The Tech's Handbook

For Tech's, Mech's, Doc's .....everyone with more than 3D in the Tec Attribute.

Version 1
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Special thanks to the members of the SWRPG mailing list

<u>Contents</u>:

1. Introduction

"It's not my fault!"

Various (also SpecOps Slang for Broken Hyperdrive)

Welcome to the Tech's Handbook, a Sourcebook devoted entirely to any form of Technical character and made up of files and sources from around the Web. It is important to note that nothing you find in here has been WEG approved - it is instead a collection of optional rules, equipment and ideas that you can use to expand your game.

This is version one so I think it will be far from complete. It can only be completed with your help so please send in anything at all that you think should be included for the next edition - this is basically 'made by you, for you'.

For those of you who have other Netbooks this will seem remarkably similar to the Jedi Handbook. I make no apology for this as that was my inspiration in compiling this - I hope it can live up to the standard set in that book.

I also owe thanks to my proofreaders (too many too mention), "Mike (Leszek Karlik)" <trrkt@polbox.com> - for some great editorial advice and the members of the SWRPG mailing list, and their listowner - Jae Walker. This list introduced me to the game and provided most of the material found in this book. All other credits can be found in Chapter 15 (NOTE: a lot of material has been unaccredited so if you recognise some as yours, but either wrongly or unaccredited then please inform me so I can change it for the next edition)

So please send any info, flames, gripes, questions etc. to me at the this address:

rkf@globalnet.co.uk

This will enable me to improve the book but also include things such as FAQ lists etc.

Thank you, read on and enjoy!

2. Role-playing Tech's

"Fragging meticulopalor is on backwards... these Briggian shunts are garbage... this reverse power coupling is shot... Hey! Who put their tuna sandwich in here?!?"

Karrinan, Anomid Techno-Noble ("Rob" <wakefld@ican.net>)

Tech's are easily one of the most popular character types in Star Wars RPG, whether they are Doctors, Mechanics, Cyborgs, Slicers or whatever, you can usually be assured of finding at least one in every gaming group. This section is quite limited at the moment but I am hoping it will become an enhanced feature the next time around. First here is a list of WEG Technically adept aliens:

Filvians
Givin
Human
Jawa
Mon Calamari
Sluissi
Verpine
Woostoids
Xa Fel
Yagai
 - Yagai Drone

Although these are officially good at technical subjects it is important to note that anyone could be a technically efficient character. For example the Bothan stats given by WEG, do not indicate an exceptionally high Technical attribute but we know that many of them worked as Slicers for the Rebellion

There is not enough space in this edition, but perhaps if I get enough requests I will provide a list of Aliens made by players and put it towards the end of the book - but only if there is enough interest.

Basically Tech's can be whatever race you want them to be as it pretty much fits in every aspect of the Star Wars universe - if you and your GM are happy with it then play away!

3. Repair and Modifications

"OK, I'll take a screwdriver to it..."
                        Xi'chic'ta, Verpine Tech (Cali3rd@aol.com)

(a) Armour Modification

Armor (Character) Upgrade Table

Armor Dice	Difficulty	Cost	Mishap Modifier
+1	Very Easy	10%	+1
+2	Easy	20%	+1
+1D	Moderate	40%	+2
+1D+1	Difficult	60%	+2
+1D+2	Very Diffi.	80%	+2
+2D	Heroic	100%	+3

Armor Extra:

[mw - missile weapons]
[aw - armor weapons]

Conner Antipersonnel Net Gun	5D stun, 5D electrical [mw]
Wrist Lasers	5D
Rocket Dart Launcher	6D [mw], 5D poison for 5 rounds
Flame Projector	5D, range 1 to 3 m [aw]
Tangler Gun	2D, 4D stun [mw]
Duo-Flechette Rifle	5D [aw]
Mini-Missile Launcher	5D/4D/3D/2D (0-2/8/12/20) [mw]
Mini-Torpedo Launcher	6D (underwater) [mw]
Mino-Proton Torpedo Launcher	6D [starship gunnery]
Electric Field	3D(+STR) [brawling attack/defense]
Retractable Blade	1D-3D+STR
Concussion Grenade Launcher	6D (5m) [mw]
Defensive Blaster	3D [aw]
DEMP Gun	3D ionization [aw]
Repeating Blaster	6D-7D [aw]
Laser Cutters	3D (Starfighter scale)

Sensor Pod	+ search
Infrared/Motion Sensor	+ PER
Sensors	+ search/PER, + to hit
Macrobinoculars	+ search/PER, + to hit
Sound Sensors	+ search/PER
Servoenhancers/Servos	+ STR
Winch	lift weight
Sealed Enviro Filter	spacesuit
Turbo-Projected Grappling Hook	shoot line [mw]
Jet Pack	Movement
Internal Comlink	communications
Broad-band Antenna	intercept/decode messages
Body Glove	heat system
Biofilter	biohazard suit
Water reclamation system	stillsuit (a la Dune)
Biodiagnostics + built-in medpac	+1D to first aid rolls
Built in medbutton applicator	injects buttons
Built in automedbutton applicator	programmable button injector

(b) Blaster Mishap

BLASTER MISHAP TABLE

Blaster fires normal unless a hangfire result is rolled.
Results are only for the shot where the mishap was rolled for unless noted differently.

Minor Mishaps

Roll Result
1   Hangfire. Blaster doesn't fire.
2   Hangfire. Blaster doesn't fire until slapped hardly. (an action)
3   Blaster switched to stun setting from itself. (an action to switch back)
4   Slip. Blaster fires but increase range one level for this round.
5   Wrong gas flow. Damage decreased by 1D.
6   Powerpack runs empty. Must be replaced.

Moderate Mishaps

Roll Result
1   The powerpack overloads and will blow up in 1D rounds.
    During this time the blaster hums lowly. 1D damage in 2m radius
2   Hangfire. Blaster refuses to fire for 1D rounds.
3   Blaster switched to stun setting until repaired. (1 round, easy repair)
4   Heater-valve stopped up. Damage decreased 1D for 1D rounds
5   Prismatic crystal housing disarrayed. -1D to hit for 1D rounds.
6   Air cooling vents stopped up. Cannot fire more then twice a round for 1D rounds
    or powerpack overload. (See Mod.1)

Catastrophic Mishaps

Roll Result
1   Heater-valve stopped up. Damage decreased 1D until repaired. (15 min, Moderate
    repair)
2   Hangfire. Galven ripple-wash. Shattered barrel. Damage blaster to character
    instead target.
3   Hangfire. Blaster refuses to fire until repaired (15 min, Moderate)
4   Gas refill valve opens. Gas escaped. Must be refilled to fire.
5   Prismatic crystal housing disarrayed. -1D to hit until repaired (15 min, Difficult)
6   Air cooling vents stopped up. Cannot fire more then twice a round until repaired
    (2 rounds, Easy), or powerpack overload. (See Mod.1)

(c) Ship Modification and Mishaps

SCS Mishap Rules Version 1.0 (10-feb-97)

1. Introduction

The modification rules, mishap rules and tables below are basically a brief summary of the rules in Galaxy guide 6: Tramp Freighters 2nd ed. They have been altered and expanded to fit all types of starships and to make them more compatible with the Starship Construction System (SCS) version 3.0 and higher.

I highly recommend that you buy GG6 yourself since it contains a lot of interesting information on tramp freighters.

2. Modification Rules

Installation Time:

Difficulty	Time
Very Easy	1 Hour
Easy	6 Hours
Moderate	1 Day
Difficult	2 Days
Very Difficult	1 Week
Heroic	1 Month

Modification Limit: Stats may only be increased one step at a time. For instance, a maneuverability of 1D must be improved to 1D+1 and 1D+2 before it can be modified to 2D.

Note: Cost is always based on the original retail price of the system.

2.1 Other Systems:

Modifier	Difficulty	Cost	Mishap Modifier
+1	Easy	+15%	+1
+2	Moderate	+25%	+1
+1D	Difficult	+30%	+2
+1D+1	Very Difficult	+35%	+2
+1D+2	Heroic	+50%	+3

Note: Due to current technology standards, it is impossible to improve other systems by more than +1D+2.

2.2 Hull:

Hull	Difficulty	Cost	Mishap Modifier
+1	Moderate	+10%	+1
+2	Difficult	+20%	+1
+1D	Very Difficult	+30%	+2
+1D+1	Heroic	+40%	+3

Note: Due to current technology standards, it is impossible to improve the hull by more than +1D+1.

2.3 Hyperdrive:

Hyperdrive Old/New	Difficulty	Cost	Mishap Modifier
X4/X3	Easy	+25%	+1
X3/X2	Moderate	+50%	+1
X2/X1	Very Difficult	+75%	+2
X1/X1/2	Heroic	+100%	+3

Note: Due to current technology standards, it is impossible to improve a hyperdrive to better than x1/2.

For each x0.1 improvement between the hyperdrive multipliers given above, cost increases with +2.5% but the mishap modifier does not change until the next level of hyperdrive multiplier has been reached. The difficulty is one step lower.

Example: You modify a X2 hyperdrive to become a X1.6 hyperdrive. It has been modified six x0.1 increments, which gives a cost increase of +75% plus 6x2.5% = 75% + 15% = +90%. The mishap modifier is still +2. Modification difficulty is Moderate.

2.4 Lateral Thrusters:

Maneuverability	Difficulty	Cost	Mishap Modifier
+1	Easy	+50%	+1
+2	Moderate	+100%	+1
+1D	Difficult	+150%	+1
+1D+1	Very Difficult	+200%	+2
+1D+2	Heroic	+250%	+3

Note: Due to current technology standards, it is impossible to improve the maneuverability by more than +1D+2.

2.5 Powerplant:

Power Increase	Difficulty	Cost	Mishap Modifier
10%	Moderate	+20%	+1
20%	Difficult	+30%	+1
30%	Very Difficult	+40%	+2
40%	Heroic	+50%	+3

Note: Due to current technology standards, it is impossible to improve the powerplant by more than 40%.

2.6 Sensors:

Sensor Dice	Difficulty	Cost	Mishap Modifier
+1	Very Easy	+10%	+1
+2	Easy	+15%	+1
+1D	Moderate	+20%	+1
+1D+1	Difficult	+25%	+2
+1D+2	Very Difficult	+30%	+2
+2D	Heroic	+40%	+3

Sensor Range	Difficulty	Cost	Mishap Modifier
+10%	Easy	+5%	+1
+25%	Moderate	+10%	+1
+50%	Difficult	+15%	+1
+75%	Very Difficult	+20%	+2
+100%	Heroic	+25%	+3

Note: Due to current technology standards, it is impossible to improve the sensor dice by more than +2D and the range by more than +100%.

2.7 Shields:

Shield Rating	Difficulty	Cost	Mishap Modifier
+1	Easy	+15%	+1
+2	Moderate	+25%	+1
+1D	Difficult	+30%	+1
+1D+1	Very Difficult	+35%	+2
+1D+2	Heroic	+50%	+3

Note: Due to current technology standards, it is impossible to improve the shields by more than +1D+2.

2.8 Sublight Drive:

Space	Difficulty	Cost	Mishap Modifier
+1	Moderate	+50%	+1
+2	Difficult	+75%	+1
+3	Very Difficult	+100%	+2
+4	Heroic	+125%	+3

Note: Due to current technology standards, it is impossible to improve the Space by more than four.

Characters roll for mishaps whenever complications happen, and when they are going above the drive's original speed.

2.9 Weaponry:

Damage	Difficulty	Cost	Mishap Modifier
+1	Easy	+15%	+1
+2	Moderate	+25%	+1
+1D	Difficult	+30%	+2
+1D+1	Very Difficult	+35%	+2
+1D+2	Heroic	+50%	+3

Weapon Range	Difficulty	Cost	Mishap Modifier
+5%	Easy	+5%	+1
+10%	Moderate	+10%	+1
+15%	Difficult	+15%	+2
+20%	Very Difficult	+20%	+2
+25%	Heroic	+25%	+3

Note: Due to current technology standards, it is impossible to improve the damage by more than +1D+2 and the range by more than 25%.

3. Mishap Rules

Most starship systems that have a mishap modifier have been altered by the ship's owner to increase the prestanda without any subsequent increase in mass. It is also possible for a system to have a mishap modifier without being previously modified. This is to simulate equipment being pushed to the limit by the ship designers. A good example is starfighters which use high-technology systems in order to get the performance wanted, but as a result suffers from low reliability and a high maintenance demand.

A Mishap occurs whenever the Gamemaster wants, or if the player is using a system with mishap modifier and rolls a one on the wild die. The Gamemaster can choose to use the normal rule of subtracting the player's highest die, but it is recommended that a complication of the relevant system occurs.

The Gamemaster then rolls another die to determine how serious the malfunction is, adding any mishap modifiers. Then should the Gamemaster roll on the relevant Mishap Table to see exactly what happens.

Type of Mishaps

* Add the mishap modifier to the die in order to determine how serious the mishap is.

* A roll of "1" always counts as a minor mishap.

Die Roll	Type of Mishap
1-2	Minor
3-5	Moderate
6+	Catastrophic

4. Mishap Tables

Note that you can get a result in some of the Mishap Tables where the mishap exceeds the stats of the ship. If that happens, the following applies:

Generic: System shut down until repaired. Difficult repair roll to fix.

Hull: Ship breaks up. Crew must abandon ship.

Maneuverability: Reduce the relevant piloting skill when there is no maneuverability left to lower.

Sublight Drive ; * 2nd ed. Reduce the moves available in each round with one for each Space unit remaining of penalty.

i.e. One Space unit remaining of penalty, max number of moves are 3 (originally 4).

* 2nd ed. R&E
Reduce the maximum movement available with one step for each Space unit remaining of penalty.

i.e. One Space unit remaining of penalty; max movement is High Speed (originally All-Out Speed).

Note: The results varies depending upon which version of the rules you are using. 2nd ed. from 1992 or 2nd ed. R&E from 1996.

Weaponry: If mishap decreases the damage rating below zero, weapon is destroyed.

4.1 Generic Mishap Tables

Minor Mishaps

Roll	Result
1-2	System malfunction, add +5 to difficulty to use.
3-4	System short, duration one round (Easy repair roll).
5-6	System damaged, Easy repair roll to fix.

Moderate Mishaps

Roll	Result
1-2	System short, duration 1D rounds. (Moderate repair roll).
3-4	System damaged, Moderate repair roll to fix.
5-6	System malfunction, add +10 to difficulty to use (Moderate repair roll).

Catastrophic Mishaps

Roll	Result
1-2	System malfunction, add +15 to difficulty to use (Difficult repair roll).
3-4	System reaching unsafe operating parameters, must be shut down. Difficult repair roll to fix.
5-6	System destroyed. Must be completely replaced.

4.2 Hull Mishap Tables

Minor Mishaps

Roll   Result
1 Power surge wipes out sensors and communications systems for 1D rounds.
2 Minor hull stress; automatic bulkheads seal for two rounds. Characters may not move to different sections of the ship or open canopy/airlock until pilot makes a Very Easy computer programming /repair roll.
3 Minor hull stress; susceptible to further damage. If the ship is damaged in the next three rounds, add +1D to the enemy's damage roll.
4 Shield array damaged through power fluxes. Shields reduced by -1D for one round.
5 Engine vibration stresses hull. Hull code is -1D for one round.
6 Engine vibration causes hull stress. Reduce the ship's space by -1 and maneuverability by -1D for two rounds.

Moderate Mishaps

Roll   Result
1 Engine vibration stresses hull. Hull code is -1D for 1D rounds.
2 Hull stress; susceptible to further damage. If the ship is damaged in the next three rounds, add +2D to the enemy's damage roll.
3 Microscopic hull breach; automatic bulkheads seal. Characters may not move to different sections of the ship or open canopy and airlock until pilot makes a Very Easy computer programming/repair roll

to open them) and a Very Easy repair roll to fix the breach.

4 Shield failure due to power fluxes. Shields reduced by -1D for 1D rounds and after that reduced by -1 until Easy repair roll.

5 Power surge overloads sensors and communications systems for 1D rounds.

6 Power surge interferes with hyperdrive motivator. All astrogation attempts in the next 1D rounds add +10 to the difficulty.

Catastrophic Mishaps

Roll   Result

1 Power surge destroys one ship's system. Roll 1D:

      1   Communications

      2-3   Sensors

      4-5   Backup hyperdrive

      6   Main hyperdrive

2 Hull breach; all automatic bulkheads seal. Any character in breached compartment suffers 8D damage from vacuum until computer systems attach a temporary seal (1D rounds). Character can attach seal manually with a Difficult Strength total (due to fighting effects of the vacuum).

3 Hull breach and bulkheads fail! All characters in ship suffers 8D damage from vacuum until characters attach temporary seal (Difficult Strength total) or computer systems activates seal (1D rounds).

4 Engine vibration causes serious hull damage - reduce hull with -3D until repairs are made (Very Difficult repair roll).

5 Severe power fluctuations reduce shields by -2D until Moderate repair roll is made

6 Hull breach in cargo hold: half of the cargo is sucked from the ship into the vacuum of space.

4.3 Hyperdrive Mishap Tables

Minor Mishaps

Roll   Result

1 Hyperdrive fluctuation. Trip takes 1D hours longer than normal.

2 Hyperdrive motivator damaged. Ship will not enter hyperspace until the motivator is fixed. (Very Easy repair roll).

3 Hyperdrive power flux. Ship will not enter hyperspace until two rounds after hyperdrive is engaged.

4 Power overload: emergency circuits shunt energy into alternate system. Roll 1D to see which system is destroyed:

      1-2   Communications

      3-4   Sensors

      5-6   Lose 1D of shields

5 Hyperdrive misaligned. Character must make Easy repair roll before hyperdrive can be engaged.

6 Misjump. Hyperdrive cuts out in wrong system.

Moderate Mishaps

Roll   Result

1 Hyperdrive overload. The main hyperdrive is overloaded. Character must make a Difficult repair roll to get it operating again.

2 Hyperdrive power flux. Ship will not enter hyperspace until 1D+2 rounds after hyperdrive is engaged.

3 Power surges destroy backup hyperdrive and double hyperdrive modifier (x1/2 is now x1, x1 is now x2, x2 is now x4).

4 Misjump. Hyperdrive cuts out in wrong system.

5 Hyperdrive fluctuation. Trip takes 4D hours longer than normal.

6 Hyperdrive destroyed. The ship arrives at its destination, but the hyperdrive is destroyed as the ship emerges into realspace.

Catastrophic Mishaps
Roll   Result
1 Hyperdrive blows. The main hyperdrive is completely destroyed.
2 Hyperdrive overload. Power flux nearly destroys hyperdrive. Characters must make Very Difficult repair roll to get it operating again.
3 Collision. Ship collides with a heavy object while in hyperspace. The ship drops to realspace, heavily damaged and with a ruptured hull. The ship is no longer spaceworthy and must be abandoned.
4 Power surges mean that trip takes 1D days longer than expected.
5 Misjump. Ship emerges in wrong system.
6 Near miss. Ship nearly collides with a stellar object and drops to realspace at the last instant. The pilot must now plot a new hyperspace course.

4.4 Maneuverability Mishap Tables

Minor Mishaps
Roll   Result
1   Control circuit malfunction causes maneuverability to be -1D for one round.
2   Alluvial dampers misaligned. Maneuverability at -2D until Easy repair roll made.
3   Minor radiation leak: nothing immediately dangerous, but must be repaired before next hyperspace jump (Easy repair roll), or increase all astrogation difficulties by +10 and anyone in the engine room suffers 4D radiation damage.
4   Lateral thrusters misfire. Add +5 to the difficulty of any maneuvers and enemy ships get a +5 bonus to hit in this round.
5   Engine maneuvering circuitry blows. Add +5 to the difficulty of all maneuvers until circuits are replaced (an Easy repair roll if the characters have the circuits on hand).
6   System short. Maneuverability is 0D for one round.

Moderate Mishaps
Roll   Result
1 Control circuit malfunction causes maneuverability to be -2D for one round.
2 Radiation leak: nothing immediately dangerous, but must be repaired before next hyperspace jump (Moderate repair roll), or increase all astrogation difficulties by +10 and double all hyperspace travel times. Anyone in the engine room suffers 4D radiation damage.
3 Alluvial dampers misaligned. Maneuverability at -2D until Moderate repair roll made.
4 System short. Maneuverability is 0D for 1D rounds.
5 Engine maneuvering circuitry blows. Add +10 to the difficulty of all maneuvers until circuits are replaced (an Easy repair roll if the characters have the circuits on hand).
6 Lateral thrusters misfire. Add +5 to the difficulty of any maneuvers and enemy ships get a +5 bonus to hit for next three rounds.

Catastrophic Mishaps
Roll   Result

1 Lateral thrusters blow. Maneuverability is 0D and system must be completely replaced.
2 System short. Maneuverability is 0D for 1 round. Short remains: at the beginning of each additional round, roll 1D. On a 1-2, the system shorts out for that round.
3 Maneuvering thrusters firing randomly, Increase difficulty of all maneuvers by +10 until system is shut down (Easy piloting roll) and repaired (Moderate repair roll and requires 500 credits worth of parts).
4 Serious power surge. Maneuverability is 0D for 1D rounds and feedback destroys one ship's system. Roll 1D:

      1   Hyperdrive
      2-3   Sublight Drive
      4   Sensors
      5   Communications
      6   1 Weapon system(determine randomly)

5   Major radiation leak. Double all hyperspace travel times and anyone in the engine compartment suffers 6D radiation damage.
6   Lateral thrusters blow up (maneuverability 0D) and power feed-back lowers Space by -2 for 1D rounds.

4.5 Powerplant Mishap Tables

Minor Mishaps

Roll   Result
1 Powerplant control conduits blow out. All maneuvers at +5 difficulty until rerouted. (Easy repair roll)
2 Power surges increases difficulty for all maneuvers by +5 for one round.
3 Minor radiation leak, nothing immediately dangerous but must be repaired before next hyperspace jump (Easy difficulty). Anyone in the engine room suffers 3D radiation damage.
4 Shield array damaged through power fluxes, Shields reduced by -1D for one round.
5 Powerplant controls misaligned. Easy repair roll to fix.
6 Temporary powerplant failure. No power available for one round.

Moderate Mishaps

Roll   Result
1 Power surges. Add +10 to the difficulty of all maneuvers for 2D rounds.
2 Powerplant control conduits blow out. All maneuvers at +10 difficulty until rerouted. (Moderate repair roll, takes 2 rounds)
3 Powerplant operates at 3/4 capacity. All redundant systems must be shut down in order to operate the vital systems.
4 Radiation leak, nothing immediately dangerous but must be repaired before next hyperspace jump (Moderate difficulty). Anyone in the engine room suffers 4D radiation damage.
5 Temporary powerplant failure. No power available for 1D rounds.
6 Powerplant overloads while landing or docking as a result of stresses. Replacement parts costs 25% of the original cost of the powerplant

Catastrophic Mishaps

Roll   Result
1 Powerplant operates at half-capacity. All redundant systems must be shut down in order to operate the vital systems.
2 Major radiation leak. Double all hyperspace travel times and all in the engine room or next to it suffers 6D radiation damage.
3 Serious power surge. Feedback destroys one ship's system. Roll 1D:

      1 Hyperdrive
      2-3   Sublight Drive
      4 Sensors
      5 Lose 1D of shields
      6 1 Weapon (determine randomly)

4 Powerplant reaching unsafe operating parameters, must be shut down. Difficult repair roll to fix.

5 Powerplant fails as ship is on final approach for landing. Pilot must make Difficult piloting rolls not to crash the ship (5D damage to all aboard if ship crashes)

6 Powerplant explodes doing 6D damage x Scale Modifier to ship. Must be completely replaced.

4.6 Sensor Mishap Tables

Minor Mishaps

Roll   Result
1 Power surge wipes out sensors and communication for 1D rounds.
2 Search/ Focus mode are stuck and can't be moved for 1D rounds.
3 Conduit blown. Add +5 to sensor difficulty until repaired. (Easy repair roll).
4 Sensor overloads control. Add +5 to all maneuvers for two rounds.
5 Wrong readings. Sensor indicates two times normal mass or numbers. (Very easy repair roll).
6 Wrong readings. Sensor indicates mass or numbers at the wrong place. (Easy repair roll).

Moderate Mishaps

Roll   Result
1 Wrong readings. Sensor indicates 5 times normal mass or numbers.
2 Sensor freezes in place. Search and focus stuck until fixed (Easy repair roll)
3 Information overflow. Consider sensor dice 0D for five rounds.
4 Temporary power failure. Sensor unusable for 1D rounds.
5 Sensor appears to work normally, but detects nothing under planet-size.
6 Wrong readings. Sensor indicates mass or numbers where there are none. (Moderate repair roll).

