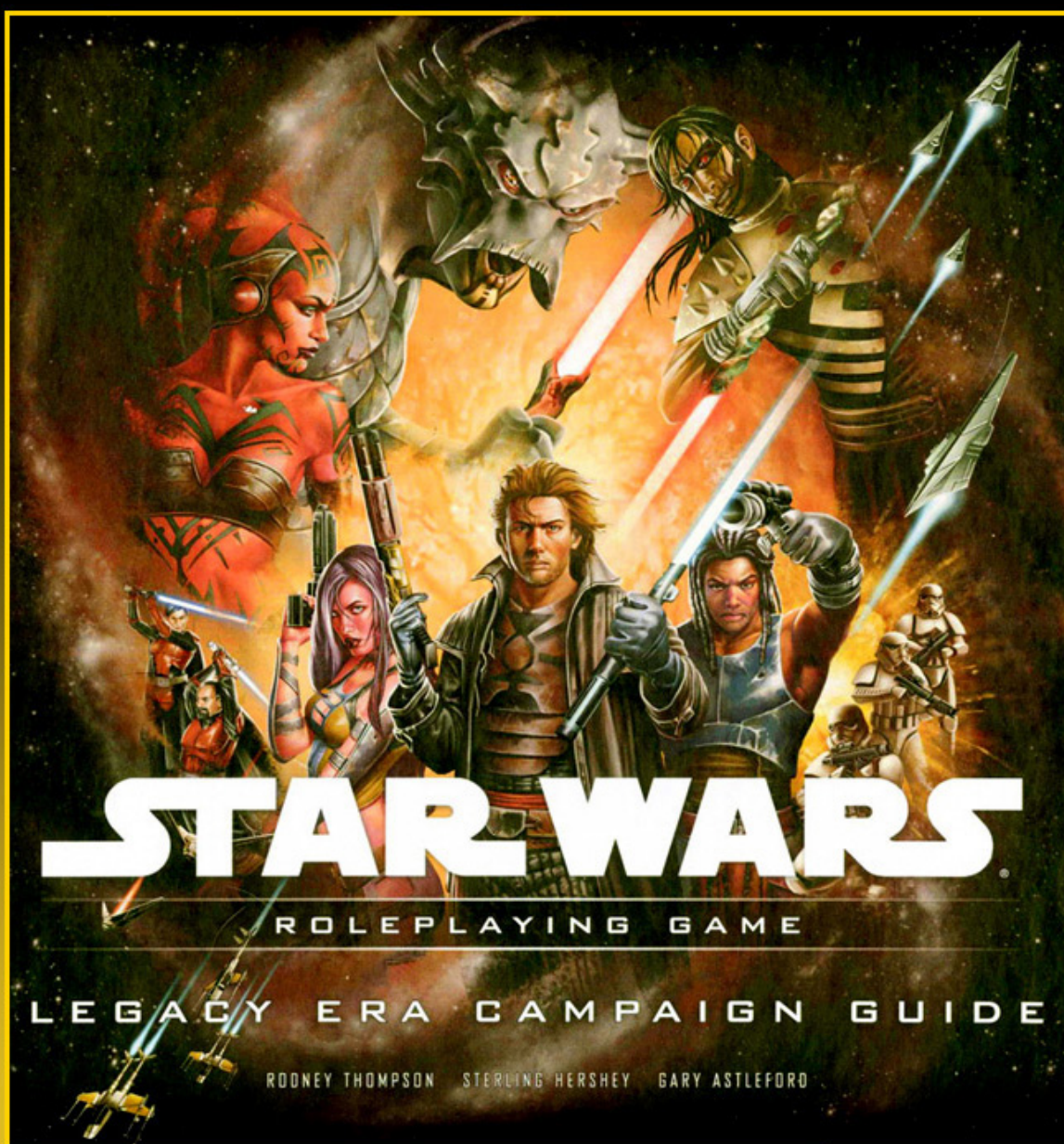


STAR WARS

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

LEGACY ERA CAMPAIGN GUIDE



Inspired by



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: Slavn & 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 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

