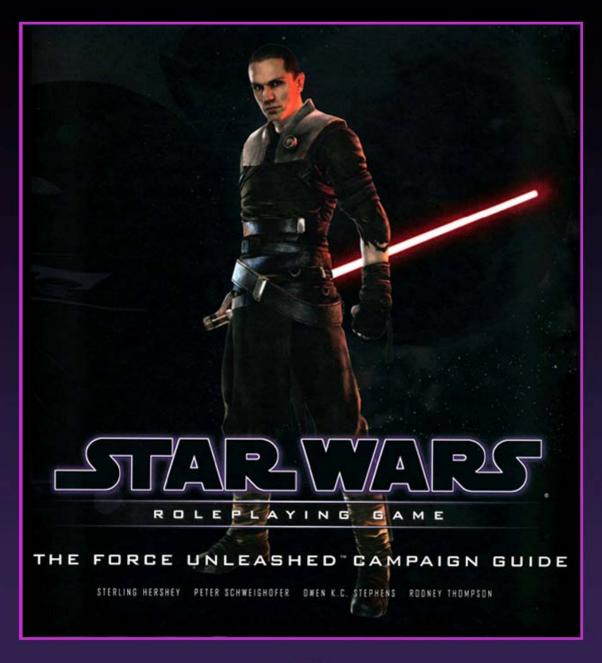
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# D 6 C O N V E R S I O N

# THE FORCE UNLEASHED



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# **Alien Species**

Aleena

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

Nimble: Aleena are quite adept at avoiding danger in combat when they see it coming. They can choose to reroll any dodge check, but the result

must be accepted, even if it's worse.

Quick Energy: Once per encounter, an Aleena can gain a temporary boost to quickness and reflexes. When this ability is accessed and Aleena gains a +1D bonus to Dexterity-based skills and his Move score is increased by 2. The energy lasts for a number of rounds equal to the Aleena's amount of Strength dice. When the energy is expended, the Aleena suffers a -1 penalty to all actions until he rests for 10 minutes.

**Move:** 6/8

Size: 0.8 meters tall on average

Source: The Force Unleashed Campaign Guide

(pages 12-13)

#### Caamasi

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

Memory Sharing: Caamasi can store and share memories with others of their species. Force-users can also share memories with Caamasi, though this requires a successful use of either Receptive Telepathy (to receive a memory) or Projective Telepathy (to share a memory).

Wise and Tranquil: Due to their reputation for being peaceful and wise, Caamasi gain a +2 pip bonus to all Bargain and Persuasion skill checks.

Move: 10/12

Size: 1.8 meters tall on average



**Source:** Ultimate Alien Anthology (pages 26-27), Power of the Jedi Sourcebook (pages 64-65), The New Jedi Order Sourcebook (page 45), The Force Unleashed Campaign Guide (pages 13-14)

**Felucian** 

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



# **Special Abilities:**

Low-Light Vision: Felucians can see twice as far as a normal human in poor lighting conditions. All low-light penalties are halved (rounded up).

*Breathe Underwater:* Felucians can breathe naturally both underwater and on the surface.

*Natural Camouflage:* A felucian can choose to reroll any *sneak* check, using the better result.

*Force Sensitivity:* All felucians are Force-sensitive and start with a free dice in *Alter*.

Force Blast: Once per encounter a felucian may use Alter as a ranged attack with a range of 3-10/30/80 meters. If the attack hits it deals half Alter damage, knocking the opponent back.

**Move:** 10

Size: 1.8-2 meters tall

**Source:** The Force Unleashed Campaign Guide (pages 14-15), Dawn of Defiance – Traitor's Gambit (pages 15/29)

#### Gran

Home Planet: Kinyen Attribute Dice: 12D DEXTERITY 1D/4D KNOWLEDGE 1D/3D MECHANICAL 1D/3D+1

# PERCEPTION 2D/4D STRENGTH 1D/4D TECHNICAL 1D/3D Special Abilities:

Vision: Grans' unique combination of eyestalks gives them a larger spectrum of vision than other species. They can see well into the infrared range (no penalties in darkness), and gain a bonus of +1Dto notice sudden movements.

**Move:** 10/12

Size: 1.1-1.8 meters tall

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 39-41), Ultimate Alien Anthology (pages 68-69), Alien Anthology (page 77), The Force Unleashed Campaign Guide (page 15)

#### Nosaurian



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

Horns: Nosaurians possess six horns on the tops of their heads that they can employ as weapons. Goring an opponent with these horns inflicts STR+2 damage. Internal Clock: Nosaurians attuned to the planet they are living on instinctively know when the sun is setting. They usually accompany the setting sun by

braying at the top of their lungs. This is largely involuntary, and any Nosaurian wishing to resist the urge to "sing it [the sun] down" must succeed at a Very Difficult *willpower* skill roll.

#### **Story Factors:**

Color Blind: Nosaurians only see in black and white. While they are not typically affected by this, they may have difficulty interpreting color-coded computer displays or vehicle controls that they are unfamiliar with.

Phosphorescent Mouth Lining: A Nosaurian can make the lining of his mouth phosphorescent at will. Although many animals on New Plympto use similar abilities to attract prey, it grants no appreciable bonus to Nosaurian characters.

Resentful of Humans: Nosaurians blame Republic politicians (and humans in general) for financial problems suffered on their homeworld of New Plympto. These feelings were further compounded by a heavy-handed Imperial subjugation of their planet.

**Move:** 10

Size: 1.2 to 1.55 meters tall

**Source:** Ultimate Alien Anthology (pages 114-115), Gamer Magazine Issue 9 (pages 84-86), The Force Unleashed Campaign Guide (pages 15-16)

#### Talz

Home Planet: Alzoc III Attribute Dice: 11D DEXTERITY 2D/4D KNOWLEDGE 1D/3D MECHANICAL 1D/3D PERCEPTION 2D+1/4D+1 STRENGTH 2D+2/4D+2 TECHNICAL 1D/3D Story Factors:

Enslavement: One of the few subjects which will drive a Talz to anger is that of the enslavement of their



people. If a Talz has a cause that drives its personality, that cause is most likely the emancipation of its people.

**Move:** 8/10

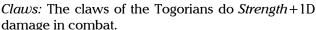
Size: 2-2.2 meters tall

**Source:** Ultimate Alien Anthology (pages 153-154), Alien Anthology (pages 105-106), Galaxy Guide 4: Alien Races (pages 85-86), The Force Unleashed Campaign Guide (pages 16-17)

# **Togorian**

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





*Teeth:* The teeth of the Togorians do *Strength*+2D damage in combat.

# **Story Factors:**

*Intimidation:* Most beings fear Togorians (especially males) because of their large size and vicious-looking claws and teeth.

Communication: Togorians are perfectly capable of understanding Basic, but they can rarely speak it. Many beings assume that the Togorians are unintelligent. This annoys the Togorians greatly, and they are likely to become enraged if they are not treated like intelligent beings.

**Move:** 14/17

Size: 2.5-3 meters tall (males); 1.6-2.2 meters tall

(females)

**Source:** Ultimate Alien Anthology (pages 161-162), Galaxy Guide 4: Alien Races (pages 86-88), The Force Unleashed Campaign Guide (page 17)

#### **Togruta**

Home Planet: Shili Attribute Dice: 13D DEXTERITY 2D/4D+2 KNOWLEDGE 2D/4D+1 MECHANICAL 1D/4D PERCEPTION 2D/4D+1 STRENGTH 1D/3D+2 TECHNICAL 1D/4D Special Abilities:

Camouflage: Togruta characters possess colorful skin patterns which help them blend in with natural surroundings (much like the stripes of a tiger). This provides them with a +2 pip bonus to *hide* skill checks.

Spatial Awareness: Using a form of passive echolocation, Togruta can sense their surroundings. If unable to see, a Togruta character can attempt a Moderate search skill check. Success allows the Togruta to perceive incoming attacks and react accordingly by making defensive rolls.

**Story Factors:** 



Believed Venomous: Although they are not poisonous, is a common misconception bv other species that Togruta are venomous. Group Oriented: Togruta work well in large groups, and individualism is seen abnormal within their culture. When working as part of a team to accomplish a **Togruta** goal, characters are twice as effective as normal characters (ie, thev

contribute a +2 pip bonus instead of a +1 pip bonus when aiding in a combined action; see the rules for Combined Actions on pages 82-83 of SWD6).

**Move:** 10/12

**Size:** 1.7-1.9 meters

**Source:** Ultimate Alien Anthology (pages 162-163), Power of the Jedi Sourcebook (pages 75-76), The Force Unleashed Campaign Guide (pages 17-18)

# Whiphid



Home Planet: Toola
Attribute Dice: 11D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D
MECHANICAL 1D/3D
PERCEPTION 2D/4D+1
STRENGTH 2D/4D+2
TECHNICAL 1D/3D
Special Abilities:

Claws: STR+1D damage.

