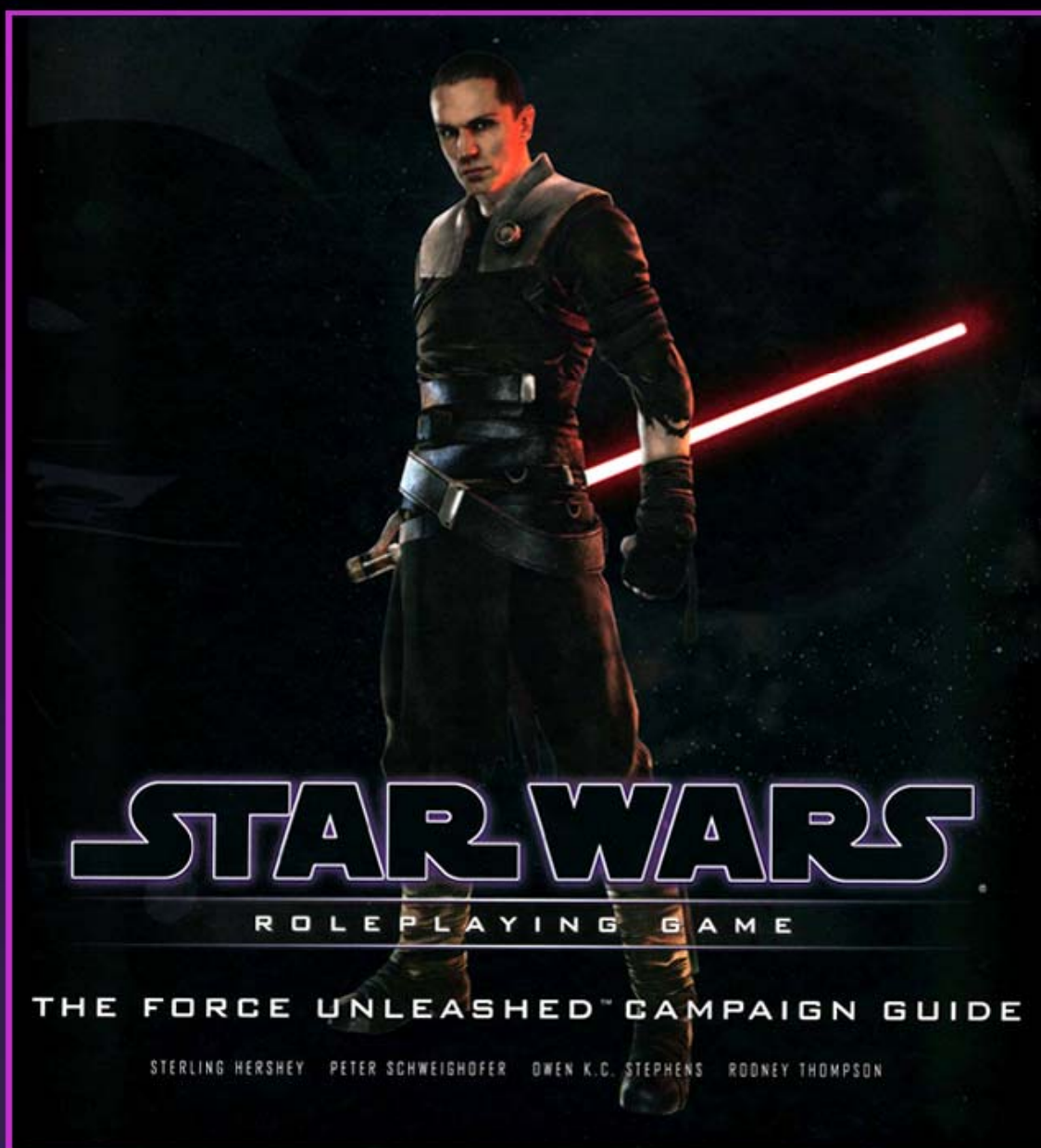


STAR WARS

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

THE FORCE UNLEASHED



Inspired by



Alien Species

Aleena

Home Planet: Aleen

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

Special Abilities:

Nimble: Aleena are quite adept at avoiding danger in combat when they see it coming. They can choose to reroll any *dodge* check, but the result must be accepted, even if it's worse.

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

Move: 6/8

Size: 0.8 meters tall on average

Source: The Force Unleashed Campaign Guide (pages 12-13)



Caamasi

Home Planet: Caamas

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

Special Abilities:

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

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

Move: 10/12

Size: 1.8 meters tall on average

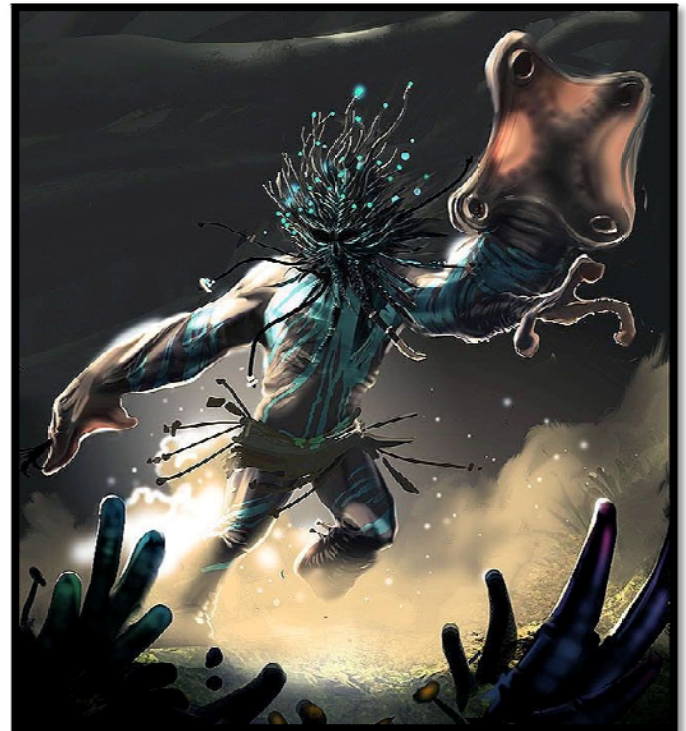


Source: Ultimate Alien Anthology (pages 26-27), Power of the Jedi Sourcebook (pages 64-65), The New Jedi Order Sourcebook (page 45), The Force Unleashed Campaign Guide (pages 13-14)

Felucian

Home Planet: Felucia

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



Special Abilities:

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

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

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

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

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

Move: 10

Size: 1.8-2 meters tall

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

Gran

Home Planet: Kinyen

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

PERCEPTION 2D/4D

STRENGTH 1D/4D

TECHNICAL 1D/3D

Special Abilities:

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

Move: 10/12

Size: 1.1-1.8 meters tall

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



Nosaurian



Home Planet: New Plympto

Attribute Dice: 12D

DEXTERITY 2D/4D+1

KNOWLEDGE 1D/4D

MECHANICAL 2D/4D+1

PERCEPTION 1D/3D+2

STRENGTH 1D/3D+2

TECHNICAL 1D/4D

Special Abilities:

Horns: Nosaurians possess six horns on the tops of their heads that they can employ as weapons. Goring an opponent with these horns inflicts STR+2 damage.

Internal Clock: Nosaurians attuned to the planet they are living on instinctively know when the sun is setting. They usually accompany the setting sun by

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

Story Factors:

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

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

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

Move: 10

Size: 1.2 to 1.55 meters tall

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

Talz

Home Planet: Alzoc III

Attribute Dice: 11D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D

MECHANICAL 1D/3D

PERCEPTION

2D+1/4D+1

STRENGTH

2D+2/4D+2

TECHNICAL 1D/3D

Story Factors:

Enslavement: One of the few subjects which will drive a Talz to anger is that of the enslavement of their people. If a Talz has a cause that drives its personality, that cause is most likely the emancipation of its people.

Move: 8/10

Size: 2-2.2 meters tall

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



Togorian

Home Planet: Togoria

Attribute Dice: 12D

DEXTERITY 2D/5D

KNOWLEDGE 1D/3D

MECHANICAL 1D/4D

PERCEPTION 2D/4D

STRENGTH 2D/5D

TECHNICAL 1D/4D

Special Abilities:



Claws: The claws of the Togorians do *Strength*+1D damage in combat.

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

Story Factors:

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

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

Move: 14/17

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

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

Togruta

Home Planet: Shili

Attribute Dice: 13D

DEXTERITY 2D/4D+2

KNOWLEDGE 2D/4D+1

MECHANICAL 1D/4D

PERCEPTION 2D/4D+1

STRENGTH 1D/3D+2

TECHNICAL 1D/4D

Special Abilities:

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

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

Story Factors:



Believed to be Venomous: Although they are not poisonous, it is a common misconception by other species that Togruta are venomous.

Group Oriented: Togruta work well in large groups, and individualism is seen as abnormal within their culture. When working as part of a team to accomplish a goal, Togruta characters are twice as effective as normal characters (ie, they

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

Move: 10/12

Size: 1.7-1.9 meters

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

Whipid



Home Planet: Toola

Attribute Dice: 11D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D

MECHANICAL 1D/3D

PERCEPTION 2D/4D+1

STRENGTH 2D/4D+2

TECHNICAL 1D/3D

Special Abilities:

Claws: STR+1D damage.

