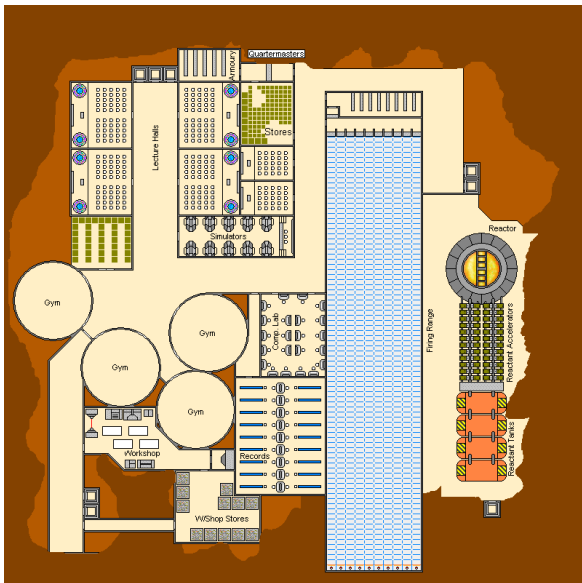
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Level 2:



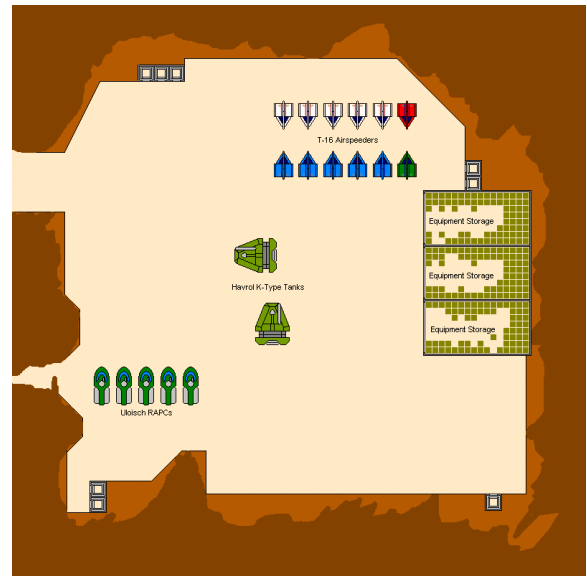
Level 3:



Level 4:



Level 5:



Tu'nang

Name: Tu'nang
System: Rillorga
Type: Terrestrial
Temperature: Temperate
Atmosphere: Type 1
Hydrosphere: Normal
Gravity: Standard
Terrain: Ocean, Plains, Mountains, Forests
Length of Day: 24 Standard hours
Length of Year: 312 Local days
Sentient Species: Tu'nang Ro
Starports: Standard
Population: 76 million
Planet function: Trade
Government: Council of Lords
Tech Level: Hyperspace
Major Exports: Durasteel, Bamboo, Fish, Silk
Major Imports: Duracrete, Transparisteel, Speeders

Addendum: The Rillorga system is a small system in the Outer Rim territories. It has a solitary planet orbiting a small sun. The planet, Tu'nang, is the home of the apelike Tu'nang Ro (people of Tu'nang), who are a peaceful race that live in a semi feudal society, away from the interference of those that consider themselves the rulers of the galaxy.

The planet has no major landmasses or continents, rather, it is covered in numerous archipelagos and island chains. The lands of the Tu'nang Ro are beautiful places; bamboo forests and cherry trees are fabulously situated against a backdrop of majestic mountains, sweeping plains and brooding oceans. The scenery is breathtaking and has graced many an artist's canvas.

The largest island chain is called Nihonass and is home to the planet's single spaceport and the capital city of Teshessi. Teshessi is the largest city on Tu'nang and is situated on the planet's equatorial line. It is here that the elected Council of Lords meets, to govern the people of Tu'nang. The ruling Lords of Tu'nang do not hold hereditary titles, they are elected by the province that they wish to represent. Once elected, however, they represent their province until they die or choose to retire.

The Tu'nang Ro have a very proud tradition of steel working. Though not well known throughout the galaxy, due in no small part to their reclusive nature, the Tu'nang Ro make extremely high quality durasteel goods, particularly blades. It is said that a true steel master imbues each of his creations with a little of his soul, making each one unique in a way that few outsiders can understand. Steel masters are considered to be living treasures, both by the province that they serve and by the Tu'nang Ro as a whole.

Being made up of numerous islands, fishing is a major trade on Tu'nang and provides a staple part of the population's diet. Some of the fish have become delicacies in some of the more exotic restaurants of the galaxy and, therefore, demand a high price on the galactic market. The Tu'nang Ro are, however, very careful not to over fish their oceans. Scientists keep a close eye on the numbers of the various different species of fish, to ensure their continued survival for future generations of Tu'nang Ro.

The Tu'nang Ro welcome visitors to their world, as long as they bring only peaceful trade with them. Though they are a peaceful race, they do not suffer

insult meekly, nor do they agree with subjugation or slavery, the latter being highly illegal on Tu'nang. When roused, the Tu'nang Ro react with an efficiency only seen in those who are utterly at peace with themselves and their beliefs. The Tu'nang Ro make the greatest friends and the staunchest foes.

Tu'nang Ro have a racial taboo regarding uncovered heads. On Tu'nang, it is considered the height of rudeness for an individual to uncover their head. This being the case, all Tu'nang Ro wear some sort of headdress while in public, whether this is a bandana, hat or helmet is irrelevant, as long as the crown of the head remains covered. This is an ancient taboo and many are unsure of its origins, but some have speculated that it is a sign of their civilisation, to remove ones head gear is to revert to the primitive, base animal urges, thus, to bear one's head towards someone implies that they are beneath you, not worthy of your attention or respect.

Woor

Name: Woor
System: Horaaz
Sector: Darpa
Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I
Hydrosphere: Moderate
Gravity: Fractionally Lower than Standard
Terrain: Urban, Forest, Mountain, Jungle, Ocean
Length of Day: 28 Standard Hours
Length of Year: 393 Local Days
Sentient Species: Woorians, Humans
Starports: Standard
Population: 724 Million
Planet Function: Trade
Government: Imperial Governor
Tech Level: Hyperspace
Major Exports: Droids, Speeders, Household Appliances, Computers, Starships
Major Imports: Foodstuffs, Metals, Ores

Addendum: The Horaaz system is located just off the Perlemian Trade Route and is ideally situated for manufacturing companies not wanting to invest in expensive trade route systems. The system contains a single planet, called Woor. This is a relatively small planet which has a lazy rotation time, and as such has long days and a slightly lower than standard gravity.

Woor is made up of four continents - Goonta, Lahar, Crimol & Orcane - which account for just over half of the planet's surface. Large portions of the landmasses are dominated by business and manufacturing facilities. Despite this, there are still large tracts of unspoiled countryside, due to strong environmental protection legislation, including protected sites of outstanding natural beauty. Each continent has its own starport, which helps to ease congestion and minimise transportation costs.

Thanks to its location, many businesses over the years have invested in Woor, resulting in a thriving economy, making the Woorians very wealthy. This focus on business has led the Woorians to become amongst the best business consultants in the Galaxy. Manufacturing facilities on Woor are known for their efficiency, safety and environmental friendliness.

Note: Due to the lower than standard gravity, people visiting the planet are subject to the following rules for

the first two months on planet after their arrival: +1 to all Strength rolls excluding Stamina. These rules should be adjusted if the visitor is used to these kinds of conditions.

Yohib III

Name: Yohib III
System: Yohib
Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I
Hydrosphere: Moist
Gravity: Standard
Terrain: Mountains, Forest, Desert, Ocean
Length of Day: 25 Standard Hours
Length of Year: 320 Local Days
Sentient Species: None
Starports: -
Population: -
Planet Function: -
Government: -
Tech Level: -
Major Exports: -
Major Imports: -

Addendum: Yohib III was briefly colonised by a Trade Federation expeditionary force in the closing years of the Clone Wars. Its main attraction was its remoteness, but its value was raised by its proximity to Yohib II, a planet rich in the mineral ores the Federation required for Battle Droid construction. Consequently, a Droid construction facility was built on Yohib III, whilst mining operations were initiated on Yohib II (its unstable tectonic structure was considered too dangerous to build a permanent base, so an orbital platform was used to house robot mining vehicles which were despatched to the surface).

Shortly before the completion and final commissioning of the droid construction facility, the Yohib III factory was discovered by forces loyal to the Republic and devastated by a sub orbital bombardment. Much of the factory was destroyed, and with the wars end in sight, the Trade Federation could not spare the resources for reconstruction. Yohib II's orbital platform was also slagged in the attack. The Yohib system was abandoned and forgotten.

Adventure Idea

By chance, around 2 years after the Battle of Yavin, a group of pirates fleeing a botched raid were dumped into the system by a hyperspace miscalculation. They limped in to land on the planet, and discovered the remains of the factory whilst searching for food and water. Having recovered a computer core, the pirates were able to repair enough machinery to start one of the production lines, albeit at massively reduced capacity. Within a month they had constructed sufficient new droids from raw material stockpiles to return to their former raiding grounds.

Chapter 7: Time

Date Stamp Format

Dates in the Star Wars universe are in the following format:

37:4:6

<Year> : <Month> : <Day>

A year comprises of ten months and each month is seven weeks long. Each week consists of five days. Hence, there are 70 weeks or 350 days in a year.

Time Line

| Year | Event |
|------|---|
| 13 | <i>Start of the Clone War</i> |
| 16 | <i>End of the Clone War</i> |
| 35 | <i>Battle of Yavin</i> |
| 36 | The formation of the Nova Dragons |
| 37 | Start of Project Hammer |
| 38 | End of Project Hammer The formation of SRG-7: Nova Dragons <i>Battle of Hoth</i> <i>Battle of Morgarrion</i> |
| 39 | <i>Battle of Endor</i> |

Chapter 8: Equipment

Personal Equipment: Armour

■ Advanced Combat Helmet

Model: Kase Advanced Combat Helmet (ACH)
Type: Personal Armour
Protection: Head (+2D Physical, +1D Energy)
Availability: 2, R
Cost: 900 Credits basic, plus extras (see below)
Notes: This helmet has its own power supply and may have up to four of the options below at the additional cost indicated

- Option 1* **Type:** IR Imaging
Cost: 300 Credits
Effect: Grants the user heat based vision, effective range of 200m
- Option 2* **Type:** Starlight Vision
Cost: 300 Credits
Effect: Grants the user night vision, effective range of 200m. Does not work in complete darkness
- Option 3* **Type:** Macrobinoculars
Cost: 100 Credits
Effect: +3D to search, for objects over 100m away
- Option 4* **Type:** Environment Filters
Cost: 50 Credits
Effect: Can maintain a Type I or II atmosphere within the helmet and filters out harmful molecules and odours. Works only in Type I or II atmospheres
- Option 5* **Type:** Flash Guard Visor
Cost: 250 Credits
Effect: Nullifies all stun damage from visual sources (e.g. grenades)
- Option 6* **Type:** Passive Sensors
Cost: 400 Credits
Effect: +1D to search, for objects less 50m away. +1D Perception.
- Option 7* **Type:** Ranged Weapons Sensors
Cost: 500 Credits
Effect: +1D to all ranged weapons rolls
- Option 8* **Type:** Multi Channel Comlink
Cost: 120 Credits
Effect: Multi Channel Comlink with encoding and a 50km range.
- Option 9* **Type:** Sound Sensors
Cost: 200 Credits
Effect: +1D to search or Perception. Only applies in quiet situations

Capsule: The ACH is one of Kase's latest products aimed at bounty hunters, mercenaries and planetary forces. The Duratheen helmet is very flexible and can be customised for a number of mission profiles. This flexibility is achieved by offering the customer a wide number of module options, which dictate the helmet's

performance and properties. Some of the modules available include IR vision, Flash Guard visor and sound sensors to name but a few. Unfortunately, this flexibility is only present during the helmet's construction and once made, the helmet's options may not be changed. The ACH has a 'V' shaped view plate giving it an almost predatory look, and has been dubbed by many as the Velker - a 'V' shaped flying predator from the clouds of Bespin.

■ Blast Armour

Model: Kase Blast Armour
Type: Blast Armour
Protection: Torso, Arms & Legs (+1D Physical, +1 Energy)
Availability: 2
Cost: 800 Credits

Capsule: Kase's Blast Armour is little more than a jumpsuit with some Duratheen plates sewn into the material of the jumpsuit. This type of armour has four main advantages over other types of armour. Firstly, it's generally not restricted on most planets. Secondly, on a quick inspection Blast Armour just looks like an ordinary padded jumpsuit. Thirdly, its comfortable enough to be worn whilst piloting a starship. And finally, Blast Armour is comparatively cheap. Blast Armour is available in a wide range of colours and sizes.

■ Combat Powersuit

Model: Kase Warrior Powersuit
Type: Combat Powersuit
Skill: Powersuit Operation: Warrior
Protection: Head, Torso, Arms & Legs (+3D Physical, +2D Energy and -2D to all DEX skills)
Availability: 2, X
Cost: 29,000 Credits
Notes:

- The suit's powerful servos add +3D to Lifting and Brawling & Melee damage rolls
- Move:10, uses Powersuit Operation
- The soles of the Warrior's boots may be magnetised
- The suit has an 8-hour air supply
- Environmentally controlled body glove
- TAS - +2D to ranged weaponry attacks, if the weapon has been set up. -1D to ranged weaponry attacks, if the weapon has not been set up. These modifiers are in addition to the powersuit's DEX penalties. To set up a weapon it requires a Moderate Armour Repair roll or an Easy Computer Programming roll, and it takes approximately 20 minutes. TAS only covers armour mounted or hand held ranged weaponry, it does not cover grenades or melee weapons
- IR Vision - Grants the user heat based vision, effective range of 200m
- Left Forearm Blaster - Skill: Armour Weapons; Fire Rate: 2; Range: 5/10/25m; Damage: 4D; Ammo: Infinite whilst the suit has power
- HMG - Skill: Armour Weapons; Range: 5/15/40m; Damage: 5D+1; Ammo: 30
- Heavy Blaster - Skill: Armour Weapons; Range: 5/50/110m; Damage: 5D+2; Ammo: 15
- The suits power supply lasts for sixty hours before it needs recharging. It takes six hours to recharge the suit

- Multi Channel Comlink with encoding and a 50km range

Capsule: Kase's Warrior powersuit is designed for heavy combat engagements in virtually any environment. Its heavy-duty Duratheen armour plates and its integral environment body glove enables the Warrior to fulfil this role. The suit's powerful servos, which are powered by two trillithium batteries, enable the wearer to operate this impressive powersuit. The trillithium batteries allow the suit to operate for up to sixty hours before they need recharging. The batteries can then be recharged by being plugged into a standard power supply for six hours.

The Warrior's body glove allows the wearer to operate comfortably in both hard vacuum and temperatures up to 70°C. The suit has a filtration unit in the helmet for normal respiration and an eight hour air supply, both of which can be tailored to the wearer's biological requirements. The suit also features boots that may be magnetised.

The suit's helmet contains an impressive array of equipment, including, a multi channel communicator with a 50km range, IR vision capability, external microphone and speaker system, and Targeting Acquisition Software (TAS). All these functions are operated via a concealed control panel, which is located on the underside of the suit's left forearm. They can also be controlled via voice activated commands in an emergency or in combat.

The TAS system collates information about the powersuit's stance and position through the suit's servos and joints. It then extrapolates this information and calculates the aim of the user. The user's aim is then shown on the Warrior's HUD as a crosshair, giving the user incredible accuracy. TAS can be used for both armour mounted and hand held ranged weaponry. However, the software requires setting up for each weapon used to ensure the system's accuracy. Each weapon is usually assigned a number by the user and in a combat situation the user calls out the number to switch to a different weapon configuration. The number of the weapon in use is displayed on the HUD in the top right corner.

On the topside of the left forearm the Warrior has a short-range blaster, which is powered directly from the suit's trillithium batteries, giving it a virtually inexhaustible power supply. Mounted on the underside of the Warrior's right forearm is a heavy machine gun (HMG) and a heavy blaster. The HMG's ammo is belt fed and the heavy blaster is powered by standard blaster clips. All the weapons are triggered via a voice command, and can easily be removed and replaced with different weapons.



■ **Hunter Armour**

Model: Kase Hunter Armour
Type: Personal Armour
Protection: Head, Torso, Arms & Legs (+2D Physical, +1D Energy and -1D to all DEX skills)
Availability: 2, R
Cost: 2,400 Credits
Notes: Helmet contains a tongue-activated comlink. The environmentally controlled body glove allows operation in both moderately hot and cold environments

Capsule: Kase's Hunter Armour is quite popular amongst bounty hunters, mercenaries and planetary forces. The armour itself is made up a two piece body glove, a helmet and sixteen armour plates. The armour is made of Duratheen, a metal alloy created by Kase quite some time ago, making it extremely durable and reliable. The flexible body glove is environmentally controlled allowing comfortable operation in most climates. Hunter Armour is available in a wide range of styles, sizes and colours to suit the customer's needs.

■ **Scout Armour**

Model: Avis Scout Armour
Type: Scout Armour
Protection: Torso, Arms & Legs (+2 to all Physical and Energy Attacks)
Availability: R
Cost: 2,300 Credits
Notes: This armour is light enough to be worn under clothing. This armour may not be improved because the extra plating would make the armour too bulky

■ **Multipurpose Powersuit**

Model: Kase Workhorse Powersuit
Type: Multipurpose Powersuit
Skill: Powersuit Operation: Workhorse Powersuit
Protection: Head, Torso, Arms & Legs (+2D Physical, +1D+2 Energy and -2D to all DEX skills)
Availability: 2, F
Cost: 8,000 Credits
Notes:

- The suit's powerful servos add +3D+2 to Lifting
- The left arm houses a retractable Fusion Cutter (3D+2 Damage, Speeder Scale), uses various Technical skills (e.g. Starship Repair)
- The right arm houses a retractable Fusion Welder, uses various Technical skills
- A fire extinguisher is mounted on the suit's right shoulder. Range: 8m Coverage: 15m² Move:10, uses Powersuit Operation
- The soles of the Workhorse's boots can be magnetised
- The suit has an 8-hour oxygen supply, plus a 2-hour emergency reserve
- A storage compartment is mounted on each thigh for storing tools
- Environmentally controlled body glove
- The suits power supply lasts for 10 hours before it needs recharging. It takes half an hour to recharge the suit

Capsule: The Workhorse powersuit is used for repairs onboard many starships and space installations. Its powerful arms, built-in tools and the ability to work in a vacuum makes the Workhorse the first choice for many spacers during an emergency repair. This bipedal powersuit is quite bulky providing the wearer

some limited protection from falling and space debris. The suit's hands however aren't bulky, thus enabling the wearer to perform some quite dextrous tasks. The suit has powerful arms designed to lift heavy hull patches. Mounted on top of the right forearm is a retractable fusion cutter and mounted on top of the left forearm is a retractable fusion welder. In addition to these tools, the Workhorse has a fire extinguisher mounted on the right shoulder. The fire retardant spray is designed to extinguish electrical fires, although it can be used on normal fires as well. The suit's environmentally controlled body glove with an eight-hour oxygen supply and a two-hour oxygen reserve enables comfortable and safe operation in a vacuum. In addition to this, the suit's boot soles can be magnetised, enabling the wearer to walk safely across the hull of a starship. The suit's air and fire retardant spray tanks are mounted on the back of suit. The suit also has a storage compartment on each thigh for storing tools.

