STAR WARS

THE D6 ROLEPLAYING GAME

OPTIONAL RULES RESOURCE

OPTIONAL RULES RESOURCE

A collection of official Optional Rules published by West End Games for the Star Wars D6 Roleplaying Game

For the Star Wars D6 System, originally published by:

WEST END GAMES

Index

Index (continued)

General Rules

Adventure Themes For Scouts

Brief: Optional Rules for generating random scout adventures
Source: *Galaxy Guide 8 - Scouts* P25
Description:

       The types of adventures scouts are likely to have depends largely upon what kinds of space they are in. Scouts close to the borders of settled space (Imperial or New Republic) are much more likely to come across a colony than an unknown alien species. Likewise, if the scout is far from settled space, the scout is more likely to come across a rich, unsettled world than a thriving colony.

       Some of the adventure types overlap with others to a certain degree. This was intentionally done in order to give the gamemaster maximum latitude when rolling up a category. As any fan of science fiction literature knows, seldom are stories about one central theme: often, novels are a mixture of different themes, for a story that is interesting on many levels. As a gamemaster, you might want to roll up two or three themes and then create a story with two central themes or devise one central story with two or three subplots.

       When choosing to randomly roll up an adventure theme, select the classification that best fits and roll on the appropriate column of the chart below:

Frontier: Space on or near the edge of settled space. Technically, not part of the Empire or the New Republic, but not too far removed from their influence either. Independent tramp freighters, pirates, outlaws and other fringe elements of galactic society are fairly common. Resource-rich worlds are likely to have already been colonized. There are many known hyperspace routes, although they may require slow travel due to navigational hazards.

Semi-Wilderness: Space that is partially settled and somewhat explored. There are many systems that aren't well known or explored, but there are many small colonies as well. Advanced, but unknown alien civilizations are unlikely. Area may have been previously settled by Old or New Republic or alien colonists, so lost civilizations and worlds are quite possible. Freighters and pirates are less likely. Resource-rich worlds may still lie undiscovered. There are fewer hyperspace routes, and most have navigational hazards.

Wilderness: Space that has been minimally explored. Recently established and unregistered colonies are less likely, although colonies established during the Old New Republic and then forgotten are possible. Freighters, pirates and others unlikely. Encounters with primitive and advanced aliens quite likely. Resource-rich worlds are most likely to be unsettled. Almost all hyperspace routes will have to be plotted based only on astronomical data – time consuming and dangerous.

       To randomly determine an adventure theme, roll two six-sided dice. Read one die as the "tens" die, while the other die is the "ones" die. For example, if the "tens" die comes up as a 5 and the "ones" die comes up as a 6, look up "56" on the chart below.

Frontier	Semi-Wilderness	Wilderness	Result
11-12	11	----	Diplomatic
13-15	12-13	13	Imperials
16-23	14-15	14	Known Colony
24-26	16	----	Law Enforcement
31-34	21-22	15	Pirates/Criminals
35-36	23-24	16	Traders
41-42	25-26	21-22	Disaster
43-45	31-33	23-24	Unregistered Settlement
46	34-36	25-31	Lost Colony
51-52	41-43	32-34	Equipment Failure/Accident
53	44-45	35-36	Space Hazard
54-55	46-51	41-42	Life Forms
56	52-53	43	Lost Treasure
61-62	54-55	44-46	Primitive Culture
63	56	51-52	Aliens
64	61-62	53-54	Survival
65	63	55-56	Resource World
----	64	61-62	Unknown Artifact
----	65	63-64	Exploration/Survey
----	66	65-66	Navigate Hyperspace Route

Ancient Research
Brief: Optional Rules to research past historical events
Source: *Tales of the Jedi Companion* P134
Description:

Any character who spends at least one week studying any particular culture (including the Sith) in the museum may increase their cultures specialization in that culture by 10 at half the normal rate (rounded up).

For example, an explorer seeking knowledge of the territory once ruled by the ancient Kashi Mer spends ten days researching that civilization in the appropriate hall of the Galactic Museum. He may now increase his cultures: Kashi Mer skill of 6D to 7D at a cost of five Character Points (six points for each additional pip (18), divided in half for the specialization (9), and halved again (5) for the Galactic Museum bonus).

_____

Cargo Tonnage Vs Cargo Space
Brief: Formula to determine available cargo in tons or cubic meters
Source: *The Far Orbit Project* P22
Description:

While the *Star Wars Roleplaying Game* has only rarely concerned itself with minutiae of space travel, the *Far Orbit* campaign necessitates some scrutiny of cargo space.

In general, use the following formula to determine how much cargo and equipment the *Far Orbit* can hold. Note that consumables do not factor into the cargo space.

100 tons of cargo can be held for every 50 cubic meters of available cargo space.

_____

Claim Jumping
Brief: Optional Rules to claim newly discovered planets
Source: *Galaxy Guide 8 - Scouts* P19
Description:

The main problem that the independent Scout has to deal with is claim jumping. All a scout can do when he has discovered a new planet is set up a marker buoy in orbit and hope that others respect it. By the time the scout races back to "civilization,' it could be weeks or months later. There is very little that the scout can do to preserve his claim in absentia.

A favorite trick for disreputable scouts of all loyalties is to scan a new system for a marker buoy signal and replace it with one of his own. Once this is done, the claim jumper goes directly to the nearest Scout Services base, where he registers the planet as his own. This ensures that he has laid claim to the best planet in the system, wither for valuable mineral content or for colonization purposes.

Of course, since the original scout probably made a beeline for the scout base as well, this will lead to a conflict that can be near irresolvable. According to Imperial and New Republic laws, the first scout to report a system or world is the one who wins the claim. But. in the case of a contest or claim jumping report, the credit reward is stalled pending an "investigation." In Imperial terms, this meant the greater kickback and/or influence won. Sadly, in New Republic terminology, this is often the same result—the most loyal bureaucrats of the New Republic do not work on the frontier.

The Independent Scouts have, therefore, developed a 'Code of the Claim" that resolves the situation. If the second (or third. or fourth) claim contest is offered before the credit has been paid and claim established, the scouts will resolve the situation by declaring "Mutual Claim Registration" and splitting the reward. This cuts out the bribes and red tape and, while it does not salve all egos or cater to very many scouts' "sense of justice," it makes sure everyone gets something.

Oddly, among many Independent Scouts, claim jumping has become more prevalent *because* of this code. Many independents feel that they are *entitled* to jump a claim because either they have had to settle for an MCR before or may sometime In the future. The New Republic has tried to cut down on MCR fraud, but it has become ingrained into the code of the Independent Scouts.

There are many scouts who will fight for their claims, however. Some work in partnerships, one partner guarding the claim and the other going to report it. Others set devious traps in the system or on the planet for claim jumpers. Fake or rigged marker buoys, decoy signals, and firing up the natives are all tools of the scouting trade.

Finally, it has also become very popular for Independent Scouts to go into business for themselves. Modifying and equipping their old scout vessels with mining or hunting equipment, the Independent Scouts relies on his and his crew's abilities to get what they can from a claim and leaving. These "prospector scouts" have abandoned the original intent behind the scouting service - to expand the universe for everyone - but many have made a good profit at it.

Climbing Difficulties

Brief: Optional Additional rules for climbing
Source: *Rules Of Engagement* P36
Description:

Use the guidelines below to supplement them. When making a movement check under climbing conditions, use the *climbing* skill.

Very Easy: Moving on ladders under ideally calm conditions. "Climbing" a level graded incline of about 45 degrees.
Easy: Using ladders in a hurry. Climbing an easy grade with many handholds and footholds.
Moderate: Using ladders at High Speed. Climbing a moderate grade with many handholds and footholds.
Difficult: Using ladders at All-Out Speed. Climbing a difficult grade with some handholds and footholds.
Very Difficult: Climbing a steep grade with few handholds and footholds,
Heroic: Climbing a steep grade with very few handholds and footholds.
Heroic +10: Climbing a sheer grade with very few handholds and footholds.

Modifiers:
+5 to climber's difficulty: Slick or loose surface.
+10 to climber's difficulty: Fewer than basic handholds and footholds.

Climbers usually move in groups and combine actions, with frequent rest breaks and patient, steady progress.

_____

Communications Difficulties

Brief: Optional Additional rules for communications
Source: *Rules of Engagement* P37
Description:

A host of factors can complicate communications. Most civilian comlinks are supported by repeater stations, processing nodes, comsats and fairly short transmission distances. Military communications are confounded by intervening terrain, inadequate repeating stations, enemy jamming and strong electrical activity.
The Empire uses fairly hardy comlinks manufactured to military specifications. The Alliance has to rely on outdoor enthusiast hardware. The high-end civilian equipment roughly parallels military quality, and occasionally has a few extras like basic encryption programming and holoprojection.

Almost any comlink, even a fairly low-power comlink, can reach orbital comsats in clear weather. Ordinary comlinks use a wide-band broadcast to reach comsats, but these are much too easy to trace. As a result, military units use comlinks with narrow beamcast antennas, which reduces the chances of detection (though it also reduces range and clarity).In addition, hunter-killer sats are routinely deployed against enemy comsats. The HK sats are themselves a target of ships and starfighters.

When attempting to jam enemy communications the comjammer operator adds his *communications* skill roll to the opponent's difficulty.

Detecting and locating comlinks involves *sensor* rolls. Use the rules on page 51 of the *Star Wars Roleplaying Game, Expanded and Revised Edition*.

The following are basic difficulty guidelines for field communications:
Very Easy: Base communications set. Holonet node. Surface-based comm. Signal with a system.
Easy: Military field comset. Civilian comset in city.
Moderate: Military field comlink. Civilian comset in rural area.
Difficult: Civilian comset in wild area.

Modifiers:
+5 to operators difficulty: Heavy cloud cover. Active energy fields (such as from moderate combat with 20 kilometers).
+10 to operators difficulty: Storm activity. Broad based enemy jamming. Ionic interference (such as from a TIE fighter operating within 20 kilometers). Heavy combat conditions (due to strong energy fields).
+15 to operators difficulty: Nearby, very strong, or specific bandwidth energy fields. Trying to punch through planetary shields (either way).

_____

Computer Languages

Brief: Optional Rules for files containing knowledge information
Source: *Cracken's Rebel Field Guide* P5
Description:

In our world, a piece of information is either in a computer file or it isn't. The computer technology of the Star Wars universe is very different, thanks to the development of Artificial Intelligence (AI) brains for Droids. By working with Droids, programmers and computer linguists created what they called Holistic Data Transfers, or HDTs.

HDTs are a means of writing data files in a kind of "information shorthand." HDT languages are so sophisticated they take up very little memory, but they allow a datafile to give a computer user more data about a topic than it actually has.

HDTs build an element of artificial intelligence directly into datafiles. In effect, it makes a "guess" about the information requested based on the data it possesses. The more data it possesses, the more accurate the deductions and the broader the scope of the deductions.

The larger the file, the less chance the computer will have to guess. Large files can be broken down into smaller files if necessary.

The Death Star technical readout of 10D (such as the one carried by R2-D2 in A New Hope) will have just about any information the user is looking for. The file could be broken down into two 4D files and a 2D file. Each one of these smaller files would have less chance of providing the necessary information.

Data in the Game

All files are rated in terms of die codes. For simplicity there are no pip values – just straight die codes: 1D, 2D, 3D, 4D, and so on up to 13D.

Most files will have a die code of 4D or less, although a few files have more complete information.

Computer files are very specific. Examples of files include the Death Star, X-wing fighters, R2 Astromech Droids and Hoth system. The cost for such files varies depending upon the importance of the information and the power of the program. Files with larger die codes are much more expensive than smaller files. It will be nearly impossible for Rebels to buy a file greater than 4D without resorting to underground contacts and other illicit means.

Typical file costs:

1D	100 Credits
2D	400 Credits
3D	600 Credits
4D	1,000 Credits
5D	4,000 Credits
6D	6,000 Credits
7D	10,000 Credits
8D	40,000 Credits
9D	60,000 Credits
10D	100,000 Credits
11D	400,000 Credits
12D	600,000 Credits
13D	1,000,000 Credits

Currents limits of technology do not allow files greater than 13D.

In addition to cost, the Rebels must go to someplace where they can get the file. A quest could be built around retrieving several different datafiles.

Data Storage

Computers have a limitation on the amount of information they can store. Common pocket computers can store 5D at most (although many store less), while portables can store up to 20D. Computers on capital starships can store up to 30D, while planetary computer systems store up to 100D of information.

Reading the File

The player may make a standard *computer programming* roll or have the datafile do the search for him. To have the datafile search for information, the character needs to make a Very Easy *computer programming* roll. If he succeeds, the computer calls up the datafile. The gamemaster then sets the difficulty number for getting the requested information, and the player rolls the datafile's die code to see if the information is available. If the roll succeeds, the gamemaster gives the information to the player. The Rebel may not spend a Force Point to increase the value of the roll.

Portables

Most decent computer programmers will be better at manipulating a datafile than the file is at manipulating itself.

With pocket computers (or datapads) and most other computers, the memory die code may be substituted for the character's die code.

However, expensive portable computers actually enhance the programmer's skill by adding additional dice to the character's *computer programming* roll.

Combining Files

Characters can combine files on the same topic. Because of the strange computer language of the *Star Wars* universe, breaking files down into small chunks is easy, but reassembling them is hard. To reassemble two files, *a computer programming* roll is required. The difficulty is set by the *total* die codes of the files that the Rebel is trying to combine. Both files must be within one die code of each other, and the new file is increased by only one die.

Total Die Code	Difficulty
2D	Easy
3D	Moderate
4D	Difficult
5D or more	Very Difficult

If the roll is failed, each file loses a die code of information.

For example, a character has a 3D file on Bespin and another 2D file on Bespin. The die code total is 5D, so the character must make a Very Difficult *computer programming* roll to combine the files. If he succeeds, the new Bespin file will be 4D. If he fails, each file will lose a die code, so he will have one 2D file and one 1D file on Bespin.

_____

Contaminated Drinking Water

Brief: Optional Rules for contaminated drinking water effects
Source: *Rules of Engagement* P22
Description:

SpecForce troops must often obtain drinking water from streams, ponds, lakes or oceans while in the field. This water is often contaminated and must be purified before drinking. Use the following guidelines to determine the toxicity or local water sources:

Contamination Level	Damage Effects *	Effect Duration
Lightly Contaminated	Inflicts 2D of damage every twelve hours	1D days
Moderately Contaminated	Inflicts 2D of damage every six hours	1D days
Contaminated	Inflicts 3D of damage every three hours	1D days
Highly Contaminated	Inflicts 4D of damage every half hour	3D days
Toxic	Inflicts 5D of damage every ten minutes	5D days

* Note: Armor bonuses do not apply to *Strength* rolls to resist damage from contaminated water.

These results do not inflict normal damage, however. Calculate the would level as normal (see *Star Wars, Revised and Expanded*, page 97). Gamesmasters can choose – or roll 1D to randomly select – from the following optional results in lieu of the regular damage penalties. Note that, unless indicated otherwise, only one of the penalties should be selected and that the effects of the contaminated water last for the duration (indicated above) or until medical treatment is received; the base difficulties for healing the damage caused by contaminated water are a Difficult *first aid* or Very Difficult *(A) medicine* roll, unless stated otherwise. (Only one *first aid* or *medicine* attempt can be made per day to counteract the water's effects.)

Stunned

- **Blurred vision**: -1D to vision=based *search* checks, -1D to any *Dexterity* skill rolls that-require the use of sight: *blaster, melee combat, dodge* and so on).
- **Painful stomach cramps**: Movement is reduced by2.
- **Low-grade fever**: -1D to *stealth* when attempting to hide from heat sensors.
- **Rash:**. Creates a distracting itch, -1D to *Perception* and related skills.
- **Dizziness**: -1D to *Dexterity* and *Mechanical* and related skills.
- **Extreme hunger**: -1D to *Strength* and related skills.

First Wound

- **Minor Parasitic infection**: Pick any two results from the "stunned" effects.
- **Hallucinations**: Characters experience visual or auditory hallucinations. Visual hallucinations (seeing spots, for

example) reduce all vision-based attribute and skill checks by -1D. Auditory hallucination (ringing in the ears or other such difficulty) reduces hearing-based attribute and skill checks by -1D.

- **Vomiting**: Character must make a Very Difficult *stamina* check to prevent vomiting. The attack lasts for 1D minutes, and reduces all skills and attributes by -1D for 3D hours.
- **Attention deficit**: Character must make a Moderate *perception* roll to access short-term memory: recent orders, weather updates and so forth.
- **Loss of judgment**: Character has difficulty making snap decisions or interpreting orders, all *perception*, *knowledge* and related difficulties increase by one level.
- **Allergic reaction**: Character has difficulty breathing or suddenly must sneeze for 3D minutes, -1D to *stealth* for duration of allergic reaction.

Second Wound

- **Parasitic infection**: Pick any two results from the "stunned" effects, and one item from the "first wound" effects.
- **Internal bruising / bleeding**: Character suffers a -2D penalty to *strength* to resist damage and must receive medical attention before the water's effects wear off; failure to receive treatment results in the character's death.
- **Fear**: A Difficult *willpower* roll must be made every round that an affected character is engaged in combat. Failure to make the required *willpower* roll indicates the character's nerve breaks and he or she begins a blind retreat in a randomly determined direction, Multiple-action penalties apply when making the *willpower* roll.
- **Increased aggression**: Character must make a Moderate *willpower* roll to refrain from attacking any nearby target – friend or foe; character may not use *stealth* during this attack.
- **Paranoia**: The affected character believes he or she is the subject of a conspiracy. Character must make a Moderate *perception* roll to refrain from attacking fellow squad members. All multiple-action penalties apply.
- **Extreme dehydration**: Character is exceptionally thirsty, experiences dizziness, light-headedness, fatigue, and may lapse into unconsciousness. Character suffers a -2D penalty to all attribute and skill checks and movement is reduced to 5.

Incapacitated

- **Major Parasitic infection**: Pick any two results from the "first wound" effects, and one item from the "second wound" effects.
- **Extreme Paranoia**: The affected character believes he or she is the subject of a conspiracy. Character must make a Difficult *perception* roll to refrain from attacking fellow squad members. All multiple-action penalties apply.
- **Respiratory ailment**: Character has extreme difficulty breathing. Movement is reduced to 2. If bacta treatment is not received before the effect's duration has elapsed, the character suffocates.
- **Stupor**: All attributes and skills reduced to 1D for the entire effect duration unless the character receives immediate medical attention (Heroic *first aid* or Very Difficult *(A) medicine* roll).
- **Blackouts**: If a character rolls a "1" on the Wild Die during any attribute or skill checks, he or she experiences a blackout for 1D rounds. During the blackout the character falls prone and cannot move, see or hear.
- **Partial paralysis**: Character loses the use of a limb (at gamemaster's discretion). Paralysis in a leg reduces movement to 5. Paralysis in an arm reduces *dexterity* by -2D.

Mortally Wounded

- **Catastrophic parasitic infection**: Pick one "stunned" effect, one "first wound" effect, one "second wound" effect, and one "incapacitated" effect.
- **Organ failure**: Movement reduced to 0, character requires immediate medical attention or will die in 5D hours.
- **Psychosis/Dementia**: *Perception, knowledge, technical,* and *mechanical* attributes and skills are reduced to 1D for effect duration. The character suffers no permanent mental damage, recovering completely after the effect's duration has elapsed.
- **Paralysis**: Character is rendered completely immobile, though he or she remains conscious. If the character does not receive medical attention, the paralysis becomes permanent after the effect duration elapses.
- **Blindness**: Difficulty for any vision-based skill or attribute checks are increased by five difficulty levels. If medical treatment is not received before the contamination effect's time has elapsed, the blindness is permanent.
- **Tremors / convulsions**: Character experiences seizures. Seizures inflict the character's *strength*+*1D* damage. During the seizure and for 1D rounds after, the character's skills are all reduced by -3D (minimum of 0D).*Strength* is not affected for the purposes of resisting damage, and in this case armor bonuses apply.

Death

- **Permanent Psychosis/Dementia**: Character's *perception, knowledge, technical,* and *mechanical* attributes and skills are permanently reduced to 1D and cannot be advanced.

- **Nerve damage**: Character suffers a loss of motor control. *Dexterity* and related skills are all permanently reduced to 1D and cannot be improved.

- **Coma**: Character lapses into a coma for the effect duration. All attributes and skills are reduced to 0D, and movement is reduced to 0. Character must receive a Moderate *first aid* roll once per day or will lapse into systemic shutdown (see below). If the character is stabilized, he or she awakens after the effect duration has elapsed.

- **Tissue liquefaction**: The character's skin tissues breakdown rapidly, causing extreme pain, bleeding and – if medical treatment (a Very Difficult *(A) medicine* roll) is not received before the effect duration elapses – Death. Character's attributes, skills and movement are all reduced to 0D.

- **Systemic shutdown**: Character has suffered irreversible. physical damage and cannot survive without permanent medical attention (life-support apparatus and so on). All attributes and skills reduced to 0D. In the field, the character can be stabilized by a Heroic *first aid* or Very Difficult *(A) medicine* roll; if the character does not receive the required medical attention, death occurs after the effect's duration has elapsed.

- **Death**: Character dies immediately, unless he or she is placed into a life-support system or bacta immersion: If removed from bacta or life-support, death is instantaneous.

_____

Designing New Structures
Brief: Optional Rules to design new structures
Source: *Hideouts & Strongholds* P4
Description:
        When creating a new structure-whether it is a personal shelter, a covert military base or an orbital educational facility-you have several decisions to make. What will the construction look like? What materials will be used? What systems will be installed? How long is the construction intended to last?
        The first thing the engineer character's player should do is draw a rough plan and show it to the gamemaster for approval. Then the cost of the project should be determined. To figure the cost of a new construction, consult the chart below:

Construction Cost Factors

Feature	Materials Cost (in credits)	Labor Cost: credit per being per hour / day / week / month *
Living/working space	5,000 x number of planned occupants	3 / 25 / 100 / 350
Life-support system (LSS)		
LSS: atmosphere	500 x number of planned occupants	10 / 80 / 300 / 1000
LSS: pressure	10 x number of planned occupants	3 / 25 / 100 / 350
LSS: temperature	+2D x 1000 to decrease, +1D x 1000 to increase	8 / 60 / 250 / 800
LSS: gravity	10,000 if planned for personnel only, 100,000 if used for vehicles	15 / 100 / 400 / 1000
LSS: radiation shielding	1,000 x number of planned occupants	3 / 25 / 100 / 350
Airlock	500 each	no additional labor
Machine shop	20,000	8 / 60 / 250 / 800
Med bay	30,000 per bed, 400,000 for clinic level, 1,500,000 for hospital level	5 / 40 / 160 / 500

* Note: If droids, slaves, contract labor, or volunteers are used, the cost is 0.

Living / Working Space
        Any structure intended for habitation requires living and working space for its occupants-sleeping quarters, refresher units, galley facilities, and basic workstations. The unit described in the table above includes a simple bunk, a one-person refresher and a work desk/pantry unit. Such units are cramped, but are generally tolerable living spaces. In order to increase the comfort level, apply the following multipliers to both the materials cost and the time taken (the base difficulty remains the same):

Comfort Level	Cost Modifier
Cell/prisoner	x0.5
Cozy	x1.5
Comfortable	x2
Affluent	x3
Luxurious	x4-x5

Life-support Systems

When an installation is built on a site that does not have sufficient gravity or breathable atmosphere for the intended inhabitants, life-support systems are a necessity.

Unfortunately, life-support systems are bulky, complicated and are generally quite expensive. An installation's engineering staff must design and build the life-support system nearly from scratch-particularly if the site's inhabitants have differing life-support needs (lighter gravity, Type II atmosphere, etc.).

There are several factors that must be considered when building a life-support system: atmosphere, pressure, temperature, gravity, and radiation.

- **Atmosphere**. Atmosphere systems are required anywhere that a breathable environment does not exist (an asteroid, a moon, a planet with poisonous air).
- **Pressure**. Pressure maintenance is important when the local atmospheric pressure is either too low or nonexistent (deep space). or too great (deep ocean).
- **Temperature**. Temperature maintenance is always a factor on deep-space installations, but is also important when local temperatures on a planet reach extremes.
- **Gravity**. Gravity systems often require a judgment call on the part of the site's inhabitants. Often, it requires a great deal of energy to create artificial gravity, but all physical skills performed in zero gravity receive a -ID penalty unless the crew is trained in zero-G operations. There are alternatives to gravity systems for sites in space; should the site achieve a stable "spin," gravity can be created. However, this reduces the accuracy and efficiency of the site's weapons and-should the "spin" be altered (by enemy turbolaser fire, for example) the results can be catastrophic.
- **Radiation**. On any planet with a thick enough atmosphere, radiation is not likely to be a problem. However, an orbital station that is exposed to the vacuum of space is also exposed to constant bombardment by cosmic rays, stellar radiation and other phenomena. f the characters' base is subject to any of the aforementioned environmental conditions, the gamemaster should encourage the players to make the appropriate life-support systems a priority.

Vehicle Hangar/Repair Bay

If the installation is intended to serve as a flight hangar or garage, a place is needed to store and maintain those vehicles. This includes landing platforms, docking hooks, and auxiliary power supplies.

Airlock

Any structure that will be built in a hostile environment requires airlocks to protect personnel from toxic gases, vacuum, or ocean pressure. The cost listed for airlocks is only for the materials; the labor necessary to install one is covered by the other building costs.

Machine Shop

An installation needs a machine shop if the inhabitants intend to modify equipment or the site's structure for an extended period of time. The cost listed for such a shop is for a basic machine facility. By multiplying the cost by x2, all uses of repair or engineering skills in that shop receive a +1D bonus. By multiplying the cost by x3, a +2D bonus is gained. The quality of the shop cannot be improved beyond this point.

Med Bay

A basic med bay includes a diagnostic bed, a medical computer, and facilities for storage of medicines and cybernetic organs and limbs. A clinic-level med bay includes 20 beds for patients, and facilities for a bacta tank. A hospital-level med bay has beds for over 100 patients, and facilities for several bacta tanks.

Power Generator

Nearly every installation requires a generator. In fact, space-borne structures usually have a large portion of their mass taken up by the power-generating system. There are a variety of different types of generator to choose from, each with its own strengths and weaknesses.

To determine the cost of a generator, divide the number of planned occupants by 5. To this number, add 10 for a hangar, 5 for a machine shop, 5 for a clinic or 10 for a hospital, and 15 if any weapons or defense systems will be in-

stalled. Multiply the result by the cost multiplier for the generator type. The labor cost and time taken are included with the rest of the project.

Generator Type	Cost Multiplier
Reactor	x2,000
Solar Collector	x1,000
Wind Turbine	x500
Hydroelectric	x1,000
Fossil-fuel	x100
Municipal	—
Geothermal	x1,200

- **Reactor**. This is the most common form of power generator in use in the galaxy. It can produce an Base Engineering enormous amount of energy and runs on just a small amount of fuel. Of course, reactors are also notoriously volatile and any serious damage to the reactor's core will cause a chain reaction that will, at the very least, destroy the entire installation.
- **Solar collector**. This is a clean, quiet form of energy production, but it is relatively inefficient. Any installation powered by solar collectors will need over fifty percent of its surface dedicated to the collectors. In addition, the collectors are susceptible to damage.
- **Wind turbine**. This is a cheap, renewable power source, but because of the amount of power required by most technology, requires an abundance of high wind to be a viable option. (Any planet where these kinds of winds exist will obviously qualify as a harsh environment.)
- **Hydroelectric**. This requires a readily available body of water near, under or around the installation. The body of water must have a strong current and tides in order to be useful.
- **Fossil fuel**. Very few people use this form of generator because of such units' inefficiency, the scarcity of fuel, and the environmental damage caused. If concealment is a factor fossil-fuel generators make a poor source of power; waste smoke and heat can be spotted visually and with sensors. Such units require a source of fuel; finding fuel can often be a problem. Finally, fossil-fuel generators require constant maintenance (lubrication, cleaning, realignment, and basic maintenance at least three times per standard week).
- **Municipal power**. Municipal power is only available in heavily settled areas. The power is easily available; a Simple monthly or weekly fee or outright theft via energy taps can access this energy source, and you don't need to worry about the maintenance of the generators. However, most local power companies can detect fluctuations in a city's power grid and track them to their source-a problem for user's trying to avoid official notice or attempting to tap the power source illegally.
- **Geothermal**. Arguably one of the most efficient power sources, geothermal power systems tap directly into the heat energy that can be found deep inside most planets. Unfortunately, the geothermal conduits are exceedingly difficult to install (requiring difficult crust-drilling procedures). In addition, sites powered by geothermal energy must often shed waste heat, making them easily detectable to most sensors. Still, once installed, geothermal power plants can supply virtually limitless energy to a base.

Building New Structures
Once the structure has been designed and the cost has been determined, it's time to see how long it will take. Use the tables beginning on page 7 of *Hideouts & Strongholds*.

_____

Devising Creatures
Brief: Optional Rules for creating random creatures
Source: *Galaxy Guide 8 - Scouts* P52
Description:

When devising creatures, the gamemaster must start with a creature that is to be used in the adventure. Often, a gamemaster will only have to create one or two creatures for a given adventure and not really worry about the larger ecosystem that it fits into. The gamemaster should assign die codes that he feels are appropriate to the creature in light of its environment and role in the planetary ecosphere. Because some worlds are more hostile than others, and there are countless niches that can be selected, the gamemaster's decision regarding die codes can be fairly arbitrary.

All creatures need *Dexterity*, *Perception* and *Strength* die codes. If the creature can be ridden, an *Orneriness Code* should be assigned to the creature (riders roll their *beast riding* skill against the code). The gamemaster might also elect to give the creatures extra skill dice in areas like *brawling parry*, *brawling*, *search*, *sneak* or other skills relevant to the survival of the creature.

Adaptations

The gamemaster may also choose one of several adaptations that creatures have evolved. This should be done with careful consideration for the ecosystem that the creature is to inhabit. This is only a partial list of possible factors, presented in terms of suggestions rather than specific mechanics, enabling the gamemaster to devise creatures to fit the specific needs of the adventure.

- *Sense*: The creature has highly developed senses such as sight, smell, hearing, taste and touch (which can detect ground vibrations). The senses can be used to detect predators coming after the creature, or be used to aid it in hunting. The creature should receive bonus to *Perception* under specific conditions or with the specific sense.

- *Speed*: The creature has great speed compared to other creatures in the ecosphere. The creature might have great endurance, and be capable of sustaining the speed for a long time, or might only be able to move at this high speed in short bursts. This ability is reflected by a high Move score relative to other creatures in the area.

- *Claws*: The creature has claws, talons or other hard and sharp weapons on the end of its paws or other appendages. This should be reflected as a separate die code for damage, normally higher than the creature's *Strength*.

- *Armor*: The creature has armor that can absorb physical and/or energy attacks. The armor might be in the form of hardened skin, a hard exoskeleton, a reflective skin that helps deflect energy bolts, a flexible body structure that can absorb shocks with minimal damage, or some other unusual way of absorbing damage without inflicting injury. The armor adds extra die codes to the creature's ability to resist damage without adding to its raw *Strength*.

- *Camouflage*: The creature is colored so that it can blend into the surroundings of its natural environment. The creature might also have learned behaviors so that when it is trying to hide it is even tougher to spot than when it is going about its natural activities. Some creatures blend into the surroundings through their permanent coloration, others have coloration that changes with seasons, and still others can change color within a few seconds or minutes. Creatures with this ability receive extra dice to their *sneak* skill.

- *Poison*: The creature produces venom that helps kill prey or helps to protect the creature from hunters and predators. The poison may he delivered through a bite, claws, quills, or a stinger. The poison may also be on the outer surface of the creature (secreted by glands, or in the skin and fur of the creature) so that when a predator attempts to bite or eat the creature it receives the poison. The effects of the poison can vary, from mild illness, to nausea, to a potent neural toxin that can kill.

- *Odors*: Some creatures produce offensive odors as a defense mechanism to scare away predators. The odor is normally strong enough to overpower the senses of the predator, allowing the odor-producing creature to escape. Another adaptation is for the creature to produce an odor so strong that it masks the trail of the creature, so hunters cannot track the creature. Another common adaptation is for the creature to produce enzymes and scents so that it "tastes bad" to any creature that attempts to eat it - while an individual of the species will die, predators will learn to leave the species as a whole alone. With such attacks, victimized creatures may have to make *willpower* rolls to be able to act against the odor-producing animal, or make more difficult *search* totals to track and follow the animal.

- *Quills*: Some creatures have sharp or barbed quills on the outer surfaces of their bodies. The quills may hook themselves into another creature when it attacks the quill-bearing animal, or in rare cases, the creature may be able to hurl the quills for ranged attacks. Aside from the base damage, the quills may continue to produce damage is they aren't removed from the victim, or even be coated with poison. Some creatures might have "quill sacs" inside their mouths, so that they could "spit" the quills at distances as well. Normally the creature should have a skill relevant to throwing the quills, and the quills should have a base damage value.

- *Reproduction*: The creatures can reproduce rapidly, so that they survive not due to the strength of an individual, but through strength of numbers. The creatures may produce great numbers of young, or mate several times in a season, producing many more litters than other types of creatures. This is a common tactic for herbivores, since they tend to lack effective attacks and defenses against predators.

- *Large Communities*: Some animals are helpless in small numbers, but when in large groups, they are excellent survivors. In large groups, the creatures might have excellent combat tactics, or as with many herd members, when predators attack one member of a herd, the rest of the herd flees, assuring the continued survival of the species.

- *Homes*: Some creatures build complex and confusing home areas, such as underground burrows or warrens, tree cities, or aquatic structures. In this case, when predators attack, they often get confused in the natural maze of the home, while the creature flees, retreats to a defensible location, or readies an attack on the invader. Such types of homes are excellent to protect helpless young.

- *Energy Projection*: Some creatures may be able to absorb or produce certain types of energy, such as heat, light, sound or radiation. These can be used as an attack form, causing damage to attackers or targets. The gamemaster simply needs to determine the ranges (if any) and damage of such attack forms. The creature may need a recuperation period between uses, so that it might be helpless or unable to use the defense more than once in a certain span of time.

- *Migratory*: The creatures migrate great distances to seek food, avoid devastating climate changes, or even have a pre-programmed urge to return to traditional mating or young rearing areas.
- *Hibernation*: During times of limited food or dangerous natural conditions, such as seasonal extremes, creatures may be able to go into hibernation. During these times, the creature can survive on very limited air and gets all of its energy from stored layers of fat. Hibernation periods may last a few days, weeks, months, or even years, depending upon the nature of the planet and the metabolism of the creature.
- *Blubber*: Many creatures store excess energy as fat, able to break the fat back down into energy when food is scarce, or the creature can't take the time to hunt, such as in migrations. Likewise the creature may also have the ability to store water or other vital fluids, so that it can go a long time without stopping to drink, or can survive temperature extremes in relative comfort.
- *Play Dead*: A very bizarre form of natural defense; when confronted by a more powerful predator, the creature pretends to be dead in the hopes that the predator will pass it by. This tactic works best against creatures that eat only live prey.
- *Non-Essential Parts*: The creature can shed portions of its body when attacked. Often, the tail is one such appendage: the attacker is often content to let the creature scamper to safety because it can at least make a meal out of its tail.
- *Digging*: The creature digs quickly, so that it can build underground structures or can travel underground in relative secrecy. Some creatures tunnel under potential prey, and then burst from the ground, attacking and killing the target before it has a chance to react. To determine game effects, simply give the creature a Move for tunneling.
- *Flying*: The creature can fly or glide in atmospheres. The most common ways of doing this are through wings or air bladders. Most creatures can climb, dive and maneuver at will, but some creatures are helpless in the air, and thus glide along air currents. Many flying creatures can make nests and homes in isolated locations where ground-based predators cannot reach them. Assign a flight speed to the creature.
- *Amphibious*: The creature can survive, and probably hunt as well, on land and in water, possibly breathing both water and air.
- *Leaper*: The creature can jump or leap great distances. This can be used for high speed movement across the surface of a world, or the creature may use this ability to leap from trees in movement or during an attack. This type of movement can also conceivably hide the trail of a creature, so there is no continuous contact with a surface to hold scent.
- *Confuse Senses*: The creature has the ability to mask its presence by other than visual means. The creature can disperse its heat so that it doesn't stand out to infrared vision, can make sounds like other creatures or has some other ability so that it isn't easily detected or is mistaken for some other type of creature. Creatures with this ability often also have camouflage.
- *Dexterity*: The creature is extremely dexterous, and talented at dodging attacks using the *brawling parry* and *dodge* skills. The creature does this by jumping, moving quickly and making other feints that make it difficult to catch or hit in combat.
- *Tail*: The creature has a tail, which can be used to aid in balance, or to cause damage in combat.
- *Antlers/horns/tusks*: The creature has antlers, horns or tusks which aid it in combat, doing more damage than a simple *Strength* attack.
- *Communication*: The creature has an unusual form of communication, including echo-location, using feet to make sounds on the ground, communication by releasing scents, or by touching. The complexity, range and reliability of the communication varies by creature.
- *Cold-Blooded*: The creature is cold-blooded, and thus is very susceptible to temperature changes. When it gets too hot or cold, the creature may become lethargic or be unable to hunt or move; severe extremes may kill the creature. The advantage of this adaptation is that, in general, the creature needs to eat much less food than similarly-sized warm-blooded creatures.
- *Independent Young*: Young are fully capable of taking care of themselves from birth - they can find food, defend themselves, and are in no way dependent upon the parent for care or nurturing.

After the gamemaster has devised a base creature, he should determine the creature's social habits and behaviors. Are the creatures solitary, or do they hunt in packs? Do they try to surround opponents, or simply charge when prey is spotted? Are they stealthy enough to sneak up on opponents without being spotted? Often, a creature with mediocre abilities can become a devastating foe if it is cunning enough to confuse and surprise prey,

Encounters
When scouts survey new worlds they will inevitably encounter the native life forms, The reaction of these forms depends upon how familiar the scouts are to the creatures: if the scouts are similar to predators, herbivores are likely to flee. If the

scouts appear similar to the prey of a predator, they may be attacked. Particularly territorial or brutal predators might attack the scouts simply for being in their territory. Some life forms will ignore the scouts completely.

_____

Drop-point Delivery

Brief: Opt: Rules for single point deliveries
Source: *Galaxy Guide 6 - Tramp Freighters* P10
Description:

Drop-point delivery, when a freighter is hired to carry cargo from one place to another in a specified amount of time and for a specified fee, is the standard way in which tramp freighters earn their living. The profits are not tremendous, but often it is the only legitimate way open to a tramp to make money.

It's also the easiest way for the gamemaster to control the flow of the game. You can send the player characters anywhere you want them to go, simply by giving them a consignment headed in that direction. And you can determine how much money they have simply by paying them more or less for each trip.

Finding a Customer

Finding a customer is as difficult as the gamemaster requires. If you want it to be easy for the traders to find someone who needs something transported, it is. If you want to get them to go to a planet, let them find someone who has something he wants taken there.

If, on the other hand, you want the player characters to have to roll for their drop-point deliveries, you can have them make *streetwise* or *Perception* rolls, their success levels determining how good and potentially profitable the run is:

Roll to Find Customer	Run Found
Failure	No Run
Very Easy	Long Run, Not Much Cargo, Marginally Profitable
Easy	Long Run, Large Cargo, Rarely Profitable
Moderate	Moderate Run, Large Cargo, Fairly Profitable
Difficult	Moderate Run, Full Cargo, Good Profit
Very Difficult	Short Run, Full Cargo, High Profit

Remember that you should use this table only between your designed adventures. That is, if you haven't got anything planned for them, or if you want to go through a lot of runs in a short period of time, you can have the player characters roll to determine what kind of runs they get. Your adventure needs always supersede this - or any other - table.