Move: 9/12

Size: 2.0-2.6 meters tall

Source: Ultimate Alien Anthology (pages 182-183), Galaxy Guide 4: Alien Races (pages 93-94), The Force Unleashed Campaign Guide (pages 18-19)

Yarkora

Home Planet: Unknown

Attribute Dice: 12D

DEXTERITY 1D/3D+1

KNOWLEDGE 2D/4D+1

MECHANICAL 1D+2/3D+2

PERCEPTION 2D+2/4D+2

STRENGTH 2D/4D

TECHNICAL 1D/4D

Special Abilities:

Confusion: As a defense mechanism, all Yarkora can use a combination of motions and sounds to distract and deter potential enemies. Once per encounter as a standard action, a Yarkora can make a *con* roll against all close-combat opponents. If he succeeds, that enemy will not attack or come closer until the end of the next turn. This is a mind-affecting effect.



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

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

Story Factors:

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

Move: 7/10

Size: 1.9-2.5 meters

Source: Ultimate Alien Anthology (page 187), The Force Unleashed Campaign Guide (page 19)

Creatures

Bull Rancor



Planet of Origin: Felucia

DEXTERITY 4D

PERCEPTION 1D

Search: tracking: 3D

STRENGTH 9D+2

Special Abilities:

Claws: Do STR+2D damage

Teeth: Do STR+3D damage

Tail: Does STR+2D damage

Armor: +3D against physical and energy attacks

Move: 20

Size: 10 meters tall

Source: The Force Unleashed Campaign Guide (page 224)

Felucian Ripper

Type: Underwater stalker

Planet of Origin: Felucia

DEXTERITY 4D

PERCEPTION 2D+2

Search 3D, sneak 6D

STRENGTH 3D

Brawling 4D

Special Abilities:

Bite: Does STR+1D+2 damage.

Tail Slam: Does STR+2 damage.

Move: 25

Size: 2 meters long

Source: The Force Unleashed Campaign Guide (page 224)

Droids

FX-6 Medical Droid



Type: Medtech Industries FX-series Medical Assistant Droid

DEXTERITY 1D

KNOWLEDGE 1D

Alien Species 3D

MECHANICAL 1D

(A) Bacta tank operation 3D+1

PERCEPTION 2D

(A) Injury/ailment diagnostics 3D+2

STRENGTH 1D

TECHNICAL 2D

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

Equipped With:

-Medical computer scomp link: interface to adequate medical computer or surgeon droid adds +1D to all medical skills.

-Readout screen

-Medical diagnostic computer and sensor

-Infrared sensors

-Analytical computer and sensors

-14 light manipulator arms

-6 main manipulator arms

-Various surgical attachments

-Hypodermic injectors (4D stun damage)

-Medicine dispensers

-Mobility caster trio

Move: 4

Size: 1.83 meters tall

Cost: 3,800 credits

Source: The Force Unleashed Campaign Guide (page 103)

IT-0 Interrogator Droid



Type: Imperial IT-0 Interrogator Droid

DEXTERITY 1D

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

KNOWLEDGE 3D

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

MECHANICAL 2D

Sensors 3D

PERCEPTION 4D

Investigation 5D, search 5D

STRENGTH 3D

TECHNICAL 2D

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

Equipped With:

-Repulsorlift engine

-Visual/sound sensor package

-Vocabulator speech/sound system

-Laser scalpel (2D damage)

-Hypodermic injectors (4D stun damage)

-Power shears (5D damage)

-Grasping claw (+1D to *lifting*)

Move: 3

Size: 1 meter

Cost: 10,000 credits

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

Q7 Astromech Droid

Type: Industrial Automaton Q7-series Astromech Droid

DEXTERITY 1D+2

KNOWLEDGE 1D

MECHANICAL 2D+1

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

PERCEPTION 1D

Sneak 2D

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 4D, starfighter repair 5D

Equipped With:

-Repulsorlift unit

-2 tool appendages

-Small electric arc welder (1D to 5D, as fitting situation, 0.3 meters range)

-Electroshock probe (2D ion damage)

-Holographic projector/recorder

Move: 8

Size: 0.5 meter tall

Cost: 6,500 credits

Source: The Force Unleashed Campaign Guide (page 104)

RA-7 Servant Droid

Type: Arakyd Industries RA-7 Series Protocol Droid

DEXTERITY 2D

KNOWLEDGE 2D

Bureaucracy 3D,

cultures 4D, languages

3D, scholar: culinary

arts 5D, scholar: home

economics 4D

MECHANICAL 1D

Repulsorlift operation

2D

PERCEPTION 2D

STRENGTH 2D

TECHNICAL 1D

Equipped With:

-Visual spectrum

scanners

-Vocabulator

speech/sound system

-Humanoid appendages configuration

Move: 9

Size: 1.7 meters tall

Cost: 3,000



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

BD-3000 Luxury Droid

Type: LeisureMech Enterprises BD-3000 Luxury Attendant Droid

DEXTERITY 2D

KNOWLEDGE 2D

Bureaucracy 4D, business 4D, culinary arts 4D, cultures 4D, languages 6D

MECHANICAL 1D

Repulsorlift operation 3D, space transports 3D

PERCEPTION 2D

Persuasion 3D

STRENGTH 1D

TECHNICAL 1D

First aid 3D

Equipped With:

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

-Two visual and audio sensors – human range and infrared

-Vocabulator

-Communications module with over 1.5 million languages

-Internal compartment space (2 Kg)

-Internal comlink

Move: 8

Size: 1.65 meters tall

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

Source: The Force Unleashed Campaign Guide (page 105)



R-1 Recon Droid

Type: Arakyd Industries R-1 Recon Droid

DEXTERITY 4D

Blaster 4D+2, dodge 5D

KNOWLEDGE 3D

Survival 4D

MECHANICAL 1D

PERCEPTION 3D

Search 5D, sneak 5D

STRENGTH 2D

TECHNICAL 2D

Computer programming/repair 4D

Equipped With:

-Hovering locomotion

-Improved sensor package (+2D bonus to all *search* skill rolls)

-Infrared vision (the droid can see in the dark up to 30 meters)

-Self-destruct system (does 4D damage)

-Integrated planetary comlink

-Video recording unit

-Integrated blaster (4D)

Move: 10 (hovering)

Size: Small

Cost: 16,000 credits

Source: The Force Unleashed Campaign Guide (page 197)

Junk Droid

Type: Custom-built junk droid

DEXTERITY 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 2D+2

STRENGTH 3D+2

Brawling 4D,

climbing/jumping

5D

TECHNICAL 1D

Equipped With:

-2 legs, 1 hand

-Armored arm

(grants +2D to resist damage with a successful *melee* parry roll)

Move: 10

Size: 1.8 meters tall

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

Source: The Force Unleashed Campaign Guide (page 106)



Brute Junk Droid



Type: Custom-built quadruped junk droid

DEXTERITY 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 3D+2

STRENGTH 7D

Climbing/jumping 7D+2

TECHNICAL 1D

Equipped With:

-4 clawed legs

Move: 14

Size: 2.2 meters tall

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

Source: The Force Unleashed Campaign Guide (pages 106-107)

Behemoth Junk Droid

Type: Custom-built behemoth junk droid

DEXTERITY 2D+2

KNOWLEDGE 2D

MECHANICAL 1D

PERCEPTION 1D+2

Search 5D

STRENGTH 10D

TECHNICAL 1D

Equipped With:

-4 clawed legs

Move: 14

Size: 4 meters tall

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

Source: The Force Unleashed Campaign Guide (pages 106-107)



Cost: Not for sale

Equipment: Lightsaber (5D), double-bladed lightsaber (5D).

Source: The Force Unleashed Campaign Guide (pages 196-197)

MSE-6 Utility Droid



Type: Rebaxan Columni MSE-6 General Purpose Droid

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

-Electro-photoreceptor

-Auditory sensors

-Holocam

-Treads

-Retractable heavy manipulator (+2D to *lifting*)

-Retractable fine manipulator (+1D to *lifting*)

-One skill matrix programmed with one of the following skills: *bureaucracy 3D*, *sensors 3D*, *hide 3D*, *search 3D*, *armor repair 3D*, *blaster repair 3D*, *capital ship repair 3D*, *capital ship weapon repair 3D*, *computer programming/repair 3D*, *droid programming 3D*, *droid repair 3D*, *security 3D*, *starfighter repair 3D*