Catastrophic Mishaps

Roll   Result
1 Power overload: feedback destroys a system. Roll 1D to see what system:
      1-2 Communications
      3-4 Sensors itself
      5-6 Hyperdrive cut-out
2 Explosion. Sensor array blows up. Must be replaced. (50% cost)
3 Serious power surge. Controls ionized for 1D rounds.
4 Energy overload. Energy destroys circuits. Sensor dice 0D until fixed. (Moderate repair roll and 10% cost)
5 Serious wrong readings. Sensor indicates non-existing masses and existing masses at wrong place with wrong mass. Difficult repair roll.
6 Erratic power flux. Sensor readouts explodes. Anyone in sensor compartment suffers 3D damage from sparks and smoke.

4.7 Sublight Drive Mishap Tables

Minor Mishaps

Roll Result
1 Engine power transfer conduit blows out. Space is -2 until repaired (Easy repair roll).
2 Drive system stalls. Ship must continue at same speed for two rounds.
3 Power surges increase difficulty of all maneuvers by +5 for one round.
4 Engine reaching unsafe operating parameters: ship must make no maneuvers or circuits burn out, adding +10 to the difficulty of all maneuvers until repaired (Easy difficulty)
5 Engine power surges. Add +5 to the difficulty of all maneuvers, including landing. Repairs cost 10% of engine cost.
6 Engine power conduits blow out. All maneuvers at +10 difficulty until rerouted (Moderate repair roll, takes two rounds).

Moderate Mishaps

Roll Result
1 Power surges. Add +10 to the difficulty of all maneuvers for 2D rounds.
2 Drive circuit link failure. Roll 1D at the beginning of each round. On 1-2, controls are considered ionized for that round.
3 Engine power transfer conduit blows out. Space is -2 until repaired (Moderate repair roll).
4 Drive system stalls. Ship must continue at same speed for two rounds, maneuverability considered 0D for 1D rounds.
5 Temporary drive failure. Ship is dead in space for 1D rounds.
6 Engine reaching unsafe operating parameters: ship must make no maneuvers for next two rounds or circuits burn out, adding +10 to the difficulty of all maneuvers until repaired (Moderate difficulty)

Catastrophic Mishaps

Roll Result
1 Engine overloads while landing or docking as a result of stresses. Replacement parts cost 25% of the original retail price of the engine.
2 Engine overload. Engine shuts down, with no thrust, maneuverability is effectively 0D. Add +15 to all astrogation difficulties.
3 Engine overload and is destroyed. Must be completely replaced.
4 Engine overload. Engine destroyed, must be replaced, anyone near the engine compartment suffers 4D damage from explosion and smoke inhalation.
5 Engine overload and power surge. Engine destroyed and disables hyperdrive. (Difficult repair roll to fix).
6 Drive system fails as ship is on final approach for landing. Pilot must make Difficult piloting rolls not to crash the ship (5D damage to all aboard if ship crashes).

4.8 Weaponry Mishap Tables

Minor Mishaps

Roll Result
1 Power surges reduces fire control by -1D for one round.
2 Circuit flux creates erratic power flow: -1D to fire control until fixed (Easy Weapon repair roll).
3 Targeting computer malfunction. Weapon will only fire once per round for one round.
4 Weapons misfire. Range is halved for one round.
5 Power flux reduces damage by -1D for one round. This mishap does not apply to missiles, torpedoes, rockets, bombs etc.
6 Power transfer conduit blows out. Weapon disabled until fixed (Very Easy Weapon repair roll).

Moderate Mishaps

Roll   Result
1 Power surge reduces fire control by -1D for 1D rounds.
2 Circuit flux creates erratic power flow. Fire control is 0D until fixed (Easy Weapon repair roll).
3 Power flux reduces damage by -3D for 1D rounds unless fixed (Moderate Weapon repair roll). This mishap does not apply to missiles, torpedoes, rockets, bombs etc.
4 Power transfer conduit blows out. Weapon disabled until fixed (Moderate Weapon repair roll).
5 Targeting computer displays faulty range data. Increase difficulty of all gunnery rolls by +2D for five rounds.
6 Targeting computer has a short. Fire control is 0D and damage is -3D until fixed. (normally fixed with by a solid kick to the computer linkage).

Moderate Mishaps

Roll   Result
1 Power transfer conduit blows out. Weapon disabled until fixed (Moderate Weapon repair roll).
2 If weapon is a turret and/or retractable, it freezes in place for 1D rounds. If not, no effect.
3 Power surge reduces weapon to molten slag. Weapon is destroyed.
4 Circuit flux creates erratic power flow. Roll 1D each round: on a 5 or 6 the weapon overloads, destroying the weapon. Requires a Heroic Weapon repair roll to fix.
5 Circuitry overload only allows weapon to be fired once every four rounds.
6 Power flow disables 1D other weapons (pick randomly) on the ship for two rounds.

(d) Ship Maintenance and Repair Kit

Well, here's a little file that I use to keep my technobabble consistent; A list of tools, systems, and fuels that one needs to keep spacegoing craft operational. This probably contradicts other sources, but to that I say pffftbbbt. Also, there are no prices or stats for anything, as the tools are covered as "Starship Repair tools", for whatever price you want to give for a set, and the various fuels and fuel type substances are included as consumables. This list is far from complete, as I simply tack on one or two more things whenever I'm bored, but it probably never will be complete, so I thought that I may as well share what I have. (note: many of the words used in the names don't mean anything, or have meanings which have nothing to do with their function as described. I just think that they sound nifty) That said, I think that this is the sort of thing that helps get that ever elusive "richness of background", and "feeling you're in a real universe". THAT said, the list:

Tools:

Arion Drill: To make holes in things.
Ceriline welding torch: For spot welding duridium.
Diagnostic Scanner: Helps to pinpoint the source of problems.
Halite Imaging electrograph: Monitors hot spots in ship's electronic systems.
Hand Laser Saw: To cut through things.
Hydrospanner: Like a wrench. But different.
Karlisite Depolarizer: Used to reduce the charge of a metallic substance. Useful for   installing new parts and for preventing meltdowns.
Magnon Spirograph: Used to measure efficiency of hyperdrive systems.
Micron calipers: Device used to make tiny little adjustments. Used for hyperdrive   repair.
Pneumatic Riveter: To connect things in a spaceworthy fashion.
Relotian Dionizer: To negate the effects of an ion blast (takes about a day per   system) or any other ionic contamination.

Synthion Canister: Storage and application device for Synthion foam.
Virimon Pump: Fire Extinguisher.

Ship Systems:

Activation Matrix: The bit of the hyperdrive that makes it go so darn fast.
Anion Discharge System: How the ship gets rid of ion drive byproducts.
Alluvial Dampers: Keep the ship from shaking itself apart at high speeds.
Central Computer System: What it says.
Computer Feedback circuits: Keeps the computer aware of the status of the various   systems.
Computer Control circuits: Enables the computer to activate and deactivate ship's   systems.
Hyperdrive: That which makes the ship go past light speed. Duh.
Inertial Dampers: Keeps the crew from getting that chunky salsa look when the ship   makes a fast turn.
Interphase Transducers: Converts energy from the powerplants into a form usable by   the hyperdrive.
Microimpact Dampers: Keep the ships drive systems from jolting themselves out of   alignment.
Power Plant: Source of energy for all ships systems.
Trianolubricant Injection system: Keeps those ion drives swimmin.

Fuels and suchlike:

Amicron Mix: Acts as a radiation soak, and is used to shield any system that leaks   dangerous radiation. Should be changed fairly often.
Antioxidant induction fluid: Keeps the Activation Matrix from covering itself with a   thick rustlike layer which prevents hyperdrive use.
Cephalaph shielding: A waxy grey insulant used to protect the other systems from the   ship's power plant.
Fuel Cells: Containers of fusable material designed to be used by the power plants.   Burnt out fuel cells can be recycled, or recharged through a fission charger.
Frigidon Mix: Very cold fluid. Passed through certain systems in partially insulated   tubes to keep them from overheating. Also poured on things to make them   more brittle.
Synthion Foam: Insulates, keeps pests out, reduces emissions, and holds things   together in a pinch.
Trianolubricant fluid: Keeps ion drives from overheating.

4. Engineering and Construction

"The engines aren't backwards, they're supposed to point that way, watch!"
                    Polinsha Reshna, Outlaw Tech (Cali3rd@aol.com)

Optional : Advanced skill specialization (AS) :
An advanced skill can have specialisations just like other skills and the cost is half of the original cost (same cost as normal skills), an example: a character has Starfighter Repair - X-Wing at 5D and wants to develop the skill Starfighter Engineering X-Wing, the first three pips costs 5cp each and requires a teacher with Starfighter Engineering (X-Wing) Skill.

(a) Bowcaster Construction

Bowcaster Construction System - version 1.0

The combat value of a bowcaster is determined mainly from three unrelated (i.e. meaning they have no particular effect on each other; mathematical sense) factors; the blaster bolt that encompasses the quarrel, the quarrel and delivery system, and the explosive nature of the quarrel.

Most "standard" bowcasters have roughly the same blaster cartridge as a normal blaster pistol, i.e. 4D. Some have been refitted for something more on the range of a rifle (5D), and there are unconfirmed reportings of rare bowcasters carrying a pared-down light repeater cartridge (6D). It is believed that the frame of the bowcaster is insufficiently strong to support more power than a light repeater.

Also, most "standard" bowcasters carry a powered quarrel delivery system, more along the lines of a crossbow (thus the name). For a standard quarrel (trivial to find and make) and with a standard powered delivery system, the damage resulting is comparable to a slugthrower (3D). The delivery system can be improved slightly, but it is difficult and exacting work, as one foul-up can cause the entire bowcaster to self-destruct from the strain. Before the advent of explosives, special armor piercing quarrels did exist, which can increase the damage as much as +2 pips. These are very rare in modern times, however, due to the superior damage of the exploding quarrels.

While most quarrels are fitted with a relatively primitive bladed warhead, quarrels fitted with essentially microgrenades are relatively uncommon, but not quite rare. (Damage 4D/3D/2D, Radius 0-2/4/6) Some quarrels are fitted with larger quantities of detonite, with a blast comparable to a fragmentation grenade (Damage 5D/4D/3D/2D, Radius 0-2/4/6/10). Finally, some rare quarrels are fitted with shaped explosives, causing extreme damage to the target hit, but with practically no blast radius (Damage 6D). It is believed that mounting an explosive comparable to a thermal detonator would be possible, but extremely dangerous as it is doubtful that the explosive would survive the firing process.

For the most part, the explosive and impact damages are mutually exclusive; the explosives are generally fitted with contact detonators, and so there isn't anything left to impact. However, a quarrel can be fitted with a time-delay fuse, to ensure that both types of damage do occur. Approximately 30% of these are duds, because either the time-delay fuse did not set off properly, or the impact failed to trigger it, or the delicate machinery of the time-delay was damaged during the firing process, etc. This is to be compared with a nearly perfect detonation ratio for standard explosives. This modification is a Moderate Bowcaster Repair roll, and can be performed while the quarrel is cocked and in the bowcaster, although there is a possibility that the bowcaster will accidentally fire. (Wild die complication; this is mainly for use in desperate situations, like when the bad guy is standing over you and is about to chop you in half, and you need all the damage you can get)

Skills described:
Bowcaster Repair -- Tech
Time Taken: In general, 15 minutes, then one hour, then two hours. May change due to circumstances. Uses standard repair difficulty rolls.

Modification:
For blaster cartridge, use blaster repair table. (Note: because of integration with the bowcaster, normal blaster repair rolls cannot be used to modify the cartridge). For delivery system...

Increase	Difficulty	Cost
+1	Moderate	30 % of original cost
+2	Very Difficult	50 % of original cost

If modification roll fails by more than five points, on a wild die complication the weapon may shatter due to strain (totally destroyed; GM's decision whether or not to do this)

(b) Custom-Made Equipment

Portable Com Jammer
Skill (to build): Communications
Difficulty (to build): Moderate
Operation: Communications
Range: 5/10/20
Effect: Jams com transmissions in range.
    +2D at short range, +1D at medium and 0D at long range.
     To unjam, an opposed comm roll versus the operator's roll.
Cost: Not for sale
Parts: 500 cr - built from 3 comlinks

Gold Leader's Security Kit
Construction Skill: Security
Difficulty to build: Difficult
Operation: Security
Difficulty to hide: +10
Effect: Adds +2D to Security roll where scomp link present.
    Small enough to fit on a belt.
Cost: Not for sale (but maybe 20000)
Parts: 20000cr - built from portable comp with 1D power, mem sticks with 4D information, computer mole, and a droid scomp link.

5. Medicine

"Dammit Skitz! I'm a doctor not a miracle worker!"
                        Macavity (Macavity41@aol.com)

(a) Battlefield Medicine

  Macavity glanced around the class-room that was seated before him. He still had trouble believing it at times. After all those years adventuring, and being a dignitary on the planet Kyan, here he was, 50 years old, married, and teaching a class. At least he got his own lecture hall. The twin vibroswords on the wall behind him generally kept the students in line. Then there was the rumour that he carried throwing daggers....

  "Alright kids, here's the situation: you're in the middle of a battlefield and you're being shot at. So are your friends. One of them is lying on the ground, his chest blown open by an E-Web. He's bleeding all over the place, screaming his head of, and the gun emplacement is turning it's guns on you. Now, what do you do? Whip out the medpac?"
  "Yes professor. We're doctors, aren't we?"
  "Right now you're a student, and you're wrong. This isn't a hospital boy! If you just sit there putting synth-flesh on his chest you're gonna be a stain on the wall. Besides, medpacs often take too long. You need him patched up, given more blood, given pain killers, and given a stimulant to keep him going, so if

nothing else he can escape. Oh yeah, you also need to disable that gun mount. Which do you do? Yes, you back there."

   "Stop the bleeding," a confident student offered.

   "Hell no. You do that and you're shot, and he's dead. Next."

   "Shoot the gun...?" Another student offered.

   "Then he dies." Macavity scanned the crowd. "What you do, class, is all of that. You need to be so confident in your abilities that you can patch him up in about 5 seconds, and still have time to waste the gun. That is why you should all train physically as well as mentally. The fighting should be the most ingrained in you. Raising that blaster rifle and shooting should be an instinctive reaction. Just shoot. You need to be good enough that you can hit him without taking your focus away from the man bleeding in front of you.

 -That-, ladies and gentlemen, is the essence of Battlefield Medicine."

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Basically what we have here is Macavity explaining the ins and out of Battlefield Medicine. It is the art of giving a field dressing when under a combat situation, and still being able to do something else if needed.

Skill: Battlefield Medicine
Time to use: One round
Notes: Battlefield Medicine is a Specialisation under the the Medicine Advanced skill. It requires a First Aid skill of at least 6D, and a Medicine skill of 2D. It also requires that it be taught for it to be effective. It raises as per a normal skill (Advanced raise *2 normal rate, so a Specialisation would be Normal Rate * 2 / 2 or just the normal rate). This skill almost always involves splitting the die pool, generally to shoot.

History: This tactic was pioneered by the man called Macavity. His history and origins are unknown, but during the period of the Empire he often worked with the infamous Skitz Darkfall on board the Trigger Happy, and later the Trigger's Revenge. Macavity was often involved in combat, so he needed to be able to both heal fallen comrades and help the active ones. It is very rare in the Empire era, as most people aren't aware of Macavity or his operations at that time.

For reference: Mac's Tech is 4D, his 1st Aid is 9D, his Medicine is 4D+1 and his Battlefield Medicine is 6D. He is also a professional level fighter.

(b) Medical Equipment and Drugs

Begin File

Medical Function Bed (Medbed)
   The ultimate in medical technology and a vital tool for all exploration and adventure parties lacking a qualified surgeon or medtech. The medbed is a large, bulky (2 x 3.5 x 2.5 meters) pedestal mounted machine that resembles a square coffin with a glassteel extending half way down it's top. In the base of the medbed is a medical analyzer from Diamond Corp (model Mk. 20) filled with complex medical/surgical programs, along with general physiological on any species programmed into it. The degree of programming in a medbed makes it a qualified surgeon/medtech and as such, it must be inspected and tested by qualified medical inspectors on a periodic basis. In addition to have the necessary skills to operate, the medbed has all the necessary tools and drugs to perform a wide variety of surgeries.

   The medbed design is a slab with a scanner and a diagnostic computer located in it's bottom with side panels containing surgical tools, while the lid and headboard section contain additional tools and the

pharmaceutical supplies. An optional pharmaceutical attachment is available. The medbed is activated by the presence of a body being laid inside it. An initial scan is performed to determine whether the occupant is near death, if so, a cryostasis field is formed around the occupant so further deterioration of the body is relatively halted. Medbed cryostasis is a safe and approved method, authorized by the Imperial Medical Regulatory Board. Those placed in cryostasis have a only a 01% risk of attribute loss (as opposed to long term storage in commercial travel cryostasis which is 10%). If the occupant is not near death, another scan ifs performed to determine what actions need to be taken, the medbed will decide what course of action to take. After the patient is stabilized, the medbed will conduct additional actions if more repair is needed.

The medbed is by no means in-expensive. In addition to the initial outlay of credits for the machine, the buyer must purchase drugs to fill the pharmaceutical section as well as the species directed programming for the scanner and diagnose unit. With the basic programming that comes with the machine, a basic medical profile can be obtained of any near human creature (takes about 1 hour). With proper software, a complete medical profile can be obtained (takes about 2 hours) and stored in the medbed's computer. With a basic profile on anyone, the medbed operates at Medical 9D. With a complete profile, the medbed operates at Medical 14D.

Model: Diamond Corporation's Medbed NineWun-A Bee
Height: 2 meters
Length: 3.5 meters
Width: 2.5 meters

Skills: With no or basic medical profile -Medical 9D
    With complete medical profile -Medical 14D
    Alien Races 5D
    Cyborging 5D

Equipped with:
    Medical scanner and diagnostic computer
    Surgical tools
    Pharmaceutical dispenser
    Cyrostasis generator

Cost (On a Core World planet): 600,000 Imperial Credits
    (On a Frontier planet): 2 million Imperial Credits

MedButton Applicator

Unium Medical Laboratories stormed into the commercial medical market with it's Button technology. The concept was simple. A hand sized device with a micro analyzer in it along with a medicine dispenser. Over the years, Unium's Button applicator has been refined; now, it is palm sized with a micro- analyzer the size of a matchbook. To use, the applicator is fed a cartridge of twelve (12) buttons and the device is pressed against the skin of a patient. The micro-analyzer determines what dosage should be used (unless preset by the user) and from one (1) to twelve (12) buttons are "slid" into the patient.

The buttons are 1 cm dots are slipped in under the skin by means of a minute laser scalpel inside the applicator. The button is then slipped into the cut and the scalpel then cauterizes the cut. The whole process takes approximately three (3) seconds. The button then dissolves into the blood stream. Time for infusion is based upon the coating of the button (which ranges from immediate to hours).

The applicator itself has only a small power pack for the analyzer, all other energy requirements come from the power cell built into the button cartridge. Each cartridge contains enough power for each button it has. Cartridges are generally re-usable but must usually be refilled at a pharmacy, medical center, or the factory.

Weight: .2kg
Cost: 60 Imperial Credits
Internal power cell is good for 50 analysis's

MedButton Auto Applicator

A device originally designed for the military, this has become quite popular with explorers, adventures, and rebel troopers. Working from Unium's original applicator, Blue Crescent Medical added an additional powercell, a monitor and attachment package which allows the device to be attached to a person's body (usually the arm or leg) so that the applicator can automatically dispense buttons into the wearer's system. The monitor is capable of being set so that upon a specific time or condition, buttons are dispensed. Patients have used the Auto Applicator for regular medication, and combat troops have programmed their applicators to function when they're wounded or near death. Some applicators have been modified to allow the wearer to use verbal commands to activate the Auto Applicator.

Weight: .4kg
Cost: 170 Imperial Credits (In the Core Worlds)
    320 Imperial Credits (Priced on several Rim Worlds)

Buttons

There are countless types of buttons but most have something in common. All have an addiction factor (the drug that's in the button will determine how much of an AF). If a specific button type is taken more frequently than one (1) per hour or the drugs maximum allowance AND on a continuous basis (depends of the drug type) then the user must make a successful Strength roll above the given drugs Addiction Factor. Each successive time the drug is taken within a given hour adds +2 to the Addiction Factors total. "Addiction" can range from a dependence on the drug/button, to a lose of the buttons effectiveness, to death, or permanent damage.

All most all buttons cartridges come with ten (10) buttons in it, but cartridges of fifteen (15) and twenty (20) have been designed for the military. The cost listed below each button type if for a pack of ten (10), then fifteen (15), and finally twenty (20). All prices are as if the buttons were bought on a Core World. Prices will be higher in the Rim. All prices are in Imperial Credits, check local exchange's for rates in local currency.

Amthorbine (nerve agent antidote)
A near-universal nerve agent antidote for approximately 60% of known species (including humans, Wookies, Twi'leks, Sullustans). Each button will increase the user's resistant to nerve agents by +6/-6 for 25 hours. Those who fall prey to nerve agents and still live can be treated with Amthorbine. This requires a skill of First Aid 3 or Medical 1.
Maximum Normal Dosage: Twice (2) a week
Addiction Factor: 5

Cost: 230/ 340/ 460

Anacept
Centuries of bio-chemical research have fine tuned this contraceptive till it's 100% effective. There are two versions available: Male/Female (the women's version lasts one and a half as long as the males). A dose of either version (taken at least 15 minutes before intercourse) will effectively render the user sterile (males -100 hours, females -27 days). Easily purchased over the counter on most worlds, the manufactures of this drug have taken much abuse from some religious groups.
Maximum Normal Dosage: None
Addiction Factor: 2
Cost: 200/ 0/ 0

Andrex
Originally designed for combat troops, this drug will increase the users damage resistance by 50% and double the number of fatigue points available to the character. Andrex lasts for one (1) hour.

Maximum Normal Dosage: Once (1) a day. During the recent Span War, Coalition forces used Andrex for combat pilots and SF troops on a regular basis -Up to three (3) doses a day.
Addiction Factor: 7
Cost: 550/ 0/ 1000

Baztine I (hair growth suppressant)
Commonly used by male space travelers who don't wish to deal with the hassle of shaving while in space. This is often given to inmates at Imperial penal colonies as well. Retards hair growth for 100 days.
Maximum Normal Dosage: None
Addiction Factor: 2
Cost: 15/ 20/ 25

Cellulite
Not really a drug, but a micro-organism contained with a special digestive liquid. One dose of Cellulite will allow the user to digest rough cellulose for a day. This has proven to be a standard staple in the survival kits of most Scout and exploratory parties that visit planets with little vegetable matter.
Maximum Normal Dosage: None
Addiction Factor: None
Cost; 650/ 750/ 900

Crelenex
Easily available over the counter on most worlds, one dose of Crelenex will completely relieve all symptoms of the common cold/flu for 25 hours.
Maximum Normal Dosage: Three (3) times a week
Addiction Factor: 4
Cost: 15/ 0/ 0

Dosaline (sedative variant)
Functions same as Luryaline but with certain side effects. Sleep patterns are inhibited and the user awakens after 1/4th the normal sleep time but fully rested and can function as normal.
Maximum Normal Dosage: 2 per day
Addiction Factor: 9 (symptoms of this are mental deterioration, -5 permanent to Knowledge, Perception attributes for every additional use after a failed AF roll).
Cost: 60/ 90/ 120

Enelorij (stimulant)
Aides one in staying awake. This adds 2 points to Perception and related rolls. Prolonged use of more 72 hours without an equal amount of rest causes a deterioration in all stats at the rate of 1 per hour until a full rest is taken.
Maximum Normal Dosage: 3 per hour, 3 times a day
Addiction Factor: 8
Cost: 20/ 30/ 40

Fir-Queline
Heals ten (10) points of damage with two (2) rounds.
Maximum Normal Dosage: No more three (3) times a day.
Addiction Factor: 7
Cost: 1500/ 2000/ 2500

Giagorex III
Easily available as an over the counter drug in the Empire, Giagorex III completely relieves all the symptoms of minor muscle tension and headaches.
Maximum Normal Dosage: Three (3) times a day
Addiction Factor: 2
Cost: 10/ 15/ 20

Helosine
Often used by military physicians, Helosine is a highly effective painkiller and stimulant. It does not heal any damage, but it does greatly reduce the user's sensitivity to pain for six (6) hours and increases their endurance by two (2) for six (6) hours. The only problem with Helosine is it's high addiction rate.
Maximum Normal Dosage: None
Addiction Factor: 14
Cost: 1000/ 1500/ 2000

Hemoflux (specific stimulant)
Hemoflux induces the liver and spleen to accelerate the production of blood, enough to completely replace the blood supply within two (2) hours. The user must be kept hydrated constantly while the drug is being used and for 25 hours afterwards. The user will also be at -6 to Strength for the next 25 hours as well. This is mainly used for injured patients with blood loss.
Maximum Normal Dosage: Not normally prescribed, but no more than once (1) a week.
Addiction Factor: 2
Cost: 120/ 0/ 300

Hyravol
While most people are immune to hyperspace sickness, some do suffer from it. Hyravol counters the side effects of nausea and disorientation which may accompany hyperspace travel.
Maximum Normal Dosage: None
Addiction Factor: 3
Cost: 20/ 30/ 40

Jeledrine
A difficult drug to get on most worlds, it is illegal to use in the Empire. Through a mostly unknown method, Jeledrine increases a force users endeavors by +/- 3. The drug lasts for 1 standard Imperial hour. Taking more doses will increase the duration, but not the modifier.