The Workhorse is beginning to get a bad reputation because a number of pirate groups and privateers have started using them during starship boarding actions.

Personal Equipment: Espionage

■ Infiltrator Suit

Model: Avis Infiltrator Suit
Type: Body Glove
Protection: Head, Torso, Arms & Legs (+1 to Energy Attacks)
Availability: X
Cost: 2,000 Credits
Effect: The IR suppressing properties of the suit adds +1D to the difficulty to detect with sensors. May be worn under armour

■ Night Vision Goggles

Model: ICS Technologies Goggles-N5
Type: Night Vision Goggles
Availability: R
Cost: 900 Credits
Effect: Effective range 400m. Does not work in complete darkness

■ Passive Sound Dampers

Model: ICS Technologies PSD-10
Type: Passive Sound Dampers
Availability: X
Cost: 2,950 Credits
Effect: +1D to all Sneak attempts

■ Sensor Bafflers

Model: Tanner Security Systems Cloak
Type: Sensor Bafflers
Availability: X
Cost: 3,000 Credits
Effect: +2D to difficulty to detect with Sensors

Personal Equipment: Gun Sights

■ Night Vision Scope

Model: ICS Technologies Targeter-N4
Type: Night Vision Scope
Availability: X
Cost: 950 Credits
Effect: +1D to Perception during Low-light/Night-time conditions when using the scope. Ignores any penalties for firing connected weapon at Night-time

■ Red Dot Laser Sight

Model: Centrex P-318x
Type: Red Dot Laser Sight
Range: 50 metres
Cost: 550 credits
Availability: X, 2
Effect: When attached, the P-318x grants +1D to the Blaster/Firearms skill of the wielder when firing at targets within 50m. Beyond this distance the red dot becomes indistinct and hard to see. Foggy, misty or smoky conditions further limit the range of the sight. To gain the above bonus the P-318x must be calibrated to the specific weapon to which it has been attached. In order to calibrate the P-318x a Difficult Blaster/Firearms repair roll is required

Capsule: Often used by elite military forces the Centrex P-318x provides a welcome addition to most hand held weaponry. The red dot laser sight provides an immediate increase in accuracy to the majority of pistols and rifles without the need to aim, which is important in close quarters fire-fight engagements. The P318x is attached to the top of the weapon using a specialised clamping system that allows the sight to be precisely calibrated to the weapon it is attached to.

■ Telescopic Sight

Model: Centrex Pointmaster 25
Type: Telescopic Sight
Range: 2.5 kilometres
Cost: 1,500 credits
Availability: X, 2
Effect: +2D to Blaster/Firearms skill for the next shot against a target which the marksman spends an action aiming at. It has a thermal imaging range of 300m and a starlight range of 2.5km

Capsule: The Pointmaster is one of the premier multi purpose military telescopic sights designed to fit virtually any type of rifle. It has proven to be durable and versatile and has found a large amount of use in the armed response units of a number of law enforcement agencies, as well as becoming popular with the military and Bounty hunters who prefer their prey not to struggle. It is ideal for snipers and sharpshooters who are required to remain in position for any length of time and its night-time capabilities make it invaluable to Special Forces units.

Personal Equipment: Sensors

■ Handheld Medi Scanner

Model: CryonCorp. EnhanceScan
Type: Handheld Medi Scanner
Skill: Sensors
Difficulty: Easy/Moderate/Difficult
Availability: 1
Cost: 2,000 Credits
Effect: Detects/Identifies life readings at ranges of 350/900/1.5km
Model: ICS Technologies Medi Scan
Type: Medi Scanner
Skill: Sensors
Difficulty: Moderate
Availability: 1
Cost: 7,000 Credits
Effect: On a successful roll add +1D to First Aid, Medicine & related skill checks

Capsule: Medi Scanners are small portable medical computers with a small scanner to detect signs of injury or illness. The unit also has a small monitor that displays the computer's recommendations. The Medi Scanner can scan targets up to two meters away from the unit. The Medi Scanner holds sufficient data on most of the more common species in the Galaxy.

■ Handheld Movement Scanner

Model: Tanner Security Systems Watchman
Type: Handheld Movement Scanner
Skill: Sensors
Difficulty: Easy/Moderate/Difficult
Availability: 1
Cost: 2,000 Credits
Effect: Detects movement at ranges of 1/3/5km

■ Sensor Pods

Model: ICS Technologies Scan 500
Type: Sensor Pod
Availability: 1
Cost: 400 Credits
Effect: +1D to all Search attempts made within 100m

Model: ICS Technologies Scan 600
Type: Sensor Pod
Availability: 1
Cost: 1,000 Credits
Effect: +2D to all Search attempts made within 200m

Personal Equipment: Miscellaneous

■ Explorer Communications Network

ComTec's Explorer Communications Network, ECN, is an advanced communications network that utilizes audio, video and datastreams in its transmissions. The system is designed to be used by explorers, scouts and mining prospectors. The system also has some use as a security tool.

The network is made up of three types of components, network controllers (ECNC), node units (ECNU) and communications units (ECU). ECUs are personal devices that transmit information to its assigned

ECNU, which in turn transmits the data to its assigned network controller. ECNUs are capable of handling up to twelve ECUs at any one time, whilst ECNCs are capable of handling two node units simultaneously. Datastreams and video are one way to the ECNC, whilst the audio functions can be used up, down and across the network.

ECU

An ECU comprises of a modular headset and a powerpack. The headset is designed so that it can be easily modified to suit the needs of the user and their equipment. The modules making up the headset are as follows - a micro digital video camera, which has three settings - infrared, low light and standard; an earpiece and mike for audio communication; a life sign monitor; and a control module. The headset's frame contains power couplings for each of the modules, and a cable that connects the headset to the powerpack. The whole unit weighs a little under a kilogram and is quite comfortable to wear.

The modules can be used independently from the headset as long as they are all connected to the control module. This allows a wide range of equipment to be used in conjunction the ECU.

The ECU continuously transmits its video footage and the user's vital signs to its assigned ECNU, whilst it only transmits audio communication when the user opens the channel. This continuous transmission drains the unit's powerpack relatively quickly and as a result only lasts for six hours. It also makes the network easy to detect, but thanks to advanced rotating encryption, the network is nearly impossible to decrypt without the right equipment and codes. The unit as a 20km range.

Model: ComTec Explorer Communications Unit (ECU)
Type: Communications Network Unit
Cost: 4,000 Credits

ECNU

The ECNU plays a vital link between the ECUs assigned to it and the network controller (ECNC). The unit receives all the data from the ECUs and combines the information into a single datastream and sends it to the network controller.

The unit itself is 300mm (H) x 250mm (W) x 180mm (D), and is mounted on a frame with shoulder straps so it can be carried like backpack. The unit is covered in a heavy-duty waterproof canvas, which offers excellent protection from the elements. The whole assembly weighs about eight kilograms.

Once configured, the ECNU requires no further intervention by the user and will operate unsupervised. The unit has a 100km range and is powerful enough to transmit even through some very dense materials. The unit's battery lasts for up to eight hours of continuous operation.

Model: ComTec Explorer Communications Node Unit (ECNU)
Type: Communications Network Node
Scale: Character
Cost: 10,000
Body: 3D+2

ECNC

The network controller is a large piece of equipment that is usually installed on a starship or ground vehicle and runs off its power supply. This all in one unit comprises of a large viewscreen, 1,200mm wide and 800mm high, which is split into twenty-four 200mm squares. Each separate square displays the video footage transmitted from a single ECU. The life signs of each ECU user are indicated by a series of small lights below the main view screen. The unit also has a small secondary viewscreen, which is positioned on the upper right hand side of the main screen and is 300mm square. Below this screen is a series of buttons that enables the user to select which ECU is displayed on the secondary viewscreen. As default setting, the secondary monitor will switch to display the video footage of the ECU user who is currently talking over the network. The ECNC is controlled by a keypad, which sits in front of the viewscreens. Next to the keypad is the unit's speakers and mike for audio communication.

The ECNC sports a backup battery, which can provide up to an hour's worth of power. The unit also has four expansion bays for additional ComTec products.

Model: ComTec Explorer Communications Network Controller (ECNC)

Type: Communications Network Controller

Cost: 32,000 Credits

■ Filtration Breather

Model: ICS Technologies Filtration Breather

Type: Filtration Breather

Availability: 1

Cost: 100 (Filters:10) Credits

Effect: Filter can successfully filter out oxygen from most liquids and other gases for up to two hours before filter material requires changing

■ Medical Saviour Field Hospital

HaasCorp Medical is a recent addition to the HaasCorp stable of companies. Formed by the acquisition of Yorn Biochimica and subsequent merger with HaasCorp Life Technologies, the newly formed division has been tasked by Company Chairman Andreas Haas with the production of innovative medical equipment in the fields of both diagnosis and treatment. Given the all pervading stranglehold in the Healthcare market by the great Bacta corporations of Thyferra, several HaasCorp board members have expressed reservations as to the wisdom of this venture. In the words of the Chairman, "We didn't come this far by listening to accepted convention", a comment made at the opening of HM and widely accepted by market analysts as a statement of intent for the fledgling division.

The Saviour Field Hospital is a mobile unit containing everything needed for the treatment of a wide range of injuries and illness. It is stocked with a seamless mixture of both Yorn and HaasCorp Life Technologies specialities. From the old Yorn Biochimica comes a plethora of stabilised medical reagents for the treatment of a wide variety of illnesses and conditions. This covers vaccines, anti-toxins, stimulants and relaxants, wound accelerators, hormones together with a range of dressings. All with the much vaunted Yorn Medica technical support manual, packed with

illustrated guidelines on using any and all of the kits components, with a wide variety of different races.

HaasCorp Life Technologies provides, in keeping with HaasCorp corporate credo, a multipurpose mediscanner and medical database. There is also a fully functional operating table capable of holding the heaviest Gamorrean or tallest Wookiee. The built in energy cell provides sufficient power to keep the unit functioning at full capacity for a week. Separate units keep perishables at a suitable storage temperature (there are sections for both refrigeration and deep cryostorage) for in excess of one standard year. Even when the field hospital is in transportation set up, the cooling sections remain operational. It is also possible to use an external power source for extended periods in the field.

The field hospital is mounted in a large container which can be moved around to the site of a disaster, or battle, by any vehicle that can handle the 8000kg payload. It takes a team of three around two hours to convert the field hospital from its transport configuration to normal operational status.

As well as the operating theatre, this includes a small diagnostic laboratory together with facilities for production and purification of vaccines and medicines.

Naturally all this technology and flexibility comes with a HaasCorp price tag.

Weight: 8000kg

Size: 10mx4mx2.5m (fully operational, ~half in transport configuration)

Cost: 500,000 Credits

Notes: When using the Saviour field hospital adds +2D to First Aid and Medicine rolls

Starship Equipment

■ Landing Claw

Model: SuperNova Technologies LC Mk II

Type: Starship Landing Claw

Installation: Moderate

Weight: 5 metric tons

Availability: 1

Cost: 6,500 Credits

Effect: To attach itself to a vessel or container the pilot is required to make a difficult 'Starfighter Piloting' roll. A failure may result in a collision or a mechanical failure, at the GM's discretion. It takes one complete round to attach to a vessel or container, and the pilot may not do any other actions for that round. The same is true for detaching

Capsule: The Landing Claw allows a stable connection to a spacedock, a cargo pod, uneven terrain or even another starship. The claw uses magnetic and mechanical grips to adhere itself to the docking surface. Their size varies greatly and is dependent on the starship's size and mass. The Landing Claw is used by many people across the Galaxy, and sees use by both the military and the general public. SuperNova Technologies' LC Mk II is seen as the industry standard Landing Claw and is a vast improvement on their LC Mk I, which suffered from erratic power failures.

■ Threat Warning Indicator

Model: SuperNova Technologies Threat Warning Indicator

Type: Starship Threat Warning Indicator

Weight: 10kg

Availability: F

Cost: 10,500 Credits

Effect: +1D to Perception in a Combat Situation. Also, add +2 to your starship dodge (or difficulty to target your starship)

Capsule: The Threat Warning indicator (TWI) warns the pilot when his starship is being targeted by enemy starships. The pilot is warned by a series of three lights on the HUD. The first light goes red when being targeted by starship scale weaponry. The second light goes green when being targeted by capital scale weaponry. The third light blinks yellow when being targeted by a missile, and will turn red when a lock has been acquired. As you can imagine this device gives the pilot a considerable advantage, allowing him anticipate this opponent.

SuperNova's TWI is seeing use throughout the Galaxy, including the general public as well as military forces.

Miscellaneous Equipment

■ Repulsor Bed

Model: Baker Co. Repulsor Bed

Type: Repulsor Bed

Scale: Speeder

Length: 2m

Cost: 1,000 Credits

Skill: Repulsorlift Operation: Repulsor Bed

Cargo Capacity: 1 Metric Ton*

Altitude Range: 1-10m

Maneuverability: 1D

Move: 10; 30 kmh

Body: 2D

Notes: *The Repulsor Bed can carry up to 1.4 metric tons, but its performance deteriorates dramatically when carrying above 1 ton. For every 100kgs above 1 ton (rounding up), decrease the Altitude Range maximum by '2m' and Move by '2; 6 kmh', also increase the difficulty to use by +5

Capsule: Repulsor Beds are essentially a flat bed of strong durasteel, approximately two meters in length and one meter wide, fitted with a pair of repulsor engines. They're used to haul cargo around a fairly local area and can carry up to a metric ton without loss of performance. The controls for the Repulsor Bed are controlled via a handset allowing the operator to stand up to 100m away from the Bed during operation. The Bed can reach speeds up to 30km per hour and an altitude of 10m.

Repulsor Beds are used all over the Galaxy for a wide range of tasks and have proven to be extremely useful.

Chapter 9: Weapons

Personal Weapons: Blasters

■ Blaster Rifle

Model: Avis Blast IV
Type: Blaster Rifle
Scale: Character
Skill: Blaster: Blaster Rifle
Ammo: 100
Availability: X
Cost: 1,200 (Ammo: 25) Credits
Range: 3-50/140/300
Damage: 5D+1

■ Blaster Sniper Rifles

Model: Avis Talon Rifle
Type: Blaster Sniper Rifle
Scale: Character
Skill: Blaster: Blaster Sniper Rifle
Ammo: 10
Availability: X
Cost: 2,200 (Ammo: 25) Credits
Fire Rate: 1
Range: 5-150/500/1km
Damage: 6D+1
Notes: If firing whilst moving, increase difficulty by one step, e.g. a moderate difficulty to hit becomes a difficult to hit. Has no stun setting

Model: Avis Claw Rifle
Type: Heavy Blaster Sniper Rifle
Scale: Speeder
Skill: Blaster: Heavy Blaster Sniper Rifle
Ammo: 5
Availability: X
Cost: 3,100 (Ammo: 25) Credits
Fire Rate: 1/2
Range: 5-150/500/1.2km
Damage: 5D
Notes: May not be fired whilst moving. Has no stun setting

Personal Weapons: Explosives

■ Anti-Vehicle Grenade

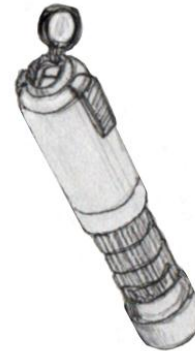
Model: Avis Devastator Grenade
Type: Anti-Vehicle Grenade
Scale: Speeder
Skill: Grenade
Availability: X
Cost: 600 Credits
Range: 3-5/8/15
Blast Radius: 0-1/3/6
Damage: 5D/4D/3D (Physical Damage)

■ Plasma Grenade

Model: Avis Plasma Grenade
Type: Anti-Personnel Grenade
Scale: Character
Skill: Grenade

Availability: X
Cost: 400 Credits
Range: 3-7/20/40
Blast Radius: 0-3/5/10
Damage: 6D/5D/3D+2 (Energy Damage)

Capsule: Avis' Plasma Grenade is cylindrical in shape and is approximately 100mm long and 30mm in diameter. The grenade has hinged cap on the top of the grenade, beneath this cap are the grenade's controls. The main body of the grenade also has rubber handgrip that is pressure sensitive. To prime the grenade the user needs to hold the handgrip and press the primer switch beneath the protective cap. A second switch sets the grenade to 'dead man' mode or 'timer' mode. In 'dead man' mode the grenade will detonate when pressure on the handgrip is released. In 'timer' mode the grenade can have a 3, 5 or 10 second timer which starts when the pressure on the handgrip is released. The grenade contains a small plasma core that detonates when excited by an electric current. When the grenade detonates it produces a powerful plasma explosion which is capable of vaporising almost any material. These grenades are particularly useful against heavily armoured personnel or light vehicles.



■ Proton Grenade

Model: Merr Sonn 7-PrG
Type: Proton Grenade
Scale: Character
Skill: Demolitions
Availability: X
Cost: 1,500 Credits
Range: -
Blast Radius: 0-2/7/12 (In the 'front' 180 degrees only)
Damage: 9D/7D/5D

Capsule: Proton Grenades are high-powered handheld explosives that contain a proton core, much like the core in proton torpedoes. The Grenade's timer maybe set up to twenty minutes and maybe disarmed at any time. The Grenade's explosive force is channelled towards the magnetic plate that holds it to its target. The Proton Grenade is the favoured demolition device for the Alliance. General Solo used a number of these potent Grenades to destroy the shield generator on Endor.

■ **Stun Grenade**

Model: Merr Sonn 5-StG
Type: Stun Grenade
Scale: Character
Skill: Grenade
Availability: R
Cost: 300 Credits
Range: 3-7/20/40
Blast Radius: 0-2/5
Damage: 5D/3D+2 (Stun Damage)
Notes: Maybe recharged after use, taking 20 minutes in a standard recharger. One charge only

Capsule: The 5-StG is an effective stun grenade that is favoured by Bounty Hunters for capturing live merchandise. Many law enforcement agencies also use them for crowd control purposes.