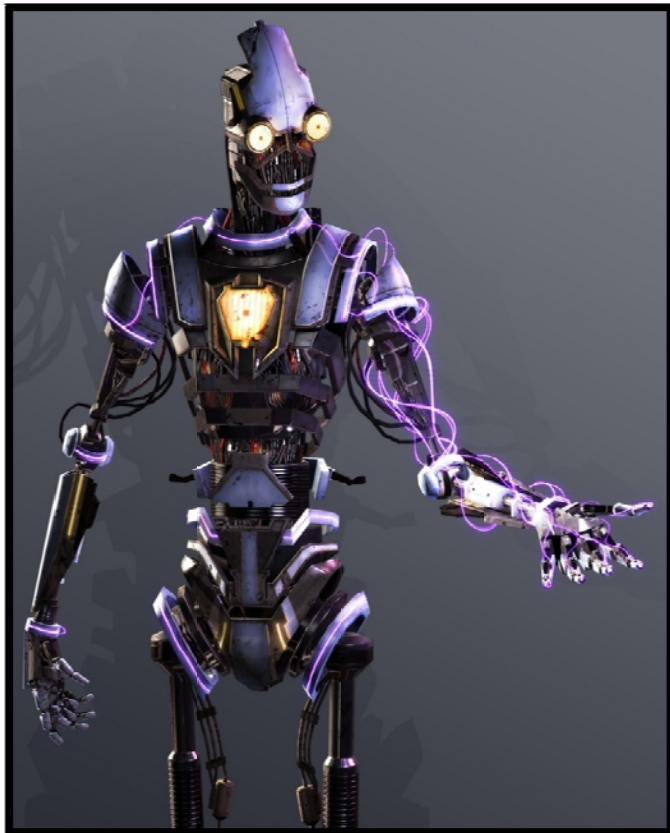
Move: 5

Size: 0.3 meters

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

Source: Cynabar's Fantastic Technology: Droids, Dark Force Rising Sourcebook (pages 102), Death Star Technical Companion (page 93), The Thrawn Trilogy Sourcebook (page 197), Rebellion Era Sourcebook (page 27), Arms and Equipment Guide (pages 51-52), The Force Unleashed Campaign Guide (pages 197-198)

PROXY



Type: Unique mimic combat droid

DEXTERITY 4D

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

KNOWLEDGE 2D+1

Survival 4D

MECHANICAL 3D

PERCEPTION 2D

Con 5D, search 5D, sneak 6D

STRENGTH 4D+1

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

TECHNICAL 3D

Computer programming/repair 6D, droid repair 7D

Equipped With:

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

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

Move: 10

Size: 1.75 meters tall

Vehicles

Warcrawler

Craft: Modified Armored Groundcar

Type: Modified groundcar

Scale: Speeder

Length: 12 meters

Skill: Ground vehicle operation

Crew: 2, gunners: 1

Passengers: 8

Cargo Capacity: 300 kilograms

Cover: Full

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

Maneuverability: 1D

Move: 30; 90 kmh

Body Strength: 3D+1

Weapons:

Twin Blaster Cannon

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters

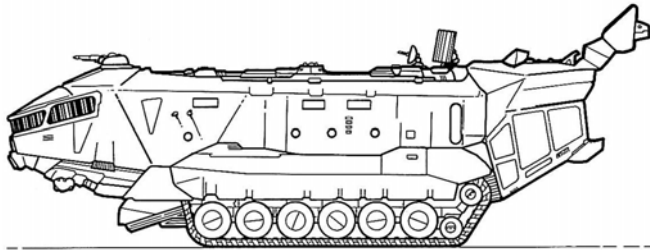
Fire Control: 1D

Range: 50-250/750/1.5 Km

Damage: 3D

Source: The Force Unleashed Campaign Guide (page 110)

Mobile Command Base



Craft: Nen-Carvon PX-4 Mobile Command Base

Type: Mobile command base

Scale: Speeder

Length: 21.8 meters

Skill: Ground vehicle operation: PX-4

Crew: 2, gunners: 1

Crew Skill: Ground vehicle operation 4D+2, vehicle blasters 5D

Passengers: 7

Cargo Capacity: 1 metric ton

Cover: Full

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

Maneuverability: 0D

Move: 35; 100 kmh

Body Strength: 7D

Weapons:

Heavy Laser Cannon

Fire Arc: Turret*

Crew: 1

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-500/1/2 Km

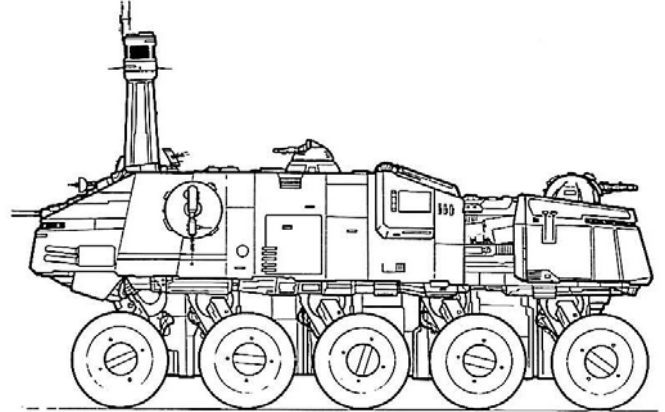
Damage: 4D+2

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

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

Source: Imperial Sourcebook (page 71), The Force Unleashed Campaign Guide (page 202)

Juggernaut



Craft: Kuat Drive Yards' HAVw A5 Juggernaut

Type: Heavy assault vehicle

Scale: Walker

Length: 21.8 meters

Skill: Ground vehicle operation: Juggernaut

Crew: 2; gunners: 6

Crew Skill: Ground vehicle operation 4D+2, missile weapons 4D, vehicle blasters 4D+1

Passengers: 50 (troops)

Cargo Capacity: 1 metric ton

Cover: Full

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

Maneuverability: 0D

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

Body Strength: 5D

Weapons:

3 heavy Laser Cannons

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

Crew: 2

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-50/1/2 Km

Damage: 6D

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

Medium Blaster Cannon

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-250/750/1.5 Km

Damage: 4D

1 Concussion Grenade Launchers

Fire Arc: Turret

Crew: 1

Skill: Missile weapons

Fire Control: 1D

Range: 50-100/250/500

Damage: 8D+1

Source: Imperial Sourcebook (pages 69-70), Arms and Equipment Guide (page 84), The Force Unleashed Campaign Guide (page 200)

AT-KT



Craft: All Terrain Kashyyyk Transport, or AT-STH “Hunter” Scout Transport

Type: Medium walker

Scale: Walker

Length: 6.4 meters long, 8.6 meters tall

Skill: Walker operation: AT-ST

Crew: 2, skeleton: 1/+15

Crew Skill: Missile weapons 4D, vehicle blasters 4D+2, walker operation 5D

Cargo Capacity: None

Cover: Full

Cost: Not available for sale

Maneuverability: 1D

Move: 30; 90 kmh

Body Strength: 3D

Weapons:

Frag Grenade Launcher (12 carried)

Fire Arc: Front

Skill: Missile weapons: grenade launcher

Fire Control: 1D

Range: 10-50/100/200

Damage: 3D

Stun Cannon

Fire Arc: Front

Crew: 1 (co-pilot)

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-300/500/1 Km

Damage: 2D

Source: The Force Unleashed Campaign Guide (pages 200-201)

AT-CT

Craft: All Terrain Construction Transport

Type: Medium walker

Scale: Walker

Length: 6.4 meters long, 8.6 meters tall

Skill: Walker operation: AT-ST

Crew: 2, skeleton: 1/+15

Crew Skill: Tractor beam operation 5D, walker operation 4D

Cargo Capacity: None

Cover: Full

Cost: Not available for sale

Maneuverability: 1D

Move: 30; 90 kmh

Body Strength: 3D

Weapons:

Tractor Beam

Fire Arc: Front

Skill: Tractor beam operation

Fire Control: 2D

Range: 1-3/10/20

Lifting: 8D (can be used to hurl objects using the tractor beam operation skill)

Source: The Force Unleashed Campaign Guide (page 201)

Flare-S Swoop



Craft: Mobquet Flare-S Swoop

Type: Swoop

Scale: Speeder

Length: 2.5 meters

Skill: Swoop operation

Crew: 1

Cargo Capacity: 2 kilograms

Cover: 1/4

Altitude Range: Ground level-350 meters

Cost: 6,500 (new), 2,000 (used)

Maneuverability: 4D+2

Move: 225; 650 kmh

Body Strength: 1D+1

Source: Star Wars Trilogy Sourcebook SE (page 158), Shadows of the Empire Sourcebook (pages 116-117), Pirates & Privateers (page 50), Arms and Equipment Guide (page 74), Secrets of Tatooine (page 30), The Force Unleashed Campaign Guide (page 111)

Zephyr-G Swoop

Craft: Mobquet Swoops and Speeders Zephyr-G Swoop

Type: Swoop

Scale: Speeder

Length: 3.68 meters

Skill: Swoop operation: Zephyr-G

Crew: 1

Passengers: 1

Cargo Capacity: None (100 kilograms with add-on cargo panniers)

Cover: 1/4



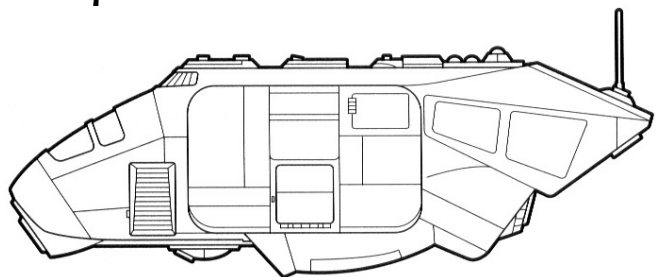
Altitude Range: Ground level-6 meters (900m if modified)
Cost: 5,750 (new), 1,500 (used)
Maneuverability: 2D
Move: 125; 350 kmh
Body Strength: 2D+2
Source: The Force Unleashed Campaign Guide (page 112)

