



Index

Text printed in blue denotes a page reference in the *Star Wars Roleplaying Game, Revised and Expanded*. Text printed in **black** denotes a page reference in the *Star Wars Trilogy Sourcebook, Special Edition*.

4-LOM: 58–59

A

A-wing: see "starfighters, A-wing"
 A-wing: see "starfighters, A-wing"
 Ackbar, Admiral: 7–8
 Ackbar, Admiral: 189
 actions, rolling: 74, 78–79
 adventure rewards: 160–161
 adventures, designing: 162–171
 adventures, running: 154–161
 airspeeder: 243–244
 Incom T-47 Airspeeder: 244
 Rebel Alliance Airspeeder: 244
 Rebel Alliance Snowspeeder: 244
 Ak-REV: 79–80
 Alderaan: 189
 Aliens:
 see *Askajians, Baragwins, Bith, Chadra-Fan, Chevin, Devaronians, Duros, Ewoks, Gands, Gran, Hutts, Ithorians, Kionaks, Kubaz, Mon Calamari, Ortolans, Pacithhip, Pa'lowick, Quarren, Rodians, Sarkans, Shawda Ubb, Shistavanen, Skrilling, Snivvians, Sullustans, Talz, Trandoshans, Ugnaughts, Wookiees, Yarkora, Yuzzum*
 aliens: 199, 211–219
 creating: 218–219
 game statistics for: 212
 in the galaxy: 211–212
 See also *Ewoks, Gamorreans, Humans, Ithorians, Mon Calamari, Rodians, Sullustans, Twi'leks, Wookiees*
 Antilles, Wedge: 8–9
 Aqualish: 60
 Arbra: 190
 armor: 94–95, 234
 blast helmet: 234
 blast vest: 234
 bounty hunter armor: 234
 stormtrooper armor: 234
 Askajians: 82
 ASP-704: 162–163
 astrogation: 117–119
 using in game: 119
 Astrogation Gazetteer: 117
 Astrogation Mishap Table: 119
 astrogation: 194–195, 198
 AT-AT Pilots: 51
 AT-AT: see "walkers"
 attributes: 37–38
 Dexterity: 38
 improving: 35–36
 Knowledge: 40–41
 Mechanical: 47–48
 Perception: 53–54
 Strength: 58
 Technical: 59

B

B-wing: see "starfighters, B-wing"
 B-wing: see "starfighters B-wing"
 Baba, Ponda: 59–60
 bacta tank: 99
 Bakura: 190
 Bantha: 172–173
 bantha: 222
 Barada: 60–61
 Baragwins: 69
 Basic: 43, 200
 Battle Armor, Boba Fett's: 65–66

Battle of Hoth Overview: 192
 Beldon: 173–174
 Bespin: 183–184
 Bespin: 190, 261
 Cloud City: 190, 261
 Port Town: 261
 Biker Scouts: 51–52
 Bilbringi, Battle of: 191
 Bith: 83
 Blista-Vanee, Krenn (stats): 50
 Bodonaweedo, Doda: 80–81
 Bossk: 61–62
 Bothans: 189
 bounty hunter, advanced: 210
 bounty hunter, novice: 210
 bounty hunter, veteran: 210
 Bright Hope: 140–141
 Bright Tree Village: 190
 Butcherbug: 174
 Byss: 191