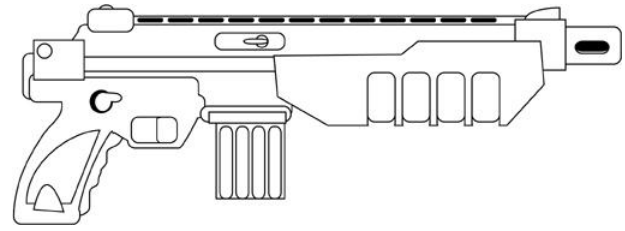
Personal Weapons: Firearms

■ **Assault Pistol**

Model: Avis L6 Assault Pistol
Type: Assault Pistol
Scale: Character
Skill: Firearms: Assault Pistol
Ammo: 20
Availability: X
Cost: 950 (Ammo: 25) Credits
Range: 3/25/60
Damage: 4D (Single fire) or 5D (Burst fire, uses 3 ammo)

■ **Assault Rifle**

Model: Avis K6 Assault Rifle
Type: Assault Rifle
Scale: Character
Skill: Firearms: Assault Rifle
Ammo: 30 (Normal Clip) or 45 (Extended Clip)
Availability: X
Cost: 1,300 (Ammo: 30 (Normal Clip) or 45 (Extended Clip)) Credits
Range: 5/40/90
Damage: 4D+2 (Single fire) or 5D+2 (Burst fire, uses 3 ammo)
Notes: If the K6 is used on Burst fire mode to provide suppression fire add +2 for each successful suppressive fire shot instead of the normal +1. (See Suppression Fire Rules for clarification)



■ **Hunting Rifle**

Model: Genesis Mark V Heavy Rifle
Type: Hunting Rifle
Scale: Character
Skill: Firearms: Hunting Rifle
Ammo: 6
Availability: 2, R
Cost: 3,000 (Ammo Clips: 30) Credits
Fire Rate: 1
Range: 5-250/750/1km*
Damage: 6D
Notes: *The Mark V has an extreme range of 2km with a base difficulty of Heroic to hit

Capsule: The Genesis Mark V Heavy Rifle was originally developed as a hunting rifle for 'big game' hunters. Whilst it has done well in this market, it has also found a niche in hearts of many armed forces, both commercial and mercenary, as a reliable high-powered rifle that has superior range to most blasters. Since its release it has also become a 'cheap man's' sniper/sharpshooter rifle.



■ **Luxury Hunting Rifle**

Model: Galacore Deluxe Tiger V Rifle
Type: Luxury Hunting Rifle
Scale: Character
Skill: Firearms: Hunting Rifle
Ammo: 10
Availability: F, 2
Cost: 8,500 (Ammo: 20) Credits
Range: 1-300/700/1km
Damage: 6D+2 (Physical)
Notes: Scope provides +2 to hit when aiming

Capsule: Galacore's Deluxe Tiger V Rifle is their latest entry into the luxury hunting rifle market. This hand constructed weapon, is finely crafted and has a very smooth action that few rifles can match. However, the weapon is over priced and has a very limited scope for the price the customer pays.

With the Tiger V being hand crafted, Galacore are unable to produce high volumes of the weapon and so the Tiger V is only generally available in the Core and Inner Rim. These factors all add to the weapon's exclusiveness, making it even more desirable to the rich hunter.

The weapon itself is 1.1 meters long and is made of triotain, a lightweight metal alloy. The Tiger V comes

in a matt black finish as standard, but there are other finishes available at an extra cost. The straight ten round ammo clip fits into the rifle just ahead of the trigger and comes in a stone metal finish as standard.

The Tiger V is only usually used by the rich who hunt as a hobby, and is rarely seen outside the Coreward regions of the Galaxy.

■ **Mini-Railgun**

Model: Avis Annihilator Mini Railgun
Type: Mini-Railgun
Scale: Character
Skill: Firearms: Mini-Railgun
Ammo: 3000 (Backpack) – 60 shots
Availability: X
Cost: 8,000 (Ammo: 300, Backpack & Ammo: 750) Credits
Fire Rate: 4
Fire Control: 2D
Range: 20/100/500
Damage: *Special
Notes: *Special - Mini-Railguns may be fired in two different modes, concentrated or blanket. Concentrated fire mode represents firing on a single target, whilst blanket fire mode represents firing on multiple targets within an area. Both concentrated and blanket modes use 50 ammo (one shot).

Mini-Railguns may hit up to three targets within a 10m area in blanket fire mode doing 5D damage to each target, roll to hit for each shot in the same action phase, normal multiple action penalties apply but blanket fire mode only counts as one action. (See Repeating Blaster Rules for clarification)

For concentrated fire, roll to hit as normal and compare it to the target's difficulty or dodge. If the to hit roll is greater than the difficulty or dodge refer to the table below.

| To hit > Difficulty by | Damage |
|------------------------|--------|
| 1-5 | 6D |
| 6-10 | 6D+2 |
| 11-15 | 7D+1 |
| 16-20 | 8D |
| 21-25 | 8D+2 |
| 26-30 | 9D+1 |
| 31+ | 10D |

If a fumble is rolled it is possible that the Annihilator will jam. For the first fumble roll in an action phase, roll a D6, on a result of a 1 the gun jams, otherwise continue as normal. If it jams the shot is wasted and it will take the rest of the current round and the next round to clear the jam. The Annihilator may not be fired whilst jammed.

The Annihilator excels at keeping your opponents' head down and hence adds +3 for each successful suppressive fire shot instead of the normal +1. For the purposes of suppression fire assume that the Annihilator is being fired on blanket fire mode. (See Suppression Fire Rules for clarification).

■ **Railgun**

Model: Genesis Mk I Heavy Recoilless Rifle
Type: Railgun
Scale: Character
Skill: Firearms: Railgun
Ammo: 10
Availability: X, 3

Cost: 16,000 (Ammo: 50, Power Pack: 20) Credits
Fire Rate: 1
Range: 5-750/1.5/2.5/3.5km
Damage: 7D+2
Notes: The Mk I HRR has an extreme range of 3.5km with a difficulty of heroic to hit. The rifle requires a power pack in addition to its actual ammo. This power pack has sufficient power to fire twenty shots.

Capsule: After the success of the Genesis Mk V Hunting Rifle, in both legal and illegal circles, the Genesis firearms company was approached by many hunters to build more specialised weapons. Genesis began making weapons specific to their customers needs, for a considerable price. One such customer required a weapon to be quiet and effective with minimum recoil. Despite many prototypes, nothing seemed to please the anonymous customer, but as he was funding the research and didn't kick up a fuss when he didn't immediately get what he wanted, Genesis continued their efforts. Eventually, one of the designers decided to experiment with railgun technology. Finally a rifle was constructed with no noticeable recoil, incredible punch and shots that were almost silent.



The customer arrived to try out his new rifle and was incredibly happy with his new toy. He paid the final instalment on the weapon and took his leave. On leaving the building, the stranger met an unfortunate demise at the hands of an unknown assailant. The people at Genesis did the best they could for their recent customer, but unfortunately he died. The railgun, however, was recovered. Shortly after, the Genesis Mk I Heavy Recoilless Rifle went into limited production and is still available to people with the right connection.

■ **Shotgun**

Model: Krya Arms Combat Shotgun CS-25
Type: Shotgun
Scale: Character
Skill: Firearms: Shotgun
Ammo: 6
Cost: 1,050 Credits
Range: 5/20/40
Damage: 6D+2/5D+2/4D*
Notes: *+1D Damage if both barrels are fired simultaneously

Capsule: The Mid Rim based Krya Arms is an old company hailing from the days of the Old Republic and are specialists in the field of firearms. The CS-25 is their latest in their combat shotgun range and is undoubtedly one of the best shotguns available on the market. With its twin barrels mounted on top of one and other, the CS-25 has a distinctive look and feel to it. Its pump action both loads and expels shells for both barrels in a single motion, but since the CS-25 can be fired in single shot mode as well as double shot, the loading mechanism only allows expended shells to be replaced. A three position toggle switch just above the trigger allows for quick selection between single shot, double shot and safety.

Despite its relatively short range, low ammo capacity and long reloading times, the CS-25 is popular amongst Customs boarding crews and local law enforcement agencies for both its accuracy and punch.

Personal Weapons: Melee

■ Tu'nang Ro Boomerang

Model: Tu'nang Ro Boomerang - Rooballa

Type: Thrown Weapon

Scale: Character

Skill: Thrown Weapons: Boomerang

Ammo: 10

Cost: 500

Availability: 4, R

Difficulty: Difficult

Range: 2-10/50/70

Damage: STR+2D+1 (Maximum: 6D)

Notes: Should the wielder of the Rooballa miss his target, but still succeed in making a Very Difficult roll, the Rooballa will return to them on the following combat round

Capsule: The Rooballa is a cultural weapon of the Tu'nang Ro. It is a boomerang made out of a single piece of cast durasteel, curved into a 'V' shape and finally finished by hand by a Tu'nang Ro Steel Master. The Rooballa is fitted with a complex electrical system that, when powered up, allows the Rooballa to discharge a powerful blast of energy when it hits its target.

Someone sufficiently proficient in the use of the Rooballa can ensure, through their throwing technique, that the Rooballa returns to their hand should it miss its intended target. To prevent the wielder from receiving the shocking blast, a special insulating glove is worn that is keyed to their particular Rooballa. The glove contains a small transmitter that deactivates the Rooballa when it returns to within 1 metre of its owner.

■ Tu'nang Ro Vibro-Spear

Model: Tu'nang Ro Vibro-Spear - Yarai

Type: Melee Weapon

Scale: Character

Skill: Melee Combat: Spear

Cost: 800

Availability: 4, R

Difficulty: Moderate

Damage: STR+ 3D or STR+2D Stun Damage (see below)

Notes: If a character has the Ambidexterity Ability, this can be used to allow the wielder of a Yarai to make two attacks with one action, as if they were using two melee weapons. One strike may be made with the blade and a second with the butt of the spear, for stun damage only. If wielded by a non-ambidextrous character, they must decide which end they intend to attack with.

Capsule: The Yarai is a spear that is on average two metres in length. It is made out of very fine durasteel and consists of one and a half metres of haft, with a blade that spans the final half metre. The Yarai is a weapon favoured by the race known as the Tu'nang Ro, an ape-like race with remarkable agility.

Although quite obviously a spear, in the hands of a master the Yarai holds something of a surprise for the wielder's opponents. The Yarai, unlike most spears, is not simply a thrusting weapon. When used by someone trained in its use, the Yarai is used more like a quarter staff, with the added advantage of carrying a blade at one end. This being the case, as technology progressed, the Tu'nang Ro began installing a stun field generator in the base of the spear, so that the butt can be used to subdue rather than kill.

Personal Weapons: Miscellaneous

■ Automatic Sentry Gun

Model: BlasTech Corp. Guardsman

Type: Automatic Sentry Gun

Scale: Character

Ammo: 100*

Cost: 9,500

Body: 5D+1

Fire Rate: 2

Range: 2/10/25

Damage: 4D+1

Notes: The Guardsman has a sophisticated droid targeting system that will fire upon anything that moves within its range. The Guardsman will fire twice a turn using Blaster 4D for each shot until the target is eliminated or leaves its range.

*If the unit is connected to a power supply, e.g. mains supply or portable power generator, the Guardsman will not run out of ammo unless the power supply is exhausted.

Capsule: BlasTech's Guardsman is designed to provide a static automatic point defence system. The Guardsman's vertical cylindrical body, which is 450mm high and 200mm in diameter, is mounted on four 'L' shaped support legs that suspend the body 500mm from the ground. A turret mounted twin blaster cannon is positioned on top of the unit's body. The blaster cannons have movement within a range of +20 to -10 degrees from the horizontal. This vertical movement is available through the full rotational axis of the turret. The body of the unit contains the Guardsman's droid brain, sensor equipment, powerpack and socket for a power supply cable. The unit can be powered by its powerpack or it can be connected to a mains supply or portable power generator.

To set the Guardsman up, it is placed in the area it will defend and turned on. It then remains in standby mode until it is activated via a small handset, which has a range of 300m. Once activated the unit scans the local area until it detects a moving object within twenty five meters of it. Once an object is detected, the droid brain will attempt to fire on the target until it is destroyed or moves out of range. Should another moving object enter the Guardsman's range, it will ignore it until the initial target is destroyed. The unit may be deactivated by the handset at any time.

The Guardsman is seeing use throughout the Galaxy and is used by the Empire, security firms and large corporations. They are usually used to guard important or remote locations, however, a few have been used onboard starships to augment their defences against boarding parties.

■ Wrist Rocket Launcher

Model: Merr Sonn Wrist Rocket Launcher Mk 3
Type: Wrist Rocket Launcher
Scale: Character
Skill: Armour Weapons: Wrist Rocket Launcher
Ammo: 2
Availability: X
Cost: 900 (Ammo: 400) Credits
Fire Rate: 1
Range: 0-5/10/20m
Blaster Radius: 0-1/3m
Damage: 5D/3D+2

Capsule: Merr Sonn's Wrist Rocket Launcher Mk 3 (WRL3) is the latest addition to their personal weapon range. Designed to be worn with or without armour, the WRL3 consists of a mounting plate and a pair of dorsal rocket launchers side by side. The mounting plate is home to the weapon's controls and incorporates a triangular hand guard to prevent potential injury to the wearer. The WRL3 is worn on top of the bearer's forearm and is held there by a pair heavy duty straps.

The launchers themselves each hold a single high explosive rocket, but they cannot be fired simultaneously as there is a risk that they would collide in mid air. In addition to the high explosive warhead, Merr Sonn offers a wide range of other types of warhead that may be used with the WRL3, including smoke and incendiary rounds.

The WRL3 has sold well in the market place and is popular with both bounty hunters and mercenaries.

Model: Merr Sonn Micro Smoke Rocket
Type: Micro Smoke Rocket
Scale: Character
Cost: 140 Credits
Range: 0-5/10/20m
Blast Radius: 0-2m
Damage: -
Notes: Releases a thick, obscuring smoke that adds +2D to shooting difficulties for three Rounds when firing through it. This penalty reduces to +1D for a further two rounds

Capsule: Designed to be used in Merr Sonn's Wrist Rocket Launchers, the Micro Smoke Rocket is a non-lethal rocket that releases a dense cloud of smoke on impact. This cloud of grey smoke only provides effective cover for about twenty five seconds before harmlessly dispersing.

Personal Weapons: Support Weapons

■ Anti-Vehicle Railgun

Model: Genesis Vanquish
Type: Anti-Vehicle Railgun
Scale: Speeder
Skill: Missile Weapons: Railgun
Ammo: 4
Availability: X
Cost: 18,000 (Ammo: 250, 2 Power Packs: 50)
Fire Rate: 1
Range: 10-300/600/1km
Damage: 7D

Notes: The Vanquish requires two standard power packs in addition to its actual ammo. These power packs have sufficient power to fire four shots.

Capsule: In a bid to expand the market for their railgun technology, Genesis decided to push further into the military markets of the galaxy with the development of the 'Vanquish'. A new division of the company was set up to develop a range of anti-vehicle weaponry based on the railgun technology that was integral to the birth of the Mark V Heavy Recoilless Rifle. The 'Vanquish' was created to be wielded over the shoulder, using a complex HUD targeting system accessed through a targeting reticule, to improve its accuracy.

Initially, although the principle of the weapon was sound, it failed to meet expectations. The larger projectiles failed to have the stopping power that was required for use against vehicles and the rate of fire was too slow for the 'Vanquish' to be used as an effective anti-infantry weapon. Following a number of failed trials, a junior engineer with the company suggested that maybe the problem was not with the weapon, but with its ammunition. This idea sparked renewed hope in the development team and, following further research and development, a new solid slug made of a denser alloy than is used in the smaller railguns was unveiled. It consisted of a highly conductive outer skin with an extremely dense core, which served to give it far more punch than the earlier projectiles. It was then coated in a complex polymer in order to aid armour penetration. Using this ammunition, the 'Vanquish' proved to be far more successful in trials, and soon was ready to be marketed.

The 'Vanquish' itself is 1.2 metres long, 800 mm of which is barrel. The main body of the weapon is very sleek, far less bulky than one would expect for a weapon of the 'Vanquish' power. The four shot magazine is at the rear of the gun, dropping down behind the firer's shoulder and providing a balancing weight to compensate for the extended barrel. An aiming HUD folds out from the side of the weapon to sit in front of the firer's right eye. Its ammunition is matte black and tapers to a point at the forward end. Each projectile is 300 mm long and 60 mm wide.

■ Grenade Launcher

Model: Avis Halo Grenade Launcher
Type: Anti-Personnel Grenade Launcher
Scale: Character
Skill: Missile Weapons: Grenade Launcher
Ammo: 5 (Magazine)
Availability: X
Cost: 2,800 (Ammo: 800) Credits
Range: 5-40/150/300
Blast Radius: 0-2/4/8
Damage: 5D+2/5D/4D (Physical Damage)

Starship Weapons: Ion Cannons

■ Single Ion Cannons

Model: ArMek SW-4 Ion Cannon
Type: Light Ion Cannon
Scale: Starfighter
Availability: X
Cost: 2,500 Credits
Fire Control: 3D
Range: 1-3/7/36
Damage: 3D

Model: ArMek SW-5 Ion Cannon
Type: Medium Ion Cannon
Scale: Starfighter
Availability: X
Cost: 3,200 Credits
Fire Control: 3D
Range: 1-3/7/36
Damage: 4D

Model: ArMek SW-6 Ion Cannon
Type: Heavy Ion Cannon
Scale: Starfighter
Availability: X
Cost: 3,900 Credits
Fire Control: 3D
Range: 1-3/7/36
Damage: 5D

Starship Weapons: Laser Cannons

■ Auto Laser Cannons

Model: Lorrada Corp. Auto Defence Laser (ADL)
Type: Auto Laser Cannon
Scale: Starfighter
Cost: 5,000 Credits
Fire Arc: Turret*
Range: 1-5/10/20
Damage: 3D+2

Notes: Once the targets have been assigned to the ADL via the starship's sensor operator, it will fire once a round at the nearest target during that round using 4D Starship Gunnery. When using multiple ADLs the Combined Actions rules maybe used to fire upon a single target.

If the starship's sensor array is not functioning for any reason the ADL is unable to operate until the array is repaired.

*Whilst the unit is turret, its fire arcs are dependant on its placement on the vessel itself and as such will effect which targets it's capable of firing at. If the nearest target is not in its line of sight, then it will fire at the next nearest target and so on

Capsule: Lorrada Corp.'s Auto Defence Laser (ADL) is the company's latest entry in the starship weapons market, and is aimed at both the military and commercial organisations. The ADL is a droid controlled laser turret that hooks directly into a starship's sensor array for targeting information. This enables the sensor operator to assign targets to the ADL, which selects the nearest target to fire upon. When multiple ADLs are being employed, they share

the same targeting information allowing several ADLs to be brought to bear on a single target.

The unit itself is little more than an armoured cube with a laser turret mounted on top of it. The body contains all the control systems necessary to operate the turret and once attached, all it requires is a power supply, a link to the sensor array and some slight modifications to the starship's sensor software to operate.

Initial sales of the ADL have been quite good, despite its low power, low rate of fire and high cost. It has been particularly successful with haulage companies who have limited crew aboard their starships that are frequently attacked by pirates and Rebels.

■ Quad Laser Cannons

Model: Taim & Bak Quad E Laser Cannon
Type: Quad Laser Cannon
Scale: Starfighter
Availability: R
Cost: 4,000 Credits
Fire Control: 3D
Range: 1-3/12/25
Damage: 5D

Model: Taim & Bak Quad Laser Cannon
Type: Quad Laser Cannon
Scale: Starfighter
Availability: F
Cost: 3,000 Credits
Fire Control: 3D
Range: 1-5/10/17
Damage: 5D

■ Single Laser Cannons

Model: Taim & Bak Heavy Laser Cannon
Type: Heavy Laser Cannon
Scale: Starfighter
Availability: X
Cost: 3,400 Credits
Fire Control: 3D
Range: 1-3/12/25
Damage: 5D

Model: Taim & Bak Light Laser Cannon
Type: Laser Cannon
Scale: Starfighter
Availability: F
Cost: 1,200 Credits
Fire Control: 2D
Range: 1-3/12/25
Damage: 3D

Model: Taim & Bak Medium Laser Cannon
Type: Laser Cannon
Scale: Starfighter
Availability: F
Cost: 2,700 Credits
Fire Control: 3D
Range: 1-3/12/25
Damage: 4D

Starship Weapons: Missiles

■ Concussion Missile Launchers

Model: Arakyd CML A
Type: Concussion Missile Launcher
Scale: Starfighter
Availability: R
Cost: 1,500 Credits
Fire Control: 1D
Notes: The launcher may only carry one type of warhead at any one time

Capsule: The cheapest available Concussion Missile Launcher, the CML A is a reliable launcher system and is relatively easy to install.

