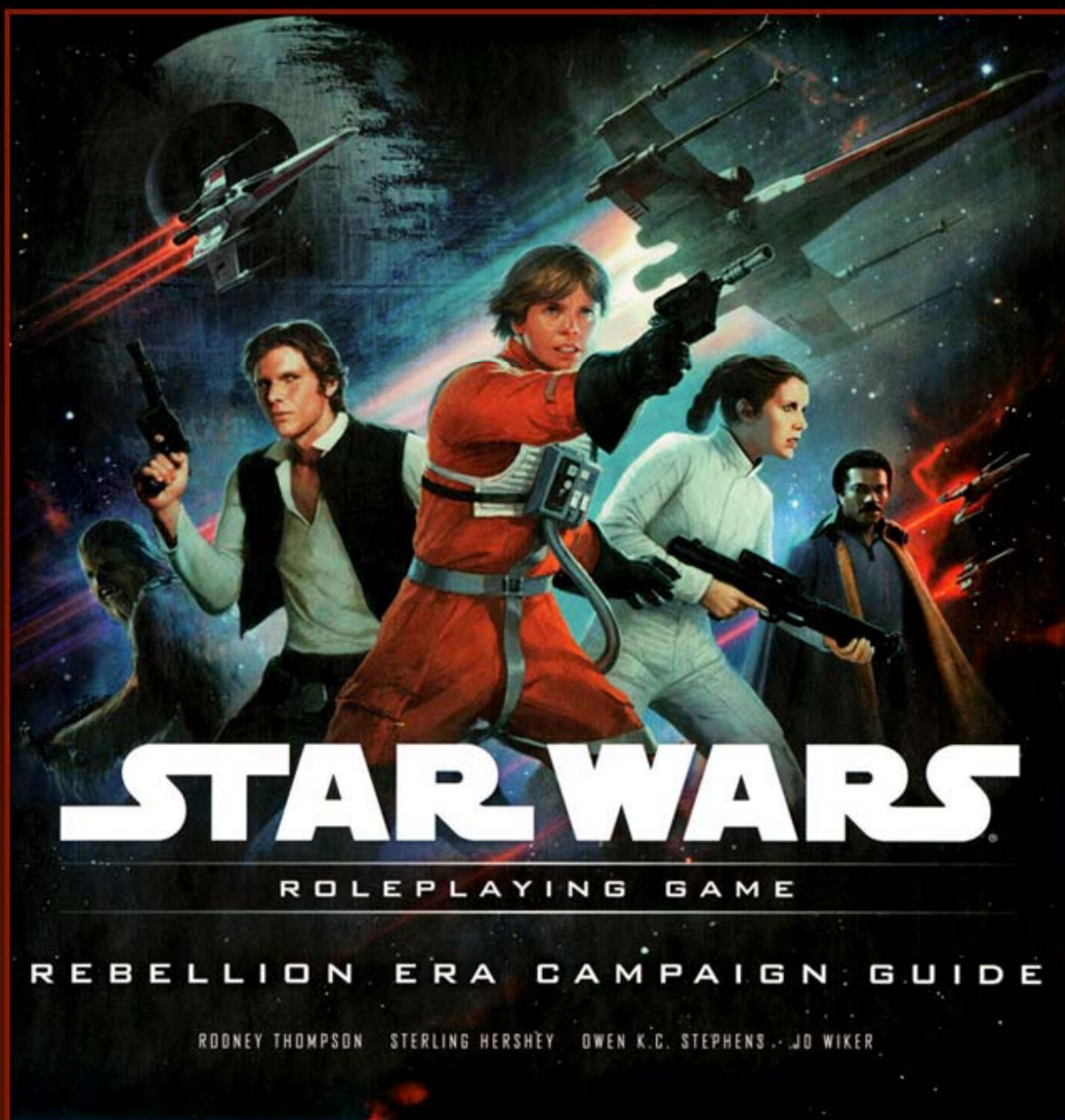


STAR WARS

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

REBELLION ERA CAMPAIGN GUIDE



Inspired by



Vehicles

Cargo Skiff



Craft: Ubrikkian Bantha II Cargo SKiff

Type: Cargo skiff

Scale: Speeder

Length: 9 meters

Skill: Repulsorlift operation: cargo skiff

Crew: 1

Passengers: 16

Cargo Capacity: 120 metric tons

Cover: 1/2

Altitude Range: Ground level-50 meters

Cost: 25,000 (new), 13,500 (used)

Move: 70; 200 kmh

Body Strength: 1D

Source: Star Wars Trilogy Sourcebook SE (page 159), Secrets of Tatooine (page 28), Rebellion Era Campaign Guide (page 60)

Cloud Car



Craft: Bispin Motors Storm IV

Type: Twin-pod Cloud Car

Scale: Speeder

Length: 7 meters

Skill: Repulsorlift operation: cloud car

Crew: 1; 1 (can combine)

Crew Skill: Vehicle blasters 3D+2, repulsorlift operation: cloud car 3D

Cargo Capacity: 10 kilograms

Cover: Full

Altitude Range: 50-100 kilometers

Cost: 75,000 (new), 28,000 (used)

Maneuverability: 2D+2

Move: 520; 1,500 kmh

Body Strength: 4D

Weapons:

Double Blaster Cannon (fire-linked)

Fire Arc: Front

Crew: 1 (co-pilot)

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-400/900/3 Km

Damage: 5D

Source: Star Wars Trilogy Sourcebook SE (pages 157-158), Galaxy Guide 2 – Yavin and Bespin (page 76), Rulebook (pages 244-245), d20 Core Rulebook (page 237), Rebellion Era Campaign Guide (pages 60-61)

Combat Cloud Car



Craft: Ubrikkian Talon I Combat Cloud Car

Type: Combat cloud car

Scale: Speeder

Length: 10 meters

Skill: Repulsorlift operation: cloud car

Crew: 1

Crew Skill: Repulsorlift operation 4D+1, vehicle blasters 4D+1

Passengers: 1

Cargo Capacity: 50 kilograms

Cover: Full

Altitude Range: Ground level-100 kilometers

Cost: 80,000 (new)

Maneuverability: 3D

Move: 520; 1,500 kmh

Body Strength: 4D+2

Weapons:

Double Blaster Cannon (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-400/900/3 Km

Damage: 4D+2

Source: The Thrawn Trilogy Sourcebook (page 205), The Last Command Sourcebook (page 128), Arms and Equipment Guide (page 71), Rebellion Era Campaign Guide (page 61)

Ubrikkian 9000 Z004



Craft: Ubrikkian 9000 Z004

Type: Sport speeder

Scale: Speeder

Length: 2.46 meters

Skill: Repulsorlift operation: landspeeder

Crew: 1

Passengers: 1

Cargo Capacity: 30 kilograms

Cover: Full

Altitude Range: Ground level-1.5 meters

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

Maneuverability: 2D+1

Move: 105; 300 kmh

Body Strength: 1D+2

Source: Rulebook (page 242), Rebellion Era Campaign Guide (pages 61-62)

Air-2 Racing Swoop



Craft: TaggeCo Air-2 Swoop

Type: Swoop

Scale: Speeder

Length: 1.9 meters

Skill: Swoop operation

Crew: 1

Passengers: None

Cargo Capacity: 50 kilograms

Cover: 1/4

Altitude Range: Ground level-1 kilometer

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

Maneuverability: 2D+2

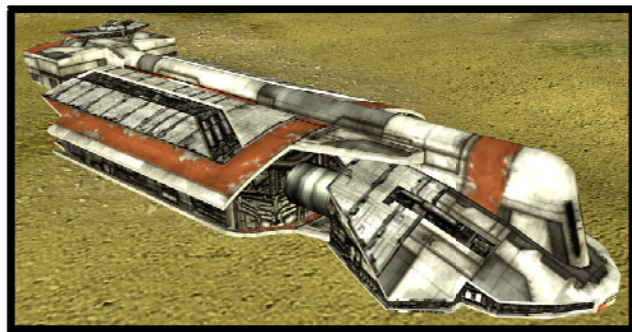
Move: 210; 600 kmh

Body Strength: 1D+2

Game Note: An Air-2 grants a +2D bonus to *repulsorlift repair* rolls made on it.

Source: Arms and Equipment Guide (page 75), Tempest Feud (page 128), Rebellion Era Campaign Guide (page 62)

HTT-26 Heavy Troop Transport



Craft: Gallofree HTT-26 Transport

Type: Heavy troop transport

Scale: Speeder

Length: 12 meters

Skill: Repulsorlift operation: HTT-26

Crew: 1, gunners: 1

Passengers: 16 (troops)

Cargo Capacity: 1 ton

Cover: Full

Altitude Range: 0-1.5 meters

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

Maneuverability: 1D

Move: 30; 95 kmh

Body Strength: 3D

Weapons:

Medium Blaster Cannon

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters

Fire Control: 1D+2

Range: 50-400/1/3 Km

Damage: 5D+2

Source: Rebellion Era Campaign Guide (page 111)

Rebel ULAV

Craft: Modified Siemar Ultra-Light Assault Vehicle

Type: Light assault vehicle

Scale: Speeder

Length: 7 meters

Skill: Repulsorlift operation: ULAV

Crew: 1, gunners: 1

Crew Skill: Vehicle blasters 4D, repulsorlift operation 4D

Cargo Capacity: 5 kilograms



Cover: Full

Altitude Range: Ground level-0.6 meters

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

Maneuverability: 3D

Move: 140; 400 kmh

Body Strength: 2D+2

Weapons:

Twin Light Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 1D

Range: 3-50/100/200

Damage: 2D+2

Concussion Grenade Launcher

Fire Arc: Front

Skill: Missile weapons

Fire Control: 1D

Range: 10-50/100/200

Damage: 3D+1

Medium Blaster Cannon

Fire Arc: Back

Crew: 1

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-200/500/1 Km

Damage: 5D

Source: Rebel Alliance Sourcebook (pages 104-105), The DarkStryder Campaign (page 76), Arms and Equipment Guide (page 80), Rebellion Era Campaign Guide (page 111)

Heavy Tracker

Craft: Mekuun Heavy Tracker

Type: Mobile scanning unit

Scale: Walker

Length: 22.2 meters

Skill: Repulsorlift operation: heavy tracker

Crew: 6, gunners: 2, skeleton: 2/+10

Crew Skill: Vehicle blasters 4D+1, repulsorlift operation 3D+2

Passengers: 5 (omniprobe operators)

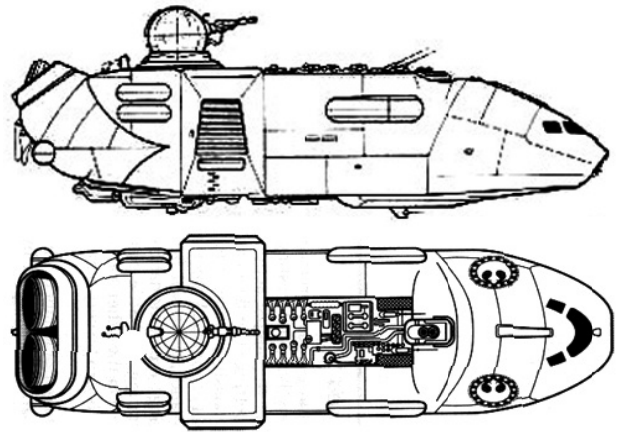
Cargo Capacity: 250 kilograms

Cover: Full

Altitude Range: Ground level-2 meters

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

Maneuverability: 1D



Move: 45; 130 kmh

Body Strength: 3D+2

Weapons:

Heavy laser Cannon

Fire Arc: Turret

Crew: 2

Skill: Vehicle blasters

Fire Control: 2D (4D with omniprobe)

Range: 50-500/1.5/3 Km

Damage: 4D

Source: Rebel Alliance Sourcebook (page 107), Rebellion Era Campaign Guide (page 112)

T2-B Repulsor Tank



Craft: Yutrane-Trackata T2-B Repulsor Tank

Type: Light assault vehicle

Scale: Speeder

Length: 9 meters

Skill: Repulsorlift operation: T2-B tank

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

Crew Skill: Vehicle blasters 4D, repulsorlift operation 4D

Cargo Capacity: 200 kilograms

Cover: Full

Altitude Range: Ground level-0.6 meters

Cost: Not available for sale

Maneuverability: 1D+2

Move: 28; 80 kmh

Body Strength: 5D+2

Weapons:**Quad Light Blaster Cannon***Fire Arc:* Turret*Crew:* 1*Skill:* Vehicle blasters*Fire Control:* 2D+2*Range:* 50-200/500/1 Km*Damage:* 6D**Source:** Rebellion Era Campaign Guide (page 112)**T4-B Heavy Tank****Craft:** Yutrane-Trackata T4-B HeavyTank**Type:** Heavy assault vehicle**Scale:** Speeder**Length:** 10 meters**Skill:** Ground vehicle operation: T4-B tank**Crew:** 2, gunners: 1, skeleton: 1/+5**Crew Skill:** Vehicle blasters 4D, ground vehicle operation 4D**Cargo Capacity:** 300 kilograms**Cover:** Full**Cost:** Not available for sale**Maneuverability:** 0D+2**Move:** 14; 40 kmh**Body Strength:** 6D**Weapons:****2 Heavy Laser Cannons** (fire-linked)*Fire Arc:* Turret*Crew:* 1*Skill:* Vehicle blasters*Fire Control:* 2D*Range:* 50-200/500/1 Km*Damage:* 7D**Triple Concussion Missile Launcher***Fire Arc:* Turret*Crew:* 1*Skill:* Missile weapons*Fire Control:* 2D*Range:* 50-500/1.5/3 Km*Damage:* 10D**Source:** Rebellion Era Campaign Guide (page 112)**AT-AA****Craft:** Rothana Heavy Engineering All Terrain Anti-Aircraft Platform**Type:** Heavy artillery platform**Scale:** Walker**Length:** 18 meters**Skill:** Walker operation: AT-AA**Crew:** 3, gunners: 2**Crew Skill:** Missile weapons 3D+1, walker operation 3D**Cargo Capacity:** 250 kilograms**Cover:** Full**Cost:** Not available for sale**Maneuverability:** 0D**Move:** 21; 60 kmh**Body Strength:** 4D+1**Electronic Countermeasures:** Missile or torpedo attack rolls against the AT-AA suffer a -2D penalty.**Weapons:****Flak Pod***Fire Arc:* Top*Crew:* 1*Skill:* Missile weapons*Fire Control:* 2D*Range:* 50-500/1.5/3 Km*Blast Radius:* 20 meters*Damage:* 7D**Light Missile Launcher** (36 missiles)*Fire Arc:* Top*Crew:* 1*Skill:* Missile weapons*Fire Control:* 2D*Range:* 50-200/500/1 Km*Damage:* 7D**Source:** Rebellion Era Campaign Guide (page 130)