Maximum Normal Dosage: 0 (Outlawed)
Addiction Factor: 5
Cost: 0/ 0/ 0 (Outlawed)
    2000/ 4000/ 0 (Prices seen in the Frontier)

Luryaline (heavy sedative)
Brings about immediate unconsciousness for two (2) to four (4) hours.
Maximum Normal Dosage: 3 per day
Addiction Factor: 6
Cost: 50/ 75/ 100

Mertin I through V (anti-radiation treatment)

Mertin has been proven as an effective treatment against radiation poisoning. Mertin will cure or reduce
the effects of radiation by 1-5 points per Mertin #. Mertin I can cure/reduce 1-5 points radiation damage.
Mertin II does 2-10. Mertin III does 3-30. Mertin IV does 4-40. Mertin V does 5-50. This drug was
originally designed for the inmates of the Astorian penal colony Vastor who were exposed up to 60 points
of radiation damage a day.
Maximum Normal Dosage: None
Addiction Factor: 2
Cost: Mertin I -100/ 150/ 200
    Mertin II -200/ 250/ 400
    Mertin III -300/ 0/ 600
    Mertin IV -400/ 0/ 800
    Mertin V -500/ 0/ 1000

Myrine (sense enhancement)
Use of this drug will expand the user's vision slightly into the infra-red and ultraviolet spectrum, allowing
the user to see other light waves. Proven effective enough for night travel. Anyone using Myrine in the
daytime with the sun out will be virtually blinded though (some form of protective eye wear must be
worn). Duration is about 2 hours.
Maximum Normal Dosage: None
Addiction Factor: 4
Cost: 60/ 0/ 80

Nomex (recreation stimulant)
With only a duration of an hour, this drug produces a high euphoric effect in the user.
Maximum Normal Dosage: None
Addiction Factor: 8
Cost: 30/ 45/ 50

Perlene (stimulant)
Perlene was designed originally for combat and para-military troops. Using one button will allow the user
to operate at full efficiency for a 25 hour period without rest and minimum nutrition. After much
investment and refinement, the drug is now safe enough to were several continuous buttons may be used to
extend wakefulness; however, after use of Perlene, a full sleep period must be taken along with an
additional four (4) hours for each consecutive 25 hour period that the user used the drug to keep awake in.
Maximum Normal Dosage: Astorian SF troops have been know to take 12 doses in a row with a minimum
of side effects. Prescribed doses are one (1) a week.
Addiction Factor: 6

Cost: 150/ 200/ 300

Qualone
This drug is really a micro-organism. Within 20-60 after being released into the bloodstream, the micro-organisms attack and destroy ingested toxins (such as alcohol) while other organisms work on cleaning out the digestive and circulatory systems.
Maximum Normal Dosage: Once (1) a day
Addiction Factor: 5
Cost: 600/ 800/ 0

Rebillis
This drug is outlawed in the Empire. Use of this drug allows force sensitive individuals to "see into" the future (about 5 minutes worth). A roll on 2d6 must be made. If it's above 9, then a vision of the future is seen. Between 7-8 a hazy, hallucinogenic vision is had. If below 8, then nothing is seen.
Maximum Normal Dosage: None (Outlawed)
Addiction Factor: 5
Cost: 0/ 0/ 0 (Outlawed in the Empire)
    1000/ 1500/ 0 (Prices on the Frontier)

Rejuvixi (regenerative)
With the advance in medical science it was only time before regenerative drugs were developed. Rejuvixi is such a drug, and an expensive one it is. It allows the user to actually regenerate lost limbs. It is a time consuming task though: the regrowth a finger can take up to three standard Imperial weeks; an arm or leg can take 100 to 140 days. The regrown limb is a perfectly working limb, virtually identical to the original, natural one. The area of body being regrown determines the number of buttons to use. A finger takes one. A hand takes three, an arm takes six, a leg takes eight, tentacles vary from two to eight.
Maximum Normal Dosage: None
Addiction Factor: 2
Cost: 1000/ 1500/ 2000

Strazeline (heavy stimulant)
A very powerful short term stimulant often used by combat troops. Allows the user to make two (2) non-action movements every round for four (4) rounds without penalties.
Maximum Normal Dosage: 1 per hour, three times a day
Addiction Factor: 9
Cost: 200/ 300/ 400

Torkeline (healant)
Relieves 1-10 of accumulated stun wounds
Maximum Normal Dosage: 4 times per day
Addiction Factor: 5
Cost: 250/ 300/ 500

Tricaleen Compound
A universal poison antidote. Allows an +5 to most rolls against poisons.
Maximum Normal Dosage: None
Addiction Factor: None
Cost: 100/ 150/ 200

Tyreline (lifekeeping)

Strictly an emergency drug to used when a Portable Preservation Unit is unavailable. The instant the button is infused, the patient's body is chemically "frozen" and will not deteriorate further. The Tyreline chemical compounds minimize the amount of oxygen required for the brain, heart, and cells so that "death" does not occur. This condition can be allowed to continue for a maximum of one hour before the brain begins to deteriorate. If the body is taken to a proper medical unit in time, a dose of Vaseehyrdaline. The patient must then make a Strength roll to avoid dyeing from the system shock.
Maximum Normal Dosage: Once (1) per day
Addiction Factor: 14
Cost: 5000/ 7500/ 10,000

Vaseehyrdaline (system stimulant)
Used to bring patients out of cryostasis.
Maximum Normal Dosage: Not normally prescribed.
Addiction Factor: 2
Cost: 100/ 150/ 200

Virexane IV (anti-viral)
A common antibody, anti-viral drug. Almost immediately after use, the virexane surges through the users body, hunting and killing most viral strains. The user is allowed one additional role against an infection each time this drug is used with a +5/- 5 modifier. Virexane takes about an hour to clear out the system, if the user's system isn't, then another roll at +2/-2 every hour until successful (or until six hours have passed). Additional dosages may be used, but are at a +4/-4 modifier when used against the same virus.
Maximum Normal Dosage: Twice a day
Addiction Factor: 2
Cost: 20/ 30/ 40

Urtazox (recreational depressant)
A hallucinogenic drug that produces soothing dreams and visions in the user for up to three (3) hours.
Maximum Normal Dosage: None
Addiction Factor: 9
Cost: 60/ 0/ 0

Zaline
Heals 30 concussion points over a space of six (6) rounds
Maximum Normal Dosage: Twice (2) per day
Addiction Factor: 4
Cost: 1000/ 1500/ 2000

6. Cyborging

"It was installed by a druken Ewok--don't ask--so sometimes the hand does things I just can't explain."
Grashalt, Cyborged Pirate (Cali3rd@aol.com

(a) Cyborg Wounds

Use character wound table for results:

Stun = -1D to operations of part

Wound = part does not function until start of next round Incap or better = part ceases to function until repaired Easy for incap, Mod for mort wound, difficult to heroic for dead (rpr's must be made by a someone with the Cybernetics specialization in medicine or plus 2 difficulties, to rpr using first aid add 4 difficulties to task).

Player should role to resist using unenhanced STR attribute for: targeting equipment, memory and mental enhancers, eye weapons and accessories, any weapons connected to flesh like hand spurs, increased reflexes or fly-by-wire systems, and sensory systems like cyberears

Player should role to resist using enhanced STR attribute for: cyberlimbs, any retractable tools or weapons, muscle enhancers, blood filters, inorganic organs and cyberguns.

Do not include armor in the role to resist unless armor as been specifically hardened to EMP blast. Most blaster armor is based on a ablative concept and is simply ineffective to the polarizing effects of a DEMP cannon.

Power Armor Suits (also for unpowered suits with electronic components)

Use Character Damage Table Stun -1D to operation or plus one difficulty to use until start of next round

-Wound Part shuts down if player spends an action to reboot(Easy computer roll, Mod for double wounded) begins working at end of next round

-Incap   Part shorts and shuts down. Will restart after full system reboot (1 round and Mod computer roll) - 1D(not cumulative) to all operations (except protection and missile weapon damage)   until overhauled (easy powersuit-armour rpr roll).

-Mort. Wounded Part shuts down and will not restart needs complete system overhaul and rebuilding of affected component (easy powersuit-armour rpr for overhaul, mod-heroic computer and/or powersuit-armour rpr to rebuild)

-Dead   part ceases to function permanently (heroic computer and/or powersuit-armour rpr to fix component suffers -1D (cumulative) to all

functions

Player should role to resist using 2D plus 1 pip per pip of hardening for:

Macrobinoculars, targeting computers, small weapons (4d or less), sensors, comm equipment, stealth packs, computer link equipment, droid brains and flight controls

Player should role to resist using 3D plus 1 pip per pip of hardening for:

Jet-Rocket-Repulsorpacks, swivel weapons, missile launchers, large weapons(4D+1 and up), powered melee weapons, servos (roll for each limb and neck) and life support

(b) Cybernetic Brain Enhancements

This is a small collection of stats that one of my players and I worked up for my current saga. Comments, suggestions, questions, kudos, flames welcome.

Naturally, any player who's character starts play with this equipment will suffer penalties similar to one who begins play with a ship; the player in question in my game is a former Imperial data courier (a la Johnny Mnemonic) who made the mistake of developing a conscience about the sorts of things he was helping the Empire to do by transferring their data this way. He defected to the New Republic (in the time period immediately following the Jedi Academy trilogy), and now must contend with Imperial forces and likely a great number of bounty hunters after his.. well.. head.

Siber-Tech's C-1010 Brain Implant Series
==

Model: Siber-Tech C-1010 Neural Extension
Type: Cybernetic Brain Enhancement
Skill: Computer Programming/Repair: Cyber Implant
Cost: 6000 credits (plus installation)
Availability: 4, R
Game Notes: The Neural Extension unit is a powerful computer designed to interface with a biological brain. There are several sub-models, each attuned to the neurological pathways of a specific race. The implant can store large amounts of data, and retrieve it at high speeds, acting as a direct extension of the user's mind and memory. It must be installed by a skilled neurosurgeon accompanied by an equally-skilled technician, and cannot be removed without grave risk of brain damage or death. It has several ports for accessories and exterior interfaces, available separately.

Force sensitive users run an additional risk by enhancing their brains with this implant. Dark Side Points accumulate faster in the cybernetically-enhanced, and even quicker still in those who artificially tamper with the workings of their minds. The Siber-Tech C-1010 Brain Implant counts as 2 enhancements for purposes of Dark Side Point accumulation, adding an additional 2 points for every 1 the character would normally gain. Accessories to the implant impose no further penalty.

Variant Sub-Models: The various sub-models can be found catalogued by the race they have been designed for. The C-1010 interfaces with human and most near-human brains, while the TWC-1010 was designed for Twi'lek Neuro-pathways, the ROC-1010 for Rodians, etc. Most sentient species can be accommodated for a marginal increase in cost, though the actual amount of the increase rises for the more 'exotic' species.

Siber-Tech 1200 Series Accessories
==================================

Model: Siber-Tech C-1220 Datajack
Type: Computer-cyborg interface
Skill: Computer Programming/Repair
Cost: 400 credits (installation optional)
Availability: 4, R
Game Notes: The data jack is designed to interface a Siber-Tech C-1010 series Neural Extension with any other standard computer, including ship computers and droids. It gives a +1D bonus to rolls involving data retrieval/entry, slicing, programming, and communication in computers and droids. Any operation that can be performed at a terminal can be performed quickly and discretely through the jack.

Model: Siber-Tech C-1240 Comlink
Type: Cybernetic Comlink
Skill: Communications
Cost: 400 credits
Availability: 4, R
Game Notes: This is a short-range (50 km) standard comlink designed to integrate into the C-1010 series of Neural Extensions. The user does not need to vocalize any message to use the comlink, nor is an audible reply created; the Neural Extension transfers the message directly to or from the user's mind. For an extra 400 credits the unit can be upgraded to the model C-1241, which can transmit compressed data packages to and from computers.

Compact Sensor Packs
=====================

Model: NeuroSaav 8936/F Integrated Sensor Array
Type: Compact Universally Compatible Sensor Pack
Skill: Sensors
Cost: 1200 credits
Availability: 2. R
Game Notes: This sensor pack has the same abilities as any standard personal sensor pack, except that it is palm-sized, and is readily adaptable to integrate with any computer system. The small size of this unit makes it very popular among the cybernetically-enhanced.

Portable Holographic Projectors
===============================

Model: NeuroSaav AT-330 Portable Holovix Projector
Type: Portable Holo-projection Unit
Cost: 200 Cr
Availability: 1
Game Notes: A small, hand-held holo-projection unit, utilizing a standard data jack adapter for data I/O via auxiliary devices.

(c) Cyberbrain

NAME:"CyberBrain"
MODEL: CLS-19X "CyberBrain" Sense-Enhancement Helmet
                CLS-19L   (Limited Version)
TYPE: Personal Sensor and Communications Helmet
COST: Varies
AVAILABILITY: 2,F,R,X
        Available for issue by Rebel Alliance.
        Unregistered use illegal in Imperial areas.
        Restricted in Imperial Areas.
        Available legally to scouts and other beings with viable need.
GAME EFFECT:
Armour: Provides +1D physical, +1 energy from attacks to the head.
Sensors: Has electro-optical, infrared, ultraviolet, temperature, radar, sonar,   proximity, energy pulse, night vision, and motion sensors built into helmet.   All sensors are integrated into the Master Situation Monitor(M.S.M.): a   holographic virtual reality display projected onto the visor to provide an   enhanced representation of the situation (which may include information beyond the perceptions of the wearer). Sensors work in Passive, Scan, and   Search mode. There is a limited Focus mode, however, when in Focus mode; Scan mode is active as well with a -2 penalty to Scan mode stats.
        -When MSM system is active,
                +2 to Communications skill,
                +2D to Initiative Perception value,
                +2D to Search skill,
                +1D to Blaster Skill,

+2 to Blaster Artillery and Vehicle Blasters when helmet is connected   to Vehicle targeting System

Using helmet sensors with MSM becomes free action, activating MSM system is a normal action.

Communications: Helmet has built in short-range and medium-range comlinks, and a directional transponder built into the MSM. Activating and operating communications equipment is a free action.

Coding and Decoding: Use of code computer when Coding or Decoding adds +1D to Communications Skill roll. Using code computer counts as an extra action in addition to your coding/decoding action; although once a code is completely broken (Decoder's roll is greater than coder's roll by 11+), listening to the rest of the conversation (even if you are listening for several rounds) becomes a Very Easy difficulty (you already have the key in the computer memory) and listening to the rest of the conversation no longer takes an action each round. That is, unless the Coder decides to change coding algorithms (At Heroic difficult level, code algorithm changes every round. Very Difficult, algorithm changes once or twice during the message depending on length. Difficult or lower, code algorithm does not change), at which point you reroll the Decoding action. No Code Computer in Limited version.

Oxygen Reprocessor: A gas mask and CO_2 filter. Can be used to survive underwater. Not for use in a hard vacuum (aka. as a spacesuit helmet). Oxygen storage: 12 hours (using oxygen reprocessing and CO_2 scrubbers), 2.5 hours (W/O using CO_2 scrubbers and oxygen reprocessors)

This is basically a Virtual Reality helmet. What you see on the display is what is happening. You can see in the dark, you can see people hiding behind doors, you can find a needle in a haystack (use the radar to find a small piece of metal in the middle of a pile of organic matter). You also have an All-Frequency transceiver to communicate with, and a built-in computer that is connected to all the systems that can encrypt communications, decode digital communications, listen in on Imperial (or Rebel) tactical communications, and do lots of fun stuff.

Standard Unit has all options and is built into a backpack/helmet combination.
  Weight: 22 lb. / 10 kilograms
Limited unit has only Short-Range Comlink, Gas-Mask (No O2 reprocessor or CO2 scrubbers), Night-Vision, Motion, Proximity, and MSM options. Unit is built into a helmet/waist pack combination.
  Weight: 5.5 lb. / 2.5 kilograms.

(d) Cyberhand

Below is a description and stats for a prosthetic hand. Please note, although this device has balancing factors, it is still classed as an enhancement. If you do not allow cybernetic and/or cybernetic enhancements in your game, please delete this.

NAME: Verpine "improved" prosthetic hand replacement
TYPE: cybernetic replacement/enhancement
SCALE: character, Verpine
COST: see below
CYBER POINTS: 2

DESCRIPTION: (from Alliance Acquisition Scout, Commander Hadaro Flet)
        The Verpine are well known for their love and aptitude of things technical. This is no less true in the realm of cybernetics. The ever- practical Verpine argument is that "if it has to be replaced, why not

make it better?" Despite this ideology, most Verpine are loath to replace fully functional body parts. I think they prefer an intact body, as do most of us, but like to "tinker" while repairing. It is not surprising that "chit vikt" (it's fixed) and "chit virk" (it's better) are so similar in the Verpine tongue (pardon the expression).

Considering their substantial technical skills, Verpine prosthetics are efficient, biologically functional, and often incorporate some useful features. One example of this are Verpine hand replacements. The Verpine use their three fingered hands to do delicate and complex work. It comes to no surprise that many Verpine hand replacements not only duplicate this vital function, but improve the hand's usefulness in technical, engineering, and even computer work.

Verpine hands have three digits, and thus most of their hand replacements have three additional tools...basically 1 per digit. Standard cybernetic replacements are feats of miniaturization; one need only look at Commander Skywalker's medical record to realize that (...oh? you need clearance? well...so do I technically). You can imagine what miracles of miniaturization Verpine technicians are capable of.

A fine laser cutter is often added to the outside digit. This fine laser beam can cut wires, fine hydraulic tubing, or even solder on the correct power settings. The range is minimal (10 cm) and it has little value as a weapon--those familiar with the Verpine will understand that they rarely make their prosthetics with weapon capabilities.

Several fine screwdrivers, hex-keys, jimmy-rods, or even a hex-wrench are often added to the middle digit. This digit is normally the largest, although it is slightly oversized when these tools are added. The fine tools are stored within the digit and can be selectively extruded by touching one of several small dorsal surface buttons. What is truly amazing about these tools is that when inside the digit, they have joints, allowing finger articulation. When extruded, the tool becomes fully rigid. The tools are used to aid the building and repairing of computer consoles, droid mechanism, assorted starship systems and to repair other assorted devices. Obviously, only the fine, delicate components of these devices can be worked on with these tools. I have heard rumors that certain Verpine have used their tools as lock picks...

In a couple of prosthetics I examined, the inside digit, similar to the human "thumb", has a comlink. I uncertain why a Verpine would need a comlink..but I suspect it is for non-Verpine benefit. Due to the upswing in the Roche Asteroid Field's economy, many non-Verpine visit the Roche Field. As one Verpine diplomat commented: "K-communicating with you ch-humans is a painnn..<chuk'chuk'chuk>". Or it could be to test comm systems on various ground and space faring vehicles. Whatever the reason, this tool operates like a Standard Comlink.

However, I have seen another version of the Verpine Prosthetic Hand--one with a standard computer interface socket where the "thumb" is. This replaced the comlink tool, of course. The Verpine Slicer, using that socket and a small pile of adapter cables, was able to access all the ports in my 'Vette. After asking the Verpine about this, it informed me that the interface can download up to 4D of files, into a series of memory modules in the wrist. However, the memory is dynamic and thus uses battery power to maintain the data. This will run the power pack down in about 72 hours. I asked about Wetware access to the data, but the Verpine Slicer told me that it could not view the data except by uploading it to another computer, although it did find that idea...intriguing. As for the "battery", the distal part of the forearm is always replaced. It is here that the A111 cells are placed. This is the same cell type that powers datapads. They are small enough that three can be placed within the distal forearm. If normal biological articulation is used, these cells can last a long time. Use of the tools, however, results in more frequent replacements. This process is difficult, as several plastitendons, metalloligaments, and myomuscles must be worked around. However, the Verpine I saw did this with ease, as the reader can imagine.

(-Informal Addendum to Report-)
THE CONS:

OK, before you send our wounded to Roche, Jorser, there are some thing you should know. First: I have no idea whether the Verpine can or are willing to make these hands for non-Verpine. I was not

shown any xenobiologic prosthetics during my entire visit. Their digits are somewhat larger than ours and have the "bone" on the outside...out of the way as their BioTechs put it.

However, the Verpine Diplomats did assure me at several points in the visit that the Roche Field is open for business. BTW, Jorser, they have a sort of hive mind or communications net going...I think Alliance negotiators might be in for a run on their credits.

Second: the Verpine Hand Prosthetic is not designed to be a weapon. It may help the techies who got their hands burnt off by reactor steam or the occasional careless demolitions officer...but our combat vets aren't going to get much use out of this. On top of that, the Verpine Prosthetics are delicate. If they suffer a jarring shock, say popping an Imp in the nose, they can easily lock up. Either all the articulations become misaligned, some wires short circuit, or some other problem occurs....or all of the above.

Third: using those tools burns power. You gotta carry a bunch of A111s with you or have access to rechargers or something. The Verpine in Roche Field have no problem, but what about our "field" operatives? And when the power is drained...*all* power is drained. They don't seemed to have bothered to put in reserves since they always have access to power cells or rechargers in the Roche Field. So there you are with your SuperHand...unscrewing a security panel when...WWRRRRr.r.r .r...rrrr...<bff> your hand freezes up. You check your extra cell...oops, dead too! A few seconds later a couple of ST's walk around the corner--and you can't even slug 'em right!

Anyway, the usefulness is for you people to decide. I just tell it how it is and you make all the decisions. That's why they pay *you* and I get this run down 'Vette....sucker!

<center>--Report ends.</center>

SPECIAL PROPERTIES:
1) full joint articulation, even at fine motor skill level
2) fine laser cutter/welder
        - 10cm range
        - 1D soldering up to 5D cutting damage per round.
        - At low power, 20 minutes of continuous operation is possible. At high power, 5 minutes is possible.
        - Rescessed buttons on the dorsal surface of the digit allow power selection (1 action)
3) assorted fine tools
        - screwdrivers, hexwrenches, hex-keys, jimmy-rods or a combination are possible
        - while not replacing a tool kit, these tools are better than hands alone: +2 to appropriate repair skills when used with laser tool.
        - may be used as security-picks on some locks (even if just to remove the wiring panel): +2 to security in combination with laser tool.
        - recessed selector buttons are on the dorsal surface of the digit (1 action)
        - these are power driven (much like dentist's various fine drills) and 20 minutes of continuous operation is possible.
4a) comlink
        - acts like a Standard Comlink. Toggles and selectors are recessed buttons and levels on the dorsal surface of the digit.
        - 2.25 hours of continuous operation is possible.
OR

4b) computer socket interface

- a standard computer jack, much like the one found in some R2 units   (end is not flared), for file/data downloading.

- assorted cables and adapters can be used for greater compatibility

- the mem-chips can store up to 4D worth of files.

- stored data cannot be directly accessed by the user, it must be uploaded to a computer or datapad first.

- data can be stored 72 hours (3 days) before draining the battery. The Verpine think they can improve this time.

SPECIAL PENALTIES:
1) delicate

- if the hand is severely jarred, such as by falling or by striking someone   or something, there is a 66% chance of causing serious damage to the   device. The GM is encouraged to come up with his/her own "device   errors". Total lock-up is one example; turning on the laser tool non-   stop is another (followed by lock-up of course). An annoying voice   that says "insufficient power for requested function" would be cruel...I mean cool...

2) power consumption

- the GM is encouraged to apply the power consumption guidelines: frequent use=inopportune power drainage.

- remember: the power use rate for each item is if *no* other tool is operated. Thus if storing data...it would remain in memory for 72   hours--with only normal joint movement and *no* other tools being   used. If the laser tools was used at high for 30 seconds..the memory   storage might drop to 12 hours!

- be reasonable with this, but don't waste time book-keeping.

