STAR WARS

D6 CONVERSION

LEGACY ERA CAMPAIGN GUIDE

STAR WARS

ROLEPLAYING GAME

LEGACY ERA CAMPAIGN GUIDE

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Inspired by

WEST END GAMES
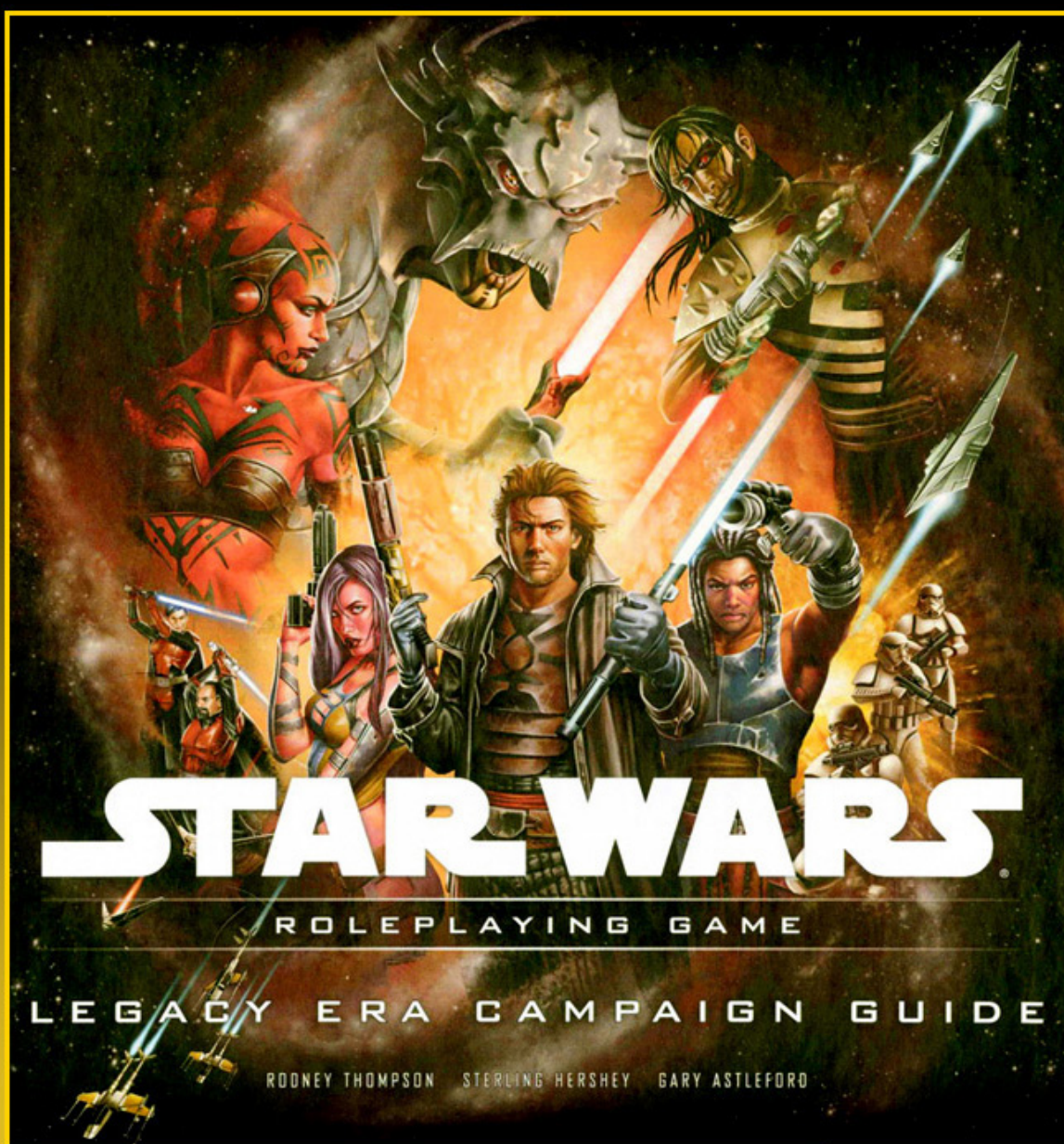
Alien Species

Vahla

Home Planet: Unknown
Attribute dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D+1
MECHANICAL 2D/4D
PERCEPTION 2D+1/4D
STRENGTH 1D+2/3D+2
TECHNICAL 2D+1/4D+1
Special Abilities:
Force Sensitivity: All Vahla are Force sensitive.
Cartilage Skeletons: Because Vahla skeletons are largely cartilage, they receive a +1D to all *acrobatics* rolls.
Story Factors:
Dark Side Stigma: Vahla are innately bound to the Dark Side. When attempting to atone for a Dark Side point, Vahla characters must also spend a Force point in addition to any gamemaster requirements for atonement.
Nomadic: Vahla are a nomadic species, constantly searching for their homeworld.
Move: 10/12
Size: 2 meters tall on average
Source: Legacy Era Campaign Guide (page 59)

Starships - Starfighters

Besh-Type Personal Starfighter

Craft: Slayn & Korpil Besh-type Starfighter
Affiliation: General
Type: Personal security starfighter
Scale: Starfighter
Length: 17 meters
Skill: Starfighter piloting: Besh-Type Starfighter
Crew: 1
Cargo Capacity: 60 kilograms
Consumables: 2 weeks
Cost: 105,000 (new), 65,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 1D+2
Space: 6
Atmosphere: 330; 970 kmh
Hull: 5D+1
Shields: 1D+1
Sensors:
Passive: 30/1D
Scan: 50/2D
Search: 75/3D
Focus: 4/4D+2
Weapons:
3 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
Source: Legacy Era Campaign Guide (pages 82-83)

Phoebos Starfighter
Craft: Ubrikkian *Phoebos*-class Starfighter
Affiliation: General
Type: Recreational starfighter
Scale: Starfighter
Length: 13.1 meters
Skill: Starfighter piloting: Phoebos Starfighter
Crew: 1

Passengers: 1
Cargo Capacity: 80 kilograms
Consumables: 1 week
Cost: 190,000 (new), 100,000 (used)
Hyperdrive Multiplier: x0.5
Nav Computer: No
Maneuverability: 3D+1
Space: 13
Atmosphere: 470; 1,350 kmh
Hull: 3D
Shields: 1D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 75/2D
Focus: 3/4D
Weapons:
2 Double Light Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Games Notes: The *Phoebus*-class fighter is one of the most commonly stolen personal starships in the galaxy. To counter this, it comes with a Holonet-enabled tracking device. However, the tracking data is monitored not only by Ubrikkian Transports, but by the Empire as well.
Source: Legacy Era Campaign Guide (page 84)

R-28 Starfighter
Craft: Incom Corporation R-28 snubfighter
Affiliation: General
Type: Space superiority starfighter
Scale: Starfighter
Length: 12.4 meters
Skill: Starfighter piloting: R-28 Starfighter
Crew: 1 and astromech droid (can coordinate)
Cargo Capacity: 50 kilograms
Consumables: 5 days
Cost: 120,000 (new), 55,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: No (uses astromech droid programmed with 10 jumps)
Maneuverability: 2D+2
Space: 8
Atmosphere: 365; 1,050 kmh

Hull: 5D
Shields: 2D
Sensors:
Passive: 30/0D
Scan: 60/1D
Search: 90/2D
Focus: 4/4D
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
2 Medium Ion Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-3/7/15
Atmosphere Range: 100-300/700/3.6 km
Damage: 6D
Source: Legacy Era Campaign Guide (page 84-85)

X-83 TwinTail

Craft: Incom Corporation X-83 TwinTail Starfighter
Affiliation: New Jedi Order / General
Type: Space superiority starfighter
Scale: Starfighter
Length: 12.5 meters
Skill: Starfighter piloting: TwinTail
Crew: 1 plus astromech
Crew Skill: All appropriate skills at 5D
Cargo Capacity: 70 kilograms
Consumables: 6 days

Cost: 160,000 (new), 75,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 3D+2
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 5D+2
Shields: 2D
Sensors:
Passive: 30/1D
Scan: 80/1D+2
Search: 120/2D+1
Focus: 5/4D
Weapons:
4 Heavy 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: 8D
3 Proton Torpedo Launchers (4 torpedoes each)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 10D
Source: Starships of the Galaxy - Saga Ed. (page 151), Legacy Era Campaign Guide (pages 85-86)

A519 Invader

Craft: Kuat Drive Yards A519 Invader
Affiliation: General
Type: Close support starfighter
Scale: Starfighter
Length: 9.6 meters
Skill: Starfighter piloting: A519 Invader
Crew: 1
Cargo Capacity: 75 kilograms
Consumables: 6 days
Cost: 125,000 (new), 70,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Yes, limited to 2 jumps
Maneuverability: 1D+2
Space: 12

Atmosphere: 500; 1,450 kmh
Hull: 2D+2
Shields: 1D+1
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 75/2D
Focus: 3/4D
Weapons:
2 Twin 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*
Game Note: The twin lasers can be set to Burst Fire mode, in which case they do 7D damage, but are limited to Short range.
Source: Legacy Era Campaign Guide (page 218)

Transports

Gladius Light Freighter

Craft: Kuat Drive Yard *Gladius*-class Light Freighter
Affiliation: General
Type: Light freighter/patrol/scout vessel
Scale: Starfighter
Length: 25 meters
Skill: Space transports: Gladius Freighter
Crew: 1
Passengers: 2
Cargo Capacity: 50 metric tons
Consumables: 2 months
Cost: 190,000 (new), 105,000 (used)
Hyperdrive Multiplier: x1
**Nav Computer:** Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D+2
Shields: 2D

Sensors:
Passive: 20/1D
Scan: 35/2D
Search: 55/3D
Focus: 4/4D
Weapons:
Advanced Heavy Quad Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 7D+2
Source: Legacy Era Campaign Guide (pages 86-87)

GPE-7300 Space Transport
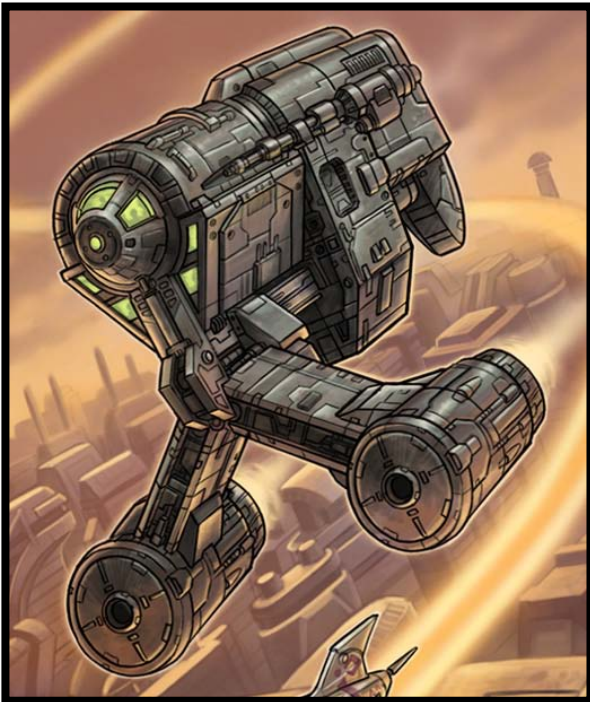
Craft: Galactic Power Engineering 7300-model Space Transport
Affiliation: General
Type: Private transport
Scale: Starfighter
Length: 27 meters
Skill: Space transports: GPE-7300
Crew: 1
Passengers: 4
Cargo Capacity: 45 metric tons
Consumables: 1 month
Cost: 165,000 (new), 90,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 1D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 5D+1
Shields: 1D+1
Sensors:
Passive: 15/1D
Scan: 30/2D
Search: 50/2D+2
Focus: 4/3D+2

Weapons:
2 Heavy 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: 6D
Source: Legacy Era Campaign Guide (page 87)

Helot Medium Space Transport
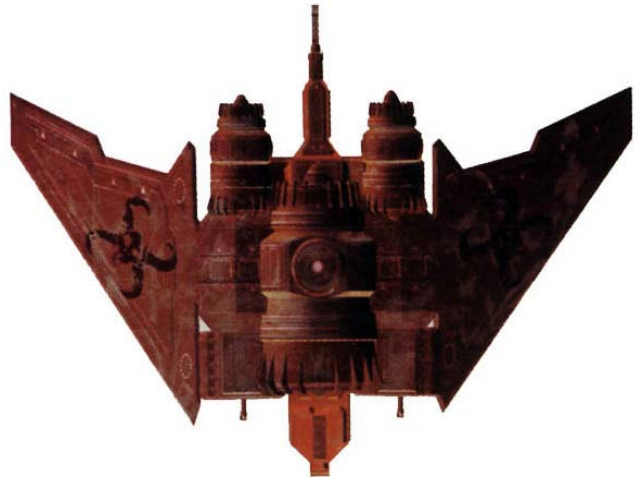
Craft: Sienar /Cygnus Design Cooperate *Helot*-class Medium Transport
Affiliation: General
Type: Efficiency cargo freighter
Scale: Starfighter
Length: 22 meters
Skill: Space transports: Helot Transport
Crew: 2, skeleton: 1/+5
Passengers: 6
Cargo Capacity: 100 metric tons
Consumables: 3 months
Cost: 105,000 (new), 45,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: +2
Space: 5
Atmosphere: 295; 850 kmh
Hull: 6D
Sensors:
Passive: 15/0D
Scan: 30/1D
Search: 50/3D
Focus: 2/4D
Weapons:
2 Medium Laser Cannons (fire-linked)
Fire Arc: Turret
Crew: Co-pilot
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 5D
Source: Legacy Era Campaign Guide (pages 88)