Model: Arakyd CML B
Type: Concussion Missile Launcher
Scale: Starfighter
Availability: R
Cost: 2,000 Credits
Fire Control: 2D
Notes: The launcher may only carry one type of warhead at any one time

Capsule: An improvement on the CML A, the CML B is seen as the industry standard Concussion Missile launcher.

Model: Arakyd CML C
Type: Concussion Missile Launcher
Scale: Starfighter
Availability: R
Cost: 2,500 Credits
Fire Control: 3D
Notes: The launcher may only carry one type of warhead at any one time

Capsule: The most advanced concussion missile launcher system currently available on the market.

■ Concussion Missiles

Model: Arakyd ST 2 Concussion Missile
Type: Concussion Missile
Scale: Starfighter
Availability: R
Cost: 750 Credits
Range: 1/3/7
Damage: 7D

■ Ion Pulse Warhead

Model: Krupx IP-6 Warhead
Type: Ion Pulse Warhead
Scale: Starfighter
Availability: X
Cost: 800 Credits
Range: 1/3/7
Damage: 6D (Ion Damage)
Notes: This warhead is compatible with a standard Proton Torpedo Launcher. The launcher may only carry Torpedoes or IP-6s and not a mixture

Capsule: The IP-6 is a recent development in warhead technology by Krupx. Unlike normal warheads, the IP-6 delivers a massive ionic pulse that is capable of disabling even the biggest starships. This makes the weapon ideal for law enforcement agencies

apprehending criminal starships. Unfortunately, it also makes an ideal weapon for pirates.

■ Mag Pulse Warhead

Model: Arakyd Mag Pulse Warhead
Type: Mag Pulse Warhead
Scale: Starfighter
Availability: X
Cost: 950 Credits
Range: 1/3/7
Damage: 10D*
Notes: *Special – If the damage total is greater than the Target's Resist then the Target's weapon systems are disabled for 6 rounds. There is no additional damage done to the Target ship. This warhead is compatible with a standard Concussion Missile Launcher

Capsule: While these warheads won't damage the target starship, they are capable of disabling a starship's weapon systems for 30 seconds. These warheads can be highly effective when used in conjunction with Ion cannons.

■ Proton Torpedo Launchers

Model: Krupx MG-1 Proton Torpedo Launcher
Type: Proton Torpedo Launcher
Scale: Starfighter
Availability: R
Cost: 2,000 Credits
Fire Control: 1D
Notes: The launcher may only carry one type of warhead at any one time

Capsule: The MG-1 is the most common type of Proton Torpedo Launcher found in the Galaxy's space lanes. Although the launcher system is more expensive than a Concussion Missile Launcher, the cost of reloads makes it cheaper in the long run.

Model: Krupx MG-2 Proton Torpedo Launcher
Type: Proton Torpedo Launcher
Scale: Starfighter
Availability: R
Cost: 2,500 Credits
Fire Control: 2D
Notes: The launcher may only carry one type of warhead at any one time

Capsule: The MG-2 has a more advanced targeting acquisition package than the MG-1, making it far more accurate than its predecessor.

Model: Krupx MG-3 Proton Torpedo Launcher
Type: Proton Torpedo Launcher
Scale: Starfighter
Availability: X
Cost: 3,000 Credits
Fire Control: 3D
Notes: The launcher may only carry one type of warhead at any one time

Capsule: The MG-3 is one of the most advanced Proton Torpedo Launchers currently available, and it is far more accurate than its predecessors.

■ Proton Torpedoes

Model: Krupx MG-A Proton Torpedo

Type: Proton Torpedo

Scale: Starfighter

Availability: R

Cost: 600 Credits

Range: 1/3/7

Damage: 9D

Notes: A launcher may only carry one type of torpedo (A, B or C) and may not be mixed with other types

Capsule: The MG-A is the most common type of Proton Torpedo found in the Galaxy's space lanes. It requires a Proton Torpedo Launcher to be launched.

Model: Krupx MG-B Proton Torpedo

Type: High Yield Proton Torpedo

Scale: Starfighter

Availability: X

Cost: 950 Credits

Range: 1/3/5

Damage: 10D+2

Notes: A launcher may only carry one type of torpedo (A, B or C) and may not be mixed with other types. The MG-B may be used in any a standard Proton Torpedo Launcher, since it comes with a software patch that updates the targeting computer aboard the starship

Capsule: The MG-B Proton Torpedo sacrifices range for punch, giving it the highest yield in the Krupx proton torpedo range.

Model: Krupx MG-C Proton Torpedo

Type: Long Range Proton Torpedo

Scale: Starfighter

Availability: R

Cost: 600 Credits

Range: 1/4/9

Damage: 7D+1

Notes: A launcher may only carry one type of torpedo (A, B or C) and may not be mixed with other types. The MG-C may be used in any a standard Proton Torpedo Launcher, since it comes with a software patch that updates the targeting computer aboard the starship

Capsule: The MG-C Proton Torpedo sacrifices some of its damage potential for an increased range. This increased range has caught out more than a few starship captains.

■ Strike Missile Launcher

Model: Huskar Strike Missile Launcher

Type: Anti-Starfighter Missile Launcher

Scale: Starfighter

Skill: Starship Gunnery: Strike Missile

Cost: 5,000 (Ammo: 600 per Missile) Credits

Fire Control: 2D+2

Range: 1/7/16

Damage: 4D+2

Notes: Due to the sophistication of the launcher's targeting computer and the missile's speed and manoeuvrability, ignore the penalties for targeting a moving target (See rulebook, Page 127 2nd Ed R&E)

Capsule: Huskar's Strike Missile Launcher is designed to serve aboard Capital-class starships as a defence against starfighter attack. As a result the missiles are very fast and manoeuvrable with a reasonable

payload. The missile's greatest advantage over conventional warhead launchers is its range, enabling the missiles to hit their targets before they are able to target the vessel with their own warheads. Another key advantage the Strike Missile has over other warheads is its targeting computer system, which is able to track targets much faster than other currently available targeting systems, making the launcher far more accurate than other launchers. Strike Missile Launchers typically have a magazine of eight missiles, however magazines are available for ten or twelve missiles.

Since Huskar is only relatively small company and that they only supply the Alliance, very few Strike Missile launchers are seen outside the Alliance. If the Empire ever obtained this technology it could change the course of the war.

Adventure Idea

The Empire has managed to disable an Alliance Corellian Corvette, which is fitted with a pair of Strike Missile Launchers. Alliance Command states that it is imperative that the vessel be recaptured before it falls into Imperial control.

Starship Weapons: Miscellaneous

■ Space Mine

Model: Lorrard Corp. Cluster Mine

Type: Space Mine

Scale: Speeder

Length: 2.5m

Cost: 3,500 Credits

Hull: 3D

Sensors:

Search: 25/3D

Weapons:

Laser Cannon

Fire Arc: Turret

Scale: Starfighter

Space Range: 1-3/12/25

Atmosphere Range: 1-300/1.2/2.5km

Damage: 4D

Notes: Once a vessel has been detected by the Cluster Mine, it will fire once a round at the nearest target during that round using 4D Starship Gunnery. Once deployed the mine will fire indiscriminately upon any starship in its range, unless it is deactivated

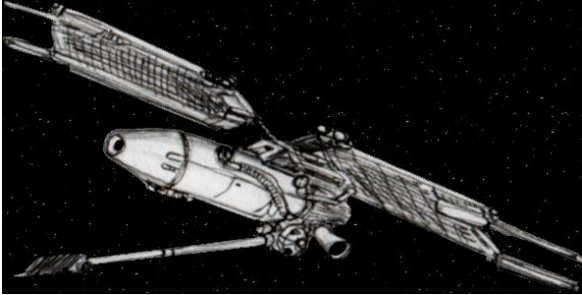
Capsule: Lorrard Corp. developed the Cluster Mine to provide the Empire with a mine that could be deployed to protect restricted areas of space for an extended period of time. At two and a half meters long, the mine is roughly cylindrical in shape with a pair of centrally positioned multi-directional solar panels. The solar panels recharge the mine's batteries giving the mine a life expectancy of five years.

A laser turret is mounted on the nose of the mine, whilst mounted at the rear is a micro thruster module. These two systems allow the mine to target any starship within its range.

Once deployed, the mine is activated by the minelayer via an activation Comm signal. This is usually done after the minelayer has deployed all the mines and is outside the sensor range of the mines. Once activated

the mine will fire indiscriminately upon any starship in its range. The activation signal is a unique signal programmed into each of the mines before deployment. This signal is also used to deactivate the mines.

The Cluster Mine has been quite successful and has been used to guard areas all over the Galaxy. The technology incorporated into the Cluster Mine was later used in developing Lorrard Corp.'s Auto Defence Laser (ADL).



Chapter 10: NPCs

Alliance Personnel

■ Astrid II

The *Astrid II* is a modified Corellian Corvette in the service of the Rebel Alliance and has been outfitted to serve as an exploratory vessel. Much of its interior has been converted into laboratories and storage compartments, which can be used to emulate almost any environment. The vessel also boasts an enhanced engine performance at both sublight and faster than light speeds over the standard Corvette, as well as having a superior sensor suite.

The Astrid II's crew is led by Commander Kat Villis and is mainly comprised of scientists that come from virtually every field of science. The starship's primary objective is to seek out new astral bodies that are suitable for use by the Alliance, whether it be a new safe world or an asteroid field ripe for mining operations.

Craft: Corellian Engineering Corporation Corvette
Type: Mid-sized Multi-Purpose Vessel
Scale: Capital
Length: 150 meters
Skill: Capital ship piloting: Corellian Corvette
Crew: 50 **Gunners:** 6
Crew Skill: Astrogation 5D, Capital Ship Gunnery 3D+2, Capital Ship Piloting 4D, Capital Ship Shields 3D, Sensors 5D+1
Passengers: 50 Scientists
Cargo Capacity: 3,000 metric tons
Consumables: 1 year
Cost: Not Available
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 330; 950 kmh
Hull: 4D
Shields: 2D

Sensors:

Passive: 45/1D+2
Scan: 85/2D+2
Search: 125/3D+2
Focus: 6/4D+2

Weapons:

2 Double Turbolaser Cannons

Fire Arc: 2 Turrets
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150km
Damage: 5D

4 Laser Cannons

Fire Arc: 2 Front/Left/Back, 2 Front/Right/Back
Scale: Starfighter
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 4D

Commander Kat Villis

Kat is a tall and attractive human female from Shipar, which is located in the Darpa Sector. She has long flowing blonde hair, green eyes and a pale complexion. She has a pleasant demeanour and is well liked by her colleagues. Whilst she is a firm supporter of the Alliance's cause, she often does not agree with its methods and her pacifist views can be, at times, a source of conflict with any military forces working with her. As well as being the Captain of the Astrid II, she is also the starship's chief scientist and is a keen explorer.

Lieutenant Ashmaa

Ashmaa is male Mon Calamarian from Mon Calamari. Physically, he is rather typical of his race; mottled salmon coloured skin, tall and lean. Like most Mon Calamarians he possesses a deep air of calm and a large capacity for concentration. Both of these traits make him an excellent marine biologist and a superb executive officer for the Astrid II.

■ Bravo Strike Team

Bravo Strike Team is one of the Alliance's top Special Ops teams and is led by Captain Ma'shi. The team of seven specialize in deep strike missions and operate in the Inner Rim. Due to the nature of their operations, Bravo Strike Team have access to one of the Alliance's rarest starships, a Quad-e 250 Stalker called Harlequin. The vessel has superb stealth capabilities and a modified cargo hold to carry two additional passengers. The team is also renowned for its use of the near silent Hush-About Jet Packs, which gives them added flexibility and unpredictability.

Team Members

| Name | Nickname | Role |
|-------------------------|----------|--|
| Captain Ma'shi | Boss | Squad Leader & Backup Pilot |
| Lieutenant Cole Higgins | Hawk | Sharp Shooter & Second in Command |
| Sergeant Siah Niln | Doc | Doctor & Backup Pilot |
| Corporal Dan Cale | Jock | Pilot & Driver |
| Private Weequay | Wraith | Infiltrator |
| Private Zuss | Spanners | Mechanic |
| Private Isaac Larsen | Havoc | Heavy Weapons & Demolitions Specialist |

Common Equipment

All of the equipment below is common for each of the members of Bravo Strike Team and is in addition to their personal equipment.

Alliance Noise Reduced Blaster Rifle

Model: Modified SoroSuub Stormtrooper One Blaster Rifle
Type: Blaster Rifle
Scale: Character
Skill: Blaster: Blaster Rifle
Ammo: 100
Range: 3-20/75/190
Damage: 4D+1

Notes: These rifles make little noise compared to normal blasters, add only +5 to an opponent's Search

Alliance Adjudicator

Model: Modified Czerka Adjudicator
Type: Silenced Slugthrowing Hold Out Pistol
Scale: Character
Skill: Firearms: Pistol
Ammo: 4
Fire Rate: 2
Range: 1-5/10/25
Damage: 4D

Vibrodagger

Model: LaserHone Talon Vibrodagger
Type: Silent Personal Combat Vibroblade
Skill: Melee Combat: Vibrodagger
Difficulty: Easy
Damage: STR+2D (Maximum: 6D)

Camo Armour

Model: Creshaldyne Industries Scout Armour
Type: Light Scout Armour
Protection: Torso, Arms & Legs (+1D Physical, +2 Energy)
Notes: Camo field adds +1D to Hide if the wearer remains motionless

Hush-About Jet Pack

Model: Arakyd Aerodynes Inc. Hush-About AJP-400
Type: Silent Personal Jet Pack
Skill: Jet Pack Operation
Charges: 10
Notes: The jet pack is capable of lifting a combined weight of 300 kg. The unit can operate continuously, moving up to 200m vertically and 500m horizontally per charge

Captain Ma'shi 'Boss'

Ma'shi, like most Kadas'sa Nikto, is dark green in colour with two black orbs for eyes. She stands at 1.63m in height and is of medium build for her race. She is a proud, fearless and ferocious fighter, who rarely shies away when challenged. She is thirty three years old and whilst most Nikto tend to be fairly humourless, all the time Ma'shi has spent with the Alliance has given her a very dry sense of humour. As Bravo Strike Team's leader, she has led them to success after success. In part, this is due to her love of ingenuity and unorthodox tactics.

Dexterity 3D

Blaster 6D; Brawling Parry 4D; Dodge 6D; Firearms 4D; Grenade 4D; Melee Combat 4D+2; Melee Parry 4D+2; Running 3D+2

Knowledge 2D+1

Streetwise 3D+2; Survival 5D; Tactics 4D; Tactics: Special Ops 5D+1; Willpower 4D

Mechanical 2D+1

Astrogation 3D; Beast Riding 3D+1; Communications 4D; Jet Pack Operation 4D+2; Repulsorlift Ops 4D; Sensors 4D; Space Transports 4D+1; Starship Gunnery 3D+1; Starship Shields 3D+2

Perception 3D

Command 4D+2; Hide 5D; Investigation 4D; Search 5D; Sneak 6D

Strength 3D

Brawling 4D+2; Climbing/Jump 4D

Technical 2D

Blaster Repair 3D+2; Computer Prog/Repair 3D; Demolitions 3D+2; First Aid 4D; Security 3D

Racial Abilities: *Vision* (Natural eye-shielding of a transparent substance. Does not suffer from adverse effects caused by sandstorms or similar conditions. Vision underwater does not blur); *Claws* (+1D to Climbing and STR+2 Damage)

Race: Kadas'sa Nikto

Gender: Female

Move: 10

Force Sensitive: No

Force Points: 1

Dark Side points: 0

Character Points: 12

Equipment: Sensor Pod - +1D to Search Rolls; Night Vision Goggles - 500m Range; Marcobinoculars; 50m of Syntherope; Military Long Range Comlink; Datapad; Medpac; 1 Power Pack; 2 Ammo Clips

Lieutenant Cole 'Hawk' Higgins

Cole is a thirty year old human originally from Alderaan, who is of average build and stands at 1.84m tall. He has closely cropped dark brown hair and dull blue eyes. He's one of the quieter members of Bravo Strike Team and often mulls over his thoughts before voicing his opinion. This characteristic, whilst sometimes infuriating for some of the other members of the team, means that his words carry a great deal of weight and logic behind them. He is an excellent marksman with a wide range of weapons, but his weapon of choice is Merr-Sonn's LD-1 Blaster Rifle.

Dexterity 3D

Blaster 6D+2; Brawling Parry 4D; Dodge 6D; Firearms 5D; Grenade 4D; Melee Combat 4D+1; Melee Parry 4D+1; Running 3D+2

Knowledge 2D+2

Streetwise 3D+2; Survival 5D; Tactics 3D+2; Tactics: Special Ops 4D+2; Willpower 4D

Mechanical 2D+1

Beast Riding 3D+1; Communications 3D+1; Jet Pack Operation 4D+2; Repulsorlift Ops 4D; Sensors 4D; Starship Gunnery 4D

Perception 3D

Command 4D; Hide 5D; Investigation 4D; Search 5D; Sneak 6D

Strength 3D

Brawling 4D+1; Climbing/Jump 3D+2

Technical 2D+1

Blaster Repair 4D; Computer Prog/Repair 3D; Demolitions 3D+2; Firearms Repair 4D; First Aid 4D; Security 3D+1

Race: Human

Gender: Male

Move: 10

Force Sensitive: No

Force Points: 1

Dark Side points: 0

Character Points: 10

Equipment: Night Vision Goggles - 500m Range; Marcobinoculars; 50m of Syntherope; Military Long Range Comlink; Medpac; LD-1 Blaster Rifle (Ammo: 100 Fire Control: 1D+2 Range: 2-50/150/500 Damage: 5D); 2 Power Packs; 2 Ammo Clips

Sergeant Siah 'Doc' Niln

Siah is a bubbly female Sullustan from the Corporate Sector. She is of slight build and is quite short at 1.27m, even by Sullustan standards. Her skin colouring is a little darker than most of the people of her race, and is attributed to her home's strong sun. Siah has an excellent bedside manner and people tend to warm to her quickly with her happy-go-lucky outlook on life. At twenty eight years old she is one of the Alliance's best field doctors and has on more than

one occasion saved the life of a member of Bravo Strike Team.