C

C-3PO: 24–26
 C-3PO: 189
 calendar: 199
 Calrissian, Lando: 9–10
 Calrissian, Lando: 190
 campaigns: 170–171
 capital ships: 115, 250, 252–254
 Corellian Corvettes: 253
 Imperial Star Destroyer: 252
 Mon Calamari Star Cruiser: 252–253
 Nebulon-B Escort Frigate: 253–254
 Chadra-Fan: 85
 Character Points: 83–84
 character templates: 266–285
 Blaine Hamsom: 8
 blank: 22
 changing species of: 30
 creating new: 30
 detailing: 24
 finishing: 28
 selecting: 24
 chases, running: 104–105
 Chevin: 72
 Chewbacca: 10, 12
 Chewbacca: 189–191, 219
 Chief Chirpa: 12–13
 Citizens of Mos Eisley: 194
 Cloud Cars: 157–158
 cloud cars: 244–245
 Cloud City: 184–185
 Cloud City: 190, 261
 Cold Assault Stormtroopers: 52–53
 combat: 87–96
 melee: 89
 modifiers: 90–96
 ammunition: 91
 blast radius: 91
 called shots: 91
 drawing weapons: 90
 fire control: 90
 fire rate: 91
 stun setting: 90
 ranged: 88–89
 reaction skills: 38, 79, 89–90
 combined actions: 82–83
 comlinks: 192, 194, 226
 comms: 121, 192, 194
 communications: 121
 communication frequencies: 121
 complications: 74–75
 creating: 75
 Coruscant: 186–188
 Coruscant: 261–262
 cover: 93–94
 Cracian thumper: 222
 creatures:
 see *butcherbug, dianoga, dragonsnake, knobby spider, krayt dragon, mynock, rancor, rawwk, ronto, sarlacc, scurrier, space slug, swamp slug, tauntaun,*

velker, wampa, worr
 creatures: 220–224
 See also *bantha, Cracian thumper, tauntaun, Ukian torbull, ghest, k'lor'slug, rancor, wampa*
 credits: 199–200
 cyborging: 194

D

Daala, Admiral: 191–192
 Dagobah: 188–189
 Dagobah: 190
 D'al'Gargan, Yarna: 81–82
 Daluuj: 189
 damage: 97–98
 Character Damage Chart: 97
 incapacitated: 97
 increasing resistance to: 98
 killed: 97
 mortally wounded: 97
 severe injuries: 98
 stunned: 97
 stun damage: 98
 wounded: 97
 wounded twice: 97
 D'an, Barquin: 82–83
 D'an, Figrin: 83–84
 Darklighter, Biggs: 14
 Dark Side characters: 152
 Dark Side Points: 85–86, 141, 150–152
 Death Star, The: 145–147
 Death Star, The Second: 147–149
 Death Star Gunners: 54
 Death Star Officers: 53
 Death Star Troopers: 53–54
 Death Star: 188–189
 Death Star II: 190
 Dengar: 62–63
 Derlin, Major: 14–15
 Desert Sands Senior Officer DSS-0956 (stats): 55
 Desert Stormtroopers: 54–55
 Devaronians: 88
 Dewback: 174
 Dianoga: 175
 difficulty numbers: 75–76
 random: 76
 Dodonna, General Jan: 15–17
 Dragonsnake: 175
 Drexel: 189
 Droids:
 see *4-LOM, ASP-704, C-3PO, EV-9D9, FX-7, IG-88, Imperial Interrogation Droid, Power Droid, R2-D2, R5-D4, Too-Onebee*
 droids: 63–64, 117, 194, 235–239
 Duros: 86

E

Echo Base: 193
 Echo Base Troops: 37
 Emperor: see "Palpatine, Emperor"
 Emperor: see "Palpatine, Emperor"
 Emperor's Shuttle: 135–136
 Endor: 189–190
 Endor: 190, 212
 Endor, Battle of: 190, 212
 equipment: 225–228
 breath mask: 225–226
 comlink: 226
 datapad: 226
 glow rods: 226
 jet pack: 226
 macrobinoculars: 226
 medpacs: 226–227
 recording rods: 227
 rocket packs: 227
 sensor packs: 227
 space suits: 227–228
 synthesizer: 228
 vacuum suit: 227–228
 EV-9D9: 163–164
 Evazan, Dr.: 63–64