AT-PT



Craft: All-Terrain Personal Transport

Type: Light walker

Scale: Walker

Length: 2.1 meters long, 3.1 meters tall

Skill: Walker operation: AT-PT

Crew: 1

Crew Skill: Missile weapons 4D, vehicle blasters 4D, walker operation 4D

Cargo Capacity: 25 kilograms

Cover: Full

Cost: 15,000 (used)

Maneuverability: 2D

Move: 21; 60 kmh

Body Strength: 2D

Weapons:

Twin Blaster Cannon

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 1D

Range: 10-50/200/500

Damage: 4D

Concussion Grenade Launcher

Fire Arc: Front

Skill: Missile weapons: grenade launcher

Fire Control: 1D

Range: 10-50/100/200

Damage: 2D

Source: Alliance Intelligence Reports (page 49), The Thrawn Trilogy Sourcebook (page 203), Dark Force Rising Sourcebook (pages 121-122), Arms and Equipment Guide (pages 81-82), Rebellion Era Campaign Guide (page 132)

Lancet Aerial Artillery

Craft: Sienar Fleet Systems Lancet Aerial Artillery

Type: Repulsor artillery

Scale: Speeder

Length: 14 meters

Skill: Repulsorlift operation: Lancet

Crew: 1, gunners: 1



Crew Skill: Vehicle blasters 4D, repulsorlift operation 4D

Cargo Capacity: 850 kilograms

Cover: Full

Altitude Range: Ground level-5 kilometers

Cost: Not available for sale

Maneuverability: 1D

Move: 295; 850 kmh

Body Strength: 4D

Weapons:

Proton Beam Cannon

Fire Arc: Front

Scale: Walker

Skill: Vehicle blasters

Fire Control: 1D

Range: 3-80/300/600

Damage: 8D

Laser Cannon

Fire Arc: Front

Crew: 1

Skill: Vehicle blasters

Fire Control: 2D+1

Range: 50-200/500/1 Km

Damage: 4D+1

Source: Rebellion Era Campaign Guide (page 133)

TIE Mauler

Craft: Santhe/Sienar Technologies TIE ap-1 "Mauler"

Type: Compact assault vehicle

Scale: Speeder

Length: 6.7 meters

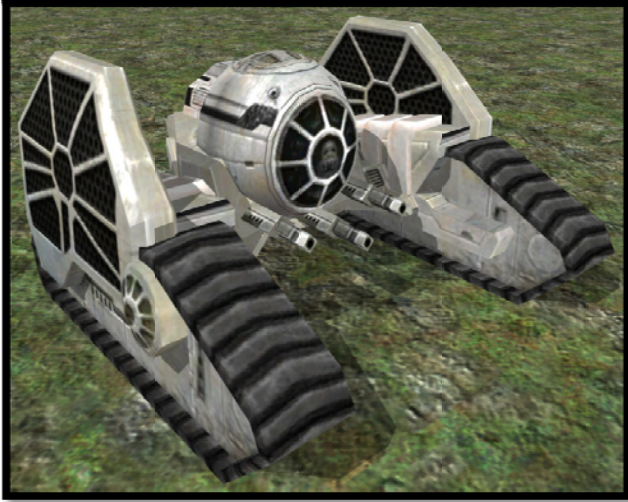
Skill: Ground vehicle operation: TIE ap-1

Crew: 1

Crew Skill: Vehicle blasters 4D+1, ground vehicle operation 5D

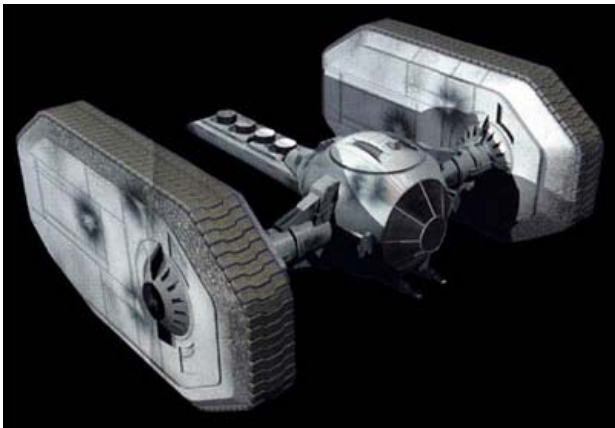
Cargo Capacity: 95 kilograms

Consumables: 5 days



Cover: Full
Cost: Not available for sale
Maneuverability: 2D+1
Move: 30; 90 kmh
Body Strength: 2D+1
Weapons:
Triple Medium Blaster Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D+2
Range: 50-400/900/2 Km
Damage: 6D
Source: Rebellion Era Campaign Guide (page 135)

TIE Crawler (Century Tank)



Craft: Santhe/Sienar Technologies Century Tank
Type: Compact assault vehicle
Scale: Speeder
Length: 6.7 meters
Skill: Ground vehicle operation: Century tank
Crew: 1
Crew Skill: Vehicle blasters 5D, ground vehicle operation 5D+2
Passengers: 1
Cargo Capacity: 200 kilograms
Consumables: 5 days
Cover: Full
Cost: 37,000 credits
Maneuverability: 2D+1

Move: 30; 90 kmh
Body Strength: 2D
Weapons:
2 Medium Blaster Cannons
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-400/900/2 Km
Damage: 5D
Light Turbolaser
Fire Arc: Turret
Skill: Vehicle blasters
Fire Control: 1D+2
Range: 50-300/500/1 Km
Damage: 4D+1
Source: Dark Empire Sourcebook (pages 123-124), Rebellion Era Campaign Guide (page 135)

Canderous Assault Tank



Craft: MandalTech Canderous-class Assault Tank
Type: Repulsor assault tank
Scale: Speeder
Length: 16 meters
Skill: Repulsorlift operation: Canderous tank
Crew: 3, gunners: 2, skeleton: 1/+5
Crew Skill: Missile weapons 4D, vehicle blasters 4D+1, repulsorlift operation 3D+2
Cargo Capacity: 100 kilograms
Consumables: 1 week
Cover: Full
Altitude Range: Ground level-1 meter
Cost: Not available for sale
Maneuverability: +2
Move: 18; 50 kmh
Body Strength: 7D
Shields: 1D
Weapons:
2 Heavy Laser Cannons (fire-linked)
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters

Fire Control: 2D

Range: 200-1/3/5 Km

Damage: 7D

Concussion Missile Launcher

Fire Arc: Front

Crew: 1

Skill: Missile weapons

Fire Control: 1D+2

Range: 50-500/1/2 Km

Damage: 9D

Source: Rebellion Era Campaign Guide (page 153)

F9-TZ Transport



Craft: Zann Consortium F9-TZ Transport

Type: Light troop transport

Scale: Speeder

Length: 21 meters

Skill: Repulsorlift operation: F9-TZ transport

Crew: 2

Crew Skill: Repulsorlift operation 4D

Passengers: 40

Cargo Capacity: 1 metric ton

Consumables: 1 week

Cover: Full

Altitude Range: Ground level-1 meter

Cost: Not available for sale

Maneuverability: 1D

Move: 30; 95 kmh

Body Strength: 3D+1

Shields: 1D

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

Source: Rebellion Era Campaign Guide (pages 153-154)

Starships

G1-M4-C Dunelizard



Craft: MandalMotors G1-M4-C Dunelizard Fighter

Affiliation: General

Era: Rise of the Empire

Source: Rebellion Era Campaign Guide (page 63)

Type: Medium fighter

Scale: Starfighter

Length: 11 meters

Skill: Starfighter piloting: G1-M4-C Dunelizard

Crew: 1

Crew Skill: Varies widely

Cargo Capacity: 110 kilograms

Consumables: 2 weeks

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

Hyperdrive Multiplier: x2

Nav Computer: Yes (limited to 3 jumps)

Maneuverability: 2D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D+2

Shields: 1D+2

Sensors:

Passive: 10/1D

Scan: 20/2D

Search: 40/3D

Focus: 3/4D

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmospheric Range: 100-300/1.2/2.5 km

Damage: 5D

Ixiyen Fast Attack Craft

Craft: TransGalMeg Ixiyen-class Starfighter

Affiliation: General / Empire

Era: Rise of the Empire

Source: Rebellion Era Campaign Guide (pages 63-64)



Type: Fast attack craft
Scale: Starfighter
Length: 20 meters
Skill: Starfighter piloting: Ixiyen fighter
Crew: 1
Crew Skill: Varies widely
Cargo Capacity: 440 kilograms
Consumables: 4 weeks
Cost: 180,000 (new), 40,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 1D+2
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 4D
Shields: 0D+2
Sensors:
Passive: 10/1D
Scan: 20/1D+2
Search: 40/2D+1
Focus: 3/3D+2
Weapons:
Double Medium Laser Cannons
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-3/12/25
Atmospheric Range: 100-300/1.2/2.5 km
Damage: 5D
Concussion Missile Launcher (5 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D

M12-L Kimogila



Craft: MandalMotors M12-L Kimogila Heavy Fighter
Affiliation: General
Era: Rebellion
Source: Rebellion Era Campaign Guide (page 64)
Type: Heavy fighter
Scale: Starfighter
Length: 12 meters
Skill: Starfighter piloting: M12-L Kimogila
Crew: 1, gunners: 1
Crew Skill: Varies widely
Cargo Capacity: 110 kilograms
Consumables: 2 weeks
Cost: 175,000 (new), 125,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: No (uses astromech droid with 10-jump memory)
Maneuverability: 1D+2
Space: 5
Move: 295; 850 kmh
Hull: 5D+1
Shields: 1D
Sensors:
Passive: 10/1D
Scan: 20/2D
Search: 40/3D
Focus: 3/4D
Weapons:
4 Heavy Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmospheric Range: 100-300/1.2/2.5 km
Damage: 6D
Concussion Missile Launcher (12 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmospheric Range: 50-100/300/700
Damage: 8D

Proton Torpedo Launcher (4 carried)

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1/3/7

Atmospheric Range: 50-100/300/700

Damage: 9D

M22-T Krayt Gunship



Craft: MandalMotors M22-T Krayt Gunship

Affiliation: General

Era: Rebellion

Source: Rebellion Era Campaign Guide (page 65)

Type: Command gunship

Scale: Starfighter

Length: 20 meters

Skill: Starfighter piloting: M22-T Krayt

Crew: 1, gunners: 1

Crew Skill: Varies widely

Passengers: 2

Cargo Capacity: 440 kilograms

Consumables: 1 week

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

Hyperdrive Multiplier: x1

Nav Computer: Yes

Maneuverability: 1D+1

Space: 4

Move: 280; 800 kmh

Hull: 5D+1

Shields: 1D+1

Sensors:

Passive: 10/1D

Scan: 25/2D

Search: 50/3D

Focus: 4/4D

Weapons:

4 Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D+1

Space Range: 1-3/12/25

Atmospheric Range: 100-300/1.2/2.5 km

Damage: 5D+2

Double Ion Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

Concussion Missile Launcher (16 missiles)

Fire Arc: Front

Crew: 1 or pilot

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/3/7

Atmospheric Range: 50-100/300/700

Damage: 8D

Pinook Fighter



Craft: Joraan Drive Systems Pinook Starfighter

Affiliation: General

Era: Rise of the Empire

Source: Rebellion Era Campaign Guide (page 66)

Type: Escort starfighter

Scale: Starfighter

Length: 14.8 meters

Skill: Starfighter piloting: Pinook

Crew: 1

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

Cargo Capacity: 25 kilograms

Consumables: 1 week

Cost: 50,000 (new), 25,000 (used)

Hyperdrive Multiplier: x1.5

Nav Computer: Yes

Maneuverability: 0D+2

Space: 3

Atmosphere: 210; 600 kmh

Hull: 2D+1

Shields: +2

Sensors:

Passive: 15/1D

Scan: 30/2D

Search: 60/3D

Focus: 2/3D+2

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 1-300/1.2/2.5 km

Damage: 3D+1

Razor Fighter



Craft: Sarypan/SunHui Spacework *Razor*-class Fighter

Affiliation: General

Era: Rebellion

Source: Rebellion Era Campaign Guide (pages 66-67)

Type: Attack starfighter

Scale: Starfighter

Length: 13.6 meters

Skill: Starfighter piloting: Razor fighter

Crew: 1

Cargo Capacity: 110 kilograms

Consumables: 1 week

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

Hyperdrive Multiplier: x2

Nav Computer: Yes

Maneuverability: 2D+1

Space: 8

Atmosphere: 365; 1,050 kmh

Hull: 3D

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 40/2D

Focus: 2/3D

Weapons:

2 Medium Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D+1

Dual Ion Cannons

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 3D+2

2 Concussion Missile Launchers (4 missiles each)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/5/9

Atmosphere Range: 50-100/500/900

Damage: 8D+2

Mobquet Medium Cargo Hauler



Craft: Mobquet Custom Medium Cargo Hauler

Affiliation: General

Era: Rise of the Empire

Source: Pirates & Privateers (page 67), Rebellion Era Campaign Guide (pages 67-68)

Type: Medium transport

Scale: Starfighter

Length: 79.3 meters

Skill: Space transports: Mobquet Custom hauler

Crew: 2, skeleton: 1/+10

Crew Skill: Varies widely

Passengers: 8

Cargo Capacity: 700 metric tons

Consumables: 2 months

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

Hyperdrive Multiplier: x2

Hyperdrive Backup: x11

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 7D

Shields: 2D

Sensors:

Passive: 20/0D

Scan: 50/1D

Search: 80/2D

Focus: 4/3D

Weapons:

2 Laser Cannons

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Game Notes: +5 to modification and replacement rolls.