**Move:** 9/12

Size: 2.0-2.6 meters tall

**Source:** Ultimate Alien Anthology (pages 182-183), Galaxy Guide 4: Alien Races (pages 93-94), The Force

Unleashed Campaign Guide (pages 18-19)

Yarkora

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

STRENGTH 2D/4D TECHNICAL 1D/4D Special Abilities:

Confusion: As a defense mechanism, all Yarkora can use a combination of motions and sounds to distract and deter potential enemies. Once per encounter as a standard action, a Yarkora can make a con roll against close-combat opponents. If he



succeeds, that enemy will not attack or come closer until the end of the next turn. This is a mind-affecting offset

*Deceptive:* Naturally gifted at manipulation, a Yarkora can choose to reroll any *con* check, but the result of the reroll must be accepted even if it is worse.

*Streetwise:* Yarkora are adept at collecting information from a variety of sources, earning a +1D bonus to *streetwise.* 

**Story Factors:** 

Species Rarity: Yarkora are only rarely encountered in the galaxy, and often invoke unease in those they interact with.

**Move:** 7/10

**Size:** 1.9-2.5 meters

Source: Ultimate Alien Anthology (page 187), The

Force Unleashed Campaign Guide (page 19)

#### **Creatures**

#### **Bull Rancor**



Planet of Origin: Felucia DEXTERITY 4D

PERCEPTION 1D

Search: tracking: 3D STRENGTH 9D+2 Special Abilities:

Claws: Do STR+2D damage Teeth: Do STR+3D damage Tail: Does STR+2D damage

Armor: +3D against physical and energy attacks

**Move:** 20

Size: 10 meters tall

Source: The Force Unleashed Campaign Guide (page

224)

Felucian Ripper

**Type:** Underwater stalker **Planet of Origin:** Felucia

DEXTERITY 4D
PERCEPTION 2D+2
Search 3D, sneak 6D

STRENGTH 3D Brawling 4D Special Abilities:

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

**Move:** 25

Size: 2 meters long

Source: The Force Unleashed Campaign Guide (page

224)

# **Droids**

#### **FX-6 Medical Droid**



Type: Medtech Industries FX-series Medical Assistant

Droid

DEXTERITY 1D KNOWLEDGE 1D

Alien Species 3D **MECHANICAL 1D** 

MECHANICAL ID

(A) Bacta tank operation 3D+1

**PERCEPTION 2D** 

(A) Injury/ailment diagnostics 3D+2

STRENGTH 1D TECHNICAL 2D

First aid 3D+2, (A) medicine 4D

**Equipped With:** 

- -Medical computer scomp link: interface to adequate medical computer or surgeon droid adds +1D to all medical skills.
- -Readout screen
- -Medical diagnostic computer and sensor
- -Infrared sensors
- -Analytical computer and sensors
- -14 light manipulator arms
- -6 main manipulator arms
- -Various surgical attachments
- -Hypodermic injectors (4D stun damage)
- -Medicine dispensers
- -Mobility caster trio

Move: 4

**Size:** 1.83 meters tall **Cost:** 3,800 credits

Source: The Force Unleashed Campaign Guide (page

103)

# **IT-0 Interrogator Droid**



Type: Imperial IT-0 Interrogator Droid

**DEXTERITY 1D** 

Dodge 3D, melee combat 3D, melee combat: interrogation tools 4D+1

**KNOWLEDGE 3D** 

Alien species 4D, humanoid biology 5D, intimidation 6D, intimidation: interrogation 7D

**MECHANICAL 2D** 

Sensors 3D

#### **PERCEPTION 4D**

Investigation 5D, search 5D

STRENGTH 3D TECHNICAL 2D

First aid 5D, (A) medicine 5D, security 4D

**Equipped With:** 

- -Repulsorlift engine
- -Visual/sound sensor package
- -Vocabulator speech/sound system
- -Laser scalpel (2D damage)
- -Hypodermic injectors (4D stun damage)
- -Power shears (5D damage)
- -Grasping claw (+1D to *lifting*)

Move: 3 Size: 1 meter Cost: 10,000 credits **Source:** Dark Force Rising Sourcebook (page 103), Death Star Technical Companion (page 93), Galaxy Guide 1 – A New Hope (page 58), Star Wars Trilogy Sourcebook SE (page 165-166), The Movie Trilogy Sourcebook (pages 52-53), The Thrawn Trilogy Sourcebook (page 197), d20 Core Rulebook (page 371), The Force Unleashed Campaign Guide (pages 194-195)

#### Q7 Astromech Droid

**Type:** Industrial Automaton Q7-series Astromech Droid

DEXTERITY 1D+2 KNOWLEDGE 1D MECHANICAL 2D+1

Astrogation 5D, starfighter piloting 3D+1, space

transports 3D

**PERCEPTION 1D** 

Sneak 2D

**STRENGTH 1D** 

**TECHNICAL 2D** 

Computer programming/repair 4D, starfighter repair

5D

# **Equipped With:**

- -Repulsorlift unit
- -2 tool appendages
- -Small electric arc welder (1D to 5D, as fitting

situation, 0.3 meters range)

- -Electroshock probe (2D ion damage)
- -Holographic projector/recorder

Move: 8

**Size:** 0.5 meter tall **Cost:** 6,500 credits

Source: The Force Unleashed Campaign Guide (page

104)

#### **RA-7 Servant Droid**

**Type:** Arakyd Industries RA-7 Series Protocol Droid

DEXTERITY 2D KNOWLEDGE 2D

Bureaucracy 3D, cultures 4D, languages 3D, scholar: culinary arts 5D, scholar: home economics 4D

**MECHANICAL 1D** 

Repulsorlift operation

2D

PERCEPTION 2D STRENGTH 2D TECHNICAL 1D

**Equipped With:** 

-Visual spectrum

scanners

-Vocabulator

speech/sound system

-Humanoid appendages configuration

**Move:** 9

Size: 1.7 meters tall

**Cost:** 3,000



**Source:** Death Star Technical Companion (page 93), Arms and Equipment Guide (page 52), The Force Unleashed Campaign Guide (pages 195-196)

#### **BD-3000 Luxury Droid**

**Type:** LeisureMech Enterprises BD-3000 Luxury

Attendant Droid
DEXTERITY 2D
KNOWLEDGE 2D

Bureaucracy 4D, business 4D, culinary arts 4D,

cultures 4D, languages 6D

**MECHANICAL 1D** 

Repulsorlift operation 3D, space transports 3D

**PERCEPTION 2D** 

Persuasion 3D

STRENGTH 1D TECHNICAL 1D

First aid 3D

**Equipped With:** 

-Humanoid body (two arms, two legs, head)

-Two visual and audio sensors – human range and infrared

range and infrar

-Vocabulator

-Communications

module with over 1.5 million languages

-Internal

compartment space

(2 Kg)

-Internal comlink

**Move:** 8

Size: 1.65 meters tall

Cost: 25,000 (new), 8,000 (used)

**Source:** The Force Unleashed Campaign Guide (page

105)

#### **R-1 Recon Droid**

Type: Arakyd Industries R-1 Recon Droid

**DEXTERITY 4D** 

Blaster 4D+2, dodge 5D

**KNOWLEDGE 3D** 

Survival 4D

**MECHANICAL 1D** 

**PERCEPTION 3D** 

Search 5D, sneak 5D

STRENGTH 2D

**TECHNICAL 2D** 

Computer programming/repair 4D

# **Equipped With:**

- -Hovering locomotion
- -Improved sensor package (+2D bonus to all *search* skill rolls)
- -Infrared vision (the droid can see in the dark up to 30 meters)
- -Self-destruct system (does 4D damage)
- -Integrated planetary comlink
- -Video recording unit
- -Integrated blaster (4D) **Move:** 10 (hovering)

Size: Small

**Cost:** 16,000 credits

**Source:** The Force Unleashed Campaign Guide (page

#### Junk Droid

**Type:** Custom-built junk droid

**DEXTERITY 4D** 

KNOWLEDGE 1D MECHANICAL 1D

PERCEPTION 1D

Search 2D+2

STRENGTH 3D+2

Brawling 4D, climbing/jumping

5D

# **TECHNICAL 1D Equipped With:**

-2 legs, 1 hand

-Armored arm (grants +2D to resist damage with a successful *melee* 

parry roll)
Move: 10

Size: 1.8 meters tall

Cost: Not available for sale (estimated 2,610)

Source: The Force Unleashed Campaign Guide (page

106)

#### **Brute Junk Droid**



Type: Custom-built quadruped junk droid

DEXTERITY 4D KNOWLEDGE 1D MECHANICAL 1D

**PERCEPTION 1D** 

Search 3D+2 STRENGTH 7D

Climbing/jumping 7D+2

TECHNICAL 1D Equipped With:

-4 clawed legs

Move: 14

Size: 2.2 meters tall

Cost: Not available for sale (estimated 3,200)

Source: The Force Unleashed Campaign Guide

(pages 106-107)

#### **Behemoth Junk Droid**

Type: Custom-built behemoth junk droid

DEXTERITY 2D+2 KNOWLEDGE 2D MECHANICAL 1D PERCEPTION 1D+2

Search 5D

STRENGTH 10D TECHNICAL 1D Equipped With:

-4 clawed legs **Move:** 14

Size: 4 meters tall

**Cost:** Not available for sale (estimated 5,000)

Source: The Force Unleashed Campaign Guide

(pages 106-107)

#### **PROXY**



Type: Unique mimic combat droid

**DEXTERITY 4D** 

Blaster 6D, brawling parry 7D, dodge 7D, lightsaber 9D, melee combat 7D+2, melee parry 8D

**KNOWLEDGE 2D+1** 

Survival 4D

**MECHANICAL 3D** 

**PERCEPTION 2D** 

Con 5D, search 5D, sneak 6D

STRENGTH 4D+1

Brawling: martial arts 8D, climbing/jumping 7D+2

**TECHNICAL 3D** 

Computer programming/repair 6D, droid repair 7D

**Equipped With:** 

-Humanoid body (two arms, two legs, head)

-Holographic projectors (+5D to con: disguise)

**Move:** 10

Size: 1.75 meters tall

Cost: Not for sale

**Equipment:** Lightsaber (5D), double-bladed

lightsaber (5D).

