

D 6 C O N V E R S I O N G A L A X Y A T WAR



VWEST

Alien Species

Barabel

Home Planet: Barab I Attribute Dice: 12D DEXTERITY 2D/4D KNOWLEDGE 1D/2D+1 MECHANICAL 1D/3D PERCEPTION 1D+1/4D+2 STRENGTH 3D/5D TECHNICAL 1D/2D+1 Special Abilities:

Natural Body Armor: The black scales of the Barabel act as armor, providing a +2D bonus against physical attacks, and a

+1D bonus against energy attacks.

Radiation Resistance: Because of the proximity of their homeworld to its sun, the Barabel have evolved a natural resistance to most forms of radiation. They receive a +2D bonus when defending against the effects of radiation.

Vision: Barabels can see infrared radiation, giving them the ability to see in compete darkness, provided there are heat differentials in the environment.

Story Factors:

Jedi Respect: Barabels have a deep respect for Jedi Knights, even though they have little aptitude for sensing the Force. They will almost always yield to the commands of a Jedi Knight (or a being that represents itself believably as a Jedi). Naturally, they are enemies of the enemies of Jedi (or those who impersonate Jedi).

Reputation: Barabels are reputed to be fierce warriors and great hunters, and they are often feared. Those who know of them almost always steer clear of them.

Move: 11/14

Size: 1.9-2.2 meters tall

Source: Ultimate Alien Anthology (pages 18-19), Alien Anthology (pages 58-59), Galaxy Guide 4: Alien Races (pages 17-19), The Thrawn Trilogy Sourcebook (pages 139-140), Dark Force Rising Sourcebook (pages 84-85), Scum and Villainy (pages 154-155), Galaxy at War (pages 10-11)

Dashade



Home Planet: Urkupp (destroyed) Attribute Dice: 12D DEXTERITY 2D/4D+2 KNOWLEDGE 1D/3D+2 MECHANICAL 1D+1/4D PERCEPTION 1D/3D+1 STRENGTH 1D+2/4D+1 TECHNICAL 1D+1/4D Special Abilities:

Heat Dissipation: Dashade can dissipate the heat that emanates from their bodies, making it difficult to detect them with equipment that tracks by heat. All checks made to detect a Dashade character who is consciously reducing his heat signature, using thermal or infrared equipment, are made at a -2D penalty.

Force Resistance: Dashade are resistant to Force powers that utilize the Alter skill. All Alter rolls made for Force powers directed at a Dashade character have their difficulties increased by +5. A Force-using Dashade character who attempts to use Alter-based Force powers adds +10 to his difficulties.

Story Factors:

Thought to Be Extinct: The Dashade's home world was destroyed, and many assume the race to be extinct.

Move: 10/12

Size: 1.7 to 2 meters tall.

Source: Ultimate Alien Anthology (pages 43-44), Alien Anthology (pages 67-68), Galaxy at War (page 12)

Lurmen

Home Planet: Mygeeto Attribute Dice: 12D DEXTERITY 2D/4D+2 KNOWLEDGE 2D/4D MECHANICAL 1D+2/3D+2 PERCEPTION 2D+2/4D+2 STRENGTH 1D/3D TECHNICAL 1D+1/3D+2 Special Abilities:

Mender: Lurmen have learned to heal wounds rather than create them. A Lurmen with the *first aid* skill get a +1D bonus to use it.



Primitive: Lurmen suffer a -1D penalty to use any

technologically advanced equipment.

Special Skills:

Roll: A Lurmen can curl into a ball and quickly roll along the ground. Using this *Dexterity*-based skill, a Lurmen can increase his Move score by 6. In this form, the Lurmen can only perform movement actions and simple free actions such as dropping an item. The *roll* skill can be used to evade attacks. Entering and emerging from rolling form costs an action.

Story Factors:

Pacifists: Lurmen eschew conflict of any kind, refusing to fight even in their own defense. **Move:** 6/8

Size: 1 meter tall Source: Galaxy at War (pages 12-13)

Taung

Home Planet: Coruscant, later Mandalore Attribute Dice: 12D DEXTERITY 2D/4D+1 KNOWLEDGE 1D+2/3D+2 MECHANICAL 2D/4D PERCEPTION 1D+1/3D+1 STRENGTH 3D/4D+2 TECHNICAL 2D/4D

Special Abilities:

Armor Training: Taung are so used to wearing armor that they ignore up to 1D of an armor's penalty to *Dexterity*.

Superior Defenses: Because they constantly test themselves both physically and mentally in combat well before reaching adulthood, Taungs gain a +1 species bonus to all their defensive rolls, such as *dodge, parry* and *willpower*.



Warrior Culture: Taungs get a permanent +1D bonus to all tactics rolls. Move: 10/12 Size: 2 meters tall on average Source: Galaxy at War (pages 13-14)

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Home Planet: Thakwaa Attribute Dice: 12D DEXTERITY 1D/3D+2 KNOWLEDGE 1D/4D MECHANICAL 1D/3D+2 PERCEPTION 1D/3D+1 STRENGTH 3D/5D+1 TECHNICAL 1D/4D

Special Abilities:

Multiple Personalities: Prior to making a skill check, a Thakwaash character can attempt to draw upon on of his secondary personality's experience as a free action. This is done by making a willpower skill roll, with a difficulty equal to the number of dice in the character's skill rating times three. For example, a Thakwaash character with a Space Transports skill rating of 4D+1 will need to roll a 12 or better (4x3) on his Willpower skill roll to draw upon a secondary personality's talents in that skill. If successful, the character gains a + 2D bonus to that skill, but suffers a -1D penalty to all other skills. This lasts until the character attempts to call upon another personality, is stunned or knocked unconscious, or after one hour of rest or light activity.

Natural Armor: Grants a +1 bonus to Strength to resist physical damage.

Move: 10/12

Size: 3 meters tall

Source: Ultimate Alien Anthology (pages 158-159), Galaxy at War (pages 14-15)

Trianii



Home Planet: Trian Attribute Dice: 12D DEXTERITY 2D+1/4D KNOWLEDGE 2D/4D MECHANICAL 1D+1/4D PERCEPTION 2D/4D STRENGTH 2D/4D+2 TECHNICAL 1D+1/4D+2 Special Strength Skills:

Acrobatics: Time to use: One round. This is the skill of tumbling, jumping and other complex movements. This skill is often used in sports and athletic competitions, or as part of dance. Characters making acrobatics rolls can also reduce falling damage. The difficulty is based on the distance fallen.

Distance Fallen	Difficulty	Reduce Damage by:
3 - 6	Very Easy	-2D
7 - 8	Easy	-2D+2
9 - 12	Moderate	-3D
13 - 15	Difficult	-3D+2
16+	Very Difficult	-4D

Special Abilities:

Prehensile Tail: Trianii have limited use of their tails They have enough control to move light objects (under three kilograms), but the control is not fine enough to move heavier objects or perform fine manipulation (for example, aim a weapon).

Special Balance: +2D to all actions involving climbing, jumping, acrobatics or other actions requiring balance.

Claws: add+1D to brawling damage.

Dexterous: At the time of character creation, Trianii get +2D bonus skill dice to add to Dexterity skills.

Female Physical Superiority: After allocating attribute dice, female Trianii characters get to add +1 to their Dexterity and Strength at the time of character creation.

Story Factors:

Feud with the Authority: The trianii have a continuing conflict with the corporate Sector Authority. While there is no open warfare, the two groups are openly distrustful; these intense emotions are very likely to simmer over into battle. *Trianii Rangers:* the Rangers are the honored independent space force of the Trianii.

Move: 12/14

Size: 1.5 - 2.2 meters

Source: Alien Encounters (page 157), Han Solo and the Corporate Sector Sourcebook (pages 138-139), Ultimate Alien Anthology (pages 167-168), Galaxy at War (page 15)

Yevetha

Home Planet: N'zoth Attribute Dice: 12D DEXTERITY 2D/4D KNOWLEDGE 1D/3D MECHANICAL 2D/4D PERCEPTION 1D+2/4D+1 STRENGTH 2D+2/4D+1 TECHNICAL 3D/5D Special Abilities:

Technical Aptitude: Yevethans have an innate talent for engineering. Yevethan technicians can



improve on and copy any device they have an opportunity to study, assuming the tech has an appropriate skill. This examination takes 1D days. Once learned, the technician can apply +2D to repairing or modifying such devices. These modifications are highly reliable and unlikely to break down.

Dew Claw: Yevethan males have large "dew claws" that retract fully into their wrist. They use these claws in fighting, or more often to execute subordinates. The claws do STR+1D damage. The claws are usually used on a vulnerable spot, such as the throat.

Story Factors:

Isolation: The Yevethans have very little contact with aliens, and can only increase their knowledge of alien cultures and technologies by direct exposure. Thus, they are generally limited to 2D in alien-related skills.

Honor Code: Yevethans are canny and determined fighters, eager to kill and die for their people, cause and Victory, and unwilling to surrender even in the face of certain defeat.

Territorial: Yevethan regard all worlds within the Koornacht Cluster as theirs by right and are willing to wage unending war to purify it from alien contamination.

Xenophobia: Yevethans are repulsed by aliens, regard them as vermin, and refuse to sully themselves with contact. Yevethans go to extreme measures to avoid alien contamination, including purification rituals and disinfecting procedures if

they must spend time in close quarters with "vermin."

Size: 1.5-2.5 meters

Move: 10

Source: Alien Encounters (page 174), Cracken's Threat Dossier (pages 65-67), Ultimate Alien Anthology (pages 187-188), Alien Anthology (pages 115-116), Galaxy at War (page 16)

Yuzzem



Home Planet: Ragna III Attribute Dice: 12D DEXTERITY 1D/3D+1 KNOWLEDGE 1D/3D+1 MECHANICAL 1D/3D+2 PERCEPTION 1D/3D+2 STRENGTH 3D/5D+1 TECHNICAL 2D/4D Special Abilities:

Large: As large creatures, Yuzzem take a -1D penalty on *hide* rolls.

Claws: Do STR+1D damage.

Bite: Does STR+1D damage.

Scent: Yuzzem can detect opponents within 10 meters by sense of smell. If the source is upwind, the range increases to 20 meters; if it's downwind, the range decreases to 6 meters. Strong scents double the range and overpowering scents triple it. Yuzzem also get a +1D bonus to *search: tracking*.

Physical Intimidation: Yuzzem may roll *Strength* to intimidate.