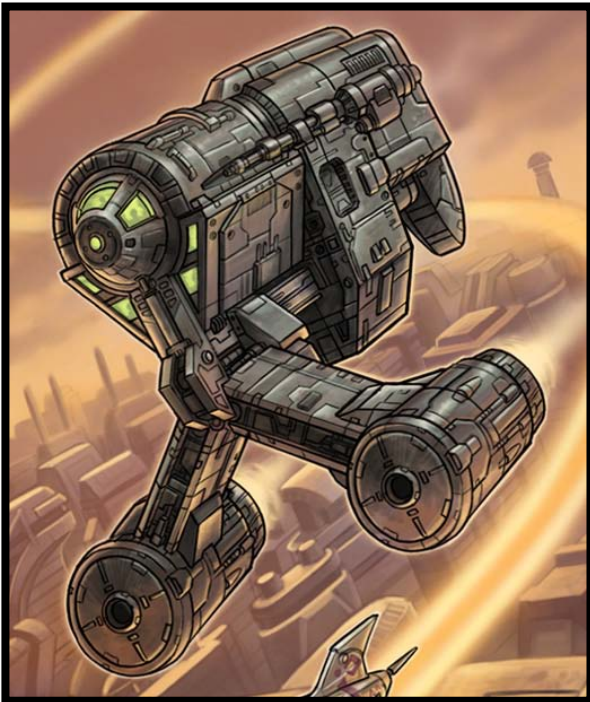
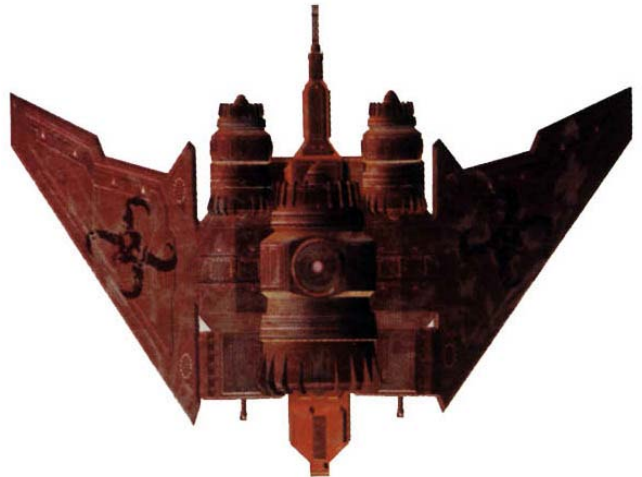
Maneuverability: 2D

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 Siemar /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

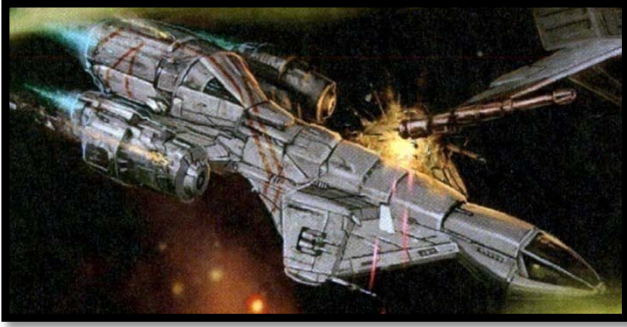
Length: 150 meters

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

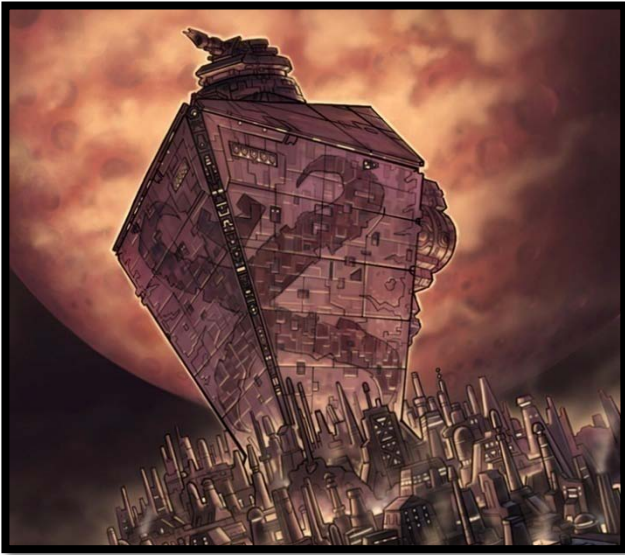


Atmosphere: 295; 830 kmh
Hull: 5D
Shields: 2D
Sensors:
Passive: 30/0D
Scan: 60/1D
Search: 90/2D
Focus: 4/4D
Weapons:
4 Laser Cannons
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D*
Game Note: The four laser cannons 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