YKL-37R Nova Courier



Craft: Gallofree Yards YKL-37R Nova Courier

Affiliation: General / Rebel Alliance

Era: Rebellion

Source: Rebellion Era Campaign Guide (page 68)

Type: Light transport

Scale: Starfighter

Length: 30 meters

Skill: Space transports: Nova Courier

Crew: 2, gunners: 2, skeleton: 1/+10

Crew Skill: Varies widely

Passengers: 6

Cargo Capacity: 60 metric tons

Consumables: 6 months

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

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D+1

Space: 5

Atmosphere: 280; 800 kmh

Hull: 6D

Shields: 3D

Sensors:

Passive: 10/1D

Scan: 25/2D

Search: 40/3D

Focus: 3/4D

Weapons:

2 Twin Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

3 Concussion Missile Launchers (4 missiles each)

Fire Arc: Front

Crew: gunners or co-pilot

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

Game Notes: +5 to modification and replacement rolls.

YV-545 Transport



Craft: Corellian Engineering Corporation YV-545 Transport

Affiliation: General

Era: Rebellion

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

Type: Light freighter

Scale: Starfighter

Length: 32 meters

Skill: Space transports: YV-545

Crew: 2, gunners: 2

Crew Skill: Varies widely

Passengers: 5

Cargo Capacity: 80 metric tons

Consumables: 3 months

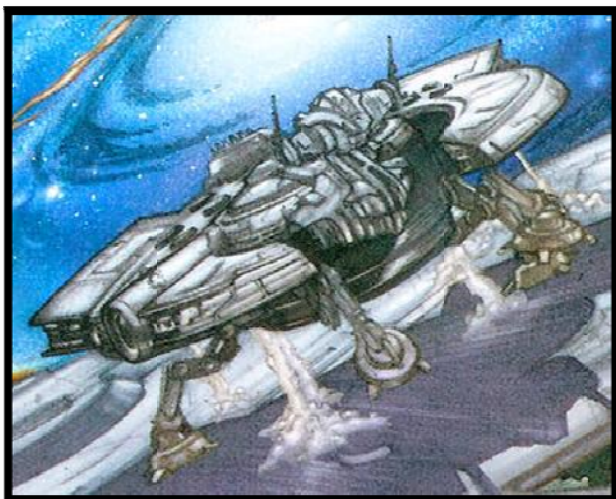
Cost: 120,000 (new), 35,000 (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x15

Nav Computer: Yes
Maneuverability: 2D+1
Space: 4
Atmosphere: 280; 800 kmh
Hull: 3D
Shields: 2D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Double Lasers
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Limpet Ship



Craft: Corellian Engineering Corporation YM-2800
Limpet Ship
Affiliation: Rebel Alliance
Era: Rebellion
Source: Rebellion Era Campaign Guide (pages 113-114)
Type: Boarding ship
Scale: Starfighter
Length: 26 meters
Skill: Space transports: Limpet ship
Crew: 6, skeleton: 3/+10
Crew Skill: All skills 4D
Passengers: 6
Cargo Capacity: 125 metric tons
Consumables: 2 months
Cost: 150,000 (new), 70,000 (used)
Maneuverability: 0D
Space: 4

Move: 280; 800 kmh
Hull: 4D
Shields: +2
Sensors:
Passive: 10/1D
Scan: 25/2D
Search: 50/3D
Focus: 4/4D
Weapons:
2 Medium Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmospheric Range: 100-300/1.2/2.5 km
Damage: 4D
Plasma Beam Cutter*
Fire Arc: Bottom
Crew: 2
Skill: Starship gunnery: plasma beam
Fire Control: 0D
Space Range: 4 meters
Damage: 8D

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

T-Wing

Craft: Hoersch-Kessel Drive Inc. T-wing Interceptor
Affiliation: Rebel Alliance / General
Era: Rebellion
Source: Rebellion Era Campaign Guide (page 114)
Type: Light interceptor
Scale: Starfighter
Length: 12.2 meters
Skill: Starfighter piloting: T-wing
Crew: 1
Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D, starship shields 3D+2
Cargo Capacity: 50 kilograms
Consumables: 1 week
Cost: 150,000 (new), 60,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: Limited to two jumps
Maneuverability: 3D+1
Space: 12



Atmosphere: 450; 1,300 kmh

Hull: 2D+1

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 40/2D

Focus: 2/3D

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+1

2 Concussion Missile Launchers (4 missiles each)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 8D

X4 Gunship

Craft: Incom Corporation X4 Gunship

Affiliation: Rebel Alliance

Era: Rebellion

Source: Rebellion Era Campaign Guide (page 115)

Type: Light assault ship

Scale: Starfighter

Length: 28 meters

Skill: Space transports: X4 gunship

Crew: 2, gunners: 6

Crew Skill: All skills 4D

Passengers: 6

Cargo Capacity: 20 metric tons

Consumables: 1 month

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



Maneuverability: 1D

Space: 4

Move: 280; 800 kmh

Hull: 5D

Shields: 1D+1

Sensors:

Passive: 10/1D

Scan: 30/2D

Search: 60/3D

Focus: 5/4D

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmospheric Range: 100-300/1.2/2.5 km

Damage: 4D+1

6 Light Laser Cannons

Fire Arc: Turrets

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmospheric Range: 100-300/1.2/2.5 km

Damage: 3D+2

Assassin Corvette



Craft: Corellian Engineering Corporation *Assassin*-class Corvette

Affiliation: General / Empire / Rebel Alliance

Era: Rebellion

Source: Rebellion Era Campaign Guide (pages 130-131)

Type: System patrol craft

Scale: Capital

Length: 139.2 meters
Skill: Capital ship piloting: Assassin corvette
Crew: 60 to 150, depending upon configuration (typically 84), gunners: 13
Crew Skill: All skills 3D+2
Passengers: Up to 60 (typically 51)
Cargo Capacity: Up to 2,100 metric tons (typically 1,500)
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D+2
Shields: 2D+1
Sensors:
Passive: 40/1D
Scan: 100/2D
Search: 140/3D
Focus: 8/4D
Weapons:
6 Dual Turbolasers
Fire Arc: 1 front, 1 top, 1 bottom, 1 left, 1 right, 1 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D+2
Proton Torpedo Launcher (10 carried)
Fire Arc: Front
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 2-12/30/60
Atmosphere Range: 200-1.2/3/6 km
Damage: 6D

Assault Gunboat
Craft: Cignus SpaceWorks *Alpha*-class Xg-1 Star Wing
Affiliation: Empire
Era: Rebellion
Source: The Far Orbit Project (page 60), Rebellion Era Campaign Guide (page 131)
Type: Assault fighter/gunboat
Scale: Starfighter
Length: 10 meters
Skill: Starfighter piloting: Assault Gunboat
Crew: 1



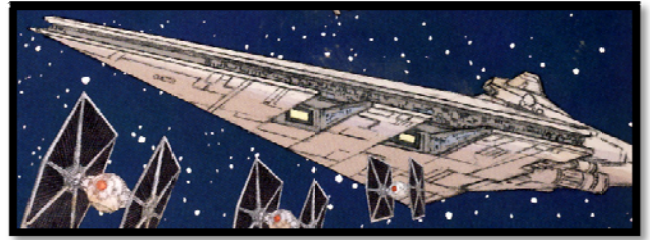
Cargo Capacity: 100 kilograms
Consumables: 3 days
Cost: 125,000 (new), 75,000 (used)
Maneuverability: 2D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 4D+1
Shields: 2D+2
Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 50/2D
Focus: 2/2D+2
Weapons:
2 Laser Cannons (single or fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D+2 or 4D+2
2 Ion Cannons (single or fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 3D+2 or 5D
2 Concussion Missile Launchers (8 missiles each)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D

Imperial Cargo Ship
Craft: Refitted Rothana Heavy Engineering *Acclamator*-class Military Cargo Ship
Affiliation: Empire
Era: Rise of the Empire
Source: Rebellion Era Campaign Guide (page 132)



Type: Cargo ship
Scale: Capital
Length: 761 meters
Skill: Capital ship piloting: *Acclamator*-class
Crew: 14,857
Crew Skill: All skills typically at 4D
Passengers: 16,000 (stormtroopers)
Cargo Capacity: 502,212 metric tons
Consumables: 2 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Nav Computer: Yes
Space: 5
Atmosphere: 330; 950 kmh
Hull: 3D+1
Shields: 2D+2
Sensors:
Passive: 40/1D
Scan: 70/2D
Search: 150/3D
Focus: 4/3D+2
Weapons:
12 Turbo Quadlasers
Fire Arc: Partial Turret (6 front/left, 6 front/right)
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 6D
24 Point Laser Cannons
Fire Arc: 8 front, 8 left, 8 right
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D+1

Imperial II-class Frigate



Craft: Kuat Drive Yards' Imperial II-class Frigate
Affiliation: Empire
Era: Rise of the Empire
Source: Rebellion Era Campaign Guide (pages 132-133)
Type: Patrol cruiser
Scale: Capital
Length: 800 meters
Skill: Capital ship piloting: II-class Frigate
Crew: 19,801, gunners: 98, skeleton: 3,000/+20
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 4D+1, sensors 4D
Passengers: 4,400 (troops)
Cargo Capacity: 46,350 metric tons
Consumables: 6 years
Hyperdrive Multiplier: x4
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 5D
Shields: 2D+1
Sensors:
Passive: 50/1D
Scan: 100/2D
Search: 200/3D
Focus: 6/4D
Weapons:
30 Turbolasers
Fire Arc: 10 front, 10 left, 10 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D
30 Ion Cannons
Fire Arc: 10 front, 8 left, 8 right, 4 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D

4 Tractor Beam Projectors

Fire Arc: 2 front, 1 left, 1 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Carried Craft: 36 TIE Fighters, 36 TIE Interceptors, 2 Lambda shuttles, various support vehicles

Missile Boat



Craft: Cygnus Spaceworks Xg-13 Missile Boat

Affiliation: Empire

Era: Rebellion

Source: Rebellion Era Campaign Guide (page 134)

Type: Heavy assault starfighter

Scale: Starfighter

Length: 10 meters

Skill: Starfighter piloting: Missile boat

Crew: 1

Crew Skill: starfighter piloting 3D+2, starship gunnery 4D, starship shields 3D+1

Cargo Capacity: 100 kilograms

Consumables: 3 days

Cost: Not available for sale

Hyperdrive Multiplier: x6

Nav Computer: Yes

Maneuverability: 2D

Space: 9 (12 when engaging SLAM)

Atmosphere: 400; 1,150 kmh

Hull: 4D+2

Shields: 1D

Sensors:

Passive: 25/1D

Scan: 45/2D

Search: 80/3D

Focus: 6/4D

Weapons:

Medium 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: 5D

2 Advanced Concussion Missile Launchers (20 missiles each)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/7/13

Atmosphere Range: 100-300/700/1.3 km

Damage: 9D+2

2 Concussion Missile Launchers (20 missiles each)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

Royal Guard Starfighter



Craft: Modified Siemar Fleet Systems TIE/int

Affiliation: Empire

Era: Rebellion

Source: Rebellion Era Campaign Guide (page 134)

Type: Escort starfighter

Scale: Starfighter

Length: 9.6 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Starfighter piloting 6D, starship gunnery 6D+2

Cargo Capacity: 75 kilograms

Consumables: 2 days

Cost: Not available for sale

Maneuverability: 3D+2

Space: 11

Atmosphere: 435; 1,250 kmh

Hull: 3D

Shields: 1D

Sensors:

Passive: 25/1D

Scan: 40/2D+1

Search: 60/3D

Focus: 4/4D

Weapons:

4 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

TIE Aggressor



Craft: Sienar Fleet Systems TIE Aggressor

Affiliation: Empire

Era: Rise of the Empire

Source: Rebellion Era Campaign Guide (page 135)

Type: Multipurpose craft

Scale: Starfighter

Length: 7.8 meters

Skill: Starfighter piloting: TIE

Crew: 1, gunners: 1

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

Cargo Capacity: 75 kilograms

Consumables: 2 days

Cost: Not available for sale

Maneuverability: 3D

Space: 9

Atmosphere: 380, 1,100 kmh

Hull: 3D

Sensors:

Passive: 0/0D

Scan: 35/1D

Search: 50/2D

Focus: 3/3D

Weapons:

2 Medium Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

Twin Laser Cannon

Fire Arc: Rear turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D+2

Concussion Missile Launcher

Fire Arc: Front

Skill: Starship gunnery

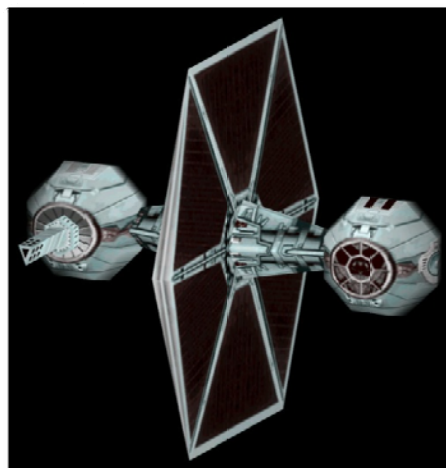
Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 7D