V-35 Courier



Craft: SoroSuub V-35 Courier
Type: Landspeeder
Scale: Speeder
Length: 3.8 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: 2
Cargo Capacity: 120 kilograms
Cover: 1/4 (top pilot), 3/4 (passengers)
Altitude Range: Ground level-1.5 meters
Cost: 6,500 (new), 1,500 (used)
Maneuverability: 1D+2
Move: 35; 105 kmh
Body Strength: 2D
Source: Arms and Equipment Guide (pages 76-77), Secrets of Tatooine (page 29), The Force Unleashed Campaign Guide (page 112)

A-A5 Speeder Truck



Craft: Modified Trast A-A5 Speeder Truck
Type: Speeder truck
Scale: Walker

Length: 21.4 meters
Skill: Repulsorlift operation: speeder truck
Crew: 3
Crew Skill: Repulsorlift operation 3D
Passengers: 25 (troops)
Cargo Capacity: 25,000 kilograms
Cover: Full
Altitude Range: Ground level-3 meters
Cost: 13,600 (new), 7,850 (used)
Maneuverability: 1D
Move: 55; 160 kmh
Body Strength: 1D+2
Source: Rebel Alliance Sourcebook (page 110), Arms and Equipment Guide (page 78), The Force Unleashed Campaign Guide (pages 112-113)

Arrow-23 Tramp Shuttle



Craft: Modified Aratech "Arrow-23" Landspeeder
Type: Modified tramp shuttle
Scale: Speeder
Length: 8.1 meters
Skill: Repulsorlift operation: tramp shuttle
Crew: 1, gunners: 1
Crew Skill: Vehicle blasters 3D+1, repulsorlift operation 3D
Passengers: 5
Cargo Capacity: 800 kilograms
Cover: Full
Altitude Range: Ground level-4 meters
Cost: 10,800 (new), 3,400 (used)
Maneuverability: 2D+1
Move: 140; 400 kmh
Body Strength: 3D
Weapons:
Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D
Range: 3-50/100/200
Damage: 3D
Concussion Grenade Launcher
Fire Arc: Front
Skill: Missile weapons
Fire Control: 1D
Range: 10-50/100/200
Damage: 3D+1
Source: Rebel Alliance Sourcebook (pages 110-111), Arms and Equipment Guide (page 75), The Force Unleashed Campaign Guide (page 110)

Chariot Command Speeder

Craft: Uulshos LAVr QH-7 Chariot
Type: Command speeder
Scale: Speeder
Length: 11.8 meters



Skill: Repulsorlift operation: LAVr QH-7 Chariot
Crew: 3
Crew Skill: Repulsorlift operation 5D, vehicle blasters 4D+1
Cargo Capacity: 10 kilograms
Cover: Full
Altitude Range: Ground level-8 meters
Cost: Not available for sale (estimated 40,000)
Maneuverability: 1D+1
Move: 35; 100 kmh
Body Strength: 4D

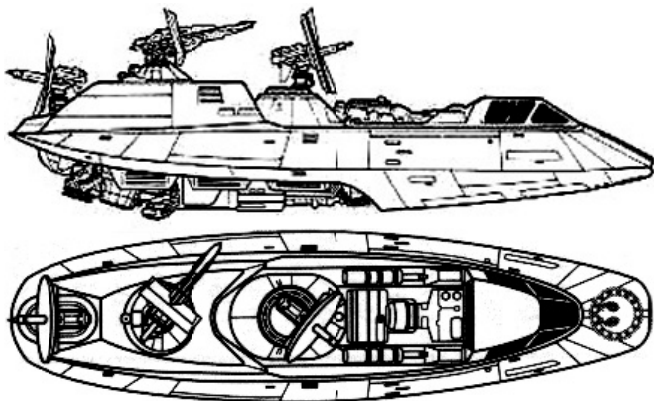
Weapons:

Laser Cannon

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

Source: Imperial Sourcebook (pages 77-78), The Thrawn Trilogy Sourcebook (pages 203-205), Heir to the Empire Sourcebook (page 115), d20 Core Rulebook (pages 199-200), The Force Unleashed Campaign Guide (pages 201-202)

Freerunner



Craft: Modified KAAC Freerunner
Type: Combat assault vehicle
Scale: Speeder
Length: 14.6 meters
Skill: Repulsorlift operation: freerunner
Crew: 2, gunners: 3
Crew Skill: Vehicle blasters 4D, repulsorlift operation 4D
Passengers: None
Cargo Capacity: 250 kilograms
Cover: Full
Altitude Range: Ground level-2 meters
Cost: 27,000 (new), 14,000 (used)
Maneuverability: 1D
Move: 105; 300 kmh
Body Strength: 3D

Weapons:

2 Anti-Vehicle Laser Cannons (fire-linked)

Fire Arc: Turret
Crew: 1*
Skill: Vehicle blasters
Fire Control: 1D*
Range: 50-400/900/2 Km
Damage: 5D

* May be controlled by the pilot or co-pilot, but with a *fire control* of 0D.

2 Anti-Infantry Blaster Batteries

Fire Arc: 1 turret (front/left/right), 1 turret (back/left/right)
Crew: 1*
Skill: Vehicle blasters
Fire Control: 2D*
Range: 50-300/800/1.5 Km
Damage: 3D+2

* May be controlled by the pilot or co-pilot, but with a *fire control* of 0D.

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

TX-130T Fighter Tank



Craft: Rothana Heavy Engineering TX-130T *Saber*-class Fighter Tank
Type: Assault tank
Scale: Speeder
Length: 8.2 meters
Skill: Repulsorlift operation: Saber Tank
Crew: 2, gunners: 1
Passengers: 5
Cargo Capacity: 100 kilograms
Cover: Full to pilot and co-pilot, 1/2 to gunner
Altitude Range: Ground level-2 meters
Cost: 42,000 (new), 34,000 (used)
Maneuverability: 2D
Move: 70; 193 kmh
Body Strength: 5D
Shields: 1D
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D

Range: 50-500/1/2 Km

Damage: 6D

Laser Turret

Fire Arc: Turret

Crew: 1

Skill: Vehicle blasters

Fire Control: 2D

Range: 5-50/200/500

Damage: 5D

Concussion Missile Launchers (8 missiles)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-500/1/2 Km

Damage: 6D

Source: The Force Unleashed Campaign Guide (pages 202-203)

Starships

A-7 Hunter

Craft: Kuat Drive Yards A-7 Hunter Interceptor

Affiliation: Empire / General

Era: Rise of the Empire

Source: The Force Unleashed Campaign Guide (page 204)

Type: Interceptor fighter

Scale: Starfighter

Length: 7 meters

Skill: Starfighter piloting: A-7 Hunter

Crew: 1

Cargo Capacity: 55 kilograms

Consumables: 1 day

Cost: 80,000 (new), 45,000 (used)

Maneuverability: 2D+1

Space: 10

Atmosphere: 415; 1,200 kmh

Hull: 2D

Sensors:

Passive: 25/0D

Scan: 45/1D

Search: 65/2D

Focus: 4/3D

Weapons:

2 Laser Cannons (fire linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

TIE Prototype

Craft: Sienar Fleet Systems Prototype TIE

Affiliation: Empire

Era: Rise of the Empire

Source: The Force Unleashed Campaign Guide (pages 204-205)

Type: Space superiority fighter

Scale: Starfighter

Length: 6.5 meters

Skill: Starfighter piloting: TIE

Crew: 1

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

Cargo Capacity: 65 kilograms

Consumables: 2 weeks

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

Hyperdrive Multiplier: x2

Nav Computer: Yes (limited to 2 jumps)

Maneuverability: 2D

Space: 10

Atmosphere: 415; 1,200 kmh

Hull: 2D

Shields: +2

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 3/3D

Weapons:

2 Laser Cannons (fire linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

2 Concussion Missile Launchers (1 missile each)

Fire Arc: Front

Skill: Starship gunnery

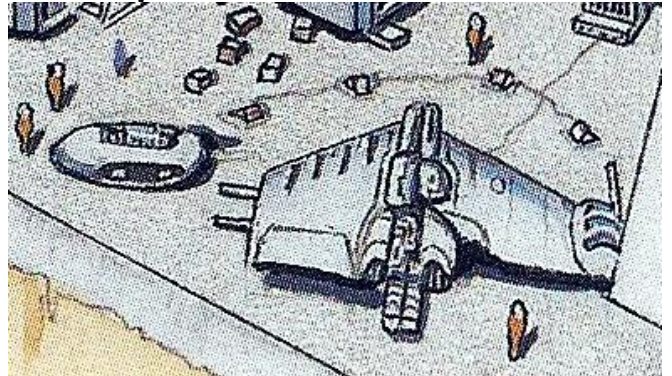
Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 8D

H-60 Tempest Bomber



Craft: Slayn & Korpil H-60 Tempest Bomber

Affiliation: Old Republic / General

Era: Old Republic

Source: The Force Unleashed Campaign Guide (page 114)

Type: Medium bomber

Scale: Starfighter

Length: 18 meters

Skill: Starfighter piloting: Tempest Bomber

Crew: 3, gunners: 1

Passengers: None

Cargo Capacity: 110 kilograms

Consumables: 2 weeks

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

Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 5D+1

Shields: 1D+2

Sensors:

Passive: 20/1D

Scan: 40/1D +2

Search: 70/2D+1

Focus: 3/3D

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: 5D

2 Concussion Missile Launchers (10 missiles each)

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/3/7

Atmospheric Range: 50-100/300/700

Damage: 9D

M3-A Scyk



Craft: MandalMotors M3-A Scyk Light Hutt Fighter

Affiliation: General

Era: Rise of the Empire

Source: The Force Unleashed Campaign Guide (pages 114-115)

Type: Light fighter

Scale: Starfighter

Length: 10 meters

Skill: Starfighter piloting: M3-A Scyk

Crew: 1

Crew Skill: Varies widely

Consumables: 2 weeks

Cargo Capacity: 110 kilograms

Hyperdrive Multiplier: x2

Nav Computer: No

Maneuverability: 2D+2

Space: 6

Atmosphere: 330; 950 kmh

Hull: 3D

Shields: 1D

Sensors:

Passive: 10/1D

Scan: 20/2D

Search: 40/3D

Focus: 3/4D

Weapons:

Laser Cannon

Fire Arc: Front

Skill: Starship gunnery

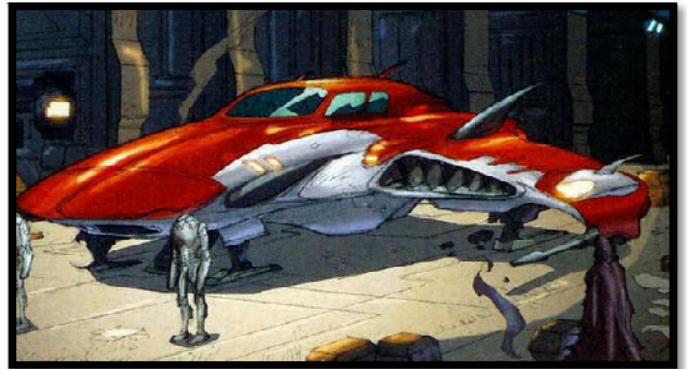
Fire Control: 2D

Space Range: 1-3/12/25

Atmospheric Range: 100-300/1.2/2.5 km

Damage: 4D

NovaSword Fighter



Craft: Subpro NovaSword Space Superiority Fighter

Affiliation: General

Era: Rise of the Empire

Source: The Force Unleashed Campaign Guide (page 115)

Type: Multipurpose starfighter

Scale: Starfighter

Length: 12 meters

Skill: Starfighter piloting: NovaSword

Crew: 1

Passengers: 1 (can coordinate)

Cargo Capacity: 110 kilograms

Consumables: 4 weeks

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

Maneuverability: 3D

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 3D+2

Shields: 1D

Sensors:

Passive: 15/1D

Scan: 25/1D+2

Search: 40/2D+1

Focus: 2/3D

Weapons:

2 Laser Cannons (fire linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Concussion Missile Launcher (3 missiles)

Fire Arc: Front

Skill: Missile weapons

Fire Control: 1D

Space Range: 1/3/7
Atmosphere Range: 30-100/300/700
Damage: 8D

R-41 Starchaser



Craft: FreiTek Inc. R-41 Starchaser
Affiliation: General / Rebel Alliance
Era: Rise of the Empire
Source: The Force Unleashed Campaign Guide (pages 115-116)
Type: Space superiority fighter
Scale: Starfighter
Length: 11 meters
Skill: Starfighter piloting: R-41
Crew: 1 (plus 1 gunner in R-42 model)
Crew Skill: Starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D+1
Cargo Capacity: 110 kilograms
Consumables: 2 weeks
Cost: 115,000 (new), 55,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 2D+1
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 3D+1
Shields: 1D+1
Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Laser Cannons (fire linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
2 Ion Cannons (fire linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 3D
Concussion Missile Launcher (3 missiles)
Fire Arc: Front
Skill: Starship gunnery

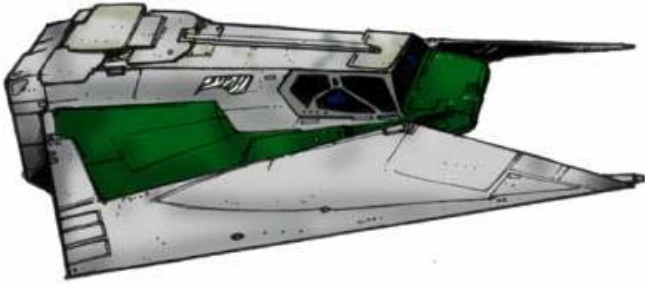
Fire Control: 2D+2
Space Range: 1/5/9
Atmosphere Range: 50-100/500/900
Damage: 8D

Toscan 8-Q



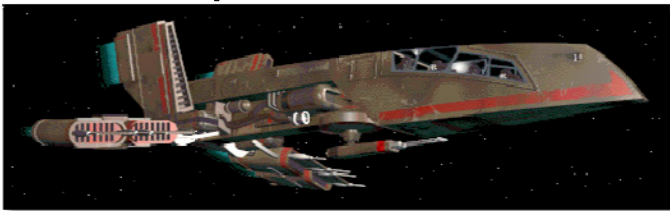
Craft: Shobquix Yards Toscan 8-Q Starfighter
Affiliation: General
Era: Rise of the Empire
Source: Pirates & Privateers (page 53), Alliance Intelligence Reports (page 50), The Force Unleashed Campaign Guide (page 116)
Type: Multi-purpose starfighter
Scale: Starfighter
Length: 10.2 meters
Skill: Starfighter piloting: Toscan 8-Q
Crew: 1
Crew Skill: Starfighter piloting 3D+2, starship gunnery 3D+2
Cargo Capacity: 75 kilograms
Consumables: 1 day
Cost: 180,000 (new), 35,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 2D
Sensors:
Passive: 15/0D
Scan: 25/+1
Search: 50/1D+2
Focus: 2/2D
Weapons:
2 Laser Cannons
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 5D

Zebra



Craft: Hyrotii Vehicle Works Zebra Starfighter
Affiliation: General
Era: Rise of the Empire
Source: Planets Collection (page 62), The Force Unleashed Campaign Guide (pages 117-118)
Type: Light short range starfighter
Scale: Starfighter
Length: 12.3 meters
Skill: Starfighter piloting: Zebra
Crew: 1
Crew Skill: Starfighter piloting 3D+2, starship gunnery 3D
Cargo Capacity: 65 kilograms
Consumables: 1 day
Cost: 65,000 (new), 32,000 (used)
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 2D
Sensors:
Passive: 15/0D
Scan: 25/1D+1
Search: 45/2D
Focus: 3/2D+2
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 5D

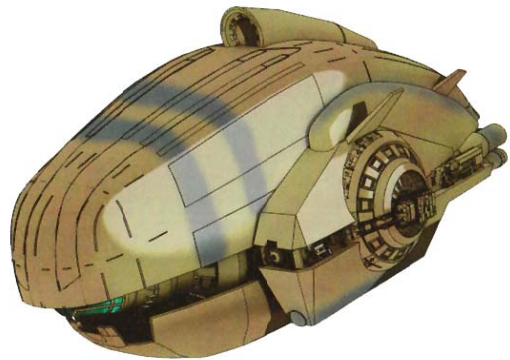
Hwk-290 Transport



Craft: Corellian Engineering Corporation *Hawk-series* 290 Transport
Affiliation: General
Era: Old Republic
Source: The Force Unleashed Campaign Guide (page 118)
Type: Transport
Scale: Starfighter
Length: 29 meters
Skill: Space transports: Hwk-290
Crew: 2
Passengers: 6

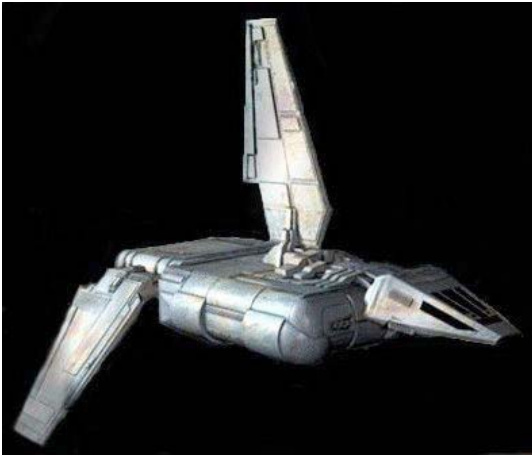
Cargo Capacity: 150 metric tons
Consumables: 6 months
Cost: 135,000 (new), 55,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 2D+2
Space: 4
Atmosphere: 280; 800 kmh
Hull: 5D
Sensors:
Passive: 30/1D
Scan: 50/1D+2
Search: 70/2D+1
Focus: 3/3D

Maka-Eekai L4000 Transport



Craft: Gallofree Yards Maka-Eekai L4000 Transport
Affiliation: General
Era: Rise of the Empire
Source: The Force Unleashed Campaign Guide (page 120)
Type: Medium transport
Scale: Starfighter
Length: 60 meters
Skill: Space transports: Maka-Eekai L4000
Crew: 4, gunners: 2, skeleton: 2/+10
Cargo Capacity: 410 metric tons
Consumables: 6 months
Cost: 180,000 (new), 85,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 4
Atmosphere: 280; 800 kmh
Hull: 6D+2
Shields: 1D+1
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Double Laser Cannons
Fire Arc: Turret
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Sentinel Landing Craft