Mynock

Craft: Modified Sienar /Cygnus Design Cooperate *Helot*-class Medium Transport
Type: Modified cargo freighter
Affiliation: Cade Skywalker (pirate)
Scale: Starfighter
Length: 22 meters
Skill: Space transports: Helot Transport
Crew: 3, gunners: 1, skeleton: 1/+5
Passengers: 6
Cargo Capacity: 100 tons
Consumables: 3 months
Cost: Not available for sale
Hyperdrive Multiplier: x.5
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: +2
Space: 5
Atmosphere: 295; 850 kmh
Hull: 6D+2
Shields: 3D+1
Sensors:
Passive: 15/0D
Scan: 30/1D
Search: 50/3D
Focus: 2/4D
Weapons:
2 Medium Laser 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: 5D
Heavy Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 6D
Quad Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
Source: Legacy Era Campaign Guide (pages 220)

J-1 Shuttle

Craft: Koensayr J-1 Shuttle
Affiliation: Jedi Order / General
Type: Long-range shuttle
Scale: Starfighter
Length: 28 meters
Skill: Space transports: J-1 Shuttle
Crew: 2, skeleton: 1/+10
Passengers: 20
Cargo Capacity: 90 metric tons
Consumables: 2 months
Cost: 220,000 (new), 100,000 (used)

Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D+2
Shields: 1D+1
Sensors:
Passive: 20/1D
Scan: 25/1D+2
Search: 30/2D+1
Focus: 4/2D+2
Weapons:
2 Double Laser Cannons
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 2D+2
Carried Craft: One X-83 TwinTail starfighter.
Game Notes: Many models are unarmed.
Source: Legacy Era Campaign Guide (pages 89)

MC-24a Light Shuttle

Craft: Mon Calamari Orbital Shipyards MC-24a
Affiliation: General
Type: Light shuttle
Scale: Starfighter
Length: 20 meters
Skill: Space transports: MC-24a Shuttle
Crew: 2, skeleton: 1/+5
Passengers: 6
Cargo Capacity: 10 metric tons

Consumables: 2 days
Cost: 90,000 (new), 50,000 (used)
Maneuverability: 1D+2
Space: 8
Atmosphere: 365; 1,030 kmh
Hull: 3D+1
Shields: 1D+1*
Sensors:
Passive: 10/0D
*Scan:* 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Light 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: 3D+1
Game Notes: Has 2D in backup shields. When a die of shields is lost, the shield operator can attempt to make an Easy *starship shields* roll. If successful, one of the backup shield dice can be activated to bring the ship back up to full strength. Once all backup dice are exhausted, the shields can withstand the normal amount of damage and then must be completely overhauled.
Source: Legacy Era Campaign Guide (pages 89)

YX-1980 Space Transport
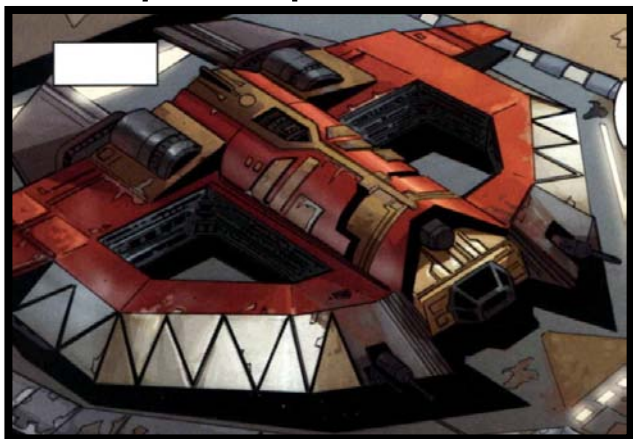
Craft: Corellian Engineering Corporation YX-1980
Affiliation: General
Type: Efficiency cargo freighter
Scale: Starfighter
Length: 38 meters
Skill: Space transports: YX-1980
Crew: 2, skeleton: 1/+5
Passengers: 6
Cargo Capacity: 110 metric tons
Consumables: 2 months
Cost: 150,000 (new), 80,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D+1
Space: 6
Atmosphere: 330; 950 kmh

Hull: 5D
Shields: 2D+2
Sensors:
Passive: 10/0D
Scan: 25/2D
Search: 40/3D
Focus: 2/4D
Weapons:
2 Medium Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 4D
Source: Legacy Era Campaign Guide (pages 91)

Grinning Liar

Craft: Corellian Engineering Corporation YX-1980
Affiliation: Chack and Kee (smugglers)
Type: Modified smuggling freighter
Scale: Starfighter
Length: 38 meters
Skill: Space transports: YX-1980
Crew: 2, skeleton: 1/+5
Passengers: 6
Cargo Capacity: 90 tons
Consumables: 2 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D+1
Space: 6
Atmosphere: 330; 950 kmh
Hull: 6D
Shields: 2D+2
Sensors:
Passive: 10/0D
Scan: 25/2D
Search: 40/3D
Focus: 2/4D
Weapons:
2 Medium Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 6D
Source: Legacy Era Campaign Guide (pages 219)

YZ-2500 Heavy Transport

Craft: Corellian Engineering Corporation YX-1980
Affiliation: General
Type: Bulk cargo freighter
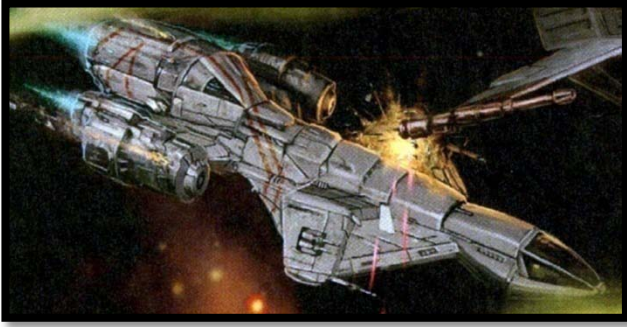**Scale:** Capital
Length: 150 meters
Skill: Space transports: YZ-2500
Crew: 10, gunners: 4, skeleton: 4/+10
Passengers: 16
Cargo Capacity: 60,000 metric tons

Consumables: 2 months
Cost: 1.5 million (new), 590,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 275; 800 kmh
Hull: 2D+1
Shields: 1D+1
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Medium Turbolasers
Fire Arc: Turret
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 Heavy Laser Cannons
Fire Arc: Front
Crew: Pilot or co-pilot
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
Source: Legacy Era Campaign Guide (pages 91)

Nemesis Patrol Ship
Craft: Corellian Engineering Corporation *Nemesis*-class Patrol Ship
Affiliation: General
Type: Light patrol ship
Scale: Starfighter
Length: 34 meters
Skill: Space transports: Nemesis Patrol Ship
Crew: 4, gunners: 4, skeleton: 2/+5
Passengers: 10
Cargo Capacity: 5 metric tons
Consumables: 6 months
Cost: 180,000 (new), 95,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Yes
**Maneuverability:** 1D
Space: 5

Atmosphere: 295; 830 kmh
Hull: 5D
Shields: 2D
Sensors:
Passive: 30/0D
Scan: 60/1D
Search: 90/2D
Focus: 4/4D
Weapons:
4 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*
Game Note: The four laser cannons can be fire-linked to be operated solely by the pilot, doing 6D damage.
Carried Craft: 6 speeder bikes
Source: Legacy Era Campaign Guide (page 218)

Capital

Crimson Axe
Craft: Crimson Axe
Affiliation: Rav (Feeorin pirate)
Type: Pirate raiding ship
Scale: Capital
Length: 300 meters
Skill: Capital ship piloting: Crimson Axe
Crew: 550, gunners: 36
Passengers: 150 (prisoners)
Crew Skill: Astrogation 4D, capital ship gunnery 4D+1,capital ship piloting 4D+2, capital ship shields 3D, sensors 4D+1
Cargo Capacity: 3,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+2
Space: 6
Hull: 2D+2
Shields: 2D
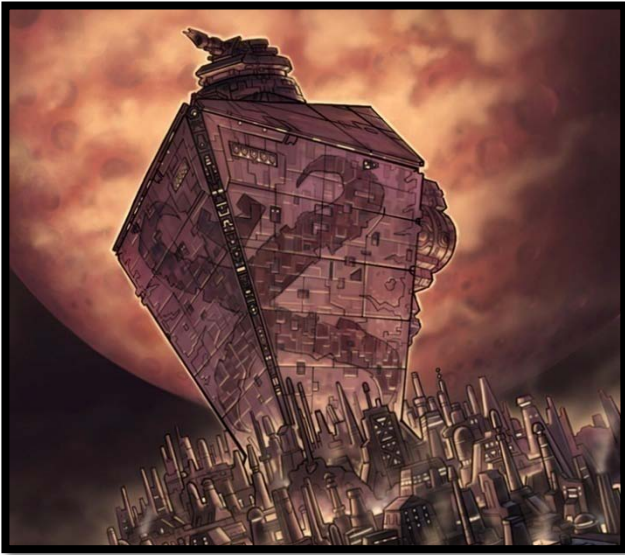
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 90/4D
Focus: 4/4D+1
Weapons:
4 Turbolasers
Fire Arc: 2 front, 1 left, 1 right
Crew: 4
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D
8 Point-Defense Laser Cannons
Fire Arc: 4 front, 2 left, 2 right
Crew: 2
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D+2
4 Tractor Beam Projectors
Fire Arc: 2 front, 1 left, 1 right
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D
Carried Craft: 2 shuttles, 1 freighter, 12 starfighters
Source: Legacy Era Campaign Guide (page 200)

The Wheel
Craft: The Wheel
Affiliation: General
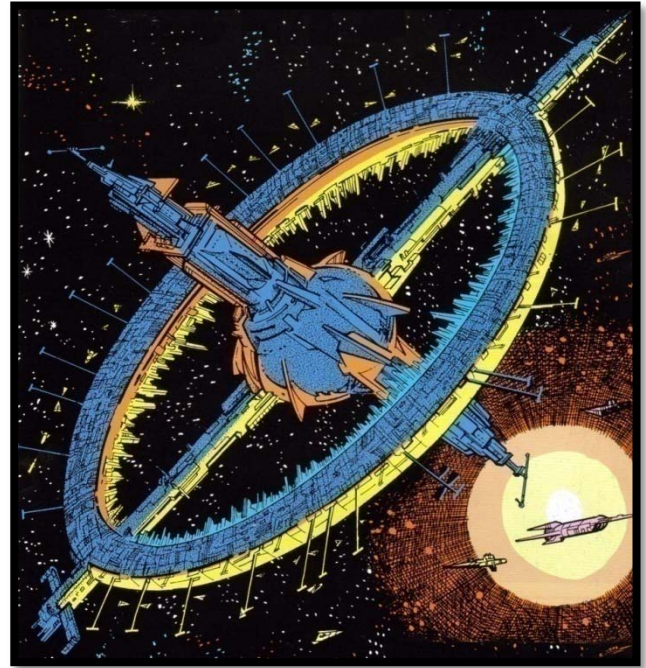**Type:** Space station
Scale: Capital
Length: 4,100 meters
Crew: 10,000, gunners: 334
Crew skill: 4D in all relevant skills
Passengers: 15,000
Cargo Capacity: 150,000 metric tons

Consumables: 5 years
Space: 0
Hull: 9D+2
Shields: 5D
Sensors:
Passive: 20/0D
Scan: 50/1D
Search: 75/2D
Focus: 3/2D+2
Weapons:
40 Turbolasers
Fire Arc: 10 front, 10 left, 10 right, 10 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Damage: 7D+1
32 Point-Defense Laser Cannons
Fire Arc: 8 front, 8 left, 8 right, 8 back
Crew: 2
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Damage: 3D+2
30 Ion Cannons
Fire Arc: 7 front, 8 left, 8 right, 7 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Damage: 5D
30 Tractor Beam Projectors
Fire Arc: 7 front, 8 left, 8 right, 7 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Damage: 5D
Carried Craft: 48 starfighters, various support craft
Source: Legacy Era Campaign Guide (page 205)

Galactic Alliance

Starfire Fighter-Bomber

Craft: SoroSuub BB-2 Starfire Fighter-Bomber
Affiliation: Galactic Alliance
Type: Space superiority starfighter and bomber
Scale: Starfighter
Length: 19 meters
Skill: Starfighter piloting: Starfire
Crew: 2, gunners: 1
Crew Skill: Astrogation 4D, starfighter piloting 4D+2, starship gunnery 5D, starship shields 4D
Cargo Capacity: 90 kilograms
Consumables: 1 week
Cost: 200,000 (new), 90,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 2D+1
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 5D+2
Shields: 2D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 80/2D
Focus: 4/4D
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Crew: Pilot or co-pilot
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D+2
Light Laser Cannon
Fire Arc: Turret
Crew: 1 or co-pilot
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D
Interceptor Missile Launchers (10 missiles)
Fire Arc: Turret
Crew: 1 or pilot at -2 penalty
Skill: Starship gunnery
Fire Control: 3D