TIE Bizarro



Craft: Sienar Fleet Systems TIE Experimental M1

Affiliation: Empire

Era: Rebellion

Type: Heavy laser experimental fighter

Scale: Starfighter

Length: 6.3 meters

Skill: Starfighter piloting: TIE

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

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

Cargo Capacity: 65 kilograms

Consumables: None

Cost: Not available for sale

Hyperdrive Multiplier: x5

Nav Computer: No (slaved to controller ship)

Maneuverability: 2D

Space: 11

Atmosphere: 435; 1,250 kmh

Hull: 1D+2

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 3/3D

Weapons:

Turbolaser Cannon

Fire Arc: Front

Scale: Capital

Skill: Capital ship gunnery

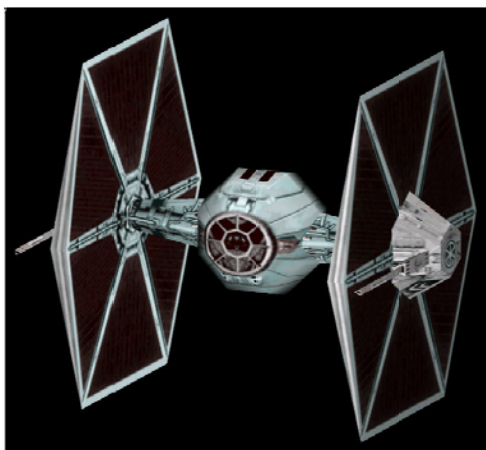
Fire Control: 2D

Space Range: 2-5/25/50

Atmosphere Range: 1-2/5/10 km

Damage: 2D

TIE BigGun



Craft: Sienar Fleet Systems TIE Experimental M2

Affiliation: Empire

Era: Rebellion

Source: Rebellion Era Campaign Guide (page 136)

Type: Heavy lasers experimental fighter

Scale: Starfighter

Length: 6.3 meters

Skill: Starfighter piloting: TIE

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

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

Cargo Capacity: 65 kilograms

Consumables: None

Cost: Not available for sale

Maneuverability: 2D

Space: 10

Atmosphere: 415; 1,200 kmh

Hull: 2D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 3/3D

Weapons:

Double Turbolaser Cannon

Fire Arc: Front

Scale: Capital

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-5/25/50

Atmosphere Range: 1-2/5/10 km

Damage: 3D

TIE Warhead



Craft: Sienar Fleet Systems TIE Experimental M3

Affiliation: Empire

Era: Rebellion

Source: Rebellion Era Campaign Guide (page 136)

Type: Warhead launcher experimental fighter

Scale: Starfighter

Length: 9.6 meters

Skill: Starfighter piloting: TIE

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

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

Cargo Capacity: 75 kilograms

Consumables: None

Cost: Not available for sale

Maneuverability: 3D+1

Space: 11

Atmosphere: 435; 1,250 kmh

Hull: 3D

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 3/3D

Weapons:

2 Missile Launchers (4 missiles each)

Fire Arc: Front

Skill: Starship gunnery

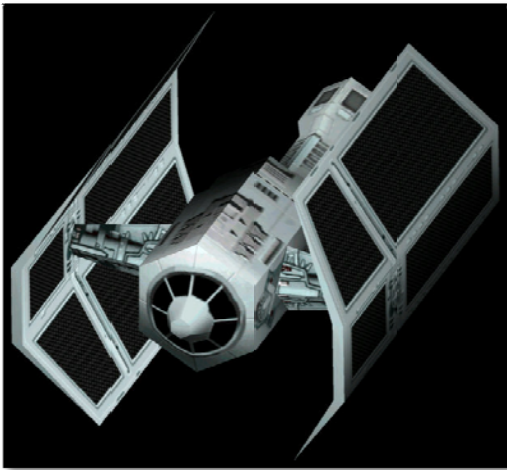
Fire Control: 3D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

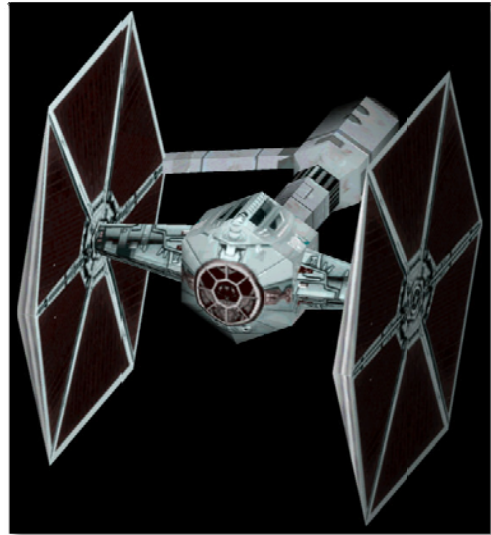
TIE Bomb



Craft: Sienar Fleet Systems TIE Experimental M4
Affiliation: Empire
Era: Rebellion
Type: Kamikaze experimental bomber
Scale: Starfighter
Length: 8.7 meters
Skill: Starfighter piloting: TIE
Crew: 0 (1 pilot by remote control on a nearby transport)
Crew Skill: Starfighter piloting 4D
Cargo Capacity: 30 kilograms
Consumables: None
Cost: Not available for sale
Maneuverability: 2D
Space: 16
Atmosphere: 550; 1,680 kmh
Hull: 3D+2
Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 50/2D
Focus: 3/2D+2
Ramming: The ship is loaded with explosives and does 5D Capital-scale damage upon crashing on a target.

TIE Booster

Craft: Sienar Fleet Systems TIE Experimental M5
Affiliation: Empire
Era: Rebellion
Type: Fast experimental fighter
Scale: Starfighter
Length: 10 meters
Skill: Starfighter piloting: TIE
Crew: 0 (1 pilot by remote control on a nearby transport)
Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D
Cargo Capacity: 50 kilograms
Consumables: None



Cost: Not available for sale
Hyperdrive Multiplier: x5
Nav Computer: No (slaved to controller ship)
Maneuverability: 1D+2
Space: 14
Atmosphere: 485; 1,400 kmh
Hull: 1D+2
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

TIE Oppressor



Craft: Sienar Fleet Systems TIE Oppressor
Affiliation: Empire
Era: Rebellion

Source: Rebellion Era Campaign Guide (page 136)

Type: Light bomber

Scale: Starfighter

Length: 9.2 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Starfighter piloting 5D, starship gunnery 5D

Cargo Capacity: 50 kilograms

Consumables: 2 days

Cost: Not available for sale

Maneuverability: 1D+2

Space: 8

Atmosphere: 365, 1,050 kmh

Hull: 3D+1

Shields: 2D

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 50/2D

Focus: 3/2D+2

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

2 Concussion Missile Launchers (4 missiles each)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 10D

TIE Phantom



Craft: Sienar Fleet Systems V-38 Stealth Assault Fighter

Affiliation: Empire

Era: Rebellion

Source: Rebellion Era Campaign Guide (page 137)

Type: Strategic fighter

Scale: Starfighter

Length: 14.6 meters

Skill: Starfighter piloting: V-38 TIE

Crew: 2, skeleton: 1/+10

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

Cargo Capacity: 90 kilograms

Consumables: 3 days

Cost: Not available for sale

Hyperdrive Multiplier: x6

Nav Computer: Yes

Maneuverability: 3D+1

Space: 12

Atmosphere: 450; 1,300 kmh

Hull: 2D+2

Shields: 1D+1

Sensors:

Passive: 40/3D

Scan: 80/5D

Search: 130/5D+2

Focus: 7/6D

Cloaking Device: When activated the starfighter is effectively invisible to both visual and sensor scans. Cloaking is disabled when the starfighter fires its lasers, but can be immediately reactivated.

Weapons:

3 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

2 Laser Cannons (fire-linked)

Fire Arc: Front

Crew: Co-pilot

Skill: Starship gunnery

Fire Control: 3D+1

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Self-Destruct: If the starfighter is captured it is programmed to automatically self-destruct.

TIE Scout

Craft: Sienar Fleet Systems TIE/sr

Affiliation: Empire

Era: Rise of the Empire

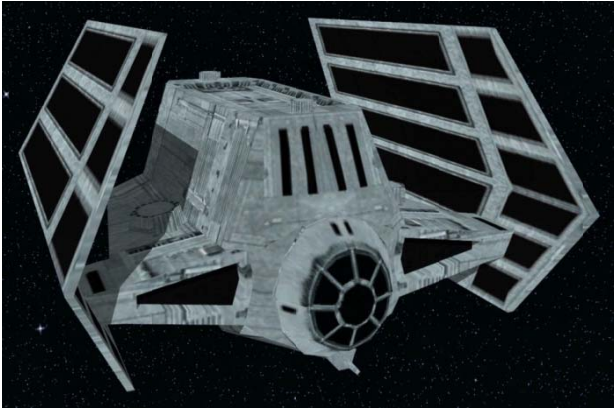
Source: Rebellion Era Campaign Guide (page 138)

Type: Stock scout vessel

Scale: Starfighter

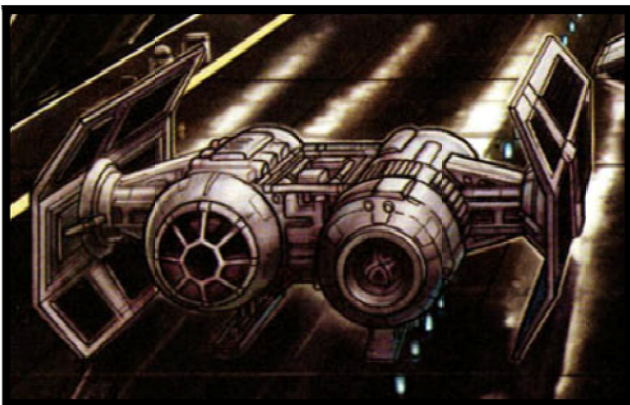
Length: 24 meters

Skill: Space transports: TIE Scout



Crew: 3, skeleton: 1/+5
Crew Skill: Astrogation: 3D+2, sensors: 3D, space transports 4D, starship gunnery 4D, starship shields 3D+2
Passengers: None
Cargo Capacity: 25 metric tons
Consumables: 6 months
Cost: 148,000 (new), 75,000 (used)
Hyperdrive Multiplier: x3
Nav Computer: Yes
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Sensors:
Passive: 30/1D
Scan: 50/2D
Search: 75/3D
Focus: 5/4D
Ping Emitter: Grants a +2D *sensors* bonus to detect cloaked vessels.
Weapons:
Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

TIE Shuttle



Craft: Sienar Fleet Systems TIE/sh
Affiliation: Empire
Era: Rebellion

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

Type: Priority personnel shuttle
Scale: Starfighter
Length: 7.8 meters
Skill: Starfighter piloting: TIE
Crew: 1
Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D
Passengers: 2
Cargo Capacity: 1 metric ton
Consumables: 2 days
Cost: 120,000 (new), 45,000 (used)
Maneuverability: 2D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 2D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:
Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 2D+2

VT-49 Decimator



Craft: Sienar Fleet Systems VT-49 Decimator
Affiliation: Empire
Era: Rebellion
Source: Rebellion Era Campaign Guide (page 139)
Type: Assault ship
Scale: Starfighter
Length: 38 meters
Skill: Space transports: VT-49 Decimator
Crew: 4, gunners: 2, skeleton: 2/+5
Crew Skill: All skills 4D

Passengers: 6

Cargo Capacity: 80 metric tons

Consumables: 1 month

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Atmosphere: 340; 975 kmh

Hull: 7D

Shields: 2D+2

Sensors:

Passive: 15/+2

Scan: 35/1D

Search: 60/3D

Focus: 5/4D

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

2 Quad Laser Cannons

Fire Arc: 1 dorsal turret, 1 ventral turret

Crew: 1

Skill: Starship gunnery

Fire Control: 3D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+2

3 Concussion Missile Launchers (40 missiles)

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D+2

YE-4 Gunship

Craft: Sienar Fleet Systems YE-4 Gunship

Affiliation: Empire

Era: Rebellion

Source: Rebellion Era Campaign Guide (page 139)

Type: Heavy assault craft

Scale: Starfighter

Length: 25 meters

Skill: Space transports: YE-4 Gunship

Crew: 2, gunners: 6, skeleton: 1/+10

Crew Skill: All skills 5D

Passengers: 6

Cargo Capacity: 40 metric tons

Consumables: 6 months



Cost: Not available for sale

Hyperdrive Multiplier: x4

Nav Computer: Yes

Maneuverability: 1D+2

Space: 5

Atmosphere: 310; 900 kmh

Hull: 4D+2

Shields: 1D+2

Sensors:

Passive: 10/1D

Scan: 30/1D+2

Search: 50/2D+1

Focus: 4/3D

3 Medium Blaster Cannons

Fire Arc: Turret

Crew: 2

Skill: Starship gunnery

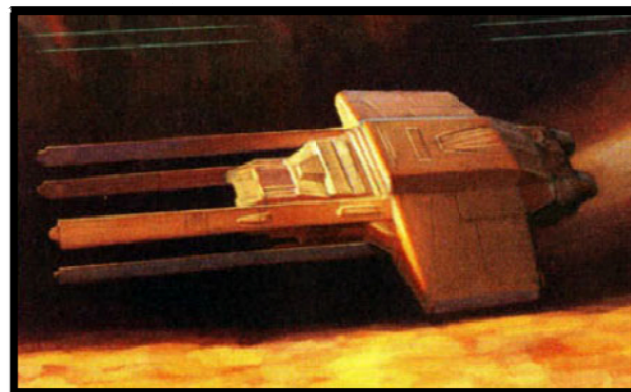
Fire Control: 4D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 4D+1

AEG-77 Vigo



Craft: AEG-77 "Vigo" Gunship

Affiliation: Xizor Transport Systems / General

Era: Rebellion

Source: Rebellion Era Campaign Guide (page 146)