Fearless: Yuzzem don't frighten easily and gain a +1D bonus to *willpower* to resist fear.

Climbing Claws: Yuzzem use their sharp claws to aid in climbing and gain a + 2 bonus to climbing.

Story Factors:

Honorable: Although rash and volatile, the Yuzzem follow s strict code of honor and insist on paying their debts.

Move: 10/12

Size: 2.5 meters tall on average

Source: Ultimate Alien Anthology (pages 193-194), Galaxy at War (page 17)

Zygerrian



Home Planet: Zygerria Attribute Dice: 12D DEXTERITY 2D/4D KNOWLEDGE 2D/3D+2 MECHANICAL 2D/4D PERCEPTION 1D+1/3D+2 STRENGTH 2D+2/4D+1 TECHNICAL 2D/4D

Special Abilities:

Fighters: During character creation only, Zygerrian characters get 2D for every 1D placed in *brawling* and *brawling parry*.

Iron Will: Zygerrians have great willpower and very strong convictions, gaining a +1D bonus to *willpower* rolls.

Move: 10/12 Size: 1.6-1.9 meters tall Source: Galaxy at War (pages 17-18)

Droids

A-Series Medical Droid



Type: MerenData A-series Medical Droid DEXTERITY 1D+1 **KNOWLEDGE 2D** Alien species 4D+1, streetwise 3D **MECHANICAL 2D** (A) Bacta tank operation 3D PERCEPTION 3D+1 Command 4D, persuasion 4D+1**STRENGTH 1D TECHNICAL 3D** Computer programming/repair 4D, droid programming 3D+2, droid repair 4D+1, first aid 5D, (A) medicine 3D, (A) medicine: cyborging 8D **Equipped With:** -Humanoid body (two arms, two legs, head) -3 tool appendages -Medical diagnostic computer -Vocabulator Equipment: Medical kit, 5 medpacs, surgery kit. Move: 6 Size: 1.8 meters tall Cost: 9,740 credits Source: Galaxy at War (pages 50-51)

KDY-4 Tech Droid

Type: Kuat Drive Yards-4 Series Repair/ Shipbuilding Droid **DEXTERITY 2D KNOWLEDGE 3D** Languages 8D, scholar: engineering 4D+2, scholar: physics 4D+2, scholar: technology 5D+2**MECHANICAL 2D PERCEPTION 2D** Search 5D **STRENGTH 3D TECHNICAL 4D** Computer programming/repair 5D, capital ship repair 7D, capital ship weapon repair 5D, security



4D+1, space transports repair 6D, starfighter repair 6D, starfighter weapon repair 5D **Equipped With:**

-Comlink

-Diagnostics package (+2D to *capital ship repair*) -Environmental compensation (the droid is adapted for exposure to open space)

-Heuristic processor (the droid is able to use skills it is untrained in)

-Improved sensor package (+2 bonus to all *search* skill checks)

-Infrared vision (can see in the dark up to 30 meters)

-Internal storage (3 kilograms of extra space available for storage or upgrades)

-Low-light vision (can see twice as far as a human in dim light)

-Magnetic feet (the droid's feet are equipped with electromagnetic grippers)

-Recording unit (can record and play back up to 5 minutes of video footage)

-Telescopic appendage x2 (can reach up to 2 meters away from the droid)

-Tool mounts (has two appendages that have tools attached to them)

-Translator unit (+5D to *languages*)

-Vocabulator (the droid has a speaker that allows it to replicate organic speech)

Move: 10

Size: Medium

Cost: 4,400 (Not generally available for sale to non-Kuati)

Source: Coruscant and the Core Worlds (page 109), Galaxy at War (pages 51-52)

Chiba DR-10 Protocol Droid

Type: Chiba DR-10 Hovering Protocol Droid DEXTERITY 2D Blaster 3D KNOWLEDGE 2D Alien species 3D+2, bureaucracy 3D+1, value 3D+1, willpower 3D+1 MECHANICAL 3D PERCEPTION 1D Investigation 3D+1, persuasion 3D+1, search 3D, search: tracking 3D+2 STRENGTH 1D TECHNICAL 2D Computer programming/repair 3D+1 Equipped With:



-360 Degree Vision (The droid can see in all directions at once. making it difficult to surprise) -Blaster (4D, 3-10/30/120) -Comlink -Heuristic processor (the droid is able to skills it use is untrained in) sensor -Improved package (+2 to all)*search* rolls) -Infrared vision (can see in the dark up to

30 meters)

-Motion sensors (+2 to *search* rolls against moving targets)

-Recording unit (can record and play back up to 5 minutes of holographic footage)

-Repulsorlift unit (allows limited flight)

-Telescopic vision (visual sensors include a long-range capability)

-Vocabulator (the droid has a speaker that allows it to replicate organic speech)

Move: 10 (hover)

- Size: Medium
- Cost: 9,500 12,000

Source: Coruscant and the Core Worlds (page 94), Galaxy at War (page 52

Air Assault Super Battle Droid



Type: Baktoid Combat Automata B2-AA Series Battle Droid DEXTERITY 3D Blaster 4D, dodge 4D KNOWLEDGE 1D Intimidation 2D+1 MECHANICAL 2D Power pack operation 4D PERCEPTION 1D Search 2D STRENGTH 3D

Brawling 3D+2, climbing/jumping 3D+2 TECHNICAL 1D

Equipped With:

2 wrist blasters (5D damage, range: 3-30/100/300)
Integrated rocket pack (100 charges)
Remote receiver (5,000 km range, with local back-

up processor)

-Integrated comlink

-Plasteel shell (+2 to *Strength* to resist damage) -Vocabulator

Game Notes:

Volatile Fuel: When the droid is destroyed, roll 1D. On a 1 or 2, the droid explodes, dealing a damage of 6D/4D/2D on a blast radius of 1/3/5 meters.

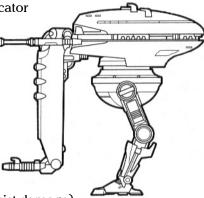
Move: 10 (walking or flying) Size: 1.93 meters tall

Cost: 16,225 credits

Source: Galaxy at War (pages 52-53)

Eradicator Battle Droid

Type: Colicoid Eradicator Series Battle Droid DEXTERITY 3D Blasters 6D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D Search 2D+2 STRENGTH 4D TECHNICAL 1D Equipped With: -Light body armor



(+2 to *Strength* to resist damage) -Energy shields (+1D against energy attacks) -Two light repeating blasters (6D, 3-50/120/300) -Two ion gun rifles (5D ion damage, 3-50/200/400) **Move:** 4

Size: 2.9 meters tall

Cost: 18,000

Source: Arms and Equipment Guide (pages 57-58), Galaxy at War (page 53)

Purge Trooper

Type: Imperial Anti-Jedi Droid

DEXTERITY 3D+1

Blaster 5D, brawling parry 6D, dodge 5D+2, missile weapons 7D, melee combat: purge blade 8D, melee parry: purge blade 7D

KNOWLEDGE 2D+1

MECHANICAL 2D

PERCEPTION 2D+1

Search 5D STRENGTH 6D+2 Brawling 8D TECHNICAL 1D Equipped With:



-Shoulder-mounted missile launcher (5D, blast radius: 3 meters)

-Wrist-mounted blaster (6D damage)

-Duranium plating with cortosis fiber (+2D against physical damage, +1D against energy damage, +3D against lightsaber damage).

-Magnetic grappler boots (adds +3D to the difficulty of dislocating the droid against its will).

-Infrared sensors (+2D to *search*, reduces low-lighting penalties by 2D)

Equipment: Purge blade (STR+2D, 8D maximum, resists lightsabers) Move: 13 Size: 2.95 meters tall Cost: 31,900 Source: Galaxy at War (page 54)

Sniper Droideka



Type: Droideka Series Destroyer Droid DEXTERITY 3D+2 Blaster: blaster rifle 6D **KNOWLEDGE 1D MECHANICAL 1D** PERCEPTION 1D+1 Search 4D+2, sneak 3D+2STRENGTH 2D+2 Brawling 4D+2 **TECHNICAL 1D Equipped With:** -Sniper blasters rifle (6D, fire rate: 1) -Bronzium shell (+1D physical, +2 energy) -Defensive shields (+5D to Strength to resist energy damage, can't be deployed in "wheel mode") -Infrared sensors (+2D to search, reduces lowlighting penalties by 2D)

-Remote receiver (5,000 km range) -Integrated comlink **Move:** 4 walking, 25 in "wheel mode" **Size:** 1.83 meters tall **Cost:** 30,565 credits **Source:** Galaxy at War (pages 54-55)

Tactical Droid

Type: Baktoid Combat Automata T-Series Tactical Droid

DEXTERITY 2D Blaster 2D+1, vehicle blasters 2D+1

KNOWLEDGE 3D Tactics 4D+1

MECHANICAL 3D Capital ship piloting 3D+2, capital ship shields 3D+2

PERCEPTION 3D Command 3D+1, search 4D+1

STRENGTH 2D Brawling 2D+1

TECHNICAL 2D Computer

programming/repair 3D+1

Equipped With: -Humanoid body (2 arms,

2 legs, head) -Internal comlink

-Synchronized fire circuits (+2D do *command* remotely linked droid)

-Durasteel plating (+2D physical, +1D energy) -Vocabulator

Equipment: Electrobinoculars, blaster carbine (5D, range: 3-20/60/210).

Move: 10 Size: 1.8 meters tall

Cost: 14,005 credits **Source:** Galaxy at War (page 55)

Vigilant Picket Droid

Type: Automata Galactica Vigilant 2X-Series defense droid DEXTERITY 3D Blaster 4D+1, missile weapons 4D+1 KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D+1 Search 5D+2 STRENGTH 3D Brawling 4D TECHNICAL 1D Equipped With:



-Grenade launcher (5D damage, blast radius: 3m) -Heavy repeating blaster (7D+2 damage) -Tracked locomotion -Infrared sensors (+2D to *search*, ignores lowlighting penalties) -1 claw appendage -Internal comlink -Self-destruct system (explodes if heavily damaged, dealing a damage of 6D/4D/2D on a blast radius of 1/3/5 meters) -Power generator -Vocabulator -Duranium plating (+2D physical, +1D energy) **Move:** 10 **Cost:** 32,500 credits

Source: Galaxy at War (page 55)

CLL-M2 Ordnance Lifter



Type: Cybot Galactica CLL-M2 Ordnance Lifter **DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 2D** Search 3D **STRENGTH 7D** Climbing 8D, lifting 11D **TECHNICAL 1D Equipped With:** -Two auto-balance legs with magnapod discs -One photoreceptor -Two heavy-duty lifter-arms -Broadcast antennas: Communicate with nearby droids in binary. -Compartment space (5Kg) -Durasteel armor (+2D to resist damage)Move: 7 Size: 3 meters tall **Cost:** 15,000 Source: Galaxy at War (pages 56-57)

MR-200 Minesweeper Droid

Type: Separatist MR-200 Series Minesweeper Droid **DEXTERITY 1D** Chain roller 2D+2**KNOWLEDGE 1D MECHANICAL 1D** PERCEPTION 1D+1 Search 3D+2, search: explosives 4D+2STRENGTH 5D+1 **TECHNICAL 2D** Demolitions 3D+1 **Equipped With:** -Hovering locomotion -Demolition sensor (+1D to *demolitions*) -Infrared sensors (+2D to search, reduces lowlighting penalties by 2D) -Integrated comlink -Remote receiver -Self-destruct system (explodes if heavily damaged, dealing a damage of 5D/3D on a blast radius of 2/4meters) -2 tool appendages -Quadanium plating (+3D physical, +1D energy)-Replaceable mine-detonating chain roller drum (Body: 8D, damage STR+1) Move: 10 (hovering) Cost: 15,000 Source: Galaxy at War (page 57)

AZ Battle Droid

Type: Arakyd Industries AZ-Series Battle Droid DEXTERITY 3D+1 Blaster 4D+2, dodge 5D+2**KNOWLEDGE 2D** Tactics 3D+1 **MECHANICAL 1D PERCEPTION 2D+1** Search 4D+1, sneak 3D **STRENGTH 5D** Brawling 6D, climbing/jumping 7D **TECHNICAL 1D+2 Equipped With:** -4 legs -1 claw (STR+1 damage) -Mounted blaster cannon (6D damage) -Durasteel plating (+1D to resist damage)-Infrared sensors (+2D to search, ignores lowlighting penalties) -Internal comlink -Secondary battery **Move:** 12 Size: Large Cost: 15.630 (new), 5.210 (used) Source: Galaxy at War (page 181)

Creatures

Carrier Butterfly



Type: Small insect Planet of Origin: Maridun DEXTERITY 4D+2 PERCEPTION 3D Con 4D, search 3D+1, sneak 7D STRENGHT 0D+1 Special Abilities: Mimicry: A carrier butterfly can perfectly mimic

Mimicry: A carrier butterny can perfectly mimic lengthy sequences of sounds (such as a conversation or a message). A carrier butterfly does not need to roll *con* to reproduce a sound, but it can only mimic noises exactly (without alteration). **Move:** 12 (fly)

Size: 15 centimeters Source: Galaxy at War (pages 57-58)

Bolotaur

Type: Reptilian mount Planet of Origin: Kashyyyk DEXTERITY 3D+1 PERCEPTION 2D+1 Search 3D STRENGHT 6D Climbing/jumping 8D+2, stamina 7D Special Abilities: Claws: Do STR+2 damage. Bite: Does STR+1D damage. Low-Light Vision: Low-lighting penalties are reduced by 1D. Climbing Mount: When a bolotaur falls, it can make a climbing roll to catch itself with no



increased difficulty from falling. If the bolotaur is mounted by a rider with the *beast riding* skill, the bolotaur always catches the rider if it catches itself while falling.

Move: 13 Size: About 8 meters long Orneriness: 1D Source: Galaxy at War (page 58)

Gelagrub



Type: Gelatinous ground beetle larvae Planet of Origin: Felucia DEXTERITY 1D+1 PERCEPTION 3D STRENGTH 5D+2

Lifting 6D+1, stamina 7D **Special Abilities:**

Hazard Resistance: The gelagrub gains a +2D bonus against natural hazards. When mounted by a rider with the *beast riding* skill, the rider also gains this bonus against natural hazards.

Semi-translucent skin: gelagrubs can metabolize UV-filtering chemicals from the native plant life, constantly nourishing itself and maintaining its natural sunscreen. Move: 9 Size: 4 meters long Orneriness: 1D Source: Galaxy at War (page 59)

Gutkurr



Type: Carapaced predator Planet of Origin: Ryloth **DEXTERITY 2D** PERCEPTION 3D+2 Search 5D+2, search: tracking 6D+2**STRENGTH 6D Special Abilities:** Claws: Do STR+2 damage. *Bite:* Does STR+1D+2 damage. Carapace: Grants +2 to resist physical damage, +2D to resist energy damage. Darkvision: Gutkurr can see up to 20 meters in total darkness. **Move:** 12 Size: About 2 meters tall Source: Galaxy at War (pages 59-60)

Mastif Phalone

Type: Flightless avian predator Planet of Origin: Maridun DEXTERITY 3D+1 PERCEPTION 3D+2 Search 4D+1, sneak 5D+1 STRENGTH 5D+1 Special Abilities: Claws: Do STR+1 damage. Beak: Does STR+1D damage. Low-Light Vision: Low-lighting penalties are reduced by 1D.



Savage Frenzy: If the mastiff phalone is Wounded or worse, it gains a +1D bonus on all attack and damage rolls.

Savannah Hunter: The mastiff phalone gains a +1D sneak bonus when stalking inside the grasslands of the savannah.

Move: 12

Size: About 2 meters tall Source: Galaxy at War (page 60)

Nek Battle Dog



Type: Trained attack animal Planet of Origin: Cyborrea DEXTERITY 2D PERCEPTION 3D STRENGTH 2D+2 Brawling 4D+2

Brawling 4D+2 Special Abilities: Body Armor: Add +2D to Strength to resist damage. Teeth: Do STR+2D+1 damage. Claws: Do STR+1D damage. Move: 12 Size: 0.9-1.3 meters long Source: Alien Anthology (page 38), Dark Empire Sourcebook (page 60), Galaxy at War (pages 60-61)



Type: Predator Planet of Origin: Vendaxa DEXTERITY 3D PERCEPTION 3D+2 Search 4D+2 STRENGTH 7D+2 Special Abilities:

Gore: Does STR+2D+2 damage. Bite: Does STR+2D+1 damage. Claws: Do STR+2D damage.

Tail Slam: Does STR+1D+2 damage.

Pack Resistant: Once per round, as a free reaction when the roggwart receives and attack, it can make a tail slam attack against one creature within its reach.

Low-Light Vision: Low-lighting penalties are reduced by 1D.

Move: 12 Size: Over 3 meters tall Source: Galaxy at War (page 61)

Watch-Beast



Type: Huge forest predator Planet of Origin: Gamorr DEXTERITY 2D+2 PERCEPTION 4D+2

Hide 2D, search 8D, sneak 5D+2 STRENGTH 7D+2

Special Abilities:

Bite: Does STR+2D damage.

Low-Light Vision: Low-lighting penalties are reduced by 1D.

Move: 10

Size: Around 7 meters long

Source: Ultimate Adversaries (pages 126-127), Galaxy at War (pages 61-62)

Vehicles

Freeco Speeder



Craft: Bespin Motors CK-6 "Freezing Cold" Speeder Bike Type: Arctic speeder bike Scale: Speeder Length: 5.8 meters Skill: Repulsorlift operation: speeder bike **Crew:** 1 Cargo Capacity: 30 kilograms Cover: Full Altitude Range: Ground level-1 meter **Cost:** 14,700 (new), 7,400 (used) Maneuverability: 3D Move: 195; 550 kmh Body Strength: 2D+2 Weapons: **Dual Laser Cannons** Fire Arc: Front Skill: Vehicle blasters Fire Control: 2D+2 Range: 50-300/500/1 Km Damage: 4D Source: Galaxy at War (pages 62-63)

Medical Airspeeder

Craft: SoroSuub S-130 "Shelter" Speeder Type: Mobile medical center Scale: Speeder Length: 18 meters Skill: Repulsorlift operation: airspeeder Crew: 2, skeleton: 1/+5 Passengers: 4 plus 2 patients Cargo Capacity: 10 metric tons Cover: Full Altitude Range: Ground level-1 kilometer Cost: 41,000 (new), 26,000 (used) Maneuverability: +1 Move: 100; 280 kmh Body Strength: 2D+2 Carried Craft: 1 speeder bike



Game Note: Characters inside a Shelter medical speeder are considered to be immune to airborne hazards and to radiation from outside sources. Furthermore, the vehicle's internal atmosphere regulation system grants a +2D *stamina* bonus to resist airborne diseases and poisons the characters have not yet been affected by. **Source:** Galaxy at War (pages 62-63)

WLO-5 Speeder Tank

Craft: Ubrikkian Ord Pedrova WLO-5 speeder tank Type: Landspeeder tank Scale: Walker Length: 19 meters Skill: Repulsorlift operation: speeder tank Crew: 1, gunners: 2 Cargo Capacity: 150 kilograms Cover: Full (1/2 for the top gunner) Altitude Range: Ground level-1.5 meters Cost: 115,000 (new), 65,000 (used) Maneuverability: 1D Move: 40; 110 kmh Body Strength: 3D



Weapons: Heavy Laser Cannon Fire Arc: Turret Crew: 2 (can be operated by 1 at 0D Fire Control) Skill: Vehicle blasters Fire Control: 2D Range: 50-300/500/1 Km Damage: 6D Game Notes: Any character attempting to repair or modify a WLO-5 speeder tank automatically gains a +2D bonus to repulsorlift repair to perform that action.

Source: Galaxy at War (pages 62-63)

T8 Loading Vehicle

Craft: T8 Loading Vehicle Type: Forklift Scale: Speeder Length: 3 meters Skill: Ground vehicle operation Crew: 1 Cargo Capacity: 50 kilograms Cover: 1/2 Cost: 5,000 (new), 1,000 (used) Move: 30; 90 kmh Body Strength: 2D+2 Source: Galaxy at War (page 179)

Starships

Drop Pod



Craft: Vehicle Drop Pod **Affiliation:** General Era: Rise of the Empire Type: Orbit-to-surface vehicle deployment pod Scale: Starfighter Length: 7 meters Skill: Space transports: drop pod Crew: None (droid brain) Crew Skill: Space transports 2D+2 Passengers: None Cargo Capacity: 2 metric tons Consumables: 1 day Cost: 17,000 Space: 1 Atmosphere: 210; 600 kmh (drop) Hull: 2D Carried Craft: One vehicle Source: Galaxy at War (pages 63-64)

Imperial Landing Force Ship

Craft: Sienar Fleet Systems IF-120 Landing Craft **Affiliation:** Empire Era: Rise of the Empire Type: Mobile base of operations landing craft Scale: Starfighter Length: 38 meters Skill: Space transports: IF-120 Landing Craft Crew: 4, gunners: 4, skeleton: 2/+10 Crew Skill: Space transports 6D, starship gunnery 5D, starship shields 5D, sensors 5D+2Passengers: 120 (troops) Cargo Capacity: 130 metric tons Consumables: 6 months Cost: 290.000 credits Hyperdrive Multiplier: x1 Hyperdrive Backup: x10



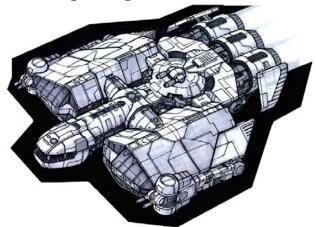
Nav Computer: Yes Maneuverability: 1D Space: 4 Atmosphere: 280; 800 kmh Hull: 5D+1 Shields: 3D Sensors: Passive: 30/1D Scan: 90/2D+1 Search: 150/3D+1 *Focus:* 6/4D+2 Weapons: **Double Medium Laser Cannons** Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km Damage: 5D **4 Antipersonnel Heavy Blaster Cannons** Fire Arc: Turret Scale: Speeder Crew: 1 Skill: Vehicle blasters Fire Control: 2D Atmosphere Range: 5-80/200/500 Damage: 6D Carried Craft: 12 speeder bikes, 2 Chariot Command Speeders, 1 Mobile Command Base Source: Galaxy at War (page 64)

Penumbra Attack Shuttle



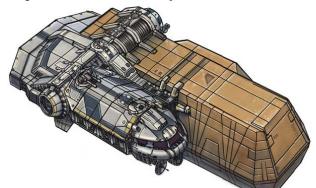
Craft: Haor Chall Engineering Penumbra-class Attack Shuttle Affiliation: Separatists / General Era: Rise of the Empire Type: Fast attack shuttle Scale: Starfighter Length: 29 meters Skill: Space transports: Penumbra shuttle **Crew:** 3, skeleton: 2/+5Passengers: 10 Cargo Capacity: 20 metric tons Consumables: 1 month Cost: 250,000 (new), 135,000 (used) Maneuverability: 2D+2 Space: 9 Atmosphere: 400; 1,175 kmh **Hull:** 3D+2 Shields: 1D+1 Sensors: Passive: 20/0D Scan: 30/1D Search: 50/2D Focus: 3/2D+2 Weapons: 2 Medium Laser Cannons (fire-linked) Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km Damage: 5D **Concussion Missile Launcher** (12 missiles) Fire Arc: Turret Crew: Co-pilot Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7 Atmosphere Range: 100/300/700 Damage: 10D Source: Galaxy at War (page 65)

YU-410 Light Freighter



Craft: YU-410 Light Freighter Affiliation: General Era: Rise of the Empire **Type:** Light freighter Scale: Starfighter Length: 44 meters Skill: Space transports: YU-410 Crew: 4, gunners: 4 Crew Skill: Varies widely Passengers: 12 Cargo Capacity: 250 metric tons Consumables: 2 months Cost: 110,000 (new), 30,000 (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Space: 4 Atmosphere: 280; 800 kmh **Hull:** 4D+2 **Sensors:** Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D Weapons: **4 Double Laser Cannons** Fire Arc: 2 turret, 1 front/right, 1 front/left Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km Damage: 5D Source: Gamer Magazine Issue 2, Galaxy at War (page 65)

Wayfarer Medium Transport



Craft: Kuat Systems Engineering Wayfarer-class Medium Transport Affiliation: General Era: Old Republic Type: Space transport Scale: Starfighter Length: 82 meters Skill: Space transports: Wayfarer Crew: 8, gunners: 2, skeleton: 2/+5 Crew Skill: All appropriate skills at 3D Passengers: 6 Cargo Capacity: 220 metric tons Consumables: 3 months Cost: 140,000 (new), 50,000 (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x14 Nav Computer: Yes Space: 4 Atmosphere: 280; 800 kmh **Hull:** 4D+2 Shields: 1D+2 **Sensors:** Passive: 20/0D Scan: 40/1D Search: 50/2D Focus: 3/3D Weapons: **Quad Laser Cannon** Fire Arc: Left Crew: 1 Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km Damage: 6D Laser Cannon Fire Arc: Front Crew: 1 Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km Damage: 4D

Carried Craft: 2 starfighters

Source: Polyhedron Issue 157, Galaxy at War (page 66)

Corona Armed Frigate



Craft: Haor Chall Engineering Corona-class Armed Frigate Affiliation: Separatists / General Era: Rise of the Empire Type: Assault frigate Scale: Capital Length: 320 meters Skill: Capital ship piloting: Corona frigate Crew: 64, gunners: 36 Passengers: 200 Cargo Capacity: 450 metric tons Consumables: 1 year Cost: 3.7 million (new), 2 million (used) Maneuverability: 2D Space: 5 Atmosphere: 295; 850 kmh Hull: 2D+2 Shields: 1D+1 Sensors: Passive: 25/0D Scan: 40/1D Search: 90/2D *Focus:* 5/2D+2 Weapons: 4 Medium Turbolasers Fire Arc: 1 front, 1 left, 1 right, 1 back Crew: 2 Skill: Capital Ship Gunnery Fire Control: 1D Space Range: 3-15/35/75 Atmosphere Range: 2-6/24/50 km Damage: 5D **8 Heavy Ion Cannons** Fire Arc: 2 front, 2 right, 2 left, 2 back Crew: 2 Skill: Starship gunnery Fire Control: 1D

Space Range: 3-15/35/75 Atmosphere Range: 6-30/70/150 km Damage: 4D 8 Medium Laser Cannons Fire Arc: 2 front, 2 right, 2 left, 2 back Scale: Starfighter Crew: 1 Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km Damage: 4D **Tractor Beam Projector** Fire Arc: Ventral Crew: 4 Skill: Capital ship gunnery Fire Control: 2D Space Range: 1-5/15/30 Atmosphere Range: 1-5/15/30 km Damage: 5D Carried Craft: 6 attack shuttles, 12 speeder tanks Source: Galaxy at War (page 65)

Weapons

Darkstick



Model: Kerestian Darkstick Type: Exotic melee/thrown weapon Scale: Character Skill: Dexterity: (A) Darkstick / melee combat Cost: 1,000 Availability: 4 Difficulty: Easy Range: 5-10/30/50 Damage: STR+1D (melee), 4D+2 (thrown)

Game Notes: (A) Darkstick has a prerequisite of 4D in thrown weapons. All difficulties are considered one level higher for a person who does not have the (A) Darkstick skill. The skill starts at the attribute level. If a character exceeds the difficulty by five or more (when throwing) then the character may catch the darkstick on its return trip. The Kerestian darkstick may be wielded rather than thrown, doing so is an Easy melee combat roll. A darkstick is held between the knuckles, allowing more than one to be wielded at a time. Wielding two or more darksticks in one hand grants a +1D bonus to damage (the bonus applies only once). Darksticks include webs of lightabsorbing cells that, when activated, shroud the wielder in complete darkness. This grants the wielder +2D to their sneak skill in low-light environments. However, characters with darkvision ignore the wielder's bonus. **Source:** Galaxy at War (page 36)

Entrenching tool

Type: Multipurpose tool Scale: Character Skill: Melee combat Cost: 50 Availability: 1 Difficulty: Very Easy Damage: STR+1D **Game Notes:** The entrenching tool may be configured as a shovel, pickaxe, or makeshift hammer. It may also be used as an improvised weapon, however the wielder suffers a -1D *melee combat* penalty.

Source: Galaxy at War (page 36)

Fire Blade



Model: Dathomirian Fire Blade Type: Powered melee weapon Scale: Character Skill: Melee combat: fire blade Cost: 200 Availability: 3 Difficulty: Moderate Damage: STR+1D+2 (energy damage) Game Notes: Fire blades surround the blade with a field of energy that is capable of cauterizing flesh and slicing through most substances. Source: Galaxy at War (page 37)

Shockboxing Gloves



Model: Standard Shockboxing Gloves Type: Powered brawling weapon Scale: Character Skill: Brawling: shockboxing Cost: 500-600/pair (depending on size) Availability: 2, R

Difficulty: Very Easy

Damage: STR+1 stun damage

Game Notes: Shockboxing gloves have various power settings, dealing from a STR+1 light stun shock (for sparring) to a STR+2D non-stun lethal blow.

Source: Galaxy at War (page 37)

Shock Stick

Type: Stun prod Scale: Character Skill: Melee combat: shock stick Cost: 400 Availability: 2, R Difficulty: Easy Damage: 5D+2 (stun damage) Game Notes: This item may be attached to a rifle for use as a bayonet. Attaching or removing the shock stick is an action. Source: Galaxy at War (page 37)

Picador's Spear



Model: Geonosian Static Pike Type: Charged spear Scale: Character Skill: Melee weapon: spear Cost: 650 Availability: 3 Difficulty: Easy Damage: STR+1D+2 (max: 4D) and 3D stun Game Notes: Weapon has a 4 meters reach. Source: Geonosis and the Outer Rim Worlds (page 60), Galaxy at War (page 37)

Vibrolance

Model: Standard vibrolance Type: Powered melee weapon Scale: Character Skill: Melee combat: vibrolance Cost: 500 Availability: 2, R Difficulty: Moderate Damage: STR+3D+2 (maximum: 7D+2)



Galaxy

S-5 Ascension Gun



Model: SoroSuub Security S-5 Heavy Blaster Pistol Type: Heavy blaster

Scale: Character

Skill: Blaster: S-5 (for blaster), missile weapons: S-5 (for microdarts and cable/grappling dart)

Ammo: 50 blast charges, 10 microdarts, and two 45-meter long syntherope cables

Cost: 1,200 (power packs: 25)

Availability: 3, F, R, or X

Fire Rate: 2

Range: 3-10/30/60 (blaster and microdarts), 2-8/20/45 (cable)

Damage: 5D (blaster), Paralysis (poison microdarts, see below), or Entanglement (cable)

Game Notes: This weapon can fire normal heavy blast charges, poisoned microdarts, or a length of syntherope cable:

Microdarts: Inflict no damage, but if used against an unarmored target (or an unarmored portion of a target, see the rules for called shots on page 91 of the Rulebook), they inject a paralyzing poison. The target of such an attack must succeed at a

Moderate stamina check or be paralyzed and unable to move for 2D minutes.

Cable: Attached to a grappling dart that clings to any surface, can be used to climb vertically or slide horizontally as a zipline. The ascension system has a maximum vertical lift capacity of roughly 720 kg and pulls the user at 18 meters per round. The syntherope can also be used to ensnare an opponent. If a hit his scored with the cable, roll 4D "damage" against the target's *Dexterity* rating with the following results:

0-3: Grazed, -2 pips to Dexterity until freed, Very Easy Strength check to break free;

4-8: Lightly entangled, -1D to Dexterity until freed, Easy Strength check to break free;

9-12: Heavily entangled, -2D to Dexterity until freed, Moderate Strength check to break free;

13-15: Severely entangled, -3D to Dexterity until freed, Very Difficult Strength check to break free;

16+: Completely entangled, cannot perform any actions, Heroic Strength check to break free.

Source: Secrets of Naboo (page 41), Arms and Equipment Guide (page 12), Galaxy at War (pages 37-38)

Blaster Pistol Sidearm



Model: BlasTech DC-15s Type: Blaster pistol sidearm Scale: Character Skill: Blaster: blaster pistol Ammo: 250 Cost: 400 (power packs: 25) Availability: 2, R Fire Rate: 2 Range: 3-10/20/120 Damage: 3D+2 **Source:** Galaxy at War (page 38)

Variable Blaster Rifle

Model: BlasTech DC-15S Clone Carbine Type: Assault blaster carbine Scale: Character Skill: Blaster: blaster carbine Ammo: 500 Cost: 1,300 (power packs: 25)



Availability: 2, X **Range:** 3-25/80/220

Damage: Low: 3D+2, Medium: 4D+1, High: 5D+1**Game Notes:** The variable blaster is designed to let soldiers adjust the damage to conserve energy. On the lowest power setting, the rifle uses the equivalent of one shot of ammunition. On the medium setting it uses the equivalent of 5 shots. On the highest setting, it uses 10 shots of ammunition. Switching between modes counts as an action. If the retractable stock is used for one round of aiming, the character receives an additional +2 to *blaster*.

Source: Galaxy at War (page 38)

Heavy Variable Blaster Rifle



Model: BlasTech DC-15A Clone Rifle Type: Assault blaster rifle Scale: Character Skill: Blaster: blaster rifle Ammo: 500 Cost: 2,250 (power packs: 25) Availability: 2, X

Range: 5-50/200/400 (blaster), 2-8/20/45 (cable) Damage: Low: 4D+1, Medium: 5D+1, High: 6D Game Notes: The variable blaster rifle is designed to let soldiers adjust the damage to conserve energy. On the lowest power setting, the rifle uses the equivalent of one shot of ammunition. On the medium setting it uses the equivalent of 5 shots. On the highest setting, it uses 10 shots of ammunition. This model is equipped with an ascension-gun attachment. A 45-meter length of syntherope attached to a grappling dart that clings to any surface, can be used to climb vertically or slide horizontally as a zipline. The ascension system has a maximum vertical lift capacity of roughly 720 kg and pulls the user at 18 meters per round.

Source: Galaxy at War (page 38)

Repeating Crossbow



Model: Drolan Plasteel Repeating Crossbow Type: Repeating crossbow Scale: Character Skill: Projectile weapons: crossbow Ammo: 10 Cost: 400, 30 (magazine with 10 quarrels) Availability: 3 Fire Rate: 1 Range: 3-12/35/130 Damage: 2D+2 Came Notes: Repeating crossbows U

Game Notes: Repeating crossbows use a magazine that automatically moves the next bolt into position, allowing the weapon to be fired every round.

Source: Arms and Equipment Guide (page 26), Galaxy at War (page 39)

Flame Cannon

Model: Merr-Sonn CR-28 Flame Cannon Type: Flame projector Scale: Character Skill: Flame-thrower Ammo: 20 Cost: 3,000 (fuel tank: 600) Availability: 4, X Fire Rate: 1 Range: 3-5/10/18 (cone 12 meters wide at the end)

Damage: 7D (first round, 4D for next 10 rounds unless extinguished)

Game Notes: Must be mounted on a vehicle or tripod. Changing the 20kg fuel tank takes one full round.

Source: Galaxy at War (page 39)

Radiation Grenade

Type: Impact-activated radiation grenade Scale: Character Skill: Grenade: radiation grenade Cost: 500 Availability: 3, X Range: 3-4/7/12 Blast Radius: 0-3/6 Damage: 5D+2/3D Game Notes: Grenade explodes only on impact. If

a character takes damage from a radiation grenade, they become contaminated with radiation and suffer moderate radiation sickness.

Every 12 hours after the attack, the character must make a stamina roll against radiation damage. The first roll is against 1D damage, subsequent rolls are against a cumulative +1D increase (2D, 3D, 4D, etc). They remain contaminated until treated at a medical center with a Moderate (A) medicine roll. Characters with radiation shielding or radiation suits ignore all damage from radiation grenades. Source: Galaxy at War (page 39)

Smoke Grenade

Model: BlasTech Nacht-5 Smoke Grenade

Type: Smoke grenade

Scale: Character Skill: Grenade **Cost: 25** Availability: 2, R Range: 3-7/20/40



Game Notes: Releases thick, obscuring smoke, which adds +2 to blaster shooter's difficulty.

Source: Han Solo and the Corporate Sector Sourcebook (page 119), Rules of Engagement -The Rebel SpecForce Handbook (page 69), Galaxy at War (page 39)

Interchangeable Weapon System



Model: BlasTech DC-17m Interchangeable Combat System Type: Assault Blaster Rifle Scale: Character **Cost:** 4,500 (anti-armor ammo: 400) Availability: 3, X

Game Notes: As a single action, the wielder may swap out one set of attachments on the DC-17M ICWS, changing it to one of its other weapon modes:

- Blaster Attachment

Skill: Blaster: blaster rifle **Ammo:** 60 Range: 3-30/100/300 Damage: 5D+1 - Sniper Rifle Attachment Skill: Blaster: blaster rifle **Ammo:** 20 Fire Rate: 1 Fire Control: +1D (when used for one round of aiming), -1D to Point-blank shots. Range: 5-50/150/500 Damage: 6D - Anti-Armor Attachment Skill: Missile weapons: grenade launcher **Ammo:** 4 Fire Rate: 1 **Range:** 3-30/100/300 Blast Radius: 0-2/4/6 Damage: 5D+2/4D+1/3D **Source:** Galaxy at War (page 39-40)

Mortar Launcher

Model: MerrSonn MobileMortar-3 Type: Grenade launcher Scale: Character Skill: Missile weapons: Mortar **Ammo:** 5 Cost: 2,500 Availability: 2, X Range: 10-100/400/1 km Damage: By grenade type Game Notes: MobileMortar has a small repulsorliftequipped tripod to reduce its weight. It's designed

to fire C-22 frag grenades, though it can fire other types as well. Source: Arms and Equipment Guide (page 34),

Galaxy at War (page 40)

Rotary Blaster Cannon

Model: Mer-Sonn Z-6 rotary blaster cannon **Type:** Blaster cannon Scale: Character Skill: Blaster: repeating blasters **Ammo:** 20 Cost: 5,500 (power packs: 50) Availability: 3, X **Range:** 3-60/150/400 Damage: 7D

Game Notes: The rotary blaster cannon will fire shots in bursts, each burst delivering a high concentration of blaster fire. Once a hit is established, all following shots against nearby (within 1 meter) targets are one difficulty lower. The blaster is designed to be braced against the hip when firing, allowing for more mobility when



firing. However, when the blaster is used without bracing, the character using it takes a -1D penalty to his *blasters* skill roll. The Z-6 may be attached to a generator for extended firing without reloading. **Source:** Galaxy at War (page 40)

Scatter Gun

Model: Standard scatter gun Type: Shotgun Scale: Character Skill: Firearms: shotgun Ammo: 10 Cost: 5,500 (shell: 2) Availability: 2, F Range: 3-8/14/24 Damage: (point-blank: 5D+1) 3D+2/2D/0D

Game Notes: The damage of a scatter gun is variable based on range. At longer range, the ammunition pellets disperse and quickly loose velocity, thus doing less damage. **Source:** Galaxy at War (page 40)

Tactical Tractor Beam



Type: Tractor beam Scale: Character Crew: 2 Skill: Blaster artillery: Tractor beam Cost: 8,000 Availability: 4

Range: 1-4/8/15 Damage: 9D (lifting)

Game Notes: The tactical tractor beam operates similarly to starship tractor beams, though it allows the controller to move objects in any direction. The damage code operates as though it were a *lifting* skill roll in order to reposition heavy objects. It is generally used to quickly construct barricades and other artificial barriers, though it can be used in desperate situations as a weapon by picking up nearby objects and using the tractor beam to hurl them at enemies. To determine the difficulty and

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damage, cons	sult the chart below:	
Object size	Lifting Difficulty	Damage
Small	Easy	4D
(approx 100kg	g)	
Medium	Moderate	6D
(approx 200 k	g)	
Large	Difficult	8D
(approx 350 k	g)	
Huge	Very Difficult	10D
(approx 600 k	g)	

This item requires a generator to operate and must be tripod- or vehicle-mounted. Before every use of the tractor beam, one crewmember must regulate the power generator by making a Moderate *Technical* roll at the same round the beam is fired. If this is not done successfully, the beam operator suffers a -2D penalty. If only one person is available to crew the generator and tractor beam, that crewman must do both (and multiple action penalties apply).

Source: Galaxy at War (page 42)

Antipersonnel Mine

Type: Directional explosive mine Scale: Character Skill: Demolition Cost: 500 Availability: 2, X Blast Radius: 2/4/6/8 Damage: 6D/5D/4D/3D Game Notes: Antipersonnel mines are directional, and do not cover the same area as a normal mine.

and do not cover the same area as a normal mine. The blast emits from the mine and sprays shrapnel in a 60 degree arc. The mine can be rigged by a remote trigger, or by a tripwire. Rigging the mine with a tripwire requires an Easy *demolitions* roll. Additional mines can be linked so that when one mine detonates all mines in that series also detonate. Linking mines requires an additional easy *demolitions* roll for each mine. **Source:** Galaxy at War (page 42-43)

Detonite Cord

Type: Linear explosive charge Scale: Character Skill: Demolition Cost: 1,000 (10 meters) Availability: 1, R Blast Radius: 1 meter Damage: 4D+1 **Game Notes:** Detonite cord is stable in spools for easy transportation and requires a timer or manual trigger for detonation. Once laid, it provides a focused explosion with little effect to surrounding areas. Several segments of detonate cord may be spliced together to create a larger explosion. **Source:** Galaxy at War (page 43)

Ion Mine

Type: Droid/vehicle disabling explosive Scale: Character Skill: Demolition Cost: 800 Availability: 2, X Blast Radius: 0-2/4/6/10 Damage: 7D/5D/3D/2D ionization Source: Galaxy at War (page 43)

Limpet Mine

Type: Anti-vehicle adhesion mine Scale: Speeder Skill: Demolition Cost: 300 Availability: 3, X Blast Radius: 1.5 meters Damage: 5D

Game Notes: A limpet mine is designed so that a character may place it on the hull of an enemy speeder or very large droid. Once the limpet mine is placed with an Easy *demolitions* roll, it seals into place and sets an electronic fuse that will detonate after one round, providing the character placing the mine adequate time to move out of its small blast radius.

Source: Galaxy at War (page 43)

Glowing Defoliator



Model: C.I.S. Glowing Defoliator Type: Organic annihilation artillery piece Scale: Character Skill: Missile weapons: artillery Crew: 4 Ammo: 1 Cost: 15,000 (launcher, must be attached to a carrier vehicle), 3,500 (shell) Availability: 4, X Body: 5D Fire Rate: 1/4 Range: 1-2/5/10 km Blast Radius: 400 meters Damage: 9D

Game Notes: The defoliator blast affects living matter only (characters, creatures and plant life), literally burning them up, but leaving machinery intact (droids, vehicles, buildings). Only creatures completely sheltered within sealed vehicles, environmental suits or energy shields can avoid the weapon's effect. From the impact point, the blast expands outwards in a disc shape at a rate of 100 meters per round. A creature affected by the blast takes the damage every subsequent round until it either dies or passes through an energy shield or other form of biological cleanser.

Source: Galaxy at War (page 67)

Automated Sentry Gun



Type: Automated blaster turret Scale: Character Skill: Blaster: repeating blasters Ammo: 150 Cost: 2,500 (new), 1,000 (used) Availability: 2, R Fire Rate: 5 Body: 4D Range: 3-30/100/250 Damage: 5D+2 Game Notes: Has *blaster* 4D, *search* 6D (ignores low-lighting penalties). Source: Galaxy at War (page 98)

Razor Wire

Model: Typical razor wire Type: Battlefield terrain hazard Scale: Character Cost: 10 per square meter Availability: 1

Damage: 3D

Game Notes: First, razor wire increases the difficulty of any terrain by three difficulty levels. For example, if terrain is Easy, it increases it to Difficult (see *Star Wars Roleplaying Game 2nd Edition, Revised and Expanded* page 101-103). Second, if a character fails the movement roll, the razor wire inflicts damage and entangles him. With appropriate tools, a character can cut through the wire with an Easy *security* roll.

Source: Galaxy at War (page 98)

Fragmentation Wire

Model: Typical fragmentation wire Type: Battlefield terrain hazard Scale: Character Cost: 100 per square meter Availability: 1 Blast Radius: 2 meters Damage: 3D

Game Notes: Fragmentation wire looks very similar to razor wire, and is most often intermixed with it on a battlefield. It requires a Difficult *search* roll to notice the difference between them. Fragmentation wire increases the difficulty of any terrain by three difficulty levels. If a character fails a movement roll when moving into an area with fragmentation wire, then the wire detonates. If a character tries to cut through the wire, it also detonates.

Source: Galaxy at War (page 98)

Repulsorlift Inhibitor

Type: Repulsorlift disabling mine Scale: Speeder Cost: 500 Availability: 2, X Radius: 3 meters Damage: 3D (ion damage)

Game Notes: The device is buried 1-2 meters underground and generates an energy well that disables repulsorlift engines within a 3-meter radius. Any repulsorcraft travelling through the energy well suffers 3D ion damage. The pilot must make a Difficult *repulsorlift operation* roll to keep the engines running at half speed, instead of shutting down completely and slamming into the ground.

Source: Galaxy at War (page 99)

Smart Mine

Type: Programmable mine Scale: Character Skill: Demolition Cost: 500 Availability: 2, X

Blast Range: 2/4/6

Damage: 5D+2/4D+1/3D

Game Notes: The smart mine comes equipped with a number of sensors that can evaluate thermal emissions, heat or ground vibration. With a Moderate *demolitions* roll, a character can program the mine to be triggered by a specific set of parameters. The mine may be programmed with a limited blast radius, set to only detonate with the pressure from a being upwards of a certain weight or size, or when there is a specific number of beings within the blast radius. Smart mines are also equipped with an IFF system that allows it to distinguish allied units. **Source:** Galaxy at War (page 100)

Heavy Artillery Cannon

Type: Heavy indirect fire cannon Scale: Speeder Skill: Artillery Crew: 4 Ammo: 1 Cost: Not available for sale (ammo: 2,000) Availability: 2, X Body: 4D Fire Rate: 1/3 Fire Control: 2D Range: 20-40/100/200 km Blast Radius: 4/8/12/16 Damage: 10D/8D/5D/2D Source: Galaxy at War (pages 100-101)

Light Artillery Cannon

Type: Light indirect fire cannon Scale: Speeder Skill: Artillery Crew: 2 Ammo: 1 Cost: Not available for sale (ammo: 1,000) Availability: 2, X Body: 3D Fire Rate: 1/2 Fire Control: 2D Range: 10-20/50/100 km Blast Radius: 3/6/8/12 Damage: 8D/6D/4D/2D Source: Galaxy at War (pages 100-101)

Field Gun

Type: Indirect fire cannon Scale: Speeder Skill: Artillery: Field Gun Crew: 1 Ammo: 1 Cost: Not available for sale (ammo: 500) Availability: 2, X Fire Rate: 1/2 Range: 600-1.2/3/6 km Blast Radius: 1/2/4/6 Damage: 4D/3D/2D/1D Source: Galaxy at War (pages 100-101)

Howitzer

Type: Indirect fire cannon Scale: Speeder Skill: Artillery: Howitzer Crew: 3 Ammo: 1 Cost: Not available for sale (ammo: 750) Availability: 2, X Body: 3D+1 Fire Rate: 1/2 Fire Control: 1D Range: 4-10/20/40 km Blast Radius: 2/4/6/8 Damage: 6D/4D/2D/1D Source: Galaxy at War (pages 100-101)

Frag Mortar



Type: Portable indirect fire weapon Scale: Character Skill: Artillery: mortar Crew: 1 Ammo: 1 Cost: Not available for sale (ammo: 300) Availability: 2, X Fire Rate: 1/2 Range: 350-750/2/3.5 km Blast Radius: 1/2/4 Damage: 4D+2/3D+1/2D Source: Galaxy at War (pages 100-101)

Ion Mortar

Type: Portable indirect fire weapon Scale: Character Skill: Artillery: mortar Crew: 1 Ammo: 1 Cost: Not available for sale (ammo: 450) Availability: 2, X Fire Rate: 1/2 Range: 350-750/2/3.5 km Blast Radius: 1/2/4 Damage: 4D+2/3D/2D+1 Source: Galaxy at War (pages 100-101)

Stun Mortar

Type: Portable indirect fire weapon Scale: Character Skill: Artillery: mortar Crew: 1 Ammo: 1 Cost: Not available for sale (ammo: 450) Availability: 2, X Fire Rate: 1/2 Range: 350-750/2/3.5 km Blast Radius: 1/2/4 Damage: 4D+1/3D+1/2D Source: Galaxy at War (pages 100-101)

Thermal Mortar

Type: Incendiary indirect fire weapon Scale: Character Skill: Artillery: mortar Crew: 1 Ammo: 1 Cost: Not available for sale (ammo: 450) Availability: 2, X Fire Rate: 1/2 Range: 350-750/2/3.5 km Blast Radius: 2/4/8 Damage: 7D/5D/3D Source: Galaxy at War (pages 100-101)

Orbital Turbolasers



Type: Orbital turbolaser bombardment Scale: Capital Skill: Capital ship gunnery Crew: 5 Ammo: Unlimited (power generator) Cost: Not available for sale Availability: 2, X Body: 3D Fire Rate: 1/4 Fire Control: 1D Range: Orbit-to-surface (always Long Range) Blast Radius: 12 meters Damage: 5D Source: Galaxy at War (page 101)

Equipment

Targeting Laser

Type: Laser paint targeting device Scale: Character Skill: Targeting laser Cost: 50 Availability: 2, F Fire Control: 2D Range: 3-30/80/350

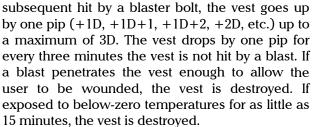
Game Notes: If a character makes a successful attack with a targeting laser, the target suffers no damage, but anyone who knows that targeting laser frequency gains a +1D bonus to attacks against that target with a missile or grenade launcher or vehicle weapon for the duration of that round.

Source: Galaxy at War (page 42)

Barabel Microbe Armor

Model: Creshaldyne Industries Barabel Microbe Armor Type: Biological blast vest Cost: 30,000 Availability: 4

Game Notes: vest initially gives +1D to resist damage from blaster attacks to front and back torso. With each



Source: Galladinium's Fantastic Technology (pages 85-86), Arms and Equipment Guide (pages 41-42), Galaxy at War (page 44)

Biohazard Suit



Model: Regallis Engineering Filtrex Bio/Chem Suit **Type**: Protective chemical and biological filtration suit

Scale: Character Cost: 4,000

Availability: 2, F

Game Notes: This suit provides complete protection against any atmospheric hazards such as poisons or hazardous chemicals. A biohazard suit can provide one hour of clean air before requiring a filter change. The helmet provides +2 physical protection, but the suit gives a -1 *Dexterity* penalty.

Source: Galaxy at War (page 44)

Camo Scout Armor

Model: Creshaldyne Industries Scout Armor Type: Light scout armor Cost: 1,500 Availability: 2 Game Notes: Basic Suit: +1D physical +2

Basic Suit: +1D physical, +2 energy for torso, arms and legs. *Camo Field:* +1D to difficulty of *search* or *Perception* rolls for those trying to spot the wearer if the wearer remains motionless.

Source: Galaxy Guide 10: Bounty Hunters (page 87), Gundark's Fantastic Technology (pages 49-50), Rules of Engagement – The Rebel

SpecForce Handbook (page 34), Arms and Equipment Guide (page 43), The Clone Wars Campaign Guide (page 64), Galaxy at War (page 44)

Katarn Commando Armor



Model: Katarn-class Commando Body Armor Type: Commando armor Scale: Character Cost: 30,000 (Not available for sale - 250,000 in the black market) Availability: 4, X Upgrade Slots: 3 Game Notes: Armor Protection: +2D physical and energy, -1D Dexterity and related skills.



Comlink: Tongue-activated helmet comlink.

Retractable Vibroblade: Concealed in right gauntlet, does STR+1D+2 damage, uses *melee combat* skill. May be set to automatically spring out every time the user punches a target, in which case it uses the *brawling* skill.

Environment Sealed: The armor's seals allow the wearer to survive in extreme heat or cold, toxic environments, underwater, or in the vacuum of space for up to 24 hours.

Auto-Bacta Injectors: When the wearer suffers a Wounded or worse injury, the system automatically injects bacta on the affected area. This does not actually heal the wound, but reduces the injury penalty by 1D (and keeps an Incapacitated character awake, as if he was only Wounded Twice). Unit has a single charge; multiple bacta injections grant no further benefits.

MFTAS: Multi-Frequency Targeting Acquisition System; adds +2D to *Perception* and *search* checks in low-visibility situations, +1D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flashblinding.

Viewplate: Macrobinocular imaging set (50-100/200/500 meters range) with UV nightvision (See MFTAS, above).

Utility Belt: High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs, additional supplies pouches.

Source: Galaxy at War (page 44)

Marine Armor



Model: Rebel Alliance Boarding Suit Type: Pressure-suit armor Scale: Character Cost: Not available for sale Availability: 2, R Upgrade Slots: 1 Game Notes: Armor Protection: +2D physical +1D energy, -1D Dexterity and related skills. *Life Support:* Provides protection for 24 hours in the vacuum of space or other hostile environments. *Magnetic boots:* reduces the character's movement by -3 but allows a character to walk along metallic surfaces (such as the outside hull of a ship).

Propulsion Pack: Adds +1D to all *swimming* rolls, and allows a character to maneuver without penalty in zero gravity.

Source: Galaxy at War (page 45)

Stalker Armor

Model: Salus Corporation M-10 Stalker Armor **Type:** Personal body armor

Cost: 8,000 **Availability:** 3, R **Game Notes:**

Armor: Provides +2D to *Strength* for physical attacks, +2D to energy attacks; -2D to *Dexterity* and related skills. Covers head, torso, arms and legs.

Heaviness: Due to this suit's weight, the skills *hide, sneak* and *swimming* cannot be used while wearing this armor.

Tangle Gun: 4D stun damage, uses *missile weapons* skill, ranges: 3-10/30/60, mounted on right arm.



Duo-Flechette Rifle: 5D

damage, uses *armor weapons* skill, ranges: 3-10/30/60, mounted on right forearm armor.

Retractable Claws: STR+2D damage, concealed in right gauntlet.

Sensors: A sensor pod and targeting computer provides +1D to *search*, and +1D to weapons skill rolls.

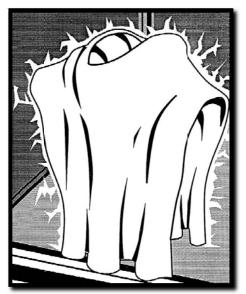
Source: Gundark's Fantastic Technology (pages 60-61), Galaxy at War (page 45)

Stun Cloak

Model: Koromondain PDS, Inc. Model SVT-300 Type: Stun cloak Scale: Character Skill: Melee combat Ammo: 3 before power cell is temporarily depleted; holds a total of 8 charges Cost: 1,500 Availability: 2 Difficulty: Moderate (Easy if target is attacking) Damage: 5D (stun damage) Game Notes: The stun cloak has a micro cell that recycles in three minutes after the initial charges are used. The cell can be powered up from any external generator in two rounds. A target must

make a Difficult melee parry or brawling parry roll

to avoid contact with the cloak.



Source: Galaxy Guide 10: Bounty Hunters (page 86), Gundark's Fantastic Technology (page 12), Galaxy at War (page 45)

Anti-Rad Dose

Type: Radiation Inoculation Skill: First aid Cost: 50 Availability: 2

Game Notes: If an anti-rad dose is given to a character before entering a high radiation zone, that character receives +2D to *stamina* rolls to resist the effects of radiation. The dose may also be used to treat a character after radiation exposure. If used after exposure, it adds +1D to *first aid* or (*A*) *Medicine* rolls to treat a character suffering from radiation sickness. **Source:** Galaxy at War (page 45)

Camo-Netting



Model: Fabritech CN-15 Camouflage Netting Type: Camo-netting Skill: Hide Cost: 3,500 Availability: 2, R

Game Notes: Camo-netting adds +2D to the difficulty to detect the camouflaged object with sensor-scanning equipment at ranges greater than 250 meters. Camo-netting offers no bonus at a range of less than 250 meters. If more than three camo-nets ar eused in tandem, the sensor-scanning equipment gains a +1D to detect the nets because of the interference the nets cause.

Source: Gundark's Fantastic Technology (page 106), Rules of Engagement – The Rebel SpecForce Handbook (page 44), Shadows of the Empire Sourcebook (pages 110-112), Arms and Equipment Guide (page 92), The Clone Wars Campaign Guide (page 65), Galaxy at War (page 46)

Camouflage Poncho

Model: A/KT Camouflage Poncho Type: Cloth fatigues **Cost:** 250 Availability: 1 Game Notes: Adds +1D to *sneak*, +2D at ranges of more than 35 meters. Source: Rules of Engagement – The Rebel SpecForce Handbook (page 33), Arms and Equipment Guide (page 45), Ultimate Adversaries (page 154), Galaxy at War (page 46)

Com Scrambler

Type: Communications disruption unit Skill: Communications Cost: 6,000 Availability: 2, X



Game Notes: A com scrambler is mounted on a backpack unit and carried into enemy lines, connected to a power source, and then left behind. With an Easy *communications* roll, all friendly and hostile communication, HoloNet transmission, and droid remote receivers within 20 km are flooded with white noise and jammed. Getting a signal into or out of the affected area requires a Difficult *communications* roll. The roll must be made every minute, as the com scrambler continually scans and adapts to block signals it locates. **Source:** Galaxy at War (page 46)

Comlink Tightbeam

Type: Secure communication interface Skill: Communications Cost: 300 Availability: 2, F

Game Notes: The tightbeam is a headset add-on to comlinks or transceivers that utilizes a focused laser to transmit encrypted communication between two parties equipped with the device. This helps prevent interception of communications on the battlefield. However, in order for a transmission to be received, the two parties must have direct line of sight. Communication scanners cannot pick up the transmission unless they are located directly in the path between the two communicating individuals.

Source: Galaxy at War (page 46)

Comm Scanner

Model: Courier Communications Scanner Type: Comm detector and scanner Skill: Sensors and communications Cost: 2,500

Availability: 2, R

Game Notes: Allows user to detect and tap into comlink, transceiver, and HoloNet transmissions. By making a Moderate *sensors* roll, a character can detect the number and type of communications being broadcasted within a 50 kilometer radius. A Difficult *sensors* roll indicates the direction and distance to the broadcast point. This device also provides +2D to any *communications* roll to decode an encrypted transmission it detects. The device can also record any transmission it intercepts.

Source: Rules of Engagement – The Rebel SpecForce Handbook (page 42), Arms and Equipment Guide (page 89), Galaxy at Wars (page 46)

Cryogenic Pouch

Model: Medvec Cryonex Cryogenic Pouch Type: Cryogenic stabilizing unit Cost: 300

Availability: 3

Game Notes: Cryogenic pouches are used to stabilize wounded soldiers on the field so that they may be transported to medical facilities. The pouch is worn as a small canister on the belt. Once the canister is opened, it releases a pouch large enough to fit most humanoid-sized creatures. When the pouch is sealed it releases a cryogenic compound capable of keeping a creature in suspended animation. Placing the pouch around an unconscious character takes one round. Once inside, a Mortally Wounded character is stabilized in 2 rounds. The pouch has enough power to keep a character in suspended animation for 24 hours, although it can be hooked up to another power source with an Easy *Technical* roll.

Source: Galaxy at War (page 46)

Droid Diagnostic

Model: Interstellar Droid Monitoring, Inc. Mk-11 Droid Diagnostic Type: Droid diagnostic Skill: Droid programming, droid repair Cost: 200

Game Notes: Very Easy *droid programming* roll required for standard systems check and readout (takes 30



minutes). Diagnostic assisted repair procedures normally require an Easy *droid repair* roll and the diagnostic's expertise adds +1D to the skill roll. This bonus is for maintenance only and does not apply to major repairs or modifications. **Source:** Galladinium's Fantastic Technology (page 26), Arms and Equipment Guide (page 96), Galaxy at War (page 46)

Field Food Processor

Type: Food decontamination processor **Cost:** 1,500

Availability: 1

Game Notes: The field food processor takes up to three pounds of local flora and fauna and, after a minute, turns them into a gray, tasteless yet nutritious paste that can sustain an individual for a day. It can be programmed to make appropriate food for up to ten different species. If any poisonous, toxic or radioactive ingredients are used in the mix, the unit provides a +3D stamina bonus against their harmful effects.

Source: Galaxy at War (page 47)

Personal Field Shelter

Type: Personal compact tent **Cost:** 500

Availability: 2

Game Notes: The personal field tent allows for easy transportation, and expands to accommodate one humanoid-sized character. When sealed, it provides +3D to *survival* rolls to resist the effects of heat and cold. It also contains one hour of breathable atmosphere in cases of airborne toxins. Special filaments on the exterior also provide limited camouflage, adding +1D to the *search* difficulty to detect the shelter. **Source:** Galaxy at War (page 47)

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Plasma Bridge



Type: Energy retractable walkway Cost: 12,500 Availability: 3

Game Notes: The plasma bridge must be hooked up to a generator or constant power supply. When activated, a bridge 10 meters wide and up to 200 meters long is extended from a plasma generator. This bridge provides a surface for troops to cross over difficult or otherwise impassable terrain. If the generator is destroyed or deactivated, the plasma bridge has enough power stored for two rounds. If another power supply is not provided, the bridge shuts down and any characters on the bridge fall.

Source: Galaxy at War (page 47)

Proximity Flare

Type: Early warning flare **Cost:** 50

Availability: 1

Game Notes: The proximity flare has a spike on one end allowing it to be placed securely on the ground, and the other end contains the flare emitter. Whenever a character or creature as large as a small child or larger steps within 5 meters of the flare's sensors, they sense the shift in air pressure and launch the flare, casting light in a 15 meter radius and foiling any attempt to sneak into the area. A character can avoid setting off the flare's sensors by moving extremely slowly and smoothly (Very Difficult *sneak* roll). The proximity flare can be used as a makeshift weapon if aimed horizontally. Any character hit takes 4D damage. **Source:** Galaxy at War (page 47)

Radiation Detector

Type: Radiation scanning device **Cost:** 50

Availability: 1

Game Notes: A radiation detector can pick up radiation within 10 meters. The detector provides a color-coded display that indicates whether the radiation is normal background radiation, very low, low, medium, high, or extreme. The detector also has optional audio and vibration settings. **Source:** Galaxy at War (page 47)

Targeting Beacon

Type: Portable beacon Cost: 300 Availability: 2

Game Notes: A targeting beacon can be used in a variety of ways. It may be used to signal a target for hombardment or signal for an emergency.

for bombardment or signal for an emergency pickup. The beacon has a magnetic bottom for attachment to vehicles or buildings, plus an extending spike for mounting on the ground. The beacon may be set to produce visible, ultraviolet, or infrared light. The light can be tuned to a specific frequency, so that only allies who know it will detect it. Adjusting the frequency requires a Moderate *sensors* roll. In clear weather the beacon is visible up to 2 kilometers away.

Source: Galaxy at War (page 47)

Triangulation Visor

Type: Targeting headgear **Cost:** 1,400

Availability: 2

Game Notes: Triangulation visors provide 1D+2 fire control to all skill rolls to fire physical rounds or missile weapons. The visor accounts for environmental factors such as wind, barometric pressure, and other factors for precise targeting, thus have no use for energy or sound based weaponry. This item cannot be worn in conjunction with any other headgear. **Source:** Galaxy at War (page 47)

Vacuum Pouch



Model: Meredex Atmospherics EMS-90 Type: Emergency shelter Cost: 800 Availability: 2 Game Notes: An Easy *Dexterity* roll is 5

Game Notes: An Easy *Dexterity* roll is required for removal and inflation within 30 seconds. Puncture and heat resistant, opaque bubble has a *Strength* of 1D+2 to resist damage and atmosphere loss. It provides sufficient air, heat and pressure to sustain a humanoid in hard vacuum for up to 2 hours.

Source: Galladinium's Fantastic Technology (pages 42-43), Arms and Equipment Guide (page 95), Galaxy at War (page 47)

Optional Rule:

Cybernetic Prosthesis and upgrades

Most cybernetic replacements are just that, simple replacements of a lost limb, or other body part that is designed to exactly mimic the original. However, in some places of the galaxy characters can find underground surgeons willing to design and install enhancements. Such prosthetic limbs have special features and if you are using the upgrade rules from the Scum and Villainy conversion guide, then you may treat prosthetics as having 1 free upgrade slot. Most cybernetic prosthetics can benefit from the following universal upgrades: cloaked, dual gear, environmental sealing, extra power source, secret compartment, storage capacity, and ion-shielding. Source: Galaxy at War (page 48)

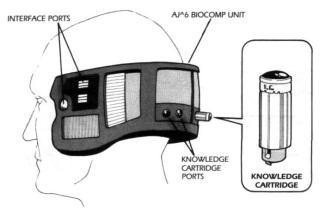
Cyborg Construct

Model: BioTech Borg Construct AJ⁶ **Type:** Basic cyborg construct

Cost: 80,000 for unit, 70,000 for surgery, 400 cheaper if without cyborg/droid interface

Cyber Points: 3

Game Notes: Increases *computer programming/ repair* by 2D. Increases any *Knowledge* or *Technical* skill by 1D. Construct can store up to 8D worth of additional information. Cyborg can read the data in his data banks at any time.



Source: Cracken's Rebel Field Guide (page 31), Hero's Guide (page 130), Rebellion Era Campaign Guide (page 149), Galaxy at War (page 49)

Subcutaneous Comlink

Model: BioTech Subcutaneous Comlink Type: Embedded comlink system Skill: Medicine: cyborging (to install) Cost: 4,000 (3,000 surgery cost) Availability: 2, R

Difficulty: To install: Easy

Game Notes: The subcutaneous comlink transmits and receives signals through the character's auditory and vocal organs. It allows the character to send and receive transmissions with only the slightest of vocalizations. The benefit is that comlink transmission can be made with such slight noise that they cannot be heard by others. **Source:** Galaxy at War (page 49)

Cybernetic Eye



Type: Prosthetic eye Scale: Character Skill: Medicine: cyborging (to install) Cost: Varies by model Availability: 2, R Difficulty: Moderate (to install) Game Notes: If the *medicine* roll to in

Game Notes: If the *medicine* roll to install eye fails by less than 5 points, the limb has a side effect (listed below).

Item	Bonus	Price	Surgery	Side Effect		
Flare Suppressor	Can't be flash-blinded	250	1,900	-1 on attack rolls		
IR Sensor	Darkvision to 30m	300	2,250	Blinded by nearby heat sources		
Optical Enhancer	+1D to search	450	3,400	-1D to ranged attacks		
Targeting Eye	+1 on ranged attacks	500	3,750	-1D to <i>search</i>		
Telescopic Eye	Reduced search range	500	3,750	-1D to search		
Source: Hero's Guide (pages 129-130), Galaxy at War (page 49)						

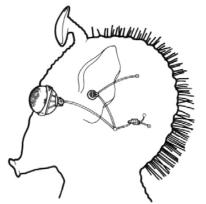
Skeletal Reinforcement

Model:BioTechSuperstructSkeletalReinforcementType: Skeleton reinforcementScale:Scale:Scale:CharacterSkill:Medicine: cyborging (to install)Cost:10,000 (surgery: 50,000)Availability:2, RDifficulty:To install:HeroicGameNotes:Subject gains +1D to resist physical

damage. If the *medicine* roll to install fails by less than 5 points, subject suffers a -1D penalty to *Strength*-based actions. This cannot be recovered until the cybernetic component is removed.

Source: Hero's Guide (pages 130-131), Galaxy at War (page 50)

Hifold Sensory Package



Model: Neuro-Saav Hifold Sensory Package Type: Increases Perception attribute/skills Cost: 400 credits per pip Cyber Points: 2 Source: Cracken's Rebel Field Guide (page 38),

Hero's Guide (page 131), Galaxy at War (page 50)

Tremor Sensor

Type: Cyber sensor Scale: Character Skill: Medicine: cyborging (to install) Cost: 400 (surgery: 3,750)

Availability: 2, R

Difficulty: To install: Difficult

Game Notes: Foot sensor picks up sonic vibration, allowing the character to detect the presence of anything within 20 meters if it's moving in contact with the ground. With a *search* versus *sneak* opposed roll, the subject can also determine the precise location of the target. Subject must activate sensor and remain motionless to use this ability. If the *medicine* roll to install fails by less than 5 points, subject suffers a constant -2 penalty to both *Strength* and *Dexterity* actions, and can't move beyond Cruising speed.

Source: Hero's Guide (page 131), Galaxy at War (page 50)

Ion Shielding

Type: Prosthesis upgrade Skill: Medicine: Cyborging (to install) Difficulty: To install: Moderate Cost: 1,000 Availability: 2 Upgrade slot cost: 1

Game Notes: The ion shielding protects the prosthetic limb from all ion damage. For a character with prosthetics to be completely protected from ion damage, then all of that character's cybernetic prosthetics must have the ion shielding.

Source: Galaxy at War (page 50)

Total Cybernetic Replacement



Model: Via-Tech Industries Cybernetic Support system

Type: Full cybernetic biological replacement Skill: Medicine: cyborging (to install) Cost: 90,000 (15,000 surgery cost) Availability: 2, R Difficulty: To install: Very Difficult

Game Notes: There are some instances where a being has suffered such extensive damage that almost all of the organic components must be Should a being suffer incredible replaced. damage, but the vital organs still remain in sufficient working condition, they may have a series of prosthetic and life-support surgeries that would constitute a total cybernetic replacement. In an instance where a character would normally die, he may have the option of spending a Force Point to stay alive long enough for his companions to transport him to a medical facility to attempt a complete cybernetic replacement. The complete changeover surgery is long and complicated. It requires six separate Very Difficult (A) Medicine or cyborging rolls. If any one of the rolls fails, then the character dies. If all six rolls are successful, then the character has the same stats as before the injuries. However, the character gains the Hybrid Cyborg special ability:

Hybrid Cyborg – A cyborg may install any droid upgrade or attachment with the exception of those that would enhance a droid's heuristic processor. The cyborg chassis contains a life-support system that makes the character immune to atmospheric and inhaled poison hazards. Hybrid Cyborgs are bound by the same rules that govern cybernetic enhancement (see *Galladinium's Fantastic Technology* pages 5-6), and the replacement counts as six separate enhancements. **Source:** Galaxy at War (page 50)

Chaff Gun

Model: Arakyd Caltrop-5 Chaff Gun

Type: Flechette-based sensor jamming device

Scale: Speeder, walker or starfighter

Cost: 2,000

Ammo: 6 canisters (can be expanded to up to 12 at 500 per extra canister)

Availability: 2, R

Game Notes: A chaff gun shoots a canister packed with thousands of durasteel shrapnel pieces and dozens of tiny scramblers that confuse sensor data, making it difficult to lock onto the vessel with missiles, torpedoes or fire control computers. During the entire round where the chaff gun is fired, all attempts to target the vessel suffer a -2D penalty. Besides, any other vehicle flying through the deployed chaff cloud suffers a -2D piloting penalty.

Source: Galaxy at War (page 67)

The above text blocks were converted by the community at the Rancor Pit Forums http://www.rancorpit.com/forums