7. Slicers

"He should be able to interpret the entire Imperial Network from here"
                    Obi-Wan Kenobi (SW4: A New Hope)

Slicers, or hackers, are present in the Star Wars world. West End has not provided a lot of rules for them so I decided to get together with my players and other information sources and assemble yet another package. This style of character is meant for the non violent type player -- you know, one of those rare people who can actually play a game for five minutes without blowing someone or something away. I have included rules on slicing, rules on virus spreading, slicer equipment and a new template. Please feel free to E-mail me with any suggestions on this or any of my previous Star Wars supplements. Also feel free to send new ideas, things you are interested in seeing in game terms or subjects you would like elaborated on.

Slicers

Slicers are very similar to the hackers today. A good hacker can be very useful to a team of PC's, especially when it comes to clearing backgrounds, getting forged ID's (that is ID's that could pass a thorough Imperial inspection), getting Imperial codes, etc. So I have put together some rules that will help you slice your way into this part of the Star Wars universe.

Breaking into Networks-

A Network is the same thing as real LANs or Mainframes: just a big system holding and communicating information. However, this is on a galactic scale. There are all types of networks and the tables and rules I have provided below should help you to make your own. Here is he one I have made:

The ICNET or Imperial Computer Network (or anything that you can think of), is the galactic computer system the empire uses to help keep control of the galaxy, and control all of its massive branches. Stored in here is the name and record of every Imperial citizen and other information the Empire needs access to . The further away a person lives from the Core Worlds the harder it is to find their records. Also it takes time for information to be processed and then entered into the ICNET, depending on the information's importance. (I decided not to make a table for this. The reason being that it is better to leave it up to the individual gamemaster; depending on the situation he may want it to be in immediately or he may want it to have been "lost" in some Imperial editing room). Once a slicer gets into the net he has little time to get done what he needs before the breach is detected. The ICNET system is constantly scanned for intruders. The slicing table shows difficulty levels for linking with various types of systems. You may choose to use the Time Table with those or you may not. This should depend upon how important the person or persons running the system consider it to be. A Galactic Corporatioin would have similar times to the ICNET. The Time Table below is the table for determining how long it will take to detect someone slicing into the ICNET (time limits might be longer in fringe areas or low security areas of the network). The slicing part and the rolling on the time table require communications rolls. The remainder of the functions fall under computer programming. Depending upon how well a character rolls under his communications skill, determines how many rounds the character has to accomplish what he wants if it is security checked (or if even linked with the system). The next table is the difficulty for accessing, locating specific information in any network and altering it. The actual computer programming. This table may not apply for individual computers or small business networks.

EXAMPLE: A slicer with a computer programming skill of 7D and a communications skill of 5D rolls to see if can link up with the system he wants to slice. He first rolls his communications skill and checks the slicing table. He gets an 18 and fails to link with the ICNET. He then uses character points on his next roll and gets a 31. This means he has connected. He then rolls his communications skill to see how much time he can give himself. He rolls and checks with the time table. He gets a 23 -- the Very Difficult range. This gives him 35 seconds or 7 rounds before he is detected. He wants to break into the computer to see if he can clean his buddy's record. He is wanted for Murder. That puts him in the more dangerous range -- the Difficult level. He rolls his computer programming skill and gets a 19. That's enough to get him in. He now has 6 rounds left. The next step is to locate the information. This is at the same level as the access, Difficult. He rolls another 19. He has 5 rounds left and he has found his companion's record. Now he has to alter the record. Once again, the difficulty is the same, he rolls a 34. This gives him a little room. He not only clears his friend's record, but also deposits 2500 credits in his galactic account (with taxes that comes to 1499).

Slicing Table

The ICNET (only allowing access up to easy areas) - Very Easy
An Individual Computer system - Easy
Small Business System - Moderate
A Larger Network (Medium business, Crime Lords System) - Difficult
Galactic Corporation, Rebel Alliance - Very Difficult
The ICNET (undetected communication access to all levels)- Heroic

Time Table (Applies to slicing into the ICNET or a Galactic Corp.)

Easy - 5 seconds (1 rounds)
Moderate- 15 seconds (3 rounds)
Difficult- 25 seconds (5 rounds)
Very Difficult- 35 Seconds (7 rounds)
Heroic- 1 minute (12 rounds)

Access\Location\Altering tables Table

General Information - Very Easy
Records on: Average Individuals/Employees- Easy
Petty Criminals, average people in the fringe, or corp. scouts - Moderate
Ship Locations, Executives, Personnel Profiles, more dangerous criminals - Difficult
Known/suspected rebels, spy profiles, corporate mine locations - Very Difficult
Information on Planned Imperial Assaults, Top Security Operations- Heroic

Virus Spreading Rules-

NOTE: Using a computer with a droid requires a droid/computer interface cable and program. The cable costs 50. The program costs 25 or can be made with a difficult roll.

Using viruses to destroy information can be a prank by an egghead kid, or it could be a slicer trying to crash a Galactic Corporation. Virus spreading difficulty is determined by the system you are putting it on here is the table.

Portable or Stationary Computer system (only affects that computer) - very easy
Small Business Network- Moderate
Starship Computer, Astromech Droid- Difficult
Large Network, Capitol Ship Computer- Very Difficult
Star Destroyers Computer, ICNET- Heroic

The first step to planting a virus is the character must slice into the system. This varies from system to system. The time table applies to slicing into the ICNET, you may use this table for smaller networks or single computer systems; altering it accordingly. Once a virus is placed it will destroy the information in its intended system in 1D standard days. The only way to diffuse a virus is to stumble upon (roll a computer programming skill 10 over the roll made to create the virus). This can happen whenever the person uses the computer and has to make a roll. Whether he slicing or just programming. The other way of finding it is to search for the virus. In this the person must match the roll made to create the virus. These modifiers apply to the computer programming search roll:

+5 If the programmer knows the type of virus he is looking for
+10 if the programmer knows the person's style who made the virus
-5 if the programmer who made it has a skill over 5D
-10 if the programmer who made it rolled 30+

New Specialisations-

Computer Programming: Locating, Accessing, Altering, Virus Detection, Virus Creation.

Communications: Slicing (applies to rolling on the time table)

(a) Computer Security

Entry Security

So you need some restricted data, set of the alarms, give fake orders, open the doors or do something else with a computer. In the old days your GM said roll your comp. prog. and you did it. Not anymore. Here are detailed rules about entering computer systems. First you have get inside the system.

Security Programs

If an owner would like to protect his expensive date he usually buys (or makes) a security program. A security program has a certain level in dice. Most often this is as many dice as letters in the password if present. Sometimes this can differ. Whenever program is named, this level of dice is meant.

Check Security

Character can with a Moderate comp. prog. roll and 1 minute time, try to detect level security program (in xD). Time can be shortened by Crack Time Method(1,1).

Crack Time Method(x,y)

Takes (x) minutes. Can be shortened by taking a +1 difficulty per minute saved. When it takes only one minute it can be further shortened by taken a +1 difficulty per round saved until the maximum of (y) rounds left is reached. It can also be made easier to break in by taking your time. Every extra minute taken gives a -1 difficulty until the maximum of 15 extra minutes (total time now half an hour) is reached, working longer has no use. If the roll is missed by more then 15 then the computer is alerted of the attempted break-in and the position of the terminal.

Building Program Rules

Bonus	Difficulty	Cost	Time in days
+1	Very Easy	200	1
+2	Easy	500	4
+1D	Moderate	1000	7
+1D+1	Difficult	2000	14
+1D+2	Very Difficult	3500	21
+2D	Heroic	5000	30

Building a slicer program requires the investment of one skill point. A comp. prog. roll is than made to decide the bonus by that slicer program. To upgrade an old slicer program another skill point is required and a new roll, but the difficulties are one lower. If, even with this bonus difficulty level, it happens that the generator gives now a lower bonus, that means that the generator is wrecked and is useless from now on, the second skill point is regained.

Password

Entry letters		numbers		
total	pos.	dif.	pos.	dif.
1	26	4	10	3

2	680	7	100	5	
3	1.8e4	11	1e3	8	
4	4.6e5	14	1e4	10	
5	1.2e7	18	1e5	13	
6	3.1e8	21	1e6	15	
7	8.0e9	25	1e7	18	
8	2.1e11	28	1e8	20	
9	5.4e12	32	1e9	23	
10	1.4e14	35	1e10	25	
11	3.7e15	39	1e11	28	
12	9.6e16	42	1e12	30	
13	2.5e18	46	1e13	33	
14	6.5e19	49	1e14	35	

[difficulty = Entry total * 2.5 * Log[pos. entries]]
Crack Time Method(15,4) can be used.

Help: Password Generator
These programs use encrypted key technology build into a microloop to shuffle through millions of password possibilities into a single pass before the system can try to stop it. Every Password generators work only on a limited number of length combinations.

Gives a +1 to +2D bonus to comp. prog./rep.
Building your own password generator goes by the Building Program Rules.
A password generator is useful for only a 3 number range. (i.e. 3,4 or 5 number/letter password. Or 7,8 or 9 number/letter password.)

Key/Bodycheck Protection

It is possible to protect a computer with a key(card) system. To access the system a special key(card) is required. Computers can be also be protected, so someone trying to login needs to have his identity checked by his voice, fingerprint, DNA, eyescan or other bodypart/function way. Getting past such protection is very difficult. A protection has a certain level in Dice. To get past the protection a key(card)/bodycheck must be forged/faked or a security roll to crack to lock must be made, both against the protection security level. The security roll can make use of the Crack Time Method(15, 5 for key/10 for bodycheck).

Help: Keycard Slicer
Gives a +1D, +2D or +3D to keycard locks. See Cracken's Field Guide.

Login Requirement

It is possible that a computer needs a valid login name before even asking passwords or keys. If a login is known it is easy typing that takes neglectable time (long/archaic names perhaps a round). If a name is known than in 3 rounds typing the correct login can be found with an Easy roll. If nothing is known then a Very Difficult roll and 15 min. are required to accidentally type a valid login.

Internal Security

OK, you forged the key, got the login, used his voice from a recrod, cracked the password. At last you are inside the system, now it is free play, what wonders shall you create. WRONG, entry security is only the beginning of your problems. These are internal protections.

Security Block

Most computers have a series of security blocks at critical junctures, referred to as gateways or nodes, which are intended to prevent access to secure regions. The difficulty is to let the block recognize you as legitimate user. The more secure the data the more likely it is protected with a block. Normal data is easily accessible, but to reach protected data the program +1D has to be beaten, Crack Time method(5,1). Top Secret data has program +2D protection. Higher protection is unlikely, but not impossible.

Help: Security Block Bypass
A block bypass scheme program tricks the security program into thinking the slicer is a legitimate user. Gives a +1 to +2D bonus to comp. prog/rep. Building your own Security Block Bypass goes according to Building Program Rules.

Backtrace

At random times, a security program performs a backtrace, a search of access requests to ascertain who exactly is on the system. The backtrace typically queries with a personal interface code that a slicer would not normally have. The program needs to roll a Moderate result to discover the slicer.

Help: Backtrace Evasion
A backtrace evasion is a program that sends an access request that bounces to other terminals, keeping the computer to busy to query the slicer's actual terminal. Releasing a backtrace evasion program increases the security program's difficulty with one to three level when the program tries to locate the slicer.

To build a Backtrace Evasion requires a skill point and a comp. prog. roll.:

Difficulty made	Increasement difficulty
Moderate	1 level
Difficult	2 levels
Very difficult	3 levels
Heroic + X	3 levels + X

Hidden Password

Sometimes there is a gateway that looks unprotected, but when the secret password is not given an alarm is triggered and multiple backtraces started. A slicer can detect these password traps, as they are called, by beaten the hide check (often same level program) with a search check. Though search is not an usual computer skill, finding a hidden password trap is something that has to be looked for, not something that can be detected by being good with computers. Search is about looking around and knowing when not to trust a situation. Comp. prog. is about writing programs. When a trap is found it can be cracked as any other password, though an alarm is already triggered when the roll is missed by 5 or more. Some- times other protection types are hidden, but this is very rare.

Help: Trap Finder

A trap finder is a program that you send a little ahead of you and that searches for any password or other traps. It gives a +1 to +2D to the slicer's check. Building one yourself goes by Building Program Rules.

Second External Protection

Sometimes is the key/bodycheck protection later asked when trying to access restricted data. Getting past this protection is the same as if trying to enter the system from the outside.

Help: Same as First External Protection.

(b) Viruses

Viruses

You can only use these once All of these use the skill computer programming/repair

Cost:1000
to use: easy
to make: moderate
Destroys boot up processor

cost:2000
to use: easy
to make:moderate
Destroys code programs
No codes!!!

cost:3000
to use:Moderate
to make: difficult
destroys hardisk

cost:4000
to use:moderate
to make :vd
Copies all hardisk to you computer or data pad

cost:5000
to use:Vd
to make VD
Moves all the disk information to your computer then destroys the hard disk

Net work viruses

They go to every computer connected to the net work

Cost:10000
to use: easy
to make: VD
Destroys boot up processor

Cost:15000
to use: easy
to make:VD
Destroys code programs

Cost:20000
to use:Moderate
to make: Heroic
destroys hardisk

Cost:25000
to use:moderate
to make :Heroic
Copies all hardisk to you computer or data pad

Cost:30000
to use:Vd
to make Heroic 40+
Moves all the disk information to your computer then destroys the hard disk

Holonet viruses

They go to every computer on the Holonet and if one of the computers are connected to a net work it goes through the network too.

Cost:25000
to use: easy
to make:Heroic 40+
Destroys boot up processor

Cost:50000
to use: easy
to make:Heroic 40+
Destroys code programs

Cost:75000
to use:Moderate
to make: Heroic 50+
destroys hardisk

Cost:100000
to use:moderate
to make :Heroic 50+
Copies all hardisk to you computer or data pad

Cost:125000
to use:Vd
to make Heroic 60+
Moves all the disk information to your computer then destroys the hard disk

Anti-viruses programs

These are programs made to fighter viruses

Cost:1000
To use: VE
to make:E
anti-:Destroys boot up processor

Cost:2000
To use:E
TO make:M
Anti-:Destroys code programs

Cost:3000
To use:M
TO make:M
Anti-:destroys hardisk

Cost:4000
To use:M
TO make:D
Anti-:Copies all hardisk to you computer or data pad

Cost:4000
To use:D
To make:VD
Anti-:Moves all the disk information to your computer then destroys the hard disk

(c) Computer Advanced Skill Action Table

Bonus   (Average) Skill   Time

	1D	2D	3D	4D	5D	6D	7D	8D	9D	
+1	E	E	E	VE	VE	VE	VE	VE	VE	1
+2	M	E	E	E	VE	VE	VE	VE	VE	1
+1D	M	M	E	E	E	VE	VE	VE	VE	2
+1D+2	D	M	M	M	E	E	VE	VE	VE	3
+2D	D	M	M	M	E	E	VE	VE	VE	4
+2D+2	D	D	M	M	M	E	E	E	VE	5
+3D	D	D	M	M	M	M	E	E	E	6
+4D	D	D	D	M	M	M	E	E	E	10
+5D	VD	D	D	D	M	M	M	E	E	15
+6D	VD	VD	D	D	D	M	M	M	E	
+7D	VD	VD	VD	D	D	D	M	M	M	
+8D	H	VD	VD	VD	D	D	D	M	M	
+9D	H	H	VD	VD	VD	D	D	D	M	
+10D	H	H	H	VD	VD	VD	D	D	D	

Difficulty

Skills:

Computer Programming - Normal Skill, For Using Computers
Computer Repair   - Normal Skill, For Repairing Computers
Computer Engineering (A)   - For Constructing Computers
Software Engineering (A)   - For Constructing Software
Computer Intrusion (A) - For Breaking Into Computer Systems

Computer Engineering (Advanced Skill)
Needs: Computer Repair 5D

Adds to Computer Repair for normal rolls.
Used separately for constructing computers.

Computer Parts:
Processor Unit - Processor Power in Dice.
Memory Unit   - Memory Size in Dice.
Interface Unit(s)   - Keyboard, Display, Jack, ...
Case   - May be stationary or portable (and armoured).
Software   - Software Skill in Dice.

Constructing Computers:
To build a computer one needs the parts and the knowledge, the parts should have availability 2, 3 or 4
and -, F, R or X restriction. The knowledge is the Computer Engineering skill.

When you have the parts you follow the rules below:
1. Decide what Power the computer should have (1D-10D and the memory capacity
   (in D, 5D-20D for portables, 1D-5D for pocket).
2. Using the Power and Memory/5 on the computer as the bonus and the CE skill as
   average skill, check the difficulty (Command Difficulty) and the Time (People
   Combined - Days)
3. The time can be shortened or for a cost of 1D skill per day, or the skill raised by 1D
   for every two days extra up to double the base time.
4. When the difficulty and the skill is set roll the dice, success means that the
   computer works and is ready to be programmed. Failure means that something is
   wrong with the computer and the GM should decide in what way (complications
   may be bugs not detected until a bad moment - MURPHYS LAW :).
5. Program the computer with desired software. Each program takes the programs
   Skill code of Memory and the computer cannot hold more programs than the
   memory size or execute larger programs than the Power rating.

Making Computer Software:
To make a program one needs a computer and the knowledge, the computer can be bought or built. The
knowledge is the Software Engineering skill. Follow the rules below to make a program:
1. Decide what skill the program should enhance (ex. xx Repair, Echology, ..)
   and with how much - called Software Skill.
2. Using the Software Skill as the bonus and the average of the CE skill (plus
   computer Power) and the skill programmed as Average Skill (never over the
   skill programmed), check the difficulty (Command Difficulty) and the time

(People Combined - Days). Formula: ((SE+Power)+Softskill)/2=Average Skill.
If the programmed software is an advanced skill the "Softskill" in the above
formula is halved.
3. See point 3 above.
4. See point 4 above.
5. The program is ready to use or loaded into another computer (computer
programming vs size of the program). If you want to enhance the Software
Skill of a program you have to do the same procedure BUT the time required
is reduced by the time taken to make the original program. When a program is
run for the first time (installed) it identifies the Computer it's executed
on and after this it's not possible to copy it to another computer (the
original programs "source-code" can be saved to install the program on more
than one computer.

Computer Intrusion (Advanced Skill)
Needs: Computer Programming 5D and Security 5D

Adds to Computer Programming or Security (Computerized only) for normal rolls.
Used separately for breaking into Computer Systems.

Breaking into computer systems:
To break into a computer system one needs some way of communicating with the
computer (a terminal or a portable computer and a jack or a computer linked to
the same network) and the Computer Intrusion Skill.
Follow the rules below to use CI skill:
1. The GM decides the security level of the system (normally the security
programs Software Skill).
2. Using this level as the bonus and the CI skill as the "Average Skill", check
the difficulty (Command Difficulty) and the Time (People Combined - Minutes)
3. The time can be shortened or for a cost of 1D skill per minute, or the skill
raised by 1D for every two minutes extra up to double the base time.
4. When the difficulty and the skill is set roll the dice, success means that
the system is open for as many minutes as the roll beat the difficulty (GM
decides what happens then). Failure means that something went wrong the GM
should decide in what way. Some systems have sub-systems that have to be
cracked before the main-system can be accessed.

More than one character having the CE, SE or CI skill may combine using the normal combined action
rules.

If a character don't have the advanced skills above he/she can try to use the skills anyway - every dice in
the average of computer programming and computer repair/security counts as a pip (converted to dice) for
the chart comparison and the roll is made with the average dice but the result is divided by 3 and the
difficulty is raised by 10.

A person with 6D computer prog/rep gets 2D for the comparison and rolls 6D/3-10 vs difficulty.

To learn an advanced skill from start the first dice costs 10cp per pip and then double a normal skill cost with 5D added to the advanced skill level (this means that an advanced skill costs 12cp to raise from 1D to 1D+1 and takes double the amount of time AND requires a teacher (or time is doubled again). Half of the cost is for raising the original skill and the other half for raising the advanced skill.

(d) Slicer's Equipment

Portable Computer Systems-

NOTE: Computers with limited access to networks have full access when slicing into individual computers.

These are for the slicer on the go and are less powerful than their stationary sisters, but can provide a slicer with access at any time.

Model: XL's Micro Cal
Requires: Recharge every 2 standard days.
Game Effects: The Micro Cal allows access to levels up to the Moderate range in a network. The Micro Cal is too small to access areas that require Difficult to Heroic Rolls. However, the speed at which it processes adds one round to time before detection and plus 1D to communications when slicing.
Cost: 5000
Availability: 1
Capsule: The Micro Cal is a pocket-sized computer with limited abilities. It uses a wire band emissions receiver to communicate with the net. This computer offers a limited range but can be taken anywhere, and can come in handy when information is needed or slight trouble arises.

Model: Tracker's Super Companion
Requires: Power Cell that lasts one standard week.
Game Effects: This Computer can access a net up to the Difficult level. The user gets +3D to his computer programming skill roll when using this system to locate records.
Cost: 4000 (Cell costs 25)
Availability: 2
Capsule: The Super Companion is the best portable computer for locating information. Tracker seemed to emphasize this in all its models. The Super Companion is a little larger than the Micro Cal, but is only the size of a Standard Keyboard. It has no screen; instead, it projects a holographic image of a screen in front of the user.

Model: Extreme Tech's Data Surgeon
Requires: Recharge every standard day
Game Effects: This computer can access all levels of a network. +1D to communications roll when accessing on time table. +3D to computer programming when altering a file. -1D to computer programming when locating a file.
Cost: 9,500
Availability: R
Capsule: The Data Surgeon was designed to break in and change files. It is designed like a typical business brief case. Upon opening it is a portable computer system, almost as powerful as a stationary. Extreme Tech made this for Imperial use when dealing with rebel computer systems. However, several of

the marketers discovered they could make more money smuggling it to outlaws and rebels. This resulted in the Empire having its technology shoved back in its face.

Model: Extreme Tech's 220 Stealth
Requires: New power cell every 3 standard days.
Game Effects: Access to all systems in a network. The Stealth cannot be located when slicing.
Cost: 12,000 (Cell costs 80)
Availability: X
Capsule: After the discovery that computers made for slicing into the net was worth money. Extreme Tech decided to produce the 220 Stealth. This computer cannot be located unless someone is looking for that specific computer, and is in the same system area. Then the two that meet must roll their computer program/repair skills against one another. The reason for it being so hard to detect is the Stealth disguises itself as a part of the system, making it invisible to security systems.   Rolls are still required to locate and alter.

Stationary Computers-

Model: Pavalon Achiever
Requires: Portable Generator, and table top.
Game Effects: Access up to Difficult level in a net, +1D to communications skill when rolling on time table, +2D when slicing into a system.
Cost: 5000 (generator costs 500 for separate unit 1000 for built-in)
Availability: 2
Capsule: The Achiever is a basic stationary computer, offering the ability to access files with ease. However, it cannot access the higher security levels. This makes it an easy computer to obtain.

Model: XL's Mega Cal
Requires: Standard Power outlet and patch to communications system (Shipboard or Planetary).
Game Effects: Access to all areas. Adds four rounds to time before detection. +2D to communications skill when slicing.
Cost: 7000
Availability: 2
Capsule: The Mega Cal is a larger, faster version of the Micro Cal. This computer is about the size of a small file cabinet with a holographically projected screen.   Mega Cal processes data at an incredibly fast speed making it harder to detect.

Model: Extreme Tech's 520 Stealth
Requires: Standard power outlet and patch to communications system (Shipboard Space transport and larger, or planetary).
Game Effects: Cannot be detected under any circumstances.
Cost: 20,000
Availability: X
Capsule: This latest version of the Stealth is about the size of two small cabinets, has three input keyboards, and two holographic screens. This computer can perform many functions simultaneously with no speed penalty. Requires two people to operate or the slicer loses 1D in both communications & computer prog./repair. Usually a droid companion is the choice of slicers.

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HACKER'S DELIGHT

The Hacker Kit 1.1 is a hacker tool kit that allows someone to break past any computer controlled lock or check point as well as access any information available on the computer by deciphering pass words. It's very difficult to use but also very effective when done properly. To interact with it there is a keyboard and a small screen. The hacker kit is a
supplement but not a replacement to the hacker. It cannot accomplish it's tasks without someone to carry out the physical aspect. Because of all the necessary tasks required in it's use it was proven impractical to make it a droid.

The kit comes with a hydrospanner, screw driver, laser cutter, universal computer jack, specialized comlink, retinal projector and card decoder along with a level one droid brain and a keyboard view screen interface. (note if a player is as good with computers as he should be to acquire this machine, he can put in a voice unit to the computer with only an easy computer prog/repair roll)
When the kit is activated it requires a Security skill of 4D to use. Even then if it is a new user and not the previous one, all past files are deleted and randomized. as well, no Hacker Kit will Hack another, so all Kits are completely safe from ever having their doings used against their owners.