Type: Armed transport ship

Scale: Starfighter
Length: 30 meters
Skill: Space transports: AEG-77 Gunship
Crew: 2, gunners: 6, skeleton: 1/+10
Crew Skill: Varies widely
Passengers: 6
Cargo Capacity: 25 metric tons
Consumables: 1 month
Cost: 200,000 (new), 75,000 (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D
Shields: 1D+1
Sensors:
Passive: 10/0D
Scan: 30/1D
Search: 50/2D
Focus: 4/2D+2
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
6 Light Laser Cannons
Fire Arc: 4 dorsal turrets, 2 ventral turrets
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D

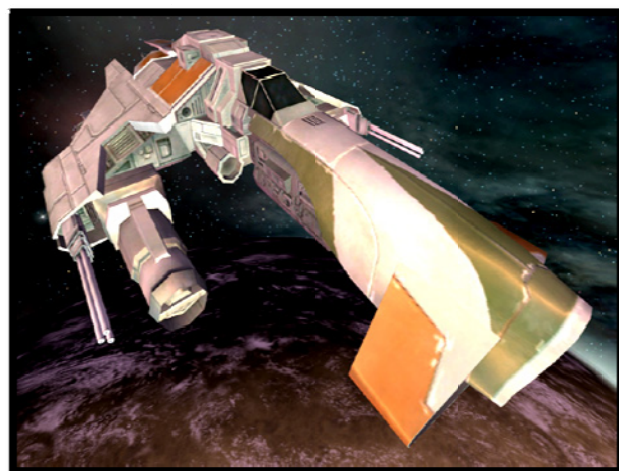
Kihraxz



Craft: TransGalMeg Industries Kihraxz Fighter
Affiliation: Black Sun
Era: Rebellion
Source: Rebellion Era Campaign Guide (page 146)
Type: Light fighter

Scale: Starfighter
Length: 11 meters
Skill: Starfighter piloting: Kihraxz
Crew: 1
Crew Skill: Starfighter piloting 3D+2, starship gunnery 4D
Cargo Capacity: 130 kilograms
Consumables: 2 days
Cost: 70,000 (new), 45,000 (used)
Maneuverability: 3D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 3D
Shields: +2
Sensors:
Passive: 10/0D
Scan: 20/+2
Search: 40/1D+2
Focus: 3/2D+1
2 Light Blaster Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D+1
Light Concussion Missile Launcher
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 7D

Vaksai



Craft: TransGalMeg Industries Vaksai-version Kihraxz Fighter
Affiliation: Black Sun
Era: Rebellion
Source: Rebellion Era Campaign Guide (page 147)
Type: Light fighter

Scale: Starfighter
Length: 9 meters
Skill: Starfighter piloting: Vaksai
Crew: 1
Crew Skill: Starfighter piloting 3D+2, starship gunnery 4D
Cargo Capacity: 95 kilograms
Consumables: 2 days
Cost: 185,000 (new), 115,000 (used)
Maneuverability: 3D+2

Space: 11

Atmosphere: 435; 1,250 kmh

Hull: 4D

Shields: 1D

Sensors:

Passive: 10/1D

Scan: 25/1D+2

Search: 50/2D+2

Focus: 4/3D+1

2 Enhanced Medium Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

Damage: 5D+1

2 Medium Ion Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D+2

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 5D

Concussion Missile Launcher

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D+2

Supa Fighter

Craft: Joraan Drive Systems *Supa*-class Starfighter

Affiliation: General / Black Sun

Era: Rebellion

Source: Rebellion Era Campaign Guide (page 147)

Type: Escort starfighter

Scale: Starfighter

Length: 19 meters

Skill: Starfighter piloting: Supa fighter

Crew: 1

Crew Skill: All skills 4D

Cargo Capacity: 80 kilograms

Cost: 110,000 (new), 70,000 (used)



Maneuverability: 2D+2

Space: 7

Atmosphere: 295; 850 kmh

Hull: 3D+2

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 80/1D+2

Focus: 2/2D+1

Weapons:

Double Medium Laser Cannons

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D+2

Space Range: 1-3/10/20

Atmosphere Range: 100-300/1/2 km

Damage: 5D+2

Medium Ion Cannon

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/7/30

Atmosphere Range: 100-300/700/3 km

Damage: 5D

2 Proton Torpedo Launchers (8 torpedoes)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D+1

Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 9D

Rihkxyrk

Craft: TransGalMeg Industries Rihkxyrk Fighter

Affiliation: Black Sun

Era: Rebellion

Source: Rebellion Era Campaign Guide (page 148)

Type: Assault fighter

Scale: Starfighter

Length: 18 meters

Skill: Starfighter piloting: Rihkxyrk fighter

Crew: 1

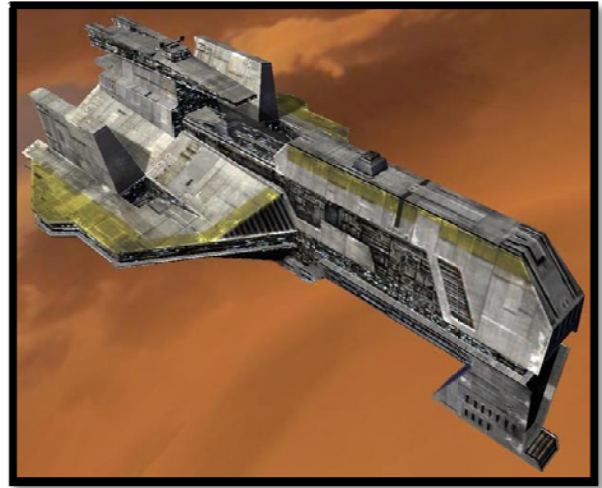
Crew Skill: All skills 3D+2



Cargo Capacity: 80 kilograms
Cost: 240,000 (new), 150,000 (used)
Maneuverability: 1D
Space: 3
Atmosphere: 260; 750 kmh
Hull: 5D
Shields: 1D+2
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 80/2D
Focus: 3/2D+2
Weapons:
Enhanced Triple Heavy Laser Cannons
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 km
Damage: 7D
Concussion Missile Launcher
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700
Damage: 8D+2

Keldabe Battleship

Craft: Mandal Hypernavitics *Keldabe-class* Battleship
Affiliation: Zann Consortium
Era: Rebellion
Source: Rebellion Era Campaign Guide (page 154)
Type: Battleship
Scale: Capital
Length: 900 meters
Skill: Capital ship piloting: Keldabe battleship
Crew: 6,000, gunners: 170, skeleton: 2,000/+15
Crew Skill: All skills 4D
Passengers: 1,000 (troops)



Cargo Capacity: 20,000 metric tons
Consumables: 2 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 5D+2
Shields: 3D
Sensors:
Passive: 30/1D
Scan: 80/2D
Search: 150/3D
Focus: 5/4D
Weapons:
40 Turbolasers
Fire Arc: 10 front, 10 left, 10 right, 10 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 1D+2
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D
20 Ion Cannons
Fire Arc: 5 front, 5 left, 5 right, 5 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D+1
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D
Mass Driver Missile Launcher
Fire Arc: Front
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 200-1.2/3/6 km
Damage: 8D
4 Tractor Beam Projectors
Fire Arc: 2 front, 1 left, 1 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

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

Carried Craft: 36 starfighters, 2 shuttles, 2 light freighters

Authority IRD



Craft: Authority Intercept-Reconnaissance-Defense

Affiliation: Corporate Sector Authority / General

Era: Rise of the Empire

Source: Han Solo and the Corporate Sector Sourcebook (pages 102-103), Rebellion Era Campaign Guide (page 156)

Type: Multipurpose starfighter

Scale: Starfighter

Length: 8.5 meters

Skill: Starfighter piloting: IRD

Crew: 1

Crew Skill: Starfighter piloting: IRD 5D, starship gunnery 4D

Cargo Capacity: 15 kilograms

Consumables: 1 day

Cost: 75,000 credits

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

Space: 9

Atmosphere: 295; 850 kmh

Hull: 4D

Sensors:

Passive: 25/0D

Scan: 45/1D

Search: 65/1D+2

Focus: 2/2D+1

Weapons:

2 Twin Blaster Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

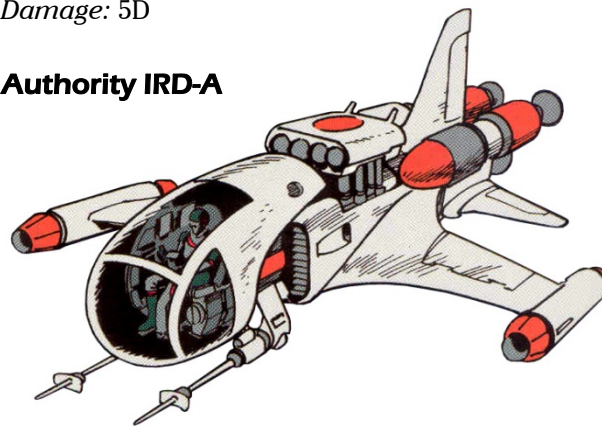
Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Authority IRD-A



Craft: Authority Intercept-Reconnaissance-Defense-Atmospheric

Affiliation: Corporate Sector Authority / General

Era: Rise of the Empire

Source: Han Solo and the Corporate Sector Sourcebook (pages 102-103), Rebellion Era Campaign Guide (pages 156-157)

Type: Multipurpose aerospace fighter

Scale: Starfighter

Length: 10 meters

Skill: Starfighter piloting: IRD

Crew: 1

Crew Skill: Starfighter piloting 5D+2, starship gunnery 4D+1

Cargo Capacity: 25 kilograms

Consumables: 2 days

Cost: 90,000 credits

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

Space: 9

Atmosphere: 400; 1,150 kmh

Hull: 4D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 50/1D+2

Focus: 2/2D

Weapons:

Twin Blaster Cannon

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Concussion Missile Tube

Fire Arc: Front

Skill: Missile weapons: concussion missiles

Fire Control: 3D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 7D

Mesens Scout



Craft: Mesens Corporation SCT Scout Craft

Affiliation: General / Empire

Era: Rebellion

Type: Long range scout craft

Scale: Starfighter

Length: 75 meters

Skill: Space transports: Mesens Scout

Crew: 2, gunners: 3

Passengers: 8

Cargo Capacity: 160 metric tons

Consumables: 2 years

Hyperdrive Multiplier: x2

Hyperdrive Backup: x16

Nav Computer: Yes

Space: 5

Atmosphere: 295; 850 kmh

Hull: 7D+2

Shields: 2D+1

Sensors:

Passive: 30/2D

Scan: 90/3D

Search: 200/4D

Focus: 6/5D

Weapons:

Dual Turbolaser

Fire Arc: Turret

Crew: 1

Scale: Capital

Skill: Capital ship gunnery

Space Range: 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Damage: 2D+2

2 Dual Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+1

Weapons

Axe



Model: Standard Axe

Type: Melee weapon

Scale: Character

Skill: Melee combat: axe

Cost: 35-100

Availability: 1

Difficulty: Easy

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

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

Energy Lance

Model: Energy Lance

Type: Personal combination weapon

Scale: Character

Skill: Melee combat: energy lance / blaster: energy lance

Ammo: 100

Cost: 3,500 (power packs: 25)

Availability: 3, R

Range: 2-15/40/100

Difficulty: Moderate

Damage: STR+2D+1 (melee), 5D (plasma bolt)

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

Source: Rebellion Era Campaign Guide (page 41)



Power Lance

Model: Power Lance

Type: Mounted combat weapon

Scale: Character

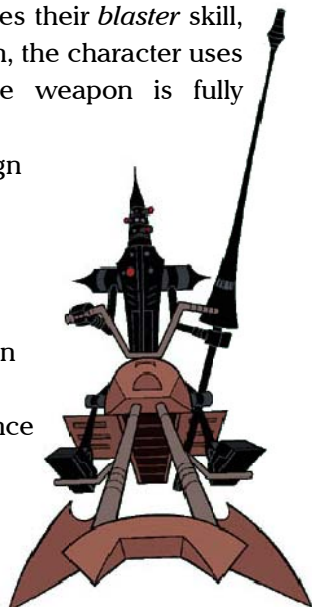
Skill: Melee combat: power lance

Cost: 2,500

Availability: 2, R

Difficulty: Moderate

Damage: STR+3D+2



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

Source: Rebellion Era Campaign Guide (page 41)

Gaderffii (Gaffi Stick)



Type: Homemade melee weapon

Scale: Character

Skill: Melee combat: gaderffii stick

Cost: 60

Availability: 2, F

Difficulty: Easy

Damage: STR+1D

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

Concussion Grenade

Model: Merr-Sonn G-56a

Type: Explosive

Scale: Character

Skill: Grenade

Cost: 400

Availability: 2, R

Range: 3-7/20/40

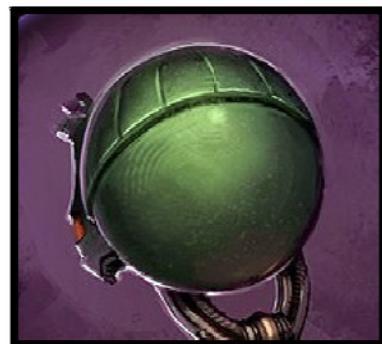
Blast Radius:

0-2/5/9/12

Damage:

6D/5D/4D/3D

Source: Rebellion Era Campaign Guide (pages 48-49)



Flechette Launcher



Model: Golan Arms

FC1 Flechette Launcher

Type: Flechette launcher

Scale: Character

Skill: Missile weapons

Ammo: 6 shots per canister

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

Availability: 2, F, R or X

Fire Rate: 1

Range: 5-25/100/250

Blast Radius: 1/3/5

Damage: 6D/5D/3D (anti-personnel), 5D/4D/3D (speeder scale, anti-vehicle)

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

Gas Grenade

Model: Czerka T-289 Gas Grenade

Type: Stun grenade

Scale: Character

Skill: Grenade

Cost: 250-325

Availability: 2, X

Range: 0-8/16/25

Blast Radius: 0-2/20/40

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

Game Notes: Weapon is ineffective against targets wearing breath masks or sealed suits.