Dexterity 3D

Blaster 5D+2; Brawling Parry 4D; Dodge 6D; Firearms 3D+2; Grenade 4D; Melee Combat 4D+1; Melee Parry 4D+1; Running 3D+2

Knowledge 2D

Streetwise 3D+2; Survival 5D; Willpower 4D

Mechanical 2D+2

Astrogation 3D+2; Beast Riding 3D+1; Communications 4D; Jet Pack Operation 4D+2; Repulsorlift Ops 4D+1; Sensors 4D; Space Transports 4D+2; Starship Gunnery 3D+2; Starship Shields 4D

Perception 3D

Command 3D+2; Hide 5D; Investigation 4D; Search 5D; Sneak 6D

Strength 2D+1

Brawling 4D; Climbing/Jump 3D+2

Technical 2D

Blaster Repair 4D; Computer Prog/Repair 3D+2; Demolitions 3D+2; First Aid 5D+2; Medicine (A) 2D+2; Security 4D

Racial Abilities: *Enhanced Senses* (+2D bonus to Perception or Serach checks in low-light conditions or when attempting to hear something); *Location Sense* (+1D bonus to Astrogation checks if jumping to place that she has already been to)

Race: Sullustan

Gender: Female

Move: 10

Force Sensitive: No

Force Points: 1

Dark Side points: 0

Character Points: 10

Equipment: Night Vision Goggles - 500m Range; 50m of Syntherope; Military Long Range Comlink; 1 Power Pack; 1 Ammo Clips; Medi Sensor (+2D to First Aid & Medicine checks); Medical Backpack (See RoE); 2 Medpacs

Corporal Dan 'Jock' Cale

Dan is a twenty five year old Corellian with short blonde hair and bright blue eyes. Whilst he is quite thin, he also has broad shoulders and he stands at 1.87m tall. Dan is an outspoken member of Bravo Strike Team and will often come up with potential pit falls in a plan. He has a witty sense of humour and a love for speed, which comes from being at the controls of one vehicle or another from an early age. This has given him a broad base in driving and piloting skills. There are few vehicles he can't drive and even fewer that he won't try!

Dexterity 3D

Blaster 5D+2; Brawling Parry 4D; Dodge 6D; Firearms 4D; Grenade 4D; Melee Combat 4D+1; Melee Parry 4D+1; Running 3D+2; Vehicle Blasters 4D

Knowledge 2D

Streetwise 3D+2; Survival 5D; Willpower 4D

Mechanical 2D+2

Astrogation 4D+2; Beast Riding 3D+1; Communications 4D; Ground Vehicles 4D; Jet Pack Operation 4D+2; Repulsorlift Ops 5D; Sensors 4D; Space Transports 5D; Starfighter Piloting 4D+2; Starship Gunnery 4D+1; Starship Shields 4D+1; Walker 3D+2

Perception 3D

Hide 5D; Investigation 4D; Search 4D; Sneak 5D+1

Strength 3D

Brawling 4D+1; Climbing/Jump 3D+2

Technical 2D+1

Blaster Repair 4D; Computer Prog/Repair 3D; Demolitions 3D+2; First Aid 4D; Security 3D+1; Space Transports Repair 3D+2

Race: Human

Gender: Male

Move: 10

Force Sensitive: No

Force Points: 1

Dark Side points: 0

Character Points: 10

Equipment: Night Vision Goggles - 500m Range; Marcobinoculars; 50m of Syntherope; Military Long Range Comlink; Medpac; 1 Power Pack; 2 Ammo Clips; A pair of lucky furry dice

Private Weequay 'Wraith'

Wraith, as he is commonly known, is Weequay from a small clan who live on Ryloth. He is grey in colouring with narrow yellow eyes. It's unclear how old he is because he rarely speaks to anyone, particularly with people outside Bravo Strike Team. What is clear is that he wears thirty ceremonial braids in his topknot and that he grows a new one every year, which would indicate that he is at least thirty. He is silent, intimidating, an expert with melee weapons and very useful when it comes to disabling security devices.

Dexterity 3D

Blaster 4D+2; Brawling Parry 4D; Dodge 6D; Firearms 3D+2; Grenade 4D; Melee Combat 5D+2; Melee Parry 5D+2; Running 3D+2; Throwing Weapons 4D+2

Knowledge 2D

Streetwise 3D+2; Survival 5D; Survival: Desert 6D; Willpower 4D

Mechanical 2D

Beast Riding 4D; Communications 3D+1; Jet Pack Operation 4D+2

Perception 3D

Hide 5D+2; Investigation 4D; Search 5D; Sneak 6D+2

Strength 3D+1

Brawling 4D+1; Climbing/Jump 3D+2

Technical 2D

Computer Prog/Repair 4D; Demolitions 3D+2; First Aid 4D; Security 5D

Race: Weequay

Gender: Male

Move: 10

Force Sensitive: No

Force Points: 1

Dark Side points: 0

Character Points: 10

Equipment: Night Vision Goggles - 500m Range; Marcobinoculars; 50m of Syntherope; Military Long Range Comlink; Medpac; 1 Power Pack; 2 Ammo Clips; Lock Breaking Kit (+2D to Security checks); Vibro-ax (STR+3D+1, Maximum 7D); Sensor Bafflers (+2D to the difficulty to be detected by sensors)

Private Zuss 'Spanners'

Zuss is twenty four year old Verpine from Calorf IV. Like most Verpines he is green in colour and stands at 1.9m tall. He shares his species' childlike fascination for technology, particularly unusual or new items. He loves to tinker and modify equipment, even though he might not have the owner's permission. His technical skills have proven to be extremely useful to Bravo Strike Team, particularly when they're in the field and

they need something cobbled together. Zuss is otherwise calm and can be relied on to try and calm others down when their tempers are up.

Dexterity 2D+2

Blaster 5D+2; Brawling Parry 3D+2; Dodge 6D; Firearms 3D+2; Melee Combat 4D; Melee Parry 4D; Running 3D+1

Knowledge 2D

Streetwise 3D+1; Survival 4D+2; Willpower 4D

Mechanical 2D

Beast Riding 3D+1; Communications 3D; Jet Pack Operation 4D+2; Repulsorlift Ops 4D; Sensors 4D;

Perception 3D

Hide 5D; Investigation 4D; Search 5D; Sneak 5D+2

Strength 2D+2

Brawling 4D; Climbing/Jump 4D

Technical 3D+1

Blaster Repair 5D; Computer Prog/Repair 5D+1; Demolitions 4D+2; Droid Prog/Repair 5D; Firearms Repair 4D+2; First Aid 4D; Ground Vehicle Repair 4D+2; Repulsorlift Repair 5D; Security 4D; Space Transports Repair 5D+2; Starship Weapon Repair 5D

Racial Abilities: *Body Armour* (+1D Protection against Physical attacks); *Microscopic Sight* (+1D bonus to Search checks when looking for small objects); *Technical Bonus* (+2D bonus when using Technical skills)

Race: Verpine

Gender: Male

Move: 10

Force Sensitive: No

Force Points: 1

Dark Side points: 0

Character Points: 10

Equipment: Night Vision Goggles - 500m Range; Marcobinoculars; 50m of Syntherope; Military Long Range Comlink; Medpac; 1 Power Pack; 2 Ammo Clips; Datapad; Tools

Private Isaac 'Havoc' Larsen

Isaac is a mountain of a man from Corulag, who has ruddy brown hair, brown eyes, chiselled features and moustache. He stands at 1.97m tall and has large muscular frame. He has a long slow fuse, but when it does burn down let no man stand in his way. He is an all round marksman with skills in nearly all kinds of weaponry, however, he does favour heavy weapons and explosives. Isaac has a habit of handing out Corellian Cigars to his Bravo Strike Team colleagues just before they embark on a mission.

Dexterity 3D

Blaster 5D+2; Blaster Artillery 4D; Brawling Parry 4D+1; Dodge 6D; Firearms 5D; Grenade 4D+2; Melee Combat 4D; Melee Parry 4D; Missile Weapons 5D+2; Running 3D+1

Knowledge 2D

Streetwise 3D+2; Survival 4D+1; Willpower 4D

Mechanical 2D

Beast Riding 3D+1; Communications 3D; Jet Pack Operation 4D+2; Repulsorlift Ops 4D; Sensors 4D; Starship Gunnery 3D+2

Perception 3D

Hide 5D; Investigation 4D; Search 5D; Sneak 5D+2

Strength 3D+2

Brawling 4D+2; Climbing/Jump 4D

Technical 2D

Blaster Repair 4D; Computer Prog/Repair 3D; Demolitions 5D; First Aid 4D; Security 3D+1

Race: Human

Gender: Male

Move: 10

Force Sensitive: No

Force Points: 1

Dark Side points: 0

Character Points: 10

Equipment: Night Vision Goggles - 500m Range; Marcobinoculars; 50m of Syntherope; Military Long Range Comlink; Medpac; 2 Power Pack; 2 Ammo Clips; 1 Rocket Magazine; 1 kg of Thermite Gel; 10m of Detonite Tape; 5 Shaped Charges (+2D Damage per charge); Rocket Launcher (Ammo: 4 Fire Rate: 1 Range: 3-30/100/300 Blast Radius: 0-1 Damage: 6D); Light Repeating Blaster (Ammo: 25 Range: 3-50/120/300 Damage: 6D); A stack of Corellian Cigars

Omega Strike Team

Omega Strike Team, like Bravo Strike Team, is a top Alliance Special Op's team. Led by Captain Sayce, Omega Strike Team specialises in insertion operations, and has often been required to work behind enemy lines for protracted periods. They are experts in guerrilla warfare and evasion tactics. The Omega Strike Team strongly believes in the Alliance credo, but they are real hardliners, feeling that the Alliance actions are often too soft-handed. They believe that all things Imperial stand in the way of true freedom and should be removed; collaborators are as much an enemy as the Emperor himself.

Team Members

| Name | Role |
|---------------------------|--|
| Captain Sayce | Squad Leader & Backup Pilot |
| Lieutenant James Peterson | Sharp Shooter & Second in Command |
| Sergeant Rowell Janus | Doctor & Backup Pilot |
| Corporal Dren Razic | Pilot & Driver |
| Private Ellen Roberts | Infiltrator/Paratrooper |
| Private Damon Corrigan | Mechanic |
| Private Jenna Velasquez | Heavy Weapons & Demolitions Specialist |

Common Equipment

All of the equipment below is common for each of the members of Omega Strike Team and is in addition to their personal equipment.

Alliance Noise Reduced Blaster Rifle

Model: Modified SoroSuub Stormtrooper One Blaster Rifle

Type: Blaster Rifle

Scale: Character

Skill: Blaster: Blaster Rifle

Ammo: 100

Range: 3-20/75/190

Damage: 4D+1

Notes: These rifles make little noise compared to normal blasters, add only +5 to an opponent's Search

Alliance Adjudicator

Model: Modified Czerka Adjudicator
Type: Silenced Slugthrowing Hold Out Pistol
Scale: Character
Skill: Firearms: Pistol
Ammo: 4
Fire Rate: 2
Range: 1-5/10/25
Damage: 4D

Vibrodagger

Model: LaserHone Talon Vibrodagger
Type: Silent Personal Combat Vibroblade
Skill: Melee Combat: Vibrodagger
Difficulty: Easy
Damage: STR+2D (Maximum: 6D)

Camo Armour

Model: Creshaldyne Industries Scout Armour
Type: Light Scout Armour
Protection: Torso, Arms & Legs (+1D Physical, +2 Energy)
Notes: Camo field adds +1D to Hide if the wearer remains motionless

Passive Sound Dampers

Model: ICS Technologies PSD-10
Type: Passive Sound Dampers
Effect: +1D to all Sneak attempts

Survival Kit

Mission dependent

Captain Sayce

Sayce is a human in his late forties, he has a shock of white hair, worn short, and blue eyes. He stands to a height of 1.83 metres and is of a stocky build. He is a very calm, confident man, who carries himself with an air of supreme confidence. If he has a sense of humour, no-one has found it yet, but he is a superb CO with a flair for unit tactics.

Dexterity 3D

Blaster 6D; Brawling Parry 4D+1; Dodge 6D; Firearms 4D; Grenade 4D; Melee Combat 4D+2; Melee Parry 4D+2; Running 3D+2

Knowledge 2D+1

Streetwise 3D+2; Survival 5D; Tactics 4D; Tactics: Special Ops 5D+1; Willpower 4D; Alien Species 4D; Languages 4D

Mechanical 2D+1

Astrogation 3D; Beast Riding 4D; Communications 4D; Repulsorlift Ops 4D; Sensors 4D; Space Transports 4D; Starship Gunnery 3D; Starship Shields 3D+1

Perception 3D

Command 4D+2; Hide 5D+2; Investigation 4D; Search 5D; Sneak 6D+2

Strength 3D

Brawling 4D+2; Climbing/Jump 4D+2; Stamina 4D; Swimming 4D

Technical 2D

Blaster Repair 3D+2; Computer Prog/Repair 3D; Demolitions 3D+2; First Aid 4D; Security 5D

Race: Human

Gender: Male

Move: 10

Force Sensitive: No

Force Points: 1

Dark Side points: 0

Character Points: 12

Equipment: Sensor Pod - +1D to Search Rolls; Night Vision Goggles - 500m Range; Marcobinoculars; 50m of Syntherope; Military Long Range Comlink; Datapad; Medpac; 2 Power Pack; 2 Ammo Clips

Lieutenant James Peterson

Peterson is short and powerfully built. He has black curly hair that is kept short and he has green eyes. He has absolute respect for Captain Sayce and is utterly loyal. This is not to say that he is incapable of independent thought, far from it, many are those who underestimated the Lieutenant due to his brawny appearance and loyal streak, but it's a mistake they only make once. Lieutenant Peterson is cool-headed and has a long memory. He is definitely not a man to cross.

Dexterity 3D

Blaster 6D+2; Brawling Parry 4D+2; Dodge 6D; Firearms 5D; Grenade 4D; Melee Combat 5D; Melee Parry 4D+1; Running 3D+2

Knowledge 2D+1

Streetwise 5D; Survival 5D; Tactics 3D+2; Tactics: Special Ops 4D+2; Willpower 4D

Mechanical 2D

Beast Riding 3D; Communications 3D; Repulsorlift Ops 4D; Sensors 4D; Starship Gunnery 4D

Perception 3D

Command 4D; Hide 5D; Investigation 4D; Search 5D; Sneak 5D+2

Strength 4D

Brawling 5D+1; Climbing/Jump 4D+2

Technical 2D

Blaster Repair 4D; Computer Prog/Repair 3D; Demolitions 3D+1; Firearms Repair 3D+2; First Aid 3D+2; Security 3D

Race: Human

Gender: Male

Move: 10

Force Sensitive: No

Force Points: 1

Dark Side points: 0

Character Points: 10

Equipment: Night Vision Goggles - 500m Range; Marcobinoculars; 50m of Syntherope; Military Long Range Comlink; Medpac; LD-1 Blaster Rifle (Ammo: 100 Fire Control: 1D+2 Range: 2-50/150/500 Damage: 5D); 2 Power Pack; 2 Ammo Clips

Sergeant Rowell Janus

Sergeant Janus is a slim, attractive woman with collar length blonde hair and hazel coloured eyes. She has a quick mind and a gentler manner than her two CO's, making her a lot easier to deal with. She has a very close bond with the team, who have a growing respect of her medical skills. On more than one occasion the sarge' has been the fine line between life and death, so the whole team tend to look out for her.

Dexterity 3D+1

Blaster 6D; Brawling Parry 4D+1; Dodge 6D+1; Firearms 4D; Grenade 4D+1; Melee Combat 4D+2; Melee Parry 4D+2; Running 4D

Knowledge 2D+1

Streetwise 3D+1; Survival 5D; Willpower 4D

Mechanical 2D+1

Astrogation 3D+1; Beast Riding 3D; Communications 3D+2; Repulsorlift Op 4D; Sensors 4D; Space Transports 4D+1; Starship gunnery 3D; Starship shields 3D+2

Perception 3D+1

Command 4D; Hide 5D+1; Investigation 4D+1; Search 5D+1; Sneak 6D+1

Strength 2D+2

Brawling 4D; Climbing/Jump 3D+1

Technical 2D+1

Blaster repair 4D+1; Computer Prog/Repair 4D; Demolitions 4D; First Aid 6D; Medicine (A) 3D; Security 4D

Race: Human

Gender: Female

Move: 10

Force Sensitive: No

Force Points: 1

Dark Side points: 0

Character Points: 10

Equipment: Night Vision Goggles - 500m Range; 50m of Syntherope; Military Long Range Comlink; 1 Power Pack; 1 Ammo Clip; Medisensor (+2D to First Aid and medicine); medical backpacks; 2 Medpacs

Corporal Dren Razic

Corporal Razic is twenty nine years old, approximately 1.76 metres tall with black hair and piercing blue eyes. He's a jovial character who gets on well with others. He is well known in the Omega Strike Team as being a bit of a joker. This reputation led to him being thought of as unpredictable, but Captain Sayce saw something more in him and promoted him to Corporal. This seems to have had the desired effect as the extra responsibility seems to have calmed him down a lot.

Dexterity 3D

Blaster 5D+2; Brawling Parry 4D; Dodge 6D; Firearms 4D; Grenade 4D; Melee Combat 4D+1; Melee Parry 4D+1; Running 3D+2; Vehicle blasters 4D

Knowledge 2D

Streetwise 3D+2; Survival 5D; Willpower 4D

Mechanical 2D+2

Astrogation 4D+2; Beast Riding 3D+1; Communications 4D; Ground Vehicle 4D; Repulsorlift Ops 5D; Sensors 4D; Space Transports 5D; Starfighter Piloting 4D+2; Starship Gunnery 4D+1; Starship Shields 4D+1; Walker 3D+2

Perception 3D

Hide 5D; Investigation 4D; Search 4D; Sneak 5D+1

Strength 3D

Brawling 4D+1; Climbing/Jump 3D+2

Technical 2D+1

Blaster Repair 4D; Computer Prog/Repair 3D; Demolitions 3D+2; First Aid 4D; Security 3D+1; Space Transport repair 3D+2

Race: Human

Gender: Male

Move: 10

Force Sensitive: No

Force Points: 1

Dark Side points: 0

Character Points: 10

Equipment: Night Vision Goggles - 500m Range; Macrobinoculars; Military Long Range Comlink; 1 Power Pack; 2 Ammo Clips; 1 Medpacs

Private Ellen Roberts

Private Roberts has long red hair which she wears in braids; she is twenty seven years old and was born on Corulag. She is the Unit's only paratrooper and is often dropped in as a pathfinder ahead of the rest of the team. She is an expert in close quarters melee and specialises in the silent kill.