Source: The Force Unleashed Campaign Guide

(pages 196-197)

# **MSE-6 Utility Droid**



Type: Rebaxan Columni MSE-6 General Purpose

Droid

**DEXTERITY 2D** 

**KNOWLEDGE 1D** 

**MECHANICAL 1D** 

PERCEPTION 1D STRENGTH 1D

**TECHNICAL 1D** 

**Equipped With:** 

- -Electro-photoreceptor
- -Auditory sensors
- -Holocam
- -Treads
- -Retractable heavy manipulator (+2D to *lifting*)
- -Retractable fine manipulator (+1D to *lifting*)
- -One skill matrix programmed with one of the following skills: bureaucracy 3D, sensors 3D, hide 3D, search 3D, armor repair 3D, blaster repair 3D, capital ship repair 3D, capital ship weapon repair 3D, computer programming/repair 3D, droid programming 3D, droid repair 3D, security 3D, starfighter repair 3D

**Move:** 5

Size: 0.3 meters

Cost: 2,000 (new), 350 (used)

**Source:** Cynabar's Fantastic Technology: Droids, Dark Force Rising Sourcebook (pages 102), Death Star Technical Companion (page 93), The Thrawn Trilogy Sourcebook (page 197), Rebellion Era Sourcebook (page 27), Arms and Equipment Guide (pages 51-52), The Force Unleashed Campaign Guide (pages 197-108)

# **Vehicles**

#### Warcrawler

Craft: Modified Armored Groundcar

**Type:** Modified groundcar

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

Skill: Ground vehicle operation

Crew: 2, gunners: 1 Passengers: 8

Cargo Capacity: 300 kilograms

Cover: Full

Cost: 25,000 (new), 13,000 (used)

Maneuverability: 1D Move: 30; 90 kmh Body Strength: 3D+1

Weapons:

**Twin Blaster Cannon** 

Fire Arc: Turret

Crew: 1 Skill: Vehicle blasters

Skill: Vehicle blasters Fire Control: 1D

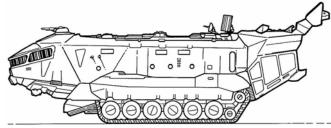
Range: 50-250/750/1.5 Km

Damage: 3D

Source: The Force Unleashed Campaign Guide (page

110)

#### **Mobile Command Base**



Craft: Nen-Carvon PX-4 Mobile Command Base

Type: Mobile command base

**Scale:** Speeder **Length:** 21.8 meters

Skill: Ground vehicle operation: PX-4

Crew: 2, gunners: 1

Crew Skill: Ground vehicle operation 4D+2, vehicle

blasters 5D **Passengers:** 7

Cargo Capacity: 1 metric ton

Cover: Full

Cost: Not available for sale (estimated 300,000)

Maneuverability: 0D Move: 35; 100 kmh Body Strength: 7D

Weapons:

**Heavy Laser Cannon** *Fire Arc:* Turret\*

Crew: 1

Skill: Vehicle blasters Fire Control: 2D Range: 50-500/1/2 Km Damage: 4D+2

\* Note: The PX-4 Mobile Command Base's heavy laser cannon turret can turn to face the left, front and right fire arcs only. It may move the turret one fire arc per

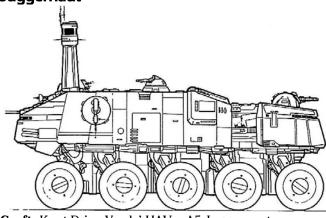
turn (from left to front, right to front, front to right or

front to left).

Source: Imperial Sourcebook (page 71), The Force

Unleashed Campaign Guide (page 202)

Juggernaut



Craft: Kuat Drive Yards' HAVw A5 Juggernaut

Type: Heavy assault vehicle

**Scale:** Walker **Length:** 21.8 meters

Skill: Ground vehicle operation: Juggernaut

Crew: 2; gunners: 6

Crew Skill: Ground vehicle operation 4D+2, missile

weapons 4D, vehicle blasters 4D+1

Passengers: 50 (troops)
Cargo Capacity: 1 metric ton

Cover: Full

Cost: Not available for sale (200,000 new; 120,000

used)

Maneuverability: 0D

Move: 70; 200 kmh, slows to 8; 25 kmh when turning

**Body Strength: 5D** 

Weapons:

**3 heavy Laser Cannons** 

Fire Arc: 1 turret\*, 1 left, 1 right

Crew: 2

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

Damage: 6D

\* Note: The Juggernaut's heavy laser cannon turret can turn to face the left, front and right fire arcs only. It may move the turret one fire arc per turn (from left to front, right to front, front to right or front to left).

**Medium Blaster Cannon** 

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters Fire Control: 1D

Range: 50-250/750/1.5 Km

Damage: 4D

1 Concussion Grenade Launchers

Fire Arc: Turret

Crew: 1

Skill: Missile weapons Fire Control: 1D Range: 50-100/250/500

Damage: 8D+1

**Source:** Imperial Sourcebook (pages 69-70), Arms and Equipment Guide (page 84), The Force

Unleashed Campaign Guide (page 200)

#### AT-KT



Craft: All Terrain Kashyyyk Transport, or AT-STh

"Hunter" Scout Transport **Type:** Medium walker

Scale: Walker

Length: 6.4 meters long, 8.6 meters tall

**Skill:** Walker operation: AT-ST **Crew:** 2, skeleton: 1/+15

Crew Skill: Missile weapons 4D, vehicle blasters

4D+2, walker operation 5D **Cargo Capacity:** None

Cover: Full

Cost: Not available for sale Maneuverability: 1D Move: 30; 90 kmh Body Strength: 3D

Weapons:

Frag Grenade Launcher (12 carried)

Fire Arc: Front

Skill: Missile weapons: grenade launcher

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

Damage: 3D Stun Cannon Fire Arc: Front Crew: 1 (co-pilot) Skill: Vehicle blasters Fire Control: 1D Range: 50-300/500/1 Km

Damage: 2D

Source: The Force Unleashed Campaign Guide

(pages 200-201)

AT-CT

**Craft:** All Terrain Construction Transport

Type: Medium walker

Scale: Walker

Length: 6.4 meters long, 8.6 meters tall

**Skill:** Walker operation: AT-ST **Crew:** 2. skeleton: 1/+15

Crew Skill: Tractor beam operation 5D, walker

operation 4D

Cargo Capacity: None

Cover: Full

Cost: Not available for sale Maneuverability: 1D Move: 30; 90 kmh Body Strength: 3D

Weapons: Tractor Beam Fire Arc: Front

Skill: Tractor beam operation

Fire Control: 2D Range: 1-3/10/20

Lifting: 8D (can be used to hurl objects using the

tractor beam operation skill)

Source: The Force Unleashed Campaign Guide (page

201)

#### Flare-S Swoop



Craft: Mobquet Flare-S Swoop

Type: Swoop Scale: Speeder Length: 2.5 meters Skill: Swoop operation

Crew: 1

Cargo Capacity: 2 kilograms

**Cover:** 1/4

Altitude Range: Ground level-350 meters

**Cost:** 6,500 (new), 2,000 (used) **Maneuverability:** 4D+2 **Move:** 225; 650 kmh **Body Strength:** 1D+1

**Source:** Star Wars Trilogy Sourcebook SE (page 158), Shadows of the Empire Sourcebook (pages 116-117), Pirates & Privateers (page 50), Arms and Equipment Guide (page 74), Secrets of Tatooine (page 30), The

Force Unleashed Campaign Guide (page 111)

#### **Zephyr-G Swoop**

Craft: Mobquet Swoops and Speeders Zephyr-G

Swoop Type: Swoop Scale: Speeder Length: 3.68 meters

Skill: Swoop operation: Zephyr-G

Crew: 1
Passengers: 1

Cargo Capacity: None (100 kilograms with add-on

cargo panniers) **Cover:** 1/4



Altitude Range: Ground level-6 meters (900m if

modified)

Cost: 5,750 (new), 1,500 (used)

Maneuverability: 2D Move: 125; 350 kmh Body Strength: 2D+2

Source: The Force Unleashed Campaign Guide (page

112)