Source: Gundark's Fantastic Technology (pages 41-42), Pirates & Privateers (page 44), Rebellion Era Campaign Guide (page 49)

PLX-2M Portable Missile Launcher



Model: Merr-Sonn PLX-2M "Plex-Twoem"

Type: Portable mini-vehicle missile launcher

Scale: Character

Skill: Missile weapons: Plex

Ammo: 6

Cost: 2,250 (missiles: 350)

Availability: 2, X

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

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

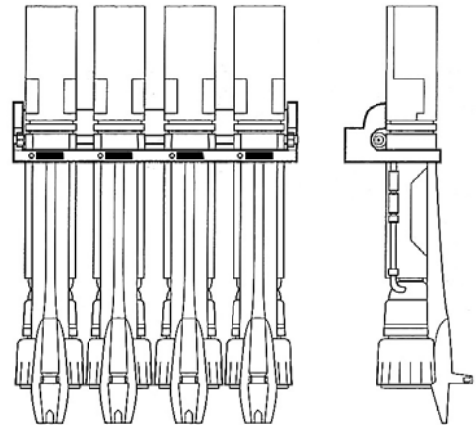
Blast Radius: 0-1/2/3

Damage: 9D/7D/5D

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

Source: Rebellion Era Campaign Guide (page 49)

Mini-Proton Torpedo Launcher



Model: Arakyd Mini-Proton Torpedo Launcher

Type: Back-mounted torpedo launch rack

Scale: Character

Skill: Starship gunnery

Ammo: 6

Cost: 1,500

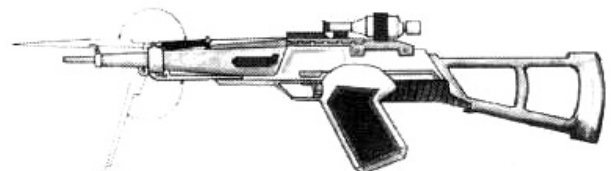
Availability: 3, X

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

Damage: 6D

Source: Rules of Engagement – The Rebel SpecForce Handbook (page 100), Imperial Sourcebook (pages 47-48), Rebellion Era Campaign Guide (page 49)

Espo Riot Gun



Model: BlasTech 500 Riot Gun

Type: Riot Gun

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 300

Cost: 1,500

Availability: 2, R

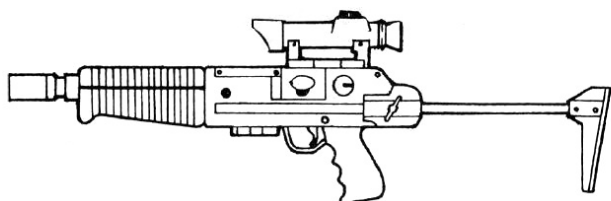
Range: 3-30/100/300

Damage: 5D+1

Game Notes: On constant-fire mode, each “shot” fires five blasts; holding the trigger down will fire six “shots” per round. In game terms, once a shot hits in a round, all following shots at the same or immediately adjacent target (within one meter) are one difficulty level lower. With this type of firing mode, it is much easier to shoot down a row of stormtroopers or other targets.

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

SG-4 Blaster Rifle



Model: Imperial Department of Military Research SG-4 Blaster Rifle

Type: Combination blaster rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 50 (harpoon: 1)

Cost: 400 (power packs: 25)

Availability: 3, X

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

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

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

Source: Rebellion Era Campaign Guide (page 49)

Siang Lance

Model: Kilian Rangers Siang Lance

Type: Modified sporting blaster rifle

Scale: Character

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

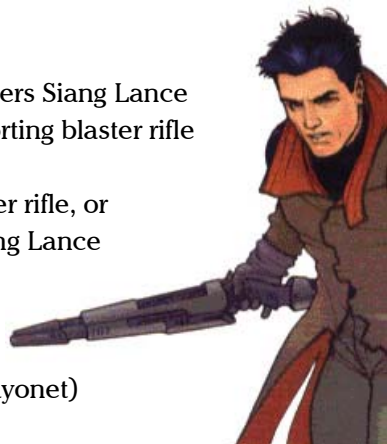
Ammo: 100

Cost: 2,000

Availability: 4, X

Difficulty: Easy (bayonet)

Fire Rate: 1



Range: 3-40/120/350

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

Game Notes: The sacred weapon of a Kilian Ranger, and his badge of office. The weapon incorporates both an ancient sporting blaster rifle with a bayonet built into the stock.

Source: Rebellion Era Sourcebook (page 49), Rebellion Era Campaign Guide (page 50)

Anti-Vehicle Laser Cannon



Model: Atgar 1.4 FD P-Tower

Type: Light anti-vehicle laser cannon

Scale: Speeder

Skill: Blaster artillery: anti-vehicle

Crew: 4, skeleton: 2/+10

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

Availability: 2, R or X

Body: 2D

Fire Rate: 1/2

Fire Control: 1D

Range: 10-500/2/10 km

Damage: 2D+2

Source: Rulebook (page 233), Galaxy Guide 3: The Empire Strikes Back (page 34), Hideouts & Strongholds (page 9), Imperial Sourcebook (115), Rebel Alliance Sourcebook (page 103), Star Wars Trilogy Sourcebook SE (page 154), Rebellion Era Campaign Guide (page 108)

Anti-Infantry Laser Battery

Model: Golan Arms DF .9

Type: Medium anti-infantry battery

Scale: Speeder

Skill: Blaster artillery: anti-infantry

Crew: 3

Cover: Full

Ammo: Unlimited (power generator)

Cost: 15,000 (new), 9,500 (used)

Availability: 2, R or X

Body: 3D

Fire Rate: 2



Fire Control: 2D
Range: 20-600/3/16 km
Blast Radius: 8 meters
Damage: 4D

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

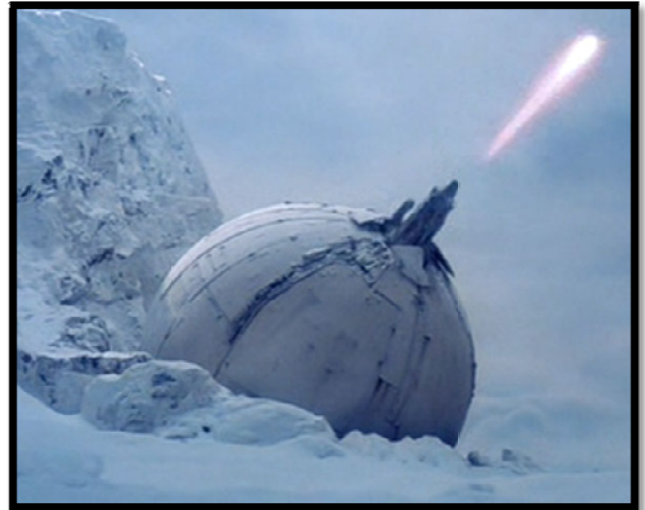
Anti-Aircraft Battery



Model: Golan Arms FPC 6.7
Type: Anti-aircraft laser battery
Scale: Speeder
Skill: Blaster artillery: anti-aircraft
Crew: 4, skeleton: 2/+10, 1/+15
Cost: 14,000 (new), 7,000 (used)
Availability: 2, R or X
Body: 3D
Fire Rate: 1/2
Fire Control: 2D+2
Range: 30-2/7/20 km
Damage: 6D
Source: Rebellion Era Campaign Guide (page 109)

Anti-Orbital Ion Cannon

Model: KDY v-150 Planet Defender
Type: Heavy ion surface-to-space cannon
Scale: Capital
Skill: Blaster artillery: surface-to-space
Crew: 27, skeleton: 12/+10
Cover: Full
Ammo: Unlimited (power generator)
Cost: 500,000 (new), 100,000 (used)



Availability: 3, X
Body: 5D
Fire Rate: 1
Fire Control: 5D
Range: Atmosphere/Low Orbit (1*)/High Orbit (3*)
Damage: 12D (ionization)

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

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

Mobile Proton Torpedo Launcher



Model: Loratus Manufacturing MPTL-2a
Type: Mobile proton torpedo launcher
Scale: Speeder
Skill: Missile weapons: proton torpedo, ground vehicle operation: artillery
Length: 27 meters
Crew: 1, gunners: 2
Passengers: 1 spotter droid
Ammo: 30
Cost: 20,000 (new), 11,000 (used)
Availability: R or X
Body: 4D (2D when deployed)



Fire Rate: 1
Move: 30; 90 kmh
Fire Control: 2D
Range: 20-1/8/20 km
Blast Radius: 4 meters
Damage: 11D
Game Notes: The MPTL-2a needs to be stationary and deploy in order to fire, which takes two full rounds. Without a spotter, the MPTL-2a's range is limited to line of sight or manual programming (Difficult *sensors* roll).
Source: Rebellion Era Campaign Guide (page 110)

Equipment

Espo Riot Armor

Model: Merr-Sonn KZZ Riot Armor

Type: Blast armor

Cost: 2,500

Availability: X

Game Notes: Helmet: blast helmet with visor +1D from all energy attacks, +2D from all physical attacks; all other areas: +2 from energy attacks, +1D+2 from physical attacks, -2 from *Dexterity* and all *Dexterity*-related actions. Shield blocks brawling, melee or ranged attacks on a successful *melee parry* roll. The shield has a *Strength* of 4D.

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



Shield Gauntlet



Model: Kilian Shield Gauntlet

Type: Energy shield

Scale: Character

Skill: Melee parry: shield

Cost: 1,500

Availability: 4, X

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

Source: Rebellion Era Sourcebook (page 49), Rebellion Era Campaign Guide (page 51)

Ambient Aural Amplifier

Type: Sensor headgear

Scale: Character

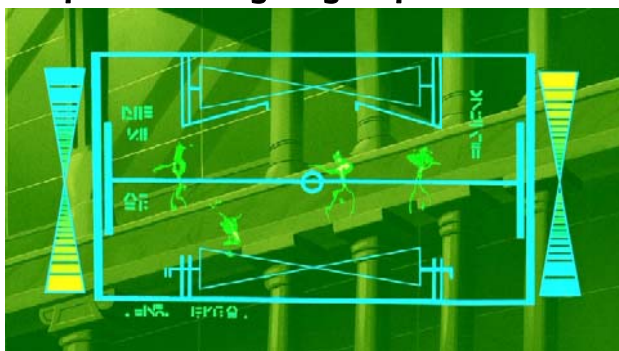
Cost: 3,000

Availability: 2

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

Source: Rebellion Era Campaign Guide (page 51)

Computerized Targeting Scope



Type: Sensor/imaging scope

Scale: Character

Cost: 2,000

Availability: 2

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

Source: Rebellion Era Campaign Guide (page 51)

Phrik Alloy

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

Stygian-Triprismatic Polymer

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

Propulsion Pack

Type: Underwater propulsor

Skill: Propulsion pack operation

Cost: 200



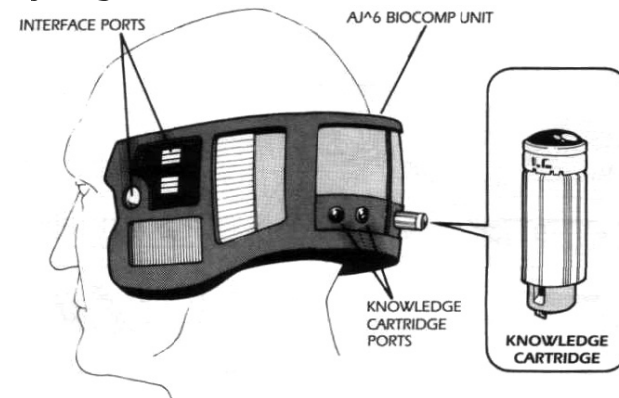
Availability: 3

Weight: 10 kilograms

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

Source: Rebellion Era Campaign Guide (page 127)

Cyborg Construct



Model: BioTech Borg Construct AJ^6

Type: Basic cyborg construct

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

Cyber Points: 3

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

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

Dark Trooper Phase II Armor

Type: Super Stormtrooper Powersuit

Scale: Character

Size: 2.82 meters

Skill: Powersuit operation: Dark Trooper armor

Cost: Not available for sale

Availability: 3, X

Game Notes:

Armor Protection: +2D against physical damage, +1D against energy damage, +2D against lightsaber and electricity damage).

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

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

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

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

Dark Trooper Phase III Armor

Type: Super Stormtrooper Powersuit

Scale: Character

Size: 3.1 meters

Skill: Powersuit operation: Dark Trooper armor

Cost: Not available for sale

Availability: 3, X

Weapons:

2 Shoulder-Mounted Missile Launchers

Scale: Character

Skill: Missile weapons

Range: 25-100/300/500

Blast radius: 3 meters

Damage: 5D

Game Notes:

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

Shield Generator: +1D against energy attacks.

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

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

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

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

Droids

FX-7 Medical Droid

Type: Medtech

Industries FX-series

Medical Assistant Droid

DEXTERITY 0D

KNOWLEDGE 2D

Alien Species 4D

MECHANICAL 1D

(A) Bacta tank

operation 4D

PERCEPTION 2D

(A) Injury/ailment

diagnostics 4D

STRENGTH 1D

TECHNICAL 2D

First aid 4D,

(A) medicine 5D

Equipped With:

-Medical computer scomp link: interface to adequate medical computer or surgeon droid adds +2D to all medical skills.