Ewoks: 13
Ewoks: 190, 212–213
Executor, The: 139–140

F

"Face": 164
falling damage: 112
Fett, Boba: 64–66
Flare-S Swoop: 158
Force: 136–152, 200–201
 choosing powers: 30
 dark side of: 137, 141
 light side of: 137
 nature of: 136–137
 other ways of knowing: 150
 powers: 141–149
 absorb/dissipate energy: 142–143
 accelerate another's healing: 148
 accelerate healing: 143
 affect mind: 149
 concentration: 143
 control another's disease: 148–149
 control another's pain: 149
 control disease: 143
 control pain: 143–144
 creating new: 151
 defined: 141
 descriptions: 142
 detoxify poison: 144
 emptiness: 144
 hibernation trance: 144
 injure/kill: 147
 intuitive: 151
 learning: 141
 life detection: 146
 life sense: 146
 lightsaber combat: 148
 limiting: 151
 magnify senses: 146
 place another in hibernation trance: 149
 postcognition: 146–147
 projective telepathy: 148
 receptive telepathy: 146
 reduce injury: 144
 remain conscious: 144–145
 resist stun: 145–146
 return another to consciousness: 149
 sense Force: 147
 telekinesis: 147
 transfer Force: 149
 "up": 142
 using: 141–142
 skills: 140
 alter: 141
 control: 141
 improving: 140–141
 sense: 141
 tremors in: 151
 Tyia and: 150
 users of: 138
Force Points: 84–85
Force-sensitive: 29, 32, 36
Fortuna, Bib: 66–67
free actions: 79–80
FX-7: 165–166

G

galaxy, known: 194–195, 198
 calendar of: 199
 Centrality: 195, 198
 Colonies: 195
 Core Worlds: 195
 Corporate Sector: 198
 culture and society: 198–199
 Deep Core: 198
 economy: 199
 Expansion Region: 195
 Hapan Cluster: 198
 Hutt Space: 198
 Inner Rim Planets: 195

Kathol Sector: 198
language: 200
Mid-Rim: 195
Minos Cluster: 198
money: 199–200
Outer Rim Territories: 198
"Slice, The": 194–195
Tion Hegemony: 198
Wild Space: 198
galaxy, unknown regions of: 198
gamemaster characters: 204–210
gamemaster tips: 79–83
gamemastering: 68–72, 154–161
 battles: 130–135
 introduction to: 68–72
Gamorreans: 213
Gands: 78
Garindan: 39–40
General Spacecraft Systems: 110–116
 Armament: 112
 Common Military Sensor Types: 113–114
 Escape Equipment: 116
 Hyperdrives: 110–111
 Ion Cannons: 112
 Laser and Blaster Cannons: 112
 Life Support: 115–116
 Proton and Concussion Weapons: 113
 Sensor Countermeasures: 115
 Sensor Modes: 114
 Sensors: 113
 Shields: 113
 Sublight Drives: 111–112
 Tractor Beams: 113
 Turbolasers: 112
ghest: 223
grenades: 91–93
Gran: 74
Greeata: 84–85
Greedo: 67–68
Grenade Deviation Diagram: 92
Ground Vehicles: 157

H

healing: 98–99
 bacta tanks: 99
 medicines: 99
 medpacs: 98–99
 natural: 98
Hermi Odle: 68–69
hit location: 96
Hoersch-Kessel ion drive: 116
HoloNet: 121, 192
HoloNet transceiver: 121
Home One: 141–142
Hoth: 191–193
Hoth: 189, 224
Hoth, Battle of: 190
Humans: 198–199, 212
"Human High Culture": 199–200
Hutts: 71
hyperdrive: 116–119, 192
hyperdrive backup: 118
hyperdrive multiplier: 117–118
hyperspace: 116–117
hyperspace routes: 117
hyperspace shadow: 117
hypertransceiver: 121

I

IG-88: 69–70
Imperial Advisors: 50
Imperial Army trooper: 209
Imperial Death Squadron: 139–140
Imperial Interrogation Droid: 165–166
Imperial Navy: 121–122
Imperial Navy trooper: 209
Imperial pilot: 209
Imperial Probe Droid: 166–167
Imperial Royal Guard: 55
Imperial Stormtroopers: 54

Imperial stormtrooper: 208–209
initiative, determining: 77–78
intercomms: 121, 192, 194
interpreting rolls: 79
Ion Cannons: 112
ion cannon: 127
Ithorians: 96
Ithorians: 214

J - K - L

Jabba the Hutt: 70–71
Jabba the Hutt: 190, 214
Jabba's Gamorrean Guards: 71
Jabba's Palace: 194–195
Jabba's Sail Barge: 159
Jabba's Skiffs: 159
Janson, Wes: 17
Jawa Sandcrawler: 157
Jawas: 262
Jedi: 138–140, 186, 188–192
 code of: 139
 gamemastering: 150–151
 training of: 139–140
Jedi praxeum: 191
Jerjerrod, Moff: 40–41
Kabe: 85–86
Kashyyyk: 216
Keeg, Baniss: 86
Kenobi, Obi-Wan: 18
Kenobi, Obi-Wan: 189
Ketwol: 86–87
Kitonaks: 92
Klatooins: 61
Klavian, Derek "Hobbie": 18–19
k'lor'slug: 223–224
Knobby Spider: 176
Krayt Dragon: 176
Kubaz: 40
Labria: 87–88
landspeeders: 242
Lars, Owen and Beru: 88–89
laser cannon: 127
lightsaber: 39, 89, 90, 148, 228
Lobot: 89–90
Logray: 19–20
Luke's Landspeeder: 159–160

M

Madak, Ellors: 90
Madine, General: 20–21
Malakili: 91
McCool, Droopy: 91–92
Me, Lyn: 92–93
Medical Frigate: 142–143
medicine: 99, 194
medpac: 98–99, 226–227
Melas: 93–94
melee combat: see "combat, melee"
melee weapons: see "weapons, melee weapons"
merchant, typical: 209–210
Millennium Falcon: 130–133
Millennium Falcon: 116–117, 254
Mimban: 189
missiles: 127
Mon Calamari: 7
Mon Calamari: 214–215
Mon, Ephant: 72
money: 199–200
Mos Eisley: 195–196
Mothma, Mon: 21
Motti, Admiral: 41
move speeds, character: 101–102
 all-out: 102
 cautious: 101
 cruising: 101–102
 high speed: 102
 improving move: 36
move speeds, starship: 123
 all-out: 124
 cautious: 123



cruising: 123
 high speed: 123–124
 move speeds, vehicle: 106–108, 113
 all-out: 107
 cautious: 106
 cruising: 106–107
 high speed: 107
 movement, character: 101–103, 106
 acceleration and deceleration: 102
 collisions: 106
 failures: 103, 106
 long distance: 102
 partial: 102
 terrain difficulties and: 102–103
 movement, starships: 123–125
 acceleration and deceleration: 124
 collisions: 125
 failures: 125
 long distance: 125
 partial: 124–125
 “terrain difficulties” and: 125
 movement, vehicle: 106–109
 acceleration and deceleration: 107
 collisions: 109
 failures: 109
 long distance: 108
 maneuvers: 108–109
 partial: 108
 terrain difficulties and: 108
 Muftak: 94–95
 multiple actions: 78
 multiple-roll actions: 80–81
 Mynock: 177
 mynock: 119

N – O

Nadon, Momaw: 95–97
 Nagai: 190
 nav computer: 117, 247
 Needa, Captain: 41–42
 Near-Humans: 212
 New Republic: 190–192
 non-roll actions: 80
 Nunb, Nien: 21–22
 Odle, Hermi: 68–69
 Oola: 97
 Operation Shadow Hand: 191
 opposed rolls: 76
 modifiers to: 77
 Ord Mantell: 189
 Organa, Princess Leia: 22–24
 Organa, Leia: 189
orneriness: 49, 221
 Ortolans: 99
 Ortugg: 72–73
 Ottega (star system): 214
 Ozzel, Admiral: 42–43

P – Q

Pacithhip: 87
 Pa'lowick: 104
 Palpatine, Emperor: 43–44
 Palpatine, Emperor: 184, 186, 188–191, 211
 Piett, Admiral: 44–46
 pirates: 121
Pirates of Prexlar: 172–182
 planets: 257–262
 Player Handout: 18–21
 Porkins, Jek: 24
 Power Droid: 167–168
 preparing: 81
 protection: 94
 proton torpedoes: 127
 Quarren: 76
 Quarren: 214

R

R2-D2: 24–26
 R2-D2: 189

R5-D4: 168–169
 Ralter, Dack: 26–27
 Rancor: 177
 rancor: 224
 ranged combat: see “combat, ranged”
 Rappertunie: 98–99
 Rawwk: 177–178
 reaction skills: see “skills, reaction”
 Rebel Alliance soldier: 209
 Rebel Commandos: 38
 Rebel Mon Cal Crewers: 37–38
 Rebel pilot: 209
 Rebel Pilots: 36
 Rebel Soldiers: 35–36
 Rebo, Max: 99–100
Redemption: 142–143
 Ree-Yees: 74–75
 repulsor fields: 242
 repulsorlift: 51, 106, 116, 242–245
 repulsorlift drives: 116, 242
 Repulsorlift Vehicles: 157–161
 repulsorlift vehicles: 194, 242–245
 Rieekan, General: 27–28
 Rodia: 223
 Rodians: 67
 Rodians: 215
 roll actions: 78
 Ronto: 178
 rounds (phases of): 77
 rule of thumb: 69, 75
 running adventures: 154–161
 running battles: 130–135
 rushing: 81
 Rystáll: 100–101

S

Saelt-Marae: 101–102
 sail barges: 245
 Salacious Crumb: 75
 Sarkans: 93
 Sarlacc: 178–179
 scale: 95–96
 Scurrier: 179
 SDS *Devastator*: 137–139
 scenes: 77
 scout ship: 256
 Senesca, Zev: 28
 sensors: 51–52, 120–121
 countermeasures to: 120–121
 modes: 120
 sensor decoys: 121
 sensor masks: 121
Sentinel-class Landing Shuttle: 133–134
 Shawda Ubb: 98
 shields: 126
 energy/ray: 126
 particle: 126
 Shistavanen: 102
 Sivrak: 102–103
 skiffs: 245
 skills:
 advanced: 29
 alien species: 41
 archaic guns: 38
 archaic starship piloting: 48
 armor repair: 62
 astrogation: 48
 bargain: 54–55
 beast riding: 48–49
 blaster: 38
 blaster artillery: 39
 blaster repair: 62
 bowcaster: 39
 bows: 39
 brawling: 58
 brawling parry: 39, 90
 bureaucracy: 41–42
 business: 42
 capital ship gunnery: 49
 capital ship piloting: 49, 90
 capital ship repair: 62
 capital ship shields: 49
 capital ship weapon repair: 62
 choosing: 28
 climbing/jumping: 58
 command: 55
 communications: 49–50
 computer programming/repair: 62–63
 con: 55–56
 controlling: 66
 cultures: 42
 demolitions: 63
 dodge: 39, 89
 droid programming: 63–64
 droid repair: 64
 firearms: 39
 first aid: 64
 forgery: 56
 gambling: 56
 grenade: 39
 ground vehicle operation: 50
 ground vehicle repair: 64–65
 hide: 56–57
 hover vehicle operation: 50
 hover vehicle repair: 65
 improving: 33–35
 intimidation: 42–43
 investigation: 57
 jet pack operation: 50
 languages: 43
 law enforcement: 44
 learning new: 35
 lifting: 58
 lightsaber: 39, 90
 (A) medicine: 65
 melee combat: 39
 melee parry: 39–40, 89–90
 missile weapons: 40
 persuasion: 57
 pick pocket: 40
 planetary systems: 44–45
 powersuit operation: 50–51
 reaction: 38, 79, 89–90
 full reaction: 90
 using: 38
 repair: 59–62
 repulsorlift operation: 51, 90
 repulsorlift repair: 65
 rocket pack operation: 51
 running: 40
 scholar: 45
 search: 57
 security: 65
 sensors: 51–52, 120–121
 sneak: 57–58
 space transports: 52, 90
 space transports repair: 65
 specializations: 28–29
 stamina: 58–59
 starfighter piloting: 52, 90
 starfighter repair: 65
 starship gunnery: 52–53
 starship shields: 53
 starship weapon repair: 65
 streetwise: 45–46
 swimming: 59
 swoop operation: 53
 survival: 46
 tactics: 47
 thrown weapons: 40
 using melee combat skills: 38
 using ranged combat skills: 38
 using repair skills: 59–60
 value: 47
 vehicle blasters: 40
 walker operation: 53
 walker repair: 65–66
 willpower: 47
 Skrilling: 73
 Skywalker, Luke: 28–32
 Skywalker, Luke: 189–191
Slave I: 134–135
 slavers: 121



Sluissi: 218
 Snitkin, Pote: 73–74
 Snivvians: 108
 Snootles, Sy: 103–104
 Snowspeeder: 161
 Snowspeeder Pilots: 36–37
 Solo, Han: 32–33
 Solo, Han: 189–191
 SoruSuub Corporation: 216
 space, encounters in: 121–122
 Space Slug: 180
 space transports: 115, 254, 256
 Guardian Light Cruiser: 256
 Stock Ghtroc Freighter: 256
 Stock YT-1300 Transport: 254
 Speeder Bike: 160–161
 speeder bikes: 243
 Ikas-Adno Nightfalcon: 243
 Ssi-ruuk: 190
 Star Destroyer Officers: 56–57
 starfighters: 117–129
 A-wing: 117–118
 A-wing: 247–248
 B-wing: 118–120
 B-wing: 248
 running: 248–249
 TIE Advanced: 126–127
 TIE Bomber: 127
 TIE Fighters: 126
 TIE Interceptor: 127–129
 TIE Interceptor: 250
 TIE/ln: 126
 TIE/ln: 249–250
 TIE Shuttle: 129
 X-wing: 120–122
 X-wing: 249
 Y-wing: 122–124
 Y-wing: 249
 Z-95 Headhunter: 250
 starships: 115–116, 129, 192, 246–256
 availability of: 115
 booking passage on: 115–116
 chartering: 116
 defined: 115
 in atmosphere: 129
 obtaining: 115
 simulations: 123
 statistics for: 246–247
 starship combat: 122–123, 126–128
 and reaction skills: 126
 running: 122–123
 starship damage: 128–129
 starship movement: see “movement, starship”
 starship weapons: 127–128
 sublight drives: 116, 192
 sublight speeds: 123
 subspace transceivers: 121, 192
 Sullust: 216
 Sullustans: 22
 Sullustans: 216
 surprise (in combat): 96
 Swamp Slug: 180
 swoops: 243
 Skybird Swoop: 243

T

Tagge, General: 46
 Talz: 94
Tantive IV: 143–144
 Tarkin, Grand Moff: 46–47
 Tarkin, Grand Moff: 188
 Tatooine: 193–196
 Tatooine: 262
 Mos Eisley: 262
 Tauntaun: 180–181
 tauntaun: 222
 template: see “character templates”
 Tessek: 75–77
 Thila: 189

Thrawn, Grand Admiral: 191, 211
 thug, typical: 210
 TIE Advanced: see “starfighters, TIE Advanced”
 TIE Bomber: see “starfighters, TIE Bomber”
 TIE Fighters: see “starfighters, TIE Fighters”
 TIE Fighter: see “starfighters, TIE Fighter”
 TIE fighter pilot: 209
 TIE Interceptor: see “starfighters, TIE Interceptor”
 TIE/ln Starfighter: see “starfighters, TIE/ln”
 TIE Pilots: 57
 TIE Shuttle: 129
 timekeeping: 199
 Tonnika, Senni and Brea: 104–105
 Too-Onebee: 169–170
 tractor beams: 127–128
 Trandoshans: 62
 transponder code: 121
 false: 121
 turbolaser: 127
 Tusken Raider: 262
 Twi'leks: 66
 Twi'leks: 216
Tydirium: 135–136
 Typical Wing Guard Customs Official: 186
 Typical Wing Guard Member: 186
 Typical Wing Guard Officer: 186
 Typical Wing Guard Pilot: 186

U – V

Ugloste: 105
 Ugors: 218
 Ugnights: 105
 Ukian torbull: 222–223
 Umpass-stay: 105–106
 Vader, Darth: 47–49
 Vader, Darth: 189–191
 Vader's Shuttle: 135–136
 Vanis, Tay: 190
 Veers, General: 49–50
 Vehicles:
 see *Cloud Cars*, *Flare-S Swoop*, *Ground Vehicles*,
 Jabba's Sail Barge, *Jabba's Skiffs*, *Jawa Sandcrawler*,
 Luke's Landspeeder, *Repulsorlift Vehicles*, *Snow-*
 speeder, *Speeder Bike*
 vehicles: 240–245
 vehicle combat: 109–110
 and reaction skills: 110
 modifiers to: 110
 ramming in: 110–111
 vehicle damage: 111–112
 Vehicle Damage Chart: 111
 vehicle movement: See movement, vehicle
 vehicle speeds: 113
 vehicle weapons: 110
 Velker: 181

W

walkers: 241
 AT-AT walker: 242
 AT-PT walker: 179
 AT-ST walker: 241
 Wampa: 181–182
 wampa: 224
 Weaponry: 150–155
 Melee Weapons: 150–152
 Gaderffii Stick: 150–151
 Lightsabers: 151–152
 Ranged Weapons: 152–154
 Boba Fett's Blaster Rifle: 152
 Chewbacca's Bowcaster: 152–153
 Han Solo's Heavy Blaster Pistol: 153
 Rebel Trooper's Blaster Pistol: 153–154
 Stormtrooper Blaster Rifle: 154
 Explosives: 154
 Class-A Thermal Detonator: 154
 Artillery: 154–155
 Atgar P-tower: 154
 Golan Arms Anti-Infantry Cannon: 155
 Kuat Drive Yards' v-150 Ion Cannon: 155

weapons: 228–234
 damaged: 95
 explosives: 233–234
 fragmentation grenade: 233
 mines: 234
 thermal detonator: 233–234
 melee weapons: 228
 knives: 228
 lightsabers: 228
 throwing knife: 228
 vibro-ax: 228
 vibroblade: 228
 ranged weapons: 229–233
 blaster artillery: 233
 Atgar anti-vehicle tower: 233
 anti-orbital ion cannon: 233
 blasters: 229, 231, 233
 blaster carbine: 231
 blaster pistol: 229, 231
 blaster rifles: 231
 heavy blaster pistols: 231
 hold-out blaster: 229
 light repeating blasters: 231
 sporting blaster: 229
 sporting blaster rifle: 231
 bowcasters: 233
 slughthrowers: 229

Weequays: 77
 Wheel, The: 189
 Wicket: 33–34
 wild die: 74
 Wing Guard: 186
 Wookiees: 11
 Wookiees: 216, 218–219
 World Devastator: 191
 Worrt: 182

X – Y

X-wing: see “starfighters, X-wing”
 X-wing: see “starfighters, X-wing”
 Xizor, Prince: 190
 Y-wing: see “starfighters, Y-wing”
 Y-wing: see “starfighters, Y-wing”
 Yarkora: 101
 Yavin IV: 196
 Yavin, Battle of: 188–189
 Yoda: 34–35
 Yowza, Joh: 106–107
 Yuzzum: 107

Z

Zuckuss: 77–78
 Zutton: 107–108