Craft: Sienar Fleet Systems *Sentinel*-class troop carrier

Affiliation: Empire

Era: Rise of the Empire

Source: Star Wars Trilogy Sourcebook SE (pages 133-134), The Force Unleashed Campaign Guide (pages 206-207)

Type: Heavily armed landing craft

Scale: Starfighter

Length: 20 meters

Skill: Space transports: *Sentinel*-class shuttle

Crew: 2; 2 can coordinate, gunners: 3, skeleton: 1/+10

Crew Skill: Space transports 5D, starship gunnery 5D, starship shields 4D

Passengers: 54 (troops)

Cargo Capacity: 180 metric tons

Consumables: 1 month

Cost: 240,000 credits

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 2D+2

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 4D+2

Shields: 3D+2

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 80/2D

Focus: 4/2D+2

Weapons:

8 Laser Cannons (retractable, fire-linked)

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

2 Concussion Missile Tubes (fire-linked)

Fire Arc: Front

Skill: Missile weapons

Fire Control: 3D

Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 9D

2 Repeating Blaster Cannons (retractable)

Fire Arc: Turret

Scale: Speeder

Crew: 1

Skill: Vehicle blasters

Fire Control: 4D

Atmosphere Range: 1-50/100/250

Damage: 3D+2

Ion Cannon (retractable)

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

Guardian Light Cruiser



Craft: Sienar Fleet Systems *Guardian*-class light cruiser

Affiliation: Empire

Era: Rise of the Empire

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

Type: Inter-system customs vessel

Scale: Starfighter

Length: 42 meters

Skill: Space transports: Guardian cruiser

Crew: 16 (3 can coordinate), gunners: 4, skeleton: 8/+10

Crew Skill: Space transports 5D, starship gunnery 5D+2, starship shields 5D+1

Passengers: 6 (prisoners in brig)

Cargo Capacity: 200 metric tons

Consumables: 3 months

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

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 9

Atmosphere: 400; 1,150 kmh

Hull: 5D

Shields: 2D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 90/4D

Focus: 4/4D+1

Weapons:

4 Laser Cannons

Fire Arc: 2 front, 2 turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

Rogue Shadow



Craft: Siemar Fleet System Prototype Stealth Transport
Affiliation: Starkiller (Dark Side apprentice)
Era: Rise of the Empire
Source: The Force Unleashed Campaign Guide (pages 205-206)
Type: Stealth transport
Scale: Starfighter
Length: 26 meters
Skill: Space transports: Rogue Shadow
Crew: 1
Passengers: 8
Cargo Capacity: 15 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x0.5
Nav Computer: Yes
Maneuverability: 3D
Space: 13
Atmosphere: 470; 1,350 kmh
Hull: 3D+2
Shields: 3D
Sensors:
Passive: 35/2D+1
Scan: 50/3D+1
Search: 80/4D+1
Focus: 6/5D
Weapons:
Twin Laser Cannons
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 7D

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

Escort Carrier



Craft: Kuat Drive Yards' Escort Carrier
Affiliation: Empire
Era: Rebellion
Source: Imperial Sourcebook (pages 54-55), Starships of the Galaxy (page 96), The Force Unleashed Campaign Guide (page 207)
Type: Heavy Starfighter/shuttle carrier
Scale: Capital
Length: 500 meters
Skill: Capital ship piloting: KDY Escort Carrier
Crew: 3,485, gunners: 20, skeleton: 1,500/+10
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 3D+2, sensors 3D+2
Passengers: 800 (troops)
Cargo Capacity: 500 metric tons
Consumables: 9 months
Cost: Not available for sale (estimated 3,500,000)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 7D+1
Shields: 2D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 100/2D
Focus: 4/3D
Weapons:
10 Twin Laser Cannons
Fire Arc: 2 front, 3 left, 3 right, 2 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 2-6/25/50 km
Damage: 3D
Starfighter Complement: 4 TIE/In squadrons, 1 TIE Interceptor squadron, 1 TIE Bomber squadron, 6 shuttles

Neutron Star Bulk Cruiser

Craft: Rendili StarDrive's *Neutron Star* Bulk Cruiser
Affiliation: Rebel Alliance
Era: Rise of the Empire
Source: Rebel Alliance Sourcebook (pages 59-60), The Force Unleashed Campaign Guide (page 121)
Type: Modified bulk cruiser
Scale: Capital
Length: 600 meters



Skill: Capital ship piloting: bulk cruiser
Crew: 1,993, gunners: 57, skeleton: 840/+10
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 4D, sensors 3D+2

Passengers: 200 (troops)

Cargo Capacity: 5,000 metric tons

Consumables: 1 year

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Hull: 5D

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 125/3D

Focus: 5/3D+2

Weapons:

30 Quad Laser Cannons

Fire Arc: 10 front, 10 left, 10 right

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

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 4D

2 Tractor Beam Projectors

Fire Arc: Front

Crew: 1 (1), 6 (1)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Damage: 4D

Starfighter Complement: 3 squadrons

Tartan Patrol Cruiser

Craft: Damorian Manufacturing Corporation *Tartan*-class Cruiser

Affiliation: Empire

Era: Rise of the Empire

Source: The Force Unleashed Campaign Guide (page 209)

Type: Anti-starfighter patrol cruiser

Scale: Capital

Length: 200 meters

Skill: Capital ship piloting

Crew: 70, gunners: 40

Passengers: 50 (troops)

Cargo Capacity: 1,000 metric tons

Consumables: 1 year

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

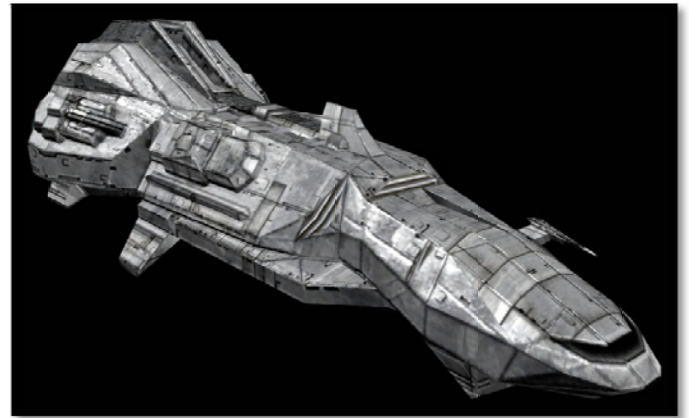
Maneuverability: 1D+2

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 3D

Shields: 2D



Sensors:

Passive: 40/1D

Scan: 80/1D+1

Search: 120/2D

Focus: 5/3D

Weapons:

20 Laser Cannons

Fire Arc: 10 left, 10 right

Crew: 2

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 3D+2

Space Range: 1-3/12/25

Atmosphere Range: 2-6/24/50 km

Damage: 6D

Broadside Missile Cruiser



Craft: Kuat Drive Yards' *Broadside*-class Missile Cruiser

Affiliation: Empire

Era: Rise of the Empire

Source: The Force Unleashed Campaign Guide (page 209)

Type: Heavy Long range missile assault cruiser

Scale: Capital

Length: 500 meters

Skill: Capital ship piloting: Broadside Cruiser

Crew: 860, gunners: 210, skeleton: 530/+10

Passengers: 1,200 (troops)

Cargo Capacity: 4,000 metric tons

Consumables: 2 years

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 0D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 4D+1

Shields: 2D+1

Sensors:

Passive: 30/1D

Scan: 50/2D

Search: 140/2D+1

Focus: 4/3D

Weapons:

40 Concussion Missile Launchers

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

Crew: 5

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 8D

2 Turbolasers

Fire Arc: 1 left, 1 right

Crew: 5

Skill: Capital ship gunnery

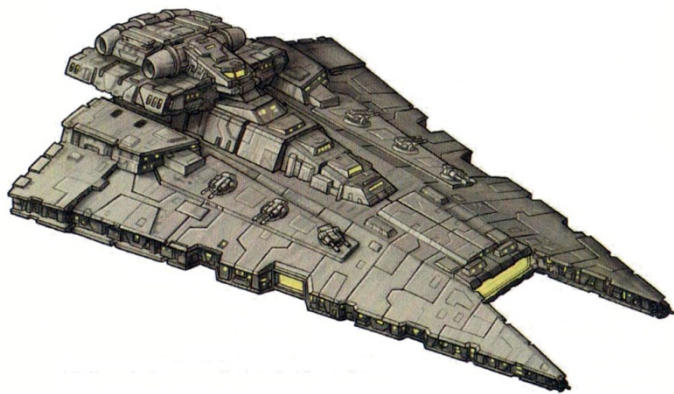
Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

Gladiator Star Destroyer



Craft: Kuat Drive Yards' *Gladiator*-class Star Destroyer

Affiliation: Empire

Era: Rise of the Empire

Source: *The Force Unleashed Campaign Guide* (pages 208-209)

Type: Long-range patrol ship

Scale: Capital

Length: 500 meters

Skill: Capital ship piloting: Gladiator Star Destroyer

Crew: 1,255, gunners: 152, skeleton 420/+15

Passengers: 1,200 (troops)