Standard Fees for Drop-Point Delivery

The standard fee for drop-point delivery is between 5 to 10 credits per ton, per day. This is based on a x2 hyperdrive engine (the standard for tramp freighters), plus one day to load cargo and get out-system, and one day to get in-system at the destination planet and off-load the cargo.

That is, if a shipper needed 50 tons of cargo hauled to a planet which was 10 hours away and he was paying the 10 credit / ton rate, he'd offer the job for 1,500 credits: 10 credits x 50 tons equals 500 credits per day; 500 credits times three days (one day to load cargo and go to hyperspace, one day in transit, one day to offload the cargo) equals 1,500 credits. If the trip took longer than expected, the shipper wouldn't pay for the extra time: that's the freighter captain's problem.

In addition to the standard fee, shippers might offer bonuses for quick delivery. (Be assured that penalties for slow delivery are almost always charged.) If the shipper has a smaller load but requires a quick turn-around, he's likely to pay more per ton, or simply hire the entire vessel for the trip (usually at 300-600 credits per day).

Typically. shippers pay half the fee up front. They give the freighter captain a voucher for the other half. The voucher also lists any bonuses' penalties for early / late delivery, and so forth. The freighter captain is responsible for the condition of the goods: if they're damaged, the receiver may refuse to accept them, or pay less for them.

Insurance

The shippers might (and most larger shippers do) demand that the hauler take out insurance on the cargo; this usually runs between 1% and 10% of the cargo's value, depending upon the traders' reputation. the riskiness of the trip, the fragility of the cargo, and so forth. If the trader can't get a reputable insurance agent to cover it, he can turn to a loan shark, or he can post his ship as collateral against the cargo. Both of these last two are quite risky, as you might imagine.

Repeat Business

The player characters can make contact with a shipper who needs a lot of repeat business. The only way they can assure themselves of gaining such a job is by being cheap and reliable. Though they will tend not to make as much money on individual runs, over the long term their income will be higher. Generally, if the player characters get a long-term contract with, for example, a trading house, they'll have to accept a fee perhaps as much as 5 or 10 percent below standard. But they will get steady work, and there's a pretty good chance they'll also get bonuses for on-time delivery as well as breaks on ship repair and upgrade fees.

_____

Encumbrance
Brief: Optional Rules for encumbrance
Source: *Rules of Engagement* P38
Description:

Star Wars is not ordinarily concerned with the concept of encumbrance, but with SpecTroopers entering the field with as much firepower as they can possibly get away with, it's a good idea to have an idea of what a reasonable amount of equipment is. The following are methods that can be used to determine what a character can or can't carry in the field.

Characters that attempt to carry too many items are subject to the fatigue rules (specifically the effects of arduous terrain) noted below.

The gamesmaster has final discretion on what a character can reasonably be expected to carry.

Method 1: The characters can carry the items listed below with no penalty. They can also carry one additional item per die of *strength* (excluding 'pips'). For example, a character with *strength* of 3D+2 can carry three additional items.

Almost any trooper can be reasonably expected to wear or carry the following items:

Fatigues	Boots
Partial armor (*blast vest or other such minor combat armor*)	
Helmet	Main weapons (probably a rifle)
Three grenades	Three day's rations
Roughly a half-dozen other small objects (*power tools, blaster powerpacks, a secondary weapon: pistol, knife, etc.*)	

Note: Troopers are also likely to carry a great deal more than this in the unit's vehicle or on a pack animal. In addition, each trooper has a specific role within the squad: communications, heavy weapons, medic, and so on. Specialized items such as communications gear, an infantry support weapon, medical kits, and other such equipment should also be carried by the appropriate squad member with no penalty.

Method 2: A character can carry one medium-sized object for every 'pip' of *strength* that he or he possesses. Remember that 1D equals 3 'pips'. For example, a character with a *strength* die code of 3D+2 can carry 11 medium-sized objects: 3 'pips' per die multiplied by 3 dice equals 9; the additional '+2' in the die code brings the total to 11.

Medium-sized items include:

Fatigues	Boots
Partial armor (*blast vest or other such minor combat armor*)	
Helmet	Main weapons (probably a rifle)
Three grenades	Three day's rations
Roughly a half-dozen other small objects (*power tools, blaster powerpacks, a secondary weapon: pistol, knife,* etc.)	
Backpack	Directional transponder/automap
Explosives	Portable computer
Comset	E-web power generator
Scanner	E-web blaster
Medical backpack	

_____

Equipment Maintenance

Brief: Optional Additional rules for maintenance
Source: *Rules Of Engagement* P45
Description:

      Weapons and equipment are subject to a great deal of wear and tear in the field. The amount of wear depends on local conditions (temperature, humidity, radiation, etc) but can usually be counteracted by appropriate maintenance. Failure to adequately maintain equipment can lead to catastrophic mishaps at the worst possible time. Blasters can vapor lock, slugthrowers can jam or misfire, electronic equipment can short circuit, medical supplies can degrade, and droids can cease functioning.

      Blasters require attention and cleaning at least weekly, including crystal alignment, sturm dowel replacement, static energy de-ionization, and a thorough metal deoxydation. Blasters should be checked for structural breakdown monthly.

      Slugthrowers must be stripped down, cleaned, lubricated, and the sights realigned daily at least, usually twice a day if the weapon is fired.

      Electronic devices must be de-ionized in the field at least weekly, or mote often in high-radiation zones.

      Use the following as guidelines for handling equipment maintenance during play (though gamesmasters are encouraged to develop their own maintenance schedules to suit his or her campaign):

Conditions	Suggested Maintenance Schedule	Suggested Repair Difficulty
Desert	* Blasters should be cleaned once per day to prevent failure of the trigger mechanism. * Slugthrowers should be oiled twice per day. * Cooling units in medical kits and electronic equipment should be cleared of sand and grit.	Moderate
Swamp/jungle	* Blasters should be cleaned twice per day to prevent rust/corrosion. * Electronic equipment should be waterproofed prior to mission deployment; waterproofing should be checked twice per day.	Moderate to Difficult
Arctic	* Blasters should be de-ionized twice per day to prevent static electric discharge. * Electronic equipment should be adapted for cold-weather use prior to mission deployment; cold-weather modifications must be maintained twice per day.	Moderate to Difficult
High Radiation	* Blasters and all electronic equipment should be calibrated three times a day to assure that circuitry is not degrading.	Difficult

_____

Foot Travel

Brief: Optional Additional rules for foot travel
Source: *Rules Of Engagement* P55
Description:

      Many SpecForce units find themselves using the "Heel-Toe Express" during missions. Cross-country marches are generally wearing and slow. Trained and in-shape marchers can make as much as 30 to 40 kilometers oer standard day, depending on terrain, local gravity and length of marching time.

      In game terms, this figure assumes cautious speed (one-eighth basic Move) over relatively easy terrain. While it is possible to move faster, it is more dangerous and considerably more tiring. Riding and pack animals also travel at their cautious speed; simply divide their kilometer per hour movement rate by 8. (Kmh notes are provided for creatures and droids in the Rules of Engagement sourcebook.)

      Long marches are tiring: marchers should make a Very Easy *stamina* check every three hours, increasing the difficulty by one level every roll. This is assuming they take short (5-15 minute) breaks in that period. If the marchers march continually, the checks are made every two hours. One hour's sleep for every *stamina* check made will restore the marchers to vigor. Arduous terrain may modify these *stamina* difficulty at the discretion of the gamesmaster.

      Movement checks for terrain should also be performed every three hours (or two, if on a forced march), to reflect the hazards of the route. Terrain difficulties are on page 102-103 of *The Star Wars Role Playing Game, 2nd Edition, Revised and Expanded*.

Imperial Law Starship Infractions

Brief: Optional Imperial Rules for Customs
Source: Galaxy Guide 6 - Tramp Freighters P46
Description:

There are five different classifications of infractions of Imperial Law:

Class One Infraction

These are the most serious space crimes listed in the Imperial legal code. They include conspiracy to overthrow the Empire, possession of a cloaking device, or an attack on another ship. Any sort of aggression against an Imperial ship is also considered a class one infraction.

The punishment for class one infractions is usually the immediate impounding of the ship and 5 to 30 years on an Imperial penal colony for all involved. With such a serious case, legal representation is of little use.

Class Two Infraction

Shipment of high energy weapons between systems without a special permit from the sector capital, as well as the transportation or purchase of illegal goods (rated with an X).

The punishment for class two infractions includes the arrest of the crew and impoundment of the ship until it is claimed by the owner. A fine of at least 10,000 credits and from 5 to 30 years in jail is also standard Imperial punishment for this type of crime.

Class Three Infraction

This includes the attempted bribery of an Imperial official, as well as the transportation of high-technology and restricted items (rated with an R) without Imperial permit or license. The definition of high technology is nebulous, and there is an enormous regulations book on the subject (which requires about 14 hours to scan) many devices are included largely to prevent them from falling into the hands of the Rebellion.

The punishment for a class three infraction is in almost all cases the impoundment of the offending vessel and the immediate arrest of the ship's captain who is taken back to the sector capital (which, for example, in Minos Cluster is Travnin). Though it is possible for the captain to escape further punishment with the aid of a good legal counsel, such legal help could cost over 10.000 credits. Further punishment could involve a prison sentence, a substantial fine, and perhaps revocation of the ship's and the captain's operating permits.

Class Four Infraction

The Empire forbids the export or import of any form of narcotic without a permit. Unfortunately this can be interpreted to mean nearly any food, drink, or drug if a customs official feels like making a little trouble. Goods that require a special fee or permit to purchase (rated with an F) which are transported without the required fee or permit constitute a class four infraction. It is also a violation for a captain or a ship to operate without the proper operating license, and each time a customs vessel hails a ship, they will ask for the ship's and the captain's identification numbers.

The penalty is typically a fine of 1,000 to 5,000 credits, and sometimes a short jail sentence for the captain or the owner of the vessel.

Class Five Infraction

This covers a host of local ordinances which restrict the import and export of goods. A general Imperial rule is that a ship must be fully provisioned when it leaves a starport, and must have adequate escape pods for all its passengers and crew.

The penalty for a class five infraction is usually a small fee, only 500 to 1,000 credits. Imperial officials in the Minos Cluster will readily allow themselves to be bribed into ignoring class five infractions as long as the person is reasonably polite about it.

Note: Long-term imprisonment is almost certain if there is any evidence that the player characters were working in conjunction with the Rebellion, or the goods being carried were destined for the Rebellion.

_____

Jury-Rigging (First Edition)
Brief: Optional Rules for jury-rigging equipment
Source: *Cracken's Rebel Field Guide* P2
Description:

As described on page 29 of *The Star Wars Rules Companion*, a character may increase the performance ability of his equipment. He can make his blaster more powerful or make his airspeeder more maneuverable. Improving equipment through skill points reflects the fact that the character is investing himself into the equipment. It is a long-term and costly process.

It is possible, however, to increase the performance of equipment without spending skill points and credits. Unfortunately, this short cut tends to make the improvement temporary, and dangerous when the equipment fails. The process is called jury-rigging.

When a character jury-rigs a blaster power pack into a bomb or alters the design of an air speeder's mechanical air flaps, he is making the machine or item better - but by means that no honest engineer would ever use. Jury-rigging involves connecting wires that shouldn't be connected, taking out important safety features of a vehicle, or putting together two kinds of electronics that don't really belong together. Jury-rigged equipment provides a short term benefit, but it is predisposed to breakdown.

Jury-rigging something takes one hour, or the character can rush, jury-rigging the item in one minute, although the task becomes one difficulty harder. Very difficult tasks can be attempted in one minute. There is no way to spend more time on jury-rigging to make the task easier.

If the roll to jury-rig something is failed, it can be tried again, but the second try always takes an hour (even if the initial attempt was only one minute).

The Role of Jury-Rigging
Jury-rigging equipment often requires strange bits of wire and odds and ends. The gamemaster must decide if the equipment to jury-rig something is on hand if the Rebels did not specify that they brought the equipment with them. The game master should keep in mind that it is in the spirit of the jury-rigging rules that the Rebels slap stuff together when they want to. This is why the break down rules exist: to balance out the bonus the players get. A lack of materials for juryrigging should be the exception, not the rule.

Improving Existing Abilities
The most common way to jury-rig an item is to improve one of its existing die codes. For example, a blaster can be rigged for better damage or an airspeeder can be rigged for more speed. This kind of improvement only enhances a tool's die code (for example, a blaster can only improve the damage code this way, while a capital ship turbolaser could have fire control or damage increased).

An item can be made better by 1D, 2D, or 3D. Thus, a sporting blaster's damage can be improved from 3D+1 to 4D+1, 5D+1, or 6D+1. The maneuverability of an Aratech 74-Z Military Speeder Bike can be improved from 3D+2 to 4D+2, 5D+2, or 6D+2.

Jury-rigging requires a successful technology roll. The difficulty is determined by the degree of improvement, as shown on the chart below:

Jury-Rigging Difficulties

Improving Die Code	Difficulty
1D	Moderate
2D	Difficult
3D	Very Difficult

Adding New Abilities
Specialized devices can be made from spare parts or an existing item can be modified to have an ability it never had before (for example, jury-rigging a blaster so that the user gets bonus dice to hit a target). Changes of this nature are described on a case-by-case basis in the *Cracken's Rebel Field Guide* book, with the difficulty listed in the description.

Equipment Failure
Jury-rigged equipment has a chance of failure. The more a piece of equipment is pushed past its original design specifications, the greater the chance of failure. When someone is using a jury-rigged piece of equipment, he should roll the extra dice gained from the jury-rigging after the dice he would normally roll (alternately, use different colored dice for the normal roll and the jury-rigged dice).

For example, a blaster with a base damage of 4D and a jury-rigged additional damage of 1D would roll the four dice and then the bonus one die separately.

If any of the bonus dice come up as a one (1), the jury-rigged device has been pushed beyond its limitations and may break down. Roll on the Jury-Rig Breakdown Table.

The bonus dice must always be rolled when the jury-rigged device is used. Therefore, there is always a risk of failure. Bonus dice are never lost as a result of multiple actions in the same round.

Jury-Rig Breakdown Table

Jury-rigged items are divided into four broad categories because different types of equipment break down differently. The categories are: Lethal, Non-Lethal, Vehicles, and No-Dice.

When a player rolls a one on a jury-rig bonus die, the gamemaster makes a secret roll on 1D. He then checks the proper table below to determine the result.

Lethal

1   The item explodes, doing damage equal to the amount of the jury-rig bonus.
2   The item is broken and cannot be repaired.
3   The item stops working, but need only be slammed hard against something to work again. It takes an action to do this.
4,5,6   The item is fine.

Non-Lethal

1   The item is broken and cannot be repaired.
2   The item stops working, but need only be slammed hard against something to work again. It takes an action to do this.
3,4,5,6   The item is fine.

Vehicles

1   All power systems shut down and the vehicle drops like a stone. A Moderate skill roll for the craft is necessary for a safe emergency landing, otherwise the vehicle crashes.
2   The vehicle bucks. An Easy skill roll is necessary to keep the vehicle from careening out of control.
3,4,5,6   The vehicle is fine.

No-Dice

No-Dice devices do not get bonus dice. All No-Dice devices have a base difficulty to build (noted in the description of the item in *Cracken's Rebel Field Guide*). The level of success on the building roll determines when another skill roll has to be made to keep the machine functioning. The device will function properly until the next check is necessary. To increase suspense, don't tell the player how long the device will work when he makes his roll. Instead, when the next check is due, just tell him to make another roll.

- If the roll is below the difficulty level, roll on the "Non-Lethal" table. If the item continues to work, roll another No-Dice check in one minute.
- If the roll's success equals the building difficulty level, roll again in 15 minutes.
- If the roll's success is one level higher than the difficulty, roll in one hour.
- If the roll's success is two levels higher, roll again in six hours.

When a roll fails, the jury-rigged device falls apart, complete with sparks and sound effects provided by the gamemaster.

_____

Jury-Rigging (Second Edition)

Brief: Optional Rules for jury-rigging
Source: *Galadinium's Fantastic Technology* P3
Description:

This datalog presents only the finest specialized examples of technology currently available within the Empire. Of course, some characters will still attempt to do the designer one better.

Many of the items depicted in this datalog reflect new advances in technological concepts not generally known to the average mechanic - even the most adept technician would be hard-pressed to improve new technology.

Permanent Advances

Permanent enhancements to equipment are not covered in these pages. For more information, see the description of the various repair skills on pages 86-91 of *Star Wars: The Roleplaying Came, Second Edition*. More powerful enhancements are the province of the advanced engineering skills (indicated with an (A) in game statistic listings), which will be detailed in a future supplement.

Jury-Rigging Advances

"Jury-rigging" is a term used to described quick and often haphazard "improvements" enterprising characters attempt to perform. The improvements are often temporary, and when they fail the results are often spectacular (if not painful).

When a character jury-rigs a bomb or alters the design of an airspeeder's mechanical flaps, he is making the item or machine better - but by means that no honest engineer would ever use. Jury-rigging something takes one hour, or the character can rush, jury-rigging the item in one minute, although the task becomes one difficulty harder. Very Difficult or Heroic tasks require a full hour—the character cannot perform the task in less time.

If the roll to jury-rig something is failed, it can be tried again, but the second try *always* takes an hour.

Jury-Rigging Difficulties

Improved Die Code	Improved Space/Atmosphere Code	Difficulty
1D	+1	Moderate
2D	+2	Difficult
3D	+3	Very Difficult
—	+4*	Heroic

* Vehicles only; starships may not be improved by +4

Improving Existing Abilities

The most common way to jury-rig an item is to improve one of its existing die codes. For example, a blaster can be rigged for better damage or an airspeeder can be rigged for better maneuverability.

An item can be made better by +1D, +2D or +3D. Thus, a sporting blaster's damage can-be increased from 3D+1 to 4D+1, 5D+1 or 6D+1. Jury-rigging requires a repair roll (the specific skill varies: *blaster repair* for blasters; *repulsorlift repair* for speeders, etc.). If the character does not have the appropriate skill, they can use their *Technical* attribute. The difficulty depends on how much the die code is being improved.

Starship and vehicle speeds can also be improved with jury-rigging rolls (permanent enhancements are explained on pages 30-43 of *Galaxy Guide 6: Tramp Freighters, Second Edition*).

Starships make improvements to their Space speed; use the conversion chart on page 110 of *Second Edition* to determine the ship's new atmosphere speed. Each +1 improvement increases the Space speed by one. For example, +1 improvement to a ship with a Space speed of 5 means the ship now has a Space of 6. By using the chart on page 110 of *Second Edition*, the gamemaster would find out that the ship's atmosphere speed automatically goes from 295; 850 kmh to 330; 950 kmh.

Airspeeders make improvements to their Move speed. To determine the speed increase, use the "Speed Code to Move Conversion Chart" on page 165 of *Second Edition.* For each +1, go down the chart one row to find the new speed. For example, if the characters have a landspeeder with a Move of 70; 200 kmh, a +1 improvement would mean the landspeeder now goes 80; 230 kmh!

Equipment Failure

Jury-rigged equipment has a chance of failure. The more a piece of equipment is pushed past its original design specifications, the greater the chance of failure. When someone is using a jury-rigged piece of equipment, use the following rules.

Make sure that the character's Wild Die and bonus dice (from the modification) are different colors from the "normal" dice the player is using for the skill or damage roll. Jury-rig bonus dice must always be used.

First, the gamemaster should determine what type of modification has been used: Weapon (for any weapon or anything that's been turned into a weapon by modification; formerly called "Lethal" in *Cracken's Rebel Field Guide*), Vehicle (for starships and vehicles) or Non-Lethal (for anything else, like jetpacks, datapads, sensors and so forth).

Whenever the player rolls a 1 on the Wild Die while using the jury-rigged device, the gamemaster should roll 1D secretly. If the device has been modified for "bonus dice" (+1D, +2D or +3D), roll these bonus dice separately; if any of these bonus dice come up as a 1, have the gamemaster roll 1D secretly for each "1" result as well. Apply the worst result rolled on the table.

For vehicles and starships, have a player roll 1D for each +1 (although this bonus is not added to the skill roll).

If any of these run-in die rolls come up as a "1," the gamemaster must check for a jury-rig breakdown as explained above.

Weapon

1	The weapon explodes, doing damage equal to the amount of the jury-rig bonus.
2	The weapon is broken and cannot be repaired.
3	The weapon stops working, but need only be slammed hard against something to work again. It takes an action to do this.
4,5,6	The weapon is fine.

Vehicles

1	All power systems shut down and the vehicle drops like a stone. A Moderate skill roll for the vehicle is necessary for a safe emergency landing, otherwise the vehicle crashes.
2	The vehicle bucks. An Easy skill roll is necessary to keep the vehicle from careening out of control.
3	The vehicle suffers a temporary power loss (maintains speed and heading for this round). The problem is fixed if the pilot kicks or hits one random control panel; it takes an action to do this.
4,5,6	The vehicle is fine.

Non-Lethal

1	The item is broken and cannot be repaired.
2	The item stops working, but need only be slammed hard against something to work again. It takes an action to do this.
3,4,5,6	The item is fine.

_____

Kessel Run

Brief: Optional Rules to make a Kessel Run
Source: *The Jedi Academy Sourcebook* P85
Description:

The infamous Kessel Run has become a part of galactic folklore: many people know of Kessel, and tall tales concerning the horrors that lurk within the planet's spice mines can be heard in virtually any spacers' cantina.

In addition, the Kessel Run has become something of a rite of passage among smugglers and other "fringe" elements. Virtually every smuggler talks of daring feats and miraculous exploits they performed while smuggling spice from Kessel.

Often, smuggling ships deliver their cargoes to pre-assigned cargo ships a few dozen parsecs away from Kessel. Many smugglers tell of a relatively small portion of space that is only lightly patrolled by military and customs ships, allowing smugglers to drop off their cargo and avoid Imperial interdiction.

In game terms, a "typical" Kessel Run is as follows:

- A basic Kessel Run is roughly 18 parsecs in distance. Base difficulty to successfully navigate the region is five successful Very Difficult *astrogation* rolls. The difficulty of these rolls cannot be lowered. Travelling any farther out (or failing any of the five *astrogation* rolls) means that a ship attempting a run through Kessel will be detected by patrol ships and sensor drones and - in all probability - destroyed.
- A Kessel Run can be shortened (as Han Solo is fond of boasting). By moving closer to the Maw, it is possible to save distance and time, but it is *considerably* more dangerous. For each parsec a smuggler moves closer to the Maw (down to 15), there is an additional Very Difficult *astrogation* roll. (For example, reducing travel distance from 18 to 15 parsecs requires eight Very Difficult *astrogation* rolls).

- An additional Heroic *astrogation* roll is required for each *half*-parsec below 15 (down to 13 parsecs) that travel distance is reduced. For example, reducing travel distance to 13 parsecs requires eight Very Difficult *astrogation* rolls and four Heroic *astrogation* rolls.
- If the pilot attempts to shorten travel distance even further, an additional Heroic *astrogation* roll is required. In addition, the pilot must add +10 to the difficulty of this roll for each half-parsec below 13.

Failure of any of these astrogation rolls indicates that the smuggler miscalculated the jump coordinates and vanishes into the Maw.

Han Solo once claimed he made the Kessel Run in less than 12 parsecs (indicating 11.5 parsecs). To successfully navigate this run, Han would have made eight Very Difficult *astrogation* rolls, four Heroic *astrogation* rolls, and one Heroic+30 *astrogation* roll.

Obviously, making a Kessel Run is not a task for beginners.

_____

Law Enforcement On Tatooine

Brief: Optional Set of laws on Tatooine
Source: *Galaxy Guide 7 - Mos Eisley* P21
Description:

Mos Eisley is run solely by the dictates of the Imperial Prefect, who has all of his decrees approved by the planetary governor. This system allows the most direct and effective method of bribery and intimidation. Jabba the Hutt has found much influence with Prefect Talmont's government by bribing most of his main advisors.

Law Enforcement (Or The Lack Thereof)

Mos Eisley has a limited police force, newly created through the governor's edict. Some of these officers are former militia members, and now get paid a better salary for the same duties they were already performing. Only now, they work at it full-time and have spiffy new uniforms and vehicles. Although the police force is small, the city still relies upon remaining available members of the local militia (both current and retired) for any real trouble.

Most businesses employ private security guards. And those that do not are relatively new, have other means of protection, have little worth taking, or quickly find the guards' employment well worth the expense.

It is commonly believed that the location of Jabba's Townhouse in the city deters criminals from indiscriminately plying their trade. This is true, but only because Jabba himself hands out neighborhood "licenses" for various gangs and hoods. They help reinforce his will, insure prompt payment of protection money (for those few businesses Jabba feels can afford to pay- he has no desire, so to speak, to lay Bantha fodder in his own backyard), and keep an eye out for information. After all, the Kubaz known as Garindan (Mos Eisley's premiere spy, recently added to Jabba's full-time payroll) can't be everywhere at once.

All these factors combine to make the city a relaxing place for Jabba and his cronies. No one can cause trouble without Jabba hearing of it, either through reports by security guards or by his many, many eyes on the streets. This suits Jabba fine, but makes newcomers very nervous.

Crime And Punishment

Mos Eisley takes a rather leisurely attitude toward crime. Law and order is more of a suggestion than a policy. As a result, the courts emphasize localized conditions, welcome attempts at bribery and political influence, and plaintiffs actually expect extremes in style and degree of chastisements. The specifics depend upon who the victim is, who the perpetrator is, and where the crime occurred.

A crime deemed by a judge to be directed against the Empire or the general welfare of its citizens (a term designed to be as vague as possible) typically causes the defendant to receive a strict sentence. However, this claim is normally only levied against non-Tatooine residents who commit offenses against natives; crime committed by a full-time resident against another is likely to be treated as a minor crime.

It is generally difficult to get arrested In Mos Eisley for those who a modicum of self restraint and common sense. Minor infractions are often overlooked: this is a place where beings from all across the galaxy meet, mix, and do business. It is unlikely that all who visit have a grasp of local customs and laws. The police are aware that the traders expect more tolerance here in the Outer Rim Territories than in the Core Worlds. Besides, a city which permits its citizens to openly carry small arms is obviously not going to employ a trigger-happy squad of constables.

However, once in trouble, things can get serious very quickly for outsiders. A lawyer experienced in both Tatooine and Imperial law is almost a requirement if the defendants are to stand a chance of avoiding a slave gang.

Infractions and Consequences

The most serious infractions committed in Mos Eisley (and which are brought to trial) are as follows, identified by the Imperial Penal Reference. Local Tatooine laws which are on the books - but not necessarily enforced - are indicated by parentheses. While the punishments for these crimes are clustered on the low end of the indicated consequences, and often include attempted rehabilitation, they are listed here for easy comparison of severity.

Class One Infraction
- Conspiracy to overthrow the Empire
- Treason against the Empire
- Attack on a ship
- Aggression against a member of the Imperial Armed Forces

Consequences: Arrest, 5 to 30 standard years in a penal colony, loss of business or pilot license, possible execution.

Class Two Infraction
- Shipment of high-energy weapons without a permit
- Purchase or transportation of stolen goods
- Possession, purchase or transportation of illegal or restricted items
- (Murder or manslaughter)
- (Fraud or embezzlement against the government or an individual)
- (Aggression against a member of Mos Eisley's police or militia forces)

Consequences: Arrest, fined up to 10,000 credits, 5 to 30 standard years in jail, probable loss of business or pilot license.

Class Three Infraction
- Attempted bribery of an Imperial official
- (Grand theft landspeeder)
- (Aiding and abetting a known felon)

Consequences: Arrest, fined 250 to 5,000 credits, and/or up to 2 standard years in jail, possible loss of business or pilot license.

Class Four Infraction
- Purchase or transportation of any narcotic without a permit
- Purchase or transportation of any goods requiring a permit, with said lacking
- Purchase or use of any vessel or vehicle while lacking an operating license
- Possession, purchase or transportation of unrestricted items in quantity without proper taxation
- (Attempted or achieved transportation off planet of manufactured goods containing Tatooine ore)
- (Assault)

Consequences: Arrest, fined 175 to 5,000 credits, and/or up to 1 standard month in jail

Class Five Infraction
- Lack of proper emergency equipment for any vessel or vehicle (including escape pods)
- (Public drunkenness, lewd behavior, violent behavior)

Consequences: Fined 100 to 5,000 credits

Loan Sharks
Brief: Optional Rules for obtaining and repaying debts
Source: *Galaxy Guide 6 - Tramp Freighters* P27
Description:

Purchasing and outfitting a freighter costs a great deal of money. The light cargo-hauling business is highly speculative; operating a ship so it sees a profit takes hard work, dedication and more than a litt1e luck. The typical tramp freighter operator does not have much capital against which to secure a loan, and what capital he does have - his ship - is highly mobile, able to be whisked to the other side of the galaxy, given forged registration papers and renamed in a matter of weeks (a risk that even the most solvent and audacious of financial officers will refrain from taking). Even if the trader is honest, the chances of staying in business are depressingly low: over 60 percent of lone ship operations fail within their first year.

For these reasons, most legitimate financial institutions will not loan tramp freighter captains money, at any price. The risks are too high; the returns are too low.

Loan sharks, individuals who will loan money to almost anyone, are the lifeblood of the independent trading community, as traders who need money do not need to provide a great deal of collateral; usually their lives and their ships are all that keep most traders one step ahead of bankruptcy. Loan sharks offset the risks of loaning money in such a volatile industry by charging a grossly high interest rate. Unlike most banks, loan sharks have no qualms about using force to remind the customers when payment is due, and they will not hesitate to hunt down and terminate anyone who dares to skip out on a debt. This naturally tends to cut down on the number of defaulters (and deadbeat star traders as well).

Rates

Loan sharks charge almost obscenely high interest for the money they loan. The typical rate is 300 percent spread over 30 months, at 10 percent per month (though traders who are considered a bad risk by the loan sharks can pay almost 900 percent in interest).

If a player character borrows 20,000 credits from a loan shark at 300 percent interest, the trader pays the loan shark 2,000 credits (10%) each standard month, for 30 months. At the end of that time he has paid the loan shark 60,000 credits, and the debt is settled.

Typically, there is no rate reduction for early repayment; once someone borrows from a loan shark, that individual owes 300 percent of the amount borrowed -whether the money is repaid in 30 months or in three days.

Late Payments

It is not unusual for careless star traders to miss a payment. It is extremely unwise, foolish and dangerous, but it is not uncommon. Loan sharks are often tied to criminal syndicates and a trader who makes a loan shark look ineffectual by failing to pay in a timely manner is dealt with harshly.

The First Missed Payment

If a player character misses a month, he must pay it next month. In addition, he is charged a penalty of a month's payment.

For example, assume a player character misses a 2,000 credit payment. Next month, the player character owes three payments or 6,000 credits - the payment he missed, the penalty incurred, and the payment due that month.

The Second Missed Payment

A player character who misses two months in a row is courting danger. The trader will almost certainly be paid a visit by the loan shark's goons, who will suggest that the player character pay up immediately, and will probably make some kind of a violent demonstration (to make sure that the player character is giving them undivided attention). At this stage, violence will probably be of the broken-finger variety, the player character taking a wound at most (unless he resists, in which case you should run it as a normal combat). Gamemasters (and players) should bear in mind that loan sharks employ thugs who are more than capable of shredding a penniless freighter captain into very tiny pieces; resistance to the loan shark's goons is not generally a prudent course of action.

The player character who misses two months in a row is charged a penalty payment for each missed month. Therefore, to get up to date, in the third month the player character would have to pay five payments in all - two for each missed month plus the current payment due for the third month. Also, loan sharks often demand that a debtor pay ahead on their loan if they have missed more than one or two payments.

Three or More Missed Payments

Missing three or more payments to a loan shark is one of the more spectacularly stupid things a star trader can do. At this point, it is probably time for the player character to start thinking about skipping the galaxy (or finalizing their own funeral arrangements). Traders who miss three months in a row are "invited" (at blaster-point, usually) to visit the loan shark and explain their delinquency. If the player character's story isn't good enough (and it should be *very*, *very good*), the debtor is beaten up ... badly. Debtors with particularly poor excuses for their delinquency are usually killed outright.

The player character must explain to the loan shark why the payment is late, and how the trader intends to repay the balance owed. The player character must also make a *con* or *bargain* roll (player's choice). If the player character passes a Very Difficult roll, he is let off with a stern warning: pay up, or else. If he passes only a Difficult roll, he is beaten, taking the equivalent of a wound in damage. If he passes only a Moderate roll, he is beaten to incapacitation and then dumped in the nearest available gutter. If the passes only an Easy roll, he is mortally wounded and left to die. If he doesn't make an Easy roll, he is killed (probably slowly and painfully), and his body disposed of in a particularly humiliating and public fashion.

The penalty for three months' delinquency (in addition to the beating/wounding/near-murder), is two penalty payments for the third and subsequent months missed. If the player character can pay all or most of the debt when brought before the loan shark, a bonus of 1D is awarded to his *con* or *bargain* roll to avoid the beatings.

Note of course that these sessions should be roleplayed out, with the player character being dragged into the loan shark's office, held by thugs, questioned closely by the loan shark, and then, depending upon his interaction roll and the quality of the player's roleplaying, beaten to a greater or lesser degree, as described above. (A player who comes up with a really great excuse for non-payment, but rolls a three to avoid a beating does not have to be killed. Conversely, a player who does not roleplay well yet rolls high to avoid the beating should not get off scot-free.)

If the player character chooses to resist a beating, run combat according to *Second Edition* rules. If the trader effects a successful escape, that is well and good, except that now a hefty price has been placed on his head (and probably that of his known associates) until the trader or the loan shark is dead. A trader who manages to amass enough wealth to repay the loan shark will probably be killed anyway if caught; business is business, but an angry loan shark is not easily appeased.

Goods and Services

The loan shark is an excellent tool for getting player characters to do things that they normally would not do. If they get heavily into debt to a loan shark, they are likely to accept dangerous (often foolhardy) jobs in an attempt to keep up with their payments, particularly if they have been roughed up by a thug or two. They can get themselves into all kinds of trouble with the black market, Imperial Customs, local planetary officials, and everybody else, as they scrabble around like womp rats, hunting for cash as the end of the month approaches. During these times, gamemasters are encouraged to dangle especially risky but lucrative jobs in front of the traders' noses and watch them try to wriggle out of one tight spot after another.

Also, the loan shark can offer the player characters employment directly, perhaps reducing the debt owed by a few month's payment, in return for free cargo hauling. The traders are better off not inquiring about the nature of these runs too closely, as they almost certainly involve the transportation of illegal spice, weapons or other contraband (probably of the type that will earn the crew the death sentence if caught by a customs vessel). Jettisoning the loan shark's cargo because they are approached by an Imperial Customs frigate is a surefire way for the player characters to find themselves in a potentially lethal situation; failure to repay the loan shark's losses *immediately* will almost certainly lead to a huge bounty being placed on their heads.

Gamemasters should think of the loan shark as a particularly nasty adventure hook; gamemasters with somewhat-sadistic streaks should enjoy the effectiveness of the loan shark in providing motivation for the traders to brave new dangers (mostly to save their own necks, of course). The deeper the player characters have fallen into the loan shark's clutches, the more trouble they should have getting out.

Locating The Black Market

Brief: Optional Rules for locating black market contacts
Source: *The Far Orbit Project* P85
Description:

Finding black market contacts is a difficult – but necessary – part of outlaw life.

In order to make a contact with the black market, characters must pass a series of tests. First, the characters must be introduced to a local black marketeer through their underworld contacts. Then, after a thorough background check – often are much more amicable.

Locating New Contacts

The characters can make new contacts in the underworld by simply "cutting a contact path." By frequenting local cantinas and tap-cafes, characters can eventually find a sponsor into the black market.

When trying to cut a contact path, characters should roll their *streetwise* dice. (Characters can use the combined action rules for this attempt.) Consult the table below:

Roll	Result
0-5	No effect
6-10	False contact; 1 in 6 change that contact us undercover agent. Attempt to locate black market fails.
11-15	Partial contact made; 2 in 12 (roll of two "ones" on 2D) chance of locating the black market successfully.
16-20	Contact made; 1 in 6 chance of locating the black market successfully.
21-25	Contact made; 1 in 3 chance of locating the black market successfully.

| 26-30 | Contact made; 50% chance of locating the black market successfully. |
| 31+ | Contact made; black market successfully. |

Mishap Tables and Goods Charts

Brief: Starship system mishap tables and various charts
Source: *Galaxy Guide 6 - Tramp Freighters* P89
Description:

Base Sell / Buy Price For Black Market Goods

Item's Status	Marketeer's Selling Price *	Marketeer's Purchaser's Price *
Legal	x2	x0.5
Fee	x3	x1.5
Restricted	x4	x2
Illegal	x5	x2.5

* Modified according to the "normal" price of the item.

Luxury Goods Chart

Good	Cubic Meters / Metrication	Base Credits / Metric Tons
Gold	0.05	140,000
Silver	0.1	20,000
Spice	2	2,700
Ryll	1	35,000

Black Market Contact Table

Population of World	Base Difficulty
Large	Very Easy
Considerable	Easy
Average	Difficult
Small	Very Difficult
Tiny	Heroic

Conditions	Difficulty Modifiers
Light/No Imperial presence	-2
Standard Imperial presence	0
Heavy Imperial presence	+2
Loose/Corrupt Planetary Government	-2
Standard Government	0
Repressive Government	+2

Sublight Drive Mishap Tables

Die Roll	Minor Mishaps	Moderate Mishaps	Catastrophic Mishaps
1	Engine power transfer conduit blows out. Space is –2 until repaired (Easy *repair* roll).	Power surges increase difficulty of all maneuvers by +10 for 2D round.	Engine overloads while landing or docking as a result of stresses. Replacement parts cost 25% of the original cost of the engine.
2	Drive system stalls. Ship must continue at same speed for 2 rounds.	Drive circuit link failure. Roll 1D at the beginning of each round. On 1-2, controls are considered ionized for that round.	Engine overload. Engine shuts down, with no thrust, maneuverability is effectively 0D. Add +15 to all *astrogation* difficulties.
3	Power surges increase difficulty of all maneuvers by +5 for 1 round.	Engine power transfer conduit blows out. Space is -2 until repaired (Moderate *repair* roll).	Engine overload and is destroyed. Must be completely replaced.
4	Engine reaching unsafe operating parameter: ship must make no maneuvers for next 2 rounds or circuits burn out, adding +10 to the difficulty of all maneuvers until repaired (Easy difficulty).	Drive system stalls. Ship must continue at same speed for 2 rounds, maneuverability considered 0D for 5 rounds.	Engine overload. Engine destroyed, must be replaced, anyone near the engine compartment suffers 4D damage from explosion and smoke inhalation.
5	Engine power surges. Add +5 to the difficulty of all maneuvers, including landing. Repairs cost 10% of engine cost.	Temporary drive failure. Ship is dead in space for 1D rounds.	Engine overload and power surge. Engine destroyed and disables hyperdrive (Difficult *repair* roll to fix).
6	Engine power conduits blowout. All maneuvers at +10 to difficulty until rerouted (Moderate *repair* roll, takes 2 rounds).	Engine reaching unsafe operating parameters: ship must make no maneuvers for next 2 rounds or circuits burn out, adding +10 to the difficulty of all maneuvers until repaired (Moderate difficulty).	Drive system fails as ship is on final approach for landing. Pilot must make Difficult pilot rolls not to crash the ship (5D damage to all aboard if ship crashes).