Dexterity 3D

Blaster 5D+1; Brawling Parry 4D; Dodge 5D+2; Firearms 3D+2; Grenade 4D; Melee Combat 5D+2; Melee Parry 5D+2; Running 3D+2; Throwing Weapons 6D

Knowledge 2D

Streetwise 3D+2; Survival 5D; Survival: Jungle 6D; Willpower 4D

Mechanical 2D

Beast Riding 4D; Communications 3D+1

Perception 3D

Hide 6D; Investigation 4D; Search 5D; Sneak 7D

Strength 3D

Brawling 4D+1; Climbing/Jump 3D+2

Technical 2D

Computer Prog/Repair 4D; Demolitions 5D; First Aid 4D; Security 5D

Race: Human

Gender: Female

Move: 10

Force Sensitive: No

Force Points: 1

Dark Side points: 0

Character Points: 10

Equipment: Night Vision Goggles - 500m Range; Macrobinoculars; 50m of Syntherope; Military Long Range Comlink; Medpac; 1 Power Pack; 2 Ammo Clips; lock breaking kit +2D to Security checks); Sensor bafflers (+2D to the difficulty to be detected); Vibroblade; 6 throwing Vibro knives (Str +1D+2: silent, max 6D damage, range 2-3/5/10)

Private Damon Corrigan

Private Corrigan is 1.81 metres tall with short brown hair and dark green eyes. He is of slight build with quite drawn and sunken features which make him look perpetually exhausted. He's not a very talkative individual, preferring the company of machines to other sentient beings, however, due to his technical skills he has found acceptance in the Omega Strike Team and is an important member of the team.

Dexterity 2D+2

Blaster 5D+2; Brawling Parry 3D+2; Dodge 6D; Firearms 3D+2; Melee Combat 4D; Melee Parry 4D; Running 3D+1

Knowledge 2D

Streetwise 3D+1; Survival 4D+2; Willpower 4D

Mechanical 2D

Beast Riding 3D+1; Communications 3D; Repulsorlift Ops 4D; Sensors 4D

Perception 3D

Hide 5D; Investigation 4D; Search 5D; Sneak 5D+1

Strength 2D+2

Brawling 4D; Climbing/Jump 4D

Technical 3D+1

Blaster Repair 5D; Computer Prog/Repair 5D+1; Demolitions 4D+2; Droid Prog/Repair 5D; Firearms Repair 4D+2; First Aid 4D; Ground Vehicle Repair 4D+2; Repulsorlift Repair 5D; Security 4D; Space Transports Repair 5D+2; Starship Weapon Repair 5D

Race: Human

Gender: Male

Move: 10

Force Sensitive: No

Force Points: 1

Dark Side points: 0

Character Points: 10

Equipment: Night Vision Goggles - 500m Range; Macrobinoculars; Military Long Range Comlink; Medpac; 1 Power Pack; 2 Ammo Clips; Datapad; Tools

Private Jenna Velasquez

Private Velasquez is 1.6 metres tall, she has dark hair that is shaved down to stubble. She is very well muscled and has stocky build, making her look more than a little masculine. She is quite a volatile individual and can be violent when her temper flares. The only person she won't argue with is Captain Sayce, whom she holds in the highest regard. She is possibly Captain Sayce's strongest supporter and would defend him with her life without having to think about it. She is the team's support weapons expert.

Dexterity 3D

Blaster 5D+2; Blaster: Light Repeating Blaster 6D; Blaster Artillery 4D; Brawling Parry 4D+1; Dodge 6D; Firearms 5D; Grenade 5D; Melee Combat 4D; Melee Parry 3D+2; Missile Weapons 5D+1; Running 3D+1

Knowledge 2D

Streetwise 3D+2; Survival 4D; Willpower 4D

Mechanical 2D

Beast Riding 3D+1; Communications 3D; Repulsorlift Ops 4D; Sensors 3D+2; Starship Gunnery 4D

Perception 3D

Hide 5D; Investigation 4D; Search 5D; Sneak 5D+1

Strength 3D+2

Brawling 4D+2; Climbing/Jump 4D

Technical 2D

Blaster Repair 4D; Computer Prog/Repair 3D; Demolitions 4D+2; First Aid 4D; Security 3D

Race: Human

Gender: Female

Move: 10

Force Sensitive: No

Force Points: 1

Dark Side points: 0

Character Points: 10

Equipment: Night Vision Goggles - 500m Range; Marcobinoculars; 50m of Syntherope; Military Long Range Comlink; Medpac; 2 Power Pack; 2 Ammo Clips; 2 Rocket Magazines; 1 kg of Thermite Gel; 10m of Detonite Tape; 5 Shaped Charges (+2D Damage per charge); Rocket Launcher (Ammo: 4 Fire Rate: 1 Range: 3-30/100/300 Blast Radius: 0-1 Damage: 6D); Light Repeating Blaster (Ammo: 25 Range: 3-50/120/300 Damage: 6D); A hip flask of Corellian Whiskey

Imperial Personnel

■ 109th Legion

The 109th Legion, pronounced one-o-ninth, was originally founded during the Clone War and was one of the first clone trooper units to enter the war. During the course of the war the Legion served with distinction across multiple battle fronts achieving numerous victories for the Republic. One of their most notable and stunning victories came at the battle of Crowkeiger, where the isolated Legion had been under siege for several weeks by a huge Separatist army. Despite their considerable disadvantage in numbers, the Legion, led by the renowned Commander Fiston, launched a decisive surprise attack against the Separatist's right flank and resulted in the complete annihilation of the droid army.

Despite their many victories, the 109th Legion was all but destroyed just as the Clone War was coming to end. Their demise came when a large Separatist fleet ambushed the fleet that the legion was being transported in as it arrived in the Pella system. A

fierce battle ensued and the only survivors that day were aboard the medical frigate Rubicon, which managed to escape shortly after arriving in system. All that remained of the Legion were the sick and the wounded. It was the last action the Legion saw of the Clone War.

In the following months the Legion was rebuilt to its former strength and with the rise of the New Order it made the transition from Clone trooper ranks to Stormtrooper ranks. It was also from this point forward that the commander of the Legion would always take on the name Fiston in honour of its former inspirational and gifted leader.

Over the years subsequent to the birth of the Empire the Legion has served across the galaxy, fulfilling the will of the Emperor. The Legion has primarily been used in an assault capacity and it is rarely rotated from front line duties. Consequently the members of the 109th tend to be of a higher calibre than their Stormtrooper brethren. In addition to the regular Stormtrooper regiment, the 109th also have a Cold Assault Trooper regiment and a Radiation Zone Trooper regiment.

To serve in the 109th is to serve in one the most combat active and successful legions in the Empire.

Type: 109th Stormtrooper

Dexterity 2D+1

Blaster 5D; Brawling Parry 4D+2; Dodge 5D; Grenade 4D

Knowledge 2D

Survival 3D

Mechanical 2D

Perception 2D+1

Hide 3D; Search 3D; Sneak 3D

Strength 2D+1

Brawling 3D+2

Technical 2D

Demolitions 3D+2

Notes:

Armour Mastery – 109th Stormtroopers have spent many years in their armour and don't suffer from their armour's DEX penalties.

Equipment: Stormtrooper Armour (+2D Physical, +1D Energy); Blaster Pistol (4D); Blaster Rifle (5D) (adds +1D to *Blaster* skill if retractable stock is used); 3 Fragmentation Grenades (5D); Utility Belt with Supplies

Type: 109th Cold Assault Stormtrooper

Dexterity 2D+1

Blaster 6D; Brawling Parry 5D; Dodge 5D; Grenade 4D

Knowledge 2D

Survival 3D; Survival: Arctic 4D

Mechanical 2D

Perception 2D+1

Hide 3D+1; Search 3D+1; Sneak 3D+1

Strength 3D

Brawling 4D+1

Technical 2D

Demolitions 3D+2

Notes:

Armour Mastery – 109th Cold Assault Stormtroopers have spent many years in their armour and don't suffer from their armour's DEX penalties.

Equipment: Snowtrooper Armour (+1D Physical & Energy); Blaster Pistol (4D); Blaster Rifle (5D) (adds +1D to *Blaster* skill if retractable stock is used); 3 Concussion Grenades (5D/4D/3D/2D); Utility Belt with Supplies; Snow Boots (+2D to movement rolls in arctic type terrain); Arctic Survival Kit

Type: 109th Radtrooper

Dexterity 3D

Blaster 6D; Brawling Parry 5D; Dodge 5D; Grenade 4D; Melee Combat 5D; Melee Combat: Force Pike 7D; Melee Combat: Vibroblade 6D+1; Melee Parry 6D+2

Knowledge 2D

Survival 3D; Survival: Radiation Zones 5D

Mechanical 2D**Perception 3D**

Hide 4D; Search 4D+2; Sneak 4D

Strength 3D+1

Brawling 5D+1; Stamina 4D+2

Technical 2D

Demolitions 4D

Notes:

Armour Mastery – 109th Radtroopers have spent many years in their armour and don't suffer from their armour's DEX penalties.

Equipment: Radtrooper Armour (+3D Physical, +1D Energy); Blaster Pistol (4D); Blaster Carbine (6D+2) (adds +1D to *Blaster* skill if retractable stock is used); 3 Concussion Grenades (5D/4D/3D/2D); Utility Belt with Supplies; Vibroblade (STR+3D); Force Pike (STR+4D); Radiation Zone Survival Kit

■ Veteran Imperial Army Troopers

With a number of campaigns and tours of duty under their belts, Veteran Army Troopers are amongst the best regular line units the Empire has to offer. Typically, each trooper has served in the Army for five or more years and performed well above average during that time. Active service and combat experience has sharpened their skills to a point that they are comparable to standard Stormtroopers, a comment that is frequently made by senior officers with the Imperial Army.

Imperial Army doctrine requires that at least one Platoon in every Battalion is a Veteran Platoon. In this way they can share their skills with the regular troops and the Battalion's Major has some highly skilled units at his disposal.

Typical Stats:**Dexterity 3D**

Blaster 4D+2; Blaster: Rifle 5D+1; Blaster Artillery 3D+2; Brawling Parry 4D; Dodge 4D+2; Grenade 4D+2; Melee Combat 3D+2; Melee Parry 3D+2; Missile Weapons 4D; Vehicle Blasters 3D+2

Knowledge 2D

Intimidation 3D; Law Enforcement 2D+2; Law Enforcement: Imperial Military Code 3D+1; Survival 3D

Mechanical 2D

Ground Vehicle Operation 2D+2; Hover Vehicle Operation 2D+1; Repulsorlift Operation 3D

Perception 2D+1

Hide 3D; Search 3D+1; Sneak 3D

Strength 3D+1

Brawling 4D+1; Stamina 4D

Technical 2D

Demolitions 2D+2; First Aid 3D

Notes:

Veterans Under Fire - Veteran Imperial Army Troopers are cool under fire and Suppression Fire shots against them have a difficulty value of Very Difficult rather than Difficult. (See Suppression Fire Rules for clarification).

Equipment: Field Armour & Helmet (+1D Physical, +2 Energy); Blaster Rifle (5D); 4 Fragmentation Grenades (5D); Utility Belt with Supplies

■ Veteran Stormtroopers

Stormtroopers have been instrumental in a large number of Imperial operations and continue to serve the Empire with devotion and loyalty. While the best of these Elite warriors are chosen to serve as Royal Guards others are chosen to serve as Veteran Stormtroopers. Veteran Stormtroopers are amongst the best the Stormtrooper corps has to offer and have served for a number of years. To distinguish between the two types of trooper, a red stripe edged in gold is added to the Veteran's right bicep armour plate on formal occasions. The stripe is approximately 20mm wide and it encircles the armour plate. Once selected, the trooper undergoes additional training in a number of fields to increase his flexibility and potency.

Veteran Stormtroopers have spent many years in their armour and wear it like an additional layer of skin, making them surprisingly agile. This ability combined with their marksmanship and coolness makes them deadly opponents in a firefight.

Veteran squads are made up of nine men and a sergeant. One member of the squad also carries Light Repeater, whilst another carries explosives when required. Veterans are usually assigned as bodyguards for VIPs or to critical Imperial installations. Veteran squads also undertake special or critical missions for the Empire.

Typical Stats:**Dexterity 2D+1**

Blaster 5D+2; Brawling Parry 5D; Dodge 5D; Grenade 5D

Knowledge 2D

Survival 3D+2

Mechanical 2D**Perception 2D+2**

Hide 3D+2; Search 3D+2; Sneak 3D+2

Strength 2D+2

Brawling 4D+2

Technical 2D

Demolitions 4D+2; First Aid 3D

Notes:

Armour Mastery - Veteran Stormtroopers have spent many years in their armour and don't suffer from their armour's DEX penalties.

Veterans Under Fire - Veteran Stormtroopers are cool under fire and Suppression Fire shots against them have a difficulty value of Very Difficult rather than Difficult. (See Suppression Fire Rules for clarification)

Equipment: Stormtrooper Armour (+2D Physical, +1D Energy); Blaster Pistol (4D); Blaster Rifle (5D) (adds +1D to *Blaster* skill if retractable stock is used); 3 Fragmentation Grenades (5D); Utility Belt with Supplies

The Fringe

■ Tuska Knoll – Information Broker

Tuska Knoll is a male Givin of medium build and average height for his species (around 2m). He has a healthy appetite, even for a Givin, and often conducts his business in surroundings conducive to eating on the job. In common with all of his species, he can withstand hard vacuum, though he will actively try to avoid this situation. His mild manner and dry sense of humour have been assets in his chosen line of work, as has his eidetic memory. Well travelled, he has built up an extensive knowledge of the galaxy and its many and varied species, again knowledge which helps to oil his business dealings. Being nonhuman he has felt the full force of the Empire's anti-alien policies, and because of this will assist the Alliance, though for the appropriate fee.

Tuska's early life is shrouded in mystery. All that is known for certain is that somehow he acquired a small personal fortune by some means and used this capital to set himself up as an Information Broker, based in the shadowport of Drex IV. Tuska showed a natural aptitude for this line of work, and steadily expanded his operation over a 3 or 4 year period, building up a network of spies, informers and information brokers covering such worlds as Nar Shadda, Tatooine, Ord Mantell and Brentaal. He bought the decommissioned Imperial Armoured Transport Ranger to serve as his personal transport. The ship came complete with a crew, which included the pilot, Dallara. Perceiving that his expanding empire made him a potential target for rivals, Tuska employed the services of Alyssa as his bodyguard.

Business was generally good for Tuska, until mysteriously his sources began to dry up. His usually efficient operatives found it more difficult and more expensive to gather the information that was the lifeblood of his industry. Needing to maintain his reputation whilst he struggled to put things right, Tuska was forced to begin paying over the odds to satisfy clients. This couldn't go on indefinitely, and some 18 months after the destruction of the Death Star, Tuska was facing financial ruin. Desperate, he approached various moneylenders, only to be rebuffed by them all, until... Tuska's worst nightmare, Jabba the Hutt offered Tuska enough credits to keep his operation viable for a few more months. Despite his better judgement, Tuska took the money, believing strongly in his ability to turn things round. Little did he suspect that it was Jabba himself that had caused the problems for his business, jealous that Tuska had the temerity to set up an operation in the Hutt's backyard.

Things didn't turn round, whilst the repayments kept on rising. Tuska was forced to look in the mirror, realising that if he didn't do something drastic soon, Jabba would literally own him. With a heavy heart, Tuska sold off all the assets he could, his ship, various residences he maintained, interests in various restaurants, anything he could convert into a few credits. He paid off his loyal retainers as best he could, whilst holding enough to ensure the clearance of his debt to Jabba. Free of Jabba's clutches, Tuska vowed

to start over, to rebuild his empire, and to find out why it had all gone wrong in the first place. Though revenge wasn't on his mind, Tuska was certain he would do his level best to extract some measure of retribution, should he ever find out that his empire had been deliberately smashed.

GM's Note: When the PC's meet Tuska Knoll for the first time, he will invariably know something about them, using this knowledge to demonstrate his credibility and is sensitive enough not to let slip anything the characters may consider threatening.

Dexterity 2D+1

Blaster 4D; Dodge 4D+1;

Knowledge 3D+2

Alien Species 4D+1; Bureaucracy 5D; Business 6D; Cultures 4D+1; Law Enforcement 4D; Planetary Systems 4D+2; Streetwise 6D+2; Survival 4D; Value 6D

Mechanical 3D+1

Astrogation 4D+2; Communications 4D; Repulsorlift Ops 4D; Sensors 4D; Space Transports 5D; Starship Gunnery 4D; Starship Shields 4D+2

Perception 3D

Bargain 6D; Con 6D; Hide 4D; Investigation 6D+2; Persuasion 5D; Search 4D+1; Sneak 4D+1

Strength 2D+1

Stamina 3D

Technical 3D+1

Blaster Repair 4D; Computer Prog/Repair 5D; Droid Prog/Repair 4D+2; Security 4D; Space Transports Repair 4D+1;

Racial Abilities:

Mathematical Aptitude (+2D bonus when using skills involving mathematics, including, Astrogation. They can automatically solve most simple equations)

Vacuum Protection (+2D bonus to Strength or Stamina rolls when resisting a vacuum or harsh elements. For a Givin to survive for 24 hours in a complete vacuum, it must make an Easy Stamina roll, with the difficulty level increasing by one every hour thereafter)

Increased Consumption (Givin must eat at least three times the amount of food a normal human would consume or they lose the above protection)

Race: Givin

Gender: Male

Move: 8

Force Sensitive: No

Force Points: 1

Dark Side points: 0

Character Points: 12

Equipment: Navy Light Robes; Blaster Pistol (4D); Comlink; Datapad

Chapter 11: Alien Races

Half-Twi'lek

Half-Twi'leks are of human stock, and have features of both the Twi'lek and human parents. Like Twi'leks they have the instantly recognisable Lekku, or Head-tails, which hang from the base of their skull, which enable them to communicate secretly. Half-Twi'leks tend to be tall, although not as tall as Twi'leks, and of average human build. Their skin tends to be a pale grey or blue-grey, and their eyes are usually brown or green. While Twi'leks are usually hairless, it's not uncommon for a Half-Twi'lek to have a hairy torso. Half-Twi'leks vary greatly in personality, and this is attributed to their human parentage.

'Pureblood' Twi'leks despise Half-Twi'leks with a passion and will try to avoid them if at all possible. This racial hatred is based on their 'Impurity' and because many Half-Twi'leks act like humans.

Although not great in numbers Half-Twi'leks are found throughout the Galaxy doing all manner of jobs.



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Attribute Dice: 12D

DEXTERITY 1D+1/3D+1

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+1/2D+2

PERCEPTION 2D/4D+1

STRENGTH 1D+1/3D+1

TECHNICAL 1D+1/3D+1

Special Abilities:

Head-Tails: Like Twi'leks, Half-Twi'leks can use their head-tails to communicate in secret, even if the room is full of others. The complex movement of the tails is, in a sense, a "secret" language that all Twi'leks and Half-Twi'leks are fluent in.

Story Factors:

'Pureblood' Twi'leks despise and persecute Half-Twi'leks and find their presence intolerable. As a result Half-Twi'leks are barred from the Twi'lek homeworld, Ryloth, and are ignored at best or are assaulted at worst.

Move: 10/12

Size: 1.5-2.4m

Klik'tak'nek

This stocky race of hexapedal insectoids is notable for its hierarchical organisation. Several sub-types exist (and it is believed that there are more than the three that are commonly encountered) each of which fulfils a specific role in the normal functioning of the tribal unit.

The Klik'tak'nek all share the following common features, they have a hard chitinous exoskeleton (+1D energy, +2D physical), compound eyes and can communicate by secreting pheromones (only three scents have been defined to date: Danger, Food and Sexual attraction. Exobiologists believe that there may be other scents). Pheromones can be detected up to 5km away, depending on local wind conditions and the presence of other, stronger, masking smells. No Klik'tak'nek encountered to date has had manipulative skills in any one of their forelimbs. The rear two pairs are used for locomotion only. Their homeworld is mostly tropical, and as such the Klik'tak'nek show a vulnerability to cold (stamina roll required at 0 to -10C, otherwise they will quickly die of exposure at these temperatures).