Cargo Capacity: 6,000 metric tons

Consumables: 2 years

Cost: Not available for sale (black market value 34,000,000)

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 5D

Shields: 2D+1

Sensors:

Passive 30/1D

Scan 60/2D

Search 130/2D+2

Focus 4/3D+1

Weapons:

10 Quad Turbolaser Batteries

Fire Arc: 5 left, 5 right

Crew: 5

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

8 Laser Cannon Batteries

Fire Arc: 2 front, 3 left, 3 right

Crew: 5

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 2-6/24/50 km

Damage: 4D

10 Concussion Missile Launchers

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

Crew: 5

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 8D

6 Tractor Beam Projectors

Fire Arc: 4 front, 1 left, 1 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

Starfighter Complement: 2 squadrons

Victory Star Destroyer

Craft: Rendili Star Drive's Victory I

Affiliation: Empire / General

Era: Rise of the Empire

Source: *Imperial Sourcebook* (pages 59-60), *The Star Wars Sourcebook* (pages 32-34), *Han Solo and the Corporate Sector Sourcebook* (pages 91-92), *Dark Force Rising Sourcebook* (pages 141-142), *The Thrawn Trilogy Sourcebook* (page 223), *Starships of the Galaxy* (page 103), *The Force Unleashed Campaign Guide* (pages 210-211)

Type: Victory-class Star Destroyer
Scale: Capital
Length: 900 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 4,798, gunners: 402, skeleton 1,785/+15
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 3D+2
Passengers: 2,040 (troops)
Cargo Capacity: 8,100 metric tons
Consumables: 4 years
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D

Shields: 3D+1
Sensors:

Passive 40/1D

Scan 70/2D

Search 150/3D

Focus 4/3D+2

Weapons:

10 Quad Turbolaser Batteries

Fire Arc: 5 left, 5 right

Crew: 5

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

40 Double Turbolaser Batteries

Fire Arc: 10 front, 15 left, 15 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 2D+2

80 Concussion Missile Launchers

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

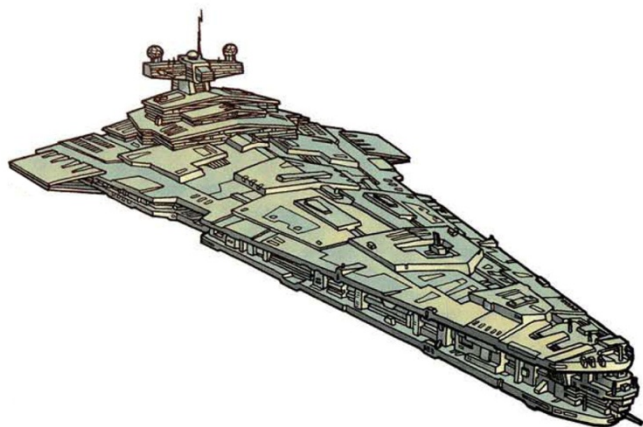
Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km



Damage: 9D

10 Tractor Beam Projectors

Fire Arc: 6 front, 2 left, 2 right

Crew: 2 (2), 4 (2), 10 (6)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

Starfighter Complement: 2 squadrons

Venator Star Destroyer



Craft: Kuat Drive Yards *Venator*-class Star Destroyer

Affiliation: Old Republic / Empire

Era: Rise of the Empire

Source: Wizards Website, Starships of the Galaxy – Saga Ed. (page 148), The Force Unleashed Campaign Guide (pages 209-210)

Type: Star destroyer

Scale: Capital

Length: 1,137 meters

Skill: Capital ship piloting: Star Destroyer

Crew: 7,400, gunners: 176, skeleton 3,025/+15

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

Passengers: 2,000 (troops)

Cargo Capacity: 20,000 metric tons

Consumables: 2 years

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

Hyperdrive Multiplier: x1

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 1D+1

Space: 6

Atmosphere: 340; 975 kmh

Hull: 5D+1

Shields: 3D+1

Sensors:

Passive 40/1D

Scan 70/2D

Search 150/3D

Focus 4/3D+2

Weapons:

8 Heavy Turbolasers

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

Crew: 5

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 6D+1

2 Medium Dual Turbolasers

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

Crew: 3

Skill: Capital ship gunnery
Fire Control: 5D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D

52 Point-Defense Laser Cannons

Fire Arc: 24 front, 12 left, 12 right, 4 rear
Crew: 2

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/10/20

Atmosphere Range: 400-1/5/10 km

Damage: 4D

6 Tractor Beam Projectors

Fire Arc: 4 front, 1 left, 1 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

4 Proton Torpedo Tubes (16 torpedoes each)

Fire Arc: Front

Crew: 2

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

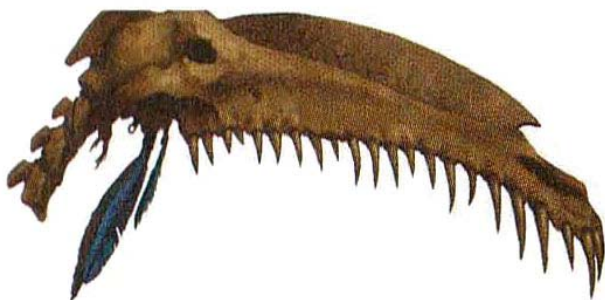
Atmosphere Range: 4-24/60/120 km

Damage: 9D

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

Weapons

Felucian Skullblade



Model: Felucian Shaman Skullblade

Type: Force-imbued blade

Scale: Character

Skill: Melee combat

Cost: 1,500

Availability: 4

Difficulty: Moderate

Damage: STR+2D+2

Game Notes: Blades that are imbued with Force energy are able to block lightsaber strikes.

Source: The Force Unleashed Campaign Guide (page 96)

Guard Shoto Lightsaber

Model: Lightsaber Tonfa

Type: Melee

weapon

Scale: Character

Skill: Lightsaber

Cost: 7,000

Availability: 4, X

Difficulty: Moderate

Damage: 4D

Game Notes: A

character with the

appropriate skill

specialization gains

a +5 bonus to all

parry rolls made

when wielding the

shoto by its

secondary handle.

However, his

attacks also suffer a

-3 penalty unless the

shoto is wielded by

the primary handle.

If an attacking

character misses the

difficulty number by more than

10 points (the base difficulty; not their opponent's

parry total), the character has injured himself with the

lightsaber.

Source: The Force Unleashed Campaign Guide (page

96)



Lightsaber Pike

Model: Shadow Guard Lightsaber Pike

Type: Melee weapon

Scale: Character

Cost: 4,000

Availability: 4, X

Difficulty: Difficult

Damage: 5D

Game Notes: Lightsaber pikes increase the reach of

the wielder by 2 meters but incur a -2 penalty on

lightsaber parries and blocks. If an attacking character

misses the difficulty number by more than 10 points

(the base difficulty; not their opponent's *parry* total),

the character has injured himself with the lightsaber.

Source: The Force Unleashed Campaign

Guide (page 199)



Power Hammer

Type: Gravity generator hammer

Scale: Character



Skill: Melee combat: power hammer

Cost: 1,500

Availability: 2, R

Difficulty: Difficult

Damage: STR+3D+2

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

Source: The Force Unleashed Campaign Guide (page 97)

Ryyk Blade

Model: Ryyk Blade

Type: Melee weapon

Scale: Character

Cost: 250-500

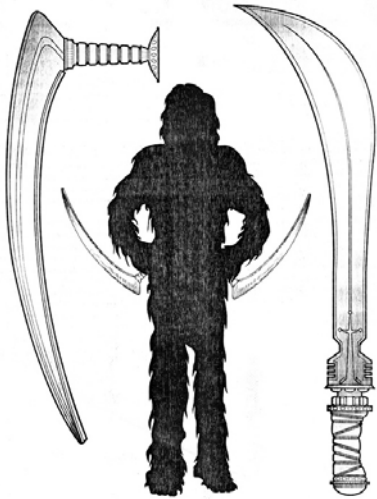
Availability: 3, R

Difficulty: Easy

Damage: STR+2D (maximum: 8D)

Game Notes: Ryyk blades are the traditional hand weapons of Wookiees.

Source: Arms and Equipment Guide (page 29), The Force Unleashed Campaign Guide (pages 96-97)



Double Vibroblade



Model: Feeorin Double Vibroblade

Type: Double vibroblade

Scale: Character

Skill: Melee combat: double vibroblade

Cost: 750

Availability: 3, R

Difficulty: Difficult

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

Game Notes: Characters with the *double vibroblade* specialization gain a +5 bonus to *melee parry* rolls.

Source: Ultimate Alien Anthology (page 59), The Force Unleashed Campaign Guide (page 98)

Vibrosword

Model: Standard vibrosword

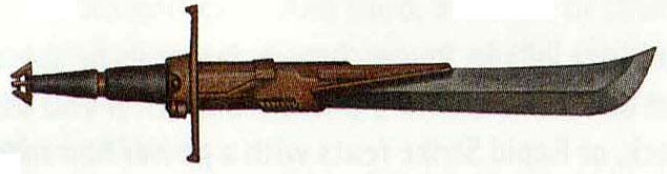
Type: Melee weapon

Scale: Character

Skill: Melee combat: vibrosword

Cost: 450

Availability: 2, F



Difficulty: Moderate

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

Game Notes: The vibrosword must be wielded two-handed.

Source: The Force Unleashed Campaign Guide (page 98)

Neuronic Whip

Model: TholCorp Neuronic Whip

Scale: Character

Skill: Melee combat: neuronic whip

Cost: 700

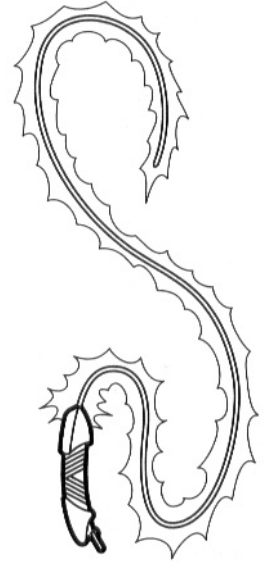
Availability: 4, X

Difficulty: Moderate

Damage: STR+1D or 5D (stun or normal, two settings)

Game Notes: Power pack lasts for three hours.

Source: Alliance Intelligence Reports (page 56), Gundark's Fantastic Technology (pages 10-11), Arms and Equipment Guide (pages 31-32), The Force Unleashed Campaign Guide (page 200)



Bryar Pistol



Type: Sawed blaster rifle

Scale: Character

Skill: Blaster: blaster pistol

Ammo: 100

Cost: 1,000-1,350

Availability: 3, R

Range: 3-30/70/140

Damage: 3D

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

to release the built-up energy. A built-up blast consumes 5 shots.

Source: The Force Unleashed Campaign Guide (page 98), Wizards Website

Bryar Rifle

Model: Bryar Blaster Rifle

Type: Blaster rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 100

Cost: 1,000

Availability: 3, R

Range: 2-20/80/280

Damage: 4D+2

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

Source: The Force Unleashed Campaign Guide (page 98), Wizards Website

Tenloss DX-2 Disruptor Pistol

Model: Tenloss DX-2 Disruptor Pistol

Type: Disruptor pistol

Scale: Character

Skill: Blaster:
disruptor

Ammo: 10

Cost: 2,250 – 3,000

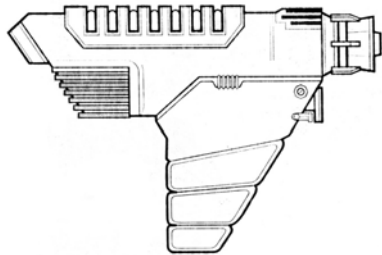
Availability: 3, X

Fire Rate: 1/2

Range: 0-3/5/7

Damage: 4D+2

Source: Arms and Equipment Guide (page 21), The Force Unleashed Campaign Guide (page 99)



Tenloss DXR-6 Disruptor Rifle

Model: Tenloss DXR-6 Disruptor Rifle

Type: Disruptor rifle

Scale: Character

Skill: Blaster: disruptor

Ammo: 15

Cost: 3,500

Availability: 3, X

Fire Rate: 1/2

Range: 1-5/10/20

Damage: 5D+2

Source: Arms and Equipment Guide (pages 21), The Force Unleashed Campaign Guide (page 99)



Incinerator Rifle

Type: Incinerator blaster

Scale: Character

Skill: Blaster: incinerator rifle

Ammo: 20

Cost: 3,500

Availability: 3, R

Range: 3-30/80/200

Damage: 4D

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

Source: The Force Unleashed Campaign Guide (page 99)

CR-1 Blast Cannon



Model: Golan Arms CR-1 Blast Cannon

Type: Heavy blaster cannon

Scale: Character

Skill: Blaster: blast cannon

Ammo: 20

Cost: 2,000

Availability: 3, X

Fire Rate: 1

Range: 3-20/60/80

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

Source: The Force Unleashed Campaign Guide (page 198), Saga Edition Core Rulebook (page 124)

Stokhli Spray Stick



Model: Stokhli Spray Stick

Type: Non-lethal restraint

Scale: Character

Skill: Blaster: Stokhli spray stick

Ammo: 10 charges (1 charge can generate up to 500 meters of spraynet)

Cost: 14,000

Availability: R

Range: 50/100/200

Damage: 6D stun damage.

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

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

Rail Detonator Gun



Model: Jumptrooper Rail Gun

Type: Explosive charge gun

Scale: Character

Skill: Rail gun

Ammo: 10

Cost: 1,900 (50 per ammo magazine)

Availability: 3, X

Range: 3-25/100/250

Blast Radius: 2 meters

Damage: 5D

Source: The Force Unleashed Campaign Guide (page 200)

E-Web Missile Launcher

Model: Merr-Sonn E-Web Missile Launcher

Type: Tripod missile launcher

Scale: Character

Skill: Missile weapons: E-Web

Ammo: 1

Cost: 9,500 (75 per missile)

Availability: 2, X

Fire Rate: 1

Range: 25-100/300/700

Blast Radius: 2/3/4

Damage: 8D/7D/6D

Game Notes: The launcher must be reloaded after each shot.

Source: The Force Unleashed Campaign Guide (page 198)

Flechette Launcher

Model: Golan Arms FC1 Flechette Launcher

Type: Flechette launcher

Scale: Character

Skill: Missile weapons

Ammo: 6 shots per canister

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

Availability: 2, F, R or X



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)

Mine

Model: Standard anti-vehicle mine

Type: Explosive

Scale: Speeder

Skill: Demolitions

Cost: 750

Availability: 2, X

Blast Radius: 0-2/4/6/10

Damage: 5D/4D/3D/2D

Source: Rulebook (page 234), The Force Unleashed Campaign Guide (page 100)

Flechette Mine

Type: Shrapnel mine

Scale: Character

Skill: Demolition

Cost: 1,200

Availability: 2, X

Blast Radius: 2/3/4

Damage: 8D/7D/6D

Source: The Force Unleashed Campaign Guide (page 100)

Landmine

Type: Pressure mine

Scale: Character

Skill: Demolition

Cost: 500

Availability: 2, X

Blast Radius: 1/2/3

Damage: 8D/7D/6D

Source: The Force Unleashed Campaign Guide (page 100)

Laser Trip Mine

Model: Merr-Sonn Laser Trip Mine

Type: Mine

Scale: Character

Skill: Demolitions: laser trip mine

Cost: 700

Availability: 2, X

Blast Radius: 1/3/5



Damage: 6D/5D/4D

Game Notes: Emits a thin laser beam that, when disrupted, activates the mine.

Source: The Force Unleashed Campaign Guide (page 101)

Proximity Mine



Model: Conner Ship Systems HX2 Antipersonnel Mine

Type: Proximity mine

Scale: Character

Skill: Demolitions

Cost: 750 - 1,500

Availability: 2, X

Blast Radius: 0-2/4/6/10

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

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

Source: The Force Unleashed Campaign Guide (page 101), Wizards Website

Manual Trigger

Type: Explosives manual trigger

Skill: Demolitions

Cost: 100

Availability: 1, R

Game Notes: Detonates primed explosives at a distance of up to 100 meters.

Source: The Force Unleashed Campaign Guide (page 101)

Decoy Glowrod

Type: Glowrod container

Cost: 100

Availability: 2

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

Source: The Force Unleashed Campaign Guide (page 101)

Holographic Image Disguiser

Model: Corellidyne CQ-3.9x

Type: Holographic image disguiser

Cost: 25,000

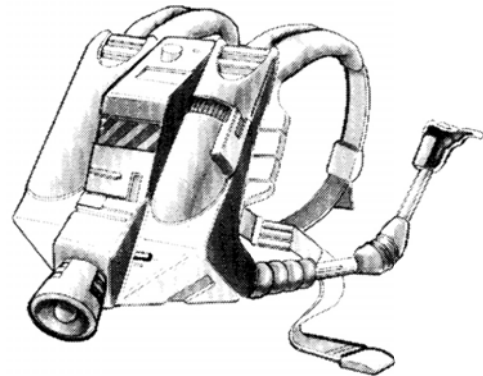
Availability: 4

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

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

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

Hush-About Jet Pack



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

Type: Personal jet pack

Skill: Jet pack operation

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

Availability: 3, F or R

Weight: 15 kilograms

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

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

Repulsor Pad

Type: Repulsor cargo pad

Cost: 200

Availability: 1

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

Source: The Force Unleashed Campaign Guide (page 102)

Sound Sponge

Type: Sound neutralizer

Cost: 3,500

Availability: 2

Game Notes: Muffles all sound in a 10-meter radius, increasing *search* difficulties by +10.

Source: The Force Unleashed Campaign Guide (page 102)

Force Powers

Bolt of Corruption

Alter Difficulty: Moderate

Required powers: *Bolt of hatred*

Warning: Anyone who uses this power gains a Dark Side Point.

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

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

Force Blast

Alter Difficulty: See chart below

Required powers: *Telekinesis*

Time to use: one round

Warning: A Jedi who uses this gains one Dark Side Point.

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

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

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

Source: The Force Unleashed Campaign Guide (page 86)

Repulse

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

Required powers: *Telekinesis*

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

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

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

Source: The Force Unleashed Campaign Guide (page 87)