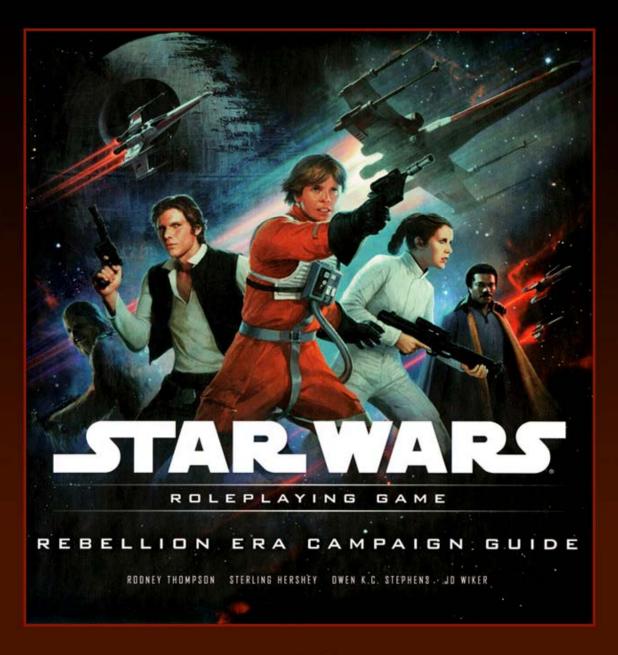
# STAR WARS

# D 6 C O N V E R S I O N REBELLION ERA CAMPAIGN GUIDE



Inspired by



#### **Vehicles**

# Cargo Skiff



Craft: Ubrikkian Bantha II Cargo SKiff

Type: Cargo skiff Scale: Speeder Length: 9 meters

Skill: Repulsorlift operation: cargo skiff

Crew: 1

Passengers: 16

Cargo Capacity: 120 metric tons

**Cover:** 1/2

**Altitude Range:** Ground level-50 meters **Cost:** 25,000 (new), 13,500 (used)

Move: 70; 200 kmh Body Strength: 1D

**Source:** Star Wars Trilogy Sourcebook SE (page 159), Secrets of Tatooine (page 28), Rebellion Era

Campaign Guide (page 60)



**Craft:** Bespin Motors Storm IV **Type:** Twin-pod Cloud Car

**Scale:** Speeder **Length:** 7 meters

**Skill:** Repulsorlift operation: cloud car

**Crew:** 1; 1 (can combine)

Crew Skill: Vehicle blasters 3D+2, repulsorlift

operation: cloud car 3D **Cargo Capacity:** 10 kilograms

Cover: Full

**Altitude Range:** 50-100 kilometers **Cost:** 75,000 (new), 28,000 (used)

Maneuverability: 2D+2 Move: 520; 1,500 kmh Body Strength: 4D

#### Weapons:

Double Blaster Cannon (fire-linked)

Fire Arc: Front Crew: 1 (co-pilot) Skill: Vehicle blasters Fire Control: 1D

Range: 50-400/900/3 Km

Damage: 5D

**Source:** Star Wars Trilogy Sourcebook SE (pages 157-158), Galaxy Guide 2 – Yavin and Bespin (page 76), Rulebook (pages 244-245), d20 Core Rulebook (page 237), Rebellion Era Campaign Guide (pages

60-61)

#### **Combat Cloud Car**



Craft: Ubrikkian Talon I Combat Cloud Car

Type: Combat cloud car

**Scale:** Speeder **Length:** 10 meters

Skill: Repulsorlift operation: cloud car

Crew: 1

Crew Skill: Repulsorlift operation 4D+1, vehicle

blasters 4D+1 **Passengers:** 1

Cargo Capacity: 50 kilograms

Cover: Full

Altitude Range: Ground level-100 kilometers

Cost: 80,000 (new) Maneuverability: 3D Move: 520; 1,500 kmh Body Strength: 4D+2

Weapons:

**Double Blaster Cannon** (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters Fire Control: 1D

Range: 50-400/900/3 Km

Damage: 4D+2

**Source:** The Thrawn Trilogy Sourcebook (page 205), The Last Command Sourcebook (page 128), Arms and Equipment Guide (page 71), Rebellion

Era Campaign Guide (page 61)



Craft: Ubrikkian 9000 Z004
Type: Sport speeder
Scale: Speeder
Length: 2.46 meters

Skill: Repulsorlift operation: landspeeder

Crew: 1

Passengers: 1

Cargo Capacity: 30 kilograms

Cover: Full

Altitude Range: Ground level-1.5 meters

Cost: 15,000 (new), 5,000 (used)

Maneuverability: 2D+1 Move: 105; 300 kmh Body Strength: 1D+2

Source: Rulebook (page 242), Rebellion Era

Campaign Guide (pages 61-62)

#### Air-2 Racing Swoop



Craft: TaggeCo Air-2 Swoop

Type: Swoop Scale: Speeder Length: 1.9 meters Skill: Swoop operation

Crew: 1

Passengers: None

Cargo Capacity: 50 kilograms

**Cover:** 1/4

Altitude Range: Ground level-1 kilometer

**Cost:** 4,500 (new), 1,200 (used)

Maneuverability: 2D+2 Move: 210; 600 kmh Body Strength: 1D+2

Game Note: An Air-2 grants a +2D bonus to

repulsorlift repair rolls made on it.

**Source:** Arms and Equipment Guide (page 75), Tempest Feud (page 128), Rebellion Era Campaign

Guide (page 62)

#### **HTT-26 Heavy Troop Transport**



**Craft:** Gallofree HTT-26 Transport **Type:** Heavy troop transport

**Scale:** Speeder **Length:** 12 meters

Skill: Repulsorlift operation: HTT-26

Crew: 1, gunners: 1
Passengers: 16 (troops)
Cargo Capacity: 1 ton

Cover: Full

**Altitude Range:** 0-1.5 meters **Cost:** 20,000 (new), 11,000 (used)

Maneuverability: 1D Move: 30; 95 kmh Body Strength: 3D

Weapons:

**Medium Blaster Cannon** 

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters
Fire Control: 1D+2
Range: 50-400/1/3 Km

Damage: 5D+2

Source: Rebellion Era Campaign Guide (page 111)

#### Rebel ULAV

Craft: Modified Sienar Ultra-Light Assault Vehicle

Type: Light assault vehicle

**Scale:** Speeder **Length:** 7 meters

**Skill:** Repulsorlift operation: ULAV

Crew: 1, gunners: 1

Crew Skill: Vehicle blasters 4D, repulsorlift

operation 4D

Cargo Capacity: 5 kilograms



Cover: Full

Altitude Range: Ground level-0.6 meters

Cost: 50,000 (new), 12,900 (used)

Maneuverability: 3D Move: 140; 400 kmh Body Strength: 2D+2

Weapons:

Twin Light Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters Fire Control: 1D Range: 3-50/100/200 Damage: 2D+2

**Concussion Grenade Launcher** 

Fire Arc: Front

Skill: Missile weapons Fire Control: 1D

Range: 10-50/100/200 Damage: 3D+1

**Medium Blaster Cannon** 

Fire Arc: Back

Crew: 1

Skill: Vehicle blasters Fire Control: 2D

Range: 50-200/500/1 Km

Damage: 5D

**Source:** Rebel Alliance Sourcebook (pages 104-105), The DarkStryder Campaign (page 76), Arms and Equipment Guide (page 80), Rebellion Era

Campaign Guide (page 111)

**Heavy Tracker** 

**Craft:** Mekuun Heavy Tracker **Type:** Mobile scanning unit

Scale: Walker

Length: 22.2 meters

**Skill:** Repulsorlift operation: heavy tracker **Crew:** 6, gunners: 2, skeleton: 2/+10

Crew Skill: Vehicle blasters 4D+1, repulsorlift

operation 3D+2

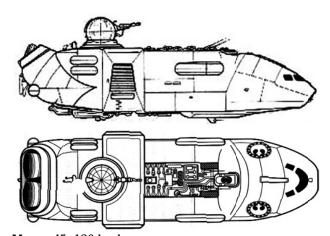
Passengers: 5 (omniprobe operators)

Cargo Capacity: 250 kilograms

Cover: Full

**Altitude Range:** Ground level-2 meters **Cost:** 125,000 (new), 75,000 (used)

Maneuverability: 1D



Move: 45; 130 kmh Body Strength: 3D+2

Weapons:

**Heavy laser Cannon** 

Fire Arc: Turret

Crew: 2

Skill: Vehicle blasters

Fire Control: 2D (4D with omniprobe)

Range: 50-500/1.5/3 Km

Damage: 4D

Source: Rebel Alliance Sourcebook (page 107),

Rebellion Era Campaign Guide (page 112)

# **T2-B Repulsor Tank**



Craft: Yutrane-Trackata T2-B Repulsor Tank

Type: Light assault vehicle

**Scale:** Speeder **Length:** 9 meters

**Skill:** Repulsorlift operation: T2-B tank **Crew:** 2, gunners: 1, skeleton: 1/+5

Crew Skill: Vehicle blasters 4D, repulsorlift

operation 4D

Cargo Capacity: 200 kilograms

Cover: Full

Altitude Range: Ground level-0.6 meters

**Cost:** Not available for sale **Maneuverability:** 1D+2 **Move:** 28; 80 kmh

**Body Strength:** 5D+2

#### Weapons:

### **Quad Light Blaster Cannon**

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters
Fire Control: 2D+2
Range: 50-200/500/1 Km

Damage: 6D

**Source:** Rebellion Era Campaign Guide (page 112)

#### **T4-B Heavy Tank**



Craft: Yutrane-Trackata T4-B HeavyTank

**Type:** Heavy assault vehicle

**Scale:** Speeder **Length:** 10 meters

**Skill:** Ground vehicle operation: T4-B tank

Crew: 2, gunners: 1, skeleton: 1/+5

Crew Skill: Vehicle blasters 4D, ground vehicle

operation 4D

Cargo Capacity: 300 kilograms

Cover: Full

**Cost:** Not available for sale **Maneuverability:** 0D+2 **Move:** 14; 40 kmh

**Body Strength:** 6D **Weapons:** 

2 Heavy Laser Cannons (fire-linked)

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters Fire Control: 2D

Range: 50-200/500/1 Km

Damage: 7D

**Triple Concussion Missile Launcher** 

Fire Arc: Turret

Crew: 1

Skill: Missile weapons Fire Control: 2D

Range: 50-500/1.5/3 Km

Damage: 10D

**Source:** Rebellion Era Campaign Guide (page 112)

#### AT-AA



Craft: Rothana Heavy Engineering All Terrain Anti-

Aircraft Platform

Type: Heavy artillery platform

Scale: Walker Length: 18 meters

Skill: Walker operation: AT-AA

Crew: 3, gunners: 2

Crew Skill: Missile weapons 3D+1, walker

operation 3D

Cargo Capacity: 250 kilograms

Cover: Full

Cost: Not available for sale Maneuverability: 0D Move: 21; 60 kmh Body Strength: 4D+1

**Electronic Countermeasures:** Missile or torpedo attack rolls against the AT-AA suffer a -2D penalty.

Weapons: Flak Pod Fire Arc: Top Crew: 1

Skill: Missile weapons

Fire Control: 2D

Range: 50-500/1.5/3 Km Blast Radius: 20 meters

Damage: 7D

**Light Missile Launcher** (36 missiles)

Fire Arc: Top Crew: 1

Skill: Missile weapons

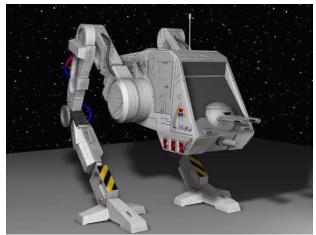
Fire Control: 2D

Range: 50-200/500/1 Km

Damage: 7D

Source: Rebellion Era Campaign Guide (page 130)

#### AT-PT



**Craft:** All-Terrain Personal Transport

**Type:** Light walker **Scale:** Walker

Length: 2.1 meters long, 3.1 meters tall

Skill: Walker operation: AT-PT

Crew: 1

Crew Skill: Missile weapons 4D, vehicle blasters

4D, walker operation 4D **Cargo Capacity:** 25 kilograms

Cover: Full

Cost: 15,000 (used) Maneuverability: 2D Move: 21; 60 kmh Body Strength: 2D

Weapons:

**Twin Blaster Cannon** 

Fire Arc: Front

Skill: Vehicle blasters Fire Control: 1D Range: 10-50/200/500

Damage: 4D

**Concussion Grenade Launcher** 

Fire Arc: Front

Skill: Missile weapons: grenade launcher

Fire Control: 1D Range: 10-50/100/200

Damage: 2D

**Source:** Alliance Intelligence Reports (page 49), The Thrawn Trilogy Sourcebook (page 203), Dark Force Rising Sourcebook (pages 121-122), Arms and Equipment Guide (pages 81-82), Rebellion Era

Campaign Guide (page 132)

**Lancet Aerial Artillery** 

Craft: Sienar Fleet Systems Lancet Aerial Artillery

**Type:** Repulsor artillery

**Scale:** Speeder **Length:** 14 meters

Skill: Repulsorlift operation: Lancet

Crew: 1, gunners: 1



Crew Skill: Vehicle blasters 4D, repulsorlift

operation 4D

Cargo Capacity: 850 kilograms

Cover: Full

Altitude Range: Ground level-5 kilometers

Cost: Not available for sale

Maneuverability: 1D Move: 295; 850 kmh Body Strength: 4D

Weapons:

**Proton Beam Cannon** 

Fire Arc: Front Scale: Walker

Skill: Vehicle blasters Fire Control: 1D Range: 3-80/300/600

Damage: 8D Laser Cannon Fire Arc: Front

Crew: 1

Skill: Vehicle blasters
Fire Control: 2D+1
Range: 50-200/500/1 Km

Damage: 4D+1

Source: Rebellion Era Campaign Guide (page 133)

**TIE Mauler** 

Craft: Santhe/Sienar Technologies TIE ap-1

"Mauler"

Type: Compact assault vehicle

**Scale:** Speeder **Length:** 6.7 meters

**Skill:** Ground vehicle operation: TIE ap-1

Crew: 1

Crew Skill: Vehicle blasters 4D+1, ground vehicle

operation 5D

Cargo Capacity: 95 kilograms

Consumables: 5 days



Cover: Full

**Cost:** Not available for sale **Maneuverability:** 2D+1 **Move:** 30; 90 kmh

**Body Strength:** 2D+1

Weapons:

**Triple Medium Blaster Cannon** 

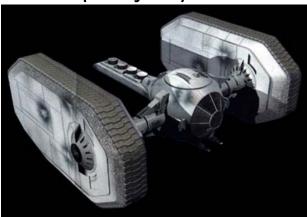
Fire Arc: Front

Skill: Vehicle blasters
Fire Control: 2D+2
Range: 50-400/900/2 Km

Damage: 6D

Source: Rebellion Era Campaign Guide (page 135)

# **TIE Crawler (Century Tank)**



Craft: Santhe/Sienar Technologies Century Tank

Type: Compact assault vehicle

Scale: Speeder Length: 6.7 meters

Skill: Ground vehicle operation: Century tank

Crew: 1

Crew Skill: Vehicle blasters 5D, ground vehicle

operation 5D+2 **Passengers:** 1

Cargo Capacity: 200 kilograms

Consumables: 5 days

Cover: Full

**Cost:** 37,000 credits **Maneuverability:** 2D+1

Move: 30; 90 kmh Body Strength: 2D

Weapons:

**2 Medium Blaster Cannons** 

Fire Arc: Front

Skill: Vehicle blasters Fire Control: 2D

Range: 50-400/900/2 Km

Damage: 5D **Light Turbolaser** Fire Arc: Turret

Skill: Vehicle blasters
Fire Control: 1D+2
Range: 50-300/500/1 Km

Damage: 4D+1

Source: Dark Empire Sourcebook (pages 123-124),

Rebellion Era Campaign Guide (page 135)

#### **Canderous Assault Tank**



Craft: MandalTech Canderous-class Assault Tank

Type: Repulsor assault tank

**Scale:** Speeder **Length:** 16 meters

Skill: Repulsorlift operation: Canderous tank

Crew: 3, gunners: 2, skeleton: 1/+5

Crew Skill: Missile weapons 4D, vehicle blasters

4D+1, repulsorlift operation 3D+2 **Cargo Capacity:** 100 kilograms

Consumables: 1 week

Cover: Full

Altitude Range: Ground level-1 meter

**Cost:** Not available for sale **Maneuverability:** +2 **Move:** 18; 50 kmh

**Body Strength:** 7D **Shields:** 1D

Weapons:

2 Heavy Laser Cannons (fire-linked)

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters

Fire Control: 2D Range: 200-1/3/5 Km

Damage: 7D

**Concussion Missile Launcher** 

Fire Arc: Front Crew: 1

Skill: Missile weapons Fire Control: 1D+2 Range: 50-500/1/2 Km

Damage: 9D

Source: Rebellion Era Campaign Guide (page 153)

#### **F9-TZ Transport**



Craft: Zann Consortium F9-TZ Transport

**Type:** Light troop transport

**Scale:** Speeder **Length:** 21 meters

Skill: Repulsorlift operation: F9-TZ transport

Crew: 2

Crew Skill: Repulsorlift operation 4D

Passengers: 40

**Cargo Capacity:** 1 metric ton **Consumables:** 1 week

Cover: Full

Altitude Range: Ground level-1 meter

Cost: Not available for sale Maneuverability: 1D Move: 30; 95 kmh Body Strength: 3D+1

Shields: 1D

Cloaking Device: The cloaking device and shields cannot operate at the same time. The cloaking device can operate for 15 minutes, after which it must be shut down and recharged, which requires 30 minutes and a Difficult *repulsorlift repair* roll. When cloaked, the difficulty to spot the transport increases by +4D. If spotted, attacks against the cloaked transport still suffer a -2D visibility penalty.

Source: Rebellion Era Campaign Guide (pages

153-154)

# **Starships**



Craft: MandalMotors G1-M4-C Dunelizard Fighter

**Affiliation:** General **Era:** Rise of the Empire

Source: Rebellion Era Campaign Guide (page 63)

**Type:** Medium fighter **Scale:** Starfighter **Length:** 11 meters

Skill: Starfighter piloting: G1-M4-C Dunelizard

Crew: 1

**Crew Skill:** Varies widely **Cargo Capacity:** 110 kilograms

Consumables: 2 weeks

Cost: 115,000 (new), 55,000 (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes (limited to 3 jumps)

Maneuverability: 2D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D+2 Shields: 1D+2 Sensors:

Passive: 10/1D Scan: 20/2D Search: 40/3D Focus: 3/4D Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

*Space Range:* 1-3/12/25

Atmospheric Range: 100-300/1.2/2.5 km

Damage: 5D

#### **Ixiyen Fast Attack Craft**

Craft: TransGalMeg Ixiyen-class Starfighter

**Affiliation:** General / Empire **Era:** Rise of the Empire

Source: Rebellion Era Campaign Guide (pages 63-

64)



**Type:** Fast attack craft **Scale:** Starfighter **Length:** 20 meters

Skill: Starfighter piloting: Ixiyen fighter

Crew: 1

**Crew Skill:** Varies widely **Cargo Capacity:** 440 kilograms

Consumables: 4 weeks

Cost: 180,000 (new), 40,000 (used)

Hyperdrive Multiplier: x1 Nav Computer: Yes Maneuverability: 1D+2

Space: 8

Atmosphere: 365; 1,050 kmh

Hull: 4D Shields: 0D+2 Sensors: Passive: 10/1D

Scan: 20/1D+2 Search: 40/2D+1 Focus: 3/3D+2 Weapons:

**Double Medium Laser Cannons** 

Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D+2 Space Range: 1-3/12/25

Atmospheric Range: 100-300/1.2/2.5 km

Damage: 5D

**Concussion Missile Launcher** (5 missiles)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

M12-L Kimogila



Craft: MandalMotors M12-L Kimogila Heavy Fighter

**Affiliation:** General **Era:** Rebellion

Source: Rebellion Era Campaign Guide (page 64)

**Type:** Heavy fighter **Scale:** Starfighter **Length:** 12 meters

Skill: Starfighter piloting: M12-L Kimogila

Crew: 1, gunners: 1 Crew Skill: Varies widely Cargo Capacity: 110 kilograms

Consumables: 2 weeks

Cost: 175,000 (new), 125,000 (used)

Hyperdrive Multiplier: x2

Nav Computer: No (uses astromech droid with 10-

jump memory)

Maneuverability: 1D+2

Space: 5

Hull: 5D+1

Move: 295; 850 kmh

Shields: 1D Sensors: Passive: 10/1D Scan: 20/2D Search: 40/3D Focus: 3/4D

Weapons:

4 Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D

Space Range: 1-3/12/25

Atmospheric Range: 100-300/1.2/2.5 km

Damage: 6D

**Concussion Missile Launcher** (12 missiles)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmospheric Range: 50-100/300/700

Damage: 8D

#### **Proton Torpedo Launcher** (4 carried)

Fire Arc: Front Crew: 1

Skill: Starship gunnery Fire Control: 3D Space Range: 1/3/7

Atmospheric Range: 50-100/300/700

Damage: 9D

## **M22-T Krayt Gunship**



Craft: MandalMotors M22-T Krayt Gunship

**Affiliation:** General **Era:** Rebellion

Source: Rebellion Era Campaign Guide (page 65)

Type: Command gunship

**Scale:** Starfighter **Length:** 20 meters

Skill: Starfighter piloting: M22-T Krayt

**Crew:** 1, gunners: 1 **Crew Skill:** Varies widely

Passengers: 2

Cargo Capacity: 440 kilograms

Consumables: 1 week

Cost: 350,000 (new), 210,000 (used)

Hyperdrive Multiplier: x1

**Nav Computer:** Yes **Maneuverability:** 1D+1

Space: 4

Move: 280; 800 kmh

Hull: 5D+1
Shields: 1D+1
Sensors:

Passive: 10/1D Scan: 25/2D Search: 50/3D Focus: 4/4D

4 Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Weapons:

Skill: Starship gunnery Fire Control: 3D+1 Space Range: 1-3/12/25 Atmospheric Range: 100-300/1.2/2.5 km

Damage: 5D+2 **Double Ion Cannons** 

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 4D

*Space Range:* 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

**Concussion Missile Launcher** (16 missiles)

Fire Arc: Front
Crew: 1 or pilot
Skill: Starship gunnery

Fire Control: 2D Space Range: 1/3/7

Atmospheric Range: 50-100/300/700

Damage: 8D

#### Pinook Fighter



Craft: Joraan Drive Systems Pinook Starfighter

**Affiliation:** General **Era:** Rise of the Empire

**Source:** Rebellion Era Campaign Guide (page 66)

**Type:** Escort starfighter **Scale:** Starfighter **Length:** 14.8 meters

**Skill:** Starfighter piloting: Pinook

Crew: 1

**Crew Skill:** Astrogation 3D, starship gunnery 3D+2, starfighter piloting 3D+2, starship shields 3D,

sensors 3D.

Cargo Capacity: 25 kilograms

Consumables: 1 week

Cost: 50,000 (new), 25,000 (used) Hyderdrive Multiplier: x1.5

Nav Computer: Yes Maneuverability: 0D+2

Space: 3

Atmosphere: 210; 600 kmh

Hull: 2D+1 Shields: +2 Sensors: Passive: 15/1D Scan: 30/2D Search: 60/3D Focus: 2/3D+2 **Weapons:** 

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 1-300/1.2/2.5 km

Damage: 3D+1

#### Razor Fighter



Craft: Starypan/SunHui Spacework Razor-class

Fighter

**Affiliation:** General **Era:** Rebellion

Source: Rebellion Era Campaign Guide (pages 66-

67)

**Type:** Attack starfighter **Scale:** Starfighter **Lenght:** 13.6 meters

Skill: Starfighter piloting: Razor fighter

Crew: 1

Cargo Capacity: 110 kilograms

Consumables: 1 week

Cost: 75,000 (new), 45,000 (used)

Hyperdrive Multiplier: x2 Nav Computer: Yes Maneuverability: 2D+1

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 3D Shields: 1D Sensors: Passive: 20/0D Scan: 35/1D Search: 40/2D

Focus: 2/3D

Weapons:

2 Medium Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D+1 **Dual Ion Cannons**Fire Arc: Front

Chill Co. 11

Skill: Starship gunnery Fire Control: 3D

*Space Range:* 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 3D+2

2 Concussion Missile Launchers (4 missiles

each)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D Space Range: 1/5/9

Atmosphere Range: 50-100/500/900

Damage: 8D+2

# **Mobquet Medium Cargo Hauler**



Craft: Mobquet Custom Medium Cargo Hauler

**Affiliation:** General **Era:** Rise of the Empire

Source: Pirates & Privateers (page 67), Rebellion

Era Campaign Guide (pages 67-68)

**Type:** Medium transport

**Scale:** Starfighter **Length:** 79.3 meters

Skill: Space transports: Mobquet Custom hauler

Crew: 2, skeleton: 1/+10 Crew Skill: Varies widely

Passengers: 8

Cargo Capacity: 700 metric tons

Consumables: 2 months

Cost: 750,000 (new), 225,000 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x11 Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 7D Shields: 2D Sensors: Passive: 20/0D

Scan: 50/1D Search: 80/2D Focus: 4/3D Weapons:

2 Laser Cannons

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

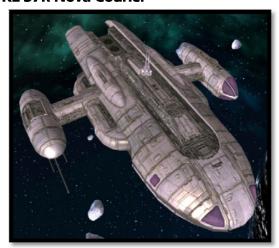
Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Game Notes: +5 to modification and replacement

rolls.

#### YKL-37R Nova Courier



Craft: Gallofree Yards YKL-37R Nova Courier

**Affiliation:** General / Rebel Alliance

Era: Rebellion

Source: Rebellion Era Campaign Guide (page 68)

**Type:** Light transport **Scale:** Starfighter **Length:** 30 meters

**Skill:** Space transports: Nova Courier **Crew:** 2, gunners: 2, skeleton: 1/+10

Crew Skill: Varies widely

Passengers: 6

Cargo Capacity: 60 metric tons

Consumables: 6 months

Cost: 150,000 (new), 45,000 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D+1

Space: 5

Atmosphere: 280; 800 kmh

Hull: 6D Shields: 3D Sensors:

Passive: 10/1D Scan: 25/2D Search: 40/3D Focus: 3/4D Weapons:

2 Twin Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

*Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

3 Concussion Missile Launchers (4 missiles each)

Fire Arc: Front

Crew: gunners or co-pilot Skill: Starship gunnery

Fire Control: 2D Space Range: 1/3/7

*Atmosphere Range:* 50-100/300/700

Damage: 8D

Game Notes: +5 to modification and replacement

rolls.

#### YV-545 Transport



Craft: Corellian Engineering Corporation YV-545

**Transport** 

**Affiliation:** General **Era:** Rebellion

**Source:** Rebellion Era Sourcebook (pages 14-15), Rebellion Era Campaign Guide (pages 68-69)

**Type:** Light freighter **Scale:** Starfighter **Length:** 32 meters

**Skill:** Space transports: YV-545

**Crew:** 2, gunners: 2 **Crew Skill:** Varies widely

Passengers: 5

**Cargo Capacity:** 80 metric tons **Consumables:** 3 months

Cost: 120,000 (new), 35,000 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x15 **Nav Computer:** Yes **Maneuverability:** 2D+1

Space: 4

Atmosphere: 280; 800 kmh

Hull: 3D Shields: 2D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

Weapons:
2 Double Lasers
Fire Arc: Turret

Crew: 1

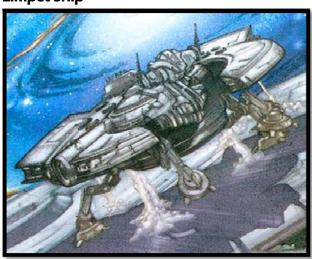
Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

#### **Limpet Ship**



**Craft:** Corellian Engineering Corporation YM-2800

Limpet Ship

Affiliation: Rebel Alliance

Era: Rebellion

Source: Rebellion Era Campaign Guide (pages

113-114)

**Type:** Boarding ship **Scale:** Starfighter **Length:** 26 meters

Skill: Space transports: Limpet ship

**Crew:** 6, skeleton: 3/+10 **Crew Skill:** All skills 4D

Passengers: 6

Cargo Capacity: 125 metric tons

Consumables: 2 months

**Cost:** 150,000 (new), 70,000 (used)

Maneuverability: 0D

Space: 4

Move: 280; 800 kmh

Hull: 4D Shields: +2 Sensors: Passive: 10/1D Scan: 25/2D Search: 50/3D Focus: 4/4D Weapons:

2 Medium Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D

*Space Range:* 1-3/12/25

Atmospheric Range: 100-300/1.2/2.5 km

Damage: 4D

Plasma Beam Cutter\*

Fire Arc: Bottom

Crew: 2

Skill: Starship gunnery: plasma beam

Fire Control: 0D

Space Range: 4 meters

Damage: 8D

**Note:** The plasma beam cutter, originally designed to mine asteroids, can be used to drill into a starship, creating a breach through which a zero-g boarding party can enter. While the cutter is in operation, weapons and shields lose all power. The pilot must make a successful opposed *piloting* roll against its target to attach the limpet ship to the hull. Roll the target ship's hull -2D; if the cutter's damage roll scores a "lightly damaged" result, it has breached the hull. Once the hull is breached, the torch requires 8 rounds to cut a two-meterwide hole.

#### T-Wing

Craft: Hoersch-Kessel Drive Inc. T-wing Interceptor

**Affiliation:** Rebel Alliance / General

Era: Rebellion

**Source:** Rebellion Era Campaign Guide (page 114)

**Type:** Light interceptor **Scale:** Starfighter **Length:** 12.2 meters

Skill: Starfighter piloting: T-wing

Crew: 1

Crew Skill: Starfighter piloting 4D+1, starship

gunnery 4D, starship shields 3D+2 **Cargo Capacity:** 50 kilograms

Consumables: 1 week

Cost: 150,000 (new), 60,000 (used)

**Hyperdrive Multiplier:** x1

Nav Computer: Limited to two jumps

Maneuverability: 3D+1

Space: 12



Atmosphere: 450; 1,300 kmh

Shields: 1D Sensors: Passive: 20/0D Scan: 35/1D Search: 40/2D Focus: 2/3D

Hull: 2D+1

2 Laser Cannons (fire-linked)

Fire Arc: Front

Weapons:

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+1

**2 Concussion Missile Launchers** (4 missiles each)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 8D

#### X4 Gunship

Craft: Incom Corporation X4 Gunship

**Affiliation:** Rebel Alliance

Era: Rebellion

Source: Rebellion Era Campaign Guide (page 115)

Type: Light assault ship

**Scale:** Starfighter **Length:** 28 meters

**Skill:** Space transports: X4 gunship

Crew: 2, gunners: 6 Crew Skill: All skills 4D

Passengers: 6

Cargo Capacity: 20 metric tons

Consumables: 1 month

Cost: 200,000 (new), 75,000 (used)



Maneuverability: 1D

Space: 4

Move: 280; 800 kmh

Hull: 5D Shields: 1D+1 Sensors:

Passive: 10/1D Scan: 30/2D Search: 60/3D Focus: 5/4D Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

*Space Range:* 1-3/12/25

Atmospheric Range: 100-300/1.2/2.5 km

Damage: 4D+1

**6 Light Laser Cannons** 

Fire Arc: Turrets

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

*Space Range:* 1-3/12/25

Atmospheric Range: 100-300/1.2/2.5 km

Damage: 3D+2

#### **Assassin Corvette**



Craft: Corellian Engineering Corporation Assassin-

class Corvette

**Affiliation:** General / Empire / Rebel Alliance

Era: Rebellion

Source: Rebellion Era Campaign Guide (pages

130-131)

**Type:** System patrol craft

Scale: Capital

Length: 139.2 meters

Skill: Capital ship piloting: Assassin corvette

Crew: 60 to 150, depending upon configuration

(typically 84), gunners: 13 **Crew Skill:** All skills 3D+2

Passengers: Up to 60 (typically 51)

Cargo Capacity: Up to 2,100 metric tons (typically

1,500)

Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D+2 Shields: 2D+1 Sensors:

Passive: 40/1D Scan: 100/2D Search: 140/3D Focus: 8/4D Weapons:

**6 Dual Turbolasers** 

Fire Arc: 1 front, 1 top, 1 bottom, 1 left, 1 right, 1

back *Crew:* 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D+2

**Proton Torpedo Launcher** (10 carried)

Fire Arc: Front Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Damage: 6D

**Assault Gunboat** 

Craft: Cignus SpaceWorks Alpha-class Xg-1 Star

Wing

**Affiliation:** Empire **Era:** Rebellion

Source: The Far Orbit Project (page 60), Rebellion

Era Campaign Guide (page 131) **Type:** Assault fighter/gunboat

**Scale:** Starfighter **Length:** 10 meters

Skill: Starfighter piloting: Assault Gunboat

Crew: 1



Cargo Capacity: 100 kilograms

Consumables: 3 days

Cost: 125,000 (new), 75,000 (used)

Maneuverability: 2D

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 4D+1 Shields: 2D+2 Sensors: Passive: 20/0D

Scan: 35/1D Search: 50/2D Focus: 2/2D+2 Weapons:

**2 Laser Cannons** (single or 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: 3D+2 or 4D+2

**2 Ion Cannons** (single or fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 3D+2 or 5D

2 Concussion Missile Launchers (8 missiles

each)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D Space Range: 1/3/7

*Atmosphere Range:* 50-100/300/700

Damage: 9D

**Imperial Cargo Ship** 

Craft: Refitted Rothana Heavy Engineering

Acclamator-class Military Cargo Ship

**Affiliation:** Empire **Era:** Rise of the Empire

Source: Rebellion Era Campaign Guide (page 132)



Type: Cargo ship Scale: Capital Length: 761 meters

Skill: Capital ship piloting: Acclamator-class

Crew: 14,857

**Crew Skill:** All skills typically at 4D **Passengers:** 16,000 (stormtroopers) **Cargo Capacity:** 502,212 metric tons

**Consumables:** 2 years **Cost:** Not available for sale **Hyperdrive Multiplier:** x2

Nav Computer: Yes

Space: 5

Atmosphere: 330; 950 kmh

Hull: 3D+1 Shields: 2D+2 Sensors: Passive: 40/1D

Scan: 70/2D Search: 150/3D Focus: 4/3D+2 Weapons:

#### 12 Turbo Quadlasers

Fire Arc: Partial Turret (6 front/left, 6 front/right)

Skill: Capital ship gunnery

Fire Control: 2D

*Space Range:* 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 6D

**24 Point Laser Cannons** 

Fire Arc: 8 front, 8 left, 8 right

Scale: Starfighter Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+1

### Imperial II-class Frigate



Craft: Kuat Drive Yards' Imperial II-class Frigate

**Affiliation:** Empire **Era:** Rise of the Empire

Source: Rebellion Era Campaign Guide (pages

132-133)

Type: Patrol cruiser Scale: Capital Length: 800 meters

**Skill:** Capital ship piloting: II-class Frigate **Crew:** 19,801, gunners: 98, skeleton: 3,000/+20 **Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields

4D+1, sensors 4D

Passengers: 4,400 (troops)

Cargo Capacity: 46,350 metric tons

Consumables: 6 years Hyperdrive Multiplier: x4 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 6 Hull: 5D Shields: 2D+1 Sensors: Passive: 50/1D

Passive: 50/1D Scan: 100/2D Search: 200/3D Focus: 6/4D Weapons:

30 Turbolasers

Fire Arc: 10 front, 10 left, 10 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D **30 Ion Cannons** 

Fire Arc: 10 front, 8 left, 8 right, 4 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D+2 Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

#### **4 Tractor Beam Projectors**

Fire Arc: 2 front, 1 left, 1 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

*Space Range:* 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Carried Craft: 36 TIE Fighters, 36 TIE Interceptors,

2 Lambda shuttles, various support vehicles

#### **Missile Boat**



Craft: Cygnus Spaceworks Xg-13 Missile Boat

**Affiliation:** Empire **Era:** Rebellion

Source: Rebellion Era Campaign Guide (page 134)

**Type:** Heavy assault starfighter

**Scale:** Starfighter **Length:** 10 meters

Skill: Starfighter piloting: Missile boat

Crew: 1

Crew Skill: starfighter piloting 3D+2, starship

gunnery 4D, starship shields 3D+1 **Cargo Capacity:** 100 kilograms

Consumables: 3 days
Cost: Not available for sale
Hyperdrive Multiplier: x6

Nav Computer: Yes Maneuverability: 2D

**Space:** 9 (12 when engaging SLAM)

**Atmosphere:** 400; 1,150 kmh

Hull: 4D+2 Shields: 1D Sensors: Passive: 25/1D Scan: 45/2D Search: 80/3D Focus: 6/4D

**Medium Laser Cannon** 

Fire Arc: Front

Weapons:

Skill: Starship gunnery Fire Control: 2D

*Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

2 Advanced Concussion Missile Launchers (20

missiles each) *Fire Arc:* Front

Skill: Starship gunnery Fire Control: 4D

Space Range: 1-3/7/13

Atmosphere Range: 100-300/700/1.3 km

Damage: 9D+2

2 Concussion Missile Launchers (20 missiles

each)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

# Royal Guard Starfighter



Craft: Modified Sienar Fleet Systems TIE/int

**Affiliation:** Empire **Era:** Rebellion

Source: Rebellion Era Campaign Guide (page 134)

**Type:** Escort starfighter **Scale:** Starfighter **Length:** 9.6 meters

**Skill:** Starfighter piloting: TIE

Crew: 1

Crew Skill: Starfighter piloting 6D, starship gunnery

6D + 2

Cargo Capacity: 75 kilograms

**Consumables:** 2 days **Cost:** Not available for sale **Maneuverability:** 3D+2

Space: 11

**Atmosphere:** 435; 1,250 kmh

Hull: 3D Shields: 1D Sensors: Passive: 25/1D Scan: 40/2D+1 Search: 60/3D Focus: 4/4D **Weapons:** 

4 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D

*Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

# **TIE Aggressor**



Craft: Sienar Fleet Systems TIE Aggressor

**Affiliation:** Empire **Era:** Rise of the Empire

Source: Rebellion Era Campaign Guide (page 135)

**Type:** Multipurpose craft

**Scale:** Starfighter **Length:** 7.8 meters

Skill: Starfighter piloting: TIE

Crew: 1, gunners: 1

Crew Skill: Starfighter piloting 4D, starship gunnery

4D

Cargo Capacity: 75 kilograms

**Consumables:** 2 days **Cost:** Not available for sale **Maneuverability:** 3D

**Space:** 9

Hull: 3D

**Atmosphere:** 380, 1,100 kmh

Sensors: Passive: 0/0D Scan: 35/1D Search: 50/2D Focus: 3/3D Weapons:

2 Medium Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

**Twin Laser Cannon** *Fire Arc:* Rear turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

Damage: 5D+2

**Concussion Missile Launcher** 

Fire Arc: Front

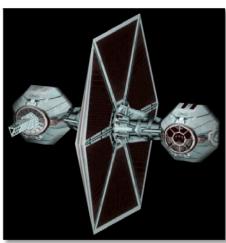
Skill: Starship gunnery

Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 7D

#### **TIE Bizarro**



Craft: Sienar Fleet Systems TIE Experimental M1

**Affiliation:** Empire **Era:** Rebellion

Type: Heavy laser experimental fighter

Scale: Starfighter Length: 6.3 meters

Skill: Starfighter piloting: TIE

Crew: 0 (1 pilot by remote control on a nearby

transport)

Crew Skill: Starfighter piloting 4D+1, capital ship

gunnery 4D

Cargo Capacity: 65 kilograms

Consumables: None Cost: Not available for sale Hyperdrive Multiplier: x5

Nav Computer: No (slaved to controller ship)

Maneuverability: 2D

Space: 11

Atmosphere: 435; 1,250 kmh

**Hull:** 1D+2 **Sensors:** *Passive:* 20/0D

Scan: 40/1D Search: 60/2D Focus: 3/3D Weapons:

**Turbolaser Cannon** 

Fire Arc: Front Scale: Capital

Skill: Capital ship gunnery

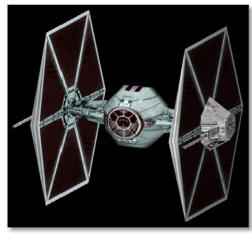
Fire Control: 2D

*Space Range:* 2-5/25/50

Atmosphere Range: 1-2/5/10 km

Damage: 2D

#### **TIE BigGun**



Craft: Sienar Fleet Systems TIE Experimental M2

**Affiliation:** Empire **Era:** Rebellion

Source: Rebellion Era Campaign Guide (page 136)

Type: Heavy lasers experimental fighter

**Scale:** Starfighter **Length:** 6.3 meters

Skill: Starfighter piloting: TIE

Crew: 0 (1 pilot by remote control on a nearby

transport)

Crew Skill: Starfighter piloting 4D+1, capital ship

gunnery 4D

Cargo Capacity: 65 kilograms

**Consumables:** None **Cost:** Not available for sale **Maneuverability:** 2D

Space: 10

**Atmosphere:** 415; 1,200 kmh

Hull: 2D Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D

**Double Turbolaser Cannon** 

Fire Arc: Front Scale: Capital

Weapons:

Skill: Capital ship gunnery

Fire Control: 2D

*Space Range:* 2-5/25/50

Atmosphere Range: 1-2/5/10 km

Damage: 3D

#### **TIE Warhead**



Craft: Sienar Fleet Systems TIE Experimental M3

**Affiliation:** Empire **Era:** Rebellion

**Source:** Rebellion Era Campaign Guide (page 136) **Type:** Warhead launcher experimental fighter

**Scale:** Starfighter **Length:** 9.6 meters

Skill: Starfighter piloting: TIE

Crew: 0 (1 pilot by remote control on a nearby

transport)

**Crew Skill:** Starfighter piloting 4D+1, starship

gunnery 4D

Cargo Capacity: 75 kilograms

Consumables: None
Cost: Not available for sale
Maneuverability: 3D+1

Space: 11

Atmosphere: 435; 1,250 kmh

Hull: 3D Shields: 1D Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D

Weapons:

2 Missile Launchers (4 missiles each)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

#### **TIE Bomb**



Craft: Sienar Fleet Systems TIE Experimental M4

**Affiliation:** Empire **Era:** Rebellion

Type: Kamikaze experimental bomber

**Scale:** Starfighter **Length:** 8.7 meters

Skill: Starfighter piloting: TIE

Crew: 0 (1 pilot by remote control on a nearby

transport)

**Crew Skill:** Starfighter piloting 4D **Cargo Capacity:** 30 kilograms

**Consumables:** None **Cost:** Not available for sale **Maneuverability:** 2D

Space: 16

Atmosphere: 550; 1,680 kmh

Hull: 3D+2 Sensors: Passive: 20/0D Scan: 35/1D Search: 50/2D Focus: 3/2D+2

**Ramming:** The ship is loaded with explosives and does 5D Capital-scale damage upon crashing on a

target.

#### **TIE Booster**

**Craft:** Sienar Fleet Systems TIE Experimental M5

**Affiliation:** Empire **Era:** Rebellion

Type: Fast experimental fighter

**Scale:** Starfighter **Length:** 10 meters

Skill: Starfighter piloting: TIE

Crew: 0 (1 pilot by remote control on a nearby

transport)

Crew Skill: Starfighter piloting 4D+1, starship

gunnery 4D

Cargo Capacity: 50 kilograms

Consumables: None



**Cost:** Not available for sale **Hyperdrive Multiplier:** x5

Nav Computer: No (slaved to controller ship)

Maneuverability: 1D+2

Space: 14

Hull: 1D+2

**Atmosphere:** 485; 1,400 kmh

Shields: 1D Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D Weapons:

2 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

#### **TIE Oppressor**



Craft: Sienar Fleet Systems TIE Oppressor

**Affiliation:** Empire **Era:** Rebellion

Source: Rebellion Era Campaign Guide (page 136)

**Type:** Light bomber **Scale:** Starfighter **Length:** 9.2 meters

**Skill:** Starfighter piloting: TIE

Crew: 1

Crew Skill: Starfighter piloting 5D, starship gunnery

5D

Cargo Capacity: 50 kilograms Consumables: 2 days Cost: Not available for sale Maneuverability: 1D+2

Space: 8

Hull: 3D+1

**Atmosphere:** 365, 1,050 kmh

Shields: 2D Sensors: Passive: 20/0D Scan: 35/1D Search: 50/2D Focus: 3/2D+2

#### 2 Medium Laser Cannons (fire-linked)

Fire Arc: Front

Weapons:

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D+2

#### 2 Concussion Missile Launchers (4 missiles each)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 10D

#### **TIE Phantom**



Craft: Sienar Fleet Systems V-38 Stealth Assault

**Fighter** 

**Affiliation:** Empire **Era:** Rebellion

Source: Rebellion Era Campaign Guide (page 137)

Type: Strategic fighter Scale: Starfighter Lenght: 14.6 meters

Skill: Starfighter piloting: V-38 TIE

Crew: 2, skeleton: 1/+10

Crew Skill: Starfighter piloting 4D+1, capital ship

gunnery 4D+1

Cargo Capacity: 90 kilograms

Consumables: 3 days
Cost: Not available for sale
Hyperdrive Multiplier: x6
Nav Computer: Yes
Maneuverability: 3D+1

Space: 12

Hull: 2D+2

**Atmosphere:** 450; 1,300 kmh

Shields: 1D+1 Sensors: Passive: 40/3D Scan: 80/5D Search: 130/5D+2

Focus: 7/6D

Cloaking Device: When activated the starfighter is effectively invisible to both visual and sensor scans. Cloaking is disabled when the starfighter fires its

lasers, but can be immediately reactivated.

Weapons:

#### 3 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

#### 2 Laser Cannons (fire-linked)

Fire Arc: Front Crew: Co-pilot

Skill: Starship gunnery Fire Control: 3D+1 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Self-Destruct: If the starfighter is captured it is

programmed to automatically self-destruct.

**TIE Scout** 

Craft: Sienar Fleet Systems TIE/sr

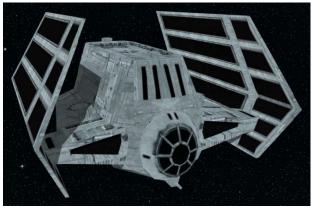
**Affiliation:** Empire **Era:** Rise of the Empire

Source: Rebellion Era Campaign Guide (page 138)

Type: Stock scout vessel

**Scale:** Starfighter **Length:** 24 meters

Skill: Space transports: TIE Scout



Crew: 3, skeleton: 1/+5

**Crew Skill:** Astrogation: 3D+2, sensors: 3D, space transports 4D, starship gunnery 4D, starship shields

3D+2

Passengers: None

Cargo Capacity: 25 metric tons

Consumables: 6 months

Cost: 148,000 (new), 75,000 (used)

**Hyperdrive Multiplier:** x3

**Nav Computer:** Yes

Space: 5

Hull: 4D

Atmosphere: 295; 850 kmh

Sensors: Passive: 30/1D Scan: 50/2D Search: 75/3D Focus: 5/4D

Ping Emitter: Grants a +2D sensors bonus to

detect cloaked vessels.

Weapons: Laser Cannon

Fire Arc: Front

Skill: Starship gunnery Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

#### **TIE Shuttle**



Craft: Sienar Fleet Systems TIE/sh

**Affiliation:** Empire **Era:** Rebellion

**Source:** Star Wars Trilogy Sourcebook SE (page 129), Galaxy Guide 3 – The Empire Strikes Back (page 49), Rebellion Era Campaign Guide (page 138)

**Type:** Priority personnel shuttle

**Scale:** Starfighter **Length:** 7.8 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Starfighter piloting 4D+1, starship

gunnery 4D **Passengers:** 2

Cargo Capacity: 1 metric ton

Consumables: 2 days

Cost: 120,000 (new), 45,000 (used)

Maneuverability: 2D

Space: 8

Atmosphere: 365; 1,050 kmh

Hull: 2D Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D Weapons: Laser Cannon

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: 2D+2

#### VT-49 Decimator



Craft: Sienar Fleet Systems VT-49 Decimator

**Affiliation:** Empire **Era:** Rebellion

Source: Rebellion Era Campaign Guide (page 139)

**Type:** Assault ship **Scale:** Starfighter **Length:** 38 meters

**Skill:** Space transports: VT-49 Decimator **Crew:** 4, gunners: 2, skeleton: 2/+5

Crew Skill: All skills 4D

Passengers: 6

Cargo Capacity: 80 metric tons

Consumables: 1 month Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 2D

Space: 6

Atmosphere: 340; 975 kmh

Hull: 7D Shields: 2D+2 Sensors:

Passive: 15/+2 Scan: 35/1D Search: 60/3D Focus: 5/4D

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

*Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

**2 Quad Laser Cannons** 

Fire Arc: 1 dorsal turret, 1 ventral turret

Crew: 1

Skill: Starship gunnery Fire Control: 3D+2 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+2

**3 Concussion Missile Launchers** (40 missiles)

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D+2

YE-4 Gunship

Craft: Sienar Fleet Systems YE-4 Gunship

**Affiliation:** Empire **Era:** Rebellion

Source: Rebellion Era Campaign Guide (page 139)

Type: Heavy assault craft

**Scale:** Starfighter **Length:** 25 meters

**Skill:** Space transports: YE-4 Gunship **Crew:** 2, gunners: 6, skeleton: 1/+10

Crew Skill: All skills 5D

Passengers: 6

Cargo Capacity: 40 metric tons

Consumables: 6 months



Cost: Not available for sale Hyperdrive Multiplier: x4 Nav Computer: Yes Maneuverability: 1D+2

Space: 5

Hull: 4D+2

Atmosphere: 310; 900 kmh

Shields: 1D+2 Sensors: Passive: 10/1D Scan: 30/1D+2 Search: 50/2D+1

**3 Medium Blaster Cannons** 

Fire Arc: Turret

Focus: 4/3D

Crew: 2

Skill: Starship gunnery

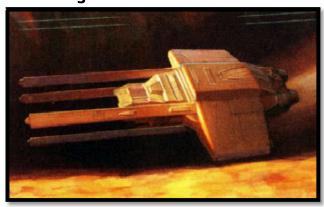
Fire Control: 4D

*Space Range:* 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 4D+1

# AEG-77 Vigo



Craft: AEG-77 "Vigo" Gunship

**Affiliation:** Xizor Transport Systems / General

Era: Rebellion

Source: Rebellion Era Campaign Guide (page 146)

Type: Armed transport ship

**Scale:** Starfighter **Length:** 30 meters

**Skill:** Space transports: AEG-77 Gunship **Crew:** 2, gunners: 6, skeleton: 1/+10

Crew Skill: Varies widely

Passengers: 6

Cargo Capacity: 25 metric tons

Consumables: 1 month

Cost: 200,000 (new), 75,000 (used)

Hyperdrive Multiplier: x3 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 4D Shields: 1D+1 Sensors: Passive: 10/0D

Passive: 10/0D Scan: 30/1D Search: 50/2D Focus: 4/2D+2

2 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: 4D

**6 Light Laser Cannons** 

Fire Arc: 4 dorsal turrets, 2 ventral turrets

Crew: 1

Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D

#### **Kihraxz**



**Craft:** TransGalMeg Industries Kihraxz Fighter

Affiliation: Black Sun

Era: Rebellion

**Source:** Rebellion Era Campaign Guide (page 146)

Type: Light fighter

**Scale:** Starfighter **Length:** 11 meters

Skill: Starfighter piloting: Kihraxz

Crew: 1

Crew Skill: Starfighter piloting 3D+2, starship

gunnery 4D

Cargo Capacity: 130 kilograms

Consumables: 2 days

Cost: 70,000 (new), 45,000 (used)

Maneuverability: 3D

Space: 8

Hull: 3D

**Atmosphere:** 365; 1,050 kmh

Shields: +2 Sensors: Passive: 10/0D Scan: 20/+2 Search: 40/1D+2 Focus: 3/2D+1

2 Light Blaster Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

*Space Range:* 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D+1

**Light Concussion Missile Launcher** 

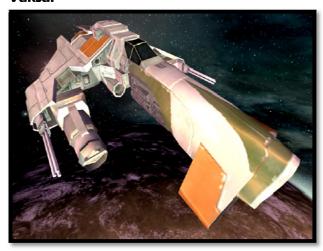
Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 7D

#### Vaksai



Craft: TransGalMeg Industries Vaksai-version

Kihraxz Fighter **Affiliation:** Black Sun

Era: Rebellion

Source: Rebellion Era Campaign Guide (page 147)

Type: Light fighter

**Scale:** Starfighter **Length:** 9 meters

Skill: Starfighter piloting: Vaksai

Crew: 1

Crew Skill: Starfighter piloting 3D+2, starship

gunnery 4D

Cargo Capacity: 95 kilograms

Consumables: 2 days

Cost: 185,000 (new), 115,000 (used)

Maneuverability: 3D+2

Space: 11

**Atmosphere:** 435; 1,250 kmh

Hull: 4D Shields: 1D Sensors: Passive: 10/1D Scan: 25/1D+2 Search: 50/2D+2 Focus: 4/3D+1

#### **2 Enhanced Medium Laser Cannons** (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D

Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

Damage: 5D+1

#### 2 Medium Ion Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 5D

#### **Concussion Missile Launcher**

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D+2

#### Supa Fighter

Craft: Joraan Drive Systems Supa-class Starfighter

**Affiliation:** General / Black Sun

Era: Rebellion

**Source:** Rebellion Era Campaign Guide (page 147)

Type: Escort starfighter Scale: Starfighter Lenght: 19 meters

**Skill:** Starfighter piloting: Supa fighter

Crew: 1

Crew Skill: All skills 4D Cargo Capacity: 80 kilograms Cost: 110,000 (new), 70,000 (used)



Maneuverability: 2D+2

Space: 7

Hull: 3D+2

Atmosphere: 295; 850 kmh

Shields: 1D Sensors: Passive: 20/0D Scan: 40/1D Search: 80/1D+2 Focus: 2/2D+1 Weapons:

#### **Double Medium Laser Cannons**

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/10/20

Atmosphere Range: 100-300/1/2 km

Damage: 5D+2
Medium Ion Cannon

Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D

*Space Range:* 1-3/7/30

Atmosphere Range: 100-300/700/3 km

Damage: 5D

# 2 Proton Torpedo Launchers (8 torpedoes)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D+1 Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 9D

#### Rihkxyrk

Craft: TransGalMeg Industries Rihkxyrk Fighter

**Affiliation:** Black Sun

Era: Rebellion

**Source:** Rebellion Era Campaign Guide (page 148)

**Type:** Assault fighter **Scale:** Starfighter **Lenght:** 18 meters

Skill: Starfighter piloting: Rihkxyrk fighter

Crew: 1

Crew Skill: All skills 3D+2



Cargo Capacity: 80 kilograms Cost: 240,000 (new), 150,000 (used)

Maneuverability: 1D

Space: 3

Atmosphere: 260; 750 kmh

Hull: 5D Shields: 1D+2 Sensors: Passive: 20/0D Scan: 40/1D Search: 80/2D Focus: 3/2D+2

Weapons:

#### **Enhanced Triple Heavy Laser Cannons**

Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D

*Space Range:* 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

Damage: 7D

#### **Concussion Missile Launcher**

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 8D+2

#### **Keldabe Battleship**

Craft: Mandal Hypernautics Keldabe-class

Battleship

**Affiliation:** Zann Consortium

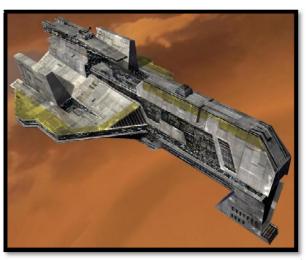
Era: Rebellion

Source: Rebellion Era Campaign Guide (page 154)

Type: Battleship Scale: Capital Length: 900 meters

**Skill:** Capital ship piloting: Keldabe battleship **Crew:** 6,000, gunners: 170, skeleton: 2,000/+15

**Crew Skill:** All skills 4D **Passengers:** 1,000 (troops)



Cargo Capacity: 20,000 metric tons

Consumables: 2 years Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 5 Hull: 5D+2 Shields: 3D Sensors: Passive: 30/1D Scan: 80/2D Search: 150/3D Focus: 5/4D Weapons:

# 40 Turbolasers

Fire Arc: 10 front, 10 left, 10 right, 10 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D+2 Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D **20 Ion Cannons** 

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D+1
Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

#### **Mass Driver Missile Launcher**

Fire Arc: Front

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Damage: 8D

**4 Tractor Beam Projectors** *Fire Arc:* 2 front, 1 left, 1 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

**Shield Energy Drain:** The operator can target nearby capital ships (up to 2 space units away) and drain power from their shields to boost the Keldabe's energy weapons. The operator makes an opposed *capital ship shields* roll against its targets, and any victims have their Shields score reduced by a cumulative -1 pip per round. All turbolasers and ion cannons gain +1 damage per ship drained to a maximum of +2D. The device can only operate for 5 consecutive rounds, followed by a 5-round recharge.

Carried Craft: 36 starfighters, 2 shuttles, 2 light

freighters

# **Authority IRD**



**Craft:** Authority Intercept-Reconnaissance-Defense **Affiliation:** Corporate Sector Authority / General

Era: Rise of the Empire

**Source:** Han Solo and the Corporate Sector Sourcebook (pages 102-103), Rebellion Era

Campaign Guide (page 156) **Type:** Multipurpose starfighter

Scale: Starfighter Length: 8.5 meters

Skill: Starfighter piloting: IRD

Crew: 1

Crew Skill: Starfighter piloting: IRD 5D, starship

gunnery 4D

Cargo Capacity: 15 kilograms

**Consumables:** 1 day **Cost:** 75,000 credits

Maneuverability: 2D (0D+2 in atmosphere)

Space: 9

Atmosphere: 295; 850 kmh

Hull: 4D Sensors: Passive: 25/0D Scan: 45/1D Search: 65/1D+2 Focus: 2/2D+1 Weapons:

2 Twin Blaster Cannons (fire-linked)

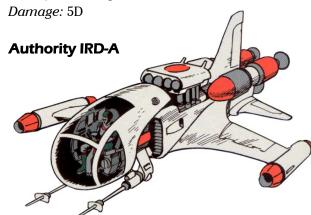
Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

*Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km



Craft: Authority Intercept-Reconnaissance-

Defense-Atmospheric

Affiliation: Corporate Sector Authority / General

Era: Rise of the Empire

**Source:** Han Solo and the Corporate Sector Sourcebook (pages 102-103), Rebellion Era

Campaign Guide (pages 156-157) **Type:** Multipurpose aerospace fighter

**Scale:** Starfighter **Length:** 10 meters

Skill: Starfighter piloting: IRD

Crew: 1

**Crew Skill:** Starfighter piloting 5D+2, starship

gunnery 4D+1

Cargo Capacity: 25 kilograms

**Consumables:** 2 days **Cost:** 90,000 credits

**Maneuverability:** 2D+1 (2D in atmosphere)

Space: 9

Hull: 4D

Atmosphere: 400; 1,150 kmh

Sensors: Passive: 20/0D Scan: 40/1D Search: 50/1D+2 Focus: 2/2D

Weapons:

**Twin Blaster Cannon** 

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

*Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

#### **Concussion Missile Tube**

Fire Arc: Front

Skill: Missile weapons: concussion missiles

Fire Control: 3D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 7D

#### **Mesens Scout**



Craft: Mesens Corporation SCT Scout Craft

**Affiliation:** General / Empire

Era: Rebellion

Type: Long range scout craft

**Scale:** Starfighter **Length:** 75 meters

Skill: Space transports: Mesens Scout

Crew: 2, gunners: 3
Passengers: 8

Cargo Capacity: 160 metric tons

Consumables: 2 years Hyperdrive Multiplier: x2 Hyperdrive Backup: x16 Nav Computer: Yes

Space: 5

Atmosphere: 295; 850 kmh

Hull: 7D+2
Shields: 2D+1
Sensors:

Passive: 30/2D Scan: 90/3D Search: 200/4D Focus: 6/5D **Weapons:** 

**Dual Turbolaser** 

Fire Arc: Turret

Crew: 1

Scale: Capital

Skill: Capital ship gunnery Space Range: 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Damage: 2D+2

2 Dual Laser Cannons

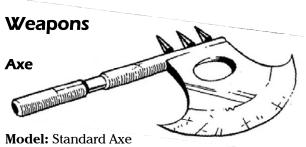
Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+1



**Type:** Melee weapon Scale: Character

Skill: Melee combat: axe

**Cost:** 35-100 Availability: 1 **Difficulty:** Easy

Damage: STR+2D (maximum: 5D)

Source: Tales of the Jedi Companion (pages 124-125), Rebellion Era Campaign Guide (page 48)

# **Energy Lance**

Model: Energy Lance Type: Personal combination weapon Scale: Character

Skill: Melee combat: energy lance / blaster:

energy lance **Ammo:** 100

**Cost:** 3,500 (power

packs: 25) Availability: 3, R Range: 2-15/40/100 **Difficulty: Moderate** Damage: STR+2D+1

(melee), 5D (plasma bolt)

Game Notes: Energy lances are combination weapons. They are essentially extended force pikes that can also discharge plasma from their tips to function like a blaster. When firing the energy lance, the character uses their blaster skill, when used as a melee weapon, the character uses the melee combat skill. The weapon is fully

Source: Rebellion Era Campaign

Guide (page 41)

### **Power Lance**

**Model:** Power Lance

functional underwater.

Type: Mounted combat weapon

Scale: Character

Skill: Melee combat: power lance

**Cost:** 2,500 Availability: 2, R **Difficulty:** Moderate **Damage:** STR + 3D + 2



Game Notes: Use of this weapon while not mounted incurs a -1 melee combat penalty.

Source: Rebellion Era Campaign Guide (page 41)

### Gaderffii (Gaffi Stick)



Type: Homemade melee weapon

Scale: Character

Skill: Melee combat: gaderffii stick

**Cost:** 60

Availability: 2, F **Difficulty:** Easy Damage: STR+1D

Source: Star Wars Trilogy Sourcebook SE (pages 150-151), Rebellion Era Campaign Guide (page 48)

#### **Concussion Grenade**

Model: Merr-Sonn G-56a

**Type:** Explosive Scale: Character Skill: Grenade **Cost:** 400

Availability: 2, R **Range:** 3-7/20/40

**Blast Radius:** 0-2/5/9/12

Damage: 6D/5D/4D/3D

49)

Source: Rebellion Era Campaign Guide (pages 48-

# Flechette Launcher



Skill: Missile weapons Ammo: 6 shots per canister

Cost: 800, 100 (anti-personnel canister), 200 (anti-

vehicle canister)

Availability: 2, F, R or X

Fire Rate: 1

**Range:** 5-25/100/250 **Blast Radius:** 1/3/5

**Damage:** 6D/5D/3D (anti-personnel), 5D/4D/3D

(speeder scale, anti-vehicle)

**Source:** Gundark's Fantastic Technology (page 18), Han Solo and the Corporate Sector Sourcebook (page 118), Rules of Engagement – The Rebel SpecForce Handbook (page 65), Arms and Equipment Guide (page 25), The Force Unleashed Campaign Guide (page 199), Rebellion Era Campaign Guide (page 49)

#### Gas Grenade

Model: Czerka T-289 Gas Grenade

Type: Stun grenade Scale: Character Skill: Grenade Cost: 250-325 Availability: 2, X Range: 0-8/16/25 Blast Radius: 0-2/20/40

**Damage:** 4D/2D/1D (stun)

Game Notes: Weapon is ineffective against targets

wearing breath masks or sealed suits.

**Source:** Gundark's Fantastic Technology (pages 41-42), Pirates & Privateers (page 44), Rebellion

Era Campaign Guide (page 49)

#### **PLX-2M Portable Missile Launcher**



**Model:** Merr-Sonn PLX-2M "Plex-Twoem" **Type:** Portable mini-vehicle missile launcher

Scale: Character

Skill: Missile weapons: Plex

**Ammo:** 6

Cost: 2,250 (missiles: 350)

Availability: 2, X

Range: 20-80/200/400 ("dumb" rocket mode)

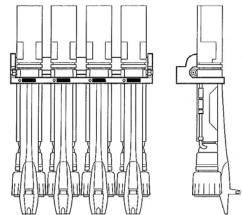
Range: 10-200/500/1 km (heat seeking or gravity

activation mode) **Blast Radius:** 0-1/2/3 **Damage:** 9D/7D/5D

Game Notes: If the rocket is fired in heat-seeking or gravity activation mode, but misses the initial difficulty by less than 5, the missile continues tracking the target. The missile makes a "tracking" roll of 4D once each round until either the missile hits, the missile misses the difficulty by 10 or more, or until the missile extends beyond its range of 30 kilometers. Gravity activation mode grants a +2 tracking bonus against repulsorlift-equipped targets.

**Source:** Rebellion Era Campaign Guide (page 49)

#### **Mini-Proton Torpedo Launcher**



**Model:** Arakyd Mini-Proton Torpedo Launcher **Type:** Back-mounted torpedo launch rack

**Scale:** Character **Skill:** Starship gunnery

Ammo: 6 Cost: 1,500 Availability: 3, X

Range: 25-100/300/700 (space: 1/3/7)

Damage: 6D

**Source:** Rules of Engagement – The Rebel SpecForce Handbook (page 100), Imperial Sourcebook (pages 47-48), Rebellion Era

Campaign Guide (page 49)

# **Espo Riot Gun**



Model: BlasTech 500 Riot Gun

**Type:** Riot Gun **Scale:** Character

Skill: Blaster: blaster rifle

**Ammo:** 300 **Cost:** 1,500 **Availability:** 2, R **Range:** 3-30/100/300 **Damage:** 5D+1 **Game Notes:** On constant-fire mode, each "shot" fires five blasts; holding the trigger down will fire six "shots" per round. In game terms, once a shot hits in a round, all following shots at the same or immediately adjacent target (within one meter) are one difficulty level lower. With this type of firing mode, it is much easier to shoot down a row of stormtroopers or other targets.

**Source:** Gundark's Fantastic Technology (page 32), Han Solo and the Corporate Sector Sourcebook (page 117), Arms and Equipment Guide (page 15), The Clone Wars Campaign Guide (page 61), Rebellion Era Campaign Guide (page 50)

#### **SG-4 Blaster Rifle**



Model: Imperial Department of Military Research

SG-4 Blaster Rifle

**Type:** Combination blaster rifle

Scale: Character

**Skill:** Blaster: blaster rifle **Ammo:** 50 (harpoon: 1) **Cost:** 400 (power packs: 25)

Availability: 3, X

Range: 3-30/100/300 (harpoon: 2-20/70/200)

**Damage:** 5D (mini-harpoon: 3D+2)

**Game Notes:** Because blasters used underwater have their difficulty increased by one level, range reduced by half and damage reduced by -2D, the SG-4 has a miniature harpoon launcher for underwater combat. Harpoons require an additional action to load after every shot and have their range halved if used out of water. If the retractable stock and scope are used for one round of aiming, the character receives an additional +1D to *blaster*.

**Source:** Rebellion Era Campaign Guide (page 49)



**Skill:** Blaster: blaster rifle, or Melee combat: Siang Lance

Ammo: 100 Cost: 2,000 Availability: 4, X

**Difficulty:** Easy (bayonet)

Fire Rate: 1

Range: 3-40/120/350

**Damage:** 4D+1 (blaster), STR+1D (bayonet)

**Game Notes:** The sacred weapon of a Kilian Ranger, and his badge of office. The weapon incorporates both an ancient sporting blaster rifle

with a bayonet built into the stock.

Source: Rebellion Era Sourcebook (page 49),

Rebellion Era Campaign Guide (page 50)

#### **Anti-Vehicle Laser Cannon**



**Model:** Atgar 1.4 FD P-Tower

Type: Light anti-vehicle laser cannon

**Scale:** Speeder

Skill: Blaster artillery: anti-vehicle

**Crew:** 4, skeleton: 2/+10

**Cost:** 10,000 (new), 2,000 (used)

**Availability:** 2, R or X

Body: 2D Fire Rate: 1/2 Fire Control: 1D Range: 10-500/2/10 km

Damage: 2D+2

**Source:** Rulebook (page 233), Galaxy Guide 3: The Empire Strikes Back (page 34), Hideouts & Strongholds (page 9), Imperial Sourcebook (115), Rebel Alliance Sourcebook (page 103), Star Wars Trilogy Sourcebook SE (page 154), Rebellion Era

Campaign Guide (page 108)

#### **Anti-Infantry Laser Battery**

Model: Golan Arms DF .9

**Type:** Medium anti-infantry battery

**Scale:** Speeder

Skill: Blaster artillery: anti-infantry

Crew: 3 Cover: Full

**Ammo:** Unlimited (power generator) **Cost:** 15,000 (new), 9,500 (used)

Availability: 2, R or X

Body: 3D Fire Rate: 2



**Fire Control:** 2D **Range:** 20-600/3/16 km **Blast Radius:** 8 meters

Damage: 4D

Source: Dark Force Rising Sourcebook (pages 108-109), Hideouts & Strongholds (page 8), Imperial Sourcebook (page 118), Rebel Alliance Sourcebook (pages 102-103), Star Wars Trilogy Sourcebook SE (page 155), Rebellion Era Campaign Guide (pages 108-109)

# **Anti-Aircraft Battery**



**Model:** Golan Arms FPC 6.7 **Type:** Anti-aircraft laser battery

Scale: Speeder

**Skill:** Blaster artillery: anti-aircraft **Crew:** 4, skeleton: 2/+10, 1/+15 **Cost:** 14,000 (new), 7,000 (used)

**Availability:** 2, R or X

Body: 3D Fire Rate: 1/2 Fire Control: 2D+2 Range: 30-2/7/20 km

Damage: 6D

Source: Rebellion Era Campaign Guide (page 109)

#### **Anti-Orbital Ion Cannon**

Model: KDY v-150 Planet Defender

Type: Heavy ion surface-to-space cannon

Scale: Capital

**Skill:** Blaster artillery: surface-to-space

**Crew:** 27, skeleton: 12/+10

Cover: Full

**Ammo:** Unlimited (power generator) **Cost:** 500,000 (new), 100,000 (used)



Availability: 3, X Body: 5D Fire Rate: 1 Fire Control: 5D

Range: Atmosphere/Low Orbit (1\*)/High Orbit (3\*)

Damage: 12D (ionization)

\* This refers to the number of "units" from the planet of conducting a space battle.

**Source:** Rulebook (page 233), Dark Force Rising Sourcebook (page 109), Galaxy Guide 3: The Empire Strikes Back (page 34), Hideouts & Strongholds (page 11), Imperial Sourcebook (pages 117-118), Rebel Alliance Sourcebook (pages 103-104), Star Wars Trilogy Sourcebook SE (page 155), Rebellion Era Campaign Guide (page 109)

#### **Mobile Proton Torpedo Launcher**



**Model:** Loratus Manufacturing MPTL-2a **Type:** Mobile proton torpedo launcher

Scale: Speeder

Skill: Missile weapons: proton torpedo, ground

vehicle operation: artillery

**Length:** 27 meters **Crew:** 1, gunners: 2

Passengers: 1 spotter droid

**Ammo:** 30

Cost: 20,000 (new), 11,000 (used)

**Availability:** R or X

**Body:** 4D (2D when deployed)



Fire Rate: 1 Move: 30; 90 kmh Fire Control: 2D Range: 20-1/8/20 km Blast Radius: 4 meters

Damage: 11D

**Game Notes:** The MPTL-2a needs to be stationary and deploy in order to fire, which takes two full rounds. Without a spotter, the MPTL-2a's range is limited to line of sight or manual programming

(Difficult sensors roll).

**Source:** Rebellion Era Campaign Guide (page 110)

# **Equipment**

#### **Espo Riot Armor**

Model: Merr-Sonn KZZ

Riot Armor

**Type:** Blast armor

Cost: 2,500 Availability: X

Game Notes: Helmet: blast helmet with visor +1D from all energy attacks, +2D from all physical attacks; all other areas: +2 from energy attacks, +1D+2 from physical attacks, -2 from *Dexterity* and all *Dexterity*-related

actions. Shield blocks brawling, melee or

ranged attacks on a successful *melee parry* roll. The shield has a *Strength* of 4D.

**Source:** Gundark's Fantastic Technology (page 54), Han Solo and the Corporate Sector Sourcebook (page 117), Rebellion Era Campaign Guide (page 51)





Model: Kilian Shield Gauntlet

**Type:** Energy shield **Scale:** Character

Skill: Melee parry: shield

Cost: 1,500 Availability: 4, X

**Game Notes:** An activated shield gauntlet can be used to parry incoming brawling and melee attacks. In addition, the activated gauntlet provides a +1 pip bonus to all *Strength* rolls made to resist damage.

Source: Rebellion Era Sourcebook (page 49),

Rebellion Era Campaign Guide (page 51)

#### **Ambient Aural Amplifier**

Type: Sensor headgear

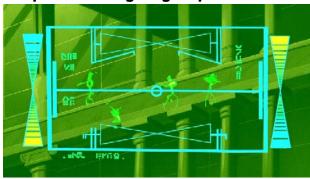
Scale: Character Cost: 3,000 Availability: 2

**Game Notes:** Amplifier adds 1D+2 to all *Perception* checks and skills involving hearing. Aural amplifiers during the time of the Empire and afterwards can operate indefinitely without a power source as they draw body heat from the wearer. Further, they are considerably smaller than their ancient counterparts, making them easily concealed.

concealed.

Source: Rebellion Era Campaign Guide (page 51)

#### **Computerized Targeting Scope**



Type: Sensor/imaging scope

Scale: Character Cost: 2,000 Availability: 2

**Game Notes:** The scope projects a targeting image onto a monocle or helmet display worn by the wielder, reducing a ranged weapon's difficulty range by one level. Additionally, any image registered by the scope can be displayed on a datapad or transmitted via comlink.

Source: Rebellion Era Campaign Guide (page 51)

#### **Phrik Alloy**

Equipment made with phrik alloy gains +1D to resist lightsaber and other such electrical damage and cost 20% more than the base item.

#### **Stygian-Triprismatic Polymer**

When applied to armor, this polymer grants an extra +1 pip to resist damage and a +1D bonus to *sneak* rolls to avoid being detected by electronic sensors. Armor made with stygian-triprismatic polymer costs 20% more than the base armor.

#### **Propulsion Pack**

**Type:** Underwater propulsor **Skill:** Propulsion pack operation

**Cost: 200** 

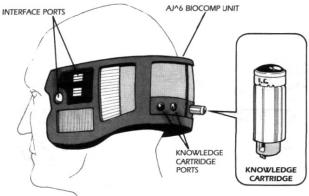


**Availability:** 3 **Weight:** 10 kilograms

**Game Notes:** The propulsion pack grants a diver a Move score of 14 (top speed 40 kmh) for one full round per charge. The pack carries 10 charges which can be used continuously. Use of the propulsion pack without appropriate hydrodynamic armor increases difficulties by two levels.

Source: Rebellion Era Campaign Guide (page 127)

# **Cyborg Construct**



Model: BioTech Borg Construct AJ ^ 6

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)

#### **Dark Trooper Phase II Armor**

**Type:** Super Stormtrooper Powersuit

**Scale:** Character **Size:** 2.82 meters

Skill: Powersuit operation: Dark Trooper armor

Cost: Not available for sale

**Availability:** 3, X **Game Notes:** 

 $\begin{array}{lll} \textit{Armor Protection:} & +2\text{D} & \text{against physical damage,} \\ +1\text{D} & \text{against energy damage,} & +2\text{D} & \text{against} \end{array}$ 

lightsaber and electricity damage).

*Power Suit:* +1D to *Strength*-related skills.

*Jet Pack:* Limited to a flying Move of 10, can only be used for 6 consecutive rounds, requiring one round of cool-off time for every consecutive round in operation.

*Helmet:* Infrared sensors (+2D to *search*, reduces low-lighting penalties by 2D), tongue-activated comlink.

**Source:** Rebellion Era Sourcebook (pages 104-105), Rebellion Era Campaign Guide (page 128)

#### **Dark Trooper Phase III Armor**

**Type:** Super Stormtrooper Powersuit

**Scale:** Character **Size:** 3.1 meters

Skill: Powersuit operation: Dark Trooper armor

Cost: Not available for sale

**Availability:** 3, X **Weapons:** 

#### 2 Shoulder-Mounted Missile Launchers

Scale: Character Skill: Missile weapons Range: 25-100/300/500 Blast radius: 3 meters

Damage: 5D Game Notes:

Armor Protection: +3D against physical damage, +2D against energy damage, +3D against lightsaber and electricity damage).

Shield Generator: +1D against energy attacks.

Power Suit: +2D to Strength-related skills.

Helmet: Infrared sensors (+2D to search re

Helmet: Infrared sensors (+2D to search, reduces low-lighting penalties by 2D), tongue-activated comlink.

**Note:** In some configurations, the shoulder-mounted missile launchers are replaced by PLX-2M missile launcher tubes (9D/7D/5D, blast radius: 1/2/3)

**Source:** Rebellion Era Sourcebook (pages 104-105), Rebellion Era Campaign Guide (page 129)

#### **Droids**

#### **FX-7 Medical Droid**

**Type:** Medtech Industries FX-series Medical Assistant Droid

DEXTERITY 0D KNOWLEDGE 2D

Alien Species 4D

**MECHANICAL 1D** 

(A) Bacta tank operation 4D

PERCEPTION 2D

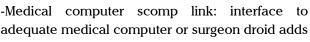
(A) Injury/ailment diagnostics 4D

STRENGTH 1D

TECHNICAL 2D

First aid 4D, (A) medicine 5D

# **Equipped With:**



- +2D to all medical skills.
- -Medical diagnostic computer and sensor
- -Analytical computer and sensors
- -20 light manipulator arms
- -Primary manipulator arm
- -Various surgical attachments
- -Hypodermic injectors (4D stun damage)
- -Medicine dispensers

**Move:** 0

**Size:** 1.7 meters tall **Cost:** 3,500 (used only)

**Source:** Cynabar's Fantastic Technology: Droids, Galaxy Guide 3 – The Empire Strikes Back (pages 19-20), Star Wars Trilogy Sourcebook SE (page 164-165), Arms and Equipment Guide (pages 55-56), Rebellion Era Campaign Guide (pages 62-63)

# **R4 Agromech Droid**

Type: Industrial Automaton R4-series Astromech

Droid

DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 2D

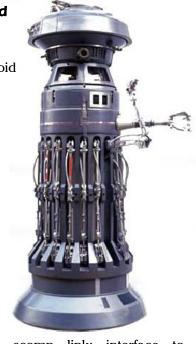
Repulsorlift operation 4D

PERCEPTION 1D STRENGTH 1D TECHNICAL 2D

Computer programming/repair 5D, repulsorlfit repair 4D, space transports repair 5D

## **Equipped With:**

- -Three wheeled legs (one retractable)
- -Retractable heavy grasper arm (lifting skill at 2D)



-Retractable fine worker arm, small electric welder (1D to 5D damage, 0.3 meter range) -Small circular saw

(4D damage, 0.3 meter range)

-Acoustic signaler -Holographic

projector/recorder

Move: 5

Size: 1 meter tall Cost: 3,000 credits **Source:** Adventure Journal 7 (pages 138-139), Arms



and Equipment Guide (page 49), Threats of the Galaxy (page 137), Rebellion Era Campaign Guide (page 53)

#### WED 15 Treadwell Droid



Type: Cybot Galactica WED 15 Treadwell Droid

**DEXTERITY 2D KNOWLEDGE 1D** 

Languages: droid languages 4D

**MECHANICAL 1D PERCEPTION 3D** Search 3D+1

STRENGTH 1D **TECHNICAL 2D** 

Computer programming/repair 4D+2, machinery repair 6D, repulsorlift repair 4D, space transports repair 4D+1, starfighter repair 5D+1

#### **Equipped With:**

- -Video sensor
- -Dual-tread locomotion
- -Fine manipulator arms (+1D to repair skills)

- -Extensible video microbinoculars (+2D to search for microscale work)
- -Various tools
- -Cybot acoustic signaler (droid languages)

Move: 8

Size: 1.6 meters

**Cost:** 3,000 (new), 650 (used)

Source: Platt's Smugglers Guide (page 62), Galaxy Guide 7 – Mos Eisley (pages 59-60), DarkStryder Campaign - Boxed Set (page 86),

Rebellion Era Campaign Guide (page 54)

#### **LOM Protocol Droid**



Type: Industrial Automaton LOM-series Human-Cyborg Relations Unit

**DEXTERITY 2D KNOWLEDGE 3D** 

Cultures 5D, cultures: insectoid 4D, languages 10D

**MECHANICAL 1D PERCEPTION 3D** STRENGTH 1D **TECHNICAL 2D** 

Computer programming/repair 4D

### **Equipped With:**

- -Body armor (+1D to Strength rolls versus physical attacks, and +1 pips versus energy attacks)
- -TransLang III Communications module with over seven million languages
- -Audio recording unit
- -Holographic recording unit
- -Vocabulator (the droid is capable of organic speech)

Move: 8

Size: 1.6 meters Cost: 3,000 credits

**Source:** Arms and Equipment Guide (page 54),

Rebellion Era Campaign Guide (pages 54-55)

# **BT-16 Perimeter Security Droid**



Type: Arakyd BT-16 Perimeter Security Droid

**DEXTERITY 4D** 

Blaster 5D+1, dodge 5D+1, grenade 5D+1

**KNOWLEDGE 2D** 

Languages 3D+1, law enforcement 4D+2, survival 3D+1

MECHANICAL 1D PERCEPTION 4D

Search 4D+1

**STRENGTH 1D** 

Climbing 2D+1, swimming 2D+1

**TECHNICAL 2D** 

Computer programming/repair 3D+2, security 3D+1

# **Equipped With:**

- -Video sensor
- -Six leg locomotion
- -Sensor package: Carbantl motion sensor, Fabritech seismic sensor (+1D to search)
- -Imperial standard comlink
- -Arakyd vocabulator (speaks droid languages only)
- -TransLang I communication module (+1D to languages)
- -Armor (+2D to *Strength* vs. physical and energy
- -Talm & Rak Repeating blaster (6D, 2-10/25/50, fire arc: turret)

**Move:** 14

**Size:** 2.3 meters **Cost:** 4,100 credits

**Source:** Cynabar's Fantastic Technology – Droids, Galaxy Guide 7 – Mos Eisley (page 61), Rebellion

Era Campaign Guide (page 55)

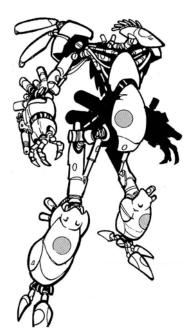
#### **RHTC-560 Hunter Trainer**

**Type:** Rodian D-Tec Hunter Trainer Command Unit

RHTC-560

**DEXTERITY 1D** 

Dodge 4D, running 5D



#### **KNOWLEDGE 2D**

Alien species 4D, alien species: Rodians 7D, cultures: Rodian 5D, languages 4D, tactics 6D

#### **MECHANICAL 1D**

Communications 5D, sensors 4D+2

#### **PERCEPTION 2D**

Command: HT drones 7D, hide 4D, search 5D, sneak 4D

# **STRENGTH 1D**

Climbing/jumping 3D

# **TECHNICAL 1D**

Droid programming:

HT drones 5D, droid repair 4D

# **Equipped With:**

- -Humanoid body (2 arms, 2 legs)
- -Two audio and visual sensors
- -Short range sensors (+1D to *sensors* in scan mode, +2D to *sensors* in search mode)
- -Wideband transceiver (includes typical Rodian comlink frequencies)
- -Vocabulator speech/sound system
- -Information storage/retrieval jack for computer interface

**Move:** 10

Size: 1.7 meters tall

Cost: 5,500 (new), 3,000 (used)

**Source:** Shadows of the Empire Planets Guide (page 25), Rebellion Era Campaign Guide (pages

56-57)

# **HT Drone**



Type: Rodian D-Tec HT Drone

#### **DEXTERITY 1D**

Blaster 4D (if equipped), dodge 7D, running 5D

**KNOWLEDGE 1D MECHANICAL 1D** 

Repulsorlift operation 5D, sensors 5D

#### **PERCEPTION 3D**

Hide 5D, search 5D, sneak 5D

# STRENGTH 1D TECHNICAL 1D

# Equipped With:

-Two retractable manipulator

-Repulsorlift engine

(100 meter flight ceiling) or 4 legs

- -Audio, visual and flight sensors
- -Wideband transceiver
- -Hi-intensity searchlight
- -Stun blaster, 3D stun damage (if equipped)

Move: 10 (ground), 16 (flying)

Size: 1.2 meters long

Cost: 2,000 (new), 1,000 (used)

**Source:** Shadows of the Empire Planets Guide (page 25), Rebellion Era Campaign Guide (pages

56-57)

# **Longvision Spotter/Probe Droid**



Type: Loratus Manufacturing LV-38 Spotter/Probe

**DEXTERITY 4D+2** 

Dodge 6D

**KNOWLEDGE 1D** 

**MECHANICAL 2D** 

Sensors 4D

PERCEPTION 2D+2

Search 5D, sneak 5D

STRENGTH 1D

**TECHNICAL 2D** 

Computer programming/repair 3D

# **Equipped With:**

- -Repulsorlift engine
- -Durasteel shell (+2D to resist damage)
- -Advanced sensor package (+1D to *search*, ignores lighting penalties)
- -Burst-stream communication transceiver (+2D to resist jamming and interference)

-Holographic-audio recorder/projector

**Move:** 10

Size: 0.6 meters tall

Source: Rebellion Era Campaign Guide (page 110)

# **Espionage Droid**

Type: MerenData 3PX Espionage Droid

**DEXTERITY 2D** 

Dodge 2D+2, pick pocket 3D

**KNOWLEDGE 3D** 

Cultures 4D, languages 8D, value 6D

**MECHANICAL 2D+1** 

Communications 5D+1, sensors 5D+1

#### **PERCEPTION 4D**

Con 6D, hide 6D+1, investigation 6D, search 6D,

sneak 6D+1 STRENGTH 2D TECHNICAL 3D

Computer programming 5D, security 6D

## **Equipped With:**

- -Humanoid body (head, two arms, two legs)
- -Information recording and coded retrieval/broadcast system
- -Vocabulator speech/sound system
- -Broad-band antenna receiver
- -AA-1 VerboBrain processor
- -TransLand III communication/protocol module
- -Espionage hard-wired module

Move: 8

Size: 1.7 meters tall

**Cost:** 5,550

**Source:** Dark Force Rising Sourcebook (pages 100-101), Rebel Alliance Sourcebook (pages 118-120), The Thrawn Trilogy Sourcebook (pages 195-196), Threats of the Galaxy (page 145), Rebellion Era

Campaign Guide (page 127)

# Dark Trooper Phase I

Type: Super Stormtrooper Droid

**DEXTERITY 3D** 

Brawling parry 4D, dodge 4D+2, melee combat 5D,

melee parry 4D+1 **KNOWLEDGE 1D** 

Intimidation 3D

MECHANICAL 1D

**PERCEPTION 2D** 

Search 3D+1

STRENGTH 3D+1

Brawling 4D, climbing/jumping 4D+2

TECHNICAL 1D

#### Equipped With:

- -Forearm vibroblade (STR+2D+2 damage)
- -Forearm shield (+1D to the droid's *brawling parry* and *melee parry* skills)



-Phrik alloy frame (+1D against physical damage, +1 against energy damage, +1D against lightsaber and electricity damage).

-Infrared sensors (+2D to search, reduces lowlighting penalties by 2D)

-Vocabulator

-Comlink

**Move:** 12

Size: 2.56 meters tall

**Cost:** 10.000

Source: Rebellion Era Sourcebook (pages 104-105), Rebellion Era Campaign Guide (page 128)

#### **Dark Trooper Phase II**

**Type:** Super Stormtrooper

Droid

# **DEXTERITY 3D**

Blaster 4D+1, brawling parry 5D, dodge 5D, missile

weapons 5D+1

**KNOWLEDGE 2D** 

Intimidation 5D

**MECHANICAL 2D+1** 

Jet pack operation 5D

**PERCEPTION 2D** 

Search 4D

**STRENGTH 4D** 

Brawling 6D+2,

climbing/jumping 6D

**TECHNICAL 1D** 

**Equipped With:** 

-Phrik alloy battle armor

(+2D against physical damage, +1D against energy damage, +2D against lightsaber and electricity damage).

-Jet Pack (limited to a flying Move of 10, can only be used for 6 consecutive rounds, requiring one

round of cool-off time for every consecutive round in operation.

- -Infrared sensors (+2D to search, reduces lowlighting penalties by 2D)
- -Vocabulator
- -Comlink

**Equipment:** Assault cannon composed repeating blaster (8D, ammo: 400) and missile launcher (7D, blast radius: 3 meters, ammo: 20)

Move: 10 (walking or flying)

Size: 2.82 meters Cost: 50,000

Game Note: Dark Trooper Phase II models are designed to function both as independent droids and as wearable armor. Look for the armor stats under Equipment.

Source: Rebellion Era Sourcebook (pages 104-105), Rebellion Era Campaign Guide (page 128)

# Dark Trooper Phase III



**Type:** Super Stormtrooper Droid

# **DEXTERITY 2D**

Blasters 5D+1, brawling parry 5D, dodge 5D+1, missile weapons 6D+1

**KNOWLEDGE 2D** 

Intimidation 5D

**MECHANICAL 2D** 

**PERCEPTION 2D** 

Search 5D+2, sneak 3D+2

### STRENGTH 5D

Brawling 8D+2, climbing/jumping 7D+2

#### TECHNICAL 1D

Computer programming/repair 2D, demolitions 2D **Equipped With:** 

- -2 shoulder-mounted missile launchers (5D, blast radius: 3 meters)
- -Phrik alloy plating (+3D against physical damage, +2D against energy damage, +3D against lightsaber and electricity damage).
- -Shield generator (+1D against energy attacks)
- -Infrared sensors (+2D to *search*, reduces low-lighting penalties by 2D)
- -Vocabulator
- -Comlink

**Note:** In some configurations, the shoulder-mounted missile launchers are replaced by PLX-2M missile launcher tubes (9D/7D/5D, blast radius: 1/2/3)

**Equipment:** Assault cannon composed of repeating blaster (8D, ammo: 400) and missile launcher (7D, blast radius: 3 meters, ammo: 20)

**Move:** 10

Size: 3.1 meters tall

**Cost:** 85,000

**Game Note:** Dark Trooper Phase II models are designed to function both as independent droids and as wearable armor. Look for the armor stats under Equipment.

**Source:** Rebellion Era Sourcebook (pages 104-105), Rebellion Era Campaign Guide (page 129)

# **IC-M Maintenance Droid Type:** Cybot Galactica IC-M General Utility Droid **DEXTERITY 1D KNOWLEDGE 1D MECHANICAL 2D PERCEPTION 2D STRENGTH 3D** Lifting 5D **TECHNICAL 4D** Computer prog/ repair 5D, general repair 8D+1, machinery repair 5D **Equipped With:** -Photoreceptor/audio

receiver (human range)
-Seven manipulator arms

(with interchangeable attachments)

-One pair of heavy caterpillar treads

-Rear storage bay

Move: 7

**Size:** 1.5 meters tall **Cost:** 500 credits (used)

**Equipment:** Various cleaning and repair tools **Source:** The Jedi Academy Sourcebook (page 141), Rebellion Era Campaign Guide (page 130)

# **Creatures**

# Cracian Thumper



Planet of Origin: Craci

DEXTERITY 3D
PERCEPTION 3D+2

Sneak 4D+2 STRENGTH 3D

Special Abilities:

Claws: Do STR+1 damage
Tail: Does STR+1D+2 damage

Silent Movement: Thumpers can move very silently, adding 1D+2 to *sneak* attempts if they move at high speed or slower.

They can carry up to 110 kilos of cargo, or a rider and up to 50 kilos.

**Move:** 12

**Size:** 1-1.8 meters at the shoulder

Orneriness: 1D

**Source:** Core Rulebook (page 222), The Thrawn Trilogy Sourcebook (page 156-157), Dark Force Rising Sourcebook (pages 78-79), Rebel Alliance Sourcebook (page 109), Rules of Engagement: The Rebel Specforce Handbook (pages 53-54), Rebellion Era Campaign Guide (page 157)

# **NPCs**

#### Rebel Cell Member



Type: Typical Rebel Alliance covert agent

**DEXTERITY 2D** 

Blaster 2D+2, dodge 2D+1

**KNOWLEDGE 2D** 

Streetwise 4D

**MECHANICAL 2D** 

PERCEPTION 2D+1

Hide 2D+2, con 3D+1, search 2D+2, sneak 2D+2

STRENGTH 1D+2 **TECHNICAL 2D** 

Computer programming/repair 2D+2

**Move:** 10

**Equipment:** Hold-out blaster (3D), datapad,

comlink.

**Source:** Rebellion Era Campaign Guide (page 93)

#### **Rebel Honor Guard**



Type: Rebel Alliance honor guard

## **DEXTERITY 3D+2**

Blaster 6D+1, brawling parry 5D, dodge 4D+2, grenade 4D+2, melee combat 5D+2, melee parry 6D

**KNOWLEDGE 2D** MECHANICAL 2D

**PERCEPTION 2D** 

Hide 2D+2, search 3D+2, sneak 3D

**STRENGTH 3D** 

Brawling 5D+2

**TECHNICAL 2D** 

Demolitions 3D+1, first aid 3D, security 3D+2

**Character Points:** Varies, typically 4-6

**Move:** 10

Equipment: Blaster pistol (4D), ceremonial staff (STR+2), comlink, ceremonial uniform, blast

helmet (+1D physical, +1 energy).

Source: Rebellion Era Campaign Guide (pages 93-

94)

#### Rebel Marksman

**Type:** Rebel Alliance sniper

**DEXTERITY 3D+2** 

Blaster 6D, blaster: blaster rifle 7D, firearms 5D,

**KNOWLEDGE 1D** Survival 2D

MECHANICAL 1D+1 PERCEPTION 1D+2

grenade 4D+2

Hide 3D, search 3D+2, sneak 4D+1

STRENGTH 2D+2

Brawling 3D+2

TECHNICAL 1D+2

Demolitions 2D+2

**Character Points:** 

Varies, typically 2-5

**Move:** 10

**Equipment:** Blaster

pistol (4D), blaster

rifle (5D), comlink, blast helmet and vest (+1D physical, +1 energy).

**Source:** Rebellion Era Campaign Guide (page 94)

## Resistance Leader

**Type:** Typical Rebel resistance leader

DEXTERITY 2D+2

Blaster 4D, brawling parry 3D+2, dodge 4D, grenade 3D, vehicle blasters 3D+1

KNOWLEDGE 3D+1

Languages 4D+1, streetwise 6D, tactics 5D+1, willpower 6D

**MECHANICAL 2D+2** 

Repulsorlift operation 3D+2

PERCEPTION 3D+2

Command 6D, con 5D+1, persuasion 6D+2, search 4D+1, sneak 4D+2

STRENGTH 3D



Brawling 4D

#### **TECHNICAL 2D+2**

Computer programming/repair 3D+2, repulsorlift

repair 3D+2

Character Points: Varies, typically 8-12

**Move:** 10

**Equipment:** Heavy blaster pistol (5D), datapad, comlink, pocket scrambler, electrobinoculars,

medpac, security kit, tool kit.

**Source:** Rebellion Era Campaign Guide (page 95)

# **Rogue Squadron Pilot**

**Type:** Elite Rebel pilot

**DEXTERITY 3D** 

Blaster 5D, brawling parry 4D, dodge 4D+2, vehicle blasters 4D

**KNOWLEDGE 2D** 

Planetary systems 4D+2, survival 3D

**MECHANICAL 4D** 

Astrogation 5D, repulsorlift operation 5D, sensors 5D+1,

space transports 4D+2,

starfighter piloting 5D+1, starfighter piloting:

X-Wing 6D+2,

starship gunnery 6D

#### **PERCEPTION 3D**

Command 4D, con 4D, sneak 3D+2

**STRENGTH 3D** 

Brawling 4D

# **TECHNICAL 3D**

Computer programming/repair 3D+2, starfighter repair: X-Wing 4D, starship weapon repair 4D

Force Points: 1

Character Points: Varies, typically 8-14

**Move:** 10

**Equipment:** Blaster pistol (4D), comlink, sealed

flight suit, X-Wing starfighter.

**Source:** Rebellion Era Campaign Guide (page 95)

# SpecForce Urban Guerilla Veteran

**Type:** SpecForce Urban Combat Specialist (UCS)

**DEXTERITY 3D+1** 

Blaster 4D+1, dodge 4D, grenade 4D, melee

combat 4D, melee parry 4D

**KNOWLEDGE 3D+1** 

Streetwise 4D+2

**MECHANICAL 2D+1** 

Repulsorlift operation 3D

PERCEPTION 3D+2

Command 4D+1, hide 4D+2, sneak 4D+2

**STRENGTH 3D** 

Brawling 4D, climbing/jumping 3D+2, stamina 4D

TECHNICAL 2D+1



Demolitions 4D, first aid 3D

Character Points: Varies, typically 3-7

**Move:** 10

Equipment: Blaster pistol (4D), 2 grenades (5D),

vibroknife (STR+1D).

**Source:** Rules of Engagement – The Rebel SpecForces Handbook (page 74), Rebellion Era

Campaign Guide (page 96)

# SpecForce Infiltrator Veteran



**Type:** SpecForce Infiltrator

#### DEXTERITY 3D+2

Blaster 4D, brawling parry 5D, dodge 4D+2, firearms 5D+1, melee combat 5D+2, melee combat: vibroknife 6D+2, melee parry 5D

**KNOWLEDGE 3D** 

Streetwise 4D+2, survival 3D+2

MECHANICAL 2D+2

Repulsorlift operation 3D+1

**PERCEPTION 3D** 

Con 4D+1, hide 4D+2, search 4D, sneak 5D

**STRENGTH 3D** 

Brawling 5D

TECHNICAL 2D+2

Demolitions 3D+2, security 3D+2

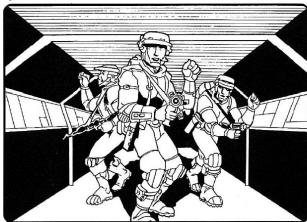
Character Points: Varies, typically 3-7

**Move:** 10

**Equipment:** Silenced slugthrower pistol (3D), garrote (STR+1D), vibroknife (STR+1D), shadowsuit (+2D to *sneak*).

**Source:** Rules of Engagement – The Rebel SpecForces Handbook (page 82), Rebellion Era Campaign Guide (page 96)

# SpecForce Marine Veteran



Type: SpecForce SpaceOps Trooper

#### **DEXTERITY 3D+2**

Blaster 4D+1, brawling parry 4D, dodge 4D, grenade 4D+1, melee combat 5D, melee combat: zero-g 6D+2

#### **KNOWLEDGE 2D+1**

Survival 3D, survival: space 5D

#### **MECHANICAL 2D+2**

Capital ship gunnery 3D+1, starship gunnery 3D+1, powersuit operation 4D+2

#### PERCEPTION 3D+2

Command 4D+1, search 4D

#### STRENGTH 3D+2

Brawling 4D+2, stamina 4D+1

#### **TECHNICAL 2D**

Capital ship repair 4D, first aid 3D, security 3D, space transports repair 3D

#### **Character Points:** 5

**Move:** 10

**Equipment:** Blaster pistol (4D), light repeating blaster (6D, additional bursts against adjacent targets lower difficulty by one level), 2 grenades (5D), space suit (+1D physical, +2 energy), virboknife (STR+1D).

**Source:** Rules of Engagement – The Rebel SpecForces Handbook (page 84), Rebellion Era Campaign Guide (pages 96-97)

# **SpecForce Officer**



**Type:** SpecForce Officer

#### **DEXTERITY 3D+1**

Blaster 4D+2, brawling parry 4D, dodge 4D, grenade 4D, melee combat 4D+1, melee parry 4D+2

#### **KNOWLEDGE 3D+1**

Streetwise 5D, survival 4D, tactics 5D+2

#### **MECHANICAL 2D+1**

Repulsorlift operation 3D+1

#### PERCEPTION 3D+2

Command 6D, hide 4D+2, search 4D+1, sneak 4D+2

# STRENGTH 3D

Brawling 4D+1, climbing/jumping 3D+2, stamina 4D

#### TECHNICAL 2D+1

Demolitions 4D, first aid 3D

Force Points: 1

**Character Points:** Varies, typically 8-12

**Move:** 10

**Equipment:** Blaster pistol (4D), blaster rifle (5D), vibroblade (STR+3D), grenade (5D), comlink, blast helmet and vest (+1D physical, +1 energy)

**Capsule:** SpecForce officers are highly intelligent, creative leaders able to revise complicated military operations on the fly and still succeed in their mission. They are usually the most experienced member of a unit, typically promoted from within each type of SpecForce unit.

Source: Rebellion Era Campaign Guide (page 98)

**Shadow Stormtrooper** 

**Type:** Stealth Stormtrooper

**DEXTERITY 2D+1** 

Blaster 4D+1, brawling parry 4D, dodge 4D+1

**KNOWLEDGE 2D** 

**MECHANICAL 2D** 

**PERCEPTION 2D** 

Search 3D, sneak 4D

STRENGTH 2D+1

Brawling 3D+2

**TECHNICAL 2D** 

**Character Points:** 

Varies, typically 2-5

**Move:** 10

Equipment: SoroSuub Stormtrooper One blaster rifle (5D, adds +1D to blaster skill if retractable stock is used), frag grenade (5D), Stygiantriprismatic Stormtrooper armor (+2D+1 physical, +1D+1 energy, -1D Dexterity and related skills, +1D to sneak rolls to avoid being detected by electronic sensors), tongue-activated helmet comlink, sealed body glove, Multi-Frequency Targeting Acquisition System (adds +2D to Perception checks in low-visibility situations, +2D to ranged weapon skill used against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding), utility belt (high-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs).

**Source:** Rebellion Era Campaign Guide (page 121)

#### **Novatrooper**

Type: Stormtrooper Honor Guard

**DEXTERITY 2D+2** 

Blaster 5D, brawling parry 4D+2, dodge 4D+2,

grenade 4D

**KNOWLEDGE 2D** 

**MECHANICAL 2D** 

**PERCEPTION 2D** 

Search 2D+2, sneak 5D

STRENGTH 2D+2

Brawling 4D, stamina 3D+2

**TECHNICAL 2D** 

**Character Points:** Varies, typically 2-6

**Move:** 10

**Equipment:** Blaster rifle (5D, adds +1D to *blaster* skill if retractable stock is used), frag grenade (5D), reinforced Stormtrooper armor (+2D+1 physical, +1D+1 energy, -1D *Dexterity* and related skills), tongue-activated helmet comlink, sealed body glove, Multi-Frequency Targeting Acquisition System (adds +2D to *Perception* checks in low-



visibility situations, +2D to ranged weapon skill used against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding), utility belt (high-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs).

Source: Rebellion Era Campaign Guide (page 122)

# Seatrooper

Type: Aquatic Assault Stormtrooper

**DEXTERITY 2D** 

Blaster 4D,

brawling parry 4D

**KNOWLEDGE 2D MECHANICAL 3D** 

Waveskimmer

operation 3D+2

PERCEPTION 2D

STRENGTH 2D+2

Brawling 3D+2,

swimming 4D+2

TECHNICAL 2D

**Character Points:** 

Varies, typically 0-3

Move: 10 (walking),

12 (swimming)

**Equipment:** 

SoroSuub



Seatrooper One blaster speargun (blaster: 5D, 0-10/50/100 [air], 0-5/25/35 [underwater], speargun: 4D, 0-5/15/25 [underwater]), concussion grenades (5D/4D/3D/2D), Seatrooper armor (+1D physical and energy, +2D to *swimming* skill), tongue-activated helmet comlink, sealed body glove, Multi-Frequency Targeting Acquisition System (adds +2D to *Perception* checks in low-visibility situations, +2D to ranged weapon skill used against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding),

utility belt (high-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs, spare breather, compressed-air inflated bubble tent).

**Source:** Imperial Sourcebook (page 47), Rules of Engagement – The Rebel SpecForces Handbook (page 99), Gamemaster Screen - Revised (page 26), Battle for the Golden Sun, Rebellion Era Campaign Guide (pages 122-123)

# **Spacetrooper**

**Type:** Zero-G Assault Stormtrooper

#### **DEXTERITY 3D**

Blaster 4D, brawling parry 5D, dodge 4D, grenade

5D, missile weapons 5D

#### **KNOWLEDGE 2D**

Survival 5D+1

#### **MECHANICAL 3D**

Astrogation 4D+2, powersuit operation: spacetrooper armor 6D, repulsorlift operation 5D+2, space transports 5D+2, starship gunnery: 4D, starship gunnery: proton torpedo launcher 5D+2



Search 5D+2

# **STRENGTH 2D**

Brawling 3D, stamina 4D

#### **TECHNICAL 2D**

Demolitions 3D+1, security 4D+1, powersuit repair 4D+1

**Character Points:** Varies, typically 0-5 **Move:** 11, in armor 8. Space Move: 1.

**Equipment:** Light Spacetrooper armor: +3D physical, +2D energy, -1 Dexterity and related skills, Space: 1, Move: 10, grenade launcher (missile weapons skill, 5-50/100/200 [in space: 0/1/2), 10 concussion grenades (5D/4D/3D/2D, blast radius 0-2/4/6/10), 10 gas/stun grenades (5D/4D/3D/2D stun, blast radius 0-2/4/6/8), miniproton torpedo launcher (starship gunnery skill, 6D, ammo 4, 25-100/30/700, 1/3/7 [space]), blaster cannon (6D, 10-50/100/150), laser cutters (3D walker scale), **Multi-Frequency Targeting** Acquisition System (adds +2D to Perception checks in low-visibility situations, +2D to ranged weapon skill used against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding).

Source: Imperial Sourcebook (pages 47-48), Rules of Engagement – The Rebel SpecForces Handbook (page 100), Heir to the Empire Sourcebook (page 55), The Thrawn Trilogy Sourcebook (pages 70-71), The Star Wars Sourcebook (pages 106-107), Gamemaster Screen - Revised (page 26), Rebellion Era Campaign Guide (page 123)

#### Storm Commando

Type: Imperial SpecForce trooper

#### **DEXTERITY 3D**

Blaster 7D, brawling parry 5D+2, dodge 5D+2, grenade 5D, melee combat 5D+2, melee parry 5D+2

#### **KNOWLEDGE 3D**

Survival 6D

# **MECHANICAL 2D**

Beast riding 5D, hover vehicle operation 5D+1, repulsorlift operation 5D

#### **PERCEPTION 3D**

Hide 6D+2, search 6D+2, sneak 7D

# STRENGTH 3D+1

Brawling 5D

#### **TECHNICAL 3D**

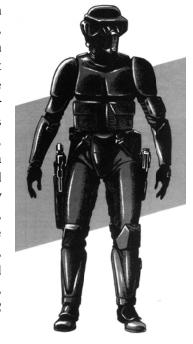
Armor repair 5D, blaster repair 5D, first aid 4D, demolitions 4D+2, security 3D+2

Character Points: Varies, typically 3-15

**Move:** 10

**Equipment:** SoroSuub Stormtrooper One blaster carbine (5D+2, adds +1D to *blaster* skill if retractable stock is used), blaster pistol (4D), combat knife (STR+1D+2), Storm Commando armor (+1D physical and energy), stealth coating (+1D to *hide* and *sneak*), tongue-activated helmet comlink, sealed body glove, Multi-Frequency Targeting Acquisition System (adds +3D to

Perception checks in low-visibility situations, +2D to ranged weapon skill used against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding), viewplate with macrobinoculars and UV nightvision, utility belt (high-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, medpacs).



**Source:** Galaxy Guide 9 – Fragments from the Rim (pages 27-30), Rules of Engagement – The Rebel SpecForces Handbook (page 102), The Far Orbit Project (page 145), Rebellion Era Campaign Guide (page 123)

# Swamptrooper



**Type:** Standard Swamptrooper

**DEXTERITY 3D** 

Blaster 4D, brawling parry 4D+1, dodge 4D, missile

weapons: flechette launcher 5D

KNOWLEDGE 2D+1 Survival: swamps 4D MECHANICAL 2D

PERCEPTION 2D

Search 3D+1, sneak 3D+1

**STRENGTH 3D** 

Brawling 3D+2, stamina 4D

**TECHNICAL 2D** 

Character Points: Varies, typically 0-5

**Move:** 10

Equipment: Flechette launcher (6D) or repeating blaster (7D), Swamptrooper armor (+2 physical and energy), rebreather system (one hour air supply), camouflage (+2 to *sneak* in marshy environments), tongue-activated helmet comlink, sealed body glove, Multi-Frequency Targeting Acquisition System (adds +2D to *Perception* checks in low-visibility situations, +2D to ranged weapon skill used against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding), utility belt (high-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs).

**Source:** Rebellion Era Campaign Guide (page 124)

# Wing Guard Member



Type: Cloud City Wing Guard member

DEXTERITY 3D+1
Blaster 4D, dodge 4D
KNOWLEDGE 2D+1

Bureaucracy 3D+1
MECHANICAL 2D+2

Repulsorlift operation: cloud car 4D+2

**PERCEPTION 3D** 

Command 3D+2, search 4D

STRENGTH 3D+1

**Brawling 4D** 

TECHNICAL 3D+1

Security 4D+2

Character Points: Varies, typically 0-5

**Move:** 10

**Equipment:** Blaster pistol (4D), comlink, binders. **Source:** Galaxy Guide 2 – Yavin and Bespin (page 76), Galaxy Guide 3– The Empire Strikes Back (pages 71-72), Star Wars Trilogy Sourcebook SE (page 186), The Movie Trilogy Sourcebook (page 104), Rebellion Era Campaign Guide (page 149)

#### Gamorrean Guard



Type: Gamorrean guard

**DEXTERITY 3D** 

Melee combat: vibro-axe 4D+2

**KNOWLEDGE 1D** 

Survival 2D

**MECHANICAL 1D** 

**PERCEPTION 2D** 

**STRENGTH 4D** 

Brawling 5D, stamina 5D+1

**TECHNICAL 1D** 

**Move:** 9

**Equipment:** Vibro-axe (STR+3D+1, Moderate difficulty), force pike (STR+3D, can reach up to two meters, Moderate difficulty).

**Source:** Galaxy Guide 5 – Return of the Jedi (pages 11/13), The Movie Trilogy Sourcebook (page 110), Rebellion Era Campaign Guide (page 151)

#### Defiler

Type: Zann Consortium Defiler

DEXTERITY 3D+2

Blaster 5D+2, brawling

parry 4D, dodge 4D+2, grenade 5D+2

KNOWLEDGE 2D+2

Bureaucracy 4D+2,

intimidation 4D,

languages 3D+2,

streetwise 4D+1

# MECHANICAL 3D

**PERCEPTION 3D** 

persuasion 5D+2,

Bargain 5D, con 4D+2,

sneak 4D+2

STRENGTH 2D+2

Brawling 4D

TECHNICAL 3D

Computer programming/

repair 3D+2, demolitions 4D, security 3D+2

**Move:** 10

**Equipment:** Blaster rifle (5D), thermal detonator (10D), grenade (5D), combat gloves (STR+2), battle armor (+2D physical and energy, -2 to *Dexterity* and related skills), helmet visor (reduces low-lighting penalties by 2D).

Source: Rebellion Era Campaign Guide (page 152)

# **Espo Trooper**



Type: CSA Espo trooper

#### **DEXTERITY 3D**

Blaster 3D+2, brawling parry 3D+2, melee combat: stun baton 5D, running 3D

#### **KNOWLEDGE 1D**

Intimidation 3D, law enforcement 2D+2, streetwise 3D

# **MECHANICAL 2D**

Beast riding 3D, ground vehicle operation 2D+2, repulsorlift operation 3D

#### **PERCEPTION 2D**

Bargain 2D+1, search 3D+1

#### STRENGTH 2D

Brawling 2D+2, climbing/jumping 3D, lifting 3D, stamina 2D+2

#### **TECHNICAL 2D**

Security 3D

**Move:** 10

**Equipment:** Blast helmet with visor (+1D physical, +1 energy), blast vest (+1D physical, +1 energy -1D *Dexterity* and related skills), stun baton (STR+2D+2), blaster pistol (4D), comlink.

**Source:** Han Solo and the Corporate Sector Sourcebook (page 47), Alliance Intelligence Reports (page 12), Rebellion Era Campaign Guide (page 155)

# **Espo Elite Trooper**

Type: CSA Espo trooper

#### **DEXTERITY 3D**

Blaster 5D+2, brawling parry 5D+2, melee combat 5D, melee combat: stun baton 7D+1, running 4D, vehicle blasters 4D+2

#### **KNOWLEDGE 1D**

Intimidation 3D+1, law enforcement 3D, streetwise 3D+2, survival 3D

#### **MECHANICAL 2D**

Beast riding 3D+2, ground vehicle operation 3D, repulsorlift operation 3D

#### **PERCEPTION 2D**

Bargain 3D, search 4D, sneak 3D+2

#### **STRENGTH 2D**

Brawling 4D+2, climbing/jumping 3D, lifting 3D, stamina 2D+2

#### **TECHNICAL 2D**

Computer programming/repair 3D, droid programming 3D, security 4D

**Move:** 10

**Equipment:** Blast helmet with visor (+1D physical, +1 energy), blast vest (+1D physical, +1 energy -1D *Dexterity* and related skills), stun baton (STR+2D+2), blaster pistol (4D), comlink, 1 glop grenade (6D/5D/3D *Strength*), sound pistol (5D/4D/3D stun), 3 pairs binders (5D *Strength*).

**Source:** Han Solo and the Corporate Sector Sourcebook (pages 47-49), Rebellion Era Campaign Guide (page 155)

# **Optional Rules: Cracken's Tactics**

The following rules can be used to disable or modify equipment that characters encounter in their campaigns. The Rebellion Era Campaign Guide included a number of options for jury rigging and sabotage. The jury rigging options are already covered in Galladinum's Fantastic Technology, pages 3-5, and thus will not be converted here. The sabotage options are converted below:

# **Disabling a Shield Generator**

Method: The shield generator must be temporarily shut down during the installation (for which the agent must provide a cover story for the down time). A LK-4 fusible link must be installed in one of the main power couplings. If done successfully, the shield will shut down as soon as it reaches 50% power output. Alternatively, the system can be shut down via a length of power cable with a vampiric power tap. The tap is installed on one of the power cables, and then attached to the main power supply, while the other end is affixed to the negative power coupling. The tap can be remote activated. When it is activated it will either burn out the coupling or create a surge in the power system, causing it to shut down.

**Required Items:** LK-4 fusible link; or 3-meter cable, vampiric power tap, and basic tools.

**Installation Time:** 5 minutes.

**Difficulty:** Easy (for fusible link), or Moderate (for power tap).

**Skill:** Battle station repair, capital ship repair, space transport repair, or planetary shield repair.

**Result:** With the fusible link, the generator shuts down once it reaches 50% power, and cannot be used again until the link is removed. With the power tap, the generator requires extensive repairs taking two hours and a Difficult repair roll of an appropriate related skill.

Source: Rebellion Era Campaign Guide (page 106)

#### Disabling a Walker's Drive Motor

**Method:** Damage the internal hydraulic system. Smaller walkers have an external hydraulic system. Alternatively the gyroscopic balancing system may be disabled.

**Required Items:** Tool kit, cutting device, or object to jam mechanism.

**Time:** 1 minute (30 seconds with cutting device)

**Skill:** Walker repair **Difficulty:** Easy

**Result:** If the hydraulic system is damaged, then the walker is unable to move, but all other systems are operable. If the gyroscopic system is damaged,

then the pilot takes a -4D penalty to all rolls to operate the walker. If the pilot fails by 10 or more, then the walker topples over.

Source: Rebellion Era Campaign Guide (page 107)

# Overloading a Vehicle Weapon

Method: Build up a charge in the ship's

supercapacitors

Required Items: Tool kit (not required for remote

detonation) **Time:** 30 seconds

Skill: ground vehicle repair, starship weapon

repair.

**Difficulty:** Difficult

**Result:** Detonation of the supercapacitors occurs after 1D rounds after the sabotage. Results in damage to the vehicle or starship equal to the damage code of the weapon. This detonation can be prevented after the sabotage by cutting the power cables or dismantling the weapon.

**Source:** Rebellion Era Campaign Guide (page 107)

# Sending a Reactor into Automatic Shutdown

**Method:** Allows an agent to use the internal safety mechanisms to force a shutdown, usually by disabling a cooling system, disrupting a fuel supply, fooling safety sensors, or shorting out detectors.

Required Items: Tool kit.

Time: 2 minutes.

**Skill:** Appropriate related repair roll.

**Difficulty:** Difficult

**Result:** Reactor is shut down within 1 to 5 minutes. A reactor disabled in such a way can be reactivated easily. Failure may result in either the reactor continuing to function normally and/or tripping security systems to alert others to the attempted sabotage

Source: Rebellion Era Campaign Guide (page 107)

# Using Droid Restraining Bolts to Your Advantage

**Method:** Attaching a restraining bolt to a surveillance, security, or other hostile droid. Note that most battle droids are shielded against restraining bolts. Getting the most out of a restraining bolt against a hostile droid requires the use of an instant fusing disc, which can be found in some civilized centres. Often the restraining bolt also requires modification to automatically activate upon attaching.

Required Items: Restraining bolt, instant fusing

disc

Time: Varies

**Skill:** Thrown weapons, Alter: telekinesis, sleight of hand, or other appropriate skill to attach. Droid programming/repair to modify the restraining bolt.

**Difficulty:** Difficult (to modify)

**Result:** A droid immediately receives a "halt" command as soon as the restraining bolt attaches to the droid.

Source: Rebellion Era Campaign Guide (page 107)