Klik'tak'nek are raised in large broods, and their future station in life is largely determined by their initial diet. Three sub-types have been identified: Soldier, Worker and Organiser.

Soldier: May not have KNO or TEC attribute above minimum. They are bettered armoured (thicker skinned) than their brethren (+2D energy, +3D physical). Up to 15% of soldiers possess an organ on their head which allows them to spit an acid up to 15m in a front fire arc (0-3/7/15, 5D damage). This can be used once per round up to 6 times in any standard day, before a period of rest (24 standard hours) is required to allow the acid reservoir to replenish. Soldiers gain an extra 4D of skill dice for use in combat skills only at creation. No more than 2D may be used for any one skill. Soldiers can understand Basic, but are unable to speak it. They can communicate in the native language of the Klik'tak'nek, which consists of a series of clicks.



Worker: May not have KNO or MEC attribute above minimum. Workers gain an extra 4D of skill dice for use in Technical skills only. No more than 2D may be used for any one skill. Some 50% off workers possess wings, which enable them to fly at up to move 20. They may also hover, but this requires greater effort and as such requires a moderate stamina roll every 5 rounds after the first 5. Failure indicates that "balance" is lost and the worker must set down as soon as possible. Workers can understand Basic, but are unable to speak it. As with the soldier caste, workers are able to communicate in their native language. In times of great need some of these flying workers are recruited into the soldier caste, where they will receive rudimentary martial training. However, such is the fear of armed, flying workers, that when the danger has passed, all of these recruits that have survived are exterminated.



Although these sub-types are die capped at creation, their attributes may be increased at the same cost as per the normal rules. It is unusual, though not unknown, for Klik'tak'nek to strike out on their own. They are usually outcasts or, occasionally, lone survivors of Klik'tak'nek expeditions which have gone wrong.

Due to the physical make up of their "hands", Klik'tak'nek suffer a -2D penalty to all manipulative skills when using equipment of non native manufacture. This penalty applies in reverse to any non-insectoid derived species using items of Klik'tak'nek construction.

It is rumoured that there is a Royal Family directing the overall policy of each tribe of the Klik'tak'nek. These shadowy individuals are not believed to be limited by the same restrictions as their subjects due to a different juvenile diet.

Attribute Dice: 12D

- DEXTERITY** 2D/4D+1
- KNOWLEDGE** 2D/4D
- MECHANICAL** 2D/4D
- PERCEPTION** 2D/4D+2
- STRENGTH** 2D+2/4D
- TECHNICAL** 2D/4D

Move: 10
Size: 1.4-1.8m



Organiser: May not have Tech or Mech attribute above minimum. They have an Aptitude for Languages (+2D, 4 free fluencies) and have sufficiently advanced voiceboxes to be able to articulate any language. They also possess Fast Initiative (+1D to perception against non-Klik'tak'nek). They use this talent to direct troops or workers in crisis situations. All Organiser sub-types automatically gain the Command skill.

Malakashi

The Malakashi are a race of desert nomads native to the planet Varlaash, which is situated in the Mid Rim. They are a tall and elegant humanoid race, known for their incredible speed and sureness of foot. They dress in flowing robes of a native silk that covers them from head to toe, revealing only their eyes, which are a vivid lilac in colour. They travel across the dunes of their homeworld, hunting the native marlash lizard, for food and hides. A hardy race they are extremely well adapted to the heat of Varlaash, with an innate ability to internally ration their body's water, preventing them from dehydrating in some of the harshest conditions. Some Malakashi have been known to go without water for weeks, without suffering any physical effects.

Varlaash is a desert planet, with huge sand dunes covering much of its surface. All of the planet's water comes from underground lakes and cisterns that are accessed from the surface via a network of tunnels. Many of these tunnel systems have grown into small communities where those whose wanderlust has ebbed and those too young to travel the desert are settled. These are responsible for the hydroponics facilities, which provide the Malakashi with numerous varieties of edible fungus, which supplement their diet of marlash meat. It is a sparsely populated planet, as the inhospitable climate does not encourage visitors to settle. There is, however, a growing interest in Varlaash from the ranks of the galaxy's professional athletes. The harshness of the planet's climate and the athletic renown of its natives have served to draw athletes from around the galaxy to undertake stamina and endurance training with the Malakashi. This has substantially increased the planet's profile and led to their mid-sized capital city and spaceport, which is situated in the mountains at the North Pole (where it is coolest), being dramatically enlarged in recent years.

Attribute Dice: 12D

DEXTERITY 2D/4D
KNOWLEDGE 1D+1/3D+1
MECHANICAL 1D+1/3D
PERCEPTION 2D+1/4D
STRENGTH 2D/4D
TECHNICAL 1D+1/3D+1

Special Abilities:

Desert Walker: Due to the Malakashi's unique physiology, they are able to go for days, and in some cases even weeks, without water. In hot and arid conditions, Malakashi are not required to make stamina checks for the first 3 days that they have to exist without water. After the initial 3 days, they get a 2D bonus to their stamina roles to resist dehydration.

Sure footed: Malakashi are supremely sure footed. This comes from their ability to run across miles of shifting dunes, teaching them how best to place and spread their weight in environments where the footing could be considered treacherous and difficult. This ability manifests itself in the following ways: +1D to *Acrobatics* and any *Dexterity* checks that would be required for a character to remain standing do to the effects of terrain or environment.

Survivors: At character creation add +1D to the character's *Survival* skill. This is in addition to any other dice that are put into this skill.

Story Factors:

Wanderlust: Malakashi are born wanderers and, since the recent increase in their homeworld's profile, they have spread beyond the boundaries of their small desert planet. Malakashi can now be found on almost any inhabited planet in the galaxy. Regardless of their location, they maintain their native tradition of covering their entire bodies except for their eyes, however, they do not all choose to wear the native robes. Many have chosen to wear less conspicuous clothing, particularly in areas of Imperial control, so that they stand out less from the crowd.

The Malakashi's wanderlust sets in during their late teen's and continues for approximately ten years, before they start to settle down. They never completely lose their enjoyment of travel, but as they

proceed into adulthood, the desire to keep moving drives them less.

Racial Weapon: The chosen weapon of the Malakashi is a large curved sword, similar to a scimitar though wielded in two hands. With regards to ranged weapons, they are happy to use whatever is available at the time of need, having no blasters or firearms unique to Varlaash.

Move: 14
Size: 1.7-2.5m

Nautolan

One of the two sapient species that inhabit the Mid Rim planet Glee Anselm, Nautolans are amphibious humanoids with mottled green skin. They have large lidless black eyes, which grant them excellent vision in low light conditions, and in place of hair have a mass of long tendrils. Nautolans have a reinforced skeletal structure and tough rubbery skin that allows them to swim at considerable depths and also makes them very resilient.



A Nautolan's tendrils act as an additional sensory organ that can detect pheromones, albeit their sensitivity is somewhat diminished in non-aquatic environments. This ability tends to mean that Nautolans will empathise with those around them as well as understand their emotional state. Their native tongue, which can only be pronounced underwater, relies heavily on this characteristic as much of the meaning is conveyed through pheromones. Out of the water, Nautolans speak either basic or Anselmian, the language of the surface dwelling species that they share their homeworld with.

The Anselmi and Nautolans have largely coexisted peacefully, however, there have been occasional and brief conflicts between the two - largely due to the encroachment of the Anselmi on Nautolan territories. Since the rise of the Empire these conflicts seem to have increased in frequency and there are some who believe that this is no mere coincidence...

Nautolans have a love for adventure and whilst not all that common, they can be found throughout the galaxy doing all manner of jobs.

Attribute Dice: 12D

DEXTERITY 2D/4D
KNOWLEDGE 1D+2/3D+2
MECHANICAL 2D/4D
PERCEPTION 2D+2/4D+2
STRENGTH 2D+1/4D+1
TECHNICAL 1D+2/3D+2

Special Abilities:

Amphibious: Nautolans can breathe in both water and air.

Emotion Sense: Nautolans have the ability to sense the emotions of others. This confers to a +1D bonus (+2D in an aquatic environment) to Con, Intimidation, Bargain, Persuasion, Gambling and Seduction.

Empathy: Nautolans can not only sense the emotions of others, but will to a certain extent feel the same emotion in response. When a nearby character is using a psychological skill, such as Willpower, then this will confer a +/- 1D if the Nautolan needs to make a similar roll (e.g. Garn is rolling Willpower to resist Intimidation but he fails. Renko, a Nautolan, is then Intimidated, and is at -1D to their Willpower roll because they are feeling some of the panic that made Garn give in. If Garn had been able to resist, Renko would have been at +1D).

Enhanced Sight: Nautolans' eyes are naturally attuned to perceive in low light conditions. They receive a +1D bonus to all Perception or Search rolls in low light. Nautolans can see clearly in aquatic environments providing there is sufficient light.

Pheromone Communication: Nautolans have the ability to communicate with others of their species through the release of pheromones.

Tough Body: Nautolans have a reinforced skeletal structure and tough rubbery skin granting them a +2 to resist physical attacks.

Move: 10 (6 in water)
Size: 1.6-2.0m

Tu'ňang Ro

The Tu'ňang Ro is an ape-like race of intelligent primates, found on the outer rim world of Tu'ňang. They have short, squat, powerful bodies covered in hair that varies between a dark brown and vibrant orange in colour. The length of their body hair varies considerably based on personal preference, but seldom exceeds 20 centimetres in length. Their eyes are dark, usually shades of brown, though some have black eyes. Their arms are the full length of their bodies, their legs, however, are comparatively short; they are not built for speed. Tu'ňang Ro do not need to wear

clothes, but often wear cloth wrapped around their bodies in a loose fitting flowing style, that allows relatively good freedom of movement. These robes tend to be in dark in colour, providing contrast with the Tu'ňang Ro's often vibrant colouring.

They are a technologically advanced race and have developed hyper-drive technology; however, they are a reclusive race, which has tried to remain separate from the troubles that have plagued the galaxy under the rule of the empire. This means that it is rare to see members of this race except in the outer rim territories near their home world. They are trying to avoid the attention of the Empire, especially since the enslavement of the Wookiees.

Tu'ňang Ro are generally quite gentle, however, when they are threatened they can prove to be fearsome warriors indeed. They are more suited to close quarters fighting and brawling, where they can use their superior dexterity and strength to their advantage and a charging Tu'ňang Ro is an incredible and terrifying sight to behold. Tu'ňang warriors, although capable of using blasters, tend to favour more traditional styles of weapon, such as vibro spears, vibro javelins, stun bolas and, the particular favourite, the Rooballa, a powered boomerang that delivers an extreme burst of energy on impact.



Attribute Dice: 12D

DEXTERITY 2D+2/4D+2
KNOWLEDGE 1D+1/4D
MECHANICAL 1D+1/3D
PERCEPTION 1D+2/3D+2
STRENGTH 2D+2/5D
TECHNICAL 1D+1/3D+1

Special Abilities:

Good Climbers: Tu'ňang Ro, due to their long arms and dextrous feet, make remarkably good climbers. This being the case, on character creation they receive a +1D bonus to their climb skill.

Fierce Charge: Tu'ngang Ro, when pushed to the point of anger, become fierce warriors. They are able to make good use of their weight and momentum to increase their strength and prowess when charging down an opponent. If a Tu'ngang Ro moves into hand to hand combat with an opponent, for every move they make after their first they can add 1D to their strength attribute (to a maximum of 2D); e.g. a Tu'ngang Ro warrior charges a Stormtrooper and has to make 2 moves to get to his enemy, thus he adds 1D to his strength attribute and related skills; if he had made 3 moves to reach his opponent the bonus would be + 2D (the maximum).

Story Factors:

Speak Basic: Tu'ngang Ro do speak basic, though it is usually a heavily accented patois. An easy languages role is required for other races to understand a Tu'ngang Ro speaking basic.

Racial Taboo: Tu'ngang Ro have a racial taboo regarding uncovered heads. On Tu'ngang, it is considered the height of rudeness for an individual to uncover their head. This being the case, all Tu'ngang Ro wear some sort of headdress while in public, whether this is a bandana, hat or helmet is irrelevant, as long as the crown of the head remains covered. This is an ancient taboo and many are unsure of its origins, but some have speculated that it is a sign of their civilisation, to remove ones head gear is to revert to the primitive, base animal urges, thus, to bear one's head towards someone implies that they are beneath you, not worthy of your attention or respect.

Move: 8/10

Size: 1.3-1.8m

Ubese

Introduction

Hundreds of years ago, the Ubese were an isolated species. Uba's inhabitants led a peaceful existence as a highly sophisticated culture on their lush planet.

Then due to off-world traders, who brought new technology to their planet, an obsession awakened within the Ubese. They hoarded whatever technology they could find, and traded whatever possible to obtain more technology.

Initially, this technology brought better productivity, improvements within health conditions, which in itself brought about the colonisation of several other worlds.

However, the Ubese society began to pay the price for their rapid technological growth. Within a few decades, the Ubese became intensely interested in creating their own technology. Their need to acquire new technology led the Ubese to a power-hungriness and the need to conquer other civilisations to spread their power and influence.

The Ubese began to manufacture weapons which had been banned ever since the formation of the Old republic, but local sector observers discovered this and realised they had to stop the Ubese from becoming a major threat. The sector council, driven by fear and misinformation, decided upon a pre-emptive strike that would reduce the Ubese's influence in the region.

Unfortunately, the strike set off many of the Ubese's large-scale tactical weapons, obliterating Uba I, II and V. When Uba III detonated it shattered the planet's crust, the forces tearing the world apart, scattering the remains into Uba's asteroid belt.

Survivors were only reported on Uba IV, the Ubese homeworld. Sector authorities were ashamed of their actions, so much so they refused to offer aid to Uba IV and wiped any reference to the Uba system from all official star charts and placed the system into quarantine. The cover up operation was so well executed that news of the devastation didn't reach Coruscant.

Billions died in the orbital strikes, the survivors of which scratched out their tenuous existence from the ruins. They evolved into a race of savage nomads, scavenging whatever they could from the wreckage in small clans.

Some Ubese were relocated to Ubertica – a nearby system. The survivors on Uba (known as the True Ubese) know those relocated by well-meaning activist groups within the system as Yrak Pootzck, a phrase, which implies impure parentage and cowardly ways. Whilst the Yrak Pootzck slowly propagated and found their way into the galaxy, the true Ubese struggled for survival on their homeworld.

A few millennia later the Ubese found a way off Uba IV and many became mercenaries, bounty hunters, slave drivers and bodyguards. Particularly vengeful Ubese hunted down the Yrak Pootzck as part of the millennia-old bloodfeud. Savax, a true Ubese warlord, rallied several clans and bombarded the Yrak Pootzck settlements on Ubertica. Fortunately, for the rest of the sector, Imperial forces intervened and vaporised Savax and his ships, but not before Ubertica's urban areas had been laid waste.

Very few free-traders visit Uba IV, those who do have a habit of disappearing suddenly, as Ubese raiders tear apart their ships for scrap.

Very little is known about the Ubese and their culture. But they are generally of slight build and wear protective clothing, which enables them to live on Uba IV. They rely on a variety of machines to keep them alive, such as specially tuned breath masks or filters to process the atmosphere. They use voice modulators and wrap themselves head to toe in combat armour, flowing robes and rugged survival clothing, as a result nobody knows what they truly look like anymore. They still carry their species' obsession with technology.

The Ubese appear to be loyal to one another, despite their dislike of any other members of the galactic community. Away from their homeworld, Ubese care little for other societies' laws and customs. They are nomadic warriors, wanderers who hide their secrets and agendas, just as they hide their own faces behind their helmets and breath marks.

Naming Conventions

Traditionally Ubese only have one name, which is partially derived from their parents' name. They can also be referred to by their Clan as well - e.g. Lavaz à Guan, meaning Lavaz of Clan Guan.

A male's name made up of a 'derived' portion and a 'given' portion. The 'derived' portion is made up of the

first three letters of his father's name. Whilst the 'given' portion of his name is given by the parents - e.g. Trazel is the father of Tralak, the 'Tra' is derived, whilst 'lak' is given.

A female's name is created in a similar manner except that the 'derived' portion of their name is made up of the first three letters of their mother's name.

While this method of naming is traditional a number of Clans don't always follow this method, most notably Clan Malex, which is known for its strong non-traditional views.

Letters more commonly used: A's, H's, L's, O's, U's and Z's.

Example names: Savax, Bousshh, Zulla, Araz

Some words:

À – of
 Á – is
 Teal – Hunter
 Vell – Warrior
 Vellux – Clan Chief (literally means Warrior Chief)

Some Notable Clans:

Guan – Recently enslaved by pirates and taken off world
 Malex – Non-traditionalists
 Zalth – Have a very strong dislike to strangers
 Culaz – Has possibly the largest contingent of Warriors
 Kurat – Probably the wealthiest tribe

Some more examples:

Lavez á Vell à Zalth – Lavez is a warrior of Clan Zalth
 Vellux Trazel à Culaz – Chief Trazel of Clan Culaz

Roleplaying a 'True Ubese'

When playing an Ubese remember that they are often:

- Obsessed by technology;
- Not seen outside they're armour;
- Have little interest in Galactic matters;
- Usually Mercenaries, Bounty Hunters, Bodyguards or Slavers;
- Usually cold and calculating;
- Generally quite reserved;
- Survivalists;
- Lovers of the open road and like to wander;
- Sometimes vengeful when Yrak Pootzck are involved.

Attribute Dice: 12D

DEXTERITY 2D/4D+2
KNOWLEDGE 1D/3D
MECHANICAL 1D/2D+2
PERCEPTION 2D/4D+2
STRENGTH 1D/3D
TECHNICAL 2D / 4D

Special Abilities:

Survival: 'True Ubese' get a +2D bonus to their Survival skill.

Technical Aptitude: At the time of character creation only, 'True Ubese' characters receive 2D for every 1D they place in technical skills.

Type II Atmosphere Breathing: 'True Ubese' require adjusted breath masks to filter and breathe Type I Atmospheres. Without the masks, Ubese suffer a -1D penalty to all skills and attributes.

Move: 8/11
Size: 1.75/2.25m

Woorian - Near Humans

Woorians are of human stock, who have evolved and adapted to their planet's conditions. Woorians tend to be a bit taller and of lighter build than normal humans, although you'd be hard pressed to pick them out of a crowd of humans. They are used to lower than standard gravity and long day cycles, as a result it takes them a little while to adapt to life on different planets.

Due to the number of flourishing businesses on Woor, the inhabitants have grown both wealthy and knowledgeable in the economic cycle. Their business skills are in demand across the Galaxy, which has led to the creation of a number of operations devoted solely to business consultation. The Woor School of Economics is renowned throughout the sector, and its fame is beginning to reach even towards the core worlds.

Attribute Dice: 12D

DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 2D/4D
PERCEPTION 2D/4D
STRENGTH 1D+2/3D+2
TECHNICAL 2D/4D

Special Abilities:

Wealth: At character creation, double the normal amount of starting credits.