HACKER KIT 1.1
    Type: Illegal Computer Security Code Decoder and Computer Piracy Device
    Cost: GM discretion no less than 8,000 credits
    Skill: Minimum of 4D Security and 3D Computer pro/repair to use (adds 4D more to Security roll if used correctly)
    Availability: 4 X (almost unique)
Special Abilities and Instructions:
This device can crack through any computer security measure and then copy the data inside. It will also unlock all computer controlled locks and blind any computer controlled check points. Below are a list of the counter measures employed to keep people out and the counter counter measures the Hacker Kit 1.1 will use to get in.

        Locks:
Password - If any password is required either audio or touch pad, the hacker need only remove the panel meant to receive the password and connect the built in computer on the Hacker Kit 1.1 to both the receiver and the verifier.. Then the GM can roll a Easy difficulty roll to have the Hacker Kit 1.1 take the expected password from the verifying component and putting it through the receiver. The computer cannot tell the difference and the only evidence of the Hackers presence is the removed panel, which is easily rectified by putting the panel back in place.

Key Card - This is laughably easy. Take the card decoder from the equipment rack above the monitor and place it in the
appropriate slot. The delicate instrument then reads the incoming interrogation (through either laser, x-ray, magnetic or
mechanical means) and gives the sought after response. The Kit rolls it's individual roll of 4D to a moderate difficulty to have the desired effect.

Hand Scan - This is a more difficult task in that the hacker can never touch the receiver. Instead he must find the power source to the receiver and disconnect the power to it. Then he must find the connection between the receiver and the objective and splice this (moderate difficulty on the computer prog/repair

skill) then connect the spliced wire to the Hacker Kit 1.1. Then the Hacker Kit rolls it's individual roll of 4D to order the objective to respond in the desired fashion. (moderate difficulty)

Retinal Scan - This is the most difficult lock to crack. Have the hacker remove the panel around the lens of the retinal
scanner. Upon finding the verifier unit attach this to the Kit (difficult computer prog/repair) then attach the retinal projector hanging on the equipment rack above the screen to the hard drive and place it in front of the lens. Then both may roll their collective roll of 8D to achieve a very difficult Security Roll.

Security Monitors
Camera and holorecorders - Your Hacker won't get very far in life if he breaks into a facility to copy secret and restricted information only to be seen on film and alert the security troops. To avoid this result, as soon as possible link the Kit up to a security relay junction (they're not too hard to find. About as common as a light switch. Say a moderate perception roll) and tap it in.

Use the retinal recorder to scan your image and that of the kit then transfer this information onto the Kit's hard drive. It will then have the security system copy the image as old data and it will be ignored from all scans. This is not 100% fool proof. A thermal sensor will still show up along with a shadow but there are other ways to handle that.

Thermal Image - When you remove your image from the system type in ^^^***%comm#1 into the Kit. Even with a voice synthesizer installed this command must be typed. This is done to insure that not even the Kit knows the Hackers secret ace in the hole. The command is immediately translated by the droid brain and activates the comm unit at the same time sending a command over the security lines to ignore anything that would trigger their preset orders to alert security within 6 feet of this wide band signal that will read in any electronic device focusing in it's direction. The only way to detect the signal is to monitor all comm channels inside the facility and if that is the case it's the hackers own dumb luck.

Meanwhile the memory of the event is deleted and randomized automatically by the droid brain. It will never understand why it's master is so casual about what to it is an obvious short coming in it's protection of it's master. There is no roll involved as long as the player states that he/she is using the code.

Electric Security
Password - Hook the unit up to the computer and let them blabber back and forth. The Hacker Lit 1.1 is fluent in all known computer languages and has the ability to trace program origins. This means that any computer from the known galaxy can have it's passwords traced back to their point of origin copied and then given to the password receiver within 4 turns at a moderate difficulty level for the Kit.

Presence Recorder - This is much more difficult in that you must actually remove files. A presence detector records who or what is inside it's assigned area at what time. The best thing (and easiest) to do is allow it to record then delete the file and randomize the spot where the file used to exist. This is a difficult task and must be done for three consecutive rounds before safety is 100% assured.

8. Droid Modification

"Oh yes that's much better...oh, there's something wrong because now I can't see!"
C-3PO (SW5: The Empire Strikes Back)

Improving Droids.

Improving a Droid takes three things : character points, money and time. Character points are always needed because Droids are thinking creatures, not dumb machines, who must use their skills, experience the universe and become aware of their possibilities before improving them. Unless the Droid learns a new skill by himself or is programmed by an associate, money is required to buy new software or to pay a teacher. Installing hardware or developing software for the Droid is time consuming.

The adaptability of Droids works differently than that of Humans and Aliens. Unlike Organics, Droids may improve their attributes and skills more than one pip at a time. Unlike them too, when an attribute of a Droid goes up, the skills under it are not affected.

<div align="center">Improving a Droid attributes.</div>

The level of a Droid attribute depends entirely on the complexity of its hardware. The chips and mechanics that give a Droid a certain die code in a specific attribute are very complex and can only be manufactured by very few plants across the galaxy. Unless they are given access to very expensive machines, characters no matter how skilled they are will never be able to build these hardware pieces themselves.

Characters can however buy Droid attribute hardware and install it in their Droids or have it installed by specialists at an additional cost.

Die Code	Cost	Difficulty	Time Required	Availability	
0D	N/A	Very Easy	1D hours		N/A
0D+1	N/A	Very Easy	1D+1 hours		N/A
0D+2	N/A	Very Easy	1D+2 hours		N/A
1D	900	Easy	2D hours	2	
1D+1	2100	Easy	2D+1 hours		2
1D+2	3600	Easy	2D+2 hours		2
2D	5400	Moderate	1D days	2	
2D+1	7500	Moderate	1D+1 days		2
2D+2	9900	Moderate	1D+2 days		2
3D	12600	Difficult	2D days	3	
3D+1	15600	Difficult	2D+1 days		3
3D+2	18900	Difficult	2D+2 days		3
4D	22500	Very Difficult	1D weeks	3,R	
4D+1	26400	Very Difficult	1D+1 weeks		3,R
4D+2	30600	Very Difficult	1D+2 weeks		3,R
5D	35100	Heroic	2D weeks	4,X	
5D+1	39900	Heroic	2D+1 weeks		4,X
5D+2	45000	Heroic	2D+2 weeks		4,X

Current technologies limit the "Die Code" of any attribute hardware to 5D+2.

"Cost" is the average price of the hardware raising one Droid attribute to "Die Code" on a space age planet. Prices should be lower on a planet with a Droid manufacturing plant and will definitely be higher on planets that haven't achieved space age technology.

"Difficulty" is the difficulty to beat with a Droid Programming/Repair roll in order to install that hardware. The character adds the number of dice he has in the attribute to the roll.

Example: Arnold (a kid) has 3D+2 Dexterity and 2D+2 Droid Programming/ Repair; when installing new dexterity hardware in R2rien, the party's astromech Droid, he adds 3 to his 2D+2 and thus rolls 2D+5.

"Time Required" is the normal duration of the task. If the character has access to the assembly-line for a comparable type of Droid, the time required is "Die Code" in hours. If they have access to the particular (unique in the Galaxy) assembly-line where the particular type of Droid is built, this time is further divided by three.

"Availability" lists where the hardware can be bought. The codes' meaning is given on page 161 of the second edition rulebook.

The number of character points the Droid must spend in order to have one of his attributes raised by one pip is only five times the number of dice of the current die code.

Example: Raising an attribute from 2D+2 to 3D costs 10 character points.

Unlike Humans and Aliens, Droids can have their attributes raised by several pips at a time provided they spend enough character points.

Example: R2rien has 2D Technical, in order to have it raised to 3D+1, he must spend 10 + 10 + 10 + 15 = 45 character points.

Unlike Human and Aliens, when an attribute of a Droid goes up, skills that are already higher than the new value do not change; skills that are lower than the new value are raised to that value.

Example: R2rien has 2D Mechanical, 3D Starship Piloting and 5D Astrogation; if his Mechanical was raised to 4D, his Starship Piloting would also be raised to 4D but his Astrogation would remain unchanged.

In order to change an attribute of a Droid, two rolls must be made: one to remove the old hardware and one to install the new one. The removal of hardware is done at the same difficulty and duration as the installation of hardware giving 1D less in the attribute.

Example: Arnold wants to improve the Droids Dexterity to 2D. He must first remove the original (1D) hardware which is a very easy task and takes him 1D hours and then install the new hardware in 1D days and that's a moderate task.

If more than one character works on the Droid, normal rules for combining actions apply. The results of the removal or installation of hardware are given in the table below. No character point is spent if the task fails.

roll >= diff   Task succeeds.
roll < diff   Task fails. The character may try again. Until fixed the Droid attribute is 0D.
2 x roll < diff   Task fails. The hardware is damaged and no longer usable. Until fixed, the Droid attribute is 0D.
3 x roll < diff   Task fails.   Both the Droid and the hardware are damaged beyond repair.

Example : Arnold rolls 2D+5 and gets 4 and 6 (wild die, allowing him to re-roll a 4) for a total of 19 and removes the old Dexterity hardware of R2rien in 1 hour (1D hours). Installing the new Dexterity hardware

will take Arnold 1D days. After six days, Arnold must make a moderate roll with 2D+5 and gets 2 and 1 (wild die) for a total of 5; unlucky Arnold has damaged the new hardware. Arnold removes it in 8 hours (2D hours) beating the easy difficulty with a 15 and barely puts the old hardware back in 7 hours (2D hours) with a roll of 8 (easy action). All this time, R2rien had his dexterity reduced to 0D but was otherwise able to act normally, i.e. astrogate.

Improving a Droid skills.

The skills of a Droid can be increased in several ways. Skills can be programmed into the Droid; characters can buy off the shelves products and simply run the installation script or develop the software themselves. Skills can also be taught to the Droid. Finally, the Droid can learn a skill by himself.

As with attributes, the skills of a Droid can be improved several pips at a time provided the Droid spends the required number of character points.

Buying a software package.

Skill software is sold on WORO (write-once, read-once) media only to prevent unlawful installation of the software on multiple Droids.

Die Code	Cost	Availability	Die Code	Cost	Availability
			7D	3420	3,R
1D+1	105	2	7D+1	3750	3,R
1D+2	180	2	7D+2	4095	3,R
2D	270	2	8D	4455	3,R
2D+1	375	2	8D+1	4830	3,R
2D+2	495	2	8D+2	5220	3,R
3D	630	2	9D	5625	4,R
3D+1	780	2	9D+1	6045	4,R
3D+2	945	2	9D+2	6480	4,R
4D	1125	2	10D	6930	4,R
4D+1	1320	2	10D+1	7395	4,R
4D+2	1530	2	10D+2	7875	4,R
5D	1755	3	11D	8370	4,X
5D+1	1995	3	11D+1	8880	4,X
5D+2	2250	3	11D+2	9405	4,X
6D	2520	3	12D	9945	4,X
6D+1	2805	3	12D+1	10500	4,X
6D+2	3105	3	12D+2	11070	4,X

Current technology limits the "Die Code" a Droid can acquire through programming to 12D+2.

"Cost" is the average price of a software package raising one Droid skill to "Die Code" on a space age planet. Prices should be lower on a planet with big software companies and will be higher on planets that haven't achieved space age technology.

"Availability" lists where the package can be bought. The codes' meaning is given on page 161 of the second edition rulebook.

The time required to install such a software varies from a few minutes to a maximum of one day.

The difficulty is normally Very Easy but each past attempt -successful or failed - to improve the corresponding attribute raises the difficulty by one. When the attribute has been raised by a specialist with adequate equipment, the difficulty is not modified.

Example: Arnold decides that he's going to raise R2rien's Dodge instead of his Dexterity; he could buy the software and make an Easy Droid Programming / Repair roll.

If the character fails the rolls, the Droid retains his current skill but the media is no longer usable. Characters may have specialists install the software for them at no such risk but at an additional cost.

The character points cost for raising a skill by one pip is only half the number of dice of the current die code rounded up.

Example: raising R2rien Astrogation skill from 5D to 6D would cost the Droid 3 + 3 + 3 = 9 character points.

Programming a Droid.

Characters can develop skill software themselves instead of buying it. Proficiency in the skill helps develop good software but is not required.

Die Code	Time Required	Die Code	Time Required	Die Code	Time Required
		5D	4D weeks	9D	3D months
1D+1	1D days	5D+1	4D+1 weeks	9D+1	3D+1 months
1D+2	1D+2 days	5D+2	4D+2 weeks	9D+2	3D+2 months
2D	1D weeks	6D	5D weeks	10D	4D months
2D+1	1D+1 weeks	6D+1	5D+1 weeks	10D+1	4D+1 months
2D+2	1D+2 weeks	6D+2	5D+2 weeks	10D+2	4D+2 months
3D	2D weeks	7D	1D months	11D	5D months
3D+1	2D+1 weeks	7D+1	1D+1 months	11D+1	5D+1 months
3D+2	2D+2 weeks	7D+2	1D+2 months	11D+2	5D+2 months
4D	3D weeks	8D	2D months	12D	6D months
4D+1	3D+1 weeks	8D+1	2D+1 months	12D+1	6D+1 months
4D+2	3D+2 weeks	8D+2	2D+2 months	12D+2	6D+2 months

As was already observed, current technology limits the "Die Code" a Droid can acquire through programming to 12D+2.

"Time Required" is the time needed to develop a software giving the Droid "Die Code" in a skill. If more than one character is working on its development, a modified version of the Combined Actions rules (second edition rulebook, page 69) is used. The project leader rolls on the Command Difficulty table to find out how many characters could be commanded if they were available. The time needed is "Time Required" divided by the minimum of that number and the number of character really available.

Example: Arnold no longer has the money to buy the Dodge software so he's going to try to develop it with the help of his team-mates Alix and Vaurianne in order to raise R2rien Dodge skill to 4D. Sara, who owns the Droid, is not happy about it and wants to supervise the project. Alix has Droid Programming / Repair 2D, Arnold has 2D+2, Vaurianne has 3D+2 and Sarah has Command 2D+1. The average of Alix,

Arnold and Sara's Droid Programming / Repair skill is close to 3D. With a roll of 14 (due to a lucky wild die) Sara beats a Moderate difficulty and could have coordinated the work of up to six characters; as only three are available, the project will take 1D weeks divided by 3.

Example: Assume that Sara rolls only 8: she would beat an Easy difficulty and only be able to coordinate the work of two characters. Alix, Arnold and Sarah will have to work full time for 1D weeks divided by 2. A lot of time is wasted because of bad decisions, sterile progress meetings or simply lack of coordination.

After the development time has elapsed, one character and the gamemaster make an opposed roll. The gamemaster rolls the new Die Code the character are trying to program into the Droid while the character rolls the average Die Code in Droid Programming / Repair of all the participants and adds the number of dice of the best character in the skill being programmed.

Example: Alix has Dodge 5D, Arnold has 5D+2 and Vaurianne has Dodge 3D+1. The average of their Droid Programming / Repair skill is closest to 2D+2, thus one of them should roll 2D+7.

The result of the software development is given by the table below where "G" is the Gamemaster's roll and "P", the player's :

	VE	E	M	D	VD	H	New Die Code	Debug
P >= G							As expected	
P < G <= P + 2	1	2	3	4	5	6	As expected	0.5
P + 2 < G <= P + 4	1	2	3	4	5	6	1 level lower	1.0
P + 4 < G <= P + 6	2	3	4	5	6	6	1 level lower	1.5
P + 6 < G <= P + 8	2	3	4	5	6	6	2 levels lower	2.0
P + 8 < G <= P + 10	3	4	5	6	6	6	2 levels lower	2.5
P + 10 < G <= P + 12	3	4	5	6	6	6	3 levels lower	3.0
P + 12 < G <= P + 14	4	5	6	6	6	6	3 levels lower	3.5
P + 14 < G <= P + 16	4	5	6	6	6	6	4 levels lower	4.0
P + 16 < G <= P + 18	5	6	6	6	6	6	4 levels lower	4.5
P + 18 < G <= P + 20	5	6	6	6	6	6	5 levels lower	5.0
P + 20 < G	6	6	6	6	6	6	5 levels lower	5.5

When the Droid Programming / Repair roll is not made, there will always be a chance when the Droid uses the skill that he will hit a bug, get caught in a loop, shut itself down, anything. "VE", "E", "M", "D", "VD" and "H" give the number that must be equaled or exceeded with a roll of one die every time the Droid uses the skill; if that roll is not made, something happen and the Droid simply cannot use the skill.

Example: The gamemaster rolls 4D and gets 17, Arnold rolls 2D+7 for a total of 13. Not entirely successful, but it could have been worse: R2rien Dodge is now 3D+2; furthermore every time the Droid tries something more complicated than a very easy Dodge, he may have problems.

Example: While under a tree in the jungle, R2rien spots a gadaji nut falling from the tree and tries to dodge it. The gamemaster rules that it is a moderate action and rolls 6; it is higher than 3, thus the Droid can attempt to Dodge the nut.

Example: A few days later, the party is ambushed by bounty hunters. Lacking fighting skills R2rien tries to flee and declares a full Dodge. One bounty hunter with a 6D Blaster is firing at him at medium range, the difficulty is 12 and he rolls 27. R2rien must roll 16 at least for his Dodge or he's hit by the bounty

hunter. That correspond to a difficult Dodge; thus, unless the gamemaster rolls 4 or more on one die, R2rien shuts itself down and will not move until he is restarted. Of course, he will also be hit by the blast.

Fixing a bugged software is done through the same procedure except that the time required is not rolled; instead "Debug" is used as the result of each dice. Even though there is no guarantee that the fixed software will be free of bug, use of state of the art development method make sure that it will not get worse.

Example: the time required to fix R2rien Dodge ix 3 x 2 = 6 weeks. After 6 weeks, both the player and the gamemaster roll again. If the player rolls higher, R2rien Dodge software is fixed; he now has 4D. If the gamemaster does not beat the player by more than 3, some bugs have been fixed, but not all; R2rien Dodge is now 4D but he keeps failing from time to time. If the gamemaster beats the player by more than three, nothing changes.

The character points cost for raising a skill by one pip is only half the number of dice of the current die code rounded up. Having a bugged software fixed doesn't cost the Droid any character points. Restarting the software development from scratch sometimes takes less time than fixing the existing one but that costs the Droid more character points.

Example : a few month later, Arnold wants to raise R2rien Astrogation from 5D to 6D. After 5D weeks, the gamemaster rolls 6D for a total of 34. Arnold rolls 2D+2 and adds 3 to the roll (he has Astrogation 3D); he gets a 13 and changes that score into a 21 by spending 2 character points. R2rien has to spend 9 character points, his Astrogation is still 5D but fails from time to time now while it never did before. Arnold can either try to develop the software again in 5D weeks at the expense of 9 extra character points from R2rien or fix it in 5 x 3.5 = 17.5 weeks at no character point expense.

Teaching a skill to a Droid.

Because Droids are designed to learn from electronic stimuli and not from reading, lecture or training, they spend a lot more character points then Humans or Aliens when learning a skill from a teacher even another Droid or by themselves. Even when learning from another Droid, the teacher passes information to the other, not entire programs.

Like Organics, Droid can only learn a skill from someone who has at least the Die Code they want to achieve. Also, current technology of learning units limit the "Die Code" that can be acquired by this method to 7D.

The character points cost for raising a skill by one pip is three times the number of dice of the current die code.

Droids learn faster than Organics; in fact they often could learn faster than any Human or Alien could teach. When taught a new skill by an Organic, the time required to raise a skill by one pip is 2 days when their current skill level is 4D or less and 4 days when it's more than 4D. When taught by another Droid, it takes hours instead of days.   Neither the teacher nor the Droid can spend character points to reduce this time.

Example: Vaurianne has Starship Piloting 6D+1, and wants to teach R2rien everything she knows about that skill. The Droid currently has 3D; they must spend 3 x 2 + 7 x 4 = 34 days together and R2rien must have and be ready to spend 3 x 9 + 3 x 12 + 3 x 15 + 6 = 114 character points.

<p style="text-align: center;">Researching the skill.</p>

Current technology of learning units limit the "Die Code" that can be acquired through this method to 7D.

The character points cost for raising a skill by one pip is four times the number of dice of the current die code.

The time required to raise a skill by one pip is 3 hours when the current skill level is 4D or less and 6 hours when it's more than 4D. That time cannot be reduced by spending extra character points.

Example: given access to a good source of information about computers, R2rien could raise his Computer Programming / Repair by one pip to 4D+1 in 6 hours if he spends 16 character points.

<p style="text-align: center;">Specialists.</p>

Specialists can install attribute hardware or skill software in your Droid or teach your Droid something they know. They can also be hired to develop skill software but the cost will generally be higher than the price you'd pay for an off the shelves package.

The fees of specialists vary widely from one place to another. On a space age planet, one may expect to pay 100 credits per day for a specialist with Droid Programming / Repair 5D to 7D+2, 400 credits when their skill is between 8D and 11D+2 and 1000 credits when their skill is higher than 12D.

<p style="text-align: center;">Building your own Droid.</p>

To build a Droid, a character must purchase the Droid frame which cost between 300 and 1000 credits. Droids with an unsophisticated frame like astromech or protocol Droids might cost 500 credits. Very simple Droid frames like the mouse Droids found all around on the Death Star are unlikely to cost more than 50 credits. As always the price can vary greatly with the place of purchase. The cost of special equipment should be added even if it is built into the frame, i.e. blasters for assassin Droids.

Let's compare the price of the four sample Droids described in section 8.2 of RPG2.

	Build	Buy
R2 Astromech Droid	21295	4525
9G Explorer Droid	7525	6700
K4 Security Droid	27100	7500
3PO Human-Cyborg Relation	20350	3000

"Build" is the cost to build the Droid; it includes the Droid frame, hardware for the six attributes and specific skill software. The price is lowered if the character develops the software himself.

"Buy" is the price of the Droid when bought from a Droid store on a space age planet.

Where does the difference come from?   Droid manufacturers build billions of Droids; they get better prices on attribute hardware than any character would and have developed standard software that they install on the Droids at almost no cost.

When a character builds a new Droid, no matter what attribute hardware or skill software the character installs in it, the Droid will start with all attributes and all skills at 1D. When the Droid earns character

points afterwards, they are automatically spent to bring his effective attributes and skills to their real Die Code. They are spent on attributes first, lower attributes being updated first; once all attributes have been brought up to their real Die Code, character points are spent on skills with lower skills being updated first.

Example: Rob O'Ward builds a //Ian (pronounce "bar-bar-ian") fighter Droid with 4D Dexterity and Strength and 6D Blaster and Dodge. Assuming Rob makes the two Very Difficult rolls to install the two attribute hardware and two very easy ones to install the software, Knone (the name Rob gives it) will start with 1D in every attributes and skill. The first 5 character points Knone earns are automatically spent to bring his Dexterity or Strength (his choice) to 1D+1; the next 5 character points are automatically spent to bring the other to 1D+1. Once both attributes have reached 4D the same starts with skills; the next 2 character points Knone earns are spent to bring his Blaster or Dodge (his choice) to 4D+1 and so on until the two skills are at 6D.

<p style="text-align:center">Optional rule.</p>

The gamemaster may allow characters to install new hardware and/or software in a Droid that doesn't have enough character points to spend for it. The Droid doesn't immediately become aware of its new possibilities; when he earns new character points they are automatically spent to bring the effective attributes and/or skills to their real level following the rules described above.

Example: Knone now has all attributes up to their real level, his Blaster is 5D and his Dodge 5D+1. Rob buys him new 2D Perception hardware; the next character points Knone earns will automatically be spent on it.

<p style="text-align:center">Note.</p>

In my campaign Droid Programming / Repair is one skill as it used to be under the first edition rules. If you don't like that, use Droid Repair when dealing with hardware and Droid programming when dealing with software.

(a) Droid Damage

Damage roll > STR roll   Effect

0-3   Systems Ionized: -1D on all actions for this and next round. Subsequent   ionizations are cumulative. If STR falls to 0D, systems frozen for 2D rounds.

4-8   Lightly Damaged: no actions for the rest of the round. Roll 1D on table below:
       1: -1D to one attribute, affecting all skills under it.
       2-3: -1D off all weapon damage
       4-6: -1 off movement
       9-12: Heavily Damaged: system shutdown for 10D minutes unless STR
     roll beats damage. Roll 1D on following table
          1-2: -2 off movement
          3-4: -2D off all weapon damage
          5 : sensor malfunction, 1-3 blind, 4-5 deaf,
            6 autobalance gone(make difficult DEX roll
       when moving or fall over)
          6: -2D off one attribute, affecting all skills under it

13-15   Severely Damaged: system shutdown unless STR roll beats damage. Roll 1D   on following table.