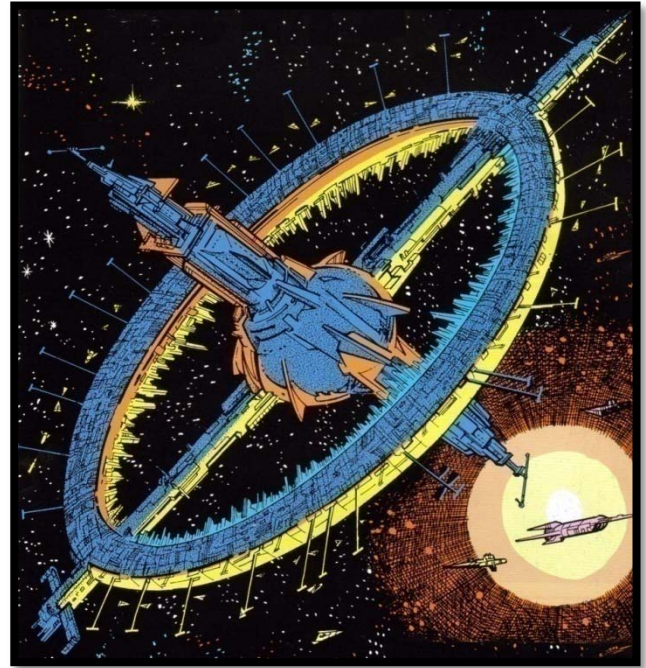
Length: 4,100 meters

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

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)

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

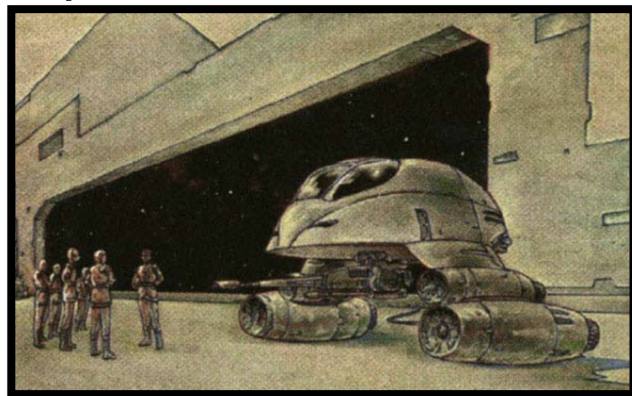
4D+2, starship gunnery 5D, starship shields 4D

Cargo Capacity: 70 kilograms

Consumables: 1 week

Cost: Not available for sale

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 use 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

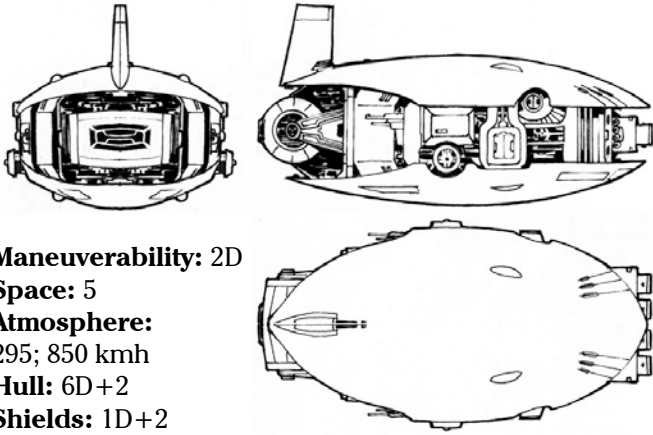
Consumables: 2 months

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 Engineering 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