Space Range: 1-3/7/15
Atmosphere Range: 1-300/700/1.5 km
Damage: 4D
Proton Torpedo Launcher (8 torpedoes)
Fire Arc: Front
Crew: Co-pilot or pilot at -2 penalty
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-3/7/15
Atmosphere Range: 1-300/700/1.5 km
Damage: 9D (can be fired in 4-missile salvos which do 12D damage)
Ion Bomb (3 bombs)
Fire Arc: Front
Crew: Co-pilot
Skill: Starship gunnery
Fire Control: 2D
Atmosphere Range: 1-300/700/1.5 km
Damage: 5D+2 (ion damage)
Game Notes: Has 2D in backup shields. When a die of shields is lost, the shield operator can attempt to make an Easy starship shields roll. If successful, one of the backup shield dice can be activated to bring the ship back up to 2D in shields. Once all three backup dice are exhausted, the shields can withstand the normal amount of damage and then must be completely overhauled.
Source: Legacy Era Campaign Guide (pages 141-142)

Crossfire Starfighter

Craft: Incom Corporation CF9 Crossfire Starfighter
Affiliation: Galactic Alliance
Type: Space superiority starfighter
Scale: Starfighter
Length: 11 meters
Skill: Starfighter piloting: Crossfire
Crew: 1, gunners: 1
Crew Skill: Astrogation 4D, starfighter piloting 4D+2, starship gunnery 5D, starship shields 4D
Cargo Capacity: 70 kilograms
Consumables: 1 week
Cost: Not available for sale
Hyperdrive Multiplier: x1

Nav Computer: Yes
Maneuverability: 4D
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 5D
Shields: 2D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 70/2D
Focus: 4/4D
Weapons:
4 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-5/2/3
Atmosphere Range: 100-500/2/3 km
Damage: 6D
Double Light Laser Turret
Fire Arc: Back
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D+2
Proton Torpedo Launcher (6 torpedoes)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-3/7/15
Atmosphere Range: 1-300/700/1.5 km
Damage: 10D

I4 Ionizer Starfighter

Craft: Koensayr I4 Ionizer Starfighter
Affiliation: Galactic Alliance
Type: Ship disabling starfighter
Scale: Starfighter
Length: 13 meters
Skill: Starfighter piloting: I4 Ionizer
Crew: 1 plus astromech droid (can coordinate)
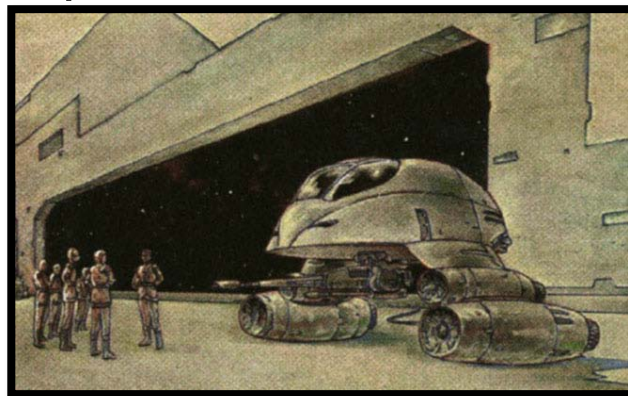**Crew Skill:** Astrogation 4D, starfighter piloting 4D+2, starship gunnery 5D, starship shields 4D
Cargo Capacity: 70 kilograms
Consumables: 1 week
Cost: Not available for sale

Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 2D+1
Space: 7
Atmosphere: 450; 1,200 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 80/2D
Focus: 4/4D
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: 4D+2
2 Double Ion Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/7/15
Atmosphere Range: 100-300/700/3.6 km
Damage: 7D
2 Disruptor Torpedo Launchers (1 torpedo each)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 8D (ion damage)
Source: Legacy Era Campaign Guide (page 143)

Jumpstar HPF

Craft: Kuat Drive Yards Jumpstar Hyperspace Pursuit Fighter
Affiliation: Galactic Alliance
Type: Hyperspace trajectory tracking starfighter
Scale: Starfighter
Length: 14.3 meters
Skill: Starfighter piloting: Jumpstar HPF
Crew: 1
Crew Skill: Astrogation 4D, starfighter piloting 4D+2, starship gunnery 5D, starship shields 4D
Cargo Capacity: 70 kilograms
Consumables: 1 week

Cost: 275,000 (new), 125,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 3D
Space: 10
Atmosphere: 450; 1,200 kmh
Hull: 3D+1
Shields: 1D
Sensors:
Passive: 50/1D
Scan: 75/2D
Search: 100/3D
Focus: 8/5D
Weapons:
Laser 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
Marker Missile Launcher (8 missiles)
Fire Arc: Front
Skill: Starship gunnery
*Fire Control:* 3D+2
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 0D*
Game Notes: The Jumpstar HPF can track ships through hyperspace in two ways. First, it may mark them with a marker missile. The missile carries no explosive payload, but instead attaches a beacon to the hull. Second, it may used its advanced sensor package to track their hyperspace trajectory and then attempt to calculate possible destinations along that trajectory. Tracking the trajectory requires a Very Difficult *sensors* roll.
Source: Legacy Era Campaign Guide (page 144)

Twilight Scoutship
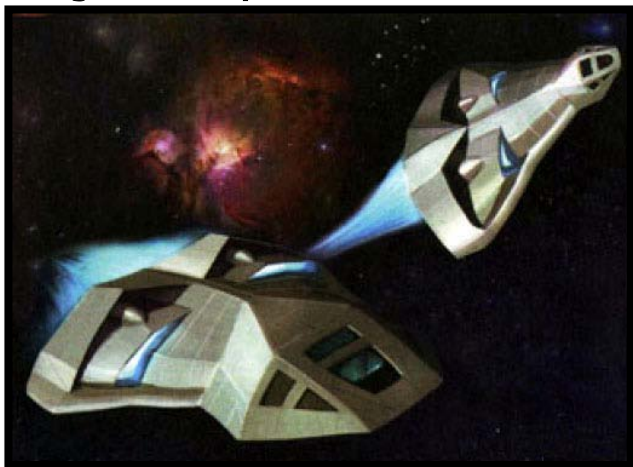
Craft: Incom Corporation RC-2 Twilight Scoutship
Affiliation: Galactic Alliance
Type: Stealth scout ship
Scale: Starfighter
Length: 17 meters
Skill: Starfighter piloting: Twilight Scoutship

Crew: 1
Crew Skill: Astrogation 4D, starfighter piloting 4D+2, starship gunnery 5D, starship shields 4D
Passengers: 2
Cargo Capacity: 100 kilograms
Consumables: 2 week
Cost: 275,000 (new), 125,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 3D
Space: 10
Atmosphere: 450; 1,200 kmh
Hull: 4D+1
Shields: 0D+2
Sensors:
Passive: 30/1D+1
Scan: 50/2D
Search: 90/3D
Focus: 6/4D+1
Weapons:
2 Laser Cannon (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
Proton Torpedo Launcher (2 torpedoes)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 10D
Stealth: The ship has a sensor-reflective, heat-dampening space camouflage coating. While stationary and in passive sensor mode, this adds +4D to any *sensors* difficulty to detect the scout ship. Otherwise, this bonus is reduced to +2D.
Jamming: The ship can create a limited jamming field that reduces enemies Fire Control and Sensors by -2D at a range of up to 2 space units.
Source: Legacy Era Campaign Guide (page 145)

Crix Diplomatic Courier
Craft: Mon Calamari Shipyards/Corellian Engineering Corporation *Crix*-class DC-4a Armored Shuttle
Affiliation: Galactic Alliance
Type: Armored diplomatic courier
Scale: Starfighter
Length: 43 meters
Skill: Starfighter piloting: Crix shuttle
Crew: 5, gunners: 2
Crew Skill: Astrogation 4D, starfighter piloting 4D+2, starship gunnery 5D, starship shields 4D
Passengers: 30
Cargo Capacity: 50 metric tons
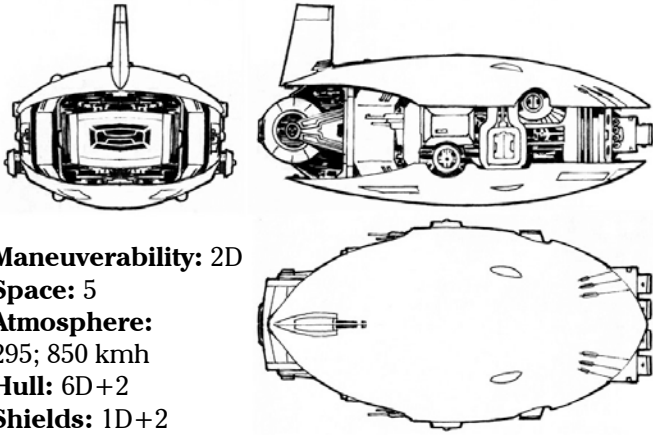**Consumables:** 2 months
Cost: 500,000 (new), 200,000 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes

Maneuverability: 2D
Space: 5
Atmosphere:
295; 850 kmh
Hull: 6D+2
Shields: 1D+2
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:
2 Twin 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: 3D+1
2 Retractable Blaster Cannons
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
Source: Legacy Era Campaign Guide (page 146)

Crix Assault Shuttle
Craft: Mon Calamari Shipyards/Corellian Engine-ering Corporation *Crix*-Class A-2s Armored Shuttle
Affiliation: Galactic Alliance
Type: Armored assault shuttle
Scale: Starfighter
Length: 43 meters
Skill: Starfighter piloting: Crix shuttle
Crew: 5, gunners: 6
Crew Skill: Astrogation 4D, starfighter piloting 4D+2, starship gunnery 5D, starship shields 4D
Passengers: 50
Cargo Capacity: 50 metric tons
Consumables: 1 month
Cost: 600,000 (new), 260,000 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Atmosphere: 395; 850 kmh
Hull: 6D+2
Shields: 3D+1*
Sensors:
Passive: 20/0D

Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:
2 Twin 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
6 Blaster Cannons
Fire Arc: 1 front, 2 right, 2 left, 1 back
Crew: 1
Skill: Starship gunnery
Fire Control: 3D (can be set to auto-fire, using only the Fire Control dice)
Space Range: 1-3/12/25
*Atmosphere Range:* 100-300/1.2/2.5 km
Damage: 7D
Carried Craft: 2 landspeeders or 6 speeder bikes.
Game Notes: Has 3D in backup shields. When a die of shields is lost, the shield operator can attempt to make an Easy starship shields roll. If successful, one of the backup shield dice can be activated to bring the shields to full capacity. Once all three backup dice are exhausted, the shields can withstand the normal amount of damage and then must be completely overhauled.
Source: Legacy Era Campaign Guide (page 146)

MT Dropship
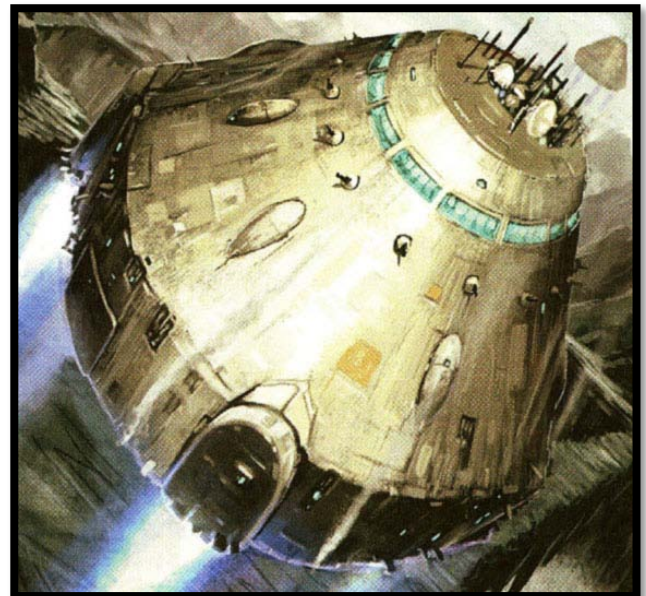
Craft: Corellian Engineering Corporation MT Dropship
Affiliation: Galactic Alliance
Type: Troop landing craft
Scale: Capital
Length: 65 meters
Skill: Space transports: MT Dropship
Crew: 15, gunners: 40
Crew Skill: Astrogation 3D+2, capital ship piloting 5D, capital ship shields 5D, sensors 3D
Passengers: 200 (troops)

Cargo Capacity: 500 metric tons
Consumables: 1 week
Cost: 600,000 (new), 300,000 (used)
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 1D
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:
8 Laser Cannons
Fire Arc: Turret
Crew: 3
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
8 Concussion Missile Launchers (3 missiles each)
Fire Arc: Turret
Crew: 2
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 9D
Source: Legacy Era Campaign Guide (pages 146-147)