#### V-35 Courier



Craft: SoroSuub V-35 Courier

Type: Landspeeder Scale: Speeder Length: 3.8 meters

Skill: Repulsorlift operation: landspeeder

Crew: 1 Passengers: 2

**Cargo Capacity:** 120 kilograms **Cover:** 1/4 (top pilot), 3/4 (passengers) **Altitude Range:** Ground level-1.5 meters

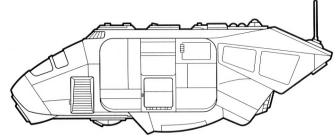
**Cost:** 6,500 (new), 1,500 (used) **Maneuverability:** 1D+2

Move: 35; 105 kmh Body Strength: 2D

**Source:** Arms and Equipment Guide (pages 76-77), Secrets of Tatooine (page 29), The Force Unleashed

Campaign Guide (page 112)

# A-A5 Speeder Truck



**Craft:** Modified Trast A-A5 Speeder Truck

**Type:** Speeder truck **Scale:** Walker

**Length:** 21.4 meters

**Skill:** Repulsorlift operation: speeder truck

Crew: 3

Crew Skill: Repulsorlift operation 3D

**Passengers:** 25 (troops)

Cargo Capacity: 25,000 kilograms

Cover: Full

**Altitude Range:** Ground level-3 meters **Cost:** 13,600 (new), 7,850 (used)

Maneuverability: 1D Move: 55; 160 kmh Body Strength: 1D+2

**Source:** Rebel Alliance Sourcebook (page 110), Arms and Equipment Guide (page 78), The Force

Unleashed Campaign Guide (pages 112-113)

# **Arrow-23 Tramp Shuttle**



Craft: Modified Aratech "Arrow-23" Landspeeder

Type: Modified tramp shuttle

Scale: Speeer Length: 8.1 meters

Skill: Repulsorlift operation: tramp shuttle

Crew: 1, gunners: 1

Crew Skill: Vehicle blasters 3D+1, repulsorlift

operation 3D **Passengers:** 5

Cargo Capacity: 800 kilograms

Cover: Full

**Altitude Range:** Ground level-4 meters **Cost:** 10,800 (new), 3,400 (used)

Maneuverability: 2D+1 Move: 140; 400 kmh Body Strength: 3D

Weapons: Laser Cannon Fire Arc: Turret

Crew: 1 Skill: Vehicle blasters Fire Control: 1D Range: 3-50/100/200

Damage: 3D

#### **Concussion Grenade Launcher**

Fire Arc: Front

Skill: Missile weapons Fire Control: 1D Range: 10-50/100/200 Damage: 3D+1

**Source:** Rebel Alliance Sourcebook (pages 110-111), Arms and Equipment Guide (page 75), The Force

Unleashed Campaign Guide (page 110)

#### **Chariot Command Speeder**

Craft: Uulshos LAVr QH-7 Chariot

Type: Command speeder

Scale: Speeder Length: 11.8 meters



**Skill:** Repulsorlift operation: LAVr QH-7 Chariot

Crew: 3

**Crew Skill:** Repulsorlift operation 5D, vehicle blasters

4D+1

Cargo Capacity: 10 kilograms

Cover: Full

Altitude Range: Ground level-8 meters

**Cost:** Not available for sale (estimated 40,000)

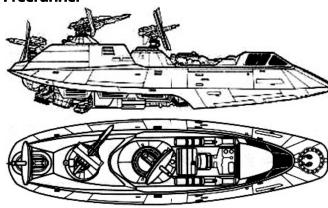
Maneuverability: 1D+1 Move: 35; 100 kmh Body Strength: 4D Weapons:

Laser Cannon Fire Arc: Front Crew: 1 (co-pilot) Skill: Vehicle blasters Fire Control: 1D Range: 3-50/100/200 Damage: 3D

**Source:** Imperial Sourcebook (pages 77-78), The Thrawn Trilogy Sourcebook (pages 203-205), Heir to the Empire Sourcebook (page 115), d20 Core Rulebook (pages 199-200), The Force Unleashed

Campaign Guide (pages 201-202)

#### Freerunner



**Craft:** Modified KAAC Freerunner **Type:** Combat assault vehicle

**Scale:** Speeder **Length:** 14.6 meters

Skill: Repulsorlift operation: freerunner

Crew: 2, gunners: 3

Crew Skill: Vehicle blasters 4D, repulsorlift operation

4D

Passengers: None

Cargo Capacity: 250 kilograms

Cover: Full

**Altitude Range:** Ground level-2 meters **Cost:** 27,000 (new), 14,000 (used)

Maneuverability: 1D Move: 105; 300 kmh Body Strength: 3D

#### Weapons:

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

Fire Arc: Turret Crew: 1\*

Skill: Vehicle blasters Fire Control: 1D\* Range: 50-400/900/2 Km

Damage: 5D

\* May be controlled by the pilot or co-pilot, but with a

fire control of 0D.

# 2 Anti-Infantry Blaster Batteries

Fire Arc: 1 turret (front/left/right), 1 turret

(back/left/right)

Crew: 1\*

Skill: Vehicle blasters Fire Control: 2D\*

Range: 50-300/800/1.5 Km

Damage: 3D+2

\* May be controlled by the pilot or co-pilot, but with a

fire control of 0D.

**Source:** Rebel Alliance Sourcebook (pages 105/107), The Thrawn Trilogy Sourcebook (pages 205-206), Dark Force Rising Sourcebook (page 113), Arms and Equipment Guide (page 79), The Force Unleashed

Campaign Guide (page 113)

# **TX-130T Fighter Tank**



Craft: Rothana Heavy Engineering TX-130T Saber-

class Fighter Tank **Type:** Assault tank **Scale:** Speeder **Length:** 8.2 meters

**Skill:** Repulsorlift operation: Saber Tank

Crew: 2, gunners: 1
Passengers: 5

Cargo Capacity: 100 kilograms

**Cover:** Full to pilot and co-pilot, 1/2 to gunner **Altitude Range:** Ground level-2 meters **Cost:** 42,000 (new), 34,000 (used)

Maneuverability: 2D Move: 70; 193 kmh Body Strength: 5D

Shields: 1D Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front Skill: Vehicle blasters Fire Control: 2D Range: 50-500/1/2 Km

Damage: 6D **Laser Turret** Fire Arc: Turret Crew: 1

Skill: Vehicle blasters Fire Control: 2D Range: 5-50/200/500

Damage: 5D

Concussion Missile Launchers (8 missiles)

Fire Arc: Front Skill: Vehicle blasters Fire Control: 2D Range: 50-500/1/2 Km

Damage: 6D

Source: The Force Unleashed Campaign Guide

(pages 202-203)

# **Starships**

#### A-7 Hunter

Craft: Kuat Drive Yards A-7 Hunter Interceptor

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

Source: The Force Unleashed Campaign Guide (page

**Type:** Interceptor fighter

Scale: Starfighter Length: 7 meters

Skill: Starfighter piloting: A-7 Hunter

Cargo Capacity: 55 kilograms

Consumables: 1 day

Cost: 80.000 (new), 45.000 (used)

Maneuverability: 2D+1

Space: 10

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

Hull: 2D **Sensors:** Passive: 25/0D Scan: 45/1D Search: 65/2D Focus: 4/3D 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 Prototype**

**Craft:** Sienar Fleet Systems Prototype TIE

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

Source: The Force Unleashed Campaign Guide

(pages 204-205)

**Type:** Space superiority fighter

**Scale:** Starfighter Length: 6.5 meters Skill: Starfighter piloting: TIE

Crew: 1

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

Cargo Capacity: 65 kilograms Consumables: 2 weeks

Cost: 130,000 (new), 75,000 (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes (limited to 2 jumps)

**Maneuverability: 2D** 

Space: 10

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

Hull: 2D Shields: +2**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

2 Concussion Missile Launchers (1 missile each)

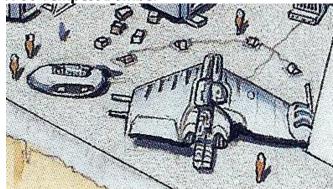
Fire Arc: Front

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

Atmosphere Range: 30-100/300/700

Damage: 8D

H-60 Tempest Bomber



Craft: Slayn & Korpil H-60 Tempest Bomber

Affiliation: Old Republic / General

Era: Old Republic

Source: The Force Unleashed Campaign Guide (page

114)

**Type:** Medium bomber Scale: Starfighter Length: 18 meters

Skill: Starfighter piloting: Tempest Bomber

Crew: 3, gunners: 1 Passengers: None

Cargo Capacity: 110 kilograms

Consumables: 2 weeks

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

Maneuverability: 1D

Space: 6

**Hull:** 5D+1

Atmosphere: 330; 950 kmh

Shields: 1D+2 Sensors: Passive: 20/1D Scan: 40/1D+2 Search: 70/2D+1 Focus: 3/3D

4 Laser Cannons (fire-linked)

Fire Arc: Front

Weapons:

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

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

Damage: 5D

**2 Concussion Missile Launchers** (10 missiles each)

Fire Arc: Front Crew: 1

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

Atmospheric Range: 50-100/300/700

Damage: 9D

#### M3-A Scyk



Craft: MandalMotors M3-A Scyk Light Hutt Fighter

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

Source: The Force Unleashed Campaign Guide

(pages114-115) **Type:** Light fighter **Scale:** Starfighter **Length:** 10 meters

**Skill:** Starfighter piloting: M3-A Scyk

Crew: 1

Crew Skill: Varies widely Consumables: 2 weeks Cargo Capacity: 110 kilograms Hyperdrive Multiplier: x2 Nav Computer: No

Maneuverability: 2D+2

Atmosphere: 330; 950 kmh

Hull: 3D Shields: 1D

Space: 6

**Sensors:** 

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

#### **NovaSword Fighter**



Craft: Subpro NovaSword Space Superiority Fighter

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

Source: The Force Unleashed Campaign Guide (page

115)

**Type:** Multipurpose starfighter

**Scale:** Starfighter **Length:** 12 meters

Skill: Starfighter piloting: NovaSword

Crew: 1

Passengers: 1 (can coordinate)
Cargo Capacity: 110 kilograms

Consumables: 4 weeks

Cost: 145,000 (new), 65,000 (used)

Maneuverability: 3D

Space: 7

Hull: 3D+2

**Atmosphere:** 350; 1,000 kmh

Shields: 1D Sensors: Passive: 15/1D Scan: 25/1D+2 Search: 40/2D+1 Focus: 2/3D Weapons:

2 Laser Cannons (fire linked)

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

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Concussion Missile Launcher (3 missiles)

Fire Arc: Front Skill: Missile weapons Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 8D

#### R-41 Starchaser



**Craft:** FreiTek Inc. R-41 Starchaser **Affiliation:** General / Rebel Alliance

**Era:** Rise of the Empire

Source: The Force Unleashed Campaign Guide

(pages 115-116)

Type: Space superiority fighter

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

Skill: Starfighter piloting: R-41

Crew: 1 (plus 1 gunner in R-42 model)

Crew Skill: Starfighter piloting 3D+2, starship gunnery

3D+2, starship shields 3D+1 **Cargo Capacity:** 110 kilograms **Consumables:** 2 weeks

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

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

Space: 8

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

Hull: 3D+1 Shields: 1D+1 Sensors: Passive: 20/0D Scan: 35/1D

Search: 40/2D Focus: 2/3D Weapons:

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: 5D

2 Ion Cannons (fire linked)

Fire Arc: Front

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

Atmosphere Range: 100-300/700/3.6 km

Damage: 3D

Concussion Missile Launcher (3 missiles)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D+2 Space Range: 1/5/9

Atmosphere Range: 50-100/500/900

Damage: 8D

#### Toscan 8-Q



Craft: Shobquix Yards Toscan 8-Q Starfighter

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

**Source:** Pirates & Privateers (page 53), Alliance Intelligence Reports (page 50), The Force Unleashed

Campaign Guide (page 116) **Type:** Multi-purpose starfighter

Scale: Starfighter Length: 10.2 meters

Skill: Starfighter piloting: Toscan 8-Q

Crew: 1

Crew Skill: Starfighter piloting 3D+2, starship gunnery

3D+2

Cargo Capacity: 75 kilograms

Consumables: 1 day

Cost: 180,000 (new), 35,000 (used)

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

Space: 5

Atmosphere: 295; 850 kmh

Hull: 2D Sensors: Passive: 15/0D Scan: 25/+1 Search: 50/1D+2 Focus: 2/2D Weapons:

2 Laser Cannons

Fire Arc: Front

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

Atmosphere Range: 50-100/300/700

Damage: 5D

#### Zebra



Craft: Hyrotii Vehicle Works Zebra Starfighter

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

Source: Planets Collection (page 62), The Force

Unleashed Campaign Guide (pages 117-118)

**Type:** Light short range starfighter

**Scale:** Starfighter **Length:** 12.3 meters

Skill: Starfighter piloting: Zebra

Crew:

**Crew Skill:** Starfighter piloting 3D+2, starship gunnery

3D

Cargo Capacity: 65 kilograms

Consumables: 1 day

Cost: 65,000 (new), 32,000 (used)

Maneuverability: 2D

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 2D Sensors: Passive: 15/0D Scan: 25/1D+1 Search: 45/2D Focus: 3/2D+2 Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D Space Range: 1-5/10/17

Space Karige. 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 5D

#### **Hwk-290 Transport**



Craft: Corellian Engineering Corporation Hawk-series

290 Transport **Affiliation:** General **Era:** Old Republic

Source: The Force Unleashed Campaign Guide (page

118)

Type: Transport Scale: Starfighter Length: 29 meters

Skill: Space transports: Hwk-290

Crew: 2

Passengers: 6

Cargo Capacity: 150 metric tons

Consumables: 6 months

Cost: 135,000 (new), 55,000 (used)

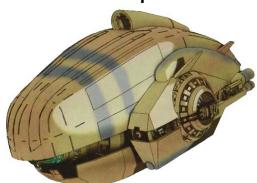
Hyperdrive Multiplier: x2 Nav Computer: Yes Maneuverability: 2D+2

Space: 4

Atmosphere: 280; 800 kmh

Hull: 5D Sensors: Passive: 30/1D Scan: 50/1D+2 Search: 70/2D+1 Focus: 3/3D

# Maka-Eekai L4000 Transport



Craft: Gallofree Yards Maka-Eekai L4000 Transport

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

Source: The Force Unleashed Campaign Guide (page

120)

**Type:** Medium transport **Scale:** Starfighter **Length:** 60 meters

**Skill:** Space transports: Maka-Eekai L4000 **Crew:** 4, gunners: 2, skeleton: 2/+10 **Cargo Capacity:** 410 metric tons

Consumables: 6 months

Cost: 180,000 (new), 85,000 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes

Space: 4

**Hull:** 6D+2

Atmosphere: 280; 800 kmh

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

#### 2 Double Laser Cannons

Fire Arc: Turret

Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D

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

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

#### Sentinel Landing Craft



Craft: Sienar Fleet Systems Sentinel-class troop carrier

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

**Source:** Star Wars Trilogy Sourcebook SE (pages 133-134), The Force Unleashed Campaign Guide (pages

206-207)

Type: Heavily armed landing craft

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

Skill: Space transports: Sentinel-class shuttle

**Crew:** 2; 2 can coordinate, gunners: 3, skeleton: 1/+10 **Crew Skill:** Space transports 5D, starship gunnery 5D,

starship shields 4D **Passengers:** 54 (troops)

Cargo Capacity: 180 metric tons

Consumables: 1 month Cost: 240,000 credits Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 2D+2

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 4D+2 Shields: 3D+2 Sensors: Passive: 20/0D Scan: 40/1D Search: 80/2D Focus: 4/2D+2

**8 Laser Cannons** (retractable, fire-linked)

Fire Arc: Front Crew: 1

Weapons:

Skill: Starship gunnery Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

2 Concussion Missile Tubes (fire-linked)

Fire Arc: Front Skill: Missile weapons Fire Control: 3D Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 9D

2 Repeating Blaster Cannons (retractable)

Fire Arc: Turret Scale: Speeder

Crew: 1

Skill: Vehicle blasters
Fire Control: 4D

Atmosphere Range: 1-50/100/250

Damage: 3D+2

Ion Cannon (retractable)

Fire Arc: Turret Crew: 1

Skill: Starship gunnery Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

# **Guardian Light Cruiser**



Craft: Sienar Fleet Systems Guardian-class light

cruiser

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

**Source:** Core Rulebook (page 256), Pirates & Privateers (page 84), The Far Orbit Project (pages 77-78), The Force Unleashed Campaign Guide (page 205)

Type: Inter-system customs vessel

**Scale:** Starfighter **Length:** 42 meters

**Skill:** Space transports: Guardian cruiser

Crew: 16 (3 can coordinate), gunners: 4, skeleton:

8/+10

Crew Skill: Space transports 5D, starship gunnery

5D+2, starship shields 5D+1 **Passengers:** 6 (prisoners in brig) **Cargo Capacity:** 200 metric tons

Consumables: 3 months

Cost: Not available for sale (estimated 800,000)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 9

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

Hull: 5D Shields: 2D Sensors: Passive: 30/1D

Scan: 60/2D Search: 90/4D Focus: 4/4D+1 Weapons:

**4 Laser Cannons** 

Fire Arc: 2 front, 2 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

# **Rogue Shadow**



Craft: Sienar Fleet System Prototype Stealth Transport

**Affiliation:** Starkiller (Dark Side apprentice)

Era: Rise of the Empire

Source: The Force Unleashed Campaign Guide

(pages 205-206) **Type:** Stealth transport **Scale:** Starfighter **Length:** 26 meters

**Skill:** Space transports: Rogue Shadow

Crew: 1 Passengers: 8

Cargo Capacity: 15 metric tons

**Consumables:** 1 year **Cost:** Not available for sale **Hyperdrive Multiplier:** x0.5

Nav Computer: Yes Maneuverability: 3D

**Space:** 13

**Atmosphere:** 470; 1,350 kmh

Hull: 3D+2
Shields: 3D
Sensors:

Passive: 35/2D+1 Scan: 50/3D+1 Search: 80/4D+1 Focus: 6/5D

Weapons:

**Twin Laser Cannons** 

Fire Arc: Front

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

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 7D

**Note:** The *Rogue Shadow* is equipped with a stygium crystal cloaking device. This device bestows a 3D+2 penalty to any *sensors* rolls made to detect it. This penalty also reduces bonuses granted by Fire Control systems to a minimum of 0D.

#### **Escort Carrier**



Craft: Kuat Drive Yards' Escort Carrier

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

**Source:** Imperial Sourcebook (pages 54-55), Starships of the Galaxy (page 96), The Force Unleashed

Campaign Guide (page 207)

Type: Heavy Starfighter/shuttle carrier

**Scale:** Capital **Length:** 500 meters

**Skill:** Capital ship piloting: KDY Escort Carrier **Crew:** 3,485, gunners: 20, skeleton: 1,500/+10

**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 3D+2,

sensors 3D+2

**Passengers:** 800 (troops) **Cargo Capacity:** 500 metric tons

Consumables: 9 months

Cost: Not available for sale (estimated 3,500,000)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 4 Hull: 7D+1 Shields: 2D Sensors: Passive: 30/0D Scan: 50/1D Search: 100/2D Focus: 4/3D Weapons:

10 Twin Laser Cannons

Fire Arc: 2 front, 3 left, 3 right, 2 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

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

Atmosphere Range: 2-6/25/50 km

Damage: 3D

**Starfighter Complement:** 4 TIE/In squadrons, 1 TIE Interceptor squadron, 1 TIE Bomber squadron, 6

shuttles

#### **Neutron Star Bulk Cruiser**

Craft: Rendili StarDrive's Neutron Star Bulk Cruiser

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

**Source:** Rebel Alliance Sourcebook (pages 59-60), The Force Unleashed Campaign Guide (page 121)

**Type:** Modified bulk cruiser

Scale: Capital Length: 600 meters



**Skill:** Capital ship piloting: bulk cruiser **Crew:** 1,993, gunners: 57, skeleton: 840/+10

**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 4D,

sensors 3D+2

Passengers: 200 (troops)

Cargo Capacity: 5,000 metric tons

Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 4 Hull: 5D Shields: 2D Sensors: Passive: 40/1D Scan: 80/2D Search: 125/3D Focus: 5/3D+2

Weapons:

#### **30 Quad Laser Cannons**

Fire Arc: 10 front, 10 left, 10 right

Crew: 1 (15), 2 (10), 3 (5)

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D

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

Atmosphere Range: 100-500/1/1.7 km

Damage: 4D

#### **2 Tractor Beam Projectors**

Fire Arc: Front Crew: 1 (1), 6 (1)

Skill: Capital ship gunnery

Fire Control: 2D

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

Damage: 4D

Starfighter Complement: 3 squadrons

#### **Tartan Patrol Cruiser**

Craft: Damorian Manufacturing Corporation Tartan-

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

Source: The Force Unleashed Campaign Guide (page

209)

Type: Anti-starfighter patrol cruiser

Scale: Capital Length: 200 meters Skill: Capital ship piloting Crew: 70, gunners: 40 Passengers: 50 (troops) Cargo Capacity: 1,000 metric tons

Consumables: 1 year

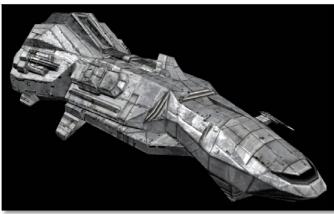
Cost: Not available for sale (estimated 4,200,000)

**Maneuverability:** 1D+2

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 3D Shields: 2D



#### **Sensors:**

Passive: 40/1D Scan: 80/1D+1 Search: 120/2D Focus: 5/3D Weapons:

**20 Laser Cannons** 

Fire Arc: 10 left, 10 right

Crew: 2

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

Atmosphere Range: 2-6/24/50 km

Damage: 6D

#### **Broadside Missile Cruiser**



Craft: Kuat Drive Yards' Broadside-class Missile

Cruiser

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

Source: The Force Unleashed Campaign Guide (page

209)

Type: Heavy Long range missile assault cruiser

Scale: Capital Length: 500 meters

**Skill:** Capital ship piloting: Broadside Cruiser **Crew:** 860, gunners: 210, skeleton: 530/+10

**Passengers:** 1,200 (troops) **Cargo Capacity:** 4,000 metric tons

Consumables: 2 years Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x8 Nav Computer: Yes

Space: 4

Atmosphere: 280; 800 kmh

Maneuverability: 0D

Hull: 4D+1 Shields: 2D+1 Sensors: Passive: 30/1D Scan: 50/2D Search: 140/2D+1 Focus: 4/3D

#### **40** Concussion Missile Launchers

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

Crew: 5

Weapons:

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 8D **2 Turbolasers**Fire Arc: 1 left, 1 right

Crew: 5

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

#### **Gladiator Star Destroyer**



Craft: Kuat Drive Yards' Gladiator-class Star Destroyer

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

Source: The Force Unleashed Campaign Guide

(pages 208-209)

**Type:** Long-range patrol ship

Scale: Capital
Length: 500 meters

**Skill:** Capital ship piloting: Gladiator Star Destroyer **Crew:** 1,255, gunners: 152, skeleton 420/+15

Passengers: 1,200 (troops)
Cargo Capacity: 6,000 metric tons

Consumables: 2 years

Cost: Not available for sale (black market value

34,000,000)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 5D Shields: 2D+1 Sensors: Passive 30/1D Scan 60/2D Search 130/2D+2 Focus 4/3D+1 Weapons:

#### 10 Quad Turbolaser Batteries

Fire Arc: 5 left, 5 right

Crew: 5

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

# **8 Laser Cannon Batteries**

Fire Arc: 2 front, 3 left, 3 right

Crew: 5

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

Atmosphere Range: 2-6/24/50 km

Damage: 4D

# **10** Concussion Missile Launchers

Fire Arc: 2 front, 3 left, 3 right, 2 back

Crew: 5

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 8D

#### **6 Tractor Beam Projectors**

Fire Arc: 4 front, 1 left, 1 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

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

Atmosphere Range: 2-10/30/60 km

Damage: 4D

**Starfighter Complement:** 2 squadrons

#### **Victory Star Destroyer**

**Craft:** Rendili Star Drive's Victory I **Affiliation:** Empire / General **Era:** Rise of the Empire

**Source:** Imperial Sourcebook (pages 59-60), The Star Wars Sourcebook (pages 32-34), Han Solo and the Corporate Sector Sourcebook (pages 91-92), Dark Force Rising Sourcebook (pages 141-142), The Thrawn Trilogy Sourcebook (page 223), Starships of the Galaxy (page 103), The Force Unleashed

Campaign Guide (pages 210-211)

**Type:** Victory-class Star Destroyer

**Scale:** Capital **Length:** 900 meters

**Skill:** Capital ship piloting: Star Destroyer **Crew:** 4,798, gunners: 402, skeleton 1,785/+15

**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D,

sensors 3D+2

**Passengers:** 2,040 (troops) **Cargo Capacity:** 8,100 metric tons

Consumables: 4 years Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 4D Shields: 3D+1 Sensors: Passive 40/1D Scan 70/2D Search 150/3D Focus 4/3D+2 Weapons:

# 10 Quad Turbolaser Batteries

Fire Arc: 5 left, 5 right

Crew: 5

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

# **40 Double Turbolaser Batteries**

Fire Arc: 10 front, 15 left, 15 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D

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

Atmosphere Range: 6-30/70/150 km

Damage: 2D+2

#### **80 Concussion Missile Launchers**

Fire Arc: 20 front, 20 left, 20 right, 20 back

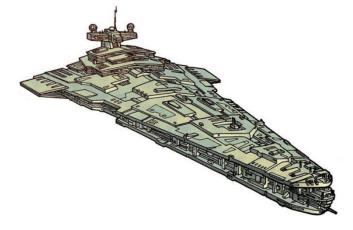
Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km



Damage: 9D

#### **10 Tractor Beam Projectors**

Fire Arc: 6 front, 2 left, 2 right Crew: 2 (2), 4 (2), 10 (6) Skill: Capital ship gunnery

Fire Control: 4D Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

**Starfighter Complement:** 2 squadrons

#### **Venator Star Destroyer**



Craft: Kuat Drive Yards Venator-class Star Destroyer

**Affiliation:** Old Republic / Empire

Era: Rise of the Empire

**Source:** Wizards Website, Starships of the Galaxy – Saga Ed. (page 148), The Force Unleashed Campaign

Guide (pages 209-210) **Type:** Star destroyer **Scale:** Capital **Length:** 1,137 meters

**Skill:** Capital ship piloting: Star Destroyer **Crew:** 7.400, gunners: 176, skeleton 3.025/+15

**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D,

sensors 3D+2

Passengers: 2,000 (troops)

Cargo Capacity: 20,000 metric tons

**Consumables:** 2 years

Cost: Not available for sale (valued at 59 millions)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D+1

Space: 6

Atmosphere: 340; 975 kmh

Hull: 5D+1 Shields: 3D+1 Sensors: Passive 40/1D Scan 70/2D Search 150/3D Focus 4/3D+2 Weapons:

#### **8 Heavy Turbolasers**

Fire Arc: 4 front/right, 4 front/left (partial turrets)

Crew: 5

Skill: Capital ship gunnery

Fire Control: 3D

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

Atmosphere Range: 6-30/70/150 km

Damage: 6D+1

#### 2 Medium Dual Turbolasers

Fire Arc: 1 front/left, 1 front/right (partial turrets)

Crew: 3

Skill: Capital ship gunnery

Fire Control: 5D

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

Atmosphere Range: 6-30/70/150 km

Damage: 5D

**52 Point-Defense Laser Cannons** *Fire Arc:* 24 front, 12 left, 12 right, 4 rear

Crew: 2

Scale: Starfighter Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/10/20

Atmosphere Range: 400-1/5/10 km

Damage: 4D

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

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

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

Atmosphere Range: 2-10/30/60 km

Damage: 5D

4 Proton Torpedo Tubes (16 torpedoes each)

Fire Arc: Front Crew: 2

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

**Carried Craft:** 192 V-wings or V-19 Torrent, 192 Eta-2 *Actis* Interceptors, 36 ARC-170s, 40 LAAT/I gunships, and 24 heavy walkers of various makes, various

support craft.

# Weapons

# Felucian Skullblade



Model: Felucian Shaman Skullblade

Type: Force-imbued blade

**Scale:** Character **Skill:** Melee combat

Cost: 1,500 Availability: 4 Difficulty: Moderate Damage: STR+2D+2

Game Notes: Blades that are imbued with Force

energy are able to block lightsaber strikes.

Source: The Force Unleashed Campaign Guide (page

96)

# **Guard Shoto Lightsaber**

Model: Lightsaber Tonfa

Type: Melee weapon

Scale: Character Skill: Lightsaber Cost: 7,000 Availability: 4, X Difficulty: Moderate

Damage: 4D

Game **Notes:** character with the appropriate skill specialization gains a +5 bonus to all parry rolls made when wielding the shoto by its secondary handle. However, attacks also suffer a -3 penalty unless the shoto is wielded by the primary handle. an attacking



character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's *parry* total), the character has injured himself with the lightsaber.

**Source:** The Force Unleashed Campaign Guide (page

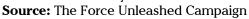
96)

# **Lightsaber Pike**

Model: Shadow Guard Lightsaber Pike

Type: Melee weapon Scale: Character Cost: 4,000 Availability: 4, X Difficulty: Difficult Damage: 5D

**Game Notes:** Lightsaber pikes increase the reach of the wielder by 2 meters but incur a -2 penalty on lightsaber parries and blocks. If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's *parry* total), the character has injured himself with the lightsaber.





Power Hammer
Type: Gravity generator hammer
Scale: Character

Skill: Melee combat: power hammer
Cost: 1,500
Availability: 2, R
Difficulty: Difficult

**Game Notes:** Character must make a Moderate *Strength* roll after each attack or he's unable to

perform his next action.

Damage: STR+3D+2

Source: The Force Unleashed Campaign Guide (page

mm

97)

# Ryyk Blade

**Model:** Ryyk Blade **Type:** Melee

weapon

Scale: Character
Cost: 250-500
Availability: 3, R
Difficulty: Easy
Damage: STR+2D
(maximum: 8D)
Game Notes: Ryyk
blades are the
traditional hand
weapons of
Wookiees.

Wookiees. **Source:** Arms and Equipment Guide

(page 29), The Force Unleashed Campaign Guide (pages 96-97)

#### **Double Vibroblade**



**Model:** Feeorin Double Vibroblade

Type: Double vibroblade

Scale: Character

Skill: Melee combat: double vibroblade

Cost: 750 Availability: 3, R Difficulty: Difficult

Damage: STR+3D (max: 7D)

**Game Notes:** Characters with the *double vibroblade* specialization gain a +5 bonus to *melee parry* rolls. **Source:** Ultimate Alien Anthology (page 59), The

Force Unleashed Campaign Guide (page 98)

#### **Vibrosword**

Model: Standard vibrosword

**Type:** Melee weapon **Scale:** Character

Skill: Melee combat: vibrosword

Cost: 450 Availability: 2, F



**Difficulty:** Moderate

**Damage:** STR+3D+1 (maximum: 7D)

Game Notes: The vibrosword must be wielded two-

handed.

Source: The Force Unleashed Campaign Guide (page

98)

# **Neuronic Whip**

Model: TholCorp Neuronic

Whip

Scale: Character

Skill: Melee combat: neuronic

whip **Cost:** 700

**Availability:** 4, X **Difficulty:** Moderate

Damage: STR+1D or 5D (stun

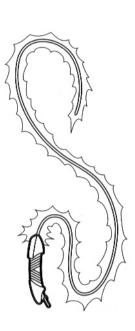
or normal, two settings)

Game Notes: Power pack lasts

for three hours.

**Source:** Alliance Intelligence Reports (page 56), Gundark's Fantastic Technology (pages 10-11), Arms and Equipment Guide (pages 31-32), The Force Unleashed Campaign Guide

(page 200)



# **Bryar Pistol**



**Type:** Sawed blaster rifle

Scale: Character

**Skill:** Blaster: blaster pistol

Ammo: 100 Cost: 1,000-1,350 Availability: 3, R Range: 3-30/70/140 Damage: 3D

**Game Notes:** The Bryar pistol can be primed for a built-up shot. The character must keep the blaster primed for at least one full round before firing a built-up shot that deals 4D damage. Keeping the blaster primed for several rounds does not increase the damage, but if the weapon is not fired in 8 rounds, it overloads. Once the blaster is primed, it must be fired

to release the built-up energy. A built-up blast

consumes 5 shots.

Source: The Force Unleashed Campaign Guide (page

98), Wizards Website

**Bryar Rifle** 

Model: Bryar Blaster Rifle

**Type:** Blaster rifle **Scale:** Character

Skill: Blaster: blaster rifle

**Ammo:** 100 **Cost:** 1,000 **Availability:** 3, R **Range:** 2-20/80/280 **Damage:** 4D+2

**Game Notes:** The Bryar rifle can be primed for a built-up shot. The character must keep the blaster primed for at least one full round before firing a built-up shot that deals 5D+2 damage. Keeping the blaster primed for several rounds does not increase the damage, but if the weapon is not fired in 8 rounds, it overloads. Once the blaster is primed, it must be fired to release the built-up energy. A built-up blast consumes 5 shots. **Source:** The Force Unleashed Campaign Guide (page

98), Wizards Website

# **Tenloss DX-2 Disruptor Pistol**

Model: Tenloss DX-2 Disruptor Pistol

**Type:** Disruptor pistol **Scale:** Character

Skill: Blaster:

disruptor **Ammo:** 10

Ammo: 10 Cost: 2,250 – 3,000 Availability: 3, X Fire Rate: 1/2 Range: 0-3/5/7

**Damage:** 4D+2 **Source:** Arms and Equipment Guide (page 21), The

Force Unleashed Campaign Guide (page 99)

# **Tenloss DXR-6 Disruptor Rifle**

Model: Tenloss DXR-6 Disruptor Rifle

**Type:** Disruptor rifle **Scale:** Character **Skill:** Blaster: disruptor

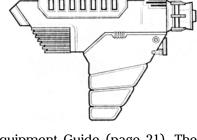
Ammo: 15 Cost: 3,500 Availability: 3, X Fire Rate: 1/2 Range: 1-5/10/20

Damage: 5D+2

**Source:** Arms and Equipment Guide (pages 21), The

Force Unleashed Campaign Guide

(page 99)



#### **Incinerator Rifle**

Type: Incinerator blaster

Scale: Character

Skill: Blaster: incinerator rifle

Ammo: 20 Cost: 3,500 Availability: 3, R Range: 3-30/80/200

Damage: 4D

**Game Notes:** A creature or character killed by an incinerator rifle (or a droid, object or vehicle destroyed by one), is automatically disintegrated, leaving no trace behind.

Source: The Force Unleashed Campaign Guide (page

99)

#### **CR-1 Blast Cannon**



Model: Golan Arms CR-1 Blast Cannon

Type: Heavy blaster cannon

Scale: Character

Skill: Blaster: blast cannon

Ammo: 20 Cost: 2,000 Availability: 3, X Fire Rate: 1 Range: 3-20/60/80

Damage: 7D (point-blank) or 5D on a 2-meter radius

(other ranges)

Source: The Force Unleashed Campaign Guide (page

198), Saga Edition Core Rulebook (page 124)

#### Stokhli Spray Stick



**Model:** Stokhli Spray Stick **Type:** Non-lethal restraint

Scale: Character

Skill: Blaster: Stokhli spray stick

Ammo: 10 charges (1 charge can generate up to 500

meters of spraynet)

**Cost:** 14,000 **Availability:** R **Range:** 50/100/200

Damage: 6D stun damage.