Maneuverability Mishap Tables

Die Roll	Minor Mishaps	Moderate Mishaps	Catastrophic Mishaps
1	Control circuit malfunction causes maneuverability to be -1D for 1 round.	Control circuit malfunction causes maneuverability to be -2D for 1 round.	Lateral thrusters blow. Maneuverability is 0D and system must be completely replaced.
2	Alluvial dampers misaligned. Maneuverability at -2D until Easy *repair* roll.	Radiation leak: nothing immediately dangerous, but must be repaired before next hyperspace jump (Moderate *repair* roll), or increase all *astrogation* difficulties by +10 and double all hyperspace travel times. Anyone in the engine room suffers 4D radiation damage.	System short. Maneuverability is 0D for 1 round. Short remains: at the beginning of each additional round, roll 1D. On a 1-2, the system shorts out for that round.
3	Minor radiation leak: nothing immediately dangerous, but must be repaired before next hyperspace jump (Easy *repair* roll), or increase all *astrogation* difficulties by +10. Anyone in the engine room suffers 4D radiation damage.	Alluvial dampers misaligned. Maneuverability at -2D until Moderate *repair* roll.	Maneuverability thrusters firing randomly. Increase difficulty of all maneuvers by +10 until system is shut down (Easy *piloting* roll) and repaired (Moderate *repair* roll and requires 500 credits worth of parts).
4	Lateral thrusters misfire. Add +5 to the difficulty of any maneuvers and enemy ships get a +5 bonus to hit in this round.	System short. Maneuverability is 0D for 1D rounds.	Serious power surge. Maneuverability is 0D for 1D rounds and feedback destroys one ship's system. Roll 1D: 1 Hyperdrive 2-3 Ion drive 4 Sensors 5 Communications 6 1 weapon (determine randomly)
5	Engine maneuvering circuitry blows. Add +5 to the difficulty of all maneuvers until circuits are replaced (an Easy *repair* roll **if** the characters have the circuits on hand).	Engine maneuvering circuitry blows. Add +10 to the difficulty of all maneuvers until circuits are replaced (an Easy *repair* roll **if** the characters have the circuits on hand).	Major Radiation leak: double all hyperspace travel times and next to the engine compartment suffers 6D radiation damage.
6	System short. Maneuverability is 0D for one round.	Lateral thrusters misfire. Add +5 to the difficulty of any maneuvers and enemy ships get a +5 bonus to hit for next 3 rounds.	Lateral thrusters blowup (maneuverability 0D) and power feedback lowers Space by -2 for 1D rounds.

Hyperspace Mishap Table

Die Roll	Minor Mishaps	Moderate Mishaps	Catastrophic Mishaps
1	Hyperdrive fluctuation. Trip takes 1D hours longer than normal.	Hyperdrive overload. The main hyperdrive nearly overloaded. Characters must make a Difficult repair roll to get it operating again.	Hyperdrive blows. The main hyperdrive is completely destroyed.
2	Hyperdrive motivator damaged. Ship will not enter hyperspace until the motivator is fixed (Very Easy *repair* roll).	Hyperdrive power flux. Ship will not enter hyperspace until 1D+2 rounds after hyperdrive is engaged.	Hyperdrive overload. Power flux nearly destroys hyperdrive. Characters must make Very Difficult *repair* roll to get it operating again.
3	Hyperdrive power flux. Ship will not enter hyperspace until 2 rounds after hyperdrive is engaged.	Power surges destroy backup hyperdrive and double hyperdrive modifier (x1/2 is now x1, x1 is now x2, x2 is now x4).	Collision. Ship collides with a heavy object while in hyperspace. The ship drops to real space, heavily damaged and with a ruptured hull. The ship is no longer space worthy and must be abandoned.

4	Power overload: emergency circuits shunt energy into alternate system. Roll 1D to see which system is destroyed:
	  1-2 Communications
	  3-4 Sensors
	  5-6 Lose -1D of shields
		Misjump. Hyperdrive cuts out in wrong system.	Power surges mean trip takes 1D days longer than expected.

5	Hyperdrive misaligned. Character must make Easy *repair* roll before hyperdrive can be engaged.	Hyperdrive fluctuation. Trips takes 4D hours longer than normal.	Misjump. Ship emerges in wrong system.
6	Misjump. Hyperdrive cuts out in wrong system.	Hyperdrive destroyed. The ship arrives at its destination, but the hyperdrive is destroyed as the ship emerges into realspace.	Near miss. Ship nearly collides with a stellar object and drops to realspace at the last instant. The pilot must now plot a new hyperspace course.

Hull Mishap Table

Die Roll	Minor Mishaps	Moderate Mishaps	Catastrophic Mishaps
1	Power surge wipes out sensors and communication systems for 1D rounds.	Engine vibration stresses hull. Hull code is -1D for 1D rounds.	Power surge destroys one ship's system. Roll 1D: 1 Communications 2-3 Sensors 4-5 Backup hyperdrive 6 Main hyperdrive
2	Minor hull stress; automatic bulkheads seal for 2 rounds. Characters may not move to different sections of the ship until pilot makes a Very Easy *computer programming/repair* roll.	Hull stress; susceptible to further damage. If the ship is damaged in the next three rounds, add +2D to the enemy's damage roll.	Hull breach; automatic bulkheads seal. Any character in breached compartment suffers 8D damage from vacuum until computer systems attach temporary seal (1D rounds). Character can attach seal manually with a Difficult *Strength* total (due to fighting the effects of the vacuum).
3	Minor Hull stress; susceptible to further damage. If the ship is damaged in the next three rounds, add +1D to the enemy's damage roll.	Microscopic Hull breach; automatic bulkheads seal. Characters may not move to different sections of the ship until pilot makes a Very Easy *computer programming/repair* roll (to open bulkheads) and a Very Easy *repair* roll to fix the breach.	Hull breach and bulkheads fail! All characters in ship suffer 8D damage from vacuum until characters attach temporary seal manually with a Difficult *Strength* total or computer system activates seal (1D rounds).
4	Shield array damaged through power fluxes. Shields reduced by -1D for 1 round.	Shield failure due to power fluxes. Shields reduced by -1D for 1D rounds and after that reduced by -1 until Easy *space transports repair* roll.	Engine vibration causes serious hull damage - reduce hull by -3D until repairs are made (Very Difficult *repair* rolls).
5	Engine vibration stresses hull. Hull code is -1D for 1 round.	Power surge overloads sensors and communications systems for 1D rounds.	Severe power fluctuations reduce shields by -2D until Moderate *repair* roll is made.
6	Engine vibration causes hull stress. Reduce the ship's Space by -1 and maneuverability by -1D for 2 rounds.	Power surge interferes with hyperdrive motivator. All *astrogation* attempts in the next 1D rounds add +10 to the difficulty.	Hull breach in cargo hold: half of the cargo is sucked from the ship into the vacuum of space.

Weaponry Mishap Table

Die Roll	Minor Mishaps	Moderate Mishaps	Catastrophic Mishaps
1	Power surge reduces fire control by -1D for 1 round.	Power surge reduces fire control by -1D for 1D rounds.	Power transfer conduit blows out. Weapon disabled until fixed (Moderate *starship weapon repair* roll).
2	Circuit flux creates erratic power flow. -1D to fire control until fixed (Easy *starship weapon repair* roll).	Circuit flux creates erratic power flow. Fire control is 0D until fixed (Easy *starship weapon repair* roll).	If weapon is a turret, it freezes in place for 1D rounds. If not, no effect.
3	Targeting computer malfunction. Weapon will only fire once per round for 1 round.	Power flux reduces damage by 3D for 1D rounds unless fixed (Moderate *starship weapon repair* roll).	Power surge reduces weapon to molten slag. Weapon destroyed.
4	Weapons misfire. Ranges halved for 1 round.	Power transfer conduit blows out. Weapon disabled until fixed (Moderate *starship weapon repair* roll).	Circuit flux creates erratic power flow. Roll 1D each round - on a 5 or 6 the weapon overloads, destroying the weapon. Requires a Heroic *starship weapon repair* roll to fix.
5	Power flux reduces damage by -1D for one round.	Targeting computer displays faulty range data. Increase difficulty of all gunnery rolls by +2D for 5 rounds.	Circuitry overload only allows weapon to be fired once every four rounds.
6	Power transfer conduit blows out. Weapon disabled until fixed (Very Easy *starship weapon repair* roll).	Targeting computer has a short. Fire control is 0D and damage is -3D until fixed (normally fixed by a solid kick to the computer linkage).	Power overflow disables 1D other weapons (pick randomly) on the ship for 2 rounds

Supply & Demand Chart

	STONE	FEUDAL	INDUST	ATOMIC	INFO.	SPACE
Low Tech						
Supply	**M/3300**	**H/3135**	**H/3135**	**M/3300**	**L/3465**	**L/3465**
Demand	H/3465	VH/3630	H/3300	M/3300	L/3135	L/3135
Mid Tech						
Supply	-/-	-/-	**M/5400**	**H/5130**	**H/5130**	**M/5400**
Demand	VL/4860	L/5130	H/5670	M/5400	M/5400	L/5130
High Tech						
Supply	-/-	-/-	-/-	-/-	**M/6000**	**H/5700**
Demand	L/2280	M/2400	VH/2640	H/2520	H/2520	M/2400
Metals						
Supply	-/-	-/-	**L/2520**	**M/2400**	**H/2280**	**VH/2160**
Demand	L/2280	M/2400	VH/2640	H/2520	H/2520	M/2400
Minerals						
Supply	**VL/1650**	**L/1575**	**L/1575**	**M/1500**	**M/1500**	**M/1500**
Demand	VL/1350	L/1425	VH/1650	H/1575	M/1500	L/1425
Luxuries						
Supply	**VL/110%**	**L/105%**	**L/105%**	**M/100%**	**H/95%**	**VH/90%**
Demand	M/100%	M/100%	M/100%	M/100%	M/100%	M/100%
Foodstuffs						
Supply	**L/1890**	**M/1800**	**H/1710**	**M/1800**	**L/1890**	**M/1800**
Demand	H/1890	M/1800	M/1800	M/1800	M/1800	L/1710
Medicine						
Supply	**VL/4620**	**VL/4620**	**L/4410**	**M/4200**	**H/3990**	**H/3990**
Demand	M/4200	H/4410	H/4410	M/4200	M/4200	L/3990

_____

Operating Gravity Well Projectors

Brief: Optional Rules to prevent targets from entering hyperspace
Source: *Wanted By Cracken* P18
Description:

To Prevent Escape Into Hyperspace

This is done by simply placing gravity wells close enough to a ship that it is virtually impossible to make the jump to hyperspace.

Firing Gravity Well Projectors

This is done in the same manner as firing weapons. The gunner picks a specific location where the gravity well will be centered. The difficulty is based on the range of the gravity well projectors (Very Easy at point blank range, Easy at short range. Moderate at medium range, and Difficult at long range). There is no die cap for scale.

If the roll is successful, the gravity well is placed exactly where the gunner wanted. If the roll misses, the gravity well is centered somewhere else. Roll on the "Grenade Scatter Diagram" to determine the direction (see page 66 of *Star Wars: The Roleplaying Game, Second Edition)*, and to determine the distance roll on the chart below.

Range Of Attack	Distance (In units)
Point-blank	1D
Short	2D
Medium	4D
Long	8D

Effects

The effect of the gravity well depends upon how far it is from an enemy starship. First, determine the distance from the ship to the center of the gravity well. Then, add the number below to the difficulty to jump into hyperspace (the *astrogation* difficulty).

Range	Difficulty Add
0-6	Ship cannot Jump to hyperspace
7-12	+30 or more to difficulty
13-18	+21-29 to difficulty
19-24	+11-20 to difficulty
25-36	+6-10 to difficulty
37-48	+1-5 to difficulty

Gravity Well Projector Limitations

While gravity well projectors are impressive weapons under the correct circumstances, they have their limitations.

Powering up a gravity well projector takes six rounds (30 seconds). A gravity projector can be turned off with no delay, but the capacitors take eight rounds to shunt the power and completely recycle, meaning that the gravity well operator must wait eight rounds before placing another gravity well without risking damaging the generator. If the gravity well operator wants to risk blowing up the generator, he can do so sooner.
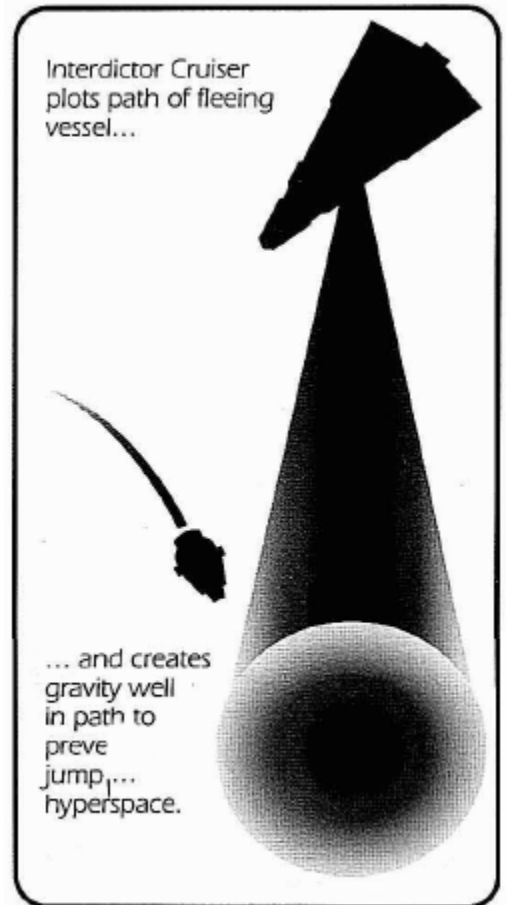
To do so, add the following difficulty modifier, depending upon how many rounds the operator waits.

Rounds	Difficulty Modifier
1	+50
2	+40
3	+30
4	+20
5	+15
6	+10
7	+5

If the roll to place the new gravity well is missed by more than five points, the gravity well generator blows out.

Moving Gravity Wells

Gravity wells, once placed, are difficult to move. To move a gravity well, the operator must make a capital ship gunnery roll, with the difficulty based on how far he wants to move the gravity well.

Interdictor Cruiser plots path of fleeing vessel...

... and creates gravity well in path to preve jump,... hyperspace.

Movement (In Units)	Difficulty
1-2	Moderate
3-4	Difficult
5-6	Very Difficult
7+	Heroic (add +10 for every additional two units)

Affecting The Interdictor Cruiser

The great energy output of the gravity well projectors also affects the movement and handling of Interdictor cruisers. For every gravity well projector being operated, apply the following modifiers: -1D to maneuverability, -1 to move. These modifiers are cumulative, so an interdictor cruiser with all four gravity well projectors operating would have -4D to its maneuverability and -4 to its move.
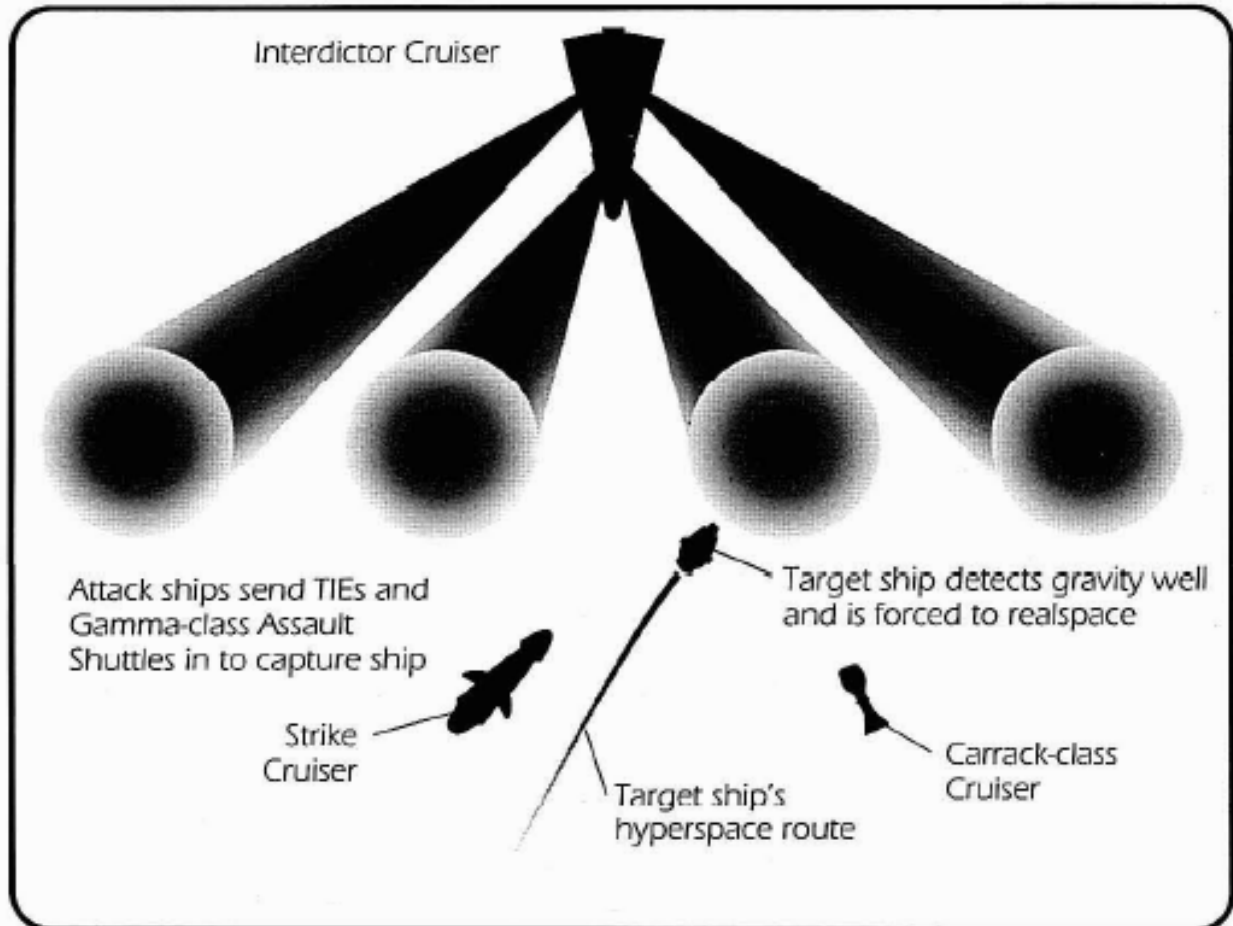
To Force Ships From Hyperspace

Tracking a ship's hyperspace vector isn't easy, and often the Interdictor cruiser's captain has to make an educated guess about where and when a target ship is going to be passing. If the information is simply wrong, for example, saying that the target ship is going to be flying to Coruscant when it is really going to Tatooine, there is nothing the Interdictor can do. However, if some of the facts are known, it is possible to bring a ship out of hyperspace.

If the captain has exact information on the ship's speed, route and destination, it is assumed that he will be able to place the gravity wells where they need to be at the appropriate time. However, if the captain doesn't have exact information, placing the gravity wells is a hit-or-miss situation - if the target ship stops and makes several layovers, or changes routes, or goes slower or faster than whoever tracked it thought it would, there is nothing the Interdictor can do.

In other words, this must be left up to the gamemaster's discretion.

However, if the trap is correctly placed, the Interdictor should have several other ships to assist it once a ship is brought out of hyperspace. When the ship is forced into realspace, the crew will in all likelihood be startled for a few moments, and it is in this period of confusion that the other ships must strike. Some ships will use blasters to render the ship helpless, while others will use tractor beams to latch onto it and prevent its escape. The Interdictor can still be of assistance by using its gravity well projectors to prevent the ship from escaping into hyperspace, as outlined in the previous entry.

Interdictor Cruiser

Attack ships send TIEs and Gamma-class Assault Shuttles in to capture ship

Strike Cruiser

Target ship detects gravity well and is forced to realspace

Carrack-class Cruiser

Target ship's hyperspace route

Phrenbi

Brief: Combative sport
Source: *The Black Sands Of Socorro* P101
Description:

The most popular recreation among the Whiphids, *phrenbi* is a combative sport that's definitely not for the faint of heart. Phrenbi is an Old Corellian game that is a contest of four teams, each trying to get the *b'rrsk* (normally a ball, puck, or rock) into an opponent's goal. Incidentally, the word b'rrsk is Old Corellian for "head." And phrenbi can literally translate to mean "decapitate: which gives a grisly view of how the sport may have originated.

The game begins with 15 to 20 players on each team, but as casualties mount a team may finish with less than 10 players. When a player is removed from the game, either for injury or because they've been thrown out for excessive malice, they are referred to as "dismissed." Replacement players are forbidden. When fewer than five players are left standing, a team must forfeit the game or bring back a dismissed player (assuming any of them are conscious).

Phrenbi is played on a circular or oval court which must be at least 137 meters long by 49 meters wide. Goal cages, or *g'riles*, are located in four equidistant arcs of the game arena. Any type of terrain is acceptable-ice, sand, grass, rock, or solidified lava flows-as long as the area is of the appropriate size.

The game has only three general rules:

1) Never touch the b'rrsk with anything but the *urran* (the playing stick).
2) Never aid the *jeboe'i* or neutral teams.
3) Teams score by placing the b'rrsk in the opposing team's goal. The winner is the team with the most goals.

Due to the erratic nature of the game, officiating referees observe via holo-monitors or from out of bounds.

The game requires no special equipment, except for a safety helmet, goggles and a 2 meter-long, transparisteel playing stick, the urran, which has a three-pronged hook at the bottom of the shaft.

Four teams vie at once for the coveted b'rrsk. However, only two teams are paired off as rivals. For example. Teams One and Two are *osk'y* (enemies or rivals) while Teams Three and Four are their jeboe'i (neutral contenders or, translated literally, thieves"). Teams One and Two can score against each other, but cannot score on Three or Four. However, they may hinder Teams Three and Four, who are vying against each other. There is only one b'rrsk, which makes for an intense game. There are two winners in each game: one from each pair of osk'y.

The action is fast, furious, and heavy on injuries, particularly when played in winterstyle fashion on the thick ice. Artificial means of gripping the ice are prohibited, although players may make use of claws and other natural digits. A single game has three quarters, each lasting for 30 minutes or until a total of 15 injuries resulting in dismissal have occurred.

Players need to reserve a court weeks in advance, although particularly ruthless games may result in an early conclusion, freeing up a court for any teams that happen to be nearby.

On some worlds, phrenbi is commonly played with long sticks, while players ride a an animal such as a bantha or an olai.

_____

Planet Generation System

Brief: Optional Rules for generating planets
Source: *Planets Collection* P8
Description:

The planet generation system is designed to help gamemasters design exciting and fun new worlds for *Star Wars: The Roleplaying Game*. The system emphasizes the creation of unusual and memorable settings for roleplaying adventures, without requiring the gamemaster to generate reams of technical data. We hope it inspires great new worlds for your adventures …

Ready To Begin

The gamemaster will need several six-sided dice, a pencil, and photocopies of the Planet Log (available on page 7 of the *Planets Collection*, and duplicated on the next page). It is also advisable to have a notebook set aside to record the ideas that come to mind.

The gamemaster can use the die charts found in this chapter to randomly generate worlds from scratch. Alternately, the gamemaster can use this rules section as a merely inspirational tool, using the descriptions and ideas herein as a baseline from which a comprehensive, detailed world emerges. The second method takes more time and consideration, but is also more satisfying.

PLANET LOG

Planet Name:
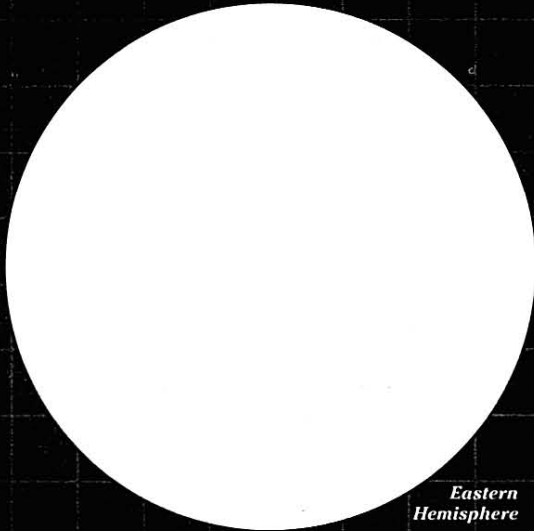
*Eastern
Hemisphere*
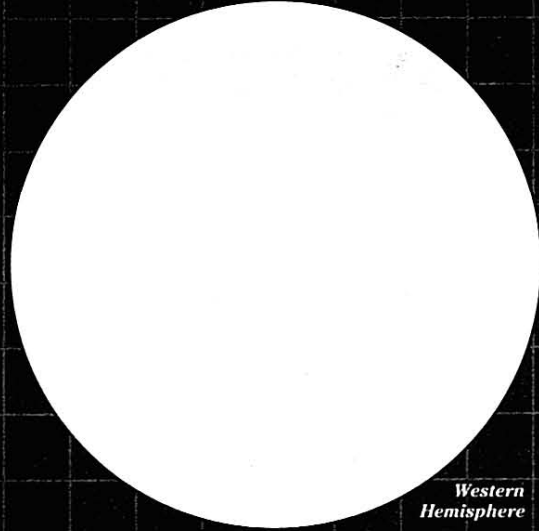
*Western
Hemisphere*

Type: _____
Temperature: _____
Atmosphere: _____
Hydrosphere: _____
Gravity: _____
Terrain: _____
Length of Day: _____

Length of Year: _____
Sapient Species: _____
Starport: _____
Population: _____
Government: _____
Tech Level: _____
Major Exports: _____
Major Imports: _____

System Name: _____   Star Name: _____

Orbital Bodies:

Name	Planet Type	Moons

Keeping It Space Opera

When dealing with a science fiction roleplaying game, it's very easy to spend too much time designing one planet. After all, from our own experience, our home world is incredibly intricate and immensely interesting and the *Star Wars* galaxy has millions of stars with worlds equally diverse and fantastic.

However, the nature of *Star Wars* necessitates hopping to two, three, four or even more new planets in the course of an adventure. This system is designed to help gamemasters generate the most important and interesting details of a new planet, and makes a number of assumptions:

- The gamemaster will only want to send players to interesting planets and systems. The odds of this game system are heavily weighted toward generating advanced or colonized planets. The civilizations of the *Star Wars* universe have been spacefaring for so many centuries that most advanced civilizations (and a lot of primitive ones as well) have been discovered and assimilated into galactic culture.
- There are isolated sections of the galaxy that offer undiscovered civilizations and other challenges, and they can also be generated with this system. They can exist for whatever reason: they are far out on the end of a spiral arm; or, they are difficult to get to because they are surrounded by as clouds, near rogue planets or subjected to huge ion storms.
- Only the system's planet of prime importance is fleshed out here. Other worlds can be developed independently, but virtually everything of interest and value is on the prime world.
- This system results in "finished concept" worlds, and doesn't spend much time explaining how a particular planet got a certain way; it just is. An explanation of the culture and history takes a few minutes to formulate, but the results are worth it.
- Completely random rolls on these charts may generate seemingly contradictory results. The gamemaster always has the option of ignoring results that are unsuitable. However, knowing the diversity to be found in the *Star Wars* galaxy, virtually any result is explainable.
- This system generalizes the type of terrain found on the planets. While few worlds have uniform terrain everywhere, this system gives one or two dominant terrain types so the gamemaster can quickly sum up the planet.
- Optional modifiers listed after some results are just that: optional. The gamemaster has every right to fudge die rolls (or just arbitrarily decide upon a result). This system is only a tool for the gamemaster to create fun worlds; the gamemaster need not be subservient to a series of charts. All modifiers are cumulative.
- If an incompatible condition result is rolled, discard it and select a compatible result.

Planet Function

Since *Star Wars* is space opera, and leans heavily toward action and strong story telling, the most important aspect to players is what can be found or explored on the planet. The following results give some indication as to what types of industries and activities are common on a particular planet. For greater diversity, the gamemaster may roll on this chart multiple times.

To determine the planet function, roll two six sided dice. Read each number separately (this is a six-sided percentile system; do not add them together for a total). This generates totals between 11 and 66. It is best to use two different color dice (say, red and blue), reading one color die before the other. For example, if you're reading the red die first, and you roll a "3" on the red die and a "2" on the blue die, your roll is a "32" (Homeworld planet).

11 : Abandoned Colony

This is a planet that was settled by another planet, a company or some other wealthy institution. Then, for some reason, the colony was left behind: the homeworld could have been struck by plague or war, or the company could have run out of money. The planet might have been evacuated (only leaving ruins), or supply ships just never arrived, in which case the colonists were on their own: they may have devolved into barbarism and anarchy.

12 : Academic

Educational institutions are what is most important to the economy of this planet. Academic worlds typically have many universities and colleges, which may be private, corporate or state run.

Options for low tech level worlds are varied: the university was purposefully established to remove students from the temptations of modern comforts. Or, the natives may have had some contact with free-traders, and have committed all of their efforts to unlocking the secrets of modern technology.

This result doesn't necessarily mean academic work towards a degree. Trade schools, institutions dedicated to unlocking the secrets of the Force (these will always be well hidden since the Emperor has made it a priority to kill Force users), and survival schools are possible options.

Optional Modifiers: +1 Starport; +1 Tech Level

13 : Administrative/Government

This world is bureaucracy at its largest. The main industry is the orderly (or at least managed) operation of a government, business, or other large institution. Imperial sector capitals often qualify for this designation, but the

homeworlds of major, galaxy-spanning corporations and institutions such as BoSS (Bureaus of Ships and Services) may also be considered administrative in nature. Low tech level planets could also be administrative, especially if the economy is directed entirely by the government.

Optional Modifiers: +1 Starport; +1 Tech Level

14-21 : Agriculture

This planet is dedicated to the production of food. The types of products can include grains, vegetables, fruits, meats, vitamins, dietary supplements, and water. Many ocean planets also rely on agriculture, through fishing or algae and vitamin farms.

Incompatible Conditions: Asteroid Belt, Artificial Planet Type; Barren Terrain

22 : Colony

This planet has been established and sponsored by another, more developed planet or corporation. Colonies are generally dependent upon the sponsor for supplies, and typically are subservient to its dictates. Colony worlds aren't independent entities, although there may be a separatist movement. Colony planets generally produce goods only for consumption by the sponsor, and thus are often prevented from developing a self-sufficient economy or acquiring significant wealth. Many colonies are devoted to agriculture and mining.

23 : Disaster

Disaster planets have gone through cataclysmic changes that have dramatically altered the world's history. The event could have been a war that used atomic weapons, a plague, an industrial accident, a collision with a large stellar body (such as an asteroid) or a dramatic change in the nature of the system's star (such as when stars balloon into red giants, incinerating all of the inner planets and drastically changing the climate of the surviving worlds).

The disaster could have occurred just a few years ago (generally making the world very dangerous), or it could have happened decades or eons ago (in which case the danger from the actual disaster may have passed, but the aftermath could be devastating).

Optional Modifiers: (If recent calamity) -3 Starport; -2 Tech Level; +3 Atmosphere

24 : Entertainment

This planet's business is show business. Holovids, musical groups and the businesses that distribute their works to the general public are dominant here. Some planets specialize in sporting events (such as swoop races), amusement parks, gambling or tourism.

25-26 : Exploration

This planet, and the whole system for that matter, has seldom been visited, until now, when the characters have arrived. Exploration planets tend to have primitive technology levels (if there are even sentient species). There are few urban areas, with the emphasis on dangerous wilderness. Lost artifacts from past ages may be on these planets, or there may simply be wandering tribes of aliens who are eager to trade. These planets may be rich in natural resources.

There may be some hint of galactic civilization in these systems, or on the planet in question perhaps a secretive trader has retired here, or fugitives may be hiding from the Empire. These locales are excellent for hidden bases, or if near important trade routes, may be a convenient stopover for independent traders.

Optional Modifiers: -2 Starport; -2 Tech Level

31 : Hidden Base

There is a base on this planet that someone wants to keep a secret. This immediately sets up a conflict for the characters, since that someone will probably hunt them down to prevent anyone else from finding out about the base.
Alliance and pirate bases are logical choices. Other options may include the Imperial military or corporate interests (possibly a weapons or biological engineering research facility). Wealthy individuals may have a private hideaway.

32-33 : Homeworld

This result means the planet is a homeworld for an established alien species. It could be Calamari (home of the Mon Calamari and the Quarren), Sullust (home of the Sullustans), or one of thousands of other homeworlds throughout the galaxy. Most of these planets have modern starports, a sophisticated trader network and a high level of technology. Almost all homeworlds of atomic tech level or higher have already been subdued by the Empire unless the characters are in unexplored regions of space.

34 : Luxury Goods

The planet produces luxury goods, such as liquor, finished gemstones (such as the Garnib crystals), spices, art or other goods. This planet may be self-sufficient, or may be devoted exclusively to producing the luxury good (which would requiring importing everything else).

35-41: Manufacturing/Processing

The inhabitants of this planet devote most of their time to manufacturing goods. The goods generally fit into three distinct categories: low tech, mid tech, and high tech. These goods may be for consumption by the planet's own residents, or they may be for export to other planets. They may be finished items, which are shipped directly to markets, or the planet may be an intermediary step, whereby the planet takes in raw materials from one planet, and then processes the material so that it can be used in the production of a finished good, which is manufactured some-place else.

Low Tech

Low tech items are simple manufactured goods, such as handiworks, native crafts, furniture, basic medi-cines and woven cloth. The goods may be mass produced in factories, or may be made individually by skilled craftsmen.

Mid Tech

More complex items are produced on this planet. Textiles, mechanical weaponry (projectile weapons), pharmaceuticals, paper goods, vehicles, and primitive versions of high tech goods, such as computers and plas-tics, can be manufactured on these planets. Assembly line factories are frequently necessary to produce these goods.

High Tech

Modern computers, blaster weapons, superhard plastics and alloys like transparisteel, polymers, chemi-cals, bioengineered life forms, advanced bio-immunal medicines, cybernetics, medical equipment, droids, vehi-cles and starships are all considered high tech goods. High tech goods almost always require advanced manu-facturing methods.

Optional Modifiers: Mid tech Planets: +2 Starport; +2 Tech Level. High tech Planets: +3 Starport; +4 Tech Level

42 : Military

This planet is an important Imperial military facility. It has one or several large bases. Sector capitals, planets near strategic trade routes, Imperial ship yards, and weapons manufacturing planets have huge military bases.

Optional Modifiers: +3 Starport; +2 Tech Level

43-46 : Mining

Mining planets depend upon the minerals and metals locked beneath the ground. These planets truly drive the Imperial economy, because without the raw materials there would be no starships or vehicles. Blaster gases are also mined, but are taken from gas giants (such as the Tibanna gas mine on Bespin).

Optional Modifiers: +2 Starport; +1 Tech Level

51-55 : Natural Resources

These planets utilize naturally occurring resources such as wood (for logging), animal skins, and glaciers ("harvested" for fresh water). Other products that could be harvested are raw materials for medicines and pharma-ceuticals, and may be either plant or animal derived. This category differs from agriculture because the products aren't food.

56 : Research

These planets are used for scientific and academic research. The world may have abundant resources, but the particular company or university may have an exclusive charter and is allowed to decide who develops the planet. Research may be for purely scientific or academic knowledge, but other planets, like Gorsh, are studied for new chemical compounds with practical applications.

61 : Service

Service planets tend to have a multi-classed social system and great wealth. The exclusive higher classes have control over the wealth and resources, and the lower classes provide services and goods to the wealthier individuals. Service planets tend toward direct sale to consumers, or may be devoted to banking, legal services, medical ser-vices, or financial markets.

Optional Modifiers: +1 Starport; +2 Tech Level

62-63 : Subsistence

A planet with a subsistence economy is working hard just to survive. There is little to send to other worlds to generate income, and if the planet has to import many goods, the debt could be staggering. Another option is a planet that depended upon one product which has lost a great deal of Its value, and as a result, unemployment and poverty have grown dramatically in recent times.

64-66 : Trade

Trade planets tend to be the most active and exciting planets in the *Star Wars* galaxy. They are blessed with being on a good trade route, and as a result, everyone stops here to sell goods, make deals and purchase goods for resale at other locations. Sector capitals, planets that produce many different products and planets with wealthy populations are often trade planets.

Optional Modifiers: +3 Starport; +2 Tech Level

Government

Government is the means by which a society determines what is permissible and what is forbidden. Governments can regulate business or corporate behavior, or even eliminate entities such as businesses. They can severely curb a citizen's rights, or be very permissive.

The following results determine what type of government has been established on this planet, but it is up to the gamemaster to determine what the government in question believes in - these categories simply detail by what means the government operates. If the gamemaster wishes to generate more variety, roll on this chart multiple times to determine secondary governments or to determine a strong influence within the prime system of government.

One thing to remember is that most planets in the galaxy are under the firm control of the Empire. This chart assumes that the planet is under Imperial control (with the notable exception of the Rebel Alliance result), although many primitive planets (feudal or stone tech levels) have been left alone simply because they offer too few resources or tax revenues to be worth the effort.

Most Imperial planets have been allowed to retain their traditional form of government, but all Imperial worlds have troops and equipment deployed to help the local population remember who is in control of the situation. Many, but not all, planets have Imperial governors who act as liaison between the Empire and the planetary government. On some worlds, the governor has assumed control (an action well within his or her authority). Particularly troublesome worlds are often subdued by Imperial military crackdowns.

To determine the government type, use the sixsided percentile system. This generates totals between 11 and 66. It is best to use two different color dice, reading one color die before the other. For example, if you're reading the red die first, and you roll a "5" on the red die and a "6" on the blue die, your roll is a "56" (Representative Democracy).

11 : Alliance/Federation

Several different groups (tribes, nation-states, corporations or whatever else - you decide) have formed an alliance. The degree of cooperation and the vitality of the alliance differs from situation to situation. Typical purposes for alliance include an improved economy, mutual defense, or the arrival of a situation so compelling that the different groups can put aside their problems to accomplish "a greater good." Betrayal is always a possibility, especially if there are other competing alliances.

12 : Anarchy

Anarchists stand for the individual and his or her rights above all else, including government. Anarchist governments could conceivably be quite elaborate, but would exist only to insure that each individual has complete freedom.

Anarchism is commonly perceived as a lack of law and order, and on many planets, that is indeed the truth.

13-16 : Competing States

Several nation-states, tribes or corporations are actively competing for control of the planet. The intensity and type of competition varies, and can range from economic competition to open war.

21-22 : Corporate Owned

This planet is owned by a corporation, trade guild or other large business interest. Most of these planets produce goods for use or resale by the parent corporation. Other corporate planets are for the pleasure and relaxation of the executives and employees - in essence, giant recreation planets. Residents are almost always employees of the corporation, and have strict guidelines and rules to follow, such as having to pay rent on corporate housing, or being required to purchase goods only from corporate retailers.

The corporation is allowed to do whatever it likes (with the agreement of the Empire, of course). Conditions on planets are widely variable, from harsh and repressive to agreeable and comfortable.

Optional Modifiers: +3 Spaceport; +2 Tech Level

23-24 : Dictatorship

Dictatorships are commanded by a single individual, such as a charismatic military officer, or an insane politician who will execute anyone. Dictatorships are almost always repressive and intolerant of divergent political, philosophical and social views.

25 : Family

The most important social organization on the planet is the family. There are a variety of possible scenarios, including a pre-tribal state, where families have little or no technology and constantly engage in warfare with each other. At higher tech levels, a small group of elite families could control the government, either overtly or through behind the scenes manipulation of the government in power.

26-31 : Feudalism

A multi-structured social system, in which important officials (nobles or royalty) are entrusted with a specific area of land. They must manage the territory, provide tax revenues to higher-level officials and make sure that the commands of these higher-level officials are carried out.