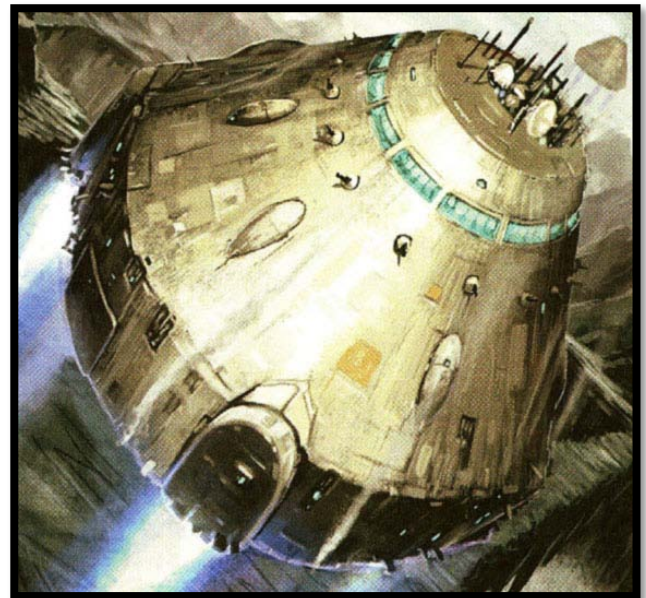
Damage: 7D

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-Scythe 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)

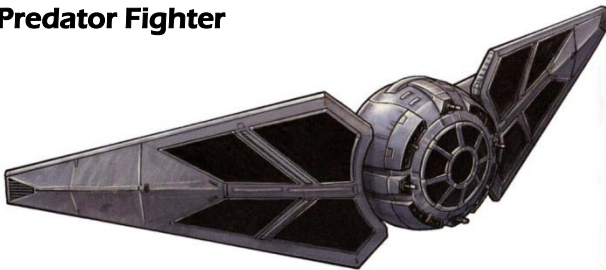
Imperial

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

Hyperdrive 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

Hyperdrive 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

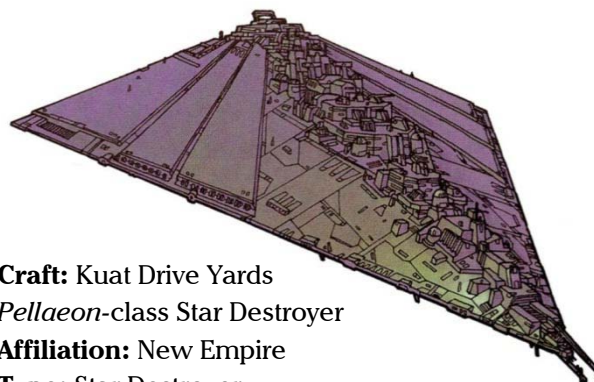
Space Range: 1-5/15/30

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 Era 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

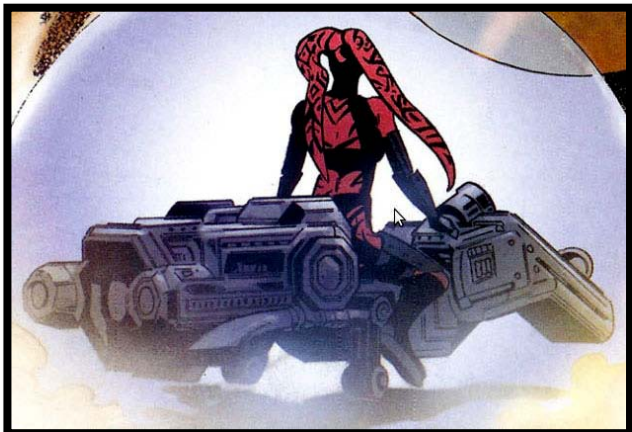
Altitude Range: Ground level-50 meters

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 Airspeeder
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. Veltis-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