Scarlet Star

Craft: Modified Corellian Engineering Corporation YT-2400 Transport
Affiliation: Galactic Alliance
Type: Modified light freighter
Scale: starfighter
Length: 21 meters
Skill: Space transports: YT-2400
Crew: 2, gunners: 1, skeleton: 1/+10
Crew Skill: Astrogation 3D+2, capital ship piloting 5D, capital ship shields 5D, sensors 3D
Passengers: 6
Cargo Capacity: 150 metric tons

Consumables: 2 months
Cost: Not available for sale
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 5D
Shields: 2D
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 75/3D
Focus: 4/4D
Weapons:
Double Laser Cannon
Fire Arc: 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: 4D+2
Source: Legacy Era Campaign Guide (page 147)

Sabertooth Assault & Rescue Vessel

Craft: Mon Calamari *Sabertooth*-class
Affiliation: Galactic Alliance
Type: Armed docking and boarding vessel
Scale: Capital
Length: 375 meters
Skill: Capital ship piloting: Sabertooth Vessel
Crew: 800, gunners: 84
Crew Skill: 4D+1 in all relevant skills
Passengers: 300 (troops and rescue personnel)
Cargo Capacity: 3,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Maneuverability: 2D
Space: 6
Hull: 2D+2
Shields: 2D
Sensors:
Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+2

Weapons:
12 Turbolasers
Fire Arc: 4 front, 3 left, 3 right, 2 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D
8 Point-Defense Laser Cannons
Fire Arc: 2 front, 3 left, 3 right
Crew: 2
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D+2
8 Tractor Beam Projectors
Fire Arc: 3 front, 2 left, 2 right, 1 back
Crew: 4
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D
Game Notes: The Sabertooth class starship uses its unique design to latch on to a ship that it has captured in its tractor beams. Once the Sabertooth class starship has made contact with a target vessel, the tooth-like projections can pierce the hull and allow zero-g troops and personnel to board the target vessel.
Source: Legacy Era Campaign Guide (page 147)

ShaShore Frigate
Craft: Mon Calamari *ShaShore*-class Frigate
Affiliation: Galactic Alliance
Type: Customizable frigate
Scale: Capital
Length: 450 meters
Skill: Capital ship piloting: ShaShore Frigate
Crew: 1,200, gunners: 102
Crew Skill: Astrogation 3D+2, capital ship piloting 4D+2, capital ship shields 5D, sensors 3D+1
Passengers: 250 (troops)
Cargo Capacity: 7,000 tons
Consumables: 2 years
Hyperdrive Multiplier: x1
Hyperdrive backup: x10
Nav Computer: Yes
Cost: Not available for sale
Maneuverability: 1D+2
Space: 6
Hull: 3D
Shields: 2D
Sensors:
Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+2
Weapons:

18 Turbolasers
Fire Arc: 8 front, 5 left, 5 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D
8 Point-Defense Laser Cannons
Fire Arc: 2 front, 3 left, 3 right
Scale: Starfighter
Crew: 3
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
8 Proton Torpedo Launchers (10 each)
Fire Arc: Front
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 10D
4 Tractor Beam Projectors
Fire Arc: 4 left, 4 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
Carried Craft: 24 CF9 Crossfire fighters, 2 shuttles.
Game Notes: The ShaShore's frontal blades may be switched out for specialized units. This removes 6 of the front arc turbolasers and all proton torpedo launchers, replacing them with one of the below:
Long Range Sensor Pod:
Sensors:
Passive: 100/1D
Scan: 200/3D
Search: 400/4D
Focus: 12/4D+2

Communications Jammer:
All ships within 12 space unit suffer a -2D to all Fire Control systems (minimum of 0D). Further, any attempt to use communications systems on jammed ships requires a Difficult *sensors* roll to find clear communications channels.

Concussion Barrage Blades:
16 Concussion Missile Launchers
Fire Arc: Front
Crew: 3
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 9D
Source: Legacy Era Campaign Guide (pages 148-149)

Scythe Battle Cruiser

Craft: Mon Calamari *Scythe*-class Battle Cruiser
Affiliation: Galactic Alliance
Type: Warship
Scale: Capital
Length: 525 meters
Skill: Capital ship piloting: Scythe Battle Cruiser
Crew: 5,200, gunners: 250 gunners
Crew Skill: Astrogation 3D+2, capital ship piloting 4D, capital ship shields 3D+2, sensors 3D, capital ship gunnery 4D
Passengers: 1,500 (troops)
Cargo Capacity: 18,000 metric tons
Consumables: 1 year
Hyperdrive Multiplier: x.75
Hyperdrive Backup: x8
Nav Computer: Yes
Cost: Not available for sale
Maneuverability: 1D+2
Space: 7
Hull: 6D+1
Shields: 2D+2

Sensors:
Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+2
Weapons:
15 Heavy Turbolasers
Fire Arc: 9 front, 3 left, 3 right
Crew: 4
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 11D
30 Turbolasers
Fire Arc: 20 front, 5 left, 5 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 8D
10 Heavy Ion Cannons
Fire Arc: 9 front, 3 left, 3 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 6D
10 Tractor Beam Projectors
Fire Arc: 4 front, 2 left, 2 right, 2 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D
20 Proton Torpedo Launchers (8 each)
Fire Arc: 10 front, 5 left, 5 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 10D
Carried Craft: 36 CF9 Crossfire fighters, 4 shuttles
Game Notes: All forward firing weapons can be focused on a single point ahead of the ship, the "cross of fire", as an automatic coordinated attack.
Source: Legacy Era Campaign Guide (page 150)

Tri-Scithe Frigate
Craft: Mon Calamari *Tri-Scythe*-class Frigate
Affiliation: Galactic Alliance
Type: Warship
Scale: Capital
Length: 478 meters
Skill: Capital ship piloting: Tri-Scythe Frigate
Crew: 1,400, gunners: 220
Crew Skill: Astrogation 3D+2, capital ship piloting 4D, capital ship shields 3D+2, sensors 3D, capital

ship gunnery 4D
Passengers: 250 (troops)
Cargo Capacity: 7,000 metric tons
Consumables: 2 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Cost: Not available for sale
Maneuverability: 1D
Space: 5
Hull: 3D
Shields: 2D
Sensors:
Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+2
Weapons:
50 Turbolasers
Fire Arc: 30 front, 10 left, 10 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D
10 Point-Defense Laser Cannons
Fire Arc: 6 front, 2 left, 2 right
Scale: Starfighter
Crew: 2
Skill: capital ship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
5 Tractor Beam Projectors
Fire Arc: 1 front, 2 left, 2 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
20 Proton Torpedo Launchers (8 each)
Fire Arc: 14 front, 3 left, 3 right
Crew: 2
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 10D
Carried Craft: 12 CF9 Crossfire fighters, 2 shuttles
Game Notes: This craft has targeting features that allow it to designate a "cross of fire." The cross of fire allows it to focus all forward banks on a single targeting area, increasing the damage of the weapon fire that round by +1D.
Source: Legacy Era Campaign Guide (page 151)

Spinward Tender
Craft: *Spinward*-class Tender
Affiliation: Galactic Alliance
Type: Mobile repair vessel
Scale: Capital
Length: 253 meters
Skill: Capital ship piloting: Spinward Tender
Crew: 1,000, gunners: 12
Crew Skill: Astrogation 3D+2, capital ship piloting 4D, capital ship shields 3D+2, sensors 3D, capital ship gunnery 4D
Passengers: 500 (technicians)
Cargo Capacity: 15,000 metric tons
Consumables: 1 year
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Cost: Not available for sale
Space: 3
Hull: 1D+1
Shields: 1D+1
Sensors:
Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+2
Weapons:
6 Laser Cannons
Fire Arc: Turret
Crew: 2
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/5/10
Atmosphere Range: 100-300/500/1 km
Damage: 4D+1
Source: Legacy Era Campaign Guide (page 152)

Golan VIII Space Defense Platform
Craft: Golan Arms VII Space Defense Platform
Affiliation: Galactic Alliance
Type: Space battle station
Scale: Capital
Length: 2,700 meters

Crew: 1,100, gunners: 124
Passengers: 100 (troops)
Cargo Capacity: 15,000 tons
Consumables: 6 months
Hyperdrive Multiplier: x4
Hyperdrive Backup: x12
Nav Computer: Yes
Cost: 45,000,000 (new), 20,000,000 (used)
Space: 1*
Hull: 8D+1
Shields: 5D+2
Sensors:
Passive: 20/0D
Scan: 50/1D
Search: 75/2D
Focus: 3/2D+2
Weapons:
35 Turbolasers
Fire Arc: Turret
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/8/14
Damage: 8D
20 Point-Defense Laser Cannons
Fire Arc: Turret
Scale: Starfighter
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Damage: 4D
10 Proton Torpedo Launchers (24 each)
Fire Arc: Turret
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1/3/7
Damage: 10D
8 Tractor Beam Projectors
Fire Arc: Turret
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Damage: 6D
Carried Craft: 20 shuttles, 24 starfighters, 150 work pods
Game Notes: While the Golan Defense Platform is in motion, it must reroute all power from its shields and turrets to the engines, rendering it incapable of firing and bringing its shield rating to 0D.
Source: Legacy Era Campaign Guide (page 153-154)

Mobile Spacedock 220
Craft: Rendili Star Drive Mobile Spacedock 220
Affiliation: Galactic Alliance
Type: Mobile repair station
Scale: Capital
Length: 470 meters

Crew: 1,000, gunners: 88
Crew Skill: 4D+1 in all relevant skills
Passengers: 2,000 (technicians)
Cargo Capacity: 600,000 metric tons
Consumables: 1 year
Hyperdrive: x4
Hyperdrive backup: x12
Nav Computer: Yes
Cost: 100,000,000 (new), 45,000,000 (used)
Space: 2*
Hull: 7D
Shields: 3D+2
Sensors:
Passive: 20/0D
Scan: 50/1D
Search: 75/2D
Focus: 3/2D+2
Weapons:
8 Turbolasers
Fire Arc: Turret
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/8/14
Damage: 8D
8 Point-Defense Laser Cannons
Fire Arc: Turret
Crew: 2
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Damage: 4D
16 Tractor Beam Projectors
Fire Arc: Turret
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Carried Craft: 20 shuttles, 150 work pods
Game Notes: While the repair station is in motion, it must reroute all power from its shields and turrets to the engines, rendering it incapable of firing while in motion, and bringing its shield rating to 0D. Likewise, it cannot move or jump into hyperspace while docked with another ship.
**Source:** Legacy Era Campaign Guide (page 153)

Imperial

Fury Starfighter

Craft: SoroSuub *Fury*-class Starfighter
Affiliation: New Empire
Type: Long distance starfighter
Scale: Starfighter
Length: 16 meters
Skill: Starfighter piloting: Fury starfighter
Crew: 1
Crew Skill: Starfighter piloting 5D+1, starship gunnery 5D, starship shields, 4D+2
Cargo Capacity: 150 kilograms
Consumables: 2 months
Cost: Not available for sale
Hyperdrive Multiplier: x.75
Nav Computer: Yes
Maneuverability: 2D
Space: 12
Atmosphere: 450; 1,320 kmh
Hull: 6D
Shields: 2D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 80/2D
Focus: 4/4D
Weapons:
2 Advanced Heavy 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: 7D
Source: Legacy Era Campaign Guide (page 185)

Predator Fighter
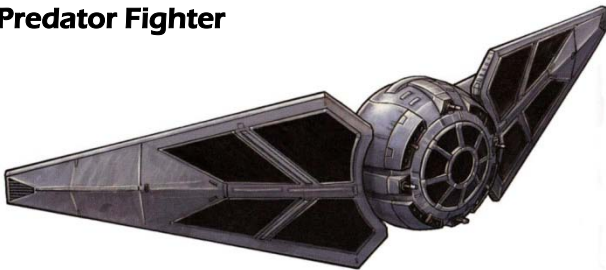
Craft: Sienar Fleet Systems *Predator*-class Fighter
Affiliation: New Empire
Type: Space superiority fighter
Scale: Starfighter
Length: 5 meters
Skill: Starship piloting: Predator
Crew: 1
Crew Skill: All skills 4D+2

Cargo Capacity: 70 kilograms
Consumables: 1 week
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 5D+2
Space: 16
Atmosphere: 520; 1,500 kmh
Hull: 3D+1
Shields: 1D
Sensors:
Passive: 30/1D+2
Scan: 50/2D+1
Search: 90/3D+2
Focus: 6/4D
Weapons:
4 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
Source: Starships of the Galaxy (Saga) (page 122), Legacy Era Campaign Guide (page 186)

Neutralizer Bomber

Craft: Sienar Fleet Systems *Neutralizer*-class Bomber
Affiliation: New Empire
Type: Light space bomber
Scale: Starfighter
Length: 8 meters
Skill: Starfighter piloting: Neutralizer Bomber
Crew: 1
Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D, starship shields, 4D
Cargo Capacity: 110 kilograms
Consumables: 1 week
Cost: Not available for sale
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 3D+1
Space: 14