-Medical diagnostic computer and sensor

-Analytical computer and sensors

-20 light manipulator arms

-Primary manipulator arm

-Various surgical attachments

-Hypodermic injectors (4D stun damage)

-Medicine dispensers

Move: 0

Size: 1.7 meters tall

Cost: 3,500 (used only)

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

R4 Agromech Droid

Type: Industrial Automaton R4-series Astromech Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

Repulsorlift operation 4D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 2D

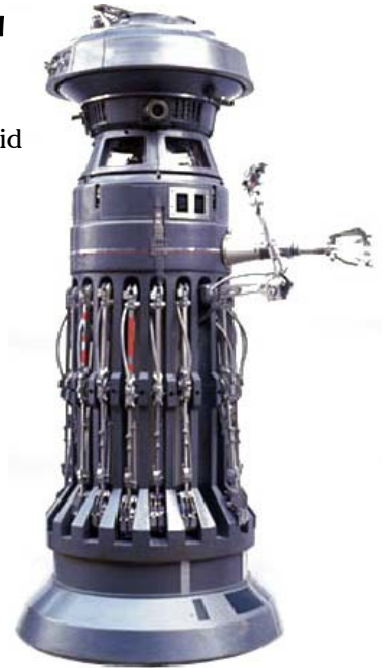
Computer programming/repair 5D, repulsorlift

repair 4D, space transports repair 5D

Equipped With:

-Three wheeled legs (one retractable)

-Retractable heavy grasper arm (*lifting* skill at 2D)



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

-Small circular saw (4D damage, 0.3 meter range)

-Acoustic signaler
-Holographic projector/recorder

Move: 5

Size: 1 meter tall

Cost: 3,000 credits

Source: Adventure Journal 7 (pages 138-139), Arms

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



-Extensible video microbinoculars (+2D to *search* for microscale work)

-Various tools

-Cybot acoustic signaler (droid languages)

Move: 8

Size: 1.6 meters

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

Source: Platt's Smugglers Guide (page 62), Galaxy Guide 7 – Mos Eisley (pages 59-60), The DarkStryder Campaign - Boxed Set (page 86), Rebellion Era Campaign Guide (page 54)

LOM Protocol Droid



WED 15 Treadwell Droid



Type: Cybot Galactica WED 15 Treadwell Droid

DEXTERITY 2D

KNOWLEDGE 1D

Languages: droid languages 4D

MECHANICAL 1D

PERCEPTION 3D

Search 3D+1

STRENGTH 1D

TECHNICAL 2D

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

Equipped With:

-Video sensor

-Dual-tread locomotion

-Fine manipulator arms (+1D to repair skills)

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

DEXTERITY 2D

KNOWLEDGE 3D

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

MECHANICAL 1D

PERCEPTION 3D

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 4D

Equipped With:

-Body armor (+1D to *Strength* rolls versus physical attacks, and +1 pips versus energy attacks)

-TransLang III Communications module with over seven million languages

-Audio recording unit

-Holographic recording unit

-Vocabulator (the droid is capable of organic speech)

Move: 8

Size: 1.6 meters

Cost: 3,000 credits

Source: Arms and Equipment Guide (page 54), Rebellion Era Campaign Guide (pages 54-55)

BT-16 Perimeter Security Droid



Type: Arakyd BT-16 Perimeter Security Droid

DEXTERITY 4D

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

KNOWLEDGE 2D

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

MECHANICAL 1D

PERCEPTION 4D

Search 4D+1

STRENGTH 1D

Climbing 2D+1, swimming 2D+1

TECHNICAL 2D

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

Equipped With:

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

Move: 14

Size: 2.3 meters

Cost: 4,100 credits

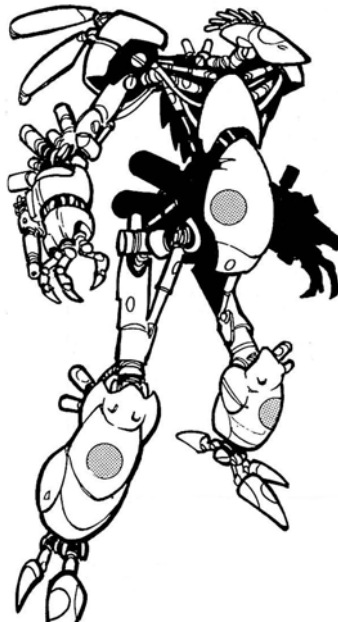
Source: Cynabar's Fantastic Technology – Droids, Galaxy Guide 7 – Mos Eisley (page 61), Rebellion Era Campaign Guide (page 55)

RHTC-560 Hunter Trainer

Type: Rodian D-Tec Hunter Trainer Command Unit RHTC-560

DEXTERITY 1D

Dodge 4D, running 5D



KNOWLEDGE 2D

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

MECHANICAL 1D

Communications 5D, sensors 4D+2

PERCEPTION 2D

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

STRENGTH 1D

Climbing/jumping 3D

TECHNICAL 1D

Droid programming:

HT drones 5D, droid repair 4D

Equipped With:

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

Move: 10

Size: 1.7 meters tall

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

Source: Shadows of the Empire Planets Guide (page 25), Rebellion Era Campaign Guide (pages 56-57)

HT Drone



Type: Rodian D-Tec HT Drone

DEXTERITY 1D

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

KNOWLEDGE 1D

MECHANICAL 1D

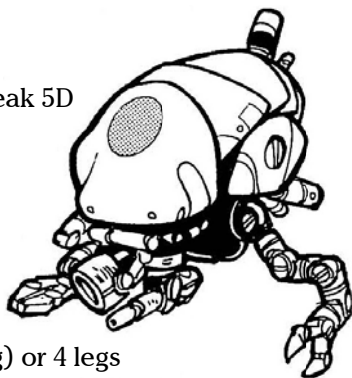
Repulsorlift operation 5D, sensors 5D

PERCEPTION 3D

Hide 5D, search 5D, sneak 5D

STRENGTH 1D**TECHNICAL 1D****Equipped With:**

- Two retractable manipulator
- Repulsorlift engine (100 meter flight ceiling) or 4 legs
- Audio, visual and flight sensors
- Wideband transceiver
- Hi-intensity searchlight
- Stun blaster, 3D stun damage (if equipped)

Move: 10 (ground), 16 (flying)**Size:** 1.2 meters long**Cost:** 2,000 (new), 1,000 (used)**Source:** Shadows of the Empire Planets Guide (page 25), Rebellion Era Campaign Guide (pages 56-57)

-Holographic-audio recorder/projector

Move: 10**Size:** 0.6 meters tall**Source:** Rebellion Era Campaign Guide (page 110)**Espionage Droid****Type:** MerenData 3PX Espionage Droid**DEXTERITY 2D**

Dodge 2D+2, pick pocket 3D

KNOWLEDGE 3D

Cultures 4D, languages 8D, value 6D

MECHANICAL 2D+1

Communications 5D+1, sensors 5D+1

PERCEPTION 4D

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

STRENGTH 2D**TECHNICAL 3D**

Computer programming 5D, security 6D

Equipped With:

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

Move: 8**Size:** 1.7 meters tall**Cost:** 5,550**Source:** Dark Force Rising Sourcebook (pages 100-101), Rebel Alliance Sourcebook (pages 118-120), The Thrawn Trilogy Sourcebook (pages 195-196), Threats of the Galaxy (page 145), Rebellion Era Campaign Guide (page 127)**Longvision Spotter/Probe Droid****Type:** Loratus Manufacturing LV-38 Spotter/Probe**DEXTERITY 4D+2**

Dodge 6D

KNOWLEDGE 1D**MECHANICAL 2D**

Sensors 4D

PERCEPTION 2D+2

Search 5D, sneak 5D

STRENGTH 1D**TECHNICAL 2D**

Computer programming/repair 3D

Equipped With:

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

Dark Trooper Phase I**Type:** Super Stormtrooper Droid**DEXTERITY 3D**

Brawling parry 4D, dodge 4D+2, melee combat 5D, melee parry 4D+1

KNOWLEDGE 1D

Intimidation 3D

MECHANICAL 1D**PERCEPTION 2D**

Search 3D+1

STRENGTH 3D+1

Brawling 4D, climbing/jumping 4D+2

TECHNICAL 1D**Equipped With:**

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



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

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

-Vocabulator

-Comlink

Move: 12

Size: 2.56 meters tall

Cost: 10,000

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

Dark Trooper Phase II

Type: Super Stormtrooper Droid

DEXTERITY 3D

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

KNOWLEDGE 2D

Intimidation 5D

MECHANICAL 2D+1

Jet pack operation 5D

PERCEPTION 2D

Search 4D

STRENGTH 4D

Brawling 6D+2, climbing/jumping 6D

TECHNICAL 1D

Equipped With:

-Phrik alloy battle armor (+2D against physical damage, +1D against energy damage, +2D against lightsaber and electricity damage).

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



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

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

-Vocabulator

-Comlink

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

Move: 10 (walking or flying)

Size: 2.82 meters

Cost: 50,000

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

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

Dark Trooper Phase III



Type: Super Stormtrooper Droid

DEXTERITY 2D

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

KNOWLEDGE 2D

Intimidation 5D

MECHANICAL 2D

PERCEPTION 2D

Search 5D+2, sneak 3D+2

STRENGTH 5D

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

TECHNICAL 1D

Computer programming/repair 2D, demolitions 2D

Equipped With:

-2 shoulder-mounted missile launchers (5D, blast radius: 3 meters)

-Phrik alloy plating (+3D against physical damage, +2D against energy damage, +3D against lightsaber and electricity damage).

-Shield generator (+1D against energy attacks)

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

-Vocabulator

-Comlink

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

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

Move: 10

Size: 3.1 meters tall

Cost: 85,000

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

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

IC-M Maintenance Droid

Type: Cybot Galactica IC-M

General Utility Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

PERCEPTION 2D

STRENGTH 3D

Lifting 5D

TECHNICAL 4D

Computer prog/

repair 5D, general

repair 8D+1,

machinery repair 5D

Equipped With:

-Photoreceptor/audio receiver (human range)

-Seven manipulator arms (with interchangeable attachments)

-One pair of heavy caterpillar treads

-Rear storage bay

Move: 7

Size: 1.5 meters tall

Cost: 500 credits (used)

Equipment: Various cleaning and repair tools

Source: The Jedi Academy Sourcebook (page 141), Rebellion Era Campaign Guide (page 130)



Creatures

Cracian Thumper



Planet of Origin: Craci

DEXTERITY 3D

PERCEPTION 3D+2

Sneak 4D+2

STRENGTH 3D

Special Abilities:

Claws: Do STR+1 damage

Tail: Does STR+1D+2 damage

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

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

Move: 12

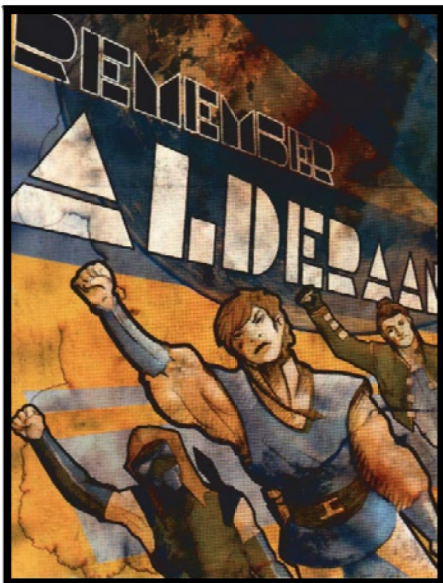
Size: 1-1.8 meters at the shoulder

Orneriness: 1D

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

NPCs

Rebel Cell Member



Type: Typical Rebel Alliance covert agent

DEXTERITY 2D

Blaster 2D+2, dodge 2D+1

KNOWLEDGE 2D

Streetwise 4D

MECHANICAL 2D

PERCEPTION 2D+1

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

STRENGTH 1D+2

TECHNICAL 2D

Computer programming/repair 2D+2

Move: 10

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

Source: Rebellion Era Campaign Guide (page 93)

Rebel Honor Guard



Type: Rebel Alliance honor guard

DEXTERITY 3D+2

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

KNOWLEDGE 2D

MECHANICAL 2D

PERCEPTION 2D

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

STRENGTH 3D

Brawling 5D+2

TECHNICAL 2D

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

Character Points: Varies, typically 4-6

Move: 10

Equipment: Blaster pistol (4D), ceremonial staff (STR+2), comlink, ceremonial uniform, blast helmet (+1D physical, +1 energy).

Source: Rebellion Era Campaign Guide (pages 93-94)

Rebel Marksman

Type: Rebel Alliance sniper

DEXTERITY 3D+2

Blaster 6D, blaster: blaster rifle 7D, firearms 5D, grenade 4D+2



Survival 2D

KNOWLEDGE 1D

Survival 2D

MECHANICAL 1D+1

PERCEPTION 1D+2

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

STRENGTH 2D+2

Brawling 3D+2

TECHNICAL 1D+2

Demolitions 2D+2

Character Points:

Varies, typically 2-5

Move: 10

Equipment: Blaster pistol (4D), blaster

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

Source: Rebellion Era Campaign Guide (page 94)

Resistance Leader

Type: Typical Rebel resistance leader

DEXTERITY 2D+2

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

KNOWLEDGE 3D+1

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

MECHANICAL 2D+2

Repulsorlift operation 3D+2

PERCEPTION 3D+2

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

STRENGTH 3D

Brawling 4D

TECHNICAL 2D+2

Computer programming/repair 3D+2, repulsorlift repair 3D+2

Character Points: Varies, typically 8-12

Move: 10

Equipment: Heavy blaster pistol (5D), datapad, comlink, pocket scrambler, electrobinoculars, medpac, security kit, tool kit.

Source: Rebellion Era Campaign Guide (page 95)

Rogue Squadron Pilot

Type: Elite Rebel pilot

DEXTERITY 3D

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

KNOWLEDGE 2D

Planetary systems 4D+2, survival 3D

MECHANICAL 4D

Astrogation 5D, repulsorlift operation 5D, sensors 5D+1, space transports 4D+2, starfighter piloting 5D+1, starfighter piloting: X-Wing 6D+2, starship gunnery 6D

PERCEPTION 3D

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

STRENGTH 3D

Brawling 4D

TECHNICAL 3D

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

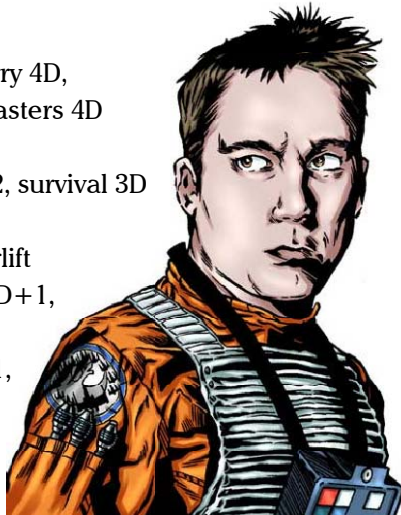
Force Points: 1

Character Points: Varies, typically 8-14

Move: 10

Equipment: Blaster pistol (4D), comlink, sealed flight suit, X-Wing starfighter.

Source: Rebellion Era Campaign Guide (page 95)



Demolitions 4D, first aid 3D

Character Points: Varies, typically 3-7

Move: 10

Equipment: Blaster pistol (4D), 2 grenades (5D), vibroknife (STR+1D).

Source: Rules of Engagement – The Rebel SpecForces Handbook (page 74), Rebellion Era Campaign Guide (page 96)

SpecForce Infiltrator Veteran



Type: SpecForce Infiltrator

DEXTERITY 3D+2

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

KNOWLEDGE 3D

Streetwise 4D+2, survival 3D+2

MECHANICAL 2D+2

Repulsorlift operation 3D+1

PERCEPTION 3D

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

STRENGTH 3D

Brawling 5D

TECHNICAL 2D+2

Demolitions 3D+2, security 3D+2

SpecForce Urban Guerilla Veteran

Type: SpecForce Urban Combat Specialist (UCS)

DEXTERITY 3D+1

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

KNOWLEDGE 3D+1

Streetwise 4D+2

MECHANICAL 2D+1

Repulsorlift operation 3D

PERCEPTION 3D+2

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

STRENGTH 3D

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

TECHNICAL 2D+1

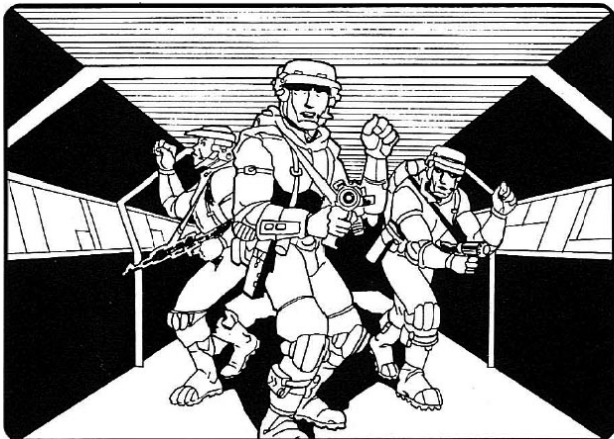
Character Points: Varies, typically 3-7

Move: 10

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

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

SpecForce Marine Veteran



Type: SpecForce SpaceOps Trooper

DEXTERITY 3D+2

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

KNOWLEDGE 2D+1

Survival 3D, survival: space 5D

MECHANICAL 2D+2

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

PERCEPTION 3D+2

Command 4D+1, search 4D

STRENGTH 3D+2

Brawling 4D+2, stamina 4D+1

TECHNICAL 2D

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

Character Points: 5

Move: 10

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

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

SpecForce Officer



Type: SpecForce Officer

DEXTERITY 3D+1

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

KNOWLEDGE 3D+1

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

MECHANICAL 2D+1

Repulsorlift operation 3D+1

PERCEPTION 3D+2

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

STRENGTH 3D

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

TECHNICAL 2D+1

Demolitions 4D, first aid 3D

Force Points: 1

Character Points: Varies, typically 8-12

Move: 10

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

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

Source: Rebellion Era Campaign Guide (page 98)

Shadow Stormtrooper

Type: Stealth Stormtrooper

DEXTERITY 2D+1

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

KNOWLEDGE 2D

MECHANICAL 2D

PERCEPTION 2D

Search 3D, sneak 4D

STRENGTH 2D+1

Brawling 3D+2

TECHNICAL 2D

Character Points:

Varies, typically 2-5

Move: 10

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

Source: Rebellion Era Campaign Guide (page 121)

Novatrooper

Type: Stormtrooper Honor Guard

DEXTERITY 2D+2

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

KNOWLEDGE 2D

MECHANICAL 2D

PERCEPTION 2D

Search 2D+2, sneak 5D

STRENGTH 2D+2

Brawling 4D, stamina 3D+2

TECHNICAL 2D

Character Points: Varies, typically 2-6

Move: 10

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



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

Source: Rebellion Era Campaign Guide (page 122)

Seatrooper

Type: Aquatic Assault Stormtrooper

DEXTERITY 2D

Blaster 4D, brawling parry 4D

KNOWLEDGE 2D

MECHANICAL 3D

Waveskimmer operation 3D+2

PERCEPTION 2D

STRENGTH 2D+2

Brawling 3D+2, swimming 4D+2

TECHNICAL 2D

Character Points:

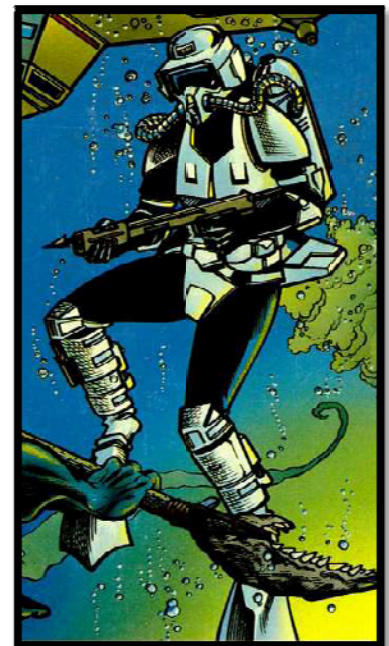
Varies, typically 0-3

Move: 10 (walking), 12 (swimming)

Equipment:

SoroSuub

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



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

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

Spacetrooper

Type: Zero-G Assault Stormtrooper

DEXTERITY 3D

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

KNOWLEDGE 2D

Survival 5D+1

MECHANICAL 3D

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

PERCEPTION 2D+2

Search 5D+2

STRENGTH 2D

Brawling 3D, stamina 4D

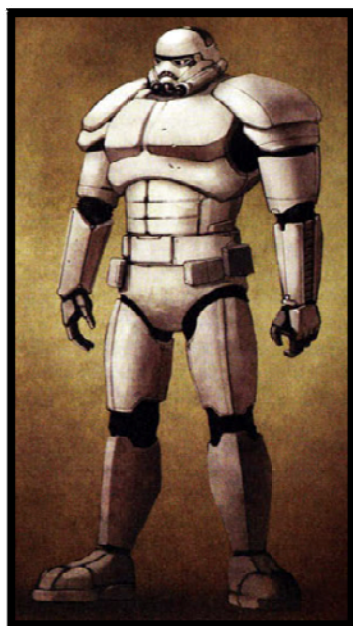
TECHNICAL 2D

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

Character Points: Varies, typically 0-5

Move: 11, in armor 8. Space Move: 1.

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



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

Storm Commando

Type: Imperial SpecForce trooper

DEXTERITY 3D

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

KNOWLEDGE 3D

Survival 6D

MECHANICAL 2D

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

PERCEPTION 3D

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

STRENGTH 3D+1

Brawling 5D

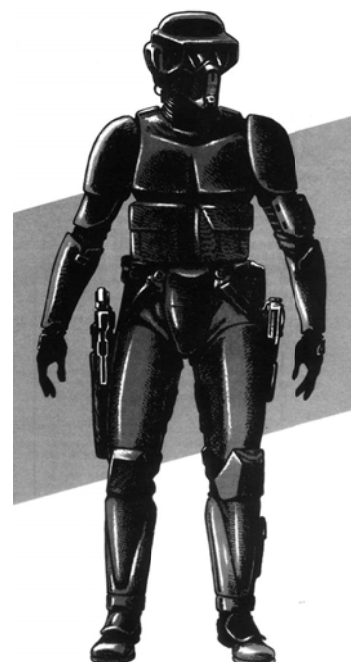
TECHNICAL 3D

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

Character Points: Varies, typically 3-15

Move: 10

Equipment: SoroSuub Stormtrooper One blaster carbine (5D+2, adds +1D to *blaster* skill if retractable stock is used), blaster pistol (4D), combat knife (STR+1D+2), Storm Commando armor (+1D physical and energy), stealth coating (+1D to *hide* and *sneak*), tongue-activated helmet comlink, sealed body glove, Multi-Frequency Targeting Acquisition System (adds +3D to *Perception* checks in low-visibility situations, +2D to ranged weapon skill used against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding), viewplate with macrobinoculars and UV nightvision, utility belt (high-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs).



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

Swamptrooper



Type: Standard Swamptrooper

DEXTERITY 3D

Blaster 4D, brawling parry 4D+1, dodge 4D, missile weapons: flechette launcher 5D

KNOWLEDGE 2D+1

Survival: swamps 4D

MECHANICAL 2D

PERCEPTION 2D

Search 3D+1, sneak 3D+1

STRENGTH 3D

Brawling 3D+2, stamina 4D

TECHNICAL 2D

Character Points: Varies, typically 0-5

Move: 10

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

Source: Rebellion Era Campaign Guide (page 124)

Wing Guard Member



Type: Cloud City Wing Guard member

DEXTERITY 3D+1

Blaster 4D, dodge 4D

KNOWLEDGE 2D+1

Bureaucracy 3D+1

MECHANICAL 2D+2

Repulsorlift operation: cloud car 4D+2

PERCEPTION 3D

Command 3D+2, search 4D

STRENGTH 3D+1

Brawling 4D

TECHNICAL 3D+1

Security 4D+2

Character Points: Varies, typically 0-5

Move: 10

Equipment: Blaster pistol (4D), comlink, binders.

Source: Galaxy Guide 2 – Yavin and Bespin (page 76), Galaxy Guide 3– The Empire Strikes Back (pages 71-72), Star Wars Trilogy Sourcebook SE (page 186), The Movie Trilogy Sourcebook (page 104), Rebellion Era Campaign Guide (page 149)

Gamorrean Guard



Type: Gamorrean guard

DEXTERITY 3D

Melee combat: vibro-axe 4D+2

KNOWLEDGE 1D

Survival 2D

MECHANICAL 1D

PERCEPTION 2D

STRENGTH 4D

Brawling 5D, stamina 5D+1

TECHNICAL 1D

Move: 9

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

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

Defiler

Type: Zann Consortium Defiler

DEXTERITY 3D+2

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

KNOWLEDGE 2D+2

Bureaucracy 4D+2, intimidation 4D, languages 3D+2, streetwise 4D+1

MECHANICAL 3D

PERCEPTION 3D

Bargain 5D, con 4D+2, persuasion 5D+2, sneak 4D+2

STRENGTH 2D+2

Brawling 4D

TECHNICAL 3D

Computer programming/repair 3D+2, demolitions 4D, security 3D+2

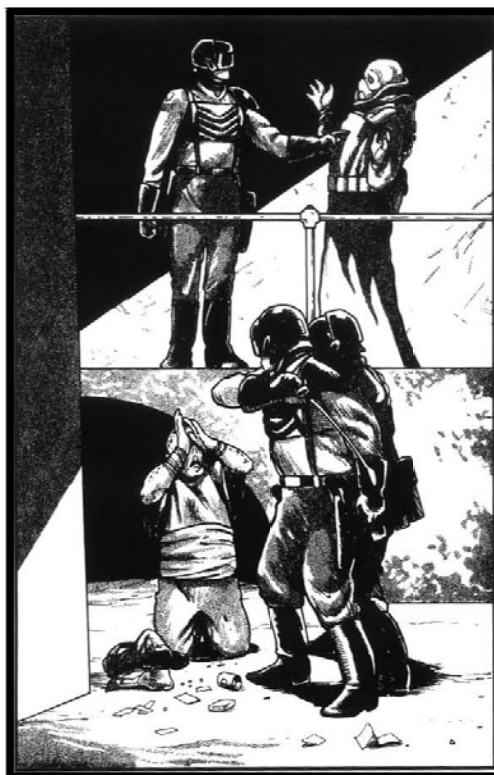
Move: 10

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

Source: Rebellion Era Campaign Guide (page 152)



Espo Trooper



Type: CSA Espo trooper

DEXTERITY 3D

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

KNOWLEDGE 1D

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

MECHANICAL 2D

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

PERCEPTION 2D

Bargain 2D+1, search 3D+1

STRENGTH 2D

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

TECHNICAL 2D

Security 3D

Move: 10

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

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

Espo Elite Trooper

Type: CSA Espo trooper

DEXTERITY 3D

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

KNOWLEDGE 1D

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

MECHANICAL 2D

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

PERCEPTION 2D

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

STRENGTH 2D

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

TECHNICAL 2D

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

Move: 10

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

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

Optional Rules: Cracken's Tactics

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

Disabling a Shield Generator

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

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

Installation Time: 5 minutes.

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

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

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

Source: Rebellion Era Campaign Guide (page 106)

Disabling a Walker's Drive Motor

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

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

Time: 1 minute (30 seconds with cutting device)

Skill: Walker repair

Difficulty: Easy

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

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

Source: Rebellion Era Campaign Guide (page 107)

Overloading a Vehicle Weapon

Method: Build up a charge in the ship's supercapacitors

Required Items: Tool kit (not required for remote detonation)

Time: 30 seconds

Skill: ground vehicle repair, starship weapon repair.

Difficulty: Difficult

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

Source: Rebellion Era Campaign Guide (page 107)

Sending a Reactor into Automatic Shutdown

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

Required Items: Tool kit.

Time: 2 minutes.

Skill: Appropriate related repair roll.

Difficulty: Difficult

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

Source: Rebellion Era Campaign Guide (page 107)

Using Droid Restraining Bolts to Your Advantage

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

Required Items: Restraining bolt, instant fusing disc

Time: Varies

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

Difficulty: Difficult (to modify)

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

Source: Rebellion Era Campaign Guide (page 107)