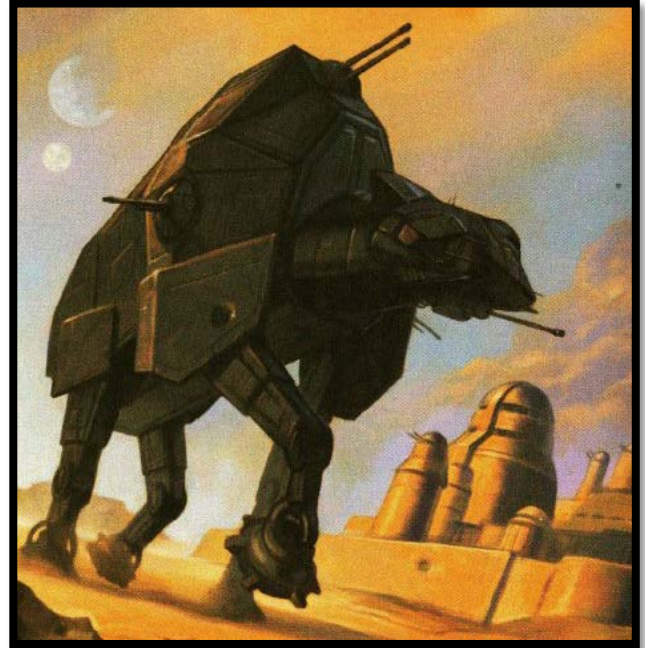
2 Double Suppression Cannons

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 PI-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:

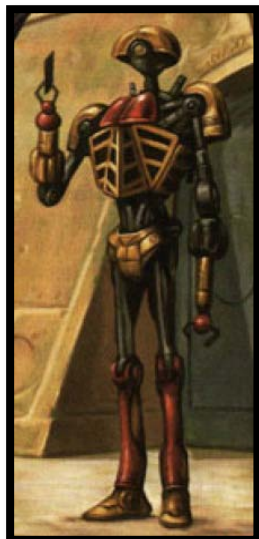
- Walking locomotion
- 2 hand appendages
- 1 tool appendage
- Vocabulator

Move: 10

Size: 1.6 meters

Cost: 4,100 credits

Source: Legacy Era Campaign Guide (page 71)



-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



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)



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)

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

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

DEXTERITY 1D

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 creature's 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 an additional +1D to *blaster*.
Source: Legacy Era Campaign Guide (page 182)

Heavy Assault Blaster Rifle



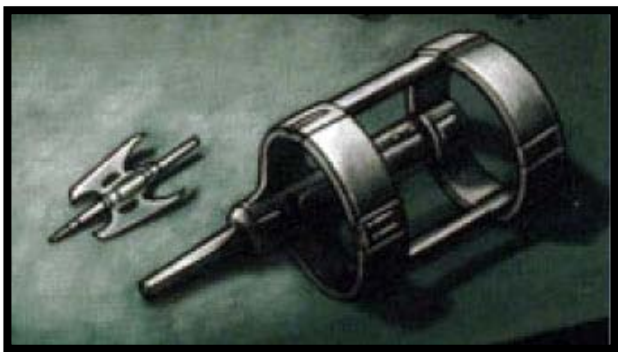
Type: Heavy blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 50
Cost: 3,000
Availability: 3, X
Range: 3-25/50/250
Damage: 6D
Source: Legacy Era Campaign Guide (page 65)

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

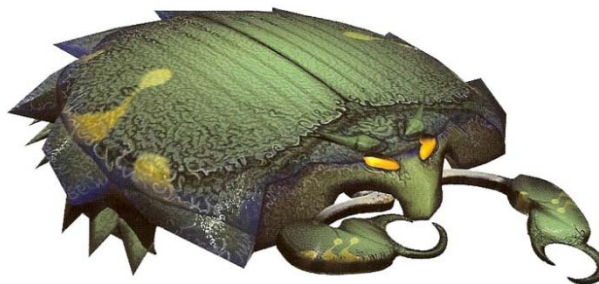
Range: 1-6/20/40

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 Yuuzhan 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 gamemasters 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 natural 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.

Yuuzhan 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 scarring, 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

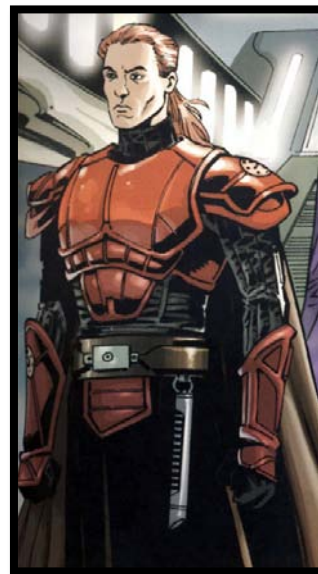
Cost: (7,000)

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)