32 : Guild/Professional Organizations

The planet is controlled by a guild dedicated to the advancement of a particular occupation or philosophy. Many trade planets are run by trade guilds (see Celanon). These guilds may also control certain portions of the government, and subtly direct the kind of legislation and decisions that are made.

33-42 : Imperial Governor

This is a planet where the designated Imperial governor has taken control, either due to civil unrest, sheer ego, or belief that the previous government was inept, disloyal or unresponsive.

43-45 : Military

Military planets are controlled by either the Imperial military or a local military organization. They tend to have governments which perpetuate only the military structure, ignoring the needs and desires of the civilian populations - martial law is a way of life. Harsh, brutal crackdowns can occur with only minor provocation. Civil rights take a low priority when compared to accomplishing government goals.

46-52 : Monarchy

A type of government where absolute authority is granted to one individual, often called a king or queen. The leadership position is normally granted by heredity. Planets may have patriarchal (only male rulers) or matriarchal (only female rulers) societies.

53 : Organized Crime

A planetary or galaxy-wide criminal organization has established a government loyal to the criminal leaders. Organized crime planets are typically run so that only those who are unswervingly loyal to the criminal organization receive advancement and promotions; opponents are simply eliminated.
Organized crime may also covertly control a government by bribing or blackmailing officials, or threatening their families. These governments are typically oppressive.

54 : Participatory Democracy

Citizens vote directly on Important issues (some advanced planets have citizens vote on virtually every proposed bill).

55 : Rebel Alliance

A government that supports the Rebel Alliance and its objectives. Few planets can risk openly supporting the Alliance (Alderaan is a painful example of what happens to openly rebellious worlds), but several planets secretly shuttle funds to Rebellion coffers, or offer safe passage for Rebel agents, supplies and weaponry. Hidden Rebel safe worlds also qualify for this designation.

56 : Representative Democracy

Planets with a representative democracy have citizens choose officials, who are then charged with representing the "public interest." These type of governments can experience radical shifts in goals and policy if the population is unsatisfied with performance and threatens to remove the representatives from office.

61 : Ruler by Selection/Rite

The ruler is chosen by a series of trials, physical, mental or both. While these governments are often found on more primitive planets, advanced civilizations may use complex testing methods to determine who is most fit to govern a planet, nation or locality.

62 : Theocracy

A government run by a religious organization. Typically, the citizens are required to participate in certain religious rites and profess faith in the tenets of the religion. Theocracies may be highly tolerant of divergent views, but some are also
quite repressive.

63-66 : Tribal

Tribal governments seldom control more than a small portion of the planet. Tribes are groups of many families who have banded together for mutual survival, or who share common beliefs. Tribes are often precursors to city-states and nation-state governments, but many highly advanced and sophisticated tribal governments are found on planets throughout the *Star Wars* universe. Tribes can be nomadic, depending almost entirely upon hunting and foraging for food, or they can settle, which indicates the development of agriculture.

Sidebar:

Regulated Environments

Space stations, asteroid belt cities, domed cities and other artificial environments are called regulated environments. It is assumed that these environments are set for the most comfortable conditions for the species that built the environment, or in the case of Humans, a temperate temperature, Standard gravity, and a day/night cycle hovering abound 20-25 standard hours.

However, should there be a catastrophic disaster, the natural environment may come rushing into the facility, or things such as oxygen reprocessors or repulsorgrav generators may fail. ff the regulated environment is a domed city or a construct within a gas giant, the immense gravitational forces and atmospheric pressures may cause the facility to collapse. Filters could fail, releasing all kinds of toxins into the environment. While accidents should be rare, the potential for disaster is enormous.

Sidebar:

Tide Lock

Tide locked planets are trapped with one half of the planet continuously facing the sun and the other facing out into space. They cannot rotate, and thus there is no day/night cycle. These planets are almost always uninhabitable, but there are exceptions (some planets have a habitable zone on the boundary of the night and day sides). If a planet is tide locked, ignore the effects of axial tilt.

The same side of the planet faces the sun at all times.
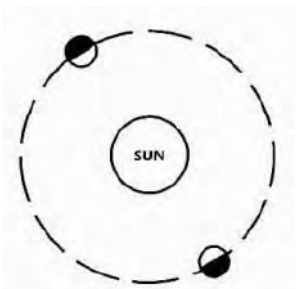
Sidebar:

Planetary Weather

Meteorology is one of the most difficult of the sciences to understand, simply because there are so many factors involved in determining the weather of a plane!. Weather is defined as any type of wind or precipitation, whether is in the form of rain, sleet, ice, ice shards, or something even more exotic.

In general, weather fronts are created by the spin of the planet and the mixture of different temperature air masses (such as when cool air from a great water body collides with warm air from the interior of a continent). Weather can be amplified by the presence of satellites, an unusual planetary orbit (such as elliptical), local geographic conditions (there tends to be more rain when a weather front hits a mountain chain, since the clouds must lose moisture in order to rise above them) and the effects of galactic civilization (climate control is used on many advanced planets)

Precipitation might be measured in centimeters per year, or even meters per day, depending upon the amount of moisture in the air and climate. The strength of winds might be barely noticeable, or so strong that buildings must be securely anchored or they will be blown over.

The scope of this work doesn't allow for detailed weather mechanics, but with all of the options available to gamemasters, the sky's the limit.

Planet Type

The following table determines the basic type of world that the civilization in question has developed on. Roll 2D and find the results below.

2-9 : Terrestrial

The planet is a typical ball of rock and metals orbiting a sun. Most terrestrial planets have atmospheres, and many have developed life. Move on to the "Terrain" section below.

10 : Satellite (Normally Gas Giant)

This world is a moon orbiting a gas giant (much like Yavin Four as seen in *Star Wars: A New Hope*). Since there is a civilization here, it probably has a breathable atmosphere and supports life, or there were important resources too valuable to pass up. Move on to the "Terrain" section below. Satellites are almost always tide-locked to the gas giants they orbit. Read the sidebar labeled "***Tide Lock***".

11 : Asteroid Belt

Asteroid belts are either the remnants of planets shattered by collisions with large stellar bodies or merely portions of stellar material that never coalesced into a planet. Settled asteroid belts are often rich in minerals and metals, and their small size prevents them from supporting an atmosphere. Most asteroid belt civilizations are either subterranean or have sealed and probably domed buildings built on the surface. Since asteroids are naturally airless, civilizations require regulated environments. Read the sidebar labeled "***Regulated Environments***" and then move ahead to the section labeled "Starport." Asteroid belt settlements required a tech level of atomic, information or space to be established (if the settlement was abandoned, the civilization may have devolved and lost tech levels).

Optional Modifiers: -2 Population (initial roll only)
Incompatible Conditions: Agriculture, Homeworld Planet Function

12 : Artificial

Artificial results indicate orbiting space stations domed cities built on planets with toxic atmospheres, and great floating complexes built in gas giants (such as Cloud City). All artificial settlements need some means of sustaining themselves (such as huge repulsor engines to keep Cloud City aloft, or sealed domes to keep the toxins out of the city). Since artificial planets require a regulated environment, read the "***Regulated Environments***" sidebar and then skip to the section labeled "Starport." Artificial settlements require a tech level of information or space.

Optional Modifiers: -2 Population (initial roll only)

Sidebar:

Seasonal Changes

The seasons on a planet are caused by the amount of axial tilt. If the planet's axis of rotation is perfectly "vertical" (perpendicular to the plane of its orbit) there are no seasons, and the temperature is constant year round. However, there will still be temperature changes due to weather.

However, if the axial tilt isn't "vertical," the planet experiences seasons. The greater the degree of tilt, the more extreme the seasonal change. Planets with a high degree of tilt experience extreme seasons. One side of the planet will have brutally cold winters, with continual darkness. At the same time, the opposite side of the planet will experience a sweltering summer and continual sunlight, with temperatures well above boiling. As the planet circles the sun, there will be a brief period of moderation, and then the side of the world that was previously locked in the grip of winter is now exposed to searing sunlight and the side that was experiencing a deadly summer is now exposed to the cold and dark of space. As the planet swings back around the sun, there again is a brief moderate period, before the planet returns to the seasons originally described.
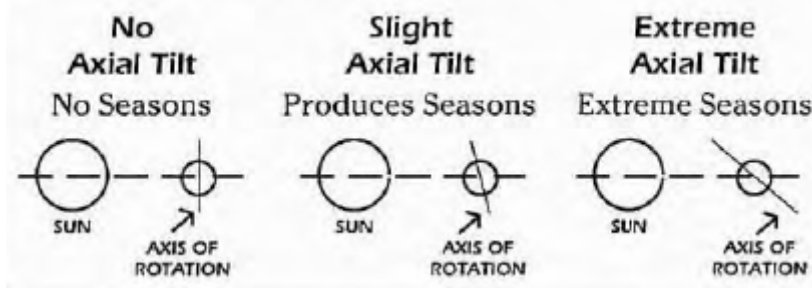
Sidebar:

Elliptical Orbits

Some planets orbit their star in unusual orbits, with one part of the orbit coming much closer to the sun than the rest of the orbit. These elliptic orbits account for huge seasonal variations, and the lengths of seasons are not equal. In extreme situations, the planet is locked in a deadly cold winter for years at a time, but as it swoops in close to the star, the planet quickly thaws and life returns, all within the span of a few weeks.
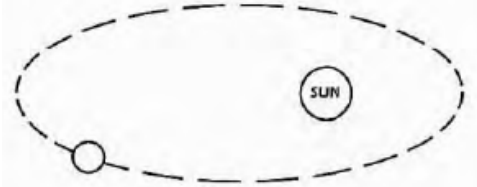
Terrain

The gamemaster must determine the dominant terrain for the planet. There can be many different types of terrain on a planet, but the dominant terrain is the one that the characters will interact with most often. Diverse planets may have several major terrain types. Additionally, the planet's terrain may be a combination of types (such as mountainous forest).

While these classifications provide basic information as to the terrain types, the gamemaster must customize them to match the unique nature of the planet. Each terrain entry has a listing of compatible conditions, which is where these terrain types are most likely to be found. Some terrain types also have incompatible conditions, where they will seldom be found. If a quality isn't listed (such as a Moderate Hydrosphere, for example), the conditions are neither particularly favorable for the terrain, nor do they preclude the existence of the terrain type. If the gamemaster rolls incompatible terrain results, he may opt to discard the results, or reason through a really unusual situation that allows this result (this is the most entertaining option).

To determine the terrain type, roll on the sixsided percentile system.

11 : Barren

Barren planets are typically Arid, possibly with hostile atmospheres. The ground is extremely hard, dry and is hostile to most forms of life. There may be large rocks on the surface or embedded in the rock hard ground. Minerals and metals may be found. Barren planets are predisposed to unbreathable atmospheres.

Compatible Conditions: Arid, Dry Hydrosphere Incompatible Conditions: Moist, Saturated Hydrosphere
Optional Modifiers: -2 Population (initial roll only); +3 Atmosphere

12-13 : Cave

The planet is dominated by an immense network of caves running throughout the crust. These caves are often caused by volcanic activity, and if the activity is ongoing, areas can quickly become dangerous as lava and toxic gases return to fill the caves they created. Cave planets almost always have Type II atmospheres.

Example: Sullust
Optional Modifiers: +2 Atmosphere; -2 Population (initial roll only)

14 : Crater Field

Crater fields can occur in virtually any other type of terrain, and they are the result of continuous impacts from meteorites, resulting in huge cratered areas on the planet. The impacts could have ended millions of years ago, or they may still be ongoing. Large enough meteors could cause significant climate changes on a planet by throwing huge clouds of soil into the air or causing earthquakes. Planets with light gravities are favorable for crater fields.

Example: Essowyn
Incompatible Conditions: Thick atmospheres

15-16 : Desert

Deserts are typically found on dry and arid planets, and support only a minimum of life due to a lack of moisture. Deserts can be found in any temperature zone. Warm desert areas can be very dangerous because travelers can easily become dehydrated (an exposure suit will prevent dehydration).

Example: Tatooine
Compatible Conditions: Arid, Dry Hydrosphere
Incompatible Conditions: Moist, Saturated Hydrosphere

21-24 : Forest

Forests occur most commonly in temperate zones, but they can also occur in very cold or warm areas. If they receive a great deal of precipitation in tropical areas, they are called rain forests. Forests may be active year round, or may be seasonal (most of the plants go into hibernation during cooler seasons). They generally receive ample rainfall.

Example: Endor

Compatible Conditions: Moderate, Moist Hydrosphere; Hot, Temperate, Cool Temperature
Incompatible Conditions: Arid Hydrosphere; Frigid, Searing Temperature

25-26 : Glacier

Glaciers are huge, frozen sheets of ice that can be several kilometers thick. Icebergs are chunks of glaciers that have been broken off and now float in oceans. Glaciers grind the land beneath them, constantly reforming it. Glaciers can occur on land, or above ocean.
Example: Hoth
Compatible Conditions: Moist, Saturated Hydrosphere; Cool, Frigid Temperature
Incompatible Conditions: Arid, Dry Hydrosphere; Searing, Hot, Temperate Temperature

31-32 : Jungle

Jungles are any area overgrown by plant life, and often include low-lying wetlands that support many forms of plant and animal life. They are often warm at least a substantial portion of the local year. The ground can be moist or dry. They are excellent incubators for life, from plants to insects and animals. They require ample water, but can be warm or cool.
Example: Veron
Compatible Conditions: Moderate, Moist, Saturated Hydrosphere; Searing, Hot, Temperate Temperature
Incompatible Conditions: Arid, Dry Hydrosphere; Cool, Frigid Temperature.

33-34 : Mountain

Mountainous planets have been (or still are) home to a great deal of geologic activity. The mountains can range from small hills (under a kilometer tall) to huge peaks several kilometers tall. Depending upon the planet's atmosphere, plant life, and soil, mountain areas can support a variety of plant forms from trees to grasses. Peaks of mountains on temperate and cold planets may be snow capped. Snow capped mountains can be quite dangerous because of avalanches.
Example: Ryloth
Incompatible Conditions: Saturated Hydrosphere

35-41 : Ocean

Ocean planets are dominated by huge bodies of water or other liquid. The oceans can be very deep, or merely large and shallow, depending upon whether or not geologic activity has created great mountainous regions (islands are often the peaks of small mountains that emanate from the ocean's floor). These planets may be searing to frigid, although frigid oceans will often be covered by huge glacial sheets of ice.
Example: Baralou
Compatible Conditions: Moderate, Moist, Saturated Hydrosphere
Incompatible Conditions: Arid, Dry Hydrosphere
Optional Modifiers: -1 Population (initial roll only)

42-44 : Plain

Plains areas are simply huge, flat expanses of life, typically supporting grasses and bushes as primary forms of plant life. Grasslands can be found in virtually any hydrosphere and temperature range, but they are most common in tropical and temperate dry regions. Very cold, dry grasslands are often called tundra, and very warm, dry grasslands are often called savannahs.
Example: Celanon
Compatible Conditions: Dry, Moderate, Moist Hydrosphere; Hot, Temperate, Cool Temperature
Incompatible Conditions: Arid, Saturated Hydrosphere; Searing, Frigid Temperature

45-46 : Plateau

Plateaus are large sections of mostly flatland
that are elevated above other portions of nearby land. They typically occur in the interior of continents. On a plateau, virtually any type of terrain can be found.
Incompatible Conditions: Saturated Hydrosphere

51-52 : Urban

This result means that most of the planet is covered by artificial constructions, typically huge city sprawls. This is indicative of a very high population, and most so-called urban planets concentrate on trade, manufacturing or administration. Agriculture can sometimes be conducted in huge hydroponics factories, or beneath the surface if the plants don't require sunlight (typical of mosses and fungi). Urban terrains can be layered on top of most other terrain

conditions, such as plateaus, mountains, and plains. In addition to habitable cities, urban results may indicate huge factories and relining facilities.

Aside from buildings, many urban settings will have extensive cultivated areas for agriculture. This classification can include any developed area that isn't wilderness.

Example: Kari (see *Galaxy Guide 6: Tramp Freighters*)
Optional Modifiers: +1 Population (initial roll only)

53-61 : Wetlands

Wetlands are moist low-lying wet areas, and play a vital role in most eco-systems. They can take the form of ponds, marshes, or swamps, and support bushes, trees, grasses and many different forms of life.

Example: Gorsh
Incompatible Conditions: Arid, Dry Hyrdosphere; Frigid, Searing Temperature

62-63 : Volcanic

Volcanoes and lava pools cover the planet, indicating a very high level of geologic activity. Volcanic planets often have high levels of ash and toxic gases in the atmosphere, and the lava, of course, is very dangerous. However, these planets often have high quality metals in their crust. Volcanic planets often have hazardous atmospheres.

Incompatible Conditions: Type I atmospheres
Optional Modifiers: -2 Population (initial roll only); +3 Atmosphere

64-66 : Special Terrain

These are unusual terrains that demonstrate the incredible versatility of the *Star Wars* universe. These terrain types can also explain seemingly contradictory terrain rolls. What follows are some examples:

- Crystal forests and fields. The crystals may be immensely valuable, or merely scenic. They may also be a hazard if they magnify incoming sunlight, possibly blinding careless travelers.
- Planets with ammonia oceans, where the land masses are actually rock-solid ice fields. This type of condition requires very low temperatures and often has a Type IV atmosphere.
- Underground forests, found in great subterranean caverns. The trees and bushes derive most of their energy from the geothermal energy released by the interior of the planet.
- Huge canyons cover the planet.
- A planet where most of the water is trapped on high plateaus, and the lowest sections of the planet are actually parched deserts.
- Planets like Kashyyyk, with several distinct "bio-levels," where the type of creature and its behaviors is distinctly different based on the altitude. This can be accomplished through use of mountains, huge trees, or even planets where there are many lighter than air gases and many flying and gliding creatures have internal bladders for constant lift.
- Planets that are covered with toxic and radioactive pools. They may have been mining planets that were just tapped out and converted to waste dumps. Whole new lifeforms (and hardy ones at that) could evolve in these conditions.
- A planet with an unusual substance that mixes with water, turning into a jellied goo at temperatures up to 80 degrees Celsius. In warmer seasons, there are huge flowing oceans oft he muck, while in winter, the goo hardens, expands and covers much of the planet (much like a hot-weather glacier).

Temperature

This classification represents the average temperature on the planet's surface. Most planets have several varying temperature bands, from the coldest (polar regions) to warmest (equatorial region). The "true" temperature of an area can be altered by local geographic features. Seasonal changes also greatly alter temperature (see "***Seasonal Changes***" sidebar). Some planets are trapped in what is called tide lock (see "***Tide Lock***" sidebar). Still other planets have elliptical orbits (see "***Elliptical Orbits***" sidebar).

All of these possible combinations give the gamemaster a great deal of diversity and choice when designing the planet. These special results are not incorporated into the random tables so that the gamemaster can choose exactly which effects are most useful. Roll 2D to determine the average temperature.

2 : Searing

Searing planets average 60 degrees Celsius or more, and are hostile to most life forms, although standing bodies of water are possible as long as the average temperature isn't near the boiling point (100 degrees Celsius). Most civilizations will tend to cluster near the more moderate polar regions or underground.

3-4 : Hot

Hot planets average between 30 and 56 degrees Celsius, and while generally uncomfortable, are not nearly as hostile as searing planets.

5-9 : Temperate

Temperate planets average between -5 and 29 degrees Celsius, and are in the most comfortable temperature bands for Humans and other life forms.

10-11 : Cool

Cool planets average between -20 and -4 degrees Celsius. Most cool planets do not support a huge number of life forms, but life can still adapt to planetary conditions. Plant life may be common if it contains compounds that prevents vital water-based fluids from freezing.

12 : Frigid

Frigid planets average -21 degrees Celsius or less, and are often inhospitable. If the hydrosphere is Temperate, Moist, or Saturated, the planet may be covered with ice glaciers.

Gravity

Star Wars: The Roleplaying Game uses four classifications to indicate the gravity of a world. As indicated before, most regulated environments will have a gravity of Standard.

Zero Gravity

Asteroids, comets and other very small stellar bodies have effectively zero gravity, which also eliminates the possibility of an atmosphere (barring the use of technology, such as energy screens). Space stations that lose power may also lose their repulsorgrav generators, effectively throwing the whole station into a zero gravity situation.

In zero gravity, things and beings float unless thrust is somehow provided. On the other hand, once something begins moving, it doesn't stop until something else stops it (such as a collision with a wall). The applies for vertical, horizontal and even twisting movement since there truly is no "up" or "down."

Characters in zero gravity can float up to five meters per round and have no control over direction unless they have something to push off against, in which case they float 10 meters. Increase the difficulty of all *Dexterity* or *Strength* checks by 2 (excluding checks to resist damage). Combined actions are not possible. Characters attempting full *dodges* will smash into any object in their path (taking 3D stun damage). Each *dodge* counts as two actions. Characters will be able to control their direction of flight by firing blasters or projectile weapons as a means of propulsion, but this requires a Moderate *Mechanical* roll to control direction. Similarly, characters who fire weapons in combat will be pushed away unless they are braced against a wall.

2-4 : Light

Planets with light gravity allow characters to lift heavier objects, but also throws off physical coordination. They also allow easier movement. There are few inhabited planets with light gravity.

In very light gravities, the gamemaster may want to use the following optional modifiers: +1D bonus to all *Strength* actions (except for resisting damage); -1D penalty for all *Dexterity* actions.
Optional Modifiers: +2 Atmosphere

5-11 : Standard

Standard gravity is that which is most common on Imperial worlds, and therefore most comfortable for most species. Standard gravity includes several gradients of true gravitational pull, but is placed within this convenient grouping.

12 : Heavy

Heavy gravity planets have a much stronger pull than normal, the effects of which can be merely inconvenient or crippling. Planets with very heavy gravity may make a person's body so heavy that they cannot move. There are few planets with heavy gravity, and most of them are just barely beyond the Standard gravity classification. On these "barely heavy" gravity planets, even walking counts as an action (it is not "free movement").

Gamemasters can use the following optional modifiers for slightly heavier gravity planets: -1D to all *Strength* and *Dexterity* actions (except for resisting damage). Characters must make a minimum of a Moderate *stamina* check after every minute of heavy exertion, although checks may be made more difficult or frequent at the gamemaster's discretion. Characters who fail these *stamina* checks must rest for a double the amount of time they were active or suffer a -3D penalty to all actions except resisting damage in combat. Additionally, when the character suffers damage from collisions or falling, increase the damage by a minimum of 1D.
Optional Modifiers: +2 Atmosphere

Atmosphere

Most stellar bodies of significant size have atmospheres (some planets have had their atmospheres ripped away by a near pass with a rogue planet or some similar cataclysm). Gas giant atmospheres are often composed of methane, ammonia, and various hydrocarbons (Type IV), although a very small number of gas giants have been discovered with a breathable atmosphere within a limited biozone (Bespin being the prime example). Imperial bureaucrats use a very simple classification system for atmospheres. Most ship sensors can determine the type of atmosphere with sensors. However, sensors are not perfect, and may miss trace elements that can be harmful to the ship's inhabitants, so the results of a sensor scan should never be taken at face value. To randomly determine a planet's atmosphere, roll 2D and check the result below.

None

This planet has no appreciable atmosphere and a space suit is required simply to survive on the world. Planets without an atmosphere typically have much greater temperature variations because there is no atmosphere to disperse solar energy (on the sun side) or retain heat (on the night side). Characters exposed to the vacuum of space suffer 4D damage the first round of exposure, and increase the damage by +2D for each additional round in the vacuum.

2-9 : Type I (Breathable)

A Type I atmosphere has a proper mixture of oxygen, nitrogen and other gases so that Humans and comparable species can breath it unassisted. These atmospheres may have contaminants that over the long term have a detrimental effect.

Planets with a Type I atmosphere will have life or at least had life recently.

10 : Type II (Breath Mask Suggested)

Type II atmospheres can support life without use of a breath mask, but either due to too much or too little atmospheric pressure or oxygen, or unusual gases or contaminants, it is recommended that a breath mask be worn. Without a breath mask, detrimental effects, such as slowed reactions, reduced brain activity, poisoning, or a myriad of other effects can begin to occur within just a few hours of exposure. Many alien species can comfortably breathe Type II atmospheres without having to resort to breath masks.

Planets with a Type ll atmosphere will have life or at least had life recently.

11: Type III (Breath Mask Required)

Type III atmospheres are unbreathable without a breath mask, again due to a number of possible characteristics. The atmosphere could be highly poisonous, or simply not have enough oxygen to breathe. Characters without breath masks can begin to suffer detrimental effects immediately. A small number of alien species (and certainly native creatures) will be able to breath these atmospheres unaided.

Type III atmosphere planets frequently support life.

12 : Type IV (Environment Suit Required)

Type IV atmospheres are not only poisonous, but they are so reactive that they will cause injury to persons who are exposed to it. Environment suits, space suits or life-support equipment is required to venture through the atmosphere, or characters will suffer burns and other grievous injuries. If the planet is Frigid, a thermal suit may be necessary. These atmospheres may also be flammable or highly explosive. The gamemaster must customize the effects of the hostile atmosphere.

Hydrosphere

The hydrosphere represents the amount of moisture on or near the surface of the planet. Water is not necessarily the only liquid that can be found. The water may have a high concentration of another substance that makes it unfit for consumption, or the liquid might merely be water-based, but have other components that make it a different compound. More exotic options include huge lava lakes (on planets with plenty of geologic activity), or deadly ammonia seas (on extremely cold planets). Roll 2D.

2 : Arid

The planet is 85-100 percent covered by land. The planet has very little or no standing liquid, and there probably is very little moisture in the atmosphere. There may be large lakes and seas, but there are no great oceans. Much of the planet will probably be desert.

3-4 : Dry

The planet is 50-84 percent covered by land. The planet has some standing liquid, and the land is probably a mixture of desert, dry plains, tundra, or other terrain types not requiring a great deal of water.

5-9 : Moderate

The planet is 15-49 percent covered by land. The planet has large oceans and probably a well developed river network, especially if the planet has large hills and mountains. There are probably many different terrain types.

10-11 : Moist

The planet is only 5-14 percent covered by land. Most of the planet is covered by water or another liquid, and the few land masses that do exist are wet. Bogs and swamps are common.

12 : Saturated

The planet is only 0-4 percent covered by land. Land only takes the form of islands, which may again be bogs, or swamps. Oceans dominate the terrain.

Length of Day

The length of day for most terrestrial planets not subjected to tide lock or another extreme condition is in the range of 18 to 36 standard hours. Even though tide-locked planets do not have days, it is useful to determine what a likely day length would be so that the length of the local year can be determined. To determine this total, roll 1D:

- If the result is 1-2, roll 2D and it to 10 for a total number of hours.
- If the result is 3-4, roll 1D and add it to 20 for a total number of hours.
- If the result is 5, roll 1D and add it to 25 for a total number of hours.
- If the result is 6, roll 1D and add it to 30 for a total number of hours.

Satellite planets may have days several dozen hours long (as long as it takes the satellite to orbit the gas giant). The local year depends upon the orbit of the gas giant and may be several standard years long.

Length of Year

A simple die roll will generate a suitable total since so many different factors are responsible for the determining the orbital radius and speed of the planet. The total can be increased or decreased by a few days to make the total unique compared to other planets.

To determine this total, roll 2D of different colors. Read the results below and the total of the two numbers equals the length of year in local days:

First Die

Multiply the number x15

Second Die

1	75 local days
2	150 local days
3-4	225 local days
5	300 local days
6	375 local days

Sentient Species

The gamemaster should determine what alien species are on the planet in large quantities. Humans are among the most diverse species in the galaxy and can be found almost everywhere, but other species such as Oevaronians, Duros, Gamorreans, Ithorians, Rodians, Sullustans, and Twi'leks are also known to colonize and reside on many different planets. If the planet is similar to a species' preferred climate, or there is plenty of work to be found, other species may be encountered as well. The planet may have a native sentient species, designated by an (N) on this line of the planet log.

Gamemasters must take a few moments to design the native sentient species, bearing in mind the kind of environment the species evolved in. He should decide their biology, culture, history, how galactic civilization changed their society, what common occupations they have and what their personalities are like.

Starport

The Imperial Space Ministry has five different classifications for starports. For random determination of the starport, roll 2D and find the result on the chart below.

2 : Landing Field

There may be a flat space on the ground for ships to land. There is no control tower (there may not even be other starships on the planet). Fueling and repair services are probably unavailable at any price.

3-5 : Limited Services

This is typically a simple landing field, but there is at least a control tower to prevent collisions between ships in the planet's airspace. There may be maintenance sheds for rent. There may be fuel for sale, but other important supplies are unavailable.

6-8 : Standard Class

The starport is fully-staffed and equipped. Restocking services are available, and there is a small shipyard for minor repairs and modifications. Prices for repairs and modifications can be up to double normal prices, and take twice as long to accomplish.

9-11 : Stellar Class

This type of starport can dock and service almost any class of ship. There are probably several shipyards in the immediate area, and they can handle major repairs and modifications. There is almost always an Imperial Customs office on site.

12 : Imperial Class

Modern and luxurious ports with complete storage and maintenance facilities, and a large number of landing fields and docks. A complete menu of services and luxuries are available for the ship and its crew. Important merchants have offices at the starport. The shipyards are capable of rapid repairs and modifications. The Imperial Customs office is well staffed.

For more information on starports, see *Galaxy Guide 6: Tramp Freighters*.

Population

This figure represents the total sentient population on a particular planet. For random determination, roll 1D and use the chart below.

1   Population is 1-999
2-3   Population is in the thousands
4-5   Population is in the millions
6   Population is in the billions

Once the basic range is established, roll 1D to determine whether the population is in single numbers, tens or hundreds for that category.

1-2   Population is in singles (1-9)
3-4   Population is in tens (10-90)
5-6   Population is in hundreds (100-900)

To determine the exact number, roll 1D to determine if the number is 1-5 or 6-9. It is recommended that the population only be determined for two significant figures (i.e., only roll the first two numbers).

1-3   Number is between 1-5 (roll 1D, ignoring 6)
4-6   Number is between 6-9 (Roll 1D, ignoring 5 and 6, and add five)

It is recommended that the gamemaster not allow populations over 100 billion. Any population over 10 billion is very likely to be an urban terrain planet, with a standard class or better starport and an industrial level or higher tech level.

Example: The gamemaster wants to randomly determine the population of a planet. He rolls 1D getting a result of "3" (the population will be in the thousands).

A second die roll yields a result of "5" (the population is in the hundreds of thousands).

To determine the exact number, the gamemaster must first roll the first significant figure. A roll of "1" tells him the number is between 1 and 5, and a second roll of "3" tells him the first number is 3, for a first number of 300,000.

To determine the second significant figure, a roll of "5" tells him the number is between 6 and 10. To get the specific number, he rolls 1D and adds five, ignoring a 5 or 6. He rolls a "1", and by adding 5, gets a total of 6. This makes the planet's population 360,000.

Tech Level

The level of technological achievement is important in determining what goods the planet can manufacture, as well as what they are likely to be interested in purchasing. Few planets fit directly into one of these classifications.

This classification system, utilized by Imperial bureaucrats, represents the typical level of technology to be found on the planet, but there may be areas where individuals have developed or somehow acquired more advanced technology. Planets with no sentient inhabitants are considered Stone level by default. Roll 2D.

2 : Stone

Stone level civilizations have loosely-knit cultures and the basic social unit is likely to be the tribe. The society makes and uses stone tools and may have developed primitive agriculture. These people do not understand the concept of money, so trade will be by barter. There is no transportation network.

3 : Feudal

Feudal planets have a more complex social structure and have begun to produce primitive manufactured goods. They have learned primitive mining and ore-processing techniques. Transportation is normally by ship or caravan.

4 : Industrial

Industrial planets are beginning to understand mass production, and have established more complex political and social structures. Windmills, waterwheels, wood or coal furnaces will be used to generate energy. These planets typically want to acquire knowledge to help improve their technology. Motorized transportation, projectile weapons and the beginnings of mass communication are common.

5 : Atomic

Atomic planets have advanced, large-scale production of goods. They will be very interested in new technologies. More advanced alloys and plastics become available. Space travel is in its infancy. Established industries, such as transportation, communications, medicine, and business, quickly progress and grow.

6-7 : Information

Sophisticated communications, such as computers and satellites, become readily available. Industry becomes more efficient, mechanization is very common, and the precursors of droids appear. Energy weapons are beginning to be discovered, in-system space travel is common and colony ships to other planets are a distinct possibility. Repulsorlift may be developed. Natural resources may become scarce.

8-12 : Space

This is the stage of most planets within galactic civilization, and is characterized by hyperspace travel, droids, blasters, and highly efficient industry. Planets at this level are often integrated into the galactic economy, and produce many goods for export, but also import many goods.

For more information, see *Galaxy Guide 6: Tramp Freighters*.

Major Imports and Exports

This should be chosen by the gamemaster only after considering the government, tech level and planet function as a whole. The gamemaster must decide what the planet produces for its own consumption, what it ships to other planets and what it must purchase from other planets. The whole galactic economy is built upon the fact that most planets specialize in producing certain goods and must import goods from other planets for survival.

Imperial bureaucrats group goods within eight general categories. Within these categories, planets may export or import only a few products. The categories are: low, mid, or high technology, metals, minerals, luxury goods, foodstuffs and medicinal goods. For more information see page 16 of *Galaxy Guide 6: Tramp Freighters*.

System / Star Name

Generally, the system and the star are named after the most important planet of the system.

Star Type

The gamemaster should determine the type of star for the system. White, yellow-white, yellow, orange, and red stars could conceivably support habitable planets (yellow and orange are most likely). White dwarfs (which were once red giants) may have once supported habitable planets, but they were burned when the star became a red giant. Binary stars can support habitable planets, and although rare, this is not impossible, as Tatooine shows. This is possible if the stars are close enough to each other so that the planet orbits both stars, or the stars are so far apart that the planet can orbit around only one of the stars (this will almost always be the case). Trinary stars could also support habitable planets, but this is even less likely.

Other Planets

The gamemaster, at his option, can elect to detail the rest of the system. This is a matter of choosing the types of planets and their names, and provided you don't start explaining the detailed astrophysics of the system, odds are likely no one will complain.

In general, terrestrial planets will occupy the inner orbits of the system. Next will be the gas giants, possibly followed by frozen rock planets.

Gas giants will be the only planets capable of supporting habitable satellites. Most satellites for terrestrial planets will be little more than hunks of frozen rock and ice, although they could be a large "companion" satellite. Gamemasters can list other planets on the Planet Log. Moons of particular importance can be listed after the planet they orbit (in the text, listed moons are *italicized.*).

Designing Lifeforms

One of the final steps in designing a planet is deciding the lifeforms that inhabit it. However, for game purposes the gamemaster will never need to completely define the biosphere.

When designing lifeforms, it is most important to remember the relationship the lifeform will have with other organisms in its environment. The following general concepts should help you develop interesting and unusual lifeforms.

Life

Animals are life forms that must secure food already organized into organic (carbon-based) substances. In other words, they generally cannot derive their sustenance from sunlight or soil, but rather must hunt down plants and other animals.

Plants are lifeforms that manufacture their own food from inorganic substances. Often they draw energy from sunlight and nutrients from soil; in nutrient poor environments they may consume other plants and animals.

Bacteria are single-celled life forms. They can be both useful and harmful to other life forms.

Viruses are pure genetic material wrapped in a protein coating. When a virus is introduced to a new life form, it replaces the host's genetic material and starts replicating itself, spreading throughout the host.

Relationships

Commensal relationships are ones in which one organism coexists with another. The first organism derives some benefit from its coexistence, while the second organism is neither harmed nor benefits from the relationship.

Parasitic relationships are ones in which one organism coexists with another. The first organism derives some benefit from the relationship, while the second organism is harmed, but not killed, by the relationship.

Predator relationships are ones where the first organism benefits from the second organism, but also kills it, meaning that the predator must continually hunt down new forms of prey.

Symbiotic relationships are ones in which two organisms coexist, and both of them benefit from their association with the other organism.

Intelligence

Non-intelligent organisms are controlled by their genetic code and the nature of their environment. They are merely reactive.

Physical reflex organisms respond to external stimuli in variable ways. This is not a cognitive process, however, but a pattern of innate and learned response to external stimuli. For example, these creatures back away from hot objects after they are burned. They cannot learn in advance that "hot is bad," for example.

Emotional reflex organisms can feel content, sad, and other emotions on a rudimentary level. They do not literally think "I am sad," but instead respond with behavior modification when things are going well or poorly. These creatures can challenge for a mate, battle for territory, "feel" hungry, or get angry when they haven't eaten.

Associative thought organisms can associate one occurrence or action with another one. This allows for learned behaviors. For example, a hungry animal can chose to wait to hunt until nightfall because it has learned to associate nightfall with better chances of success when hunting. These creatures can feel loyalty, hurt, angry, loss, remorse, or happiness to the same levels as more intelligent creatures, but cannot grasp ephemeral ideas like love and war. There is no "good versus evil" for such creatures; they only understand "beneficial to me" and "harmful to me."

Sentient organisms are the highest state of intelligence known in the *Star Wars* galaxy. The organism has the ability to imagine, dream, divine the consequences of events based on past experiences and gauge the probability of future success given previously acquired knowledge. Emotions can be tempered, instilled, altered. The culture of such beings can define things like good and evil in esoteric ways. These creatures can invent new things, create and test theories, or develop artificial worlds with no basis in real experience. True sentience is a rare development.

The Details

Within this framework, virtually every social relationship between any form of life can be defined. Once the situations are defined, the gamemaster can define how the lifeform moves, any unusual attacks or defenses, the lifeform's social structure and needs, and other factors.

For more information on the nature of lifeforms, see *Star Wars: The Roleplaying Game, Second Edition* and pages 3 and 4 of *Galaxy Guide 4: Alien Races.*

_____

Ringali Nebula

Brief: Rules for random ship encounters
Source: *The Far Orbit Project* P65
Description:

The Ringali Nebula

The Ringali Nebula is a thick, barely navigable cloud of gases and charged particles that is avoided by commercial freighters and passenger ships.

The nebula is a hyperspace navigation hazard, avoided by all publicly charted hyperlanes. The Imperial military has charted some cross-nebula lanes, used for rapid deployment and hidden military facilities. Cross-nebula hyperlanes can cut three to six hours off a Ringali Shell crossing.

In the thickest section of the Nebula, no hyperspace travel is possible; the Nebula's mass acts as a barrier to hyperspace travel. Rogue asteroids and uncharted asteroid belts litter the area.

In addition, some of the Nebula's gasses are volatile, and might be detonated by engine emissions or blaster fire (causing anywhere from 1D to 10D damage, gamemaster's choice of scale, to all ships caught in the blast). The Nebula is electromagnetically active, scrambling sensors and communication (which adds +5 to +15 to sensors and communications attempts).

(For more specific information on the Ringali Shell and the Core Worlds in general, please refer to the *Official Star Wars Adventure Journal, Volume 1, Number 7*, pages 206-229.)

Ringali Shell Random Ship Encounter Tables

If faced with the need to quickly come up with an assortment of ships (such as determining what ships are in transit near a hyperspace jump point) gamemasters are encouraged to use the tables in this section.

Roll randomly or pick from the tables. The result indicates only what ships or other phenomena are in sensor range, not what is in the system overall. All sorts of surprises might lurk just outside sensor range. To use these tables roll two differently colored dice.

One die indicates the table to use, the other the ship(s) encountered.

Major systems are constantly buzzing with activity; roll three times. Secondary systems in the Shell are quite busy themselves; roll twice. Minor systems are less busy; roll once.