Atmosphere: 520; 1,500 kmh
Hull: 4D
Shields: 1D+1
Sensors:
Passive: 40/3D
Scan: 80/5D
Search: 130/5D+2
Focus: 7/6D
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: 5D
Proton Torpedo Launcher (10 torpedoes)
Fire Arc: Front
Skill: Starship gunnery
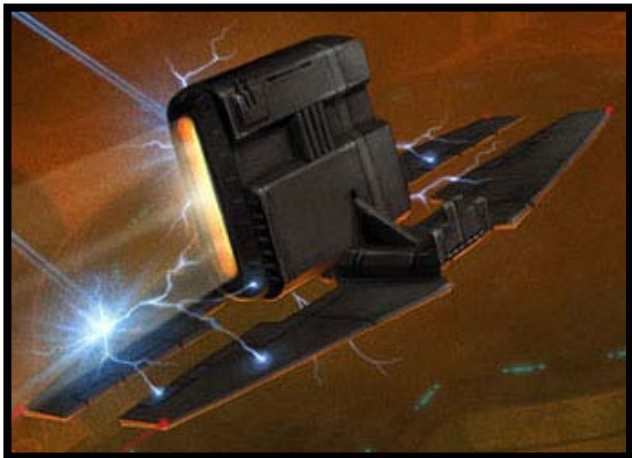*Fire Control:* 2D
Space Range: 1-3/7/15
Atmosphere Range: 1-300/700/1.5 km
Damage: 9D
Source: Legacy Era Campaign Guide (page 186)

Nune Imperial Shuttle

Craft: Sienar Fleet Systems *Nune*-class Shuttle
Affiliation: New Empire
Type: Heavy shuttle
Scale: Starfighter
Length: 44 meters
Skill: Space transports: Nune Shuttle
Crew: 8, gunners: , skeleton: 3/+10
Crew Skill: Space transports 4D+1, starship gunnery 4D, starship shields, 4D
Passengers: 35
Cargo Capacity: 250 metric tons
Consumables: 3 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyberdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D+1
Space: 5
Atmosphere: 310; 900 kmh
Hull: 5D
Shields: 2D

Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 120/3D
Focus: 4/3D+2
Weapons:
2 Medium Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
3 Medium Laser Cannons
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Double Heavy Laser Cannon
Fire Arc: Turret
Crew: Co-pilot
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
Source: Legacy Era Campaign Guide (pages 187-188)

Sigma Shuttle

Craft: Sienar Fleet Systems *Sigma*-class Shuttle
Affiliation: New Empire
Type: Long-range shuttle
Scale: Starfighter
Length: 26 meters
Skill: Space transports: Sigma Shuttle
Crew: 1
Crew Skill: Space transports 4D+1, starship gunnery 4D, starship shields, 4D
Passengers: 10
Cargo Capacity: 200 metric tons (Imperial Knight variant: 30 metric tons)
Consumables: 3 months
Cost: Not available for sale

Hyperdrive Multiplier: x1
Hyberdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D+1
Shields: 3D
Sensors:
Passive: 40/1D
Scan: 80/1D+2
Search: 130/3D
Focus: 4/3D
Weapons:
Double Heavy 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: 6D
Carried Craft: 3 Predator starfighters (Imperial Knight variant only)
Source: Legacy Era Campaign Guide (page 188)

Ardent Fast Frigate

Craft: Kuat Drive Yards *Ardent*-class Fast Frigate
Affiliation: New Empire
Type: Tactical fire support ship
Scale: Capital
Length: 350 meters
Skill: Capital ship piloting: Ardent Frigate
Crew: 1,400, gunners: 52
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 3D+2
Passengers: 200 (troops)
Cargo Capacity: 5,000 metric tons
Consumables: 1 year
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Cost: Not available for sale
Maneuverability: 2D
Space: 8
Hull: 4D
Shields: 3D
Sensors:

Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+2
Weapons:
10 Heavy Turbolasers
Fire Arc: 4 left, 4 right, 2 front
Skill: capital ship gunnery
Crew: 2
Fire Control: 4D+1
Space Range: 3-15/35/75
Atmosphere Range: 2-6/24/50 km
Damage: 7D
9 Medium Turbolaser Batteries
Fire Arc: 3 left, 3 right, 3 front
Skill: capital ship gunnery
Crew: 2
Fire Control: 4D+2
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D
10 Point-Defense Laser Cannons
Fire Arc: 5 left, 5 right
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
4 Tractor Beam Projectors
Fire Arc: 2 front, 1 left, 1 right
Crew: 1
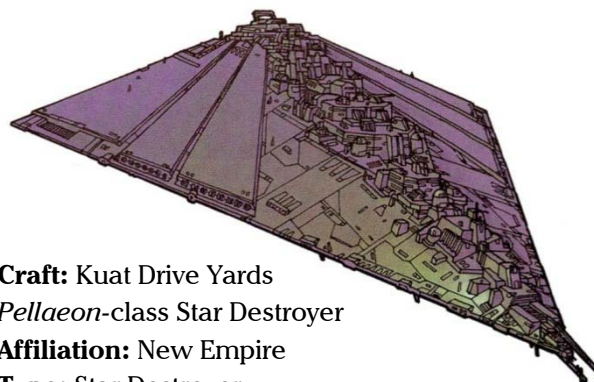*Skill:* Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D
Carried Craft: 12 Predator starfighters

Pellaeon Star Destroyer

Craft: Kuat Drive Yards
Pellaeon-class Star Destroyer
Affiliation: New Empire
Type: Star Destroyer
Scale: Capital
Length: 1,300 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 8,450, gunners: 355
Passengers: 2,700 (troops)
Cargo Capacity: 11,000 metric tons
Consumables: 6 months

Hyperdrive Multiplier: x0.75
Hyperdrive Backup: x5
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 7D+2
Shields: 3D
Sensors:
Passive: 50/2D
Scan: 200/3D
Search: 300/4D
Focus: 7/5D
Weapons:
50 Heavy Turbolaser Batteries
Fire Arc: 20 front, 15 left, 15 right
Crew: 1 (20), 2 (30)
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 9D+1
50 Heavy Turbolaser Cannons
Fire Arc: 20 front, 10 left, 10 right, 10 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 1D+1
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D
20 Ion Cannons
Fire Arc: 10 front, 5 left, 5 right
Crew: 1 (10), 2 (10)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 6D
15 Tractor Beam Projectors
Fire Arc: 9 front, 3 left, 3 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D
50 Proton Torpedo Launchers (4 each)
Fire Arc: 20 front, 10 left, 10 right, 10 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-5/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 10D

Starfighter Complement: 48 Predator starfighters, 6 shuttles
Source: Starships of the Galaxy - Saga Ed. (page 99), Legacy Ear Campaign Guide (pages 189-190)

Imperious Star Destroyer

Craft: Mon Calamari *Imperious*-class Star Destroyer
Affiliation: New Empire/Galactic Alliance
Type: Star Destroyer
Scale: Capital
Length: 1,500 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 6,700, gunners: 209
Passengers: 3,000 (troops)
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D
Cargo Capacity: 13,000 metric tons
Consumables: 6 months
Hyperdrive Multiplier: x.75
Nav Computer: Yes
Cost: Not available for sale
Maneuverability: 1D
Space: 6
Hull: 8D+1
Shields: 3D
Sensors:
Passive: 50/2D
Scan: 200/3D
Search: 300/4D
Focus: 7/5D
Weapons:
50 Heavy Turbolaser Cannons
Fire Arc: 20 front, 10 left, 10 right, 10 back
Crew: 1
Skill: Capital ship gunnery
Scale: Starfighter
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 12D
30 Medium Turbolaser Batteries
Fire Arc: 6 front, 5 left, 5 right

Crew: 1 (15), 2 (15)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/36/75
Atmosphere Range: 6-15/72/150km
Damage: 8D
20 Heavy Ion Cannons
Fire Arc: 50 front, 100 left, 100 right, 50 back
Crew: 1 (10), 2 (10)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-50/50/100 km
Damage: 6D
10 Tractor Beam Projectors
Fire Arc: 6 front, 2 left, 2 right
Crew: 1 (2), 4 (2), 10 (6)
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D+2
10 Proton Torpedo Launchers (10 each)
Fire Arc: 6 front, 2 left, 2 right
Skill: Starship gunnery
Crew: 1
Fire Control: 2D
Space Range: 1-3/7/15
Atmosphere Range: 1-300/700/1.5 km
Damage: 10D
Gravity Mines: The ship carries 50 gravity mines, which create an interdiction field, blocking hyperspace travel.
Carried Craft: 48 Predator starfighters, 12 Neutralizer bombers, 6 Nu shuttles.
Source: Legacy Era Campaign Guide (page 191)

Vehicles
Shrieker Speeder Bike

Craft: Model 67 Shrieker Speeder Bike
Type: Speeder bike
Scale: Speeder
Length: 3.9 meters
Skill: Repulsorlift operation: speeder bike
Crew: 1
Passengers: 1
Cargo Capacity: 2 kilograms
Cover: 1/4
Altitude Range: Ground level-15 meters
Cost: 9,000 (new), 5,000 (used)
Maneuverability: 3D+2
Move: 280; 800 kmh
Body Strength: 2D
Source: Legacy Era Campaign Guide (page 80)

QuickFire Speeder Bike

Craft: Mobquet QuickFire Heavy Speeder
Type: Speeder bike
Scale: Speeder
Length: 4 meters
Skill: Repulsorlift operation: speeder bike
Crew: 1
Cargo Capacity: 5 kilograms
Cover: 1/4
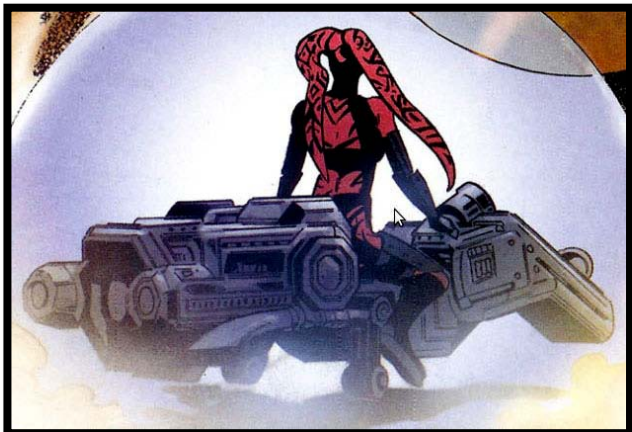**Altitude Range:** Ground level-50 meters
Cost: 14,000 (new), 9,000 (used)
Maneuverability: 3D

Move: 210; 600 kmh
Body Strength: 2D+2
Weapons:
Blaster Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 3D
Range: 5-50/100/300
Damage: 3D
Source: Legacy Era Campaign Guide (page 80-81)

Kybuck Speeder Bike

Craft: Arakyd Kybuck Speeder Bike
Type: Armored speeder bike
Scale: Speeder
Length: 2.5 meters
Skill: Repulsorlift operation: speeder bike
Crew: 1
Crew Skill: Vehicle blasters 3D, repulsorlift operation 4D+2
Passengers: 1
Cargo Capacity: 10 kilograms
Cover: 1/4
Altitude Range: Ground level-50 meters
Cost: 8,000 (new), 3,500 (used)
Maneuverability: 3D+1
Move: 175; 500 kmh
Body Strength: 3D
Source: Legacy Era Campaign Guide (page 184)

GPE-3300 Twin Engine

Craft: Galactic Engineering GPE-3300 Twin Engine Airpseeder
Type: Luxury Airspeeder
Scale: Speeder

Length: 7 meters
Skill: Repulsorlift operation: airspeeder
Crew: 1
Cargo Capacity: 90 kilograms
Cover: Full
Altitude Range: Ground level-1,000 meters
Cost: 60,000 (new), 35,000 (used)
Maneuverability: 3D
Move: 350; 1,000 kmh
Body Strength: 2D+2
Source: Legacy Era Campaign Guide (page 81)

Veltis-2 Airspeeder

Craft: Desler Gizh Outward Mobility Corp. Veltiss-2
Type: Airspeeder
Scale: Speeder
Length: 6.2 meters
Skill: Repulsorlift operation: airspeeder
Crew: 1
Passengers: 1
Cargo Capacity: 30 kilograms
Cover: Full or 1/2 (open-top mode)
Altitude Range: Ground level-500 meters
Cost: 19,000 (new), 9,200 (used)
Maneuverability: 2D+2
Move: 330; 950 kmh
Body Strength: 2D+1
Source: Legacy Era Campaign Guide (page 82)

AT-RCT
Craft: All Terrain Riot Control Transport
Type: Crowd control walker
Scale: Walker
Length: 5 meters tall
Skill: Walker operation: AT-RCT
Crew: 2
Crew Skill: Missile weapons 4D, vehicle blasters 4D+2, walker operation 5D
Cargo Capacity: None
Consumables: 2 days
Cover: 1/2
Cost: Not available for sale
Maneuverability: 2D
Move: 30; 90 kmh
Body Strength: 2D
Weapons:

Double Medium Blaster Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-200/1/2 Km
Damage: 5D
2 Double Suppression Cannons
Fire Arc: Turret
Crew: Co-pilot
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-200/1/2 Km
Damage: 4D (stun)
Source: Legacy Era Campaign Guide (page 184)