Business Acumen: At character creation add +1D to the character's Business skill. This is in addition to any other dice that are put into this skill.

Low Gravity World: If a Woorian is exposed to standard or higher gravity, they will be subject to the following rules for the first two months: -1 to all Strength rolls excluding Stamina.

Story Factors:

Imperial Acceptance: The Empire's usual stance on non-humans doesn't apply to the Woorians. This is in part due to their business skills and wealth, but mainly because it's nearly impossible to tell the difference between a human and a Woorian.

Move: 10/12
Height: 1.6 - 2.10m

Chapter 13: Creatures

Felis Amarynthe (or Arainian Green Tiger)

Felis Amarynthe (or the Arainian Green Tiger as it is more commonly known) was first found in the jungles of the planet Araine in the Jinten system (Darpa Sector). The creature is a particularly long haired form of big cat, with fully grown adults reaching between two to three meters in length. The animal's long hair has a green hue, cut with stripes of either brown or a shade of green somewhat darker than the base fur. A hunting predator, the Green Tiger uses ambush tactics, lying in wait, sometimes for hours, until pouncing on passing prey from the verdant jungle. Its colouration makes it extremely difficult to spot a waiting cat.

When the native Arainians first began studying the cat it was found to possess some remarkable qualities that are almost unique for a creature of its kind. The first unusual thing scientists discovered was that the Amarynth was almost completely hairless at birth, other than small, tufty patches around its nether regions and central face. Upon closer examination it was noted that the 'hair' was not formed of keratin as in any previously studied mammal, but rather was a symbiotic plant.



During mating the plants on the mother and father cross pollinated, in much the same way as normal plants. Through the gestation period both the infant cat and plant grew together, feeding off the mother in the same way as a normal child. Around 3 weeks after birth the plant begins to spread across the kitten's body, growing rapidly now it has sunlight to help it along, and feeding off the tigers internal energy. Initially, scientists were unsure of the benefits to the tiger of hosting the plant, but it has since been observed that a tiger that has been denied food for an extended period of time with suffer few ill effects as the plant creature shares the results of its photosynthetic processes, transporting nutrients into the tiger to keep it alive.

A secondary effect of the plant 'hair' is that it acts as a form of insulation, keeping the tiger cool in the heat of the day and warm during the colder nights. Clothing designers have been trying to exploit this for years, though it is difficult to keep the plant alive once the host has been killed and skinned.

Once the animals began to be exported off-world, either to zoos or for private collectors, it was noted

that the plant symbiont had the ability, over time, to adjust its pigmentation to account for any changes in the wavelength of sunlight of its new habitat, to maintain its efficiency of light collection, and at the same time assisting the tiger to blend better into local vegetation.

Type: Jungle Predator

DEXTERITY 3D+2

PERCEPTION 3D

Hide 4D+2, Search: Tracking 4D, Sneak 5D

STRENGTH 3D+2

Stamina 5D+2

Special Abilities:

Camouflage: +2D to Hide rolls in its habitat

Paws: STR+2D

Senses: Felis Amarynthe possess sharp senses of smell and hearing - add +2D to Perception and Search: *Tracking* when applicable.

Teeth: STR+1D

Move: 15

Size: 2-3 meters long

Kalasaahn Panther

One of the largest hunting cats in the galaxy, the Kalasaahn panther is an impressive physical specimen. With its black furred body size reaching as much as five and a half meters in length, though the more average animal is closer to four meters, these jungle behemoths are feared in their native jungles of Araine. Its sheer size belie the fact it is actually a cat, only its facial features are truly feline, and even then instead of the graceful fangs seen in most felines, the Kalashan panther possesses four rather pronounced, wickedly curved, tusks on its lower jaw. Despite its sheer bulk, its powerful legs are capable of propelling it at high speed over short distances, and enable it to leap quite impressive distances, given the mass of its body. Its sheer physical power makes it as likely to smash small trees as try to climb them. To fuel its massive bulk, the panther must eat well, and had developed an omnivorous diet, rather than the meat eating diet of its lesser cousins. They much prefer meat, but will graze on various jungle plants in the absence of game.



There are legends of a 'Kalasaahn Meriva' amongst the more superstitious villages of the western continent. This legendary beast is said to be twice the size of a

normal animal. Most Arainians dismiss this legend, though none of them are above using tales of the panther's sharp green or yellow eyes as a baleful warning to naughty children who stray too far from home.

Type: Jungle Predator

DEXTERITY 3D

PERCEPTION 2D+2

Hide 5D, Search: Tracking 3D+2, Sneak 4D

STRENGTH 5D+1

Climbing/Jumping 5D+2, Stamina 6D

Special Abilities:

Teeth: STR+1D+2

Paws: STR+2D

Senses: Kalasahn Panthers possess sharp senses of smell and hearing - add +2D to Perception and Search: *Tracking* when applicable.

Camouflage: +1D to Hide rolls in its habitat

Burst of Speed: Following an Easy Stamina roll the Kalasahn Panther can increase its Move to 12 for 1 round. Each subsequent time the panther attempts this in a day the difficulty increases by one difficulty bracket. Note that failed Stamina rolls count towards this increase in difficulty.

Move: 10

Size: 3-5 meters long

Re'tak

A Re'tak is a very nasty predator which is commonly found through out the Galaxy's jungles, although its planet of origin is unknown. The snakelike Re'tak has a pair of hind legs positioned approximately a third of the way up its cylindrical body. These legs propel the Re'tak at an incredible speed allowing it to strike without warning. Its head is roughly triangular in shape with a pair of forward facing hazel eyes and a pair of sensitive nostrils. The Re'tak's head and back are covered in tough green scales, while its light brown belly is unarmoured. They have a limited ability to regenerate wounds that they suffer, making them very difficult to kill. The Re'tak primary weapon is its sharp triangular teeth which can tear its prey apart in moments.

Re'taks tend to operate independently, only coming together to mate each year. Like most reptiles they lay eggs after mating and are reared by the mother. A typical nest usually comprises of two or three eggs, and when hatched the mother looks after the hatchlings for the first six months of their lives. Re'tak eggs are a delicacy on many planets, and it is thought that this why they were spread throughout the Galaxy.

Type: Jungle Predator

DEXTERITY 4D

PERCEPTION 3D+2

STRENGTH 3D

Special Abilities:

Teeth: STR+2D

Natural Armour: +1D to resist all types of damage when hit on its head and back.

Regenerate: A Re'tak ignores the effects off being Stunned, Wounded, Incapacitated or Mortally Wounded. Although they still counts as being Stunned,

Wounded, Incapacitated or Mortally Wounded. In addition, every five rounds the Re'tak heals one 'Wound Level' (i.e. from Incapacitated to Wounded). The Re'tak may not regenerate from the Killed level.

Move: 17

Size: 2-2.5 meters long

An extract from the Imperial Science Ministry concerning the autopsy of a Re'tak:

DRF: "OK, this is a recording of our first autopsy on the lifeform designated NIHL-554/F/333. This creature is named, oh, what was it Doctor?"

DCF: "Re'Tak, Bob."

DRF: "Oh yes, Re' Tak. Present are myself, Doctor Robert Falsoolian, Doctor Crail Torg and Senior Technician Farhad Irvani. Right. The creature appears to be a reptilian biped, ah, two hundred and eighteen centimetres in length. From the teeth, by the stars!"

TFI: "Damn. Those are some teeth!"

DCF: "Heh, Ok, I count fifty-four teeth, each a good, five centimetres in length, serrated, triangular, and from those tendons, I'd say they were at least partially retractable."

DRF: "I concur. They'd have to be in any case, the pallet is not deep enough to allow the mouth to close in any case. Certainly a predator,"

DRF: "Yes. I'm intrigued. According to the acquiring source, this creature was extremely robust,"

TFI: "I quote; 'We hit it and hit it and hit it, and it just wouldn't die!', Sir."

DRF: "Thank you technician. I think we can do without the vernacular. It doesn't seem large enough to pose a serious threat to a squad of Imperial Army troopers though."

DCF: "The tendons, musculature, and ligaments of the legs would seem to support the estimation of the top speed. I'm surprised that it took this much damage to stop it as well. There's a good thirty percent of its body mass missing."

DRF: "I think we'll have to assume that much of the damage was caused posthumously."

DCF: "Yes. Trigger happy squaddies always make our job difficult."

DRF: "OK, lets open him up. Technician, would you pass that scalpel? Thank you. Right."

DCF: "It's not getting anywhere."

DRF: "No. Technician, that saw looks about right, thank you."

[High pitched screaming sound covers voices for a few seconds...]

DRF: "Ah, that's doing the trick. How fascinating! Look at this Crail,"

DCF: "It appears to be extruding some kind of material. Um. The third layer of the epidermis is releasing some kind of liquid that appears to be hardening very quickly into a brown resin. Some kind of sealant perhaps?"

DRF: "I'd say so, yes. If this is a product of the epidermis that manifests whilst the creature is alive, then it would be able to 'weld' cuts together. That would be handy."

DCF: "Let's take a look at the skin under the meson telescope."

[Some time passes, with the sounds of scuffling, more sawing, and then an electronic whirring...]

DRF: "Stars above, there are no pain receptors!"

DCF: "None?"

DRF: "None at all. This thing couldn't feel pain!"

DCF: "That could explain its tenacity. OK let's summarise, the skin is divided into five layers, the first is a covering of very strong dentine scales, directly below that is a flexible moist layer, presumably to allow for flexibility. The third layer has dozens of capillaries suspended in a spongy tissue bed. The capillaries are filled with a brown liquid that seems to harden very rapidly when exposed to the air. We'll run tests later to determine the exact gas responsible."

DRF: "Could be heat related."

DCF: "No, this things well below normal temperature, and it's still liquid in the capillaries."

DRF: "Point."

DCF: "Below that there is another layer of tissue containing the blood supplies, and I can see, now what's that?"

DRF: "It's a sphincter. A microscopic sphincter around a main artery."

DCT: "There are dozens of them. My first guess would be that the blood flow from a major wound could be stopped almost instantly."

DRF: "We'll save that debate for later, but if that's true it might start to explain how difficult to kill they are."

DCT: "Yes. The last layer is a fatty padding, presumably cushioning."

DRF: "We're going to take a brief break now, Technician, will you prepare the cadaver for an anatomological scan?"

[The sounds of movement follow, ending with a click as the recorder is turned off.]

[There's a brief hiss of static that resolves itself into...]

DRF: "We're back. Autopsy resumed. Oh excellent Farhad, good work. OK, the cadaver is prepared for an anatomy scan. Doctor Torg, if you would be so kind?"

DCT: "The skeletal structure is interesting. I count, of, say four hundred vertebrae. Each seems to have three spinal canals, and what looks like a vestigial pelvic arrangement. That pelvic arrangement is only developed fully in the section with the legs. The others seem to mostly have very small bones that could be the remnants of an earlier form of the creature with many legs."

DRF: "They seem to have the same resin stuff in the marrow."

DCT: "Oh yes, well, that would make any open fracture heal rather quickly, wouldn't you say?"

DRF: "I would indeed. Let's leave that for now, and concentrate on the tissue though."

DCT: "Right. There's an awful lot of muscle mass, but I can't make out any distinct organs, except for the stomach. That is remarkably high up the body wouldn't you say?"

DRF: "Yes, but that's probably nothing too important. What is more interesting are these tubes coming off it. There would seem to be a huge quantity of intestinal tracts, none greater in diameter than five millimetres. I'd guess over a hundred."

DCT: "Dedicated tracts for different food types. There are some gizzard stones there too."

DRF: "In the tracts?"

DCT: "No, no, in the stomach, see there?"

DRF: "Oh yes, I see."

DCT: "There is something there. Farhad, can you turn up the contrast, please? That's better. Look at that! That's incredible!"

DRF: "I've never seen anything like it!"

DCT: "It's a little like the Amanin. There appears to be a very large number of very small organs distributed throughout the body. These look like lungs. There must be over a hundred!"

DRF: "We can get the droid to count them later. Suffice it to say, this thing would be very difficult to kill. Oooh! What's that thing?"

DCT: "There's a huge quantity of enzymes in that mass. The proto-plasmic reading is off the scale."

DRF: "It reminds me of an early embryo."

DCT: "No way that could be true. If this were a female, who had just conceived when it died, the sheer volume of the litter would dwarf the creature even if it only harbored them for a few days. No, it must be something different."

DRF: "By the stars, it could be a repair facility!"

DCT: "What do you mean?"

DRF: "Well, zygotes grow exceedingly quickly, right?"

DCT: "Of course."

DRF: "And it cannot be a litter?"

DCT: "I'd say no way."

DRF: "But it still could grow at a frightening rate. Could it be a supply of material to facilitate tissue repairs?"

DCT: "That'd be interesting. There would be some of this stuff at the wound site, wouldn't there?"

DRF: "Yes, there should be. Farhad, take a sample!"

[Some time passes]

DRF: "That's it. There's the enzyme, and it looks like it was already starting to repair the tissue."

DCT: "Emperor's toes, this would be one hell of a survivor."

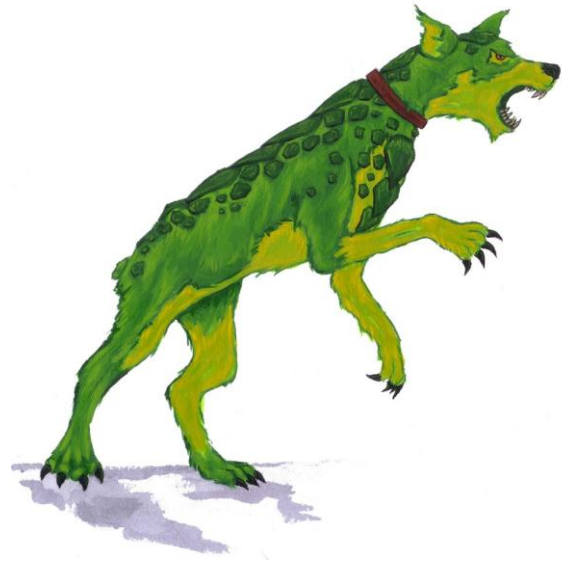
[The conversation at this point quickly degrades into complex analyses of the specific enzymes...]

Valkyrian Hound

The Valkyrian Hound is a medium sized dog that can be found right across the Galaxy both in the wild and as domesticated companions. Their dispersion throughout the Galaxy is largely attributed to their domestication, as scientists have thus far been unable to determine their planet of origin.

Valkyrian Hounds are around a meter in height and have quite a slender build, albeit they possess a sinewy strength. They are covered in short wiry fur and, somewhat unusually, they also have tough scales protecting most of their torso, neck and head. Their colouring tends towards shades of green, yellow and brown, which helps them to blend into their woodland habitat.

In the wild the Valkyrian Hounds live in quite large communal packs made up of mated pairs. Most litters will produce two or three pups and they will feed off their mother's milk for about seven months before taking part in hunting. Mature Valkyrian Hounds will usually hunt in twos or threes, using their ultrasonic voice box to communicate with each other and coordinate the hunt. Once they have identified their prey they will stalk it from multiple directions and strike from hiding using their venomous bite to bring down their prey.



Valkyrian Hounds make excellent hunting companions and are extremely loyal to their owners as long as they are well treated. Training normally starts once a pup has been weaned off its mother's milk – starting much later than this will considerably extend the training time. Trainers usually train their charges to fetch, stalk, heel, stay, guard and kill. They are also trained to issue a distinct ultrasonic growl should they scent danger – most owners are unable to hear this growl without wearing ultrasonic pickups.

The majority of domesticated Valkyrian hounds are used by legitimate hunting concerns on a wide range of planets. They have also begun to find their way into some planetary police forces, where their bite has proven useful in incapacitating felons. However, this use has alerted underworld elements of the Valkyrian Hound's utility and they are being used in their own security operations, including manhunts for those defaulting on loan payments or who have somehow defied a crime boss in other ways.

Type: Forest Predator / Domestic Hunting Companion

DEXTERITY 3D
PERCEPTION 2D+2
STRENGTH 3D

Special Abilities:

Camouflage: +1D to Hide rolls in Forest environments

Claws: STR+1D

Scales: +2 to resist all types of damage when hit on its torso, neck or head

Senses: Valkyrian Hounds possess sharp senses of smell and hearing - add +2D to Perception and Search: *Tracking* when applicable.

Teeth: STR+1D

Venomous Bite: Valkyrian Hounds do an additional +3D with their venomous bite. This is *stun* damage only.

Move: 13

Size: 0.9-1.1 meters in height

Vink Spider

A Vink Spider is a giant spider that is found in the forests of Kaymore, a planet in the Kaymore system. Vinks like most web-spinning spiders they have eight legs, eight eyes, a bulbous abdomen and thin sleek legs. They are usually black or dark brown in coloration and have no other distinguishing marks. Vinks have a large pair of fangs, which can inject a lethal dose of venom into its victims. The transparent silk produced by a Vink is approximately 5mm in diameter and is incredibly strong and sticky. Their webs are usually between one and three meters in diameter and can be found at ground level and up in the trees. Like most other web spinners a Vink generally waits for its prey to become ensnared in its web before attacking. Although, there have been a few reports of Vinks attacking people sleeping in the forests of Kaymore. Thankfully the antidote for their Venom is available on Kaymore.

A Vink will eat just about anything, although their usual prey on Jols (large rodents) and Yutta birds. Vinks mate once a year and can have up to ten offspring. A Vink's expected life span is about two years, although a few do live for three years.

Type: Forest Predator

DEXTERITY 3D
PERCEPTION 2D+2
STRENGTH 2D+2

Special Abilities:

Venomous Bite: STR+1D. If the Damage roll is greater than the target's Resist roll, apply normal damage and in each subsequent Round roll 2D+2 damage against the target's natural STR (no armour bonuses, etc), until the venom's antidote is injected into the victim.

Web: If someone comes into contact with the web the person needs to make a Moderate STR roll to pull free of the web. If the person fails this roll or rolls a Mishap on the Wild Die then he/she becomes ensnared in the web. The person may attempt to struggle free of the web in subsequent rounds, but each failure increases the Difficulty by one step (e.g. After the first failure the Difficulty becomes Difficult, then Very Difficult, and so on).

Move: 11

Size: 0.3-0.4 meters in diameter

Vink Venom

The venom in a Vink's fangs is capable of bringing down even the hardest of creatures and as a result a number of underground groups have started extracting this deadly venom for their own purposes. The venom is usually used to coat melee weapons since it has a very bitter taste, making it unsuitable for oral ingestion. Due to the cost of extraction and the rarity of the venom it carries a high price tag and comes in small amounts. A single capsule of the venom is sufficient enough to cover an averaged sized dagger. Unless you have the antidote, which is only generally available on Kaymore, this deadly venom will eventually kill its victim. Most medical-centers however have the data on how to manufacture the antidote.

Type: Poison

Scale: Character

Availability: 1, X

Cost: 1,800 (Antidote: 20) Credits

Notes: If a weapon that is coated in Vink venom damages a living target, apply normal damage and in each subsequent Round roll 2D+2 damage against the target's natural STR (no armour bonuses, etc), until the venom's antidote is injected into the victim.