"Typical" examples of ships and crews are given below. Typical ship stats may be higher by as much as 1D+2 (or +4 in the case of Space speed). Typical personnel stats can be higher by as much as +2D, or +2 for Move.

Table 1

Light Freighters and Space Barges

Die Roll	Encounter
1	Incom X-series space barge
2	Ghtroc light freighter
3	YT series light freighter
4	Lesser known freighter
5	Light freighter convoy
6	Mixed freighter convoy

Typical light freighter crew. All stats 2D except: *Mechanical 3D, astrogation 4D, space transports 5D, sensors 3D+2*, Move 10, comlink, blaster pistol (4D), Character points: 10.

Table 2

Medium Freighters

Die Roll	Encounter
1	Mark I Bulk Transport
2	Gallofree Medium Transport
3	Imperial Armored Transport
4	Action-series Bulk Freighter

Die Roll	Encounter
5	Medium freighter convoy
6	Mixed freighter convoy

Typical medium freighter crew. All stats 2D except: *Mechanical 3D, astrogation 4D, space transports 5D, sensors 3D+2*, Move 10, comlink, blaster pistol (4D), Character points: 10.

Table 3

Heavy Freighters and Large Cargo Vessels
(major systems only)

Die Roll	Encounter
1-2	Container Ship
3	Ore Hauler
4	Rin Assid Bulk Hauler
5	Super Convoy
6	Escorted Super Convoy

Table 4

Patrols

Die Roll	Encounter
1	Customs
2	Sector Rangers
3	Ringali Shell Security Force Patrol
4-5	System Patrol
6	Navy Patrol

Table 5

Navy

Die Roll	Encounter
1	Attack Line
2	Heavy Attack Line
3	Pursuit Line
4	Skirmish Line
5	Troop Line
6	Star Destroyer

Table 6

Other Encounters

Die Roll	Encounter
1	Ion Storm
2	Asteroid Squall
3	Consular Ship
4	Space Rescue Corps Ship
5	Imperial Survey Corps Lone Scout-A
6	Star Yacht

Light Freighters and Space Barges

Light freighters in the Shell are primarily owned by minor shipping companies operating only in their own systems or sectors. Occasionally some companies operate Shell-wide, although this usually indicates a fairly large business (often a subsidiary of a megacorporation). Few light freighters in the Shell are independently operated cargo haulers. Free traders are even rarer, as local laws and corporate operations squeezed out the small-time operators centuries ago.

Incom X-series Space Barges

X-23 StarWorker Space Barge. Starfighter. Space 2, hull 3D. Cargo Capacity: 5,000 metric tons. An easy prize, the X-23 lacks any defense worth considering, except for its tendency to operate near well defended stations. No hyperdrive. (See pages 56-60, *Pirates & Privateers*.)

X-26 StarHaul. Starfighter. Space 2, hull 3D. Cargo Capacity: 5,000 metric tons. Weapons: 1 laser cannon (fire control 1D, damage 3D). (See page 60, *Pirates & Privateers*.)

Ghtroc Light Freighters

Ghtroc 580 Light Freighter. Starfighter. Maneuverability 1D, space 4, hull 4D, shields 1D+2. Cargo Capacity: 200 metric tons. Weapons: 1 laser cannon (fire control 1D+2, damage 4D). The 580 is an older Ghtroc model with more cargo space. (See page 62, *Pirates & Privateers.*)

Ghtroc 720 Light Freighter. Starfighter. Maneuverability 1D, space3, hull 3D+2, shields 1D. Cargo Capacity: 135 metric tons. Weapons: laser cannon (fire control 1D+2, damage 4D). The Ghtroc 720 shows the decline in Ghtroc's design ability and manufacturing quality.

YT-series Light Freighters

This is a classic light freighter, from the highly able YT-1210 to the cheaper (but easily-modified) YT-1300, to the advanced and modifiable YT-2400. YT-series freighters can be found virtually anywhere.

YT-1210 Light Freighter. Starfighter. Maneuverability 1D, space 4, hull 4D, shields 1D. Cargo Capacity: 100 metric tons. Weapons: 1 laser cannon (fire control 1D, damage 4D). The immediate predecessor to the famous YT-1300, 1210s can be found virtually anywhere. (See page 60, *Pirates & Privateers.*)

YT-1300 Light Freighter. Starfighter. Space 4, hull 4D. Cargo Capacity: 100 metric tons. Weapons: 1 laser cannon (fire control 2D, damage 4D). This is the basic model, without shielding or maneuvering thrusters. The appeal of the YT-1300 isn't her basic equipment; it's that she's hardy enough to take an extraordinary amount of tinkering and alteration. Nearly every YT-1300 is altered from these stats in some way. Smugglers and blockade runners typically modify the weapons and hyperdrive, while legitimate cargo haulers add extra cargo pods and shielding.

YT-2400 Light Freighter. Starfighter. Maneuverability 1D+2, space 6, hull 5D, shields 2D. Cargo Capacity: 100 metric tons. Weapons: 1 heavy doubie laser cannon (fire control 1D+2, damage 5D). The latest addition to the YT-series. (See page 61, *Pirates & Privateers.*)

Other Freighter Types

There are too many lesser known freighters to list here, even in abbreviated format. A long list with full statistics is available on pages 56-66 of *Pirates & Privateers*.

Light Freighter Convoy

A light freighter convoy is a collection of several light freighters, usually flying under contract from one company, sharing astrogation data and sticking together for security. While not as affordable as shipping via bulk freighter, some companies simply lack the cash flow to invest in larger ships. Such convoys are usually from Rimward ports and while not expecting trouble in Core systems, they can usually recover from the surprise of an attack quickly. A convoy typically has anywhere from three to twenty-four freighters. (Roll 3D to determine how many ships are in the convoy.)

Mixed Freighter Convoy

This is a collection of light and medium freighters much like the convoy mentioned above. Like the lighter version, these convoys are usually from Rimward ports and can recover from the surprise of an attack quickly. A convoy typically has two to ten freighters, including one or two fairly large and lumbering bulk transports.

Medium Freighters

Medium freighters, like light freighters, mostly belong to small or medium-sized shipping corporations. Most of these shippers are subcontractors for larger cargo-hauling concerns. Medium freighters are usually cross-sector or cross-Shell transports, visiting dozens of worlds every month, for a few hours at a time. Common medium freighters are presented in short stat form below. (Less common medium freighters can be found on pages 66-69 of *Pirates & Privateers.*)

Mark I Bulk Transport. Starfighter. Maneuverability 1D, space 3, hull 5D. Cargo Capacity: 60,000 metric tons. Weapons: Laser cannon (fire control 1D, damage 2D). A common long-range bulk transport, Sienar's Mark I was discontinued several years ago in favor of larger transports. It is nevertheless quite common, with a high resale value. (See page 66, *Pirates & Privateers*.)

Gallofree Medium Transport. Capital. Space 2, hull 2D, shields 1D. Cargo Capacity: 19,000 metric tons. A common mid-range transport throughout the galaxy, the Gallofree is popular for its durability and easy loading. (See page 67, *Pirates & Privateers.*)

Imperial Armored Transport. Starfighter. Space 4, hull 5D, shields 1D. Cargo Capacity: 30,000 metric tons. Weapons: 2 laser cannons (fire control 2D, damage 4D). All Imperial Armored Transports carry Imperial cargoes; military, corporate or government. They also carry a platoon of Navy troopers and usually travel in convoys. Unlike other convoy ships, Imperial Armored Transports will swarm attack a raider. (See page 68, *Pirates & Privateers.*)

Action-series Bulk Freighter

The Action-series of bulk freighters usually operates in well-patrolled space or in convoys, as they lack shields, speed, weapons, and rapid hyperspace ability - the Actions have no nav computer and must rely on an astromech droid or spaceport computer to calculate jumps. These ships are so vulnerable that pirates call them "Inaction" freighters. They stay in service only because they are extremely cheap per ton of cargo to purchase, maintain and operate. (See pages 68-69, *Pirates & Privateers.*)

Action IV Bulk Freighter. Capital. Space 2, hull 2D. Cargo Capacity: 75,000 metric tons.
Action V Bulk Freighter. Capital. Space 2, hull 2D+2. Cargo Capacity: 80,500 metric tons.
Action VI Bulk Freighter. Capital. Space 2, hull 3D. Cargo Capacity: 90,000 metric tons.

Medium Freighter Convoy

This is a convoy of three to twenty-four medium freighters, usually all of approximately the same type - Actions, Subla Ransoms, Mark Is, Armored Transports, and so on - and almost always under the same corporate aegis. Usually, any of these ships carry far more than a pirate can carry away, and together they carry more than a small pirate fleet could steal.

Mixed Medium Freighter Convoy

This is a convoy of three to twenty-four medium freighters, usually not of the same type. This convoy contains a variety of ships, possibly including a few light freighters. These ships may all belong to the same corporation, might belong to a merchant's or shipper's guild or may have banded together informally and temporarily.

Heavy Freighters and Large Cargo Vessels

A large percentage of cargo in the Shell is carried by large freighters able to carry tens of thousands of tons of cargo at a minimum. These container ships are owned by large shipping corporations, who also operate the smaller transports that split up the cargoes and move them planetside or to lesser systems. Corporations large and powerful enough to operate such super transports are automatically Imperial supporters, at least publicly - they would have been Imperialized if they were not.

Container Ship

This is a super transport, able to ship millions of tons of cargo for a fraction of the cost of a local shipper. Such ships cross entire regions from one major transhippment system to another. This sort of ship is too large for most pirates to bother attacking, and usually operates only in the most heavily trafficked systems. Scores of container ships travel to and through the Shell. (See page 70, *Pirates & Privateers.*)

Container Ship. Capital. Space 2, hull 3D+2. Cargo Capacity: 25 million metric tons.

Ore Hauler

Ore haulers are often escorted into the Shell to deliver high-grade ore cargoes. Included in the large cargo vessel table for the extraordinarily high value of the ore. (See page 69, *Pirates & Privateers.*)

Ore Hauler. Capital. Space 2, hull 2D+2, shields 1D. Cargo Capacity: 90,000 metric tons.

Rin Assid Bulk Hauler

Large, lumbering, amazingly slow, unarmed, and ripe for attack, Rin Assid bulk haulers ferry cargo for an assortment of corporate entities. (See page 69, *Pirates & Privateers.*)

Rin Assid Bulk Hauler. Capital. Space 1, hull 3D, shields 1D. Cargo Capacity: 100,000 metric tons.

Super Convoy

A super convoy includes two to twelve large ships (roll 2D to determine the number), usually of the same class. This sort of convoy is only found going from one major transshipment point to another, and is too big to rob - a raider could hijack a ship, but the rest are likely to escape.

Escorted Super Convoy

A super convoy with one or two escort ships. This escort is not expecting trouble, since its arriving or departing the safe end of it's run. Nebulon-B's are common escorts for this sort of convoy.

Patrol

Patrols routinely sweep every Shell system. Typically, patrols are not looking for pirates - they are looking for traffic code violators, smugglers, Rebels, and emergency situations. Patrols will essentially ignore any Navy vessel, at least initially, because they fall outside the patrol service's jurisdiction, and have overriding authority.

Customs

Customs patrols are mostly interested in commercial traffic and curtailing smuggling. They have no authority over Navy vessels. The customs agents are officers of an Imperial ministry and law enforcers.

Typical Customs Agent. All attributes and skills 2D, except *blaster 3D, sensors 4D+1, space transports 4D, starship gunnery 4D, starship shields 3D+2*. Blaster pistols (4D), comlink, vacsuit, medpac, survival kit, datapad.

Customs Light Corvette. Starfighter. Maneuverability 2D, space 8, hull 5D+1, shields 3D. Cargo Capacity: 500 metric tons. Weapons: 6 double turbolaser cannons (fire control 2D, damage 4D). (See page 83, *Pirates & Privateers*.)

Customs Light Frigate. Starfighter. Maneuverability 2D, space 5, hull 3D+1, shields 3D. Cargo Capacity: 100 metric tons. Weapons: 6 heavy laser cannons (fire control 2D, damage 5D). (See page 83. *Pirates & Privateers*.)

Customs *Guardian*-class Light Cruiser. Starfighter. Maneuverability 1D, space 9, hull 5D, shields 2D. Cargo Capacity: 200 metric tons. Weapons: 4 laser cannons (fire control 2D+2, damage 5D). (See page 84, *Pirates & Privateers*.)

Sector Rangers

Sector Ranger patrols can show up anywhere, have hyperspace radio links, and can command a great deal of firepower. Rangers are notoriously determined and able. A Ranger patrol that stumbles across the large force might decide to attack after calling for backup. Ranger backup takes an average of an hour to arrive (sometimes much less), with 2-12 ships.

Typical Sector Ranger. *Dextery 3D, blaster 5D+1, dodge 4D+2, melee combat 5D, melee parry 4D+2, Knowledge 4D, alien species 5D, cultures 5D+1, languages 5D, law enforcement 8D, planetary systems 5D+1, streetwise 5D+2, Mechanical 2D, astrogation 3D, sensors 3D+1, space transports 3D, starfighter piloting 3D, Perception 4D, bargain 5D, command 5D, hide 5D, investigation 7D, sneak 5D, Strength 3D, brawling 4D, stamina 4D+2, Technical 2D, armor repair 3D, blaster repair 4D, computer programming/repair 3D+1*. Move: 10. Blaster pistol (4D), blast helmet (+1 energy, +1D physical, head only), comlink, medpac, survival kit, datapad. Force Points: 1. Character points: 5. (See page 81, *Pirates & Privateers*.)

Sector Ranger PB-950 Patrol Boat. Starfighter. Maneuverability 1D, space 8, hull 5D, shields 3D. Cargo Capacity: 180 metric tons. Weapons: 1 quad laser cannon (fire control 2D, damage 5D), 1 concussion missile tube (fire control 2D, damage 9D), 2 medium ion cannons (fire control 3D, damage 4D). (See page 81, *Pirates & Privateers*.)

Regulator X-Q2 System Patrol Cruiser
  Craft: Regulator X-Q2
  Type: System Patrol Cruiser
  Scale: Capital
  Length: 150 meters
  Skill: Capital ship piloting

Crew: 9, gunners: 4 , skeleton: 3/+5
Crew Skill: Capital ship gunnery 5D, capital ship piloting 4D+2, capital ship shields 4D+2
Passengers: 15 (troops)
Cargo Capacity: 500 metric tons
Consumables: 3 weeks
Cost: 350,000 (new), 200,000 (used)
Maneuverability: 2D+2
Space: 7
Atmosphere: 160; 460 kmh
Hull: 1D
Shields: 2D+2
Sensors:
>   *Passive*: 30/1D
>   *Scan*: 60/2D
>   *Search*: 90/4D
>   *Focus*: 4/4D+1
Weapons:
>   **Five Laser Cannons**
>>   *Fire Arc*: Turret (1), left (1), right (1), front (1), back (1)
>>   *Crew*: 1
>>   *Scale*: Capital
>>   *Skill*: Capital ship gunnery
>>   *Fire Control*: 2D+2
>>   *Space Range*: 3-15/35/75
>>   *Atmosphere Range*: 6-30/70/150
>>   *Damage*: 4D

Ringali Shell Security Force Patrol

RSSF patrol ships are outfitted to provide emergency assistance for breakdowns and cope with poorly armed minor smugglers and other criminals. In the event they need serious firepower they can call on the aid of system patrol ships, or Ranger aid (although they are loath to do so).

SFS Light Patrol Ship. Starfighter. Maneuverability 1D, space 8, hull 4D+1, shields 2D. Cargo Capacity: 100 metric tons. Weapons: 2 twin laser cannons (fire control 1D, damage 3D+2), 3 laser cannons (fire control 2D, damage 5D). (See page 82, *Pirates & Privateers.*)

System Patrol

Most systems in the shell maintain their own patrol forces, more to crack down on safety violators and smugglers, and provide emergency services, than to fight off piracy. System patrol ships usually have no hyperdrive and operate within an hour of their base. They maintain comlink with their base at all times. Backup is usually one to six ships, and takes between ten minutes and half an hour to arrive.

Typical System Patrol Officers. All attributes and skills 2D, except *capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 3D*. Blaster pistols (4D), comlink, vacsuit, medpac, sunrival kit, datapad.

Pursuer Enforcement Ship. Capital. Maneuverability 1D, space 7, hull 4D. shields 1D. Cargo Capacity: 35 metric tons. Weapons: Twin blaster cannon (fire control 2D, damage 5D), two ion cannon (fire control 2D, damage 4D). (See page 75, *Pirates & Privateers.*)

IR-3F. Capital. Maneuverability 2D, space 7, hull 3D, shields 2D+2. Cargo Capacity: 180 metric tons. Weapons: 4 turbolaser cannons (fire control 2D, damage 4D). (See page 74, *Pirates & Privateers.*)

Navy Patrol

The Navy only maintains local patrols in sectors or systems of substantial strategic value. While the Shell is of considerable value, the Navy considers local patrols to be adequate in most systems.

Typical Navy Patrol Crew. All attributes 2D except: *capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D*. Move 10. Blaster pistols (4D). comlink, vacsuit, medpac, survival kit, datapad.

GAT-12j Skipray Blastboats. Capital. Maneuverability 1D+2, space 8, hull 2D+1, shields 2D. Weapons: 3 Medium ion cannon (fire-linked, fire control 3D, damage 4D), proton torpedo launcher (fire control 2D, damage 9D), 2 laser cannons (fire-linked, fire control 1D, damage 5D), concussion missile launcher (fire control 1D, damage 6D). Skiprays usually operate in recon lines of two to four ships.

GAT-12g Skipray Blastboats. Capital. Maneuverability 1D+2, space 8, hull 2D+1, shields 2D. Weapons: 3 Medium ion cannon (fire-linked, fire control 3D, damage 4D), proton torpedo launcher (fire control 2D, damage 9D), 2 laser cannons (fire-linked, fire control 1D, damage 5D), tractor beam (fire control 4D, damage 6D). This Skipray model has a tractor beam in place of the standard concussion missile launcher.

Imperial Patrol Vessel 1. Capital. Maneuverability 2D+1, space 7, hull 3D+1, shields 3D. Cargo Capacity: 200 metric tons. Weapons: 4 turbolaser cannons (fire control 2D, damage 4D). IPVs are not hyperspace capable, and usually operate out of Navy bases, Imperial garrisons or large carriers, including Star Destroyers. (See page 74, *Pirates & Privateers*.)

TIE Patrol. A TIE patrol is usually a flight of 4, operating in pairs. About half are standard TIE/ln models, the rest are usually TIE/rc models. TIEs report any unusual circumstances to base; base can be an orbiting defense station, Imperial garrison, or capital ship.

TIE/ln Starfighters. Starfighter, starship gunnery 5D, starship piloting 6D. Maneuverability 2D, space 10, hull 2D. Weapons: 2 laser cannons (firecontrol 2D, damage 5D). TIE/ln starfighters typically attack in pairs or trios.

TIE/rc Starfighters. Starfighter, starship gunnery 5D, starship piloting 6D. Maneuverability 2D+2, space 10, hull 2D. Weapons: 2 laser cannons (fire control 2D, damage 2D+2). These TIEs avoid combat and are in constant contact with their base.

Navy

The Navy has a moderate presence in the Shell. Most Navy vessels encountered are on standard maneuvers. A high percentage of Navy lines in the Shell have green crews and a small ratio of experienced officers, operating in safe space to work their way up to postings farther out in the Rim.

Navy ships usually operate in groups. Most Naval groups encountered are lines, the basic unit of a Navy squadron. Operational conditions in the Shell do not call for squadrons to be deployed.

Although not crewed by veterans and not expecting trouble, attacking a Navy line of any configuration is a short road to suicide.

Attack Line

This is a line of three to six combat frigates and cruisers; lighter ships indicate a larger line, heavier ships make up smaller lines.

Heavy Attack Line

Four to eight light and heavy cruisers, possibly including a Victory-class Star Destroyer.

Pursuit Line

Four to ten light ships, generally corvettes, frigates and light cruisers.

Skirmish Line

Four to twenty small ships as small as Skiprays and as largeas frigates. A skirmish line is intended to engage small ships to keep them off large combat vessels.

Troop Line

Two huge transport ships,often Evakmar-KDY transports or Delta-class troop transports, escorted by two medium cruisers. This is the most consistent line configuration in the Navy, because this line interacts almost constantly with the Imperial Army, an organization that allows for little variation.

Star Destroyer

Specifically, an Imperial-class Mark I Star Destroyer. There are no Mark IIs in service in this sector, and no Super-class Star Destroyers in service yet. A Star Destroyer is always accompanied by at least three additional lines.

Other
Ion Storm
Powerful ionic radiation flashes across local space, causing 1D-6D ion damage (starfighter or capital scale, at the gamemaster's discretion) to all ships in sensor range. Ion storms are sudden, unpredictable and dangerous. They cause little direct physical damage, but can burn out power systems, touch off weapon's blaster gas canisters, overload shields, blind sensors, and generally cause chaos. Ion storms pass as quickly as they appear.

Asteroid Squall
An uncharted cluster of asteroids moves in a random direction through local space (roll a die; 1 indicates a collision course; roll another die to determine direction of collision course). Asteroids create a Difficult terrain zone for 3D rounds. Impact is a standard collision, causing variable capital scale damage depending on Speed, see page 125 of the Star Wars Roleplaying Game, Second Edition, Revised and Expanded ("Collision"; remember: no shield bonus to resist).

Consular Ship
This is a diplomatic vessel ferrying diplomatic staff from one Shell government to another (or possibly a ranking Imperial official). The ship's transponder code announces the craft's presence and diplomatic status. The ship may obey local traffic rules or may bully it's way through a system - it doesn't have to be polite and is immune from normal legal considerations. The ship is unlikely to have an escort from its own government, as its safety is a concern for the local system patrol. (The local system patrol might be on hand to receive it, however.)

Corellian Corvette. Capital, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D. Maneuverability 2D, space 6, hull 4D, shields 2D. Weapons: 6 double turbolaser cannon (fire control 3D, damage 4D+2).

Space Rescue Corps Emergency Aid Cutter
These striking, red-and-black cutters are found wherever a space accident happens - rescuing crew trapped in damaged vessels, recovering escape pods and occasionally lending technical assistance to Imperial Navy or Sector Ranger operations. SRC cutters are equipped with universal airlocks, plasma torch hull cutters, emergency medical bays, first aid droids, and fire-foam backpacks. SRC ships are considered sacrosanct by nearly all spacers, and firing on one is unthinkable. An order to do so would likely result in a mutiny.

SRC Emergency Aid Cutter. Starfighter. Maneuverability 1D, space 10, hull 4D.

Imperial Survey Corps Lone Scout-A
The Imperial Survey Corps serves as both a scout service and a spacecharting agency. Lately the Empire has funneled most of the Corps' remaining budget into recharting known space for military intelligence and improving trade routes. They are little threat, but are legitimate targets and may have valuable charting data.

Scout Ship
Craft: Sienar Fleet Svstems "Lone Scout-A"
Type: Stock scout vessel
Length: 24 meters
Skill: Space transports: Lone Scout
crew: 1
Crew Skill: Astrogation 3D+2, sensors 3D, space transports 4D, starship gunnery 4D, starship shields 3D+2
Passengers: 3
Cargo Capacity: 150 metric tons
Consumables: 1 year
Cost: 125,000 (new), 30,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 1D
Sensors:
  Passive: 30/0D

Scan: 50/1D
Search 75/2D
Focus: 5/3D
Weapons:
  Laser Cannon
    Fire Arc: Front
    Crew: Pilot
    Skill: Starship Gunnery
    Space Range: 1-3/12/25
    Atmosphere Range: 100-300/1.2/2.5 km
    Damage: 4D

Star Yacht

See pages 70-72 of *Pirates & Privateers* for a list of star yachts. Many star yachts are owned by the rich executives of target corporations or wealthy Imperials who have profited from their position. Which are targets and which are owned by comparatively innocent civilians is often very difficult to determine.

_____

Rules & Regulations
Brief: Optional Rules and regulations for operating a starship
Source: *Platt's Smugglers Guide* P36
Description:

Being a smuggler isn't just about having a ship. Your freighter comes with lots of official responsibilities...permits, procedures, and penalties. Spacefaring regulations have been around since the earliest days of the Old Republic. They're meant to protect most legitimate spacers plying the hyperlanes and ports of the galaxy. These regulations are supposed to make sure pilots are qualified to fly, certify that their starships are spaceworthy, and ensure that starships weapons are for defensive purposes only. Like most smugglers, we tend to ignore them.

We still need to get around the galaxy, which means that at least sometime we have to work within the maze-like bureaucracy overseeing spacetravel. Let's take a quick look at the three groups which create, record and enforce regulations on space travel.

Imperial Space Ministry

The Empire inherited most of the Old Republic's laws, including starship regulations and the general infraction codes - what's now commonly known as the Imperial Penal References (ImPeRe in smuggler slang). These rules are updated and tracked by the Imperial Space Ministry, the Imperial Navy's regulatory agency monitoring space travel.

The space ministry reviews the innumerable datapages of the Imperial Spacefaring Regulations annually, updating older statutes and creating new ones to encompass new space traffic situations, astrographical features, military controls and other situations requiring a regulated set of protocols. The Imperial Space Ministry publishes the updates and changes every year in the Spacers' Information Manual, or SIM, available for a 25 credit charge when spacers update or renew their flight certification. Of course, smugglers and others who obtain their captain's accredited license through illegal means have no easy access to the Spacers' Information Manual...not that they particularly need it or pay much attention to it anyway.

The Imperial Space Ministry also approves new landing facilities and occasionally inspects heavily used starports to be sure they meet or exceed Imperial safety and security standards. The space ministry spends most of its time regulating starports with busy or high levels of starship traffic, those starports along major trade corridors, or starports in systems with industrial, tactical or political importance to the Empire. Starports classified as landing fields or limited services do not warrant the ministry's attention - even standard class starports are often overlooked if they're not designated as integral components of the Imperial military machine.

The space ministry also coordinates reports from Imperial traders and scouts. The data is sold for 150 credits as download astrogational and informational updates for starships' general and navigational computers - astrogation charts and routes, new areas mapped, as well as new and updated planet profiles for access through a ship's computer banks. The astrogation update is available from Imperial Space Ministry offices throughout the galaxy - most often at sector capitals. spacers must show their captain's accredited license and their ship's operating license when purchasing the update.

The Imperial Space Ministry also issues permits for transport of restricted goods, usually at the capital of the sector where the cargo originates. Other petty permits for travel through certain hazardous routes, secure landing facilities and restricted hyperlanes or systems are also issued at space ministry offices.

The space ministry's powers are limited to administrative data-crunching and permit stamping. When it comes to tracking the innumerable starships and certified spacers out there, the Empire turns to a separate agency the secretive and clan-administered Bureau of Ships and Services (BoSS).

Bureau of Ships and Services (BoSS)

The Bureau of Ships and Services (BoSS) is the Empire's record-keeper for starship and spacer information. It maintains extensive information on starship registrations and transponder codes, captains' flight certification, and upgraded weapons load-outs on all legally registered vessels.

Spacers are supposed to register their ships, heavy weapons, and their flight abilities with BoSS offices around the galaxy. BoSS also matches ship registrations with starship transponder codes and collates all this information to enforce spacefaring regulations. BoSS keeps track of these documents as well, noting the transfer of spacecraft between owners and any violations against certain captains or starships from various ports and patrols.

The bureau's databanks are continuously updated and transmitted to starports, systems, and enforcement agencies everywhere - at least everywhere that counts. How quickly BoSS information is delivered to a particular client depends on subscription fees paid to BoSS for access to updated starship and spacer information. Most backwater planets, remote settlements and criminal havens can't afford or won't pay for the data. This might explain why smugglers frequent these places.

The Imperial Navy and Imperial Customs

While BOSS keeps track of spacefaring vessels, the Imperial Navy and Imperial Customs enforce Imperial ordinances regarding trade and illegal use space vessels. The Imperial Navy worries mostly about violations of starfaring laws especially illegal modifications to starships - while Imperial Customs monitors trade and smuggling. The duties of the two agencies often overlap.

These days it's almost standard procedure when encountering an Imperial ship to transmit your registration and certification data documents for verification against your transponder code and BoSS records. If anything is out of order, spacers are usually boarded, inspected and questioned. Should Imperial personnel board your vessel, you are required to produce your permit datapad so the inspecting officer can verify your documentation.

Spacer Documentation

As a spacer, you're required to carry certain data documents aboard your ship at all times. These are most often kept on a secure datapad issued by BoSS at the time of ship registry and captain's accreditation. A custom format input plug available only at BoSS and Imperial Space Ministry offices is the only way of downloading new certifications and permits or altering information already existing on the datapad. (Check out the entry on the permit datapad in *Platt's Smuggler's Guide, Chapter 4: Tools of the Trade*.)

Starport security, Imperial Navy and local customs officials can read the information and verify it through their own computers. A separate plug also allows the datapad to download information to a starship's computer for transmission to port and naval authorities monitoring traffic from other ships or installations. Most busy starports require this form of identification, since starport personnel cannot possibly board every starship passing through to personally inspect data documents.

Here's a list of some of the required documentation you'll want to carry aboard your ship at all times. All three documents are available from the Bureau of Ships and Services only, and have various requirements that must be fulfilled before they're issued. We'll talk about getting around all that bureaucracy later:

Ship's Operating License: Your starship must have an operating license detailing the ship's specifications, port of origin, manufacturer and registration code with the Bureau of Ships and Services (BoSS). The license also identifies you as the current owner and gives a sample of the transponder codes. Transponder codes are the fingerprints of starships - if a transponder code doesn't match up with datafile information for a starship registry number, it's a sure sign of illegal operation (and in most cases, a bad license forgery or data implantation). You can get a legitimate operating license for 1,000 credits, but you'll be subjected to a background check, a brief inspection of the ship, and a transponder code verification reading.

Captain's Accredited License: As a starship captain, you must have a license to pilot the particular starship class you're flying. Some licenses cover several kinds of starships, depending on your training and experience. Obtaining a captain's license requires several oral, written and flight tests, as well as 10 years of documented time in space, an extensive background check, and a 300 credit fee. However, BoSS often overlooks the flight time and most of the testing for a 200 credit "expediter fee" bringing the total for your license to 500 credits.

Arms Load-Out Permit: Non-military starships with weapons or unusually high shield ratings require an arms load-out permit acknowledging that the additional weapons and shields are authorized by the Bureau of Ships and Ser-

vices. These permits are issued quite often and easily in the regions past the Colonies, as piracy and other attacks are much more common. Ships with weapons emplacements or boosted shields without one of these permits can be impounded on the grounds that it is a vessel in the service of a pirate group or the Rebel Alliance. Because boosted arms and shields are part of a starship's spec profile, BoSS assumes authority in keeping track of augmented ordnance and tags the permit onto the ship's operating license. Each weapon or boosted shield system aboard a ship requires a separate permit. An arms load-out permit requires a brief inspection, verification of starship and captain's licenses, a background check, and a minimum 250 credit fee (the fee depends on the specific shielding and weapons to be carried). Existing weapons that are upgraded in power require new, upgraded permits.

Getting Around BoSS

Those of us who make a living smuggling know (or quickly learn) how to get around all the bureaucracy which can later come back to snare us. That's the trick: getting by without going through the official ministries which would quickly arrest us if they knew what we were really doing.

First you need to find a good data document forger. It's been said that they'll charge you half your ship's value just to obtain the official BoSS secure datapad, then they'll charge you the other half of your ship to imprint the required documents on it - and sometimes that's not too much of an exaggeration. Add to it the transponder verification codes and your bill could run pretty high. All in all, the entire process can cost you between 6,000 and 10,000, depending on how good (or bad) your forger is and how well you can bargain the price down. Of course, it doesn't hurt to have an old forging friend (check out the data forgers section of *Platt's Smugglers Guide "Chapter 5: Contacts"*).

Once you have the actual datawork done, you still need to make it official by getting into BoSS's databanks and inputting the information as if it were legitimate. Just because you have a BoSS secure datapad with some fancy looking documentation on it doesn't mean you're okay - if it doesn't correlate with BoSS records, you can be in big trouble. The solution? Find a slicer who has contacts, can access the BoSS data network and implant your information so it seems real. A slicer's services can run you about 3,000 to 5,000 credits for this kind of operation. Some slicers earn their living from nothing but messing with BoSS databanks. These slicers charge from the lower end of the scale. Once again, old acquaintances might come in handy if they owe you favors.

Sometimes you'll find a forger/slicer team working together to produce false documents for spacers. I've seen some who offer a package - all proper documentation, from starship certification, captain's license and heavy weapons load-out permit, all "legitimately" updated in BoSS databanks - for 6,000 to 10,000 credits.

Of course, those of you obtaining your ships from crime lords often have the proper documentation thrown into the starship purchase deal. Why would your criminal employer want his prized workers getting caught doing his dirty work because of bad forgeries? This also works both ways. Mess with your crime lord boss and it's real easy for him to yank the deck out from beneath your feet and change your records with BoSS. My advice - even if you're working for a crimelord, get your own starship documentation.

Starport Procedures

Smugglers don't always follow the rules but sometimes they have to obey some of them, or risk drawing unwanted Imperial attention to themselves. Spacers are usually under suspicion anyway. We have to do whatever we can to blend into an otherwise seedy group of pilots. It's always good to be aware of proper procedures when entering or exiting a system: landing and take-off protocol, flight conditions in-system, proper traffic patterns and so forth.

I don't want to bore you with all the "official" dictates on starport flight protocol, so here's some general information for you - just enough so you won't stick out in an approach traffic pattern.

METOSP

METOSP (pronounced "Me-tosp") stands for "Message to Spacers," a comm channel most starports reserve for general notices regarding traffic patterns, conditions at the starport or other factors spacers should be aware of when flying around a port.

METOSPs are oneway broadcasts of prerecorded messages updated daily (or as conditions change). You can't transmit any information or questions back, because the automated system (like so many automated systems) doesn't care. If you have a question, save it for starport control when they hail you.

Most Imperial, stellar and standard class starports broadcast METOSPs on a standard comm channel. Few limited service starports have METOSPs, so you need to rely on sensors and visual scanning to assess whether there are any traffic problems - something we like to call flying "eyes out, hands on."

Always tune into your METOSP channel when you enter a system. You never know when a METOSP has information regarding Imperial Naval activity, starport traffic tie-ups, customs boarding checkpoint, a continuous piracy threat, or an astrographical problem like meteor showers. METOSPs also provide general information on the starport, including an abbreviated starport and planetary profile, as well as important landing information and the comm channel where starport control can be reached.

Arrival Procedures

After checking for any METOSPs, switch over to the starport control comm channel you can find it in the system's METOSP or planetary or starport profile. Standard practice when you contact starport control is to verbally identify your ship and captain's name. Controllers sometimes ask a slew of annoying questions about your last port of call, contents of cargo bay or number of passengers and crew aboard. During this short interrogation, starport officials often double check the verbal identification information you gave them against their BOSS databank records and your transponder code - a process known among starport controllers as "transponder verification," or TransVere.

Once they've verified your identification, they'll give you clearance to enter the traffic pattern, drop in and land, and send you to a docking area. Controllers often provide specific approach and traffic vector course information they expect you to follow. Deviating from a course within a starport's traffic pattern isn't a good idea. It draws attention to your ship. You might hit another vessel. Starport control might levy fines against you. Controllers are the least of your worries - try not to upset them too much.

Departure Procedures

Most smugglers ignore departure procedures. Getting somewhere usually isn't the problem - it's getting away quickly that counts.

For those of you who want to follow the proper departure rules, the first thing you do before even warming up your ion drive is give starport control a call to request departure clearance. As with arrivals, obtaining clearance to take off involves a TransVere.

Once you've been cleared to lift off, control usually likes spacers to log in some kind of flight plan, usually the name of the next system they're jumping to. This is more for safety verification than anything else. If a ship is reported missing, rescue and retrieval teams check with the last port of call to find the flight plan, then begin looking along realspace travel corridors along the probable hyperspace vector taken. This is also a good way for the Empire to keep track of everybody they have under suspicion.

After take-off, starport controllers, droids or tractor beams may help your starship into the outbound traffic pattern. Beacons or verbal instructions from controllers guide spacers through the complex departure vectors away from the starport before spacers begin setting up for their hyperspace jumps.

Imperial Penal References (ImPeRe)

The Empire can be pretty harsh on law-breakers, even us smugglers. The inflexible Imperial sense of order even affects the way it classifies crime. The Imperial Penal References (ImPeRe) divide criminal offenses into five different classes of infractions - class ones being the worst, class fives being the least severe.

The penal references are enforced by local law enforcement groups (including planetary militias), Imperial Customs officers and the Imperial Navy. Local enforcement officials sometimes overlook class four and five infractions, sometimes in practice and sometimes in exchange for a "personal benefit fee"(known to our trade as a "bribe"). Most local law enforcement groups are fiarly lax, while Imperial Customs officers tend to have their own personal extremes. The Imperial Navy is the most stringent group, blindly enforcing all regulations in the Imperial Penal References in the name of the Emperor and his New Order.

Of course, if you're seen committing one of these infractions and get away, law enforcement officials flag your starship operating license and pilot's license - later on, anyone conducting a TransVere on you or your ship picks up the flag, looks up your offenses and tries to bring you in on the charges.

Just so you know what you're doing wrong and how much trouble you'll be in - I've listed the ImPeRe infractions for you below, enumerating the general offenses as well as probable penalties for getting caught.

Note that the following descriptions are Imperial laws. All kinds of local ordinances can (and will) make your existence miserable. Since local officials are allowed to classify particular crimes, you wouldn't believe what some worlds consider a class one infraction. Of course, some crimes (such as murder) will be a class one or class two infraction just about everywhere. You also have to watch out for those officials who are overzealous in protecting their world's laws, or using them to persecute transients like free-traders. Actual penalties may also vary a lot - while the suggested penalty for a class three can be up to two years in jail, it's not unknown for some local constable to decide to put you away for a decade, just to keep you out of trouble.

Class One Infractions are the most heinous in the Empire - or so COMPNOR claims. Spacers committing class one infractions who manage to escape are often branded outlaws, pirates or Rebels. They become bounty hunter prey. Imperial forces are sent out to capture them. Class one infractions include the following crimes:
- Conspiring to overthrow the Empire.
- Possession of a cloaking device.
- Attacking another vessel.
- Aggression against Imperial personnel.

Punishment for a class one infraction includes arrest, immediate impounding of any vessel involved, 5 to 30 years imprisonment, loss of business or flight certification, and possible execution.

Class Two Infractions are still fairly serious, although you probably won't be branded an Enemy of the Empire for committing them. Most of these were initially implemented to curb pirate and organized criminal activities, but now serve to hinder the Rebel Alliance's efforts to throw off the heavy Imperial yoke. Class two infractions include:

- Shipment of high energy weapons between
- systems without a permit.
- Mounting of high energy weapons on a vessel without a permit.
- Possession, purchase or transportation of restricted or illegal goods (rated with an X).
- Purchase or transportation of stolen goods.

Punishment for a class two infraction includes arrest, immediate impounding of any vessel involved, a fine of up to 10,000 credits, 5 to 30 years imprisonment, and possible loss of business or flight certification.

Class Three Infractions are fairly minor in the general scheme of the galaxy, but are still fairly rigorously enforced in most major ports. Few Imperial officials in limited services and landing field ports prosecute class three infractions - if there are any Imperial officials around to begin with. Local law enforcement groups tend to overlook infractions of this level and lower for a "personal benefit fee." Class three infractions include the following activities:

- Attempted bribery of an Imperial official.
- Transportation of restricted goods (rated with an R) without a permit.