1-2: main power down, all systems at half until fixed
3-4: all weapons disabled
5: -3D to one attribute, affecting all skills under it
6: destroyed, can be repaired with memory intact

16+   Destroyed: the droid is destroyed. If KNO + STR roll beats damage, the droid's   memory can be salvaged

NOTE: by beating the damage with STR roll, I mean beating the amount that was in excess of the original STR roll to resist the total damage. Thus if a droid was blasted, taking 20 points total, and rolled 9 on its STR to resist, then it would be heavily damaged, since the leftover was 11. Now, the droid would have to beat 11 with a STR roll to avoid shutdown for 10D minutes.

9. Demolition and Saboteuring

'You know, I'd *really* like to blow something up now...'
                    Kev Tristo, Rebel Saboteur (rkf@globalnet.co.uk)

(a) Explosives

Here is a very large file about explosives I cooked up (and one little "extra"). Please not that the Explosive Snare shouldn't be very accessible to characters (The 100sq.m. baby is designed to take the legs off an ATAT) and everything else still requires all the demolitions rolls to do special effects or increase the potency of the detonite..

BlasTech, the maker of fine heavy blasters, has recently developed a very large line of quality demolitions devices. While more expensive than hand made devices, they are also more resilient to corrosion and parts breakdowns, have a much smaller propensity for failure, and, most importantly, are already ready to use when you want them.

Model: BlasTech IR Tripwire
Scale: N/A
Skill: Demolitions
Range: 50 m
Damage: N/A
Ammo: N/A
Cost: 100
Notes: The IR tripwire produces a thin, tight beam deep in the infrared spectrum. May be spotted by creatures with infrared encompassing vision or some night vision equipment; not visible under normal conditions to normal humans. The tripwire is a two piece unit, one unit (sender) locates and sends a tight beam to the second (receiver). Either the receiver unit, the sender unit, or both may be fitted with explosives, or the receiver may be wired to send a detonation signal to a Remote Cap. Batteries will allow tripwire to continue working for up to 20 standard hours' continuous use. Because it need not be within the blast radius of the explosives (it isn't necessarily in direct contact) it may be used repeatedly.

Model: BlasTech Remote Cap
Range: Anywhere on same planet hemisphere, up to low orbit; 50 Space Units
Cost: 300

Notes: A Blastech remote cap is far and away the most useful detonator. Attached directly to the explosive, this one use wonder can be activated by any comlink, droid, or holonet transmission, with a code word or binary signal. The comlink's range need not be as long as the Cap's. Set to a specific frequency. Listener only, does not send forth any active signal.

Model: BlasTech Remote Pager
Range: See Remote Cap
Cost: 200
Notes: Set to the frequency of a Remote Cap, a Pager uses a binary code also set by user to detonate the remote unit. Can be set by a standard data pad. Sends signal either at push button activation or can be wired to any other activation unit. Due to current technological limits, no more than 5 remote Caps may be slaved to one remote Pager.

Model: BlasTech Time Cap
Range: Immediate vicinity
Cost: 25 cr.
Notes: Easily the cheapest of the detonators, this also connects directly to the explosive and so, except in the event of a misfire, is also one use only. It is, however, a very versatile detonator, which can be set to keep "ticking" for up to 30 standard days. 3 x .5 cm LED (Light Emitting Display) digitally displays DD:HH:MM:SS. (Two digit day, 2 digit hour, etc..)

Model: BlasTech Effect Screen
Range: N/A
Cost: 100 cr.
Notes: This is a standard black/red LED, 10x3 cm, capable of displaying a message of up to 300 characters, 15 at a time, scrolling. This can be programmed by a standard data pad. Typically wired between a detonator and the explosive, it temporarily stops and holds a detonator's electronic relays long enough to display it's message before releasing the charge to the explosive material. If you're close enough to read the message, you are in a LOT of trouble. Price varies for larger effects, e.g., color, holo display, voice programming, etc.

Model: BlasTech Distance Monitor
Range: .5-15 m
Cost: 150 cr
Notes: This detonator is placed or wired into the explosive and, after a user designated time, up to a standard minute, puts out a straight ranging laser to the closest object in front of it. If this object is less than .5 meters away, roll 1D, on a 1 the Monitor sends the detonation charge, on 2-6 the laser crystal shatters, rendering the device permanently useless. If there is no object within 15 meters, the detonator activates the first time something enters its range. After the initial distance is set, movement of the object of more than 5 centimeters will cause detonation. If a second object comes between the Monitor and the set object, the monitor will also detonate, unless the second object if closer that .5 meters, in which case the roll is made as before. Batteries allow the device to continue operation up to 30 standard days, after which time roll 1D for each day; device continues operation on a roll of 1.

Model: BlasTech Motion Monitor
Range: See Below
Cost: 200 cr
Notes: The motion monitor, while standard for an IM mine or the like, is useful in the creation of shape charges or use of special effect traps. The Monitor is first set, usually in contact with or wired to the explosive. Then, after a user specified amount of time up to a standard minute, the monitor "watches" an

area up to 30m out, in an arc of 90 degrees. Any motion within this quarter-circle will cause immediate detonation. Note that the Monitor can only operate in a "line-of-sight" manner; objects behind some sort of non-moving cover can move without triggering the device assuming that they do not move into it's monitored area.

Model: BlasTech Contact Strips
Range: Touch
Cost: 50 cr
Notes: Each of the two components of a Contact trip set is either wired or set in direct contact with the explosive. Then, when the two 2x5 cm strips are set into contact with each other, the explosive is set; when the strips cease to be in contact with each other, the explosive goes off. This is useful on old-style hinge doors, brief cases, or a connection between a data disk and a desk top. When used in a brief case, often accompanied by a friendly message on an Effect Screen.

Model: Blastech Light Relay Wire
Range: 1000 m
Cost: 75 cr
Notes: Sold ordinarily in spools of 1 kilometer, Light Relay Wire can be purchased also in much larger amounts. It serves as a direct wire between detonators and explosives or between parts of the detonation sequence; e.g., Contact Strips wired to an Effect Screen wired to a quantity of Detonite. Slim as most modern fiber optics, the standard 1000m roll is contained in a spooling unit about the size of a man's palm. As the wire is strung out, two options are given on the side of the spool: strip or cut. The strip function rips off the light insulation surrounding the ultra-thin wire for the setting of more than one charge along the same uninterrupted length of wire. The cut function strips a small segment of wire, then backs up to the middle of the stripped section and cuts. (So that the beginning of the next piece and the end of the current piece are both bare.) Stripping and cutting is accomplished by a small internal vibroblade. Each spool contains enough battery power for 2000 cuts and stripping of up to 10% of the total length of the wire.

Model: BlasTech DeadMan's Switch
Range: See Below
Cost: 20 cr
Notes: The DeadMan's Switch is possibly the least popular of all detonation devices, as detonation usually causes or is caused by the death of the bearer. Since most bombers are not (contrary to popular belief) raving sociopaths, this seems like a gratuitous lose of life and should be avoided. A typical Dead Man's switch is wired to an explosive worn by the switch bearer. The bearer holds this blaster-sized unit in his hand/claw/tentacle, depressing a switch to turn the unit "on." After the switch is depressed, releasing it again will cause detonation. If the user (person holding the switch "on") takes damage up to "Wounded," an Easy Strength roll allows the user to keep his grip. Taking "Incapacitated" or "Mortally Wounded" damage requires a Moderate roll, being "Killed" usually calls for immediate detonation. The user may ALWAYS release his grip voluntarily with no roll at all, rolls are for users who wish to hold off the effect until the perfect moment.

Model: BlasTech BioMonitor
Range: Special
Cost: Special
Notes: The BioMonitor is a very unique piece of equipment. Usually only owned by paranoid bombers who act alone, a BioMonitor must be surgically implanted in the body and attached to both the brain stem and the heart. (Difficult Medicine roll with proper facilities. Heroic Medicine roll without. Characters with no "Medical" background should definitely forget it; failed roll means either Mortally Wounded or

Killed patient, GM's discretion.) The equipment thus installed may be one of two models: a Remote set (1000 credits), which is simply a Remote Cap wired to the BioMonitor hookups, or a self contained explosive set. The Self Contained setup requires the removal of a large volume of internal organs; possibilities include: a lung, a few meters of intestine, a kidney and part of the liver, etc. The organ removal is a second roll as described above. Having successfully "gutted" the patient, it now remains to "stuff" him/her. A large package of a detonite compound is inserted in the new cavity; when the BioMonitor reads all flat lines, this package goes off, doing damage as follows: Radius: 0-.5/5/13/25 Damage:(Speeder Scale) 10D/7D/5D/4D. Once this 20,000 credits worth of equipment has been firmly packed into the patient, he can be sown up and treated as "Incapacitated." If rest is taken instead of a proper bacta treatment, this operation will leave a scar like a cesarean from hell. The chipware is made of a carbon based substance, and the explosive is coated in such a way that neither show up on weapons scans. All costs are for equipment only; doctor's fees should also be considered.

Model: BlasTech Drop Cap
Range: Contact only
Cost: 20 cr
Notes: Designed with the desperate in mind, this cap is a highly simplified Time cap. About the size of a man's thumb, this little piece of equipment is set for up to 20 seconds by twisting a red dot on the top half to match the designated hash mark on the bottom half. The whole unit is then packed in explosives and dropped or thrown. Not known for reliability, this can be used as a free move but with 1D rolled to determine if the actual time is, 1=spot on, 2=+1 3=+2 4=-1 5=-2 6=-3, what the user is trying for. (Thus pulling the cap and explosive, setting the cap, and disposing of the whole lump is only two moves instead of three.) This cap cannot be wired to anything, and must be put in direct contact with the explosive.

Model: BlasTech Smoke Canisters
Cost: 25 cr.
Range: 50 cubic meters of smoke.
Notes: Sometimes you don't need a fire. Sometimes the smoke is enough. For use with the other detonations equipment, these smoke canisters, upon receiving a detonation signal from one of the other caps (has no independent firing mechanism) pours out (in one round) 50 cubic meters of smoke (25 cr. is standard black/grey smoke. Color effects are available in green, red, purple, crimson, blue, and white at 30 credits per canister.) If set in an open area, this balloons out to a 3.5 meter radius hemisphere (Assuming that the canister is on a large flat surface when it goes.) Can also be used to fill 20 meters of standard hallway, one large room (8x5 m), etc. Dissipates as follows:

Round#:	Effect:	Difficulty to To Hit and Search
1-3	Very Thick Smoke	+4D
4-7	Thick Smoke	+2D
7-9	Light Smoke	+1D

Stats given are for open air detonation. For enclosed area (Amphitheater, building with open windows, etc.) each division lasts one round longer (1-4, 5-9, 10-13). For airtight area (closed cockpit, windowless room, etc.) double all times. Canisters designed so that human breathing is unhindered by smoke. Smoke is as heavy as air, so it neither settles nor rises.

Model: BlasTech Nerve Gas
Cost: 500 cr
Notes: Operates exactly like Smoke Canisters in all respects except that it is designed to render a person unconscious. Canisters are usually designed for humans; aliens can reduce difficulty by -2D. Canisters may, however, be purchased for alien physiology's, for a price. Common species (Wookies, Rodians, Twi'leks) may cost only 100 credits or more extra. Stranger species (Hutts, Sand People, Yoda) may cost

as much as 10 times as much. Characters must roll Strength to remain conscious against a difficulty which varies by range from the canister: Range: 0-4/7/12/20
Difficulty: Very Difficult/Difficult/ Moderate/Easy.
Character must roll each round they attempt to stay conscious until they get clear of the cloud. As the cloud dissipates, the difficulty drops one level per level of dissipation, until the cloud has cleared completely.

Model: BlasTech Explosive Snare
Cost: 9 sq.m.- 2000
      25 sq.m. - 5000
      100 sq.m. - 10,000
Range: 3x3, 5x5, 10x10
Notes: An explosive Snare is a large wire mesh, set in thousands to millions of 6cm by 6cm squares. At each junction where two wires meet, there is a small quantity of detonite. To set an Explosive Snare, a character rolls his demolitions total twice: setting the snare without mishap is a Moderate roll, the second roll is the Snare's "hide" roll. If there is loose sand, small rocks, grass, or dead leaves under which the snare can be hidden, add 2D to the roll. An explosive snare is a completely independent piece of equipment, and cannot be wired to any other piece of detonation hardware. At each of the four corners of the snare are small yet powerful repulsors. At intervals of 24cm (4 squares) all across the inside of the mesh are small sensors, like the sensor of an IM mine, which can detect repulsor or contact. Using tiny "smart" technology, the meshing watches the movement across its surface; a targeted object does not trigger the snare until it is as close to the middle as possible on it's current path; when the object begins to move away from the center again, the trap is triggered. All four repulsors roar to life, swinging first straight upward until, held by the weight of the victim, each is forced into a tethered semi-circle, bringing its corner of the mesh over (or at least up the side of) the victim. A full dodge will bring a character outside of the snare's range, a regular dodge will bring a character out if he/she is within half a meter of the edge. (Both are rolled against the Snare user's Demolition's total.) Objects with a move greater than 20 cannot be trapped by a 9sq.m. Snare, greater than 50 by a 25 sq.m., greater than 200 by a 100 sq.m.; the snare is still set off, however. (Assuming that a snare has been set up on the ground. It may also be set vertically, allowing nothing to escape if it collides with the net.) The net then detonates all the small pieces of detonite, causing 4D/10D/20D speeder scale damage, dependent on Snare size, to any one or anything contained therein. The net can also be spread "upside down," tarp-like, over parked (or at least unmoving) speeders, starships, bunker doors, walkers, etc., and detonated. Folded and packed (as sold) the 9sq.m. snare is about as large as a paperback, the 25sq.m. about a large textbook, the 100sq.m. is contained in a large duffel bag.

Starship Sabotage-
Sienar, maker of the galaxy-famous TIE fighter, has designed this system for the destruction of craft such as X-wings, Y-wings, freighters, small capital ships--in short, anything the designers see as a threat to an unshielded TIE. Sienar generally sells these directly through black market contacts in Imperial/New Republic space, where they are usually illegal, although they can be purchased for 3/4 the listed cost in the Corporate Sector.

Model: Sienar Hyperdrive Disrupter
Range: Special
Cost: 1,500
Notes: This unit does not actually contain any explosive material. Instead, it is connected to a ship's hyperdrive (a combination of Starship Repair and Demolitions against a Heroic difficulty). As soon as activated (may be activated by a remote cap, time cap, or immediately), the device waits for the ship's Hyperdrive to be activated. It allows the drive to function for 10 standard minutes (thus micro-jumps

within systems do not trigger detonation) before it begins to feed off of the Hyperdrive's power systems. After an additional 15 minutes of power sapping (hyperdrive performance is not affected noticeably) the unit absorbs ALL hyperdrive-designated power, dropping the ship out of hyperspace instantly, before feeding all of that power back into the hyperdrive, along with the additional power stored during the 15 minutes of sapping. Roll 2D and modify effects by the amount of abuse hyperdrive has taken up to this point, hyperdrive modifications, and damage to the ship's hull, ship size, and hyperdrive multiplier at GM's discretion. (E.g., an extensively modified, fast ship with some other systems damaged would have a heavy modifier against it, while a nearly stock, semi-mint condition ship would experience a small modifier in it's favor. Results are as follows (results above 12 reflect GM designated modifiers): (See page 36. GG 6, for reference)

<2   Minor Hyperdrive Mishap.
2-4   Moderate Hyperdrive Mishap
5-8   Catastrophic Hyperdrive Mishaps
9-12   Hyperdrive irreparably destroyed- Sublight engines crippled to 3/4 normal speed.
13-14   Hyperdrive irreparably destroyed- Catastrophic Sublight Drive Mishap
15-16   Hyper- and Sublight Drives destroyed- Ship takes 2D internal damage (no shields)
>16   Hyper- and Sublight Drives destroyed- Ship takes 6D internal damage (no shields)

Internal Damage is always on the ships own scale.

During usage the unit vaporizes all together, leaving only a black carbonized square where the device was affixed. Some users have found that messages can be delivered by writing a message backwards in heavy electrician's tape on the attachment side of the unit.

(b) Weapons Briefing: Hand Grenades

I've always found hand grenades useful for dealing with a wide variety of things, ranging from stormtroopers to TIE Fighters (toss a frag into the cockpit, and the controls are gone). So, for your borderline psychotic characters, I have prepared the following list. If anyone knows of some I missed, send 'em. Happy hunting....

Hand Grenades
        The first grenades were clay pots or hollow wooden or glass containers packed with primitive, explosive powders, acids or flammable liquids, and usually fitted with a fuse, which had to be light from a flame before throwing. They eventually progressed to metal, fiber or plastic containers filled with various chemical compounds and explosives and fitted with either a timer or impact detonation system. Modern hand grenades found in use throughout the Empire have advanced little from those relatively primitive items, except in becoming more compact. Their use remains the same: "pocket artillery".

Fragmentation Grenades
purpose: anti-personnel
        The fragmentation grenade, or "frag" as it often called, is a popular and simple anti-personnel grenade. They consist of a metal or plastic and metal shell, filled with explosives. The explosives shatter the grenade body into small shards, which are razor sharp and nearly molten form the blast heat. They produce devastating wounds, but less bleeding then most people would think, due the extremely high temperature of the shrapnel. They are easily improvised from scrap metal and explosives, making them popular with criminals and subversives.

type: fragmentation grenade
skill: grenade
availability: 1 R,X
cost: 200
range: 3-7/20/40
blast radius: 0-2/4/6/10
damage: 5D/4D/3D/2D

Concussion Grenades
purpose: anti-personnel (primary), anti-materiel (secondary)

The concussion grenade is arguably an improvement on the frag. It consists of a fibrous or plastic container filled with explosives, usually 50% more than is found in a fragmentation grenade of the same size. It's mechanism of wounding is from the concessive shock wave produced by the explosives. The higher quantity of explosives makes them suitable for emergency demolitions charges, and they function more effectively in vacuum or under water. They are less popular with insurgents, due to the higher quantity of explosives, but the lower quantity of metal makes them useful on worlds with primitive security sensors. The Imperial Munitions Mk 37 Mod 8 and Mod 9 are the standard issue hand grenade of Imperial Forces, fitted with a timer and impact detonation system respectively.

type: concussion grenade
skill: grenade
availability: 2 R,X
cost: 200
range: 3-7/20/40
blast radius: 0-2/4/6/8
damage: 5D/4D/3D/2D

EMP Grenades
purpose: anti-electronics

The Electro-Magnetic Pulse (EMP) grenade is note a traditional grenade, but actually an electronic device that emits an incredible burst of microwave, cosmic and radio frequency radiation. This pulse is harmless due to its short duration, but was the effect of "killing" most electronic devices, especially droids and computer systems. This is caused by overloading the circuits faster than the overload breakers can usually respond, and even the best military systems usually need to be recalibrated and have their breakers replaced before they are functional again, similar to ion cannons.

type: EMP grenade
skill: grenade
availability: 2 R,X
cost: 350
range: 3-7/20/40
blast radius: 0-2/4/6/10
damage: 5D/4D/3D/2D Ion

White Phosphorus Grenades
purpose: anti-personnel/incendiary (primary), screening (secondary)

The white phosphorus grenade, also known as "Willie Petes", is a horrifically effective device that is officially listed as a screening device for the grey, wispy, light smoke it produces. Most experienced military personnel know better, using them for anti-material and anti-personnel effects. A Willie Pete consists of a light metal container packed with white phosphorus and a small bursting charge. When the charge detonates, it destroys the container, and spreads the white phosphorous, which ignites on contact with oxygen and burns at approximately 2750 degrees standard (27 and a half time the boiling point of

water). The only treatments for WP burns are to submerge in water the effected area, and then pick out the particles (which will reignite as soon as they are exposed to oxygen), or cover the WP with copper sulfate to deactivate it. Most professional soldiers consider the use of WP-based munitions to be either a barbaric weapon of last resort, or a highly effective weapon with many suitable applications, depending on their personality.

    type: white phosphorus grenade
    skill: grenade
    availability: 2 R,X
    cost: 300
    range: 3-7/20/40
    blast radius: 0-2/4/8
    damage: 5D/4D/3D, does 3D damage per round to flammable material (including most people) until smothered/submerged, or until the effected bodily areas and/or structures are gone. Generates 1D smoke for 4 rounds. (Personal note: I give any Force using character a Dark Side Point if they use these things too often or enjoy and/or advocates their standard use.)
    note: will not work in an atmosphere that does not contain freely available oxygen

Thermite Grenades
purpose: anti-material
    Thermite grenades are designed as anti-materiel devices. They consist of a light metal or plastic body packed with several chemical compounds, primarily thermite (a ferric compound). Unlike WP grenades, they do not burst, they just burn- at temperatures hot enough to melt most ferric alloys, many ceramic composites and most polymers and carbon fiber compounds. The 2200 standard degree mass of molten iron is hot enough to fuse or melt through almost any armour or machinery given enough time and quantity. Due to the chemical nature of thermite, it produces its own oxygen, and may be used underwater or in space. They are more easily improvised and much safer to carry than phosphorus.

    type: thermite grenade
    skill: grenade
    availability: 2 R
    cost: 300
    range: 0-5/10/20
    damage: 8D per round for the next ten rounds.

Anti-Vehicle Grenades
purpose: anti-vehicle
    The new crop of anti-vehicle grenades are extremely popular with all light infantry and urban forces, as they have the ability to make holes in even moderately large vehicles. They consist of a streamer stabilized shaped charge with a contact detonator set at the proper stand-off distance for maximum effect. Some may also be had with a sticky patch on the stand-off cone and a timer, allowing them to be effectively used to breach fuel tanks and similar structures in the manner of a traditional shaped charge, but pre-built and less cumbersome. Unfortunately, they are expensive and heavy, meaning that they are still relatively rare and a pain to carry in large quantity.

    type: anti-vehicle grenade
    skill: grenade
    availability: 2 X
    cost: 750
    range: 0-5/10/20
    blast radius: 0-2/4/8
    damage: 7D, if used against speeder scale targets, ignore scale differences

Smoke Grenades
purpose: screening (secondary)

Smoke grenades are popular with every one from cops to grunts to "rock shatter" music groups, as they are available in a wide verity of colors, have no permanent effects, are cheap and make a dense smoke. They consist of a container packed with either a burning or chemical reaction based smoke producing filler, and have several holes that are covered with plasticized tape. The most common colors of smoke are white, red, yellow, green, purple and black in that order.

  type: smoke grenade
  skill: grenade
  availability: 1 F
  cost: 25
  range: 3-7/20/40
  radius: 3m
  damage: produce a 2D smoke cloud for 12 rounds

Flash/Bang Grenades
purpose: Distraction and disorientation

A flash/bang is usually one the first things through the door during a hostage rescue, kidnapping or prison breaking mission. Most flash/bang grenades consist of a canister of a fibrous material packed full of flash powder. They produce an incredibly loud bang and star-bright flash, that serves to temporarily blind, deafen and disorient everyone in the immediate area for about a minute, allowing a minimum of force and fuss to be used by the attackers. They have also been known to render lightly built individuals unconscious. Their only draw back is that they can be lethal and are debilitating to anyone unfortunate enough to actually be touching the device when it detonates, and a stray blaster shot that hits just right, or a sufficient drop, can set them off unintentionally.

  type: flash/bang
  skill: grenade
  availability: 2 F,R
  cost: 150
  range: 3-7/20/40
  blast radius: 0-6
  damage: 2D Stun. Also does 6D vs PERC, if effect damage is greater than 6, target blinded and deafened for 2D rounds. -3D PERC and all skills requiring vision or hearing, including most DEX and MECH skills. Does 4D damage if in contact with an object or person.
  note: If the grenade is hit or crushed before arming, roll to see if they detonate. They have 2D body strength, and if the result is better than wounded, it detonates.

Glop Grenades
purpose: suspect restraint grenade

Glop grenades are a non-traditional device. when they explode, they spew a mass of rapidly hardening foam over an area. This material is very strong, and sets up in about a second, and only break down when the proper solvent is applied. They used mainly for riot control and to stop prison escapes. They almost completely non-lethal, and relatively easy to own. Increasingly, some organizations are using them as training assistance devices instead of the traditional smoke and riot gas grenades. (this is taken from the Han Solo and the Corporate Sector Sourcebook)

  type: glop grenade
  skill: grenade
  availability: 2 R
  cost: 275

range: 3-7/30/60
blast radius: 0-1/4/8
damage: 6D/5D/3D, holding STR of glop

Regurgitant Gas Grenades
purpose: riot control

Regurgitant gas is an effective, non-lethal, anti-personnel device used primarily to disperse riots and prison uprisings, but has seen some use as a chemical and biological warfare training device. They are similar in appearance and construction to smoke grenades, but have some unpleasant effects, starting with sever nausea, leading to projectile vomiting, that last about four times as long as the victim's exposure to the gas cloud. Due to the extreme effects of regurgitate gas on most sentients, many civil rights groups have protested it's use in dispelling riots

type: nausea gas grenade
skill: grenade
availability: 2 R,X
cost: 100
range: 3-7/20/40
blast radius: 0-3

damage 6D vs Stamina. Gas active for 1D minutes. If char's rolls unsuccessful, all rolls +4D difficulty (while character empties guts) for 4 rounds per every round of exposure. Functions as a 1D smoke screen. Blocked breath mask.