AT-AHT
Craft: All Terrain Armored Heavy Transport
Type: Assault walker
Scale: Walker
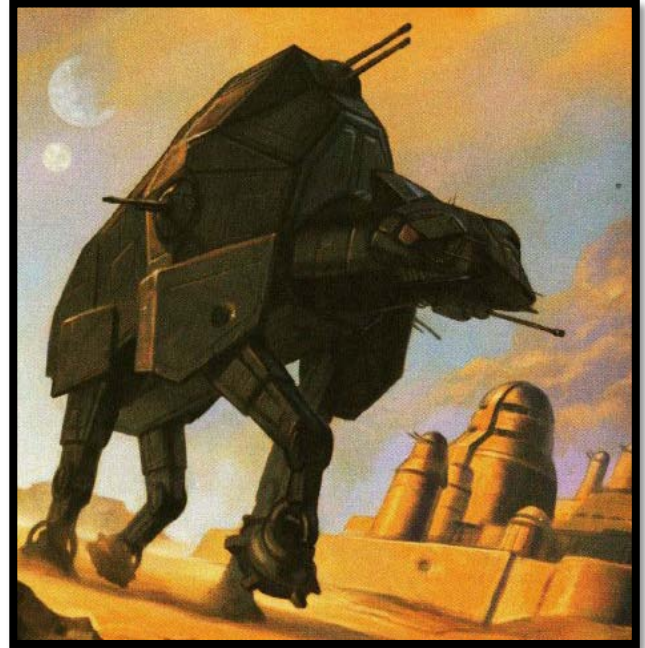**Length:** 19 meters tall, 24.3 meters long
Skill: Walker operation: AT-AHT
Crew: 5, gunners: 3
Crew Skill: Vehicle blasters 5D, walker operation 5D
Passengers: 60 (troops)
Cargo Capacity: 2 metric tons

Consumables: 1 week
Cover: Full
Cost: Not available for sale
Maneuverability: 0D
Move: 28; 80 kmh
Body Strength: 7D
Weapons:
3 Heavy Laser Cannons (fire-linked)
Fire Arc: Front
Crew: Co-pilot or commander
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-500/1.5/3 Km
Damage: 8D
3 Heavy Blaster Cannons
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-200/500/1 Km
Damage: 5D
Carried Craft: 8 speeder bikes or 3 AT-RCTs.
Source: Legacy Era Campaign Guide (page 185)

Droids

First Degree

PI Medical Assistant

Type: Arakyd Industries PI-Series Medical Assistant Droid
DEXTERITY 3D+1
KNOWLEDGE 3D+1
Alien species 4D
MECHANICAL 1D+2
PERCEPTION 2D+2
(A) Injury/ailment diagnostics 4D+2
STRENGTH 1D+1
TECHNICAL 1D+2
First aid 5D, (A) medicine: 3D+2
Equipped with:
-Hovering locomotion
-3 claw appendages
-Medical sensor package (+1D to all *search* rolls for diagnostic purposes)
Move: 10
Size: 0.4 meters
Cost: 3,500 credits
Game Notes: The Pl-series assistant is not generally equipped to perform medical services on its own. It is usually paired with a physician or 3Z3 medical droid to provide assistance.
Source: Legacy Era Campaign Guide (page 69)

3Z3 Medical Droid

Type: Industrial Automaton 3Z3 Medical Droid
DEXTERITY 2D+2
KNOWLEDGE 3D+2
Alien species 4D+2
MECHANICAL 3D
PERCEPTION 3D
(A) Injury/ailment diagnostics 4D
STRENGTH 2D
TECHNICAL 3D+1
 First Aid 5D, (A) medicine 4D+1
Equipped With:
-Walking locomotion
-Heuristic processor
- 2 hands
-Improved sensor package (+1D to all diagnostic rolls)

-Vocabulator
Speed: 10
Size: 1.5 meters
Cost: 5,000 credits
Source: Legacy Era Campaign Guide (page 70)

BL-39 Interrogator Droid

Type: Aratech BL-39 Interrogator Droid
DEXTERITY 2D+2
Blaster 3D
KNOWLEDGE 4D
Intimidation: interrogation 7D
MECHANICAL 1D
PERCEPTION 4D
Persuasion 6D+2, sneak 5D
STRENGTH 1D+1
TECHNICAL 3D+1
First aid 5D, (A) medicine 3D+2
Equipped with:
-Repulsorlift engine
-Visual/sound sensor package
-Vocabulator speech/sound system
-Blaster pistol (5D damage)
Game Notes: The BL-39 is intended to interrogate without torture. It is designed to make observations on changing physiological states to gain the information it requires. In addition to interrogation, the droid is occasionally used for medical purposes.
Move: 3
Size: 1 meter
Cost: 13,000 credits
Source: Legacy Era Campaign Guide (page 71)

Second degree

FEG Pilot Droid

Type: Cybot Galactica FEG-Series Pilot Droid
DEXTERITY 3D+2
Blaster 4D+2, dodge 4D+1
KNOWLEDGE 3D
Planetary systems 5D
MECHANICAL 3D+2
Astrogation 4D, space transports 5D, starfighter piloting 5D+2, starship gunnery 4D+1, starship shield operation 4D
PERCEPTION 1D+2
STRENGTH 3D
TECHNICAL 3D+1
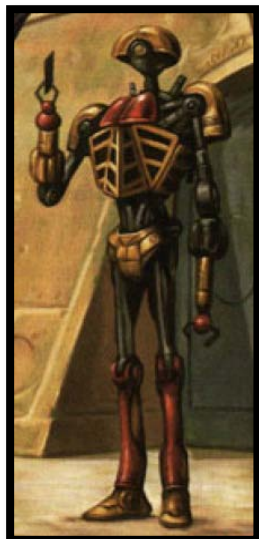Space transport repair 5D, computer programming/repair 5D
Equipped with:
-Walking locomotion
-2 hand appendages
-1 tool appendage
-Vocabulator
Move: 10
Size: 1.6 meters
Cost: 4,100 credits
Source: Legacy Era Campaign Guide (page 71)

Holocam Droid

Type: SoroSuub Holocam Droid
DEXTERITY 3D+2
KNOWLEDGE 1D+1
MECHANICAL 1D
PERCEPTION 2D
Search 4D, sneak 5D
STRENGTH 1D
TECHNICAL 1D
Equipped with:
-Hovering locomotion
-Audio, video and holo recording units
-Internal comlink
Move: 14
Size: Tiny
Cost: 2,000 credits
Source: Legacy Era Campaign Guide (page 72)

Roving Eye Observation Droid

Type: Surveillance and intelligence droid
DEXTERITY 2D+2
Dodge 3D+1
KNOWLEDGE 2D+2
MECHANICAL 1D+1
PERCEPTION 2D
Investigation 4D, search 5D, sneak 6D
STRENGTH 1D
TECHNICAL 1D
Equipped with:
-Infrared sensors (can see up to 20 meters in complete darkness)
-Hovering locomotion

-Improved sensor package (+2 to all *search* rolls)
-Audio, video and holo recording units
Size: Tiny
Move: 14
Cost: 3,200 credits
Source: Legacy Era Campaign Guide (pages 72-73)

Fourth Degree

Z65 Patrol Droid

Type: SoroSuub Z65 Patrol Droid
DEXTERITY 3D
Blaster: blaster rifles 4D
KNOWLEDGE 2D
MECHANICAL 2D+1
PERCEPTION 2D
Search 4D
STRENGTH 2D+1
TECHNICAL 2D
Security 3D
Equipped with:
-Walking locomotion
-2 blaster rifle-arm attachments (5D+1 damage)
-2 tool mounts
-Improved sensor package (+2 to all *search* rolls
-Vocabulator
-Quadanium battle armor (+1D to resist physical and +1 to resist energy attacks)
Move: 12
Size: 1.6 meters
Cost: 6,400 credits
Source: Legacy Era Campaign Guide (page 73)

LV8 Guard Droid

Type: Baktoid Industrial Systems LV8-Series Guard Droid
DEXTERITY 3D+2
Blaster rifles 6D, brawling parry 4D+1, dodge 5D+2
KNOWLEDGE 1D
Intimidation 5D
MECHANICAL 1D
PERCEPTION 2D+2
Search 4D+2
STRENGTH 3D+1
Brawling 4D+2
TECHNICAL 1D+1
Security 3D
Equipped With
-Walking locomotion
-2 tool mounts
-Vocabulator
-2 blaster rifles (5D+1 damage)
-Quadanium battle armor (+1D to resist physical and +1 to resist energy attacks)
Move: 12
Size: 1.7 meters
Cost: 9,400 credits
Source: Legacy Era Campaign Guide (page 74)

Aggressor Battle Droid

Type: Farrfin Droidworks Aggressor-Series Battle Droid
DEXTERITY 3D
Dodge 3D+2, melee combat 4D+1, melee parry 4D+2
KNOWLEDGE 1D
Tactics 3D
MECHANICAL 1D
PERCEPTION 1D+1
Search 3D
STRENGTH 3D+2
TECHNICAL 1D
Equipped with:
-2 arms, 2 legs
-Durasteel shell (+1D physical, +1 energy)
-Vocabulator
Speed: 10
Size: 1.8 meters

Cost: 3,800 credits
Source: Legacy Era Campaign Guide (page 75)

IX-6 Heavy Combat Droid

Type: Roche Systems IX-6 Heavy Combat Droid
DEXTERITY 3D
Blaster: blaster rifle 5D+1, brawling parry 3D+2, dodge 4D+2
KNOWLEDGE 2D+2
Tactics 3D+1
MECHANICAL 1D+2
PERCEPTION 2D+1
Search 3D+1
STRENGTH 3D+1
TECHNICAL 1D
Equipped with:
-Walking locomotion
-2 arm-mounted blaster rifles (5D damage)
-Improved sensor package (+2 to all *search* rolls)
-Infrared sensors (can see up to 20 meters in complete darkness)
-Vocabulator
-Durasteel battle armor (+1D physical, +1 energy)
Speed: 10
Size: 1.6 meters
Cost: 13,000 credits
Source: Legacy Era Campaign Guide (pages 75-76)

LON-29 Battle Droid Commander

Type: Balmorran Arms LON-29 Battle Droid Commander

DEXTERITY 3D+1
Blasters 6D, dodge 5D+2
KNOWLEDGE 3D+2
Tactics 5D
MECHANICAL 1D+1
PERCEPTION 3D+1
Command 4D+2, search 4D+1
STRENGTH 2D+1
Brawling: 3D+2
TECHNICAL 1D
Computer programming/repair 3D
Equipped with:
-2 arms, 2 legs
-Improved sensor package (2 to all *search* rolls)
-Vocabulator
-Durasteel battle armor (+1D physical, +1 energy)
Size: 1.4 meters
Move: 10
Cost: 17,000 credits
Source: Legacy Era Campaign Guide (page 76)

Fifth Degree

HV-7 Loading Droid

Type: Baktoid Industrial Systems HV-7 Loading Droid

DEXTERITY1D
KNOWLEDGE 1D
MECHANICAL 1D2
PERCEPTION 1D
STRENGTH 3D+2
Lifting 6D
TECHNICAL 1D
Equipped with
-2 claw appendages
-Hovering locomotion
Size: 1.5 meters
Move: 14
Cost: 1,950 credits
Source: Legacy Era Campaign Guide (page 76)

Creatures

Vanx

Type: Pack hunter
Planet of Origin: Vendaxa
DEXTERITY 4D
Brawling parry 4D+2
PERCEPTION 1D
STRENGTH 4D+2
Brawling 5D+2, climbing/jumping 6D
Special Abilities:
Bite: Does STR+1D+2 damage.
Claws: Do STR+1D damage.
Low Light Vision: A vanx can see twice as far as a normal human in poor lighting conditions.
Move: 14
Size: 0.7 meters
Game Notes: Vanx hunt in packs numbering between 5 and 20, lead by an alpha male or female. Loss of the alpha in combat will not deter the pack from their attack.
Source: Legacy Era Campaign Guide (page 221)

Vanx Alpha

Type: Pack hunter
Planet of Origin: Vendaxa
DEXTERITY 4D
Brawling parry 5D
PERCEPTION 1D
STRENGTH 5D
Brawling 6D+2
Special Abilities:
Bite: Does STR+1D+2 damage.
Claws: Do STR+1D damage.
Low Light Vision: A vanx can see twice as far as a normal human in poor lighting conditions.
Move: 14
Size: 1.2 meters
Game Notes: Vanx hunt in packs numbering between 5 and 20, lead by an alpha male or female. Loss of the alpha in combat will not deter the pack from their attack.
Source: Legacy Era Campaign Guide (page 221)

Optional Rule: Shaped Beast Template

During the Yuuzhan Vong war, many creatures were altered by the Yuuzhan Vong shapers. Many of the creatures have survived and continued to propagate in their altered state. To use a shaped beast in a Legacy Era campaign, select an existing creature stat block, and add one or more of the following characteristics:

Armored Defenses: Increase the physical damage resistance of the creature by +1D.

Enhanced Resilience: Increase the energy and damage resistance of the creature by +2.

Improved Natural Weapons: Increase the damage of natural weapons such as claws and teeth by +1D

Poison Attack: A creatures bite, sting, or claw attack is poisonous. If the attack hits, then the poison deals 3D damage for 4 rounds after the initial attack.

Shaped Gundark

DEXTERITY 4D+2
Melee combat 7D
PERCEPTION 3D+2
Hide 5D+2, search 7D
STRENGTH 6D+2
Brawling 8D+1, climbing/jumping 8D
Special Abilities:
Bite: Does STR+2D damage.
Poison Attack: Poisonous bite deals 3D damage for 4 rounds after the initial attack.
Crushing Attack: If a gundark successfully grapples an opponent, it will crush for STR+1D+1 damage on the following round.
Fearless: Gundarks gain a +1D bonus to resist *intimidation* and Force powers that cause fear.
Low Light Vision: A gundark can see twice as far as a normal human in poor lighting conditions.
Track by Scent: Gundarks receive a +3D bonus to *search: tracking* if scent plays a part.
Weapons: Gundarks often wield weapons, such as clubs, which inflict STR+2 damage.
Armored and Resilient: +1D+2 against physical and +2 against energy attacks.
Move: 12
Size: 1.5 meters tall
Source: Legacy Era Campaign Guide (page 221)

Weapons

Shock Whip
Model: Shock whip
Type: Charged whip
Scale: Character
Skill: Melee combat: whip
Cost: 1,200
Availability: 2, X
Difficulty: Moderate
Damage: STR+2D+2 (max: 6D)
Game Notes: Can be used to trip a target. Wielder gains a +1D attack bonus when trying to disarm an opponent. Whip has a 4-meter reach.
Source: Hero's Guide (page 123), Legacy Era Campaign Guide (page)

Tehk'la Blade
Model: Nagai Tehk'la Blade
Type: Vibrodagger
Scale: Character
Skill: Melee combat
Cost: 250
Availability: 4 (available only in Nagi)
Difficulty: Very Easy
Damage: STR+1D+2 (max: 5D)
Source: Ultimate Alien Anthology (page 104), Legacy Era Campaign Guide (page 62)

Long-Handle Lightsaber
Type: Melee weapon
Scale: Character
Skill: Lightsaber: long-handle lightsaber
Cost: Not available for sale
Availability: 4, X
Difficulty: Difficult
Damage: 5D+2
Game Notes: A long-handle lightsaber has an exceptionally large handle, and allows the character to use a fighting style that takes advantage of leverage and body movement to increase the amount of damage done with the weapon, as long as he has the appropriate skill specialization. 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. Apply normal damage to the character wielding the lightsaber.
Source: Legacy Era Campaign Guide (page 62)

Snap Shot

Type: Hold-out blaster
Scale: Character
Skill: Blaster: hold-out blaster
Ammo: 1
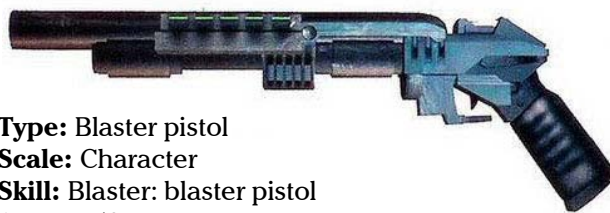**Cost:** 250 (power pack: 20)
Availability: 2, X
Range: 3-4/8/12
Damage: 4D
Game Notes: Grants a +2D bonus to *hide* to conceal the weapon.
Source: Legacy Era Campaign Guide (page 64)

Bluebolt

Type: Blaster pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 50
Cost: 850 credits
Availability: 3, X
Range: 3-10/30/120
Damage: 5D
Game Notes: When switched to stun setting, the Bluebolt uses twice as many shots of ammunition.
Source: Legacy Era Campaign Guide (page 64)

Double-Barreled Carbine

Model: Rawk Chopped Special
Type: Double-barreled carbine
Scale: Character
Skill: Blaster: blaster carbine
Ammo: 50
Cost: 1,200, 100 (power pack)
Availability: 3, F
Fire Rate: 2 (single shot), 1 (double shot)
Range: 3-20/60/180
Damage: 5D+1 (single shot), 6D (double shot)
Game Notes: Use of the dual barrel function utilizes twice as much ammunition as the single-shot setting.
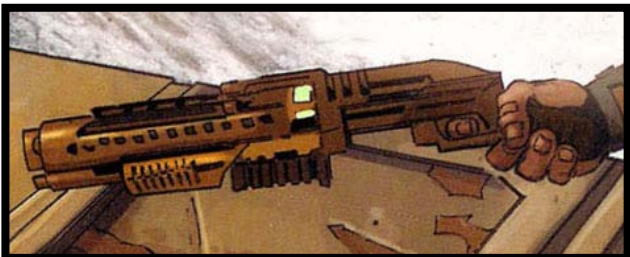**Source:** Legacy Era Campaign Guide (page 63)

Hunting Blaster Carbine

Type: Blaster carbine
Scale: Character
Skill: Blaster: blaster carbine
Ammo: 50
Cost: 1,000 credits
Availability: 2, F
Fire Rate: 1
Range: 3-15/50/150
Damage: 5D+1
Game Notes: Retractable stock adds +1D to *blaster* skill.
Source: Legacy Era Campaign Guide (page 63)

Sporting Blaster Carbine

Type: Blaster carbine
Scale: Character
Skill: Blaster: blaster carbine
Ammo: 100
Cost: 1,000 credits
Availability: 2, F
Range: 3-30/100/280
Damage: 5D
Source: Legacy Era Campaign Guide (page 63)

ARC-9965 Blaster Rifle

Type: Blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 40
Cost: 1,400 (power packs: 25)
Availability: 1, R
Range: 3-50/150/430
Damage: 5D+1

Game Notes: If the retractable stock and scope are used for one round of aiming, the character receives and additional +1D to *blaster*.
Source: Legacy Era Campaign Guide (page 182)

Heavy Assault Blaster Rifle

Type: Heavy blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 50
Cost: 3,000
Availability: 3, X
Range: 3-25/50/250
Damage: 6D
Source: Legacy Era Campaign Guide (page 65)

Heavy Blaster Cannon

Model: Merr-Sonn BB-23
Type: Heavy blaster cannon
Scale: Character
Skill: Blaster: blaster cannon
Ammo: 10
Cost: 4,200
Availability: 3, X
Fire Rate: 1
Range: 5-20/100/200
Damage: 7D+2
Game Notes: The heavy blaster cannon must be braced when a character fires it. Getting into position and bracing the weapon counts as an action that round.
Source: Legacy Era Campaign Guide (page 182)

Concealed Dart Launcher
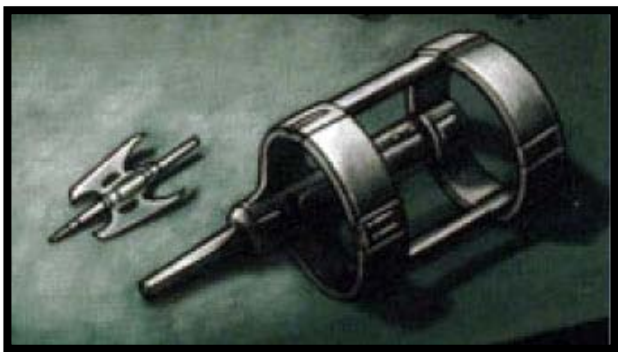
Type: Personal toxin delivery system
Scale: Character
Skill: Missile weapons: dart shooter
Ammo: 6
Cost: 1,900 credits
Availability: 2, X
Fire Rate: 1
Range: 1-3/10/15
Damage: 5D+1 stun damage
Game Notes: The damage inflicted is solely because of a powerful stun toxin to render targets unconscious. Because of its small size, characters receive a +1D+2 to *hide* rolls to conceal it.
Source: Legacy Era Campaign Guide (page 65)

Thud Bug

Model: Yuuzhan Vong Thud Bug
Type: Organic thrown weapon
Scale: Character
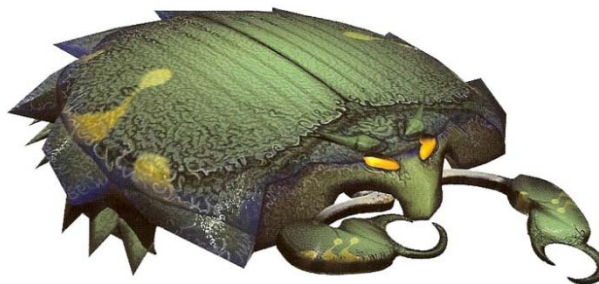**Cost:** Not available for sale
Availability: 4, X
Range: 1-6/20/40
Damage: 4D
Game Notes: The thud bug, unlike the razorbug, is not thrown. Instead, it is released, and guides itself towards its target with an attack skill of 5D. A thud bug that misses its target will continue to attack each round until it either hits, or is destroyed. If it hits, it inflicts the listed damage. The target must also make a Moderate *Strength* roll to keep his footing, otherwise he is knocked prone. Once the bug hits, it returns to its dormant state until activated again.
Source: d20 Core Rulebook (page 357), The New Jedi Order Sourcebook (page 21), Ultimate Alien Anthology (pages 193), Legacy Era Campaign Guide (page 65)

Razorbug

Model: Yuuzahn Vong Razorbug
Type: Organic thrown weapon
Scale: Character
Skill: Thrown weapons: Razorbug
Cost: Not available for sale
Availability: 4, X
Range: 1-6/20/40
Damage: 3D+1
Game Notes: Razorbugs are used as thrown weapons by the Yuuzahn Vong, and guide themselves towards their targets. If they miss, they will return to the thrower at the end of the following round. The razorbug guides itself to the target, granting a +1 pip bonus to the thrower's skill roll. If the razorbug hits its target, it uses its claws to burrow deeper into the wound on the following round (doing another 3D+1 of damage) unless it is removed first.
Source: d20 Core Rulebook (pages 356-357), The New Jedi Order Sourcebook (page 21), Legacy Era Campaign Guide (page 65)

Equipment

Biotech Tool Kit
Model: Yuuzhan Vong Biological tool kit.
Type: Biological alteration surgical kit
Cost: 450
Availability: 4, R
Game Notes: Contains tools that are necessary for installing any Yuzhan Vong biological implants.
Source: Legacy Era Campaign Guide (page 65)

Hands-Free Comlink
Model: PRN husher 1
Type: Sound dampened comlink
Cost: 150
Availability: 3
Range: 50 kilometers
Game notes: A mask with sound-dampening pads allows the user to whisper into the receiver without the danger of being heard by nearby enemies.
Source: Legacy Era Campaign Guide (page 65-66)

Spy Bug

Model: Yuuzhan Vong Biological Spy Bug
Type: Biological surveillance device
Cost: 1,300
Availability: 4, X
Game Notes: Bugging device records all sights and sounds within 20 meters (unless the view is obstructed). The spybug will replay the last 24 hours of observed data for a Yuuzhan Vong retrieval organism.
Source: Legacy Era Campaign Guide (page 66)

Optional Rule:
Yuuzhan Vong biotechnology
Players that have chosen Yuuzhan Vong characters, or players in a campaign set after the Vong invasion may encounter Yuuzhan Vong biotechnology. These rules exist to help gamemeasters create Yuuzhan Vong technology using galactic standard technology as a template. Examine the following categories below, and modify existing equipment to convert them to their Yuuzhan Vong equivalent.
Cost: Yuuzhan Vong biotechnology casts quadruple the amount of standard technology. Multiply the cost x4.

Availability: All Yuuzhan Vong Biotechnology is rare across most of the galaxy, and thus has an availability of 4. During the Legacy Era, the availability is 4, X, as Vong biotechnology is always illegal in this time frame.
Equipment use: Anyone who is unfamiliar with the Vong biotechnology suffers a -1D penalty to use biotech equipment. All power supplies are considered to have bnatural power supplies or nutrition.
Weapons: Weapon damage and range is the same as the galaxy standard weapons. However, energy damage is always converted to physical damage.
Source: Source: Legacy Era Campaign Guide (page 66)

Optional Rule:
Installing Yuuzhan Vong bioimplants
After the Galaxy's war with the Yuuzhan Vong, the Vong withdrew to Zonama Sekot. However, small pockets of Yuuzhan Vong continued to live in dark corners of the galaxy. Occasionally adventurers may be able to receive services in terms of receiving biological implants from Yuuzhan Vong shapers. Any Yuuzhan Vong biological implant is illegal anywhere in the galaxy, and will be punished under Imperial law.

Though Yuuzhan Vong bioimplants have a stated cost, the Vong rarely accept credits for their implants and services to install them. Usually the implant is exchanged for a rare item or service for the cost value. However, occasionally a character may find a Yuuzhan Vong with an interest in Imperial credits. Installing an implant requires a specialization in (A) Medicine: Biotech Surgery.

Any character receiving a Yuuzhan Vong bioimplant immediately takes 3D+2 damage (and an additional +2 for each implant the character has installed). If the character is Wounded, then not only is the character damaged, but the implant is rejected, and therefore rendered useless. After a rejected implant, any future attempts to install an implant increases the damage to 5D. Furthermore, for every Vong Bioimplant that a character has installed, they receive a -1 to any Force skill roll due to the nature of the Yuuzhan Vong and their innate disconnect from the Force.

For more information concerning Yuuzhan Vong biotechnological implants, see the Legacy Era Campaign Guide, page 67.

Yuzzhan Vong Bioimplants

Cosmetic Enhancements
Cost: 200
Difficulty: Easy (to install)
Availability: 4, X
Game Notes: Cosmetic enhancements provide no bonuses, and do not make the normal damage roll

for installing. They include Yuzzhan Vong tattoos, bone structure alteration, skin color changes, changes in hair color, superficial scaring, an addition of bony projections and other such changes common to the Yuzzhan Vong.
Source: Legacy Era Campaign Guide (page 68)

Body Spikes
Cost: 1,400
Difficulty: Easy (to install)
Availability: 4, X
Game Notes: Spikes do Str+1D damage when the character successfully grapples a target and each subsequent round the character keeps the target in a successful grapple.
Source: Legacy Era Campaign Guide (page 68)

Enhanced Vision
Cost: 1,900
Difficulty: Moderate (to install)
Availability: 4, X
Game Notes: Grants *darkvision*: allows a character to see up to 20 meters in total darkness
Source: Legacy Era Campaign Guide (page 68)

Natural Armor
Cost: 7,000
Difficulty: Easy (to install)
Availability: 4, X
Game Notes: Adds a thick layer of chitin on the outer layer of the character's skin. This adds +1 to Strength rolls to resist physical and energy damage.
Source: Legacy Era Campaign Guide (page 68)

Natural Weapon
Cost: 4,000
Difficulty: Easy (to install)
Availability: 4, X
Game Notes: Adds a natural weapon to the character, such as long, sharp bone spurs to the character's knuckles. Natural weapons allow the character to make brawling attacks with Str+1D damage.
Source: Legacy Era Campaign Guide (page 68)

Poison Filter
Cost: 2,500
Difficulty: Difficult (to install)
Availability: 4, X
Game Notes: Installs an organism on or around the heart, capable of filtering toxins entering the bloodstream. The poison filter adds +2D to all Strength rolls to resist poison damage.
Source: Legacy Era Campaign Guide (page 68)

Replacement Body Parts
Cost: 2,000
Difficulty: Difficult (to install)
Availability: 4, X
Game Notes: Replacement body parts function much the same way as mechanical prosthetics do. A Yuuzhan Vong shaper creates a new limb that functions as well as the limb it is replacing. However, it is likely that the Yuuzhan Vong shaper will care whether or not it matches the other limbs in appearance.
Source: Legacy Era Campaign Guide (page 68)

Galactic Alliance

Galactic Alliance Armor

Model: Standard issue Galactic Alliance armor
Type: Combat armor
Cost: 6,000
Availability: 3, X
Game Notes:
Basic Suit: +1D to physical and energy, -1D to all *Dexterity* rolls.
Optional Light Vest: +1D physical, +1 energy, no *Dexterity* penalty.
Optional Helmet: +1D physical, +1 energy, built-in comlink, Multi-Frequency Targeting Acquisition System; adds +2D to *Perception* checks in low-visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.
Source: Legacy Era Campaign Guide (page 140)

Venom Assault Armor
Model: Standard Venom Assault Trooper armor
Type: Space assault powersuit
Skill: Powersuit operation
Cost: 17,000
Availability: 3, X
Game Notes:
Armor: +2D+2 physical +1D+2 energy, -1D+2 to all *Dexterity* rolls. Allows for 24 hours of survival in the vacuum of space.

Jump Jets: Negate all zero-g movement penalties, allowing for normal movement and combat in space.

Servos: +2 to all *Strength* based rolls.

Source: Legacy Era Campaign Guide (page 140)

Xcalq-3GA "Slicer Special" Portable Computer

Model: Xcalq-3GA "Slicer Special"
Type: Specialized slicing computer system
Cost: 7,500
Availability: 3, X
Game Notes: Allows a +2D bonus to all *security* or *computer programming/repair* rolls when slicing into civilian or bureaucratic Galactic Alliance computer systems. This bonus does not apply to Imperial based systems.
Source: Legacy Era Campaign Guide (page 140)

Xcalq Stealth Pack

Model: Xcalq-3GA "Slicer Special"
Type: Specialized slicing computer system
Cost: 7,500
Availability: 3, X
Game Notes: When using this device to break into a computer system or network, the slicer's presence is especially difficult to detect. In order for another user or system to detect, isolate or lock out the character, it requires a Very Difficult *security* roll.
Source: Legacy Era Campaign Guide (page 140)

Imperial

Cortosis Gauntlet

Model: Imperial Knight Cortosis Gauntlet
Type: Gauntlet
Scale: Character
Skill: Melee parry: gauntlet
Cost: 1,500
Availability: 3, X
Game Notes: Grants +1D to resist damage. If a lightsaber blade touches the cortosis gauntlet, it is deactivated (though the strike still deals normal damage) and remains inoperative for 2 minutes.

Source: Threats of the Galaxy (page 45) Legacy Era Campaign Guide (page 183)

Imperial Knight Armor

Model: Standard Imperial Knight Armor
Type: Military armor
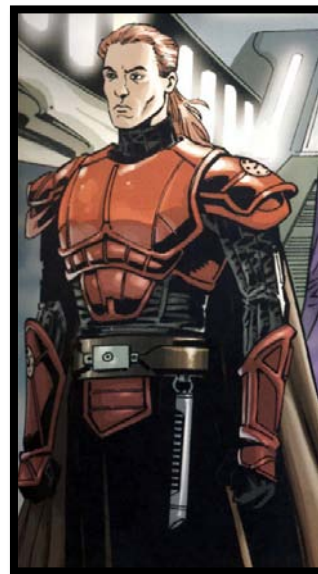**Scale:** Character
Cost: (7,000)
Not available for sale
Availability: 3, X
Game Notes: Adds +2D to resist physical damage and +1D to resist energy damage (+2D against lightsaber damage), -1D to all *Dexterity* rolls.
Source: Legacy Era Campaign Guide (page 183)

Knighthunter Armor

Model: Standard Knighthunter Armor
Type: Military armor
Scale: Character
Cost: (6,000)
Not available for sale
Availability: 3, X
Game Notes:

Basic Suit:
Provides +2D physical,
+1D energy,
-1D *Dexterity*.

Optic Sensors:
Add +3D to *Perception* and *search* checks in low-visibility situations, polarized lenses prevent flash-blinding.

Filter: Self-sealing filter system screens out all dangerous particulates.

Stealth Coating: Special black *reflec* polymer coating hides wearer from sensor scans; +1D to *hide* and *sneak*.

Climate Control Body Glove: Allows user to operate comfortably in exceptionally hot or cold climates for periods of up to several hours.

Mind Protection: The Knighthunter armor provides electrical impulses to the brain and spine to prevent any outside interference to the wearer's brain, granting a +2D to any rolls to resist mind-influencing Force powers.

Source: Legacy Era Campaign Guide (page 183)

Starship Equipment

Gravity Mines
Model: Imperial Gravity Mine
Type: gravity well generating mine
Cost: 1,000
Availability: 3, X
Game Notes: Standard gravity mines are designed to be launched en masse in an area of space, intending to pull ships out of hyperspace. Gravity mines create a gravity shadow similar to that of an Interdictor Cruiser, but at a fraction of the cost. Any ship entering within 3 space units of the gravity mine is unable to enter hyperspace, and any ship passing through hyperspace into a gravity mine field is instantly pulled out of hyperspace.
Source: Legacy Era Campaign Guide (page 191)

Magnetic Gravity Mines
Model: Imperial Magnetic Gravity Mine
Type: gravity well generating mine
Cost: 4,000
Availability: 3, X
Game Notes: Magnetic gravity mines work similar to the standard Imperial gravity mine. However, any ship passing within 1 space unit of a magnetic gravity mine is attracted to the target ship's hull. The mine rolls 4D against the target ship's hull code. If the mine's roll is *less than* the ship's roll, it is attracted to the ship and attaches. When a gravity mine attaches, it must be manually removed by a crew member from the hull. Until the mine is removed, the ship cannot enter hyperspace.
Source: Legacy Era Campaign Guide (page 191)

Gravity Mine Launcher
Model: Imperial Magnetic Gravity Mine launcher
Type: Weapon emplacement
Cost: 5,000
Availability: 3, X
Game Notes: The gravity mine launcher holds a small rack of gravity mines which may be dropped into space. They require no difficulty to fire, and the gravity mine remains relatively stationary where it is released into space
Source: Legacy Era Campaign Guide (page 191)

Force Powers

Ballistakinesis
Alter Difficulty: Moderate or opposed *dodge* roll
Required Powers: *Telekinesis*
Warning: Anyone who uses this power against a living being gains an automatic Dark Side Point.
Effect: This allows the Force user to telekinetically spray a four square meter area which can be up to 20 meters away but within line of sight. Anyone within that area may make a *dodge* roll to get out of the range of the effect. Any character unable to escape suffers 5D damage due to the spray of debris slashing, piercing, and bludgeoning their bodies.
Source: Legacy Era Campaign Guide (page 53)

Combustion
Alter Difficulty: Difficult or opposed *dodge* roll
Warning: Anyone who uses this power against a living being gains an automatic Dark Side Point.
Effect: Using the Force, a character is able to agitate the molecules of a four square meter area, creating sparks and igniting a powerful combustion. The target area can be up to 20 meters away but within line of sight. Anyone in this area may make a *dodge* roll to get out of the range of the effect. Any character unable to escape suffers 4D+1 damage for the first round from catching fire. The flames continue to do 3D damage every round until extinguished.
Source: Legacy Era Campaign Guide (page 53)

Dark Transfer
Control Difficulty: Easy, modified by relationship.
Alter Difficulty: Difficult
Required Powers: *Control pain, control another's pain*
Time to Use: One minute
Warning: Anyone who uses this power gains one Dark Side point.
Effect: This power may be used to call upon the Dark Side to transfer one's own vitality to an injured being, and may even be used a few moments after death. Unlike Transfer Force, this power does not require a willing target, and in fact, it is often used to restore an unwilling person.
In game terms, after a character has been injured or killed, the player may choose to activate Dark Transfer. The Force-user must be touching the target and, if the rolls succeed, the target will move up one wound level. For each additional 5 points that the *alter* roll beats the difficulty, the target improves an additional wound level. When a character activates this power, he or she gains an immediate Dark Side point and moves down one wound level, unless he spends a Force Point. However, he is not actually physically injured and needs only rest for 8 hours to recover. A target recovered from a Killed result is tainted by the Dark Side and gains one Dark Side Point.
Source: Legacy Era Campaign Guide (page 53)

Detonate

Sense Difficulty: Difficult
Alter Difficulty: Difficult
Required Powers: *Emptiness, hibernation trance, sense path, farseeing, life sense, shatterpoint sense, shatterpoint strike, telekinesis*
Warning: Any person using this power against a living being gains an immediate Dark Side point.
Effect: This power allows a character to reach out through the Force and sense faults or weak points in an object or person. Once sensing those weak points, the Jedi may make his alter roll to pour the Force into those weak points attempting to shatter or detonate the object (or person). This may be in the form of opening structurally weaker spots in a door, or may be used to re-open old wounds.

In game terms, once the player has successfully made the *sense* roll, he or she may then attempt to roll *alter* for damage. If the player succeeds, then damage is determined by the chart below:

Beats difficulty by	Damage
0-4	4D+2
5-9	6D
10-14	7D+1
15	8D

Source: Legacy Era Campaign Guide (page 53)

Enlighten

Control Difficulty: Moderate
Sense Difficulty: Easy, modified by relationship.
Required Powers: *Projective telepathy, combat sense, danger sense, life detection*
Effect: This power creates a very brief telepathic link between the Jedi and one ally within 20 meters and within line of sight. When the ally is engaged in combat, the Jedi may extend himself through the Force outward towards the opponents and to instill some of that sense in the mind of his ally to aid him in combat.

In game terms, the Jedi may select one ally in combat and that ally may choose to use the Jedi's *sense* roll total for any one of his own actions that round. By spending a Force Point, the Jedi can make that *sense* roll total available for one more action the next round.
Source: Legacy Era Campaign Guide (page 54)

Lightning Burst

Control Difficulty: Moderate
Alter Difficulty: Targets' *control* or *Perception* rolls
Required Powers: *Force lightning*
Warning: A Jedi who uses this power for any reason immediately gains a Dark Side Point.
Effect: This power, like Force lightning is a corruption of the Force, intended to create searing pain and injury to any character that happens to be adjacent to the Jedi. As the Jedi unleashes her hate and anger in the form of pure electrical energy, all characters within one meter of the Jedi are jolted with serious pain. Armor does not protect a character from lightning burst, though it can be repelled with absorb/dissipate energy. Unlike Force lightning, lightning burst requires only one roll to strike every target within one meter, though it does a standard damage of 4D to every character that does not successfully resist the roll.
Source: Legacy Era Campaign Guide (page 54)

Obscure

Sense Difficulty: Easy, modified by proximity.
Alter Difficulty: Moderate, or target's *Perception* or *control* roll.
Required Powers: *Dim another's senses*
This power may be kept up
Effect: A Jedi may select a target, and use the Force to cloud his mind, making it harder for him to focus on his opponents. Though the target's senses are unchanged, any person or thing that the target attempts to focus on will appear indistinct under the mental pressure exerted by the Jedi. The target receives a -2D penalty to any offensive rolls until the power is dropped.
Source: Legacy Era Campaign Guide (page 54)