Punishment for a class three infraction includes arrest, immediate impounding of the vessel involved, a fine between 250 and 5,000 credits, up to 2 years imprisonment, and possible loss of business or night certification.

Class Four Infractions are fairly minor offenses considering a lot of the other crimes going on throughout the galaxy. The first one's pretty broad -there are thousands of substances which could be considered a narcotic. For instance, on Arcona, salt is considered a narcotic, though on Brentaal it's a perfectly legal substance. Prosecution of these infractions ranges from lax to somewhat strong, depending on the temperament of the local system and local law enforcement officials. Of course, the Imperial Navy prosecutes violators of these infractions like a nashtah goes after raw meat. Class four infractions include:

- Purchase or transportation of any narcotic without a permit.
- Purchase or transportation of any goods requiring a permit or fee without required permit or proof of fee payment (rated with an F).
- Purchase or use of any vessel while lacking a ship's operating license and captain's accredited license.
- Possession, purchase or transportation of unrestricted items in quantity without proper taxation.

Punishment for a class four infraction includes a fine typically between 1,000 and 5,000 credits (fines may be as low as 175 credits) and up to a month imprisonment.

Class Five Infractions are fairly minor violations often incurring nothing more than a fine - something which can often be avoided with "personal benefit fees" directed to the prosecuting officer. They mostly cover local import and export laws as well as starship safety regulations. Class five infractions include:

- Violation of local import and export laws.
- Lack of proper emergency equipment for any vessel.

Punishment for a class five infraction typically includes a fine between 500 and 1,000 credits, but the fine may be as low as 100 credits or as high as 5,000.

Starport Classifications

For those of you who need a refresher course, here's a summary of the five major starport classes. These are very generalized categories - there are many shades of gray within and between these designations.

Landing Field: A flat, level area cleared on the ground. These fields are generally little more than cheap duracrete strips or tightly packed dirt. There is no flight control tower to direct incoming and outgoing ships to and from the port, and there is rarely a starport beacon guiding ships to port. There is no guarantee that there are any refueling or repair services available - any services which exist are of low quality. Typical landing fields can be found on Camorr, Port Haven, Toola and Chad.

Limited Services: A small command tower with a signal beacon to guide incoming ships. There are often maintenance sheds for rent, where starship crews can effect primitive repairs. This type of port has limited storage and

docking capacity - ships land nearby and crews walk to the port if all docking areas are filled. Most major supplies must be purchased elsewhere. Ryloth, Darknon Station and Kubindi have starports offering limited services.

Standard Class: A fully staffed and equipped flight command center with restocking services and a small shipyard capable of minor repairs. Starship work can cost up to double normal prices and take more than twice as long to accomplish, though the quality of the work often varies from mediocre to very good. Standard class starport facilities can be found on Rodia, Kothlis, Gelgelar, Bespin and Tatooine.

Stellar Class: Facilities for landing and docking nearly any classification of vessel. There are sometimes a number of different shipyards surrounding the port - these facilities are capable of performing nearly any sort of ship repair and customization the owners are willing to pay for. Repairs and modifications are often of advanced quality and are moderately affordable. There is nearly always an Imperial Customs office on site and a sizable Imperial Navy presence insystem. Wroona, Chandrlla and Rhinnal have stellar class starports.

Imperial Class: The best class of starport. It has an impressive array of docking facilities and ship storage and maintenance areas. Many of the system's merchants maintain offices at the port, and it may not be necessary for the starship captains to even leave the port to conduct their business. The starship maintenance facilities are capable of rapid and high quality repairs and modifications, though the services may be expensive. The customs office for this quality port is staffed by highly competent officers. The Empire usually maintains a formidable military presence in Imperial class starports, and minor infractions are dealt with to the full extent of the law; troublemakers are unwelcome. Starport control and the Imperial Navy conducts thorough ship and captain identification checks to weed out smugglers and other unwelcome spacers. Imperial space ports include those on Brentaal, Kuat, Tallaan, Travnin, and Byblos.
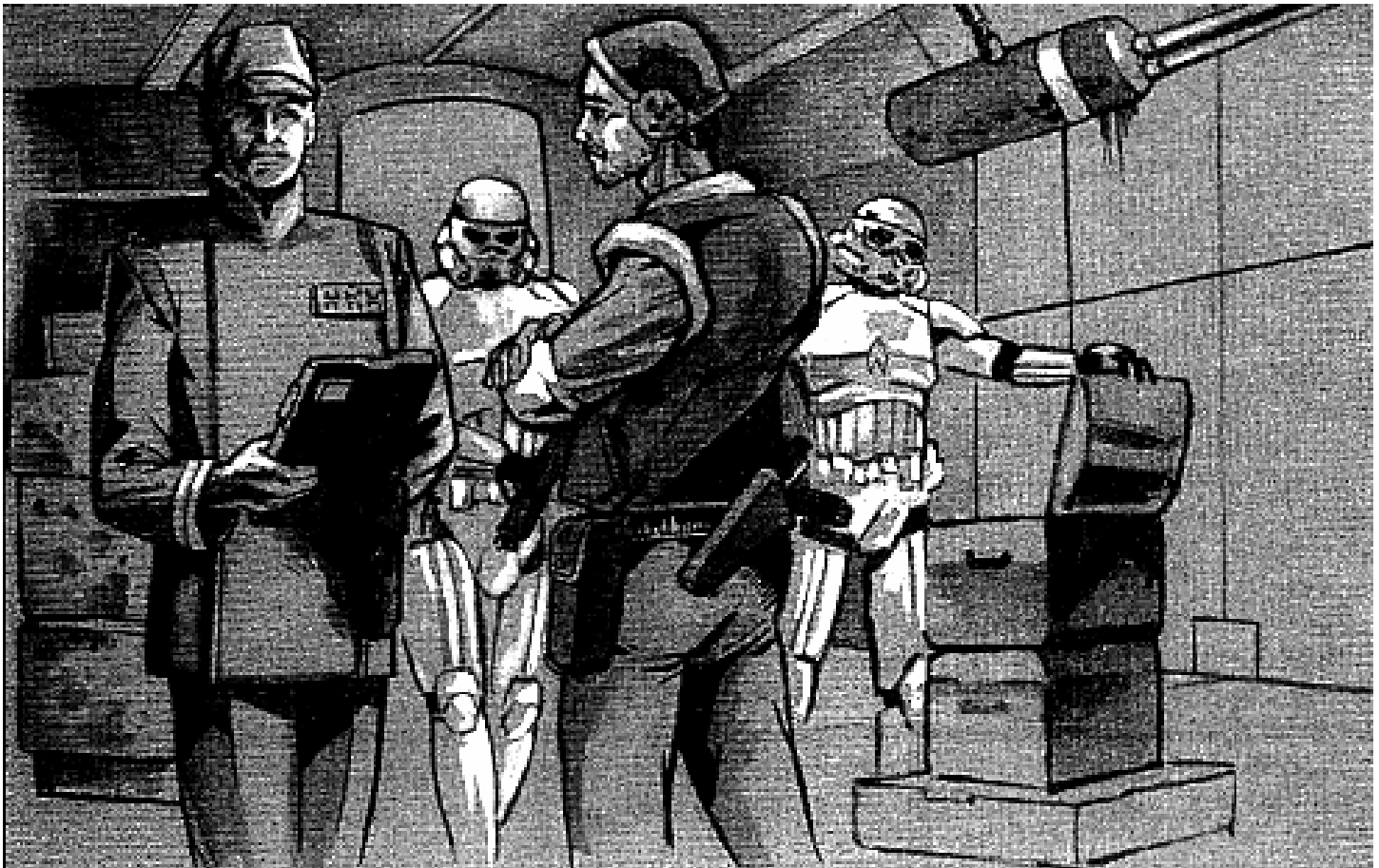
Sabacc

Brief: Optional Sabacc rules
Source: *The Thrawn Trilogy* P84
Description:

The game of sabacc has been played for thousands of years, dating back to the ancient days of the Old Republic. Sabacc tables can be found in the most expensive luxury casinos, or dangerous hole-in-the-wall establishments, and anywhere else.

Sabacc is played with a deck of 76 card-chips. Through the use of microcircuitry in the carcd-chips, card values change randomly, triggered by electronic impulses sent out by the dealer.

There are four suits in the deck: sabers, staves, flasks and coins. Each suit consists of eleven numbered cards (marked one to eleven) and four ranked cards: the Commander, the Mistress, the Master and the Ace (numbered 12 to 15).

There are also sixteen face cards (two each of eight different cards), with special names, symbols and values. They are the Idiot (O), the Queen of Air and Darkness (-2), Endurance (-8), Balance (-11), Demise (-13), Moderation (-14), the Evil One (-15), and the Star (-17).

When a hand is dealt, the dealer pushes a button on the table which sends out a series of random electronic pulses, which shift the values of the cards. Card values can change at any time and this wild randomness has been credited with making sabacc so popular.

Through several rounds of bluffing and betting, players watch and wait for their cardchips to shift. They can lock any or all of their card-chip values by placing them in the table's interference field (located at the center of the playing surface) - the card is "frozen" at that value.

Sabacc is played in both hands and games (a game can have many hands). The object of sabacc is to have the highest card total which is less than or equal to twenty-three. A total which is more than twenty-three, less than negative twenty-three, or equal to zero is a bomb out. Each player is dealt two card-chips to start and must always have at least two card-chips in his hand.

Sabacc has two different pots. The first pot, called the hand pot, is given to whoever wins a particular hand. The second pot is the sabacc pot, which can only be won one of two ways.

With sabacc hands, a player wins if everyone else folds or if he locks in the highest card total less than twenty-three. If two or more players tie. they participate in a sudden demise - each player is dealt one cardchip from the deck which must be added to their locked-in hand. The best hand after this deal takes the hand pot. If there is still a tie, the pot is split.

There are two ways to win the sabacc pot. The first, when a player has a total of exactly 23, is called a pure sabacc. The second is an idiot's array, which means the player has an Idiot face card (O), and a two value card and a three value card - a literal twenty-three! At most tables, an idiot's array beats a pure sabacc. The game is over when the sabacc pot has been won.

Some players have found a way to cheat at sabacc by using a rigged card-chip called a skifter. A skifter allows the player to change its value by tapping the corner of the card. The player waits until it produces the exact value he desires. Of course. being caught using a skifter is a good way to end up on the wrong end of a blaster...

Slave-rigging Walkers

Brief: Optional Rules to coordinate AT-AT and AT-ST walkers
Source: *Wanted By Cracken* P11
Description:

Imperial engineers have designed a slave-rigging system for AT-AT and AT-ST walkers that allows up to ten walkers to be operated from one remote control center. The system enables to walker strikes using precise attack patterns and almost perfectly coordinated attacks against important targets.

When operating slave-rigged AT-ATs or AT-STs, pilots still use the *walker operation* skill, but are rolling against a higher difficulty to keep the walkers operating. The remote control system provides a great deal of mechanical assistance in the operation of these vehicles, and despite its limitations (see below), it is a remarkable advance in drone technology.

To determine the difficulty, choose a basic difficulty as normal, based upon the terrain that the walkers are covering. If the terrain is Very Easy or Easy, add +3 to the difficulty for each walker being run by the slave link system. If the terrain is Moderate or Difficulty, add +5 to the difficulty for each walker being run by the system, If the terrain is Very Difficult or Heroic, add +8 for each walker being run by the system.

> ***Example***: *A character is operating three walkers in Very Easy terrain. The base difficulty is 4 (Very Easy), with an additional +9 to the difficulty for the three walkers being run by the system, for a difficulty total of 13.*

Combining Fire

Characters can *automatically* combine fire (no *command* roll necessary) on slave-rigged walkers provided that they are using the same type of weapons to fire at the same target and all of the weapons are at the same range.
The firing character automatically receives the bonus on the "Combined Action Bonus Table" on page 69 of *Star Wars: The Roleplaying Game, Second Edition*.

Limitations

As with all new technologies, the slave-rigging equipment Is still experimental. Under normal circumstances, the Imperial Army would never use a system before fully testing it, but Imperial Army has decided to use the slave-rigged walkers regardless of its imperfections. Please note that the rules below are for *ideal* conditions: radiation fluctuations, electrical storms or impulses, sensor jamming and frequency pulses can completely disable the systems involved. The complex technologies involved assure that it will be many years before a completely reliable remote control system will be available.

Because of the very delicate natures of the control system and support machinery within the walkers, when a slave-rig operator makes a mistake, the consequences are often far more severe than making a mistake while piloting a lone vehicle. When a pilot fails a *walker operation* roll, find the number of points by which the roll was missed on the chart below:

1-2 Slight slip in control. The pilot has an additional penalty of -1D to all actions for the rest of the round.
3-4 More serious control problem. The pilot has an additional penalty of -3D to all actions for the test of that round and -1D for the next round.
5-6 Malfunction. The slave-rigging system loses control of one walker (determine randomly) for 1D rounds. The walker "freezes" on the battlefield.
7-8 Collision. One of the walkers (determine randomly) collides with something in the battlefield (or nearly trips), doing normal collision damage (see page 95 of Star Wars: The Roleplaying Game, Second Edition). If the walker is severely damaged it trips and falls over on the battlefield.
9-10 Major collision. One of the walkers (determine randomly) collides with something on the battlefield (or nearly trips). Does normal collision damage +4D. If the walker is severely damaged it trips and falls over on the battlfield.
11-15 Serious malfunction. The slave-rigging system loses control of one walker until a technician makes a Difficult computer programming/repair roll. Technicians within the walker can repair the system with an Easy computer programming/repair roll.
16+ System overload. The entire system short circuits. A Very Difficult computer programming/repair roll and three hours of work are necessary to repair the system.

Additionally, whenever a *complication* occurs in the game, the system also overloads, completely shutting down the walkers.

1   *Line/Flank Formation*

The "Line/Flank Formation" is the most commonly used Imperial Army formation because it allows for quick shifts into other attack patterns. This formation simply consists of groups of AT-AT and/or AT-ST Walkers traveling in vertical or horizontal straight lines. These line formations are often single file, although double file formations are used upon occasion. These formations are most often used for rapid movement across terrain free of enemy targets; once the target is sighted, the walkers shift into their predetermined attack pattern. Two such attack patterns are described below.

Direction desired for retreat of enemy troops
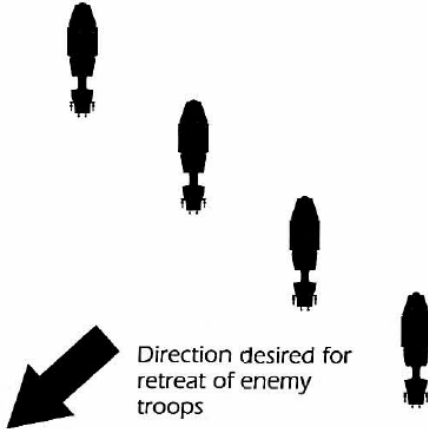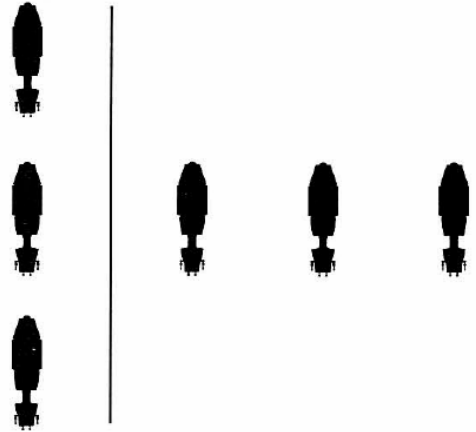
2   *Oblique Maneuvers*

"Oblique Maneuvers" are usually used in conjunction with other ground-based units, such as infantry and ground assault vehicle divisions consisting of juggernauts, hoverscouts, and CAVs. This type of maneuver is employed when attempting to force the enemy into retreating or falling back. In both single- and double-lined obliques, Walkers form a line diagonal to their direction of travel. The walkers thus create a plow effect, forcing the enemy back in a desired direction. In double obliques, AT-STs take the forward position, while the walkers come up from behind to rout targets that have been softened up by the scout walkers.

3   *The Double 'V' Pattern*

The "Double 'V' Pattern" is used when an assault is launched against a strongly defended building or garrison. An outer wedge of 10 AT-STs clears a path through the enemy's outer defenses, allowing a quartet of AT-ATs to move up close to the target, so that they may attack without interference.

The AT-STs can quickly shift to any pattern necessary to prevent flanking movements by enemy mechanized units, or can shift to mop-up operations to shoot fleeing enemy troops.

Objective

Defenses
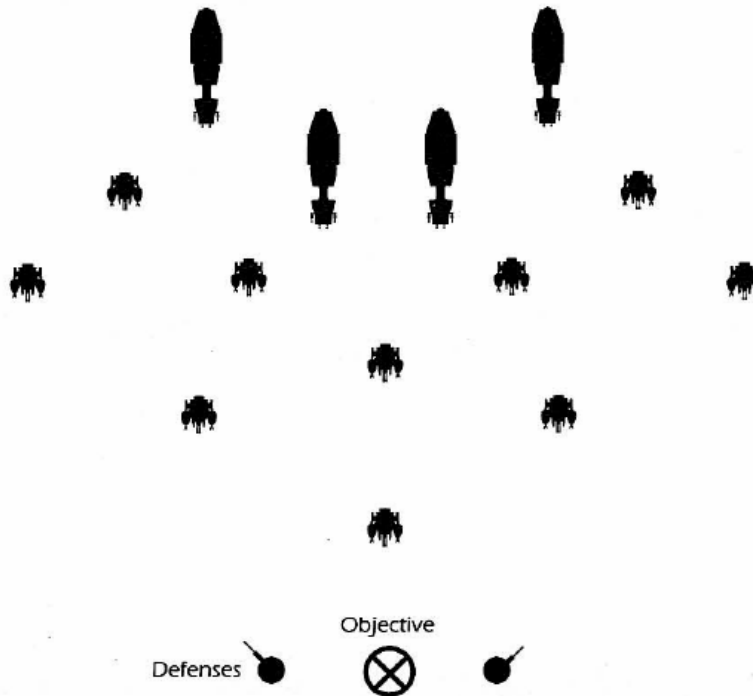
Spacer's Information Manual

Brief: Set of rules for cargo transportation
Source: *Adventure Journal #9* P148
Description:

Customs Inspections and Requirements

Various Imperial and local level agencies have been empowered to perform general and custom inspections on behalf of the Empire. Imperial agencies include, but are not limited to, the Imperial Navy, The Imperial Space Ministry and the Bureau of Customs. Local level agencies vary from system to system, but usually include the planetary version of the Bureau of Customs and any local navy or militia units.

Regardless of the agency actually in charge of a boarding, all spacers and ship owners are charged with the duty of complying immediately and without resistance to the instructions and orders of boarding officials acting in the name of the Emperor. Ships failing to comply may be detained or fired upon. Ships' captains and crews offering resistance face stiff fines and possible imprisonment. All authorized boarding agencies will ensure that spacefaring vessels comply with the following Imperial guidelines:

1. **Transponder Identification**: All vessels must have a functional transponder signal broadcast at all times the vessel is in operation. The transponder signal must be clear and free of alteration. All transponder codes will be proceed and verified through BoSS. Vessels broadcasting an altered or masked signal are assumed to have criminal origins and will be detained or fired upon. Damage and/or destruction of such vessels has been authorized by the Emperor for the protection of Imperial citizens and property.

2. **Documentation**: All spacefaring vessels must carry and make available for inspection and updated versions of the following documentation: Ship's Operating License (SOL), Captain's Accredited License (CAL), Arms Load-Out Permit (ALP), Safety Inspection Certification (SIC), Sector Trade Permit (STP), Vessel Cargo Manifest (VCM) and all required and authorized permits pertaining to currently carried cargoes. Vessels must also maintain for inspection a ship's log current to within one standard year. Entries to the ship' log must include a complete manifest of crew and passengers as well as record of all visited ports of call. Failure to produce or the use of forged or altered documentation may result in the detaining or confiscation of the ship and its cargo.

3. **Physical Alteration**: Any and all physical alteration visible or hidden must be registered and approved by the Imperial Space Ministry. Said approval and permits must be added to the Ship's Operating License documentation and entered into the ship's log. Phyical alteration includes but is not limited to change on the engines, weapon mounts and systems, sensor arrays, control computers and shield generators. In addition, all alterations and maintenance work must be documented and logged showing date, type and location where alterations were performed. Unauthorized alterations may indicate criminal intent and will be disassembled for investigation at the ship operator's expense.

4. **Safety**: All spacefaring vessels will be maintained and operated in compliance with the Imperial Space Ministry safety regulations. Ships must maintain operational escape devices in sufficient number for crew and passengers. All escape devices must be stocked with sufficient medical and food supplies to maintain stated occupancy for a period of at least two standard weeks. In addition, the expiration dates of said stocks must be at least six standard months from the date of inspection. Ship passageways and airlocks must be maintained in such a manner as to provide uninhibited access to escape devices and rescue crews. Failure to comply may result in a financial penalty.

5. **Cargo Compliance**: All cargo being transported must be contained only in the vessel's cargo holds or other authorized locations. All locations must be recorded in the ship's log and are to be well marked as cargo storage. The ship's captain must also maintain a cargo manifest detailing the type, amount, storage methods, locations, and the safety precautions and hazard warnings of the cargoes being carried. Copies of all required permits and proof of ownership must be included with the ship's documentation and made available for inspection. Failure to produce this documentation, or the use of forged or altered documentation, may result in the detaining or confiscation of the ship and its cargo.

6. **Crew and Passenger Compliance**: The ship's log must maintain an updated roster of all crew and passengers currently aboard the ship. All passengers and crew must be able to produce verifiable identification upon demand. All crew members must hold the appropriate license or certification for each position held.

_____

Speculative Trading

Brief: Opt: Rules for cargo buying/selling while attempting to make a profit
Source: *Galaxy Guide 6 - Tramp Freighters* P12
Description:

      One of the ways a tramp can earn a living is through speculative trading: that is, purchasing a cargo out of his own pocket, taking it to another planet, and attempting to sell it there for a profit. This is fairly risky and requires a large investment of capital and time, so most new captains avoid it unless presented with an especially good deal.

      When involved in speculative trading, the tramp is up against the established trading houses, people with contacts among the producers and consumers in their system, years of experience in buying and selling items, the capital to be able to afford to hold onto items until it is profitable to sell them, and the warehouse space to hold them until they are sold. Tramps don't have many of these things.

      Additionally, it must be noted that, when engaged in speculative trading, the tramps are competing with the people who normally provide them with the cargo to haul in drop-point delivery: they had better hope that they don't annoy their best customers, or the freighter's other sources of income will simply dry up. Further, if they begin to cut seriously into the trading houses' profits, the houses may in retaliation start up a price war against the freighters, deliberately selling goods below cost to steal the freighter's customers. In this kind of battle, the freighter captain is almost certain to lose: the houses have the capital to survive a long time without making a profit; the tramps don't.

      Still, this is where the big money is to be made. If the tramp freighter captain is successful, he may be able to work his way into the lucrative buying and selling business full-time - becoming a trading house himself and employing other freighters to carry his loads.

      But he certainly shouldn't attempt this until he knows Minos Cluster inside and out; as an old saying goes, "It's much easier to get skinned than it is to sell skins for a profit."

Buying and Selling: Attack of the Number-Crunching Players

      This chapter's rules allow a character to find a source of goods on one planet, make his purchase, and then find an interested consumer on another planet and sell the goods, hopefully for a profit. Whether or not the trader has a chance to make money is dependent on certain skills, particularly *bargain*, *bureaucracy* and *value*.

      But whether the character actually makes money depends on the player. He's the one who must decide where his character will look for buyers and sellers, and these decisions will only be made properly after a little experience. That's appropriate: as the player learns, so will the character, and anyone new to a profession tends to be ignorant of many of its intricacies.

      There are also plenty of opportunities here for characters to get into trouble. Traditional cargo deals - the simple purchase of products for resale somewhere else - are risky enough, and roughly 20% of even established, experienced traders' speculative deals go sour, the goods sold at a miniscule profit or outright loss. It is not unusual for sellers to attempt to sell shoddy merchandise to neophyte buyers; if the tramps are not careful, they may end up with a cargo of colored water where they thought they had medicine, or a cargo of rotting vegetation when they believed they had purchased food. Let the buyer beware.

      Similarly, the purchaser may attempt to rook the traders by refusing to pay for goods, under-paying what was promised, stealing the cargo outright, and so forth. These are all good ways to add interest to what is otherwise a rather dry number-crunching exercise. Remember: this is a roleplaying game, not a commodities transportation simulation. The most important thing to remember is that the rules should support the kind of game you and your players wish to play.

      Manipulating the buying and selling rules can be fun, but it can also be time-consuming, calling for some fairly tough chart-consulting, record-keeping and number-crunching - which may run against the grain of a gamemaster's more free-wheeling style of play.

      If your players are interested in zooming about the galaxy, going from spaceport to spaceport, interacting with the natives and blowing up Imperials, by all means *do not* let your adventures get bogged down in these trading rules. Use these rules for background and stick with the droppoint delivery rules described elsewhere: they're fast and fun, easily manipulated by you and your players to get the results you're looking for.

      However, if you and your players *are* interested in the intricacies of galactic trading, if you enjoy the chart-consulting, record-keeping and number-crunching necessary to make these rules work, go for it.

      Just remember that the rules are meant to serve the needs of your story. If your adventure calls for the trader to strike it rich, let it happen no matter what the dice say. By the same token, half the fun of being a tramp freighter captain is living on the edge while trying to convince creditors that things are going just fine. If the trader makes too much money too quickly, weave a story of disastrous ruin into the saga. Don't feel obliged to roll the dice for every transaction the characters make, but, on the other hand, don't forget to reward characters who work hard to improve the skills that are supposed to help make them rich.

      Just as a tramp freighter captain tries to balance his life between survival, the Rebellion and the Empire, so should you try to balance these rules and your own story.

Buying and Selling Goods

This speculative trading system assumes that the tramp freighter is purchasing cargo at one point and travelling to another point to sell the cargo (hopefully) for a profit. Note that traders should not buy and sell items on the same planet. There are wholesale companies which handle the relocation of goods from one part of a world to another, and these companies do not look kindly upon those who try to muscle in on their business. Since they have the political and economic clout to stomp any small-time interlopers, player characters should be warned not to attempt to sneak a deal past the planetary business networks. (Although, sometimes a deal comes along that *looks* so sweet it can't be ignored ...)

The system which follows does not take into account other expenses which the tramp freighter might have - docking costs, ship repairs, and so forth. Rules on these operating costs may be found in other chapters of *Galaxy Guide 6 - Tramp Freighters*.

Technology Levels

These six classifications are used by the Imperial bureaucracy to identify the level of technology on a particular planet. Realistically, planets will not fall directly into one of these cateqories, but the gamemaster should assign each planet to the one category it most closely resembles.

Technology levels are used in the buying and selling procedure.

Stone

This is the most primitive category of world which need concern us. (Civilizations at lower than stone tech level do exist, but it Is virtually impossible to trade with them.) The cultures of the world are loosely-knit; the basic social unit is likely to be the tribe. The society makes and uses stone tools, and, if herbivorous or omnivorous, the people will probably have developed primitive agriculture.

A trader can sometimes find a market for manufactured goods here (metal tools and weapons, mostly) and foodstuffs. These people probably do not understand the concept of money, so all deals will have to be based on barter, with the primitives trading their goods for the trader's.

It's fairly easy to trade for low-tech goods on these planets, and with some hard work, the trader can also find minerals, luxury goods (objects of primitive art, mostly), food and medicine.

The primitives have no transportation network, and each tribe is likely to have only a few items worth trading for, making gathering a full cargo a lengthy business.

Risks: Traders are sometimes mistaken for demons or other mythic beasts and attacked accordingly. And the tribes are likely to be migratory: a trader who has established good relations with one tribe may return during a later journey to discover that it has up and vanished on him, never to be seen again.

Example of Stone Level Planet: Endor, the Ewok homeworld.

Feudal

Worlds classified as "feudal" have established a complex social order and have begun to produce primitive manufactured goods. They have developed a slow transportation network (typically roads and ships) and have discovered currency, making wholesale trading of goods possible. They have probably learned primitive mining and ore-processing techniques.

When first discovered, these worlds can be extremely profitable. The people on these worlds will often pay fortunes for any advanced items: manufactured goods, medicine, educational material, weaponry, and the like. If the world possesses mineral wealth, animal wealth (furs and the like), or the people of the world are good craftsmen, thc trading potential is enormous.

However, once another trading house discovers the location of the planet, they will quickly move to establish a permanent outpost to gather its profits. The competition will quickly drive the price the natives are willing to pay for imported goods down and the price they are willing to sell native goods for up. There will still be profits to be made: they simply won't be astronomical.

Risks: Just because people are feudal does not make them stupid, and their culture has probably got a good deal of violence in it. Traders who attempt to rob these people may find themselves attacked by screaming hordes of armor-clad beings wielding pointy swords, or by even more insidious means, say, poisoned mead at the king's party.

Example: Gamorr, the Gamorrean homeworld.

Industrial

Industrial worlds are just beginning to discover important manufacturing concepts such as mass production. Windmills, waterwheels, wood or coal furnaces or whatever primitive machinery the environment will accommodate are used to provide energy to manufacture items. These worlds generally have an aching need for raw materials and metals, and are always looking for instructions on ways to improve their manufacturing capa-

bilities. They typically have an established central government, or a number of governments each controlling a significant portion of the planet.

If the planet is unknown to the Emplre, the first trader there can make a killing. Once the larger trading houses discover the planet and set up shop there, profits begin to drop quickly to more reasonable levels.

Risks: These planets often have weaponry which could seriously threaten a trader (slugthrowers can be, in the right circumstances, just as lethal as a blaster), and a couple of cannon shots could conceivably put a hole in a grounded ship (though the odds of a cannon shot hitting a moving ship would be astronomical).

The industrial planets are likely to attack traders whom they suspect of cheating them, or they might attack if they thought that doing so would earn them cheap information about high technology ("Please to telling me how make metal so strong as your ship's skin or I will pulling your friend's eye out, yah?")

Example: Ryloth, principal world of the Twi'leks.

Atomic

Anatomic civilization has advanced to large-scale production of goods and is beginning to discover how much the universe offers. More potent forms of energy are discovered and rocket technology is developed. The planet seeks to learn more about the planetary bodies near the homeworld.

Since these civilizations broadcast a lot of energy (in the form of radio waves, for instance), most of them in the area in which the tramps are working will have been discovered, and the trading houses will have established permanent settlements on them. The Empire may very well have "invited" them to join its ranks, as well, for purposes of taxation and military conscription. This limits the tramps' opportunities for major trading kills, as they will be competing against the trading houses.

If, however, the tramps are exploring far enough afield, and come across an atomic-level civilization which has not yet made contact with the civilized galaxy, the opportunities for killings selling the planet information are extraordinary.

Risks: Similar to those of an industrial civilization, except that their weaponry is better (a chemically-powered surface-to-air missile could conceivably hit a slow-moving trader, and it would do an appreciable amount of damage). Also, atomic level planets sometimes have a militaristic mind-set, and contact with offworlders is often met with suspicion, fear and paranoia. (Pity the tramp freighter that inadvertently sets down near a planetary military installation.)

Information

Sophisticated devices of communication and data-processing characterize civilizations in the information age. The recent development of computers has completely restructured these beings' lives, and their technological level is beginning to approximate that of the more backwards planets in the Empire.

Information-age planets still have not yet discovered the secrets of hyperspace, though insystem space travel may be relatively common.

If the traders are lucky enough to be the first to discover an information-age planet, they can, once again, make a fortune selling them the secrets of repulsorcraft engines (unless the planets already have it), droid technology, and hyperspace.

The Empire would definitely, however, be interested in setting up normalized relations with such a planet as soon as it found out about it, and the trading houses too would be all over it in months. The trader's window of opportunity for making a killing is very small indeed.

Risks: Once again, the same as industrial- and atomic-level civilizations, but the weapons are better still. An information-age planet may have sophisticated space-based weaponry. Its subspace fighters may go almost as fast as a freighter in atmosphere. In a dogfight, the freighter would almost certainly defeat one or two enemy fighters, but a dozen could give it problems. Groundbased lasers and atomic missiles would definitely give it problems.

Example: Kubindi, the Kubaz homeworld.

Space

This is the stage at which most planets in the Core Worlds are. The trappings might be different, but these planets have about the same level of technology as that which can be found on Cloud City, Tatooine, Coruscant, or anywhere else in the civilized sectors of the galaxy.

Discounting odd exceptions of fantastical advancement like the Columi of Columus, the space age is the final stage of development of any civilization. In this level of civilization, a species takes to the stars to found colonies and discover the universe. The colonies often begin as farming communities; this step is often prompted by overcrowded conditions on the homeworld, but a variety of other factors have pushed species to the stars. While some space travel may have been practiced during the previous stage of civilization, at this level the people have learned the secrets of hyperspace travel.

Since space-age planets are at roughly the same tech level as the traders, there's little room here for a killing selling these people information. It's marginally possible that they might not yet have discovered the secrets of bacta tanks or some other specific item they'd pay a lot for; it's equally possible that they have discovered some item which the Empire doesn't yet know about. The chances of being first to discover a space-age civilization are, of course, almost vanishingly small - unless you travel Far away from known space.

Risks: Once again, same as before, except that these folks may have their own versions of starfighters, frigates, cruisers, and the like.

Example: Calamari, the Mon Calamari and Quarren homeworld.

Trade Good Categories

To make the system simpler, trade goods have been broken down into the following categories:

Low Technology

This category includes simple manufactured items like handiworks, native crafts, furniture and woven cloth.

Mid Technology

In this category are devices which result from semi-complex manufacture. Textiles, mechanical weaponry (projectile weapons, etc.), paper goods and elaborate craft items are included here.

High Technology

Very advanced products are classified as high technology. Items like computers, lasers, plastics and polymers are part of this category.

Metals

All manners of formed metals are included here. Steel, copper, iron and hfredium are examples.

Minerals

Mineral ores required to produce any number of items are part of this category. Iron ores (hematite and magnetite), copper ores (chalcopyrite and malachite), and ores used for other purposes such as mixing cement (calcite) and common salt (halite) are notable examples.

Luxury Goods

A multitude of expensive items are classified as luxury goods. Spices, works of art, precious metals, gems and liquor are examples of items which may be purchased without any actual need of the item. Certain items from other categories might be considered luxury items on some worlds. For example: salt is a mineral, but on Arcona salt is a luxury item: a low-tech chair might be a luxury on a wealthy high-tech planet. Liquor and other recreational drugs are also luxury items (in the right market).

Foodstuffs

This category covers any meat, vegetable, or protein, but primarily denotes grain and other bulk food products.

Medicinal Goods

Drugs and herbs of all kinds are classified as medicinal goods. Such items are especially useful on the worlds of moderate technological level, where over-populated, unsanitized cities have bred diseases which the civilization has yet to find cures for.

Using the Supply and Demand Table

To use this section, refer to the "Supply and Demand Chart" on the following page. This contains information on how difficult it is to purchase a product, what the base purchase price of the product is, how difficult it is to sell the product, and what the base selling price is.

The rows of the table list the various product categories - low tech, foodstuffs, and so forth. The columns of the table list planetary technology levels - stone, information age, and so forth. Cross-referencing the commodity with the planetary tech level, you can find out how easy or difficult it is to buy or sell any commodity on any tech level planet.

The bold entries refer to the available supply of the commodity, the entries in regular type to the demand for the commodity. The letter before the slash tells how high the supply or demand for the item is: very low, "VL": low, "L"; moderate, "M" ; high, "H"; or very high, "VH". The number after the slash lists the base purchase or selling price for the commodity on that planet type.

For example, if a trader wished to trade in mid-tech products on an industrial world, you would cross-reference the row on mid-tech products and the column on industrial-level worlds, where you would find the entry:

M/5400
H/5670

This tells you that, on an industrial world, there is a moderate supply of mid-tech goods, and each ton of mid-tech good has a base cost of 5,400 credits. There is a high demand for mid-tech goods, and each unit has a base purchase price of 5,670 credits.

Once you have this information, you can find out whether or not the trader was able to find a buyer/seller, and how much credits he paid/made on the transaction.

Finding a Customer/Seller

To find a customer/seller, a trader must make a *bureaucracy* skill roll. The difficulty of the roll is dependent upon the scarcity of the product he wishes to buy, or the demand for the product he wishes to sell. Examine the "Buying/Selling Difficulty Chart" on the following page. This lists the difficulty of finding either a cargo or a purchaser of a cargo, according to the supply/demand for the cargo. For example, if the trader wishes to find a cargo with a high supply, he must pass an Easy *bureaucracy* roll. If he wishes to sell an item for which there is a low demand, he must pass a Difficult *bureaucracy* roll.

Success at this roll means that the trader has found a potential customer/seller within the first two days he looked. Failure indicates that he did not, and any subsequent attempts to find a buyer/seller for that same commodity have an increased difficulty of +2. The difficulty increases by +2 for each failed attempt; the difficulty remains increased until at least a month has passed.

Negotiations

Once the trader has found someone on the planet looking to do business, the two parties must agree to a price. The *Perception* skill *bargain* is used to negotiate a price.

Rules for using the bargain skill can be found on pages 82-83 of *Star Wars: The Roleplaying Game, Second Edition*.

Apply modifiers as indicated, but use the following chart to determine results. Bargain skills vary widely, ranging from 2D for barely competent traders up to 8D or more for very experienced traders. See the guidelines on page 41 of *Second Edition* for assigning skill levels.

When bargaining, use the alternate results chart below because these results reflect trading large quantities of goods at wholesale prices, while the bargain results on page 82 of *Second Edition* reflect single transactions at retail prices.

Factor the results against the product's base price.

Seller Beats Buyer By	Price Multiplier
2-4	+2%
5-8	+4%
9-12	+6%
13-16	+8%
20+	+10%

If the seller and buyers' rolls are within two of each other, the price is unaffected.

Buyers Beats Seller By	Price Multiplier
2-4	-2%
5-8	-4%
9-12	-6%
13-16	-8%
20+	-10%

Bad Deals

A trader can always refuse to buy or sell at the gamemaster character's final price, but, if he does so, he must find a different person to deal with, and the difficulty of doing so increases by one difficulty level.

How Much Can I Carry?

Besides money, there is another limit to how much cargo a trader can carry. Each ship has a limited amount of space for cargo, and a limited amount of tonnage it can carry.

It cannot be emphasized enough, however, that a freighter can carry *exactly what the gamemaster wishes it to carry*. Remember, as long as it serves the story you are telling, player characters can carry as much cargo as needed. Detailing cargo space down to the millimeter is not necessary, as long as it remains within the bounds of common sense; the *Millennium Falcon* can handle a few tons of spice, not a few million (actually 16.5 tons to be exact). Just be sure to

be consistent in what you allow the players to carry; if their ship could handle 15 tons of grain in one gaming session, it should be able to do it again, barring any major structural changes or damage to the ship.

Customizing the Tables

All of the data in these tables represent averages - and pretty general ones, at that. The "Supply" line on the "Supply and Demand Chart" shows the average supply for each good type; the "Demand" line shows the average demand. The prices are derived from the average prices shown in the "Base Cost and Weight Chart," multiplied by a percentage shown in the "Buying/Selling Difficulty Chart." It's all very, very generic. This is okay at first, as you and your players get used to the system, but you should, as soon at is comfortable, customize these numbers to suit your campaign.

Instead of using our values, you are heartily encouraged to put in values of your own. If a planet of your own creation has some special sort of metal (called erkinite, for instance) to offer, it is much more realistic to assign erkinite a true value than to give it the average value for metal on the "Cost Chart."