Tear Gas Grenades
purpose: riot control

Tear gas is viewed by many as a more humane alternative to regurgitate gas, and is in use were ever one might use regurgitants. For this reason, it is much less tightly regulated to civilians. It need not be breathed, as it primarily targets the eyes. An individual exposed to tear gas typically experiences copious tearing of the eyes, coughing and an occasional tightening of the throat, but not to the point of endangering the life of the target. It is for this reason that many military forces use it, as the majority of military and law enforcement personnel have been trained to function despite the effects of the gas or have become acclimated to it, as have many individuals who live in heavily urbanized or industrialized areas with extensive air pollution.

type: tear gas grenade
skill: grenade
availability: 1 F, R
cost: 200
range: 3-7/20/40
blast radius: 0-3

damage: 3D vs Stamina. Gas active for 2D minutes. Roll damage at start of round. If character's roll unsuccessful, increase all difficulties by that amount. Effects last for 1D-2 rounds after leaving gas cloud. Functions as a 1D smoke screen. Blocked by breath mask.

Concussive Stun Grenades
purpose: incapacitation

Concussive stun grenades are a lighter weigh version of the concussion grenade, meant only to stun, not kill. Unfortunately, they can cause permanent and even lethal injuries, despite the good intentions of the users. For this reason, they are just as tightly regulated as lethal grenades, and they are relatively unpopular with law enforcement and hostage rescue teams.

type: concessive stun grenade
skill: grenade
availability: 2 R,X
cost: 250
range: 3-7/20/40
blast radius: 0-2/4/8
damage: 6D/5D/3D/2D Stun. Any complications rolled on the Wild Die by either the grenade's damage die, or the target's STR resistance, treat the one half the damage as lethal force.

Stun Gas Grenades
purpose: incapacitation/riot control
 Stun gas is a more popular alternative to concessive stun grenades, as it plays few lethal tricks on the target. Similar in appearance and construction to smoke and riot gas grenades, it is used by anyone who wants to take an individual alive or minimize the danger to surround property and innocent bystanders. It is exceedingly fast acting, dropping all but the most stalwart individuals in a matter of seconds. There are two popular stun gases an the market today, CC-457 and MS 92. CC-457 is used most often by the military, as it can effect the body merely be skin contact, while MS 97 is more often sold to civilians as must be breathed to be effective.
 type: stun gas grenade
 skill: grenade
 availability: 2 R,X (civilian version 2 F,R)
 cost: 320 (civilian version 250)
 range: 3-7/20/40
 blast radius: 0-3
 damage: 5D Stun. Gas active for 2D minutes. Roll damage at start of round. Functions as a 1D smoke screen. Blocked by full body suit (military version) (blocked by breath mask with civilian version).

"Thumper"
purpose: target tracking and designation
 Active target tracking and designation devices, or "Thumpers" as they are affectionately known, aren't really hand grenades at all. Rather, they are an electronic device with a fusion disk on one end and a cluster of strobes, antennas and a streamer stabilizer at the other. They are used to mark vehicle that regular infantry can't deal with, for destruction by air or artillery support. Thumpers have an active life of about five hours, during which time the continuously transmit a beeper pulse. If the planet they are on has a positioning satellite net, the readout from the satellite signal is also transmitted.   In addition to signal identification, thumpers are fitted with a high-intensity strobe light, allowing for visual targeting.
 type: thumper
 skill: grenade
 availability: 2 R
 cost: 800
 range: 0-5/10/20

NOTE: when a character first procures a grenade, the PC or the GM must state weather it is fitted with a timer fuse (what is the duration, and is it adjustable) or an impact fuse, and if it is armed with a pull ring (with or without a safety handle), switch or push button. This can and does make a huge difference in how to use them, especially when constructing booby traps and improvised land mines.

(c)Weapons Briefing: Mines and Remote Casualty Producing Devices

Remote casualty producing devices (RCPDs) have been a staple of warfare since the first time a branch had a point put on it and holes were dug. In fact, this is all that the first devices were, spike lined, camouflaged pits. Over the centuries, the devices became more exotic. Crossbows and slugthrowers attached to trip lines. Various and sundry explosive and incendiary devices. Gravity powered spikes and weights. Pits, in all sizes, filled with spikes, water, acid or just incredibly deep. Snares that hauled the victim into the air, or down a cliff, or across and over a tree limb, or into a hole smaller than the victim. Electrified fields. Laser enclosion grids. Today, the assortment of technological mayhem that can be inflicted on individuals after you've left is incredible.

For additional information, please refer to General Cracken's field guide.

PRIMITIVE RCPDS

To conserve space, and to take into account the near infinite number of variables involved, the technologically primitive traps will only be given a light overview. To be precise, we will only cover the most basic, the spike pit. Please refer to your favorite wilderness survival manual for a more complete description of other systems.

Spiked Pit

The easiest RCPD is the pit trap. Simply a hole dug in the ground, the basic pit is best used to trap land vehicles that can not climb out. To be able to efficiently use it against sentients, you must become more creative. While some people have tried exotic methods, such as acids, the easiest method is to spike the bottom. Simply place sharpened spike in the bottom of the pit, with not much more than 5cm separating them, but not less than 3cm apart (any closer, and the target will be able to spread his weight across a larger number). When the victim steps on the surface camouflage, he breaks through, sending the sole of his boot to the spikes. Due to the increasing dependence on energy weapons, most boot manufacturers have stopped producing spike-resistant boots, making most individuals an easy mark for this trap. If you feel the need, coat the spikes with whatever toxin you happen to like.

type: spike lined pit
damage: 2D-5D (depending on the spike construction, pit depth and other
variables)

ENERGY BASED RCPDS

With the advent of the energy weapon, trapping took a different turn. Before, there had been some work done with slugthowers and bows, but nothing really efficient. Most of the R&D money went into explosive devices. Today, there are several energy-based RCPDs available, but many of them must be built into a building's structure to conceal them. This is why energy weapons are best used to defend a fixed position, not to cover one's travel.

Merr-Sonn Sentry Gun

Merr-Sonn has taken a bold step into the line of automated sentries with the introduction of the Sentry Gun. Essentially a blaster, mounted on a tripod and slaved to a motion tracker, it does away with the potential for rogue programming found in sentry droids. Having an effective range of 100m, the sentry's computer targeting system is roughly as skilled as a common rifleman. It has a very high ammunition capacity, and may be connected to a power generator for unlimited firepower. The tripod features mechanical field limiters, preventing the gun from firing on targets outside of it's designated field of fire. This means that they can be used to support troops or protect landing fields without the chance of friendly fire. There are currently variants of this device under development that use flame throwers, grenade launchers and non-lethal arms.

type: remote sentry gun
availability: 3 X

cost: 1000 (50)
skills: Blaster: sentry gun 3D, Search 4D (not improvable)
range: 1-10/30/100
fire rate: 5
ammunition: 500, or connected to a power generator for unlimited ammunition
damage: 4D+2
notes: Firing Procedure: The weapon must make a Search roll vs the characters' Sneak roll. If the targets are located, then the gun may fire on targets. The gun will only fire once per round at a particular target.

Field Limiters: The gun's field of fire may be restricted to as little as 20 degrees of arc, or opened up to a full 360 degrees.

Fire Linking: Multiple sentry guns may be firelinked, with damage calculated as per normal.

Laser Enclosion Grid
This device is one of those that must built into a building. It consists of a series of laser emitters mounted along one wall and either the floor or ceiling, usually separated by only a centimeter or two. This produces a "mesh" of laser beams, that are virtually guaranteed to slice into the flesh of the individual who tries to pass through. The are commonly found in Imperial installations and ships, usually near command centers, armouries, prison blocks and computer and power cores. They are nasty weapon that requires no skill to use, other than the ability to throw a switch, need very little maintenance, and can be activated from almost anywhere. Very, very effective.
type: anti-intruder device
availability: 3 R,X
cost: 300+ per meter of wall and ceiling needing emitters (cost depends on how hard it is to add to building)
damage: 6D

Lightning Hall
The "Lightning Hall" defense is an old, and reliable, one. It must be built into a structure at the time of construction, and can not be retrofitted very easily. It requires metal walls, floor and ceiling, and a direct feed from a large energy source. When activated, whole sections of the corridor become shot through with lightning. Anything conductive that passes through the hall acts as a lightning rod. Some users have even taken to adding water mister nozzles to these areas for the psychological effects. The nice thing about this RCPD over a laser enclosion grid is that the voltage may be adjusted in potency, and in amperage for either stunning or lethal force.
type: anti-intruder defense
availability: 2 R,X
cost: 200/meter of corridor
damage: 1D-8D, stun or lethal

EXPLOSIVE BASED RCPDS
Explosives have been the backbone of RCPDs since the triggering devices became stable enough to meet the mission at hand. The devices have included such things as an armed hand grenade placed inside a can, and rigged to be pulled out of the can when a line is pulled. These devices can be large enough to take out a tank, or small enough to simply remove a couple of toes. They can be detonated by command, from pressure being placed on them, pressure being removed from them, pull switches, push switches, various sensors, or anything else you can think of.

Merr-Sonn LM-18 Anti-Personnel Mine

The LM-18 follows the typical pattern for this kind of device. It consists of a layer of explosives placed under a layer of shrapnel material. This is packed into a curved, fibrous or plastic container, which has fittings for a detonator, which is in turn attached to the initiator, and set of metal legs and loops for mounting. There is certain danger area behind the device when it detonates, but for the most part the danger is to the front of the mine. The air is filled with whistling shrapnel, producing horrific effects. Due to their simplicity and effectiveness, directional mines are a staple of guerrilla forces, but only the Merr-Sonn LM-18 is good enough for the forces of His Majesty Palpatine.

    type: directional, anti-personnel device
    availability: 2 X
    cost: 450
    range/damage: 6D (0-2)/5D (6)/4D (10)/2D (15) in a 15 degree arc, 5D (0-2)/4D (6)/2D (10) in a 15 degree arc on either side of the primary arc, and 4D over 2m in all directions.
    notes: Detonating Devices: it may be attached to a variety of trips, a timer or a command detonator.
    Difficulties: Easy Demolition to arm or disarm.

Merr-Sonn LM-10 Area Denial MiniMunition

Merr-Sonn has done it again, producing a small, easy to use, impossible to disarm RCPD. The LM-10 is a 12mm diameter sphere of explosives, detonated by contact. They come packaged in a canister of 100. DO NOT remove them from their shipping container. This contains a strong magnetic field that inhibits their detonator. When removed from their container, they arm 30 seconds later. The next thing that they hit, they explode. Once they are armed, they can not be disarmed. It is for this reason that the Empire is experimenting with larger canisters of thousands of these little bastards, to be carried and sown by TIEs or airspeeders. If dropped high enough, they arm before hitting the ground, doing a relative small amount of damage to an incredibly large area. There have been some vocal opponents to the manufacture of these items, but the most vocal of them have met with Treason charges.

    type: miniature, area denial munitions
    availability: 2 X
    cost: 1300 (package of 100)
    damage: 3D
    notes: Armed 30 seconds after removed from canister. Detonated by contact. Can not be disarmed.

Improvised Anti-Walker Mine

These are commonly manufactured by forces that do not have access to preproduced devices, including many Imperial forces (considering the current shortages). They are formed by removing the warhead from a proton torpedo or a concussion missile, and fitting it with pressure and repulsorlift switches. This home made device is then buried along the expected route of a vehicle. When the sensors detect the passage of the vehicle, it detonates with same amount of force as it would have if it had been fired from a fighter, doing an incredible amount of damage. Similar conversions have been made of concussion grenades, artillery missiles, and even capital class concussion missiles. These last are especially devastating, but very heavy and expensive.

    type: improvised high yield landmine
    availability: 2 R,X (warhead), 2 F,R (sensors), 2 (tech)
    cost: 200-500 (projectile), 400 (sensors), 100 (typical work expense)
    scale: starfighter
    blast radius: 5m
    damage: 6D-9D (depending on projectile used).
    notes: Targeting: Fitted with repulsorlift and vibration sensors. Detection radius 3m.
    Difficulties: Moderate Demolition to construct, Heroic Demolition to disarm.

SoroSuub M15B3 Bounding Landmine

This a fairly nasty little RCPD. It consists of a pressure switch, connected to a spring loaded launcher that contains a modified hand grenade. When the grenade reaches the end of it's one meter tether, it detonates. The pressure switch is one of the most advanced of its kind on the market. When more than 40kg is placed on it, the system cocks. When the weight is removed, it starts a two second delay, which leads to the launching spring. These are popular with some elements of the Rebellion for dealing with Imperial patrols in rural areas, but the Rebellion as a whole is reluctant
to use mines.

    type: Bounding anti-personnel mine
    availability: 2 X
    cost: 400
    blast radius: 0-2/4/6/10
    damage: 5D/4D/3D/2D
    notes: Moderate Demolition's to construct, Difficult Demolitions to disarm.

LANDMINE ETIQUETTE

Lets be honest, these are not a good weapon. They are small, cheap and can function for decades, even centuries. They can not discriminate, and the explosive ones are difficult and dangerous (if not impossible) to disarm. For these reasons, use them only when you must. If you must use them, keep the most accurate record concerning their type, quantity and location that you can.

Traditionally, they have been used to form a perimeter around a fixed position, to provide extra power to an ambush, or individually placed in likely places to harass the enemy while on patrol. Other times, they are placed in mass quantities, without bothering to conceal them, so as to force the enemy to waste time either disarming them or going around, often into a favorable position.

Auto guns have been used in situations were the use of a living sentry has not been preferable, or to provide additional firepower to defenders. They also have been used to secure vaults, as they can not become greedy nor can they be reprogrammed by such a person. They also have the added bonus on not having a brain, and thus can not be scared.

(d) Other Ordinance

CRYOBAN GRENADE
Scale:CHARACTER
Range:3-6/18/36
Damage:5D
Availability: 2
Cost Range:180-385
Weapon Note:This grenade explodes and fills a 5m area with Detrolin spores. These spores soak up heat in the general facility and drop the temperature down to -20 degrees Celsius.

EXPLOSIVE GUM
Type:dangerous gum
Avalibility: x
Cost:1000 for 5 pieces
Game effect: 5D damage to a blast range of 3m
Capsule: Chew then throw that's the instructions. It has a five second time delay.

IM MINES
Model: IM Mine
Scale: Character

Skill: Demolition
Blast Radius: 3/10/15/22
Damage: 12d/9d/5d/3d
Fire Rate: 1
Cost: 2500
Body: 2d
Availabiltiy: 2x

MINI FUEL AIR EXPLOSIVE
Scale:CHARACTER
Range:3-5/15/35
Damage:6D
Avail:3
Cost Range:400-795
Weapon Note:This weapon, when thrown, sprays a fine mist of highly flammable liquid. When this liquid is ignited by the device, it explodes in a large ball of flame. The device causes damage three ways:

1) The heat from the flames
2) The concussion from the blast
3) The blast sucks oxygen from the area

MINI-GRENADES
Concussion Grenades: Blast Radius- 0-2/4/6 Damage: 6d/5d/4d   1760
Stun Grenades: Blast Radius- 0-3/6/9 Damage: 5d/4d/3d stun   2500
Mini- thermal detonator: Blast Radius- 0-5/10/15 Damage: 8d/6d/5d   5975

SONIC MINE
Model: Modified SuperHarmonics JJ-9 Amplifier
Scale: Character
Skill: Demolitions
Ranges: 1-10/18/20
Damage: 7D (stun) /5D(stun) /3D (stun) (see below)
Cost: 500 credits.

The original JJ-9 amplifier was an acoustic device of moderate power, with an irritating whine at higher amplitudes that rendered it a complete failure on the open market. However, when a backyard engineer attempted to reduce the whine of the amplifiers, he discovered that it was relatively easy to boost the power of the whine to levels that could literally shatter eardrums. Once he replaced all the windows of his house, and had his hearing restored, that individual began selling modified JJ-9s, which he termed "Sonic Mines". The modifications were very easy to make, and the resultant weapon proved very effective against unprotected personnel. Since then, just about every mechanic that deals with this sort of thing has learned how to modify JJ-9s, and SuperHarmonics is doing a booming (no pun intended) sub-legal business in the devices.

    When a Sonic Mine is engaged, the device causes the listed damage to unprotected individuals. It also causes several other results. Anyone within medium range of the device must make an easy Stamina roll to avoid spending one action holding his hands over his ears to try to shut out the noise. This difficulty goes up one category per round spent in that area. The difficulty and rate of increase are doubled for close range. While in the range of one of these devices, all actions are at -2D. In addition, prolonged exposure to the device can lead to permanent hearing loss, and brain damage. Deaf individuals, as long as they still posses eardrums, are subject to this damage, but halve it. Individuals wearing protective gear are immune to this damage.

SPEEDER TRAP
Cost: 1,900-generator 100-per sensor eye
Avalibility: 2,R
Damage: Special/Occupants are AUTOMATICALLY STUNNED due to the impact

   Originally designed for use as an anti-theft device for speeder sales lots, the speeder trap is essentially a reverse gravity field. Since the repulsor field operates by reversing the gravitational field and producing the floating effect, the reverse grav field brings the craft to an immediate stop--by falling to the ground. Normal commercial applications allow for a reinforcing frame to eliminate damage from the drop. In an ambush, the fall would cause massive damage to the repulsor generators on the speeder, rendering the craft inoperable.
   The trap comes in two parts, the reverse grav field generator and power pack, and a sensor eye that powers up the field when a speeder approaches. Additional eyes are available.
   To place the trap, the character unrolls the generator over the road, and places the generator out of sight(Hide skill). The sensor eyes are then placed 3-4 meters away from the generator. The difficulty to detect placement is the Hide roll if the speeder is moving at half speed-- +10 to the difficulty if moving at 1 move/round or more.

10. Security

"Well, I suppose I could hotwire this thing..."
                        Han Solo (SW6: Return of the Jedi)

(a) Scanners

"SCANNERS are devices that detect and assess the characteristics of lifeforms, energy fields and physical objects....Large sensor systems on starships can examine the surface of worlds from hundreds of kilometers away. Smaller models can be used by Rebel operatives, commandos, and scouts to obtain info on their surroundings.
         Smaller models lack the power, range, and flexibility of ship-mounted models. Therefore there are specialized types of scanner: Bioscanners detect life forms approximating Human sizes--smaller creatures are more *difficult* to discern, while larger ones are *easier*. Energy scanners are likewise readily able to sense moderate energy sources/transmissions, but a blaster power pack would be *difficult* to pick up, but a broadcasting comlink wouldn't be. Hand-held models can operate for days before drained. Larger models have power supplies that last weeks of operation.

Use in Game
         - 1 action to use
         - sensors skill or MEC
         - some scanners substitute the skill roll or enhance it
         - each scanner has specified range of effectiveness
         - due to size, portable scanners use *active* emissions in a search mode to   gain info [hmmmm] in a specific direction.
         - character must rotate and do a scan for each direction to search. Usually 4   directions to scan, but sometimes up and down are possible as well

Ranges--difficulties for range are explained

Difficulty Level Modifiers: several modifying conditions are detailed here
       - eg: scanning for persons of certain sizes, species, particular ship, or mineral,   or particular type of energy emission--> +5 to +20
         - detailed scanning one of many targets
         - target sensor profile is dampened, hidden among similar emissions, or
           swamped by other signals--> +10 (Mike?)
         - target is shielded +15 (ahhh, Mike)
         - bonuses for using the scanner for it's designed purpose, large emission
           sources, scanning a target that belongs to a general class, such as ....

General Cracken's Addendum:
       - blah blah...sensors are cornerstone...blah blah--ahhh!! Imperial installations monitor all common scanner frequencies--they might detect your presence. If that happens, you can be tracked or jammed.

LIFEFORM SCANNER (Cryoncorp Life detect Bioscanner)
Cost: 2800
Avail: 2
Range: 500/1/1.5km
         - no bonuses
         - common to scientists and security forces [hmmmm]
         - detects and pinpoints location of lifeforms
         - even determine species if data matches stored species template
         - size of portable computer

SECURITY SCANNER (BlasTech Search-Scan 4)
Cost: 9800
Avail: 2, R (governments only)
Range: 3/7/25
Note: +1D to sensors roll for detecting: structural anomalies, secret compartments, and energy signatures for weapons [and BlasTech should know!!], lifeforms, and energy sources in a confined area such as a docking bay...etc etc
         - Imperial and local governments for a variety of purposes
         - large chest-size (often on a cart or repulsor sled [hmmm like in ANH??]
         - very sensitive instrument that can *often penetrate shielding* (scare your YT   1300 owners to death!)

TECH SCANNER--etc etc +1D to repair rolls (see text)
      [gotta get me one of those for my PC]

ENERGY SCANNER--etc etc energy type, intensity, effects, origin. natural vs. artificial, stellar, reactors, generators, starships, air speeders, comlinks (!!!) and other scanners (!!)

MEDSCANNER-- etc etc fragile, but give 1D to first aid rolls. assess diseases, injuries, etc etc. Difficulty levels depend....

GEOLOGICAL SCANNERS--etc etc miners/prospectors, ore deposits, geothermal, seismic, volcanic, glacial info

WEAPONS DETECTOR--search of 6D to detect energy weapons. The Hide skill...etc -large. fixed sites, etc."

11. Al's Hydrospanner Corporation Tool List

'Welcome to Al's Hydrospanner Corporation - for all your technical needs! We are one of the biggest black market suppliers of goods in most sectors and what you can't find here you can order!'
DISCLAIMER: We can hold no responsibility for fines or imprisonment suffered as a result of these purchases. All purchases are entirely at your own risk. Although there is a cash back guarantee (except on explosives)

Tools	Cost
Tool Harness	10
Worklight	25
Power Prybar	30
Beam Drill	50
Hydrospanner	50
Plasma Welder	50
Vibropick	50
Fusion Cutter	75
Vibrosaw	75
Power Scanner	150
Computer Tool Kit*	200
Droid Tool Kit*	200
Security Systems Kit*	200
Vehicle Tool Kit*	200

*Optional Rule-all work on these areas is 1 difficulty level higher without appropriate kits

Communication Devices	Cost	Availability
Personal Comlink	25	1
Military Comlink	100	2,R
Subspace Radio (small)	500	
Subspace Radio (large)	1000	

Computers and Machinery	Cost	Availability
Portable Holographic Projector	200	1
Fusion Power Generator (light)	500	1
Fusion Power Generator (medium)	750	1
Fusion Power Generator (heavy)	1000	1
Compact Sensor Pack	1200	2,R
Lifeform Scanner	2800	2
Tracker's Super Companion [2]	4000	2
(Extra Cell)	25	
Pavlon Achiever [3]	5000	2
(Separate Generator)	500	
(Built-In Generator)	1000	

XL's Micro Cal [2]		5000	1
XL's Mega Cal [3]		7000	2
Hacker Kit 1.1	8000		4,X
Extreme Tech's Data Surgeon [2]	9500		R
Security Scanner		9800	2,R
Extreme Tech's 220 Stealth [2]	12000		X
(Extra Cell)	80		
Extreme Tech's 520 Stealth [3]	20000		X

[2] Portable Computer
[3] Stationary Computer

Cybernetic	Cost	Availability
Computer-cyborg Interface	400	4,R
Cybernetic Comlink	400	4,R
Cybernetic Brain Enhancement	6000	4,R
Cyberbrain	variable	2,F,R,X

Droid Equipment	Cost		
Restraining Bolt		25	1
Owner and Bolt	75		1
Restraining Bolt Owner	100		1
Memory Wipe Services	50-500		1
Overhaul Services	50-500		1
Repair Services	50-500		1
Mk-11 Droid Diagnostic		200	2
Industrial Automation R-Series	250		2
Voice Box Adapter			
Droid Customization Kit		400	2
Droid Command Link	850		3

Explosives	Cost		Availability
Smoke Canisters		25	
Smoke Grenades		25	1,F
Regurgitant Gas	100		2,R,X
Flash/Bang Grenades	150		2,F,R
Cryoban Grenade		180-385	2
Grenade		200	1,R,X
Tear Gas	200		1,F,R
Concussive Stun Grenade		250	2,R,X
Glop Grenades	275		2,R
Thermite Grenade	300		2,R
White Phosphorus Grenade	300		2,R,X
Stun Gas Grenade	320 (250)*		2,R,X (2,F,R)*
EMP Grenade	350		2,R,X
Mini-Fuel Air Explosive		400-795	3
Nerve Gas Canisters	500		
Anti-Vehicle Grenade	750		2,X
Thumper**	800		2,R
Explosive Gum(5)	1000		X

Hyperdrive Disruptor	1500	
Mini-Concussion Grenades:	1760	
Thermal Detonator	2000	
Mini-Stun Grenades	2500	
Mini- thermal detonator:	5975	

*Figures in brackets are for civilian version
**Tracking device

Medical Equipment	Cost	Availability
MedButton Applicator	60	
Medpac	100	
Medicines	100	
Medbutton AutoApplicator	170-320	
Bacta Tank	3000	
Medical Function Bed	600,000-2million	

Mines and RCPD's	Cost	Availability
Improvised Anti-Walker Mine	200-500 (projectile)	*
(sensors)	400	
(work expense)	100	
Lightening Hall	200/m of corridor	2,R,X
Laser Enclosion Grid	300**	3,R,X
Sorosuub Bounding Land Mine	400	2,X
Merr-Sonn Anti Personnel Mine	450	2,X
Sonic Mine	500	
Mine	750	
Remote Sentry Gun	1000 (50)	3,X
Merr-Sonn AreaDenialMinimunition	1300***	2,X
Explosive Snare	2000/5000/10000****	
IM Mines	2500	2,X

*2,R,X (Warhead), 2,F,R (Sensors), 2 (Tech)
** + per meter of wall and ceiling needing emitters (cost depends on how hard it is to add to building)
***For pack of 100
****Depends on size of snare - 9m²/25m²/100m²

Security/Saboteur Equipment	Cost	Availability
Deadman's Switch	20	
Drop Cap	20	
Time Cap	25	
Contact Strips	50	
Light Relay Wire	75	
Effect Screen	100	
IR Tripwire	100	
Power Fence*	100	2
Power Fence Generator	750	2
Distance Monitor	150	
Motion Monitor	200	
Remote Pager	200	

Remote Cap	300	
Biomonitor	1000	
Speeder Trap	1900	2,R
(additional Sensor Eyes)	100	

*per 50m

12. Skill List

NOTE: Bold font indicates Advanced Skill, Italics denote Specialisations

TECHNICAL

Archaic Gun Repair

(Wheellock, Flintlock, Percussion Revolver, etc): The skill used to repair archaic guns. Archaic guns may not be modified to give more damage. Base difficulties same as for Blaster Repair+5. (15 minutes or more)

(A) Bacta Tank Op.

(requires 5d in first aid and comp. prog./repair, 5d alien species also recommended) allows the operator to operate a bacta tank, run diagnostics, repair and program one for a specific individual or species, and clean one. With 5d in alien species a bacta tank may be programmed for aliens as well.

Bow Construction/Repair

(Long bow, Cross bow, etc): Used to repair and build bows and cross bows. Difficulty to repair same as repair. Bows may be modified to do more damage using the same guidelines in Blaster Repair. difficulty to build a new bow: Short bow: 10, Long Bow: 15, Crossbow: 25. (15 minutes or more

(A) Computer Engineering

Needs Computer Repair 5D- See 7. Slicer (c) Computer Advanced Skill Action Table

(A) Computer Intrusion

Needs: Computer Programming 5D and Security 5D See 7. Slicer (c) Computer Advanced Skill Action Table

(A) Encryption

(none) (Communications 3D): Used to right and break codes. Use as an opposed roll to break code. To break codes w/o advances skill, use either Communication or PERCEPTION, and increase difficulty by +10. (5 minutes or more)

(A) Explosives Construction

(6d> in demolitions) Time taken is Anywhere from 1 hour up to several months.
Description: The character has common knowledge in the construction of small scaled to *Extremely LARGE* scaled bombs (i.e. I'm gonna blow up your Death Star with this little package.). Thus being able to make this go BOOM!

Very Easy:	Smokebomb, Flare, Fireworks.
Easy:	Letter Bombs, Potato Launcher, Cherry Bombs.
Moderate:	Pipe Bomb, Speeder Bombs.
Difficult:	Oklahoma City, and Abortion Clinic! World Trade center?
Very Difficult:	Spacestation? I thought that was a small moon?

All grenades can be formed into bombs, and do an extra 1D damage. Large bombs should be bought at large amounts of cash! GM's >might< not allow this skill. I can't see why not?

Lightsaber Repair

(none): Used to repair Lightsabers. Difficulties to repair same as per Blaster Repair. Difficulty to modify is 3 time the difficulty given under Blaster Repair. (15 minutes or more)

(A)Medicine

(req. 5d first aid) adds dice to first aid roll when administering medicine, (as in a medpack)

(s) Battlefield Medicine

Time to use: One round
Notes: Battlefield Medicine is a Specialization under the Medicine Advanced skill. It requires a First Aid skill of at least 6D, and a Medicine skill of 2D. It also requires that it be taught for it to be effective. It raises as per a normal skill (Advanced raise *2 normal rate, so a Specialisation would be Normal Rate * 2 / 2 or just the normal rate). This skill almost always involves splitting the die pool, generally to shoot.

(s) Cyborging

(req. 5d first aid and 2d (A) medicine and 2d (s) surgery.) allows the physician to attach prosthetic and/or cyborg parts to the patient.

(s) Medicines/Pharmaceuticals

(req. 5d first aid and min. 2d (A) med.) This skill is related to the creation of pharmaceutical drugs such as pain killers.

(s) surgery

(req. 5d first aid, min. 2d (A) medicine) Adds to medicine role   when performing surgery…

Powersuit Repair

(Specific suit): This is used to repair the servo systems of a powersuit only. Armour Rep is used to repair the armour plating. Difficulty to repair same as repulsorlift repair. (15 minutes or more)

(A) Software Engineering

Needs: Computer Programming 5D See 7. Slicer (c) Computer Advanced Skill Action Table

<u>Tinker</u>

(Weapons, Repulsorcraft, etc.): Used to jury rigged equipment. A jury-rig is something that allows the device to exceed manufactures specifications, or to (1 minute to several days) (for more information on jury rigging equipment, see Cracken's Rebel Field Guide)

KNOWLEDGE

(A).............. Design

(KNO, KNO > 4D): *(Variable)* A character with such a skill is adept at designing the bit of technology specified. Possible subjects for this skill include: starships (type/scale), weapon (except lightsaber), Integrated Ship Systems (the Imperial "modular design" approach), device, or any other specific technology or group of technologies. After listening to the player describe the device that is to be designed, the GM assigns a difficulty and a rough estimate of the design time (which can be modified up or down later). If the character's KNO + design roll is more than 10 below the difficulty, the device cannot be built as far as they can tell. If the roll is less than 6 below the difficulty, they can design and build it but will find later that major bugs exist in the system which may or may not be correctable. Success means that a set of plans can be formulated and can be built by someone with the corresponding repair skill using the same rules as the Master Level Art Skill for time. Cost is determined by the eventual market value of the device and usually costs 10 times the eventual market value for a prototype. [NOTE: Star Wars is NOT a gadget design game, as was mentioned in the rulebook. It is about characters that use but do not create new technologies. As such, difficulty numbers should be NO LESS than heroic for even the simplest ship or weapon designs, as it usually takes large teams of engineers and lots of money to make even the smallest advances. This skill is included more for completeness than utility.]

Technology

Basic knowledge of different kinds of equipment -- capabilities, model numbers, fair market prices (value is much better here for specific prices), what equipment is usually used for. (Comes from 1st ed. SW RPG Book).

(A) Archaic Weapon making

(survival >5) Involves the making of bows and arrows, stone/bone axes and the like from readily available materials. Modified by the complexity of the weapon and quality of materials. If the weapon maker exceeds the roll by 15 the item is considered a work of art and (if there is a market) may be sold as such.

MECHANICAL

Industrial Equipment Operations

(Tractor Beam, Mole Miner, Crane, etc): Used to operated heavy industrial equipment (not machine tools), such as trench diggers, cranes, bulldozers and so forth. Basic difficulty is Easy, modified by commonness of equipment and difficulty of task. (Does not apply to the vehicle that the equipment is mounted on: use appropriate skill [usually Ground Vehicle Operation].) (1 round to several hours)

<u>Machinery Operation</u>

(Lathe, Drill Press, etc): Used to operate machine tools. Difficulty based on the complexity of the tool and the task. (1 round to several hours)

(a) Customise Repair Skill

_____ REPAIR (variable): Used repair a particular weapon or vehicle, unless a skill is already presented above. Guidelines for repairs is the same as for the most similar repair skill available. Most objects may not normally be modified (GM's discretion). (15 minutes or more)

13. Playing Aids/Templates

(a) Templates

COOL MECHANIC

DEX	3D	PER	2D+1
KNO	2D	STR	3D
MEC	3D+2	TEC	4D

Equipment: Blaster (4D), two tool kits of your choice (computer, droid, security systems, starship, or vehicle), a tool harness, a used airspeeder (subject to interesting malfunctions at dramatic moments), and 500 credits standard.

Background: Your entire life has consisted of putting things together, flying them into walls, and putting them back together again. When you were a kid, you built your own jury-rigged swoop (and promptly crashed that as well). By the time you left puberty, you were the best-fix being on your planet. The trophies on your wall proved that you were one of the best pilots as well. In fact, life was so good that you even got a gig heading up the maintenance detail at the Imperial Governor's compound. That job ended the day your were concentrating on the evening's speeder bike races and forgot to close the flux valve on the Governor's personal Pleasure Shuttle. When it crashed, you decided it was time to market your skills off-world. The lunar cycles since then have been spent hopping from one starport to the next, doing odd jobs and hanging out with the other grease-monkeys. Oh yeah, you were also busy dodging the bounty-hunters your vengeful former employer kept sending after you under the guise of a trumped-up attempted murder charge. This stint with the Alliance is the first steady work you've had in a while; you just wish you could charge by the hour.

Personality: You love to tinker . . . with Droids, with freighters, with X-wings, you name it. In fact, you have trouble keeping your hands still--something a good number of autochefs, power Droids, and barmaids have discovered first-hand. You take pride in your work; when something breaks down, it's like an affront to your ego. Most of all, you're COOL. No matter what goes wrong, you always act as if you're in total control. You're the closest thing this galaxy has to the Fonz.

A Quote: "O.K., maybe I did skimp a little on life support, but just see how this baby flies!" (heard over a vacuum suit comlink)

Connections: The Smuggler or the Brash Pilot won't let anyone else but you touch their ship. You did some repair work for the Arrogant Noble, the Disillusioned Imperial, or the Senatorials. Could be that you served in the Imperial Navy under the Retired Captain. Or that the Kid was always hanging out in your shop.

* * *

This is modeled after the -legend- of the SeaBees. It is one that goes well with any ground pounder or SpecOps campaign.

COMBAT ENGINEER

Background: Throughout history, were ever sentients have fought and died, They needed things built. Trenches, field hospitals, wells, landing pads, you name it. Those got built because of the dedication and selflessness of combat engineers, but they have never received the credit that they are owed. Growing up, you were fascinated by seeing thing built, and became fairly capable with your hands. As you neared the end of school, you realised what you were going to do: you were going to follow in the path of your childhood heroes. But you plan on changing the part about not receiving enough credit...

Personality: A little odd. You get the job done, then you thing about defending yourself. You think fast, are infallibly brave and very inventive. You're well known for a time were you were clearing an LZ during a fire fight, and used a passing blaster bolt to light your cigar.

Quotes: "300m span, 100m drop, under fire with no supplies, and we'll have twenty Juggernaughts here and needing to use it in five minutes. No problem."
      "Sir, if you don't want to get shot at, just put an explosives transport placard on your vehicle. Well of course your going to have to have a LOT of explosives on the rig. Why else do you think that no one shoots at me?"
      "The impossible is done immediately. Anything harder than that takes a little longer."

Objectives: To build Coruscant in a day, tear it down, rebuild it the next day, and keep the work schedule to yourself. (No point in showing off.)

DEX 3D
      Blaster
      Blaster Artillery
      Dodge
      Vehicle Blasters
KNOW 2D+2
      Architecture
      Chemistry
      Planetary Systems
      Survival
MECH 3D+1
      Ground Vehicle Operations
      Hover Vehicle Operations
      Industrial Equipment Operations
      Powersuit Operations
PERC 2D
      Command

Persuasion
        Search
STR 3D+1
        Climbing/Jumping
        Lifting
        Stamina
TECH 3D+2
        Construction
        Demolitions
        Ground Vehicle Repair
        Industrial Equipment Repair
        Primitive Construction
        Security

Equipment and Weapons
        Blaster Pistol (4D)
        Knife (STR+1D)
        4 charges of detonite (1D Speeder scale), assorted detonators
        Corellian Engineering Powersuit (+1D Energy, +2D Phys, +1D STR, -1D DEX)
        12 Cigars (pick your plant(s))
        Comlink
        Datapad
        Assort Tools
        Equipment Harness
        250 cr

* * *

MILITARY ENGINEER

Background:
    You've always been good at tinkering with things. Improving them, making them work better. And you've always loved explosions, the bigger the better. Of course, you've had a number of failures (the natural price of innovation), and you still can't understand why some people get so excited by that sort of thing. As soon as you mention the words nuclear leakage to some people, there's just no talking to them after that...
Since the Speeder Design company that you worked for was shut down by the Empire, you've taken up with the rebellion. They've given you some very challenging projects to handle on your own, and while the pay isn't great, it isn't all that bad either. Lately, you've decided to work on some of your own designs, and you figured that you may as well log in some time in combat, to see what works with the current models, and what doesn't. You never got your advanced degree, but there will be plenty of time for that after the war is over.
Personality:
    You are somewhat better with machines than people, but you aren't exactly a social outcast either. You take a childish delight in new technology, especially new technology that makes things blow up. And you absolutely cannot prevent yourself from tinkering with things, doing your best to find out what makes them go, and making it do it's job better. Or at least with more power than before.
Objective:
    To learn how everything works. To design an ultimate weapon of some sort.
A Quote:

"Wow! Did you see the accuracy of that concussion strike? Yeah, I know they're firing at us. Look at that!"

DEXTERITY: 3D
   Blaster:
   Dodge:
   Missile Weapons:
   Vehicle Blasters:
KNOWLEDGE: 2D
   Business:
   Value:
MECHANICAL: 3D+2
   Astrogation:
   Communication:
   Repulsorlift Operations:
   Sensors:
   Starship Shields:
PERCEPTION: 2D
   Hide:
   Investigation:
   Search:
   Sneak:
STRENGTH: 2D
   Brawling:
   Climbing/Jumping:
   Swimming:
TECHNICAL: 5D+1
   Blaster Repair:
   [A] Blaster Design:
   Demolitions:
   Droid Repair:
   Repulsorlift Repair:
   [A] Repulsorlift Design:
   Space Transports Repair:
   Starfighter Repair:
   Starship Weapons Repair:
   Walker Repair:
   [A]= Advanced Skill. Consult local GM as to how he uses these skills.

Equipment: Suit regular clothing with large number of pockets and heavy toolbelt, repair droid, full array of tools, hold out blaster, 3,000 credits standard.

* * *

SLICER

DEX: 2D
Dodge
Melee Parry
Brawling Parry

Running
Pick Pocket
KNO: 2D
Business
Value
Streetwise
MEC: 4D
Communications
Sensors
Repulsorlift Operation
Starship Gunnery
Capital Ship Gunnery
PER: 3D
Search
Bargain
Hide
Investigation
STR: 2D
Stamina
Lifting
TEC: 4D
Computer Prog./Repair
Droid Programming
Security
Demolitions

Special Abilities: None
Force Sensitive: No
Darkside Points: 0
Character Points:
Equipment: Any of the above computer systems or one of your creation (however you are in debt to a loanshark or crimeboss half of the cost), Deviant Slugthrower 2D+2 Damage; range 1-5/10/25/ fire rate:2, ammo:2, two clips for deviant (see my Slugthrower Supplement for full stats and capsule), communications kit, computer repair toolkit.

Background: You were born into a wealthy family. You rarely saw your father, your mother was too busy looking good and your sister never let you in the bathroom (not one of the four in your house). You decided life sucked and was boring. You were sick of school and were searching for a new career choice. Then you heard a couple of shady characters talking about slicing. You were one of the top in your school in technical and mechanical areas. You made up your mind. You stole what raw cash you could find on you father's dresser, paid half down on a system, and borrowed half. Then you joined the galaxy as a slicer. You now work for a smuggler or privateer captain or whatever the other PC's are. If they do not have a big enough ship or home base choose a portable computer.
Personality: You are a little naive and tend to be on the snobby side.
Objectives: To be the best slicer in the galaxy, and pay off your debt.
A Quote: "I made millions! I am the guy you need! Then why did those guy's beat me up for not paying? They're just, er...friends!"

* * *

VERPINE TECH

Background: Like most Verpine you are obsessed with everything that beeps, blinks, or moves in the thousand, thousand worlds. You left the Roche Asteroid in search of new skills and adventure , unfortunately your skills ended up placing you in the wrong crowd. True you learned many about the underside of the galaxy. You also learned that techs are held personally responsible the failure of modifications so you should ALWAYS have a speedy get away in mind. Unfortunately your involvement with organizations unfriendly to the empire as left you exiled from your home until hostilities are over.

Personality: You are a jack-of-all-trades from armor to walkers you have probably worked on it from one time or another. While you have learned to fight in space battles you are most comfortable using shields, sensors, and ion cannons. Watching a ship explode gives you no pleasure. In this vein you refuse to learn offensive personal combat skills. You also do not like using your demolitions skill against live targets.

Objectives: Turn your head full of ideas into functioning starships.

Quote: I think I've seen one of these before tricky, very tricky. Two hours well maybe four.
It isn't a matter of my ability to fix it. It is a matter of your ability to pay me.

Dexterity: 2D
Dodge:
Melee Parry:
Brawling Parry:
Running:
Pick Pockets:

Knowledge: 2D
Alien Species:
Planetary Systems:
Streetwise:
Business:
Languages:

Mechanical: 3D
Cap. Ship Pil:
Cap. Ship Gun:
Cap. Ship Shd:
Starship Shd:
Sensors:
Communications:

Perception: 3D
Bargain:
Command:
Sneak:
Search:

Strength: 3D
Stamina:

Tech: 5D
Armor Rpr:
Blaster Rpr:
Comp. Pr/Rpr:
Droid Pr/Rpr:
Cap Ship Rpr:
Cap Gun Rpr:
Space Transports Rpr:
Repulsor Rpr:
First Aid:
(A) Medicine[cyborging]:
Starfighter Rpr:
(A) Design:
Starfighter Gun Rpr:
Security:

Gear: Customized Blaster Suit (2D phy. 2D nrj. -1D dex) with parts and equipment equal to 4 repair kits (player's choice) and 4 medkits, various datapads, computer jacks and well bits of junk you've picked up.

Racial Bonuses: As WEG Verpine

* * *

QUICK TEMPLATES

	DEX	KNO	MEC	PER	STR	TEC
Backwater Tech	2d+2	2d+1	3d	3d	3d	4d
Engineer	2d+1	4d	2d+2	2d+1	2d+2	4d
Combat Engineer	2d+1	3d+2	2d	3d+2	2d+2	3d+2
Mechanic	3d	2d	3d+2	2d+1	3d	4d
Tramp Engineer	2d+2	3d	3d+1	2d	3d	4d
Explosives Expert	2d	3d+1	3d	2d+1	3d+1	4d

***

Character Type: Droid Mechanic
 DEXTERITY: 2D+2
 KNOWLEDGE: 3D
 MECHANICAL: 3D+1
 PERCEPTION: 2D+1
 STRENGTH: 2D+2
 TECHNICAL: 4D

                 Equipment:
Pocket Computer
Comm-Link
Tool Kit
1,000 cr
Choice of 1 of the following:
  1.R4 Unit (all stats 1D except: Comp Prog/Repair 4D, Droid Prog 4D, Droid Rep 4D - Same

equiptment as standard R2, move 5)
  2. MSE "mouse" Droid (see stats)
  3. Modified Power Droid (All stats 1D except: Recharge Power Systems 4D,Strength 3D, Stamina 9D, Droid Programming 3D, Droid Repair 4D+2 - Same equiptment as standard Power droid, move 3)

Move: 10

Droid mechanics ply their trade from star to star repairing, and improving the galaxy's mechanical workforce. They may be called on to do anything from a simple memory wipe to a complex retooling. Some droid mechanics will set up shop on one world, but many go all over the galaxy working on a contract basis at starports and construction sites, or restoring droids for outlying colonies that don't have a full time mechanic.

All major starports and corporations employ drid mechanics on a permanent and contract basis. They rarely have to search hard or far for work, since the galaxy runs on droid labor. As a result of their close contact with droids many droid mechanics have become of the opinion that droids should be considered a seperate sentient species. They realize that they are in the minority on this though, and won't usually talk about it.

Personality: Most droid mechanics are shy and aloof among organics. Around droids though, they open up and can be quite friendly. Many often regard themselves as droid doctors, and come to regard the droids they work with as a sentient species of their own.

Quote: Hold still, my little friend. This won't hurt at all.

Suggested Skills:

    Alien Species
    Languages
    Communications
    Repulsorlift Operations
    Sensors
    Armor Repair
    Blaster repair
    Computer Program/Repair
    Droid Programming
    Droid Repair
    Repulsorlift Repair
    Security

14. Links

The Jedi Handbook
http://homepage.interaccess.com/~echmyr/TheJediHandbook.html
http://w3.uokhsc.edu/czacher/swrpg/jedihb/findex.html (with frames)

The Holocron (one of the biggest collection of rules, stats, NPC's etc on the Web)
http://www.calweb.com/~speaker/starwars/rpg/

SWRPG Mailing List (subscriptions)
To Subscribe to the SW-RPG list send e-mail to:
mailserv@drycas.club.cc.cmu.edu with a blank Subject line. In the body of the letter type: SUBSCRIBE
SW-RPG. Do not include a signature or any other information.
http://drycas.club.cc.cmu.edu/~jae/sw-rpg.html

Urban Lundqvist's 'Starship Construction System'
Homepage: http://www.sdf.luth.se/~luna

Yaegar Sector Sourcebook (Highly recommended - extremely atmospheric sector)
http://www.geocities.com/Area51/2129/index.html

Play-By-E-Mail Games (Ads and utilities for PBEM RPG's including Star Wars!)
http://www.pbem.com

15. Credits

Kevin Dole <kdole@plainfield.bypass.com>
        (Weapons Briefing: Hand Grenades, Weapons Briefing: Mines and RCPD's, Archaic Gun
        Repair, Lightsaber Repair, Bow Construction/Repair, (A) Encryption (Communications of 3D),
        Lightsaber Repair, Powersuit Repair, Tinker, Combat Engineer)
Alter S. Reiss
        (Military Engineer, Ship Maintainance and Repair Kit)
John Parker <jmp3530@GRIFFON.MWSC.EDU>
        (Verpine Tech)
Gord McLeod <mcleodg@ICAN.NET>
        (Cybernetic Brain Enhancements)
Marc Philips <marc@cfmu.eurocontrol.be>
        (Droid modification)
"Lucas, David" <David.Lucas@CRHA-Health.Ab.Ca>
        (Portable Com Jammer, Gold Leader's Security Kit)
"Mike (Leszek Karlik)" <trrkt@polbox.com>
        (Editorial, Computer Viruses, Computer Advanced Skill Action Table,:Advanced skill
        specialization)
J Wadhams (jwadhams@dnaco.net)
        (Explosives + Blastech Explosives)
Chris Schmierer (clschmierer@ucdavis.edu)
        (Cyberbrain)
Andrew Jackson <ajackson@cs.mcgill.ca>
        (Cyberhand, Scanners)
Bill Knight - De Oppresso Liber <ANWTK@acad2.alaska.edu>
        (Medical Equipment)
Graham Hughes <graham@fishnet.net>
        (Bowcaster Construction System - version 1.0)
Robert Barrett (rbarrett@dept.english.upenn.edu)
        (Cool Mechanic)
Thijs Krijger <J.M.Krijger@fys.ruu.nl>
        (Computer Security, Blaster Mishap Table)
Scott Sutherland <ssutherl@uoguelph.ca>

(Droid Damage)
jrh@sunset.cse.nau.edu
(Price List)
Jake <lukie@ix.netcom.com>
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Mike Overbo <overbom@nco.northfield.mn.us>
(Quick Templates)
Carl Strayer <Macavity41@aol.com>
(Battlefield Medicine)
Urban Lundqvist <luna@sdf.se>
(Ship Modification and Mishap)
Craig "Spyder" Fabricius (spyder@minot.ndak.net)
((A) Bacta Tank Op, Technology)