**Game Notes:** Entangled characters must make opposed *Strength* roll to break free (6D *Strength*).

**Source:** Gundark's Fantastic Technology (page 73), Heir to the Empire Sourcebook (pages 110-112), The Thrawn Trilogy Sourcebook (pages 194-195), The Force Unleashed Campaign Guide (page 100)

#### **Rail Detonator Gun**



**Model:** Jumptrooper Rail Gun **Type:** Explosive charge gun

**Scale:** Character **Skill:** Rail gun **Ammo:** 10

Cost: 1,900 (50 per ammo magazine)

**Availability:** 3, X **Range:** 3-25/100/250 **Blast Radius:** 2 meters

Damage: 5D

Source: The Force Unleashed Campaign Guide (page

200)

#### E-Web Missile Launcher

Model: Merr-Sonn E-Web Missile Launcher

**Type:** Tripod missile launcher

Scale: Character

Skill: Missile weapons: E-Web

Ammo: 1

**Cost:** 9,500 (75 per missile)

**Availability:** 2, X **Fire Rate:** 1

**Range:** 25-100/300/700 **Blast Radius:** 2/3/4 **Damage:** 8D/7D/6D

Game Notes: The launcher must be reloaded after

each shot.

Source: The Force Unleashed Campaign Guide (page

198)

# Flechette Launcher

Model: Golan Arms FC1 Flechette Launcher

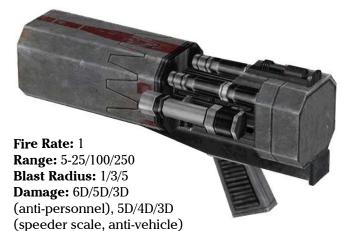
**Type:** Flechette launcher

**Scale:** Character **Skill:** Missile weapons **Ammo:** 6 shots per canister

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

vehicle canister)

**Availability:** 2, F, R or X



**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 100)

(page 199)

#### Mine

Model: Standard anti-vehicle mine

**Type:** Explosive **Scale:** Speeder **Skill:** Demolitions

Cost: 750

Availability: 2, X

**Blast Radius:** 0-2/4/6/10 **Damage:** 5D/4D/3D/2D

Source: Rulebook (page 234), The Force Unleashed

Campaign Guide (page 100)

#### Flechette Mine

Type: Shrapnel mine Scale: Character Skill: Demolition Cost: 1,200 Availability: 2, X Blast Radius: 2/3/4 Damage: 8D/7D/6D

Source: The Force Unleashed Campaign Guide (page

100)

#### Landmine

**Type:** Pressure mine **Scale:** Character **Skill:** Demolition **Cost:** 500

**Availability:** 2, X **Blast Radius:** 1/2/3 **Damage:** 8D/7D/6D

**Source:** The Force Unleashed Campaign Guide (page

100)

# **Laser Trip Mine**

**Model:** Merr-Sonn Laser Trip Mine

**Type:** Mine **Scale:** Character

Skill: Demolitions: laser trip mine

Cost: 700 Availability: 2, X Blast Radius: 1/3/5



**Damage:** 6D/5D/4D

Game Notes: Emits a thin laser beam that, when

disrupted, activates the mine.

Source: The Force Unleashed Campaign Guide (page

101)

# **Proximity Mine**



Model: Conner Ship Systems HX2 Antipersonnel Mine

**Type:** Proximity mine **Scale:** Character **Skill:** Demolitions **Cost:** 750 - 1,500 **Availability:** 2, X

**Blast Radius:** 0-2/4/6/10 **Damage:** 6D/5D/4D/3D

Game Notes: The mine can be carefully emplaced or simply dropped or thrown into place, attaching to any surface with its powerful adhesive disc. If it's emplaced, it arms itself at the end of the following round and will d etonate if it detects a target within 2 meters. If the mine is dropped or thrown, it will not arm itself until it detects no targets within 2 meters. This prevents premature detonations but makes it useless as an improvised grenade.

Source: The Force Unleashed Campaign Guide (page

101), Wizards Website

#### **Manual Trigger**

**Type:** Explosives manual trigger

**Skill:** Demolitions

**Cost:** 100

Availability: 1, R

Game Notes: Detonates primed explosives at a

distance of up to 100 meters.

Source: The Force Unleashed Campaign Guide (page

101)

# **Decoy Glowrod**

Type: Glowrod container

Cost: 100 Availability: 2

**Game Notes:** Hollowed-out handle can store up to 3kg of small equipment, granting a +2D bonus to the

hide check.

Source: The Force Unleashed Campaign Guide (page

101)

#### Holographic Image Disguiser

**Model:** Corellidyne CQ-3.9x **Type:** Holgraphic image disguiser

Cost: 25,000 Availability: 4

**Game Notes:** This small unit can be worn on a belt and projects an holographic image over an existing

real world object or living creature. Its memory capacity can store only a single holographic image and it can operate for 2 minutes before recharging, though it's possible to hook it up to a larger power supply. The holoprojection is almost perfect and even moves as the item or person shrouded moves. It takes a Difficult *search* roll to detect a fake, though sensors, cameras and droids get a +2D bonus to detect it.

**Source:** Arms and Equipment Guide (page 91), Ultimate Adversaries (page 155), The Force Unleashed Campaign Guide (page 101)

#### **Hush-About Jet Pack**



Model: Arakyd Aerodynes Inc. Hush-About AJP-400

**Type:** Personal jet pack **Skill:** Jet pack operation

Cost: 1,800, 150 (power pack recharge), 150 (portable

carrying case) **Availability:** 3, F or R **Weight:** 15 kilograms

**Game Notes:** The Arakyd Hush-About AJP-400 is capable of lifting up to 300 kilograms (total). It moves vertically 200 meters per charge, horizontally up to 500 meters per charge. A fully charged unit has 10 charges and can be run on continuous charge-feed. During normal operation this unit produces very little noise. Any attempt to locate a Hush-About using auditory pickups requires a successful *search* roll at a +10 penalty to the difficulty.

**Source:** Rulebook (page 226), Galladinium's Fantastic Technology (pages 11-12), The Force Unleashed Campaign Guide (pages 101-102)

# **Repulsor Pad**

Type: Repulsor cargo pad

Cost: 200 Availability: 1

**Game Notes:** The pad is 2 square meters wide and can lift heavy objects up to 1 meter above the ground. It can be effortlessly pushed around.

**Source:** The Force Unleashed Campaign Guide (page

102

# **Sound Sponge**

Type: Sound neutralizer

Cost: 3,500 Availability: 2

Game Notes: Muffles all sound in a 10-meter radius,

increasing search difficulties by +10.

Source: The Force Unleashed Campaign Guide (page

102)

# **Force Powers**

#### **Bolt of Corruption**

**Alter Difficulty:** Moderate

Required powers: Bolt of hatred

Warning: Anyone who uses this power gains a Dark

Side Point.

**Effect:** When a character activates this power it sends a bolt of corrupting power towards an opponent. The target may choose to roll his or her dodge skill against the attacker's *alter* roll. However, if the attack hits, the target takes damage equal to that of the attacker's *alter* roll. Further, the target will take half that amount of damage the following round. The second round after the attack hits, the target takes 1/4 the original damage. The attacker continues taking damage for four rounds, each time halving the amount of damage done.

**Source:** The Force Unleashed Campaign Guide (pages 85-86)

#### **Force Blast**

Alter Difficulty: See chart below Required powers: *Telekinesis* Time to use: one round

Warning: A Jedi who uses this gains one Dark Side

Point.

**Effect:** This power allows a Force user to launch a blast of compressed air and debris. The power has a number of applications, both practical and sinister. It allows the Jedi to clear a blocked passageway of debris or other obstacles. However, it has been used by the less scrupulous to hurl a barrage of projectiles at life forms standing in the Force user's path. Any Jedi who uses this on a sentient being gains an immediate Dark Side Point.

The amount of damage done by the blast is determined by the chart below:

Difficulty	Damage
Easy	3D
Moderate	4D
Difficult	5D
Very Difficulty	6D
Heroic	7D

Source: The Force Unleashed Campaign Guide (page

86)

# Repulse

**Alter difficulty:** Opposed *Strength* or *control* roll

**Required powers:** Telekinesis

Warning: A Jedi who uses this power to harm a sentient being gains an immediate Dark Side Point.

**Effect:** A Jedi will choose to use this power when surrounded by opponents in close quarters. He or she may create a temporary bubble with the Force that pushes everyone (and everything) back two meters in every direction. All characters surrounding the Jedi may make an opposed *Strength* or *control* roll. If the opponent succeeds, then the character remains unmoved. If the *Strength* (or *control*) roll should fail, then the character is forcefully pushed two meters. Furthermore, the opposing character is moved an additional meter for every five points higher that the Jedi rolls.

The opposing characters may be slammed into any nearby solid objects, dealing an immediate 3D damage. However, this earns the Jedi an immediate Dark Side Point.

**Source:** The Force Unleashed Campaign Guide (page 87)