Similarly, you should alter the supply and demand for items to suit your campaign worlds: if you've got a stone-age world where the inhabitants live in trees and refuse to have anything to do with metals, change the demand for metals from "L" to "VL." Or ignore the chart and say that they simply will not buy metals there at all. If these same primitives use a lot of salt in their diet and therefore have become expert at collecting it, you can say that the supply of salt is "H," and, since they have so much of it, they sell it at 90% of the base mineral cost, or 1,350 credits (in trade) per ton. However, since this is the only mineral they use a lot of, the supply of other minerals remains "VL," and the cost remains high.

As with most things, the more effort you make, the better the result. If you customize this system, it's going to be much more fun and interesting for your players.

Supply & Demand Chart

	STONE	FEUDAL	INDUST	ATOMIC	INFO.	SPACE
Low Tech						
Supply	**M/3300**	**H/3135**	**H/3135**	**M/3300**	**L/3465**	**L/3465**
Demand	H/3465	VH/3630	H/3300	M/3300	L/3135	L/3135
Mid Tech						
Supply	-/-	-/-	**M/5400**	**H/5130**	**H/5130**	**M/5400**
Demand	VL/4860	L/5130	H/5670	M/5400	M/5400	L/5130
High Tech						
Supply	-/-	-/-	-/-	-/-	**M/6000**	**H/5700**
Demand	L/2280	M/2400	VH/2640	H/2520	H/2520	M/2400
Metals						
Supply	-/-	-/-	**L/2520**	**M/2400**	**H/2280**	**VH/2160**
Demand	L/2280	M/2400	VH/2640	H/2520	H/2520	M/2400
Minerals						
Supply	**VL/1650**	**L/1575**	**L/1575**	**M/1500**	**M/1500**	**M/1500**
Demand	VL/1350	L/1425	VH/1650	H/1575	M/1500	L/1425
Luxuries						
Supply	**VL/110%**	**L/105%**	**L/105%**	**M/100%**	**H/95%**	**VH/90%**
Demand	M/100%	M/100%	M/100%	M/100%	M/100%	M/100%
Foodstuffs						
Supply	**L/1890**	**M/1800**	**H/1710**	**M/1800**	**L/1890**	**M/1800**
Demand	H/1890	M/1800	M/1800	M/1800	M/1800	L/1710
Medicine						
Supply	**VL/4620**	**VL/4620**	**L/4410**	**M/4200**	**H/3990**	**H/3990**
Demand	M/4200	H/4410	H/4410	M/4200	M/4200	L/3990

Item's Status	Marketeer's Selling Price *	Marketeer's Purchaser's Price *
Legal	x2	x0.5
Fee	x3	x1.5
Restricted	x4	x2
Illegal	x5	x2.5

* Modified according to the "normal" price of the item.

Base Cost and Weight Chart

Good	Cubic Meters / Metrication	Base Credits / Metric Tons
Gold	0.05	140,000
Silver	0.1	20,000
Spice	2	2,700
Ryll	1	35,000

Buying/Selling Difficulty Chart

Population of World	Base Difficulty
Large	Very Easy
Considerable	Easy
Average	Difficult
Small	Very Difficult
Tiny	Heroic

Conditions	Difficulty Modifiers
Light/No Imperial presence	-2
Standard Imperial presence	0
Heavy Imperial presence	+2
Loose/Corrupt Planetary Government	-2
Standard Government	0
Repressive Government	+2

Speed Drawing
Brief: Quickdraw rules
Source: *Han Solo And The Corporate Sector Sourcebook* P122
Description:

     To run old-style 'gunfights" in the roleplaying game. use the following 'quickdraw' rules.

     The character uses their *blaster* skill or appropriate specialization. The weapon to be used must be appropriate for quickdraw duels: a blaster pistol, hold-out blaster, or heavy blaster pistol, for example.

     To quickdraw, the character may not do anything else in the round, including dodge. In other words, characters engaging in quickdraw duels are easy marks for anyone else. The character may make multiple quickdraw shots in around; characters may shoot at more than one target, but at an additional -1D penalty per target, in addition to all the other penalties. Characters may also use the 'quickdraw," or "snap shot" rules in non-duel situations.

     To quickdraw, the character splits his or her *blaster* skill dice among two areas: speed draw dice and accuracy dice. To see who draws and fires first, each character rolls their speed draw dice. The character who rolls highest fires first; the character who fires first then rolls his or her accuracy dice to see if the target is hit.

     Characters who want to make multiple shots suffer multiple action penalties for both their speed draw dice and accuracy dice (for example, for two shots, the character suffers a -1D penalty to speed draw dice, as well as both shots).

     Unlike normal rounds, quickdraw duel actions are not simultaneous. The character who fires first, fires first in "game time": the other character may only fire back if they haven't been injured by the shots at them.

     Any character who is stunned by a qulckdraw shot loses -3D off all following shots in that round. Any character wounded (or worse) by a quickdraw shot is in too much pain or too badly distracted to return fire.

     Example: Han Solo and Gallandro are going to have a quickdraw duel. Han is using his heavy blaster pistol, and he has 8D in the skill. Gallandro is using his blaster pistol, and has 13D in the skill. The duel will be held at a distance of 10 meters, which is medium range (Moderate difficulty) for the heavy blaster pistol and short range (Easy difficultly) for the blaster pistol.

     The player playing Han decides he will allocate his 8D in the following way: 5D to his speed draw and 3D to his accuracy. The gamemaster, playing Gallandro, will use his 13D in the following manner: 10D to his speed draw and 3D to his accuracy.

     The player rolls for Han's speed draw and gets a 14. The gamemaster rolls for Gallandro and gets a 24. Gallandro draws and fires first. He rolls a nine to hit Han - more than enough at short range. Han is wounded and drops his pistol: he won't be able to fire. He has lost the duel, but is still lucky enough to be alive.

     Characters may quickdraw against opponents that are trying to *dodge* or doing other actions. The character performing the quickdraw or snap shot simply rolls their speed draw dice against the target's *dodge*. If the speed draw roll is higher than the *dodge*, the quickdrawing character shoots at the target as if he or she did not *dodge* at all. As before, a character who is quickdrawing may not do any other actions in a round.

     Example: Han Solo is to quickdraw against a stormtrooper, who is trying to full dodge. Han splits his 8D in this way: 5D to his speed draw and 3D to accuracy. The stormtrooper has a dodge of 4D. The distance between Solo and the stormtrooper is 10 meters, or medium range (Moderate difficulty) for Han's heavy blaster pistol.

     Han rolls his speed draw dice and, gets a 17. The stormtrooper rolls his dodge and gets a 12. Han gets to shoot at the stormtroopr at the Moderate range difficulty only, but he only gets to roll 3D to hit (his accuracy dice). If the stomtrooper's dodge roll was higher than Han's speed draw roll, the stormtrooper would have been able to add his dodge roll to the range difficulty (Moderate), making him much harder to hit.

_____

Spice
Brief: Optional Rules for spice effects
Source: *Shadows of the Empire Planet's Guide* P40
Description:

     "Spice" is a nebulous term for an assortment of recreational substances, medicines, food seasoning, additives, and preservatives, illegal intoxicants, and other ingested non-nutritive semi-foodstuffs.

     Historically and colloquially, spice can also refer to any luxury good, such as exotic entertainment, precious metals, or rich foods; or any valuable smuggled goods, or any small goods that adds variety to life ("spice is the variety of life" and "variety is the spice of life" are common catch-phrases).

     In the most specific sense, spice is a very valuable substance, produced organically by a biosystem, that enhances biological processes or experiences. The most famous spices are mined mineral-based substances, but many spices come from other bioproductive processes.

Andris is, in its refined form, a white powder that is added to foods to enhance flavor and slow spoilage. Andris enhances sensory experience by priming neural cells and increasing their efficiency and fire rate, making sensation more intense. Some andris users claim that high-quality andris sharpens the senses to a high degree, and there is some evidence that the spice is mildly addictive. The preservative effect is a secondary side benefit. Andris is one of two spices mined on Sevarcos, the dry spice world. It's legal, but expensive; about 1 credit per dose (about 10 grams), cut to market standards. High-quality andris is illegal due to the danger involved, and goes for up to 50 credits per dose on the black market.

Standard-quality andris is just a spice with a slightly stimulating effect. High-quality andris (which costs up to 500 credits a does) increases Perception scores by +1D for one hour. Due to the increased sensitivity, damage done to the character while under the influence of the spice is increased by +1D. High-quality andris can be ingested directly, dissolved under the tongue, or taken with food.

Carsunum, the black Sevari spice, is much rarer, vastly more valuable, and highly illegal. Carsunum has several benefits, most notably the increase of all abilities: users become more intelligent, faster, stronger, and generally more able. Users also experience a mild euphoria and increased confidence. This benefit has a dark side: after the effect wears off, users become listless, sometimes poisoned, and occasionally overdose fatally. For these reasons, use, distribution, and possession of carsunum is highly illegal. Carsunum goes for about 1,000 credits per dose on the black market.

The now-vanished Healer's Guild once used carsunum as a cure-all. It was also sometimes mixed with ryloth spice as a treatment for hive virus infections. This formula is now lost. Carsunum is also credited with aiding in meditative insight, lengthening life, and increasing health, but these are spurious claims at best. Carsunum increases all abilities and skills by +1D for 1D hours. At the end of the effect, the user takes 1D damage for each hour under the influence (the carsunum bonus cannot be applied). Force skills and bonuses from Force Points are decreased by -1D per dose for the appropriate period.

Glitterstim, the spice of Kessel, is by far the most valuable spice known in the galaxy. Glitterstim is ordinarily black, until exposed to direct light, when it "ripens," turning a glittering gold, sparkling with its chemical conversion. A side effect of this radiation-induced process, if consumed while the spice is discharging, is the effect of a very transient form of telepathy, allowing the user to probe another mind on one specific subject - say, the plans of a starship, inside stock-trading information, loyalty to the Empire, or any other specific subject. Glitterstim has no particular euphoric effect, although the user can concentrate on absorbing sensations or emotions of the mind being scanned. Kessel, the only known source of glitterstim, is owned by the Empire and mined by condemned criminals, slaves of the Empire.

Nearly all mined glitterstim is Imperial property, and the vast majority of it is routed to Imperial security agencies - the ISB and Imperial Intelligence - and select high-level Imperial officials. A small portion of the rest is auctioned off to select Imperial client states and corporations, who use the spice for the same reasons as the Empire - internal security and espionage, and quiet high-level thrills. At each level, a very small percentage is skimmed from shipments and sold on the black market for incredibly high prices. Even on Kessel, a shadow industry of illegal mining skims spice for the black market. A dose of glitterstim goes for a minimum of 6,000 credits a dose.

Characters imbibing a glitterstim hit are considered Force-sensitive for 10 rounds. During this time, they can harness the powers of the Force to read the surface thoughts of a target person. This functions just like the Force skill receptive telepathy, except that the user is restricted to using his or her Perception to make the difficulty roll. Those who are already know receptive telepathy derive no benefit from using glitterstim.

Ryll is a spice mined on the Twi'lek homeworld, Ryloth. Ryll production is perfectly legal on Ryloth, and the substance is a highly-useful pharmaceutical ingredient, especially in pain relief. Ryll is also used illegally to produce several intoxicants, including hallucinogens of various kinds and intensities. Ryll spice has little effect on beings other than euphoria and interesting, sometimes disturbing, hallucinations.

Use of any of the illegitimate spices - especially glitterstim - has the potential to be considered an evil act and Dark Side Points are a likely result.

Imperial Code Violations

There are a number of Imperial Code restrictions on transport, sale, and possession of spice:

- Possession, trafficking, and/or transport of illegal spice (carsunum or glitterstim, for example) is a class two violation, punishable by 5-30 years imprisonment, impounding of vessel and other involved properties, fine of up to 10,000 credits, and/or loss of pilot's and business certification.
- Possession, trafficking, and/or transport of restricted spice (for example, high-grade andris or narcotic ryll) is a class three violation, with punishment of impounding of involved property, fine between 250-5,000 credits, imprisonment up to two years, and possible loss of certification.

- Purchase or transportation of spice without a permit, or without proper receipt of fees, is a class four violation, with punishment of a fine up to 5,000 credits (usually on the low end), and imprisonment up to one month.
- Violation of local import and export regulations (spice is regulated in almost every system) is a class five infraction, punishment usually being a fine between 100 and 5,000 credits.
- Local system laws may also apply, and these punishments may also include local system imprisonment and fines, perhaps more severe than Imperial punishment - some spice smugglers have paid minor fines to Imperial courts, then been arrested, tried, and executed by a more severe local magistrate.

_____

Starship Repairs

Brief: Rules for starship repairs
Source: *Platt's Starport Guide* P8
Description:

A Note on Repairs

Each starport in Platt's Starport Guide varies in the availability of repair facilities, technicians and spare parts for modifying and repairing starships. Most starports describe repair facilities under the "services" section of each starport. Repairs will cost the standard amount or even less in better starports (although a few "exclusive" repair houses may charge significantly more than the norm). Repairs and parts in more remote starports will be more expensive and rare, if available at all.

As a gamemaster, always remember that technicians offering their starship repair services or spare parts are prone to bargaining, setting the initial price higher than normal, and bargaining down (or up) to their satisfaction - but more often than not, satisfying the customer (in this case, the characters).

Repair Rules Summary

Repairing light freighters can be a lengthy and expensive process. The following rules are summarized from *Star Wars, Second Edition*. The repair costs are for characters doing the repairs themselves, most often using their space transports repair or starship weapon repair skills.

These rules are also a good guide for gamemaster character technicians effecting repairs and passing charges for new parts and their time along to the characters. Figure labor costs run about equal to the cost of new parts.

These costs are for new replacement parts only and are based on the original retail cost of the ship - used or scavenged parts often cost about half the suggested amount, but are less reliable and are prone to failure if abused.

In general, technicians can make repair rolls at the end of 15 minutes' work, then one hour, then two hours, then one day and then two days - for each repair, not for fixing the entire ship. Customize the costs, repair difficulties and time taken to fit the situation.

Don't forget to be flexible to the roleplaying situation, sometimes taking time to act out any encounters with parts dealers or technicians for hire. The following tables are general guidelines for repair difficulties and the cost of new parts.

Maneuverability Lost	Difficulty	Cost
-1D	Easy	10%
-2D	Moderate	15%
-3D or more	Difficult	20%

Moves Lost	Difficulty	Cost
1	Easy	10%
2	Moderate	15%
3	Difficult	20%
4	Very Difficult	25%

Shields Lost	Difficulty	Cost
-1D	Easy	5%
-2D	Moderate	5%
-3D	Difficult	5%
-4D or more	Very Difficult	10%

Drives

When a drive or generator is destroyed, a Difficult repair roll is necessary to replace it with an identical unit - its cost is 35% of the light freighter's original retail cost.

STAR WARS

Hyperdrive
A Moderate repair roll is necessary to repair a damaged hyperdrive.

Weapons

Damage	Difficulty	Cost*
Lightly	Easy	15%
Heavily	Moderate	25%
Severely	Very Difficult	35%

* Cost is based on the original cost of the weapon, not the starship.

For more information about repairing and modifying starships, see *Galaxy Guide 6: Tramp Freighters, Second Edition*, pages 30 to 43.

Stopping Hyperspace Jumps

Brief: Optional Additional rules to make hyperspace jumps difficult
Source: *Pirates & Privateers* P15
Description:

It can be very frustrating to a pirate to have a prize jump out from under attack (or for the gamesmaster if he wants to have his players' ship boarded). Remember, though, that to jump safely, a ship must take some time to calculate the jump – one minute for well-known, well-travelled routes, up to half and hour for most known systems, and several hours to calculate a jump to an obscure system. Hasty jumps can be reduced to a single round, but this *doubles* the difficulty of the route.

If a ship is lightly damaged, the gamesmaster can add +5 to the base *astrogation* difficulty; if a ship has suffered heavy damage, the base *astrogation* difficulty increases by +10. In addition, ion cannon hits affect hyperspace jumps by adding +5 to base *astrogation* difficulty for every *controls ionized* result. Tractor beams add their damage roll to the difficulty. All of these penalties are cumulative, and normal scale/damage guidelines are applicable.

For example, a pirate corvette (capital scale) is jumping a light freighter (starfighter scale). The corvette hits the freighter with an ion charge, ionizing its controls (two *controls ionized* results), while hitting it with a tractor beam, capturing it with a damage roll (plus 6D for the scale difference) of 33. The freighter captain decides to flee into hyperspace. The gamesmaster decides that the jump has a difficulty of 10 – doubled for a hasty entry – with an additional +10 for the ionization results, *plus* an additional +33 for the tractor beam (the scale bonus), for a total of 63! The captain, with 5D in *astrogation*, rolls a fairly average 18. Obviously, the freighter is now in real trouble.

Emergency jumps still work fairly often against similarly scaled ships, since a good astrogator can probably roll within 10 of the difficulty and simply suffer a hyperspace mishap.

These guidelines work well to keep an adventure heading on the gamesmaster's predetermined course; if the adventure hinges on the prize vessel being neutralized and boarded, these options can help skew the encounter towards the gamesmaster's desired ends.

Swoopchasing

Brief: Racing competition
Source: *The Black Sands Of Socorro* P112
Description:

Swoopchasing: A Proud History

Swoopchasing began as a leisure activity among the farmers of Omman. When bored with the normal routine of maintaining moisture units on the outer perimeters of their often vast land holdings, local farmers and land owners would put their boasts to the test in impromptu, long-range competitions. Varying in distances of 10 to 32 kilometers, the farmers raced over desert and plains, and through crowded woodlands and mountain canyons. This races challenged both the piloting skill and cunning of the riders.

These personal contests offered minimal prizes—the meager funds the farmers could pool—and more often than not the purse was spent during victory celebrations. However, once the sport was discovered by small-time gangsters and crime lords, swoopchasing underwent a complete facelift, offering lucrative cash prizes and substantial income from betting.

Swoopchasing differs from typical swoop racing in that maneuvering around obstacles and hazards is more important than sheer speed. Geared to spectator appeal, swoopchasing capitalizes on a morbid sense of danger. Fatalities

are commonplace, depending upon the level of competition. The chance to see each disaster as it unfolds brings thousands of spectators to events.

The length of the courses is dictated and varied by competition levels. A rookie outing is generally three to five kilometers long and may consist of no more than 10 to 15 jumps. In comparison, the notorious Outlaw or illegal courses can be up to 30 kilometers long, with 20 to 32 jumping opportunities for the participants.

The sport's regulations are quite simple. Participants may enter at any appropriate level, using specially modified, or "governed," swoop vehicles. While most standard swoops can maintain an altitude of 50 meters, race-modified vehicles are not permitted to go above a cruising altitude of 3.05 meters; temporary altitude bursts may elevate the swoops to a height of 6.5 meters for short periods of time.

Speeds have also been regulated for the safety of the participants. While many swoops can reach speeds of 750 kilometers per hour or more, a governed swoop is limited to a top speed of 350 kilometers per hour. Too slow for your tastes? Well than imagine moving at 750 kilometers per hour, with only half a kilometer—tw0 and a half seconds—between obstacles. Imagine having to decelerate, adjust altitude, and than duck, jump or maneuver around a barrier. With ungoverned swoops, there is no time to think; with governed swoops, pilots may have a second or two to get their bearings.

What besides romanticism and fool's courage would prompt any sane individual to attempt swoopchasing? The lure of easy money! Even the smallest purses at the Rookie level offer 500 to 1,000 credits to the lucky winner. As the degree of difficulty increases, top prizes increase dramatically. The purse for a Limited or Advanced feature can be 5,000 to 10,000 credits. Outlaw feature winners can collect upwards of 15,000 to 25,000 credits in one night! Special "suicide" outings have reported purses of 50,000 to 90,000 credits, but even the winners often need replacement limbs!

The allure of such easy gain has enticed more than a few ambitious swoopchase racers to an early grave. But if one has the tenacity to brave the course, the obstacles, and the temperament of fellow riders, there is more than enough incentive to drive the ambitious swoopchaser to the winner's circle and a small fortune in prize money free of Imperial tariffs, sector taxes, and even crime lord tributes (if you manage to leave the race grounds quickly enough).

The Language of the Track

Swoopchasing is full of colorful language and slang that endears itself to the racing enthusiast, but which often precludes the casual observer. For an in-depth look into this exciting sport and its terminology, please familiarize yourself with these terms:

- **Approach**: Coming into a fence.
- **The Crew**: The field of racing participants.
- **Crowd**: To hit a rival competitor, forcing them to crash. As in, "he crowded him into the rocks."
- **Docking**: The act of jumping or clearing an obstacle.
- **Flare out**: To be hit or disabled by an ion flare.
- **Gear-Tampering**: Fixing the race by tampering with vehicles or participants on course.
- **Gone to the Winner's Circle**: Said of those who have died on course during the race.
- **Gone to Ground**: Said of those who did not complete the race due to accident or technical failure.
- **Governed**: Modified; generally indicates that a vehicle has been modified to meet race standards.
- **Jumping Efforts**: The number of jumps and/ or maneuvers needed to complete the obstacle. (For example, the standard Repulsor-ln fence requires one jumping effort, while the Rancor Pit requires three efforts.)
- **Landing**: Successfully clearing a fence and moving on to the next obstacle.
- **Mock-**: Designation of a race whereby the goal or outcome is to practice, i.e. mock-outlaw would feature the challenges of the Outlaw level, but with more distance between obstacles, greatly reducing the danger for inexperienced riders.
- **Outing**: Another term for a race or the actual course.
- **Pop**: To drop down in front of a competitor, buffeting him or her with the thrust from the swoop's ion drives.
- **Propping**: Gunning the swoop's engines in an effort to build up necessary acceleration.
- **Swap Paint**: Two or more swoops bump into each other while at high speed. Often, a rider "swaps paint" with another swooper to force the rival off-balance, allowing the aggressor to swing past and gain a position.
- **Tipping In**: To jump too closely to an obstacle or hit the fence while in the act of jumping.
- **Slogging It**: Approaching a fence too slowly or cautiously. (Rookie and Novice riders are often referred to as "Slog-Heads" because of their excessive caution, which can often lead to wrecks on challenging obstacles.)
- **The Survivors**: Those racers who manage to obtain second through sixth place.
- **The Victim**: The winner of the race.
- **Wrecking out**: To crash.

Levels of Competition

There are a number of levels for the swoopchase racer to compete at, each with ascending degrees of difficulty. While there are no restrictions prohibiting a first-time rider from entering an Outlaw feature, it is always best to try your hand first at the Rookie level and from there decide what would be the next best (or safest) rung of competition.

The Rookie is the beginning level and as such offers the easiest and safest courses. Generally, a rider is considered to be a rookie or a slog-head if they have ridden fewer than five races. This level allows the rider to learn the basics of handling and maneuvering. Fences can be expected to be intimidating to the youngster, but not impossible; they're generally at a sub-regulation height of four meters.

Next up the ladder is the Novice level, which is generally for riders heading into their sixth or seventh race. The Novice course is considered only moderately dangerous and some first-time riders have earned a fair share of respect by competing at this stage.

At the Limited level, the rider is expected to have mastered the basic obstacles at lower levels. Racers with 12 to 15 races tend to move to this level; in some systems, three to five victories are needed before the rider is even permitted to advance to this rung of competition. At this level, the racer is encountering inure challenging obstacles and standard-sized fences, which stand a formidable 5.0 to 5.5 meters tall. This is a level of dubious distinction, with the highest number of fatalities and injures due to high fences, specialized complexes, and the added course length, all of which often prove to be too demanding for lesser riders.

The Advanced level is the proving ground for the emerging talents of the sport. At this level, fences are maxing out at regulation 6.3 meters and riders are expected to remain on course for upwards of 60 to 90 minutes. The Advanced level requires a high degree of skill and riders at this level learn the tricks, maneuvers and handling efforts needed to round out the swoopchase racer's education.

The Expert level is aptly named and requires a mastery of the skills that are required of a true champion. At this level, many Outlaw fences appear to further test the mettle and skill of the expert riders. With the appearance of new fences and greater challenges, there is almost always one (and probably more) fatalities, which makes the Expert level quite popular with the "sophisticated swoopchasing connoisseur." At this level, many riders are seen and recruited by reputable racing stables and crime lords looking to sponsor the next circuit champion.

Open is a competition designation that allows any level rider to race on a Novice to Limited-level course. The degree of difficulty is sharply down-graded in favor of skills-orientation. This is a choice opportunity for trainers to take their riders on-course and teach them techniques and skills that are required to be successful at the more extreme levels. It also gives old pros the chance to freshen up, while rookie and novice riders have the freedom to compete against accomplished riders with less risk.

The Outlaw feature is the most notorious level. While swoopchasing is strictly regulated in many planetary systems, the menacing Outlaw feature is held only in the darkest of places, far from the scrutinizing eyes of the sport's sanctioning bodies. Bets are high, the stakes enormous and the odds invariably stacked against the participants—fatalities and crippling injuries are the expected norm. It is not unusual to find a little gear-tampering, where local or outside interests hire a bounty hunter to eliminate favorites from the race.

Types of Fences

There are a number of fence types on swoopchasing courses. For your general knowledge, here are descriptions of fence types that riders may be required to meet during the course of a race.

A Bank fence is built into a pre-existing natural rock or earth formation that maintains a permanent ascending and/or descending slope. These natural-type obstacles are challenging in that racers must approach with deliberate slowness or at high speeds in order to surpass additional efforts (obstacles) that may lie at the top or the bottom of the bank.

A complex is any obstacle that requires no less than three but no more than 10 jumping efforts or skill maneuvers. Generally, complexes are highly involved and specialized with regard to location, environment, and skill levels. For instance, the Arena is a fully enclosed complex that tests the rider's ability to maneuver in close quarters. The Tube complex tests the same ability, but at higher speeds and adds complicated, problematical situations. Labyrinth complexes test analytical skills on the part of the rider, who must maintain a cool head and a steady hand on the maneuvering jets to survive the sharp turns and sudden dead-ends within this obstacle. The "Emperor's Palace" is an example of a labyrinth complex.

A Gate is any standard fence, generally a vertical fence, where the special action or feature has been deactivated for safety. A standard fence is any obstacle that requires no more than three jumping efforts or skill maneuvers to complete. It is an upright, vertical fence with few special features. The term standard is used almost interchangeably with the term vertical. While there is some similarity between the two, there are notable differences. Standard generally indicates a regulation, where vertical is actually a fence type.

The Vertical is a standard fence which is upright and requires riders to jump over it in one action. The counterpart of this fence is the Shift-Vertical, which is upside down on course, requiring riders to dive or duck under it to complete the maneuvering or handling action.

The Repulsor Buoy is not an obstacle that must be jumped, but rather a hazard of the course. 1n most cases, it is used as a boundary marker that riders may not cross. The buoy can also be used as a hazard at fences to increase the level of difficulty. The liability of going off-course is a short burst of energy, commonly known as an ion flare, which may disrupt the swoop and often causes a wreck for all but the most experienced riders. A rider hit by an ion flare seldom walks away and often the swoop itself is best taken for spare parts.

_____

System Generation

Brief: Optional Rules for generating random planetary systems
Source: *Galaxy Guide 8 - Scouts* P70
Description:

Most of the adventures in a Star Wars roleplaying game session will take place on terrestrial worlds since they offer those elements which make Star Wars so exciting — exotic and unusual life forms, strange environments, and plenty of places to go and see. Of course, there are exciting stories to be told in strange and hostile environments, but the majority of stories take place on worlds where characters don't have to spend every minute worrying about having their environment suit punctured or checking the amount of oxygen they have left.

When a garnemaster decides to design a world for a Star Wars adventure, it is important to make sure that the world fits the story to be told. The following system can be used to completely flesh out a world for an adventure. While scouts often survey entire systems, seldom do the gamemaster or players really need to know every detail about a given system; it's enough to tell the players the survey is complete and give them a quick listing of any points of interest. For those who feel the need to completely detail a star system, this chapter includes a discussion of what is and isn't likely when it comes to generating systems and uninhabitable worlds.

This system is also geared toward generating interesting and "gameable" planets. According to current scientific theory, most planets are likely to be useless balls of rock with poisonous atmosphere or none at all, or gas giants, which are similarly inhospitable. This system concentrates on worlds where there are interesting life forms and exciting things to do — and as gamemaster, feel free to gloss over the "boring" systems and cut to the action.

It is important to note that you don't have to detail every aspect of a world. Instead, define the planet through a number of characteristics (explained below) and then determine the major points of interest that the characters are likely to visit during their adventure.

> *Example*: In Star Wars IV: A New Hope, the Droids are stranded on the desert world of Tatooine. If this was run as an adventure, the only areas that needed to be mapped out and thought about were Uncle Owen 's farm, the Jawa sandcrawlers, Ben Ken0bi's house, and Mos Eisley spaceport. There are many other points of interest on the planet — for example, wherever the Tusken Raiders live or Jabba the Hutt's palace, but none of them matter for this adventure, so they can be detailed when needed, if ever.

This System

This system was first introduced in Planets of the Galaxy, Volume One. lt is designed to provide inspiration for worlds, in addition to allowing the gamemaster to randomly roll up planets. When generating worlds, the gamemaster should keep in mind what area of space the scout is in, and discard unsuitable die rolls as necessary.

Civilized systems are part of the Known Galaxy and are generally ruled by either the Empire or the Republic. These planets are typically involved in galactic trade, have visiting starships and are fairly aware of what is going on in the galaxy as a whole.

Frontier systems are those on the edges of the Republic and the Empire, and tend to be more isolated than civilized areas. Only about half of the settled systems in these areas are directly controlled by the Empire or the Republic, although many of the independent worlds swear allegiance to one of the two. Frontier systems are unlikely to have seen heavy combat between Imperial and Republic forces, although small skirmishes are common as the civil war drags on. Populations tend to be smaller and technology less readily available, and trade is more often conducted by small tramp freighters, such as the Millennium Falcon, than by large galactic transports.

Semi-wilderness systems are even more isolated than frontier worlds, and only a small percentage swear allegiance to either the Republic or the Empire. Formal colonies are less likely the further one ventures from the Known Galaxy, but unregistered settlements are more plentiful; those that do exist are likely to have a lower tech level since there is very little trade from the Known Galaxy in this type of area. Scouts are more likely to come across unknown primitive alien cultures that have not yet come into contact with the Known Galaxy. Traders are less frequently encountered, and the scout may find himself isolated from all assistance. information on systems in these areas is more sketchy, and the scout will find much of it is exaggerated or fabricated.

Wilderness areas are the true unknown sectors of space. Lost colonies, possibly established thousands of years ago, are more common than known colonies and unregistered settlements (even the bravest individuals don't want to

venture this far into unknown space). The scout is very likely to come across primitive alien civilizations, and even advanced, starfaring aliens can be encountered (their technology tends to be limited to short range faster-than-light drives, or even sublight drive only). This region of space is so far removed that the scout ship is probably the first vessel from the Known Galaxy to have visited the area in centuries, if ever. There are many undiscovered life forms and resource worlds waiting to be found and claimed.

For complete explanations of the results, refer to *Planets of the Galaxy, Volume One.* This system appears in abbreviated form due to space considerations — we felt that it was inappropriate to take up over 20 pages reprinting existing material when there were so many other essential topics to discuss in this book.

Some charts have the reference "Roll D6%" in front of them: this means roll six-sided percentile dice, counting one die as the tens die and one die as the ones die.

Government
Roll D6%

11	Alliance/Federation
12	Anarchy
13-16	Competing States
21-22	Corporate Owned (+3 Starport, +2 Tech Level)
23-24	Dictatorship
25	Family
26-31	Feudalism
32	Guild/Professional Organization
33-42	Imperial Governor
43-45	Military
46-52	Monarchy
53	Organized Crime
54	Rebel Alliance/New Republic
55	Participating Democracy
56	Representative Democracy
61	Ruler By Selection/Rite
62	Theocracy
63-66	Tribal

Planet Type
Roll 2D

2-9	Terrestrial
10	Satellite (Normally Gas Giant)
11	Asteroid Belt (-2 Population; Incompatible: Agriculture, Homeworld Planet Function)
12	Artificial (-2 Population)

Temperature
Roll 2D

2	Searing
3-4	Hot
5-9	Temperate
10-11	Cool
12	Frigid

Gravity
Roll 2D

2-4	Light (+2 Atmosphere)
5-11	Standard
12	Heavy (+2 Atmosphere)

Length of Day
Roll 1D

1-2	Roll 2D +10 hours
3-4	Roll 1D+20 hours
5	Roll 1D+25 hours
6	Roll 1D+30 hours

Terrain

Roll D6%

11	Barren (Compatible: Arid, Dry Hydrosphere; Incompatible: Moist, Saturated; -2 Population, +3 Atmosphere)
12-13	Cave (+2 Atmosphere, -2 Population)
14	Crater Field (Incompatible: Thick Atmosphere)
15-16	Desert (Compatible: Arid, Dry Hydrosphere; Incompatible: Moist, Saturated Hydrosphere)
21-24	Forest (Compatible: Moderate, Moist Hydrosphere; Hot, Temperate, Cool Temperature; Incompatible: Arid Hydrosphere; Frigid, Searing Temperature)
25-26	Glacier (Compatible: Moist, Saturated Hydrosphere; Cool, Frigid Temperature; Incompatible: Arid, Dry Hydrosphere; Searing, Hot, Temperate Temperature)
31-32	Jungle (Compatible: Moderate, Moist, Saturated Hydrosphere; Searing, Hot, Temperate Temperature; Incompatible: Arid, Dry Hydrosphere; Cool, Frigid Temperature)
33-34	Mountain (Incompatible: Saturated Hydrosphere)
35-41	Ocean (Compatible: Moderate, Moist, Saturated Hydrosphere; Incompatible: Arid, Dry Hydrosphere; -1 Population)
42-44	Plain (Compatible: Dry, Moderate, Moist Hydrosphere; Hot, Temperate, Cool Temperature; Incompatible: Arid, Saturated Hydrosphere; Searing, Frigid Temperature)
45-46	Plateau (Incompatible: Saturated Hydrosphere)
51-52	Urban (+1 Population)
53-61	Wetlands (Incompatible: Arid, Dry Hydrosphere; Frigid, Searing Temperature)
62-63	Volcanic (Incompatible: Type 1 Atmosphere; -2 Population; +3 Atmosphere)
64-66	Special Terrain

Atmosphere

Roll 2D

2-9	Type I (Breathable)
10	Type II (Breath Mask Suggested)
11	Type III (Breath Mask Required)
12	Type IV (Environment Suit Required)

Length of Year

Roll 1D. Multiply roll x15

Roll 1D

1	75 local days
2	150 local days
3-4	225 local days
5	300 local days
6	375 local days

Add both totals

Starport

Note: Gamemasters are encouraged to add negative modifiers to this roll to reflect the primitive nature of frontier and wilderness worlds. The more isolated the world, the higher the modifier. Suggested modifiers range from -1, for worlds on the edge of the Known Galaxy, to -8, for very isolated worlds in the wilderness.

Roll 2D

2	Landing Field
3-5	Limited Services
6-8	Standard Class
9-11	Stellar Class
12	Imperial Class

Tech Level
Note: Due to the primitive nature of frontier and wilderness regions, gamemasters are encouraged to apply a modifier of -1 to -7 to this roll.

Roll 2D

2	Stone
3	Feudal
4	Industrial
5	Atomic
6-7	Information
8-12	Space

Population
Note: Populations in frontier and wilderness sections of space tend to be lower. Gamemasters are encouraged to apply a modifier of -1 to the population roil.

Roll 1D

1	Population is 1-999
2-3	Population is in the thousands
4-5	Population is in the millions
6	Population is in the billions.

Roll 1D to determine whether in the singles, tens or hundreds of thousands, millions or billions. It the population of a planet is in either the tens or hundreds of billions, the system must either be multi-planetary in its inhabitants or have a sapient population that takes up very little space.

Roll 1D

1-2	Population is in singles.
3-4	Population is in tens.
5-6	Population is in hundreds.

Roll 1D. Determine population to two significant figures

Roll 1D

1-3	Number is 1-5: roll 1D, ignoring 6.
4-6	Number is 6-9: roll 1D, ignoring 5 and 6, and add five

Hydrosphere
Roll 2D

2	Arid
3-4	Dry
5-9	Moderate
10-11	Moist
12	Saturated

Planet Function
Roll D6%

11	Abandoned Colony
12	Academic (+1 Starport, +1 Tech Level)
13	Administrative/Government (+1 Starport, +1 Tech Level)
14-21	Agriculture (Incompatible: Asteroid Belt, Artificial Planet Type, Barren Terrain)
22	Colony
23	Disaster (-3 Spaceport, -2 Tech Level, +3 Atmosphere)
24	Entertainment
25-26	Exploration (-2 Starport, -2 Tech Level)
31	Hidden Base
32-33	Homeworld
34	Luxury Goods
35-41	Manufacturing/Processing: Low Tech, Mid Tech, High Tech (Mid Tech: +2 Starport +2 Tech Level; High Tech: +3 Starport, +4 Tech Level)
42	Military (+3 Starport, +2 Tech Level)
43-46	Mining (+2 Starport, +1 Tech Level)
51-55	Natural Resources

56	Research
61	Service (+1 Starport, +2 Tech Level)
62-63	Subsistence
64-66	Trade (+3 Starport, +2 Tech Level)

Planet Function

This characteristic explains why the planet is inhabited. Determine the basis of the economy, why people live here, and other things that are essential to understanding the planet.

Please note that many of these planet functions can still be explained with primitive tech levels. In these cases, the planet's entire economy is driven by the industry in question, even if the world has little or no trade with outside planets.

- **Abandoned Colony**: The colony was abandoned by its sponsor, and may have slipped into barbarism. These worlds are common in frontier and wilderness space. '
- **Academic**: The planet is a center of learning.
- **Administrative/Government**: The world's prime function is bureaucracy. Usually reserved for capitals of trade empires and governments, and these worlds typically have a high tech level. Low-tech worlds with economies centrally directed by the government also qualify.
- **Agriculture**: The world is dedicated to the production of food.
- **Colony**: This is or was a colony world (it may currently be independent).
- **Disaster**: Disaster planets have been the victims of one of a number of possible cataclysms.
- **Entertainment**: The world specializes in providing entertainment.
- **Exploration**: The planet and system have seldom, if ever, been visited. They often have primitive tech levels.
- **Hidden Base**: There is a secret base on the world, such as a military, corporate or pirate base.
- **Homeworld**: This planet is the homeworld for an alien species.
- **Luxury Goods**: The world produces luxury goods, such as liquor, gems, art or other goods.
- **Manufacturing/Processing**: The planet processes raw materials or manufactures finished goods.
- **Military**: The planet has important military facilities, often Imperial or New Republic bases.
- **Mining**: The world thrives on mining the rich mineral resources.
- **Natural Resources**: The world depends upon naturally occurring resources, like crystals, wood products, pelts, biochemicals and plants.
- **Research**: The planet is home to scientific research facilities.
- **Service**: These planets specialize in advanced services, such as banking, medicine, or financial markets.
- **Subsistence**: Very common in frontier space, these worlds are struggling simply to survive.
- **Trade**: The planet is a center of trade and commerce.

Government

This explains the type of government that the planet has. During the reign of Emperor Palpatine, most planets were under his control, however, this control was normally in the form of a planetary governor and whatever Imperial troops were necessary to keep order: the vast majority of planets, even if controlled by the Empire, retained their native form of government provided it supported the Empire.

Now, only about one-quarter of the Known Galaxy is controlled by the Empire. The rest are non-aligned or pan of the New Republic, although most of these, too, retain their native form of government -— there is not nearly as great a fear of repression or violent reprisal.

- **Alliance/Federation**: Several different groups have allied together for mutual defense, trade or any number of other reasons.
- **Anarchy**: No central government, or a government whose only concern is preserving individual freedoms.
- **Competing States**: Several competing factions vying for power. The factions can be tribes, nations or companies. The competition may take the form of open warfare.
- **Corporate Owned**: One company owns the entire planet.
- **Dictatorship**: A dictator or absolute ruler has complete control. The planet is probably very intolerant of individual differences or beliefs.
- **Family**: The family is the most important social organization on the planet, or a group of elite families rules the world.
- **Feudalism**:A multilevel social system in which nobles or royalty are entrusted with territory and required to generate tax revenue for higher-level officials.
- **Guild/Professional Organization**: A particular guild or profession controls the planet. Possibilities include trade or mining guilds.

- **Imperial Governor**: An Imperial official has assumed direct control.
- **Military**: The planet is directly run by the military, possibly the Empire or a local army.
- **Monarchy**: A ruling family, normally led by a king or queen, has complete, or near-complete control.
- **Organized Crime**: Crime gangs own and control this planet.
- **Participatory Democracy**: Citizens vote directly on important issues.
- **Rebel Alliance/New Republic**: This world is run directly by the Republic, or the planet is an open supporter of the new government. Planet may be a protectorate, under the supervision of the Republic.
- **Representative Democracy**: Citizens choose officials, who then vote on important issues.
- **Ruler By Selection/Rite**: The ruler is chosen by a series of mental and/or physical trials.
- **Theocracy**: The government is run by a religious organization.
- **Tribal**: The planet is ruled by tribes. Such planets are often technologically primitive.

Planet Type
- **Terrestrial**: typically a ball of rock and metals, with an atmosphere, orbiting a star. Most habitable planets are terrestrial (but not all terrestrial planets are habitable).
- **Satellite**: moons of a larger planet. For moons to be habitable, they normally have to orbit a large gas giant.
- **Asteroid Belt**: a collection of settlements built into an asteroid belt. These settlements will normally be mining or industrial in nature, or may be the location of hidden military bases.
- **Artificial**: constructed worlds, normally in the form of giant starships or space stations.

Terrain
This category is simply the dominant terrain type that the characters will interact with. It is important to note that most worlds will have water covering a majority of its surface; unless the settlements are aquatic by nature, "ocean" is seldom listed with terrains since characters will seldom venture to these areas. Most worlds feature a variety of terrains, but not all types are listed for brevity.
- **Barren**: Little or no life, probably with an inhospitable atmosphere.
- **Cave**: Immense network of caves is where most civilization or points ofinterest are found.
- **Crater Field**: Meteorites continually assault the planet's surface.
- **Desert**: Found on dry, arid planets, with minimal plant life and moisture.
- **Forest**: Land covered by thick trees or other large plants.
- **Glacier**: The world is covered by glaciers and snow.
- **Jungle**: Areas overgrown by plant life, typically warm and moist.
- **Mountain**: Geologically active worlds. Mountains can be small hills to huge peaks several kilometers tall.
- **Ocean**: Ocean covers almost all of the world, or civilization is centered upon oceans.
- **Plain**: Huge, flat expanses of grassland.
- **Plateau**: Large sections of elevated land, typically in the interior of continents.
- **Urban**: The planet is largely covered by cities and other artificial constructions.
- **Wetlands**: 'Low-lying wet areas, including ponds, marshes, and swamps.
- **Volcanic**: Volcanoes and lavapools cover most of the planet. These worlds often have harsh atmospheres.
- **Special Terrain**: Avery unusual type of terrain is found on this planet.

Temperature
This classification represents the average temperature on the planet's surface. Most planets have several distinct temperature bands, and if they have an unusual orbit or other odd physical feature, temperature changes can be dramatic over even short periods of time.
- **Searing**: Average temperature 60 degrees Celsius or more. Almost too hot to support known life.
- **Hot**: Average temperature 30 and 59 degrees Celsius. Most often considered "uncomfortably hot" by Humans.
- **Temperate**: Average temperature from -5 to 29 degrees Celsius on average, and are most comfortable for Human and similar life forms.
- **Cool**: While often habitable, still fairly cold, averaging -6 to -20 degrees Celsius.
- **Frigid**: Planet averages -21 degrees Celsius or lower, and very inhospitable.

Gravity
This is a reflection of the gravity of the planet. While not an exact measurement, and certainly not including all the possible gravity types found, it is a guideline.
- **Standard**: Gravity is the range at which Humans and most aliens are most comfortable.

- **Zero**: Gravity locations are normally found only in artificial locations, such as space stations, and most of them will have a repulsor and gravitic generator providing artificial gravity.
- **Light**: Gravity is much lighter, and usually makes characters from standard rules seem stronger — though some problems with overcompensation usually need to be accounted for.
- **Heavy**: The gravity is much stronger than most other worlds, and it is harder to lift objects and move; characters will also take more damage from falls on heavy gravity planets.

Atmosphere

There are only five basic atmosphere classifications used in Star Wars:
- **None**: The planet has no appreciable atmosphere, and a space suit is required simply to survive on the world.
- **Type I (Breathable)**: There is a proper mixture of gases and pressure so that Humans and comparable aliens species can breathe the atmosphere safely and with no discomfort. These atmospheres may have contaminants that pose long-term health threats, but they are generally safe.
- **Type II (Breath Mask Suggested)**: These atmospheres can support Humans without a breath mask, but they are strongly suggested due to the presence of dangerous gases or contaminants. Many alien species have evolved in Type II atmospheres.
- **Type III (Breath Mask Required)**: Unbreathable without a breath mask, again due to a number of possible characteristics. The atmosphere might be poisonous or too thin —however, they are safe enough that a space suit isn't required.
- **Type IV (Environment Suit Required)**: Poisonous, corrosive or dangerous atmospheric conditions require the use of a full space or environment suit by most inhabitants of the Known Galaxy.

Hydrosphere

This represents the amount of moisture on or near the surface of the planet. The moisture may be water or some other liquid.
- **Arid**: These worlds are very dry, typically desert planets, and are 85 to 100 percent covered by land.
- **Dry**: These worlds are dry, but can have oceans and seas, and are typically dominated by arid plains, deserts, or similar terrain, and are 50 to 84 percent covered by land.
- **Moderate**: Most of these planets are covered anywhere from fifteen to forty-five percent by land, and probably have large oceans and a variety of terrain types.
- **Moist**: These planets only have five to fourteen percent of their surface covered by land, and those few land masses are probably bogs, swamps or other very moist terrain.
- **Saturated**: These planets have less than five percent of their surface covered by land. They are most often ocean worlds.

Length of Day

This is the length of day in Standard Hours. Typical habitable worlds will have a day of 12 to 36 Standard Hours. Twenty-four hours is the galactic standard (both the New Republic and the Empire usually function on a twenty-four hour day schedule in space).

Length of Year

This is the length of the planet's year in local days. The standard year is 368 days but this varies widely from planet to planet.

Sapient Species

These are the sapient (intelligent) species that live on the planet, both natural (those who evolved there, indicated by an (N)) and those who emigrated there from other planets. Only species who make up a significant percentage of the population are indicated.

Starport

The type of starport available on a planet. This ranking is normally for the best starport or starports on a planet; planets will often have several starports of lesser quality as well.
- **Landing fields**: These are simply flat areas for ships to land. There is no control tower, and probably no fueling or repair services.
- **Limited services**: The starports have a control tower, and possibly refueling and repair services, but very limited facilities at best. Mos Eisley had limited services.
- **Standard class**: These planets have starports that are fully staffed and equipped, and will have refueling and resupply services, as well as a small shipyard for at least minor repairs. Bespin had a standard starport.

- **Stellar class**: These starports can dock almost all classes and sizes of ships, and probably have several shipyards in the immediate area for major repairs and modifications. Yavin, during the beginning of the Rebellion, had a stellar class starport but it was only available to members if the Alliance.
- **Imperial class**: starports are large and luxurious, with complete storage and repair facilities. These are normally major trade centers. Naturally, Coruscant has several Imperial class starports. Even in the time of the New Republic, this classification has yet to be changed.

Population

Indicate the planet or system's sapient population, which may range from single numbers to the billions. Indicate the total to two significant figures (such as 69 million, or 1.2 billion, or 25,000). The average "settled," industrial system in the Star Wars universe would have about four or five billion inhabitants — if the main planet was of standard size and had a standard hydrosphere.

Tech Level

There are several standard tech levels, which a planet generally falls into. A planet's tech level is defined as what is typically available on the world, but some areas may be more or less advanced, depending upon whether an area has been isolated, contacted by space explorers or affected by some other factor. When generating random planets, take into consideration population and other factors when determining tech level and cast out results that make no sense at all.

- **Stone**: Technology on these worlds is very primitive, with loosely-knit cultures, probably tribal in nature. The society uses stone tools and probably has primitive agriculture. The people probably only trade by barter and don't under- stand money. Low populations are also common in stone technology systems/worlds.
- **Feudal**: The technology on these planets has developed into primitive manufacturing and metal-working, and they have more advanced social structures. Travel is normally by ship or caravan. Again, the population on these planets is almost always fairly low.
- **Industrial**: These planets are beginning to understand mass production, and use windmills, waterwheels, wood or coal furnaces for energy generation. Mass communications, motorized transportation and projectile weapons are developing. Population varies on these planets, but actually tends toward the high side.
- **Atomic**: Here, the technology exists on these planets to have large-scale production of goods, atomic energy as a power source. Advanced alloys and plastics are available. Space travel is in its infancy.
- **Information**: The technology on these planets allows advanced computers and satellites. Industry is much more efficient, mechanization is very common and the precursors of Droids have appeared. Energy weapons are beginning to be developed. Inter-system space travel is likely to be common. Fusion is likely; repulsorlift may have been developed.
- **Space**: These planets are at the pinnacle of known development, and are characterized by hyperspace technology, Droids, blasters and highly efficient industry.

Major Exports/Imports

There are several broad trade categories: low technology, mid technology, high technology, metals, minerals, luxury goods, foodstuffs and medicinal goods. If you like, you may list imports and exports more specifically.

Astronomical Data

This includes the name of the system (often the name of the most developed planet in the system) and the star type. You may choose to quickly define other planets in the system with one or two word descriptions. See the section "Star Systems" for suggestions on how to finish this section.

Planet Summary

Now that all of the stats for the planet have been summed up, this area is a good place to breathe life into the world. Describe the world in general terms, listing points of interest and other factors that are necessary to know when setting adventures on this planet.

Normal Stars

The type of star in a system determines a great deal about the worlds that circle it. Most inhabitable worlds will be around the so-called normal, or "main sequence" stars. Stars are classified by type, indicating color, the amount of light produced and temperature (based on an absolute zero scale). Human habitable worlds may be found around any of these type of stars, although the distance they must be from the star to support life depends upon the temperature of the star.

Star	Type	Temperature
(N)	Brown	2,500 or less

(M)	Red	2,500-3,500
(K)	Orange	3,500-5,000
(G)	Yellow	5,000-6,000
(F)	Yellow-White	6,000-7,500
(A)	Blue-White, White	7,500-11,000
(B)	Blue	11,000-28,000
(O)	Blue	28,000-40,000

Binary Stars

Two stars in close proximity to form one star system are quite likely. Unfortunately, these systems are unlikely to support habitable worlds, as the planets would have to form a stable orbit in the constantly variable gravitational force of the system.

If the two stars are close to each other, it is possible that worlds could be distant enough to orbit the dual stars as it they were only one, although unless the stars are very hot, the worlds would be too frigid to be hospitable. Another possibility is if the stars are very far apart — planets could orbit just one of the stars, while the companion could provide light during what would normally be "night."

Gas Giants

Gas giants may form in the interior, moderate or outer orbits of a system, although interior gas giants close to very hot stars will tend to boil away to only their rocky cores.

If there is a gas giant in a star system, it will be the first planet a scout will see upon entry. Gas giants typically have no solid surface to land on, but often have many satellite moons. Sometimes these moons are habitable, such as the moons of Endor and Yavin.

It is possible to build enclosed mining posts and other structures in the upper atmosphere of a gas giant, but most will have to be fully enclosed because most gas giants have poisonous atmospheres. A few notable exceptions include Cloud City on Bespin and the Gas Vortex of Yhifar. Their "atmospheric pockets" are filled mainly with nitrogen, hydrogen, oxygen and other gases that Humans and most aliens are able to breathe. The bizarre structure of the gas giant also forms a "pressure bubble" where settlements can be built — though the Gas Vortex has a pressure-per square-centimeter that is uncomfortable for all but the most resilient Humans and aliens.

Gas giants are simply huge balls of gas centered around a small rocky — or icy — core. The atmosphere of most gas giants is poisonous to Humans, but other forms of life may evolve on such worlds (they are prone to having multiple bladders and wings for movement, and inhabit a small zone of the gas giant's atmosphere). At lower levels, gas giants exert tremendous atmospheric pressure, capable of squashing people or ships that aren't specially reinforced for such tasks.

Terrestrial Worlds

Terrestrial worlds can be found in any orbit of a system, from interior to exterior, although the "zone of habitability" can limit whether or not a terrestrial world is inhabitable. If the planet is too close to its sun, it will be too hot to support life, possibly boiling away most of the atmosphere and water. If the planet is too tar from the sun, the world won't receive enough heat and light to support life. These ranges vary greatly, depending upon the star's temperature. Even worlds which are in the appropriate orbits may prove inhospitable due to atmospheric components — worlds with too much carbon dioxide will eventually be overwhelmed by the "greenhouse effect" and the planet will become too hot to support life, complete with a poisonous atmosphere.

Asteroids

Asteroid fields are often found in star systems with many large planets — the force of gravity from the large planets prevented a smaller planet from forming, leaving the raw rock spread in a ring around the star. Because the raw materials of planets are exposed in asteroids, there are valuable minerals that can be easily mined from these rocks.

Asteroids may also be what is left of a world after a collision with a massive stellar body (such as a large asteroid smashing into a planet).

Comets

Small comets far from a star are very common and usually not worth noting by scouts, except as potential navigational hazards. Large comets that pass near stars are less common, but may have mineral resources or even support life. Comets are made up of ice and frozen gas and become unstable with quakes as they approach a star. As the comet thaws, ice and frozen gas trail away from the star, forming a bright tail. Comets may be important to a story simply because they are going to collide with a planet that supports life.

Abnormal Stars

There are several types of abnormal stars, including red giants, supergiants, novas, supernovas, white dwarfs, neutron stars and black holes.

Giant Stars

Systems may be dominated by a giant star, probably red in color. Giant stars put out much less heat than smaller stars, and a well shielded scout ship might be able to explore the outer atmosphere, possibly investigating unusual energy readings. A giant star occurs when the hydrogen fuel of a star has been entirely consumed, and the star balloons out to a huge size, possibly enveloping the innermost planets of the system. These stars may have stable terrestrial planets that can be home to advanced or primitive civilizations. As the star ages, it might become variable, changing in size and brightness many times within a few months or years.

As the star continues to burn, it will produce heavier and heavier elements. When the star finally exhausts all of its fuel, the star will collapse into a white dwarf or tiny neutron star. The star might also explode its outer layers in a spectacular supernova. In very rare instances, the core of the star might become a black dwarf.

Dwarf Star

Red and brown dwarf stars began with insufficient fuel to become large. These stars are often the companion of another star. The planets around a red dwarf are also likely to be small, favoring terrestrial worlds with only trace atmospheres, but possibly with valuable mineral deposits or unusual minerals and ores.

White dwarf stars are the remains of stars that have collapsed as they have exhausted all of their fuel. As the white dwarfs cool, they eventually turn yellow, then red, and then finally become black dwarfs. There may be remnant dust clouds in the area of the star with unusual chemical elements. The dust clouds serve as excellent hiding places for pirates and others who desire privacy. Planets around white dwarfs were probably destroyed in the explosion, although if the dwarf is old enough, it may have captured a rogue planet or two, which might have had time to evolve life or be settled.

Neutron Star

A neutron star is what remains of an exploded star. Neutron stars have extremely strong gravitational pulls and are so dense that a spoonful of material from a neutron star weighs tons. The stars are only about ten or twenty kilometers across, and don't produce light like other stars. However, the gravitational pull of a neutron star is so strong that nearby companion stars and gas clouds may have material drawn to the neutron star. When the particles impact against the surface of the neutron star, they give off blinding bursts of light and intense radiation in a "cosmic fireworks display." Neutron stars can rotate very rapidly, seeming to pulse at a rate of about once a second, leading to the name "pulsar."

Normal ships will avoid these areas due to the difficulty of navigation in the intense gravity. Any planets in the system are very likely to have been blown away when the star exploded.

Planets in close systems (typically, less than a year away) will be subjected to very strong gravity, and thus have astounding tides. The worlds will be constantly bathed in very high levels of X-ray and gamma radiation. Life on the surface of the world would have to be hardy indeed to survive such radiation, but if the world is covered by water, marine life could be plentiful, since water will act as a shield against much of the radiation. Due to the intense radiation, such worlds may be a rich source of unique minerals and crystals with unusual capabilities. The items will have had their structure altered by the radiation, and they might be quite good for retaining or focusing energy, such as the crystals used to fashion lightsabers.

Black Hole

The final collapse of some giant stars form black holes. This is a pocket of gravity so intense that nothing, not even light, can escape the black hole's grip. A ship that is caught in the pull of a black hole faces certain destruction.

Ships stay well away from these objects, and scouts will want to post navigational warning beacons to warn ships away from these areas. The locations of such areas is of prime interest to New Republic Scout Service libraries, so this information can be made available to all ships requesting navigational information on that sector of space.

Black holes cannot be seen, but they can be detected by how they affect items in their environment. Like a neutron star, a black hole can draw gases from nearby stars and release bursts of radiation all across the spectrum, for a light show marking the boundary of the stellar troublemaker.

Blackholes will not have "systems" per se, but they may be affecting nearby stars and worlds, slowly drawing systems to their death. Also, it is quite possible that ships with more primitive drives may be caught on the edge of a black hole's grip — close enough to be dangerous, but far enough out that the scout ship could conceivably mount a rescue operation. Likewise, scientific research space stations may be in the same kind of situation.

Nebula

A nebula is an extensive dust cloud that, normally, is in the process of becoming a system. Nebulae can hold one or more proto-stars, or conceivably a star and its companion planets. From a distance, the nebula is almost impenetrable, and the dust obscures and alters sensor readings: the only way to find out what is really inside a nebula is to investigate it directly.

Nebulae are unlikely to have habitable worlds, although primitive worlds rich in minerals and with high temperature are quite possible. Such places would be appropriate to self-contained mining cities, such as Lando Calrissian's Nomad City, shown in Heir to the Empire.

As shown in the Star Wars adventure Planet of the Mists, a nebula can hide many things, such as pirate bases, secret weapons facilities and anything else that someone wants hidden from prying eyes.

Nova

A nova is a star that is exploding. Large stars will die this way, giving off a great deal of light and gas. The explosion of a star can take many years, but the high levels of radiation makes the entire area dangerous.

A supernova occurs when the largest giant stars explode. These explosions are only a few days long and can be seen by much of the galaxy (at least eventually; bear in mind that the light might take centuries to cross the galaxy). The explosion will destroy anything in the vicinity of the star.

People on planets around such stars will have to be evacuated or face certain death. Stars that have gone nova or supernova may have dead worlds around them, but some civilizations may have left behind records or artifacts.

———

The Black Market
Brief: Optional Rules for trading inside the black market
Source: *Galaxy Guide 6 - Tramp Freighters* P19
Description:

Gamemasters who are looking for a down-and-dirty atmosphere for their campaigns may find the black market a blessing; player characters have an opportunity to acquire a great deal of cash, and gamemasters can manipulate the situation to throw the player characters into deep, deep trouble. (Greed can be a powerful gamemastering tool.)

The black market is an illegal economic system outside of the normal galactic economy. Almost anything — weapons, spice, food, "contraband entertainment" — can be purchased or sold through these illicit channels. The goods and services available through the black market range from the mildly illegal (bootleg holos) to the morally repulsive (Twi'lek slave girls).

Virtually every planet in the galaxy has some kind of black market, and in the Outer Rim Territories, these underground networks tend to thrive, since there are usually people willing to buy goods which are unavailable through normal channels. On Imperial planets, the black market may be a highly-efficient system offering all of the goods described above, and more. On repressive or deeply-religious planets, simple mind-altering substances such as alcohol or stimpills may be available only through the black market. On some planets, it may be illegal to trade in animal skins; there they would only be available through the black market.

Planets that are near Rebel bases will often have some kind of a black market, possibly selling pornographic holograms, booze, or even expensive clothing not available to Alliance personnel through "official channels."

A good does not necessarily have to be illegal or restricted to be sold in the black market, either. People buy and sell through the black market sometimes simply to avoid paying taxes or to avoid having to notify the authorities that one has purchased a certain good.

Finding the Black Market

The first time the player characters attempt to contact the black market on a planet, they are asking for difficulties. Black-marketeering is inherently illegal; there's no sign posted saying, "this way to the black market." Some kind of contact must be made with someone who is involved with the network, and after this contact and a "routine check of references" by the marketeers, it is possible the traders may be allowed access to the operation. Often black-marketeers know the contents of a freighter in their sphere of influence better than the vessel's crew, and will often make first contact if the cargo is of sufficient value.

After the traders have made a contact on a planet, they will know who to talk to in the future and should have no further troubles, but the first contact can be difficult and risky. Fortunately, shrewd player characters are in a good position to get in contact with the black market. Elements of the black market can almost always be found in and around a spaceport: purchasing agents, shippers, and warehouse managers form an essential link in the underground economy, buying, selling, storing and transporting the contraband goods. In fact, the local customs agents may be intimately involved, as well. A keen-eyed, streetwise trader should not have too much difficulty determining who to talk to. (Determining what to say, and if the potential contact will listen — *that's* the tough bit.)

Most free traders have done some business with the black market at some point in their checkered careers. If a player character merely asks politely at the local spacer's bar, he's likely to find someone with the right connections (for a small fee, of course). As long as the player characters don't give the impression that they are informing for the Empire/Rebellion/local law enforcement agency, they should be fine. (If not, well the situation will probably become fairly hostile, fairly quickly.)

If a trader wishes to get in contact with the local black market, his player should describe what he is doing: who he is talking to, how he is phrasing his questions, and so forth. If the approach is at all reasonable, the player should attempt to make a streetwise roll with the difficulty based on the "Black Market Contact Chart." Each roll represents about a day's worth of searching. Every day the player character searches unsuccessfully for a black market contact, the difficulty of the task increases by one step (i.e., if day one is a Moderate difficulty roll, day two is a Difficult roll, and so on.) Modify the player's roll according to how well the player character plans his contact and how well the player roleplays; the better the acting, the more likely it is that the trader will make contact. (Naturally, these are only guidelines, and should be used if the contact with the black market is not integral to your story line. If you need the traders to get in touch with the black market, then let them, no matter how poorly they roll. If you need them to fail to find the black market, they fail, no matter how good they roll.)

A further complication may often present itself during a trader's search for the black market. Failure on three or more of these streetwise rolls can mean one of two things: either the trader was not able to find anyone at all (end of story, and on to the next planet it is), or perhaps the trader has brought himself to the attention of the local or imperial authorities. An even worse possibility: due to the trader's persistence and incompetence at contacting them, individuals within the black market itself may believe that the trader is an informer or undercover law enforcement agent who is attempting to infiltrate their network (a situation that the black market will almost certainly take violent steps to rectify). At best, the player characters will be unsuccessful in all future attempts to contact the black market in that region; at worst, a death mark may be placed on the traders. (Hey, no one said crime was an easy living!)

If alerted, the authorities may simply give traders a warning to keep their noses clean. In more extreme cases, they may search a ship, fine them, impound their ship and hold them for questioning, or boot them off-planet.

It is also entirely possible that an imperial agent or local law official is the black market contact on the planet. A trader may find himself "taken in for questioning," but when brought before the officer, the only question asked is, "what are you looking for, bub, and how much you willing to pay?" This is risky, of course: the official may simply be lying and hoping to get the trader to implicate himself further. On the other hand, he may be genuine.

Black Market Settings

As mentioned above, the black market is rarely obvious or easy to locate; subtlety is what allows the black market to function. Typically, the black market consists of a number of loosely-linked merchants, shopkeepers, warehouse agents, and other diverse beings in the business of buying, selling, storing, or transporting goods. A player character would meet one of these beings under the guise of legitimate business, describe what he or she needs or what the trader has available for sale, whereupon the black-marketeer would name a price. The actual exchange of goods-for-credits would likely take place somewhere else entirely.

It is unlikely that the black-marketeer will have many of the contraband goods right there at his normal place of business; he may, however, have samples or holos of the items he has for sale. If the player characters are not known to the black-marketeer, he may require a deposit of half of the selling price (or higher) before he arranges the drop-off of the merchandise.

If the player characters are selling to the black market, on the other hand, the buyers may demand that one of them accompany his goons as a hostage before the marketeer goes to pick up the goods: this ensures against double-crosses or last-minute changes of plan. Conversely, depending upon the value of the merchandise they are offering, the traders also can ask for hostages and up-front money; in these cases, opposed bargain rolls (or con rolls, if someone wishes to pull a fast one) are appropriate.

References are always useful when dealing with illegal enterprises. If the traders can get a mutually-trusted third party to vouch for them (another trader who has done business with the market on this planet, for instance), the black-marketeer is much more likely to trust the traders.

The actual locations where the black market "sets up shop" vary, often on a daily basis. A black-marketeer will probably rotate his base of operations from place to place, trusting word of mouth to spread far enough to ensure steady business. Warehouses, underground caves, abandoned communications satellites —any remote, fairly isolated location within easy traveling distance of the black-marketeer's home base can become a veritable illicit bazaar. In some of the Outer Rim systems, a traveling "caravan" of freighters and star-yachts travels from backwater world to backwater world, acting like an interstellar circus; Zaprid's Caravan is famous for bilking small-time hustlers and local peasants in the Tion Hegemony, though Zaprid prefers to steer clear of the complications of operating in Imperial space.

Goods to Buy or Sell on the Market

Items with an F, R or X rating (see *Star Wars: The Roleplaying Game, Second Edition*, page 161) are normally the sorts of goods people buy and sell through the black market. Of course, the black market will be different from planet to planet, and what is contraband on one world may be legally bought and sold on every street-corner on another and may not be available for any price on a third. The following is a general description of the different classifications of black market goods:

F (Fee): A special fee or permit of some kind is required to purchase the item. This fee generally runs from five to 50 percent of the cost of the item, and averages around 10 percent. Even if only a special fee is required, a record of the transaction is still often filed with the authorities so that they can keep track of who owns such items. Characters can keep their names off the records by purchasing the items through the black market. This is important if the goods are ultimately destined to go to the Rebellion; it would be unfortunate, for instance, if the Empire traced a load of hunting blasters found at a captured Rebel base back to the traders.

Hunting weapons and most armor requires a fee and a permit on many Imperial-dominated worlds.

R (Restricted): Restricted items may not be sold or purchased without a local or Imperial license. In order to obtain such a license, the petitioner must usually undergo a background check and perhaps pay a high fee (100 percent of the item's cost or higher). The background check and any fees, of course, are avoided by using the black market.

Most weapons useful in combat, blaster pistols, blaster carbines, ship-mounted weapons, grenades, and so forth, are restricted.

X (Illegal): It is illegal to possess the item. Possession may violate local law, Imperial law, or both. Illegal goods are available only through the black market.

Thermal detonators, stormtrooper armor, spice, anti-Imperial holos, assorted types of military hardware and so forth, are all illegal.

In many Imperial-held areas, possession of an illegal item (such as military hardware) is often met with severe punishment, on the spot. In-the-field execution is within Imperial Customs' purview.

Buying Black Market Items

Once a contact has been located, the trader must request the goods he desires and then the two sides must agree on a price. To find the base offering price for the item, consult the "Base Selling and Buying Price for Black Market Goods" in the "Charts and Tables" section (see below for an explanation of how to use this table).

Once you have the base asking price, the trader and the seller make bargain rolls, modifying the selling price, as per page 82-83 of *Star Wars: The Roleplaying Game, Second Edition*. As previously used, find the results as shown under "Negotiations" in the previous chapter. (Note, of course, that special circumstances may cause the marketeer to lower his price further, at the gamemaster's discretion — e.g., if the trader is purchasing in bulk.)

Of course, the buyer is free to reject this price and try elsewhere (if he succeeds at a second streetwise roll, difficulty increased by one difficulty level). It's up to the gamemaster whether or not there are other black-marketeers in the area, and whether or not they carry the item in question. And if they do, their price may be even higher than the original offering.

Generally, the seller is responsible for transporting the goods to an agreed-upon drop-point — since he will not usually want the buyer to know the location of his warehouse — but this varies according to specific circumstances and gamemaster whim. (Though warehouse pick-ups may be a setup; black-marketeers arranging for free-traders to be in the warehouse the moment customs troops raid it is not an uncommon occurrence.)

As always, you are encouraged to customize black market prices to fit your campaign: if the traders have been engaged in a high amount of gun-running to Tatooine, for example, the supply of guns would be high, and the price of guns might go down.

Using the Black Market

Selling and Buying Table If a player character wishes to buy an item on the black market, find the standard cost (listed in *Second Edition* rules) and multiply it by the number under the "Marketeer's Selling Price" column. If a player character wishes to sell an item to a black-marketeer, find the standard cost and multiply it by the number under the "Marketeer's Purchase Price." Then both sides make bargain rolls following the *Second Edition* rules.

Note the category "legal" on the "Black Market Selling and Buying Table"; this refers to items which are legally available on the planet, but which the trader wishes to buy through the black market — because, for instance, he needs to buy a blaster pistol, but does not wish to endure "all those pesky identity scans and datawork legal arms traders require." The trader would probably sell legal items to the black market for fairly obvious reasons — they're stolen, for instance. This category can also be used for exceptional circumstances. For example, the characters may need to buy something in the middle of an important holiday (naturally, all the stores are closed). The characters may be lucky enough to find someone to sell them what they want, but they will have to pay an exorbitant price.

Base Sell / Buy Price For Black Market Goods

Item's Status	Marketeer's Selling Price *	Marketeer's Purchaser's Price *
Legal	x2	x0.5
Fee	x3	x1.5
Restricted	x4	x2
Illegal	x5	x2.5

* Modified according to the "normal" price of the item.

Luxury Goods Chart

Good	Cubic Meters / Metrication	Base Credits / Metric Tons
Gold	0.05	140,000
Silver	0.1	20,000
Spice	2	2,700
Ryll	1	35,000

Black Market Contact Table

Population of World	Base Difficulty
Large	Very Easy
Considerable	Easy
Average	Difficult
Small	Very Difficult
Tiny	Heroic

Conditions	Difficulty Modifiers
Light/No Imperial presence	-2
Standard Imperial presence	0
Heavy Imperial presence	+2
Loose/Corrupt Planetary Government	-2
Standard Government	0
Repressive Government	+2

Selling to the Black Market

After the player characters have made a few black market purchases and have first-hand experience with the sometimes outrageous prices charged, they may want a cut of the action. There is indeed money to be made selling goods to the market, but it is not easily acquired. Captains who choose to sell to the black market tempt not only the laws and officials of the Empire, but they also involve themselves with some very dangerous and generally untrustworthy elements.

This is good for roleplaying scenarios: it gives the player characters the opportunity to make a lot of money or get into a lot of trouble. Remember that they're dealing with criminals here — typically not people rebelling against the system because they wish to fight tyranny, but folks who go outside the system because they want to make a lot of money and don't care how they do it. There are honorable black-marketeers, but it's kind of hard to tell them from the dishonorable ones at first glance. (Often, a black-marketeer's idea of honor is far different from the traders'.) In other words, the traders are advised to be very careful with individuals in the black market, or they may find themselves trying to swim with a pair of synthecrete overshoes on.

These are the basic rules for selling to the black market. The player characters have to find a contact as above (streetwise rolls), arrange a meeting, display a sample of the goods, and then bargain for the price. Determine the base offering price for black market goods by consulting the "Base Selling and Buying Price" table. Then the two sides make opposed bargain rolls, modifying the result according to the updated bargain rules in *Second Edition.*

Typically, the seller is responsible for transporting the goods to a location specified by the purchaser as well as being responsible for any bribes necessary to get the items off-planet. It is possible that the purchaser has better contacts at the spaceport and can transport it easier than the seller; if so, his offering price will be correspondingly lower, to cover his extra risks and expenses.

_____

The Survey
Brief: Optional Rules for obtaining and following planet surveys
Source: *Galaxy Guide 8 - Scouts* P64
Description:

Often, a scout's primary mission consists of surveying systems and worlds to discover what is there, gather as much information as possible within the allotted time constraints, and then passing that information on to the Scout Service's Department of information or the scout's employers.

As that information is disseminated to experts in various fields, corporations and other interested parties, the original scout or a new group of individuals may be ordered to the system to investigate further, gather and experiment with samples, or establish colonies or manufacturing facilities.

Mission Orders

Scouts are often given specific mission orders from either the Scout Service or the corporation they are employed by. The orders will tell the scout what systems to explore, how much time to allot for each phase of a survey, and under what conditions the scout may alter those orders for further investigation (for example, when the scout discovers a world rich in mineral re- sources). Scouts may have the latitude to investigate interesting rumors that they hear from traders or aliens.

Prior to undertaking a mission, the scout is given whatever information his employer has and deems "useful" to the scout (while the Scout Service wants its scouts to know exactly what they are getting into, some corporations and private employers do choose to withhold information). This information could have been pulled from a variety of sources (including Old Republic and Imperial databanks, corporations, planets, and individuals), and some of them inaccurate. New Republic scouts are often assigned the task of updating these databanks.

Plotting Hyperspace Paths

When scouts venture to new systems, they often have to plot new hyperspace routes, which can be time-consuming and dangerous.

The first trip to a new system requires the scout to make several small "micro-jumps." At the end of each jump, the scout must make sensor sweeps to look for debris and other possible navigational hazards. Because the route is completely unknown, the journey through hyperspace must be slow so that the ship's sensors have plenty of time to detect debris in the path of a ship and drop the vessel into realspace before it smashes into the obstacle.

Once the scout has completed the trip to the new system, the scout can string together the path of the various jumps for a new hyperspace route. This new route can be used for travel between the two systems, although at fairly slow speeds. As ships increase the speed at which a hyperspace route is traveled, the possibility of an error in calculating the hyperspace route becomes greater. In game terms, if an astrogator is willing to accept a longer travel time, the difficulty for the journey becomes lower. This reflects the fact that at slower speeds, minor errors in astrogation calcula-

tions or minor deviations in the drive itself are tolerable, but at very high speeds, exacting precision is needed to make a safe journey.

Therefore, as a route and its navigational hazards are better known, ships can travel the route at higher and higher speeds. While it may take several weeks to make that initial journey to a new system, alter years of trade the path may be so well known that ships can make the journey in a few hours.

Playing it Out

Again, performing these microjumps and mapping out a hyperspace route is boring in gameplay terms. Either resolve the situation with a few die rolls — "It takes you ..." (clatter, clatter) "four weeks to plot the hyperspace route" — or arrange for an event during the mapping:

"After returning to the nearest established hyperspace route, you begin plotting the new map areas in a slow and painstaking manner. Since you are taking your time, this shouldn't be too dangerous or difficult. Unless, of course, something unexpected shows up.

"After a week of this tedious duty, you notice a light blinking on your sensor panel. It takes you a moment to realize that the light is a proximity sensor signal — perhaps the tedium has worn down your reflexes — but you suddenly know the tedium is over. Something is coming . .."

What's coming? Another ship? A group of pirates or hostile aliens? Maybe your scouts have stumbled onto some ancient relic or hidden base. Whatever it is, the adventure begins here.

The System

Once the scout enters a system, he will want to make complete sensor scans to determine the type and number of stars and planets. This whole process can take anywhere from a few hours to several days. If a system is clogged with debris or the planets are in irregular orbits, the process takes much longer than if the system is fairly "average."

At this time, the scout will look for indications of valuable worlds: terrestrial worlds that might support life or have valuable mineral resources, asteroid belts with valuable minerals and ores, and gas giants that have unusual gases. In each case, the scouts will have been trained to look for certain kinds of indicators o_f these materials, and upon detecting appropriate indicators, they are to further investigate the world with detailed sensor scans and personal observation. In game terms, it is enough for the gamemaster to give the players a casual "system summary."

Sample System Summary

The system seems fairly ordinary. There are two stars, a moderate sized yellow class G star and a small red dwarf. There are six planets:

- The innermost is a small terrestrial world with a very thin atmosphere. It has almost no metals and seems mostly useless.
- The second planet is a terrestrial world, but with a poisonous atmosphere, possibly small mineral deposits.
- The third planet is a terrestrial world, again probably worthless.
- The fourth planet is a gas giant, but it has no indications of anything but average gases.
- The fifth planet has promise: it is a terrestrial world. Sensors scans indicate a low metal content, but the composition of the crust suggests that it might have significant deposits of rare elements. This planet could be worth some money to a corporation. Atmosphere is breathable, indicating life. Temperature is cool. Worth investigating.
- The sixth planet is a frozen ball of rock. Nothing of interest.

Investigating A Planet

Once a potentially interesting planet has been discovered, the scout will often have to proceed with a personal investigation of the world. First, the scout's ship will pull into close orbit around the world, scanning for more detailed information about atmosphere and the planet's composition.

Sensors can determine with near perfect accuracy the basic atmosphere type (I, II, III or IV) of a planet, although trace elements may be missed, so there is no guarantee that an atmosphere is completely safe even if it isn't immediately dangerous. Ships can also determine the dominant terrains of the world, probably weather and temperature conditions, moisture content, length of day and year, and any satellites.

The ship's sensors are very likely to pick up any communications broadcasts that intelligent inhabitants may be making, as well as detect large cities that cover several square kilometers, and detect clear signs of heavy industrialization. Tighter focus scans will be able to get a better fix on locations of potential ore deposits or other points of interest, so the scout can land his ship or atmospheric vessel near the suspected deposit.

Once a probable landing site has been determined, the scout can proceed with direct investigation. The scout will commence investigating what drew him to the world originally: if the world might have resources, the scout will take several soil samples to determine whether or not the sensors were accurate and the extent of the deposits. If the scouts

came here to investigate life forms, the scout will collect plant or animal samples for return to civilization so that scientists may study them in laboratories. In both cases, the scout will take detailed air, soil and water samples for further analysis. Most scouts will have computers that can direct the scout's activities — the computers normally have sensors so that if a small sample is placed on the sensors, the computer determines whether or not the item in question is worth further study and a sample is needed. Since these computers are truly intelligent, they can make educated guesses about planets, so they may be able to suggest alternate samples that might be needed, or other areas or types of investigation that might be needed for complete information.

Encountering Life Forms

Scouts who encounter life forms on a world are advised to proceed with caution: often, things are not as they seem. That pleasant looking herbivore may be territorial and have a poisonous bite that can kill in seconds. Scouts are encouraged to look for creatures and plants with very unusual properties, since they are most likely to be of interest to researchers.

In all cases, the scout's best approach is to proceed with caution and never take anything for granted. Observe, make notes, and collect as much data as possible. Scouts venturing to worlds with life will want to try and determine as much about the local ecosystems and the behavior of creatures as possible.

First Contact

Meeting a new form of intelligent life is a dramatic experience. During a scout's survey, he may learn of an intelligent species from near-orbit scans (especially if the species has a high tech level), or come across the life form during his journeys.

Ideally, the scout will come across signs of intelligent life, such as artificial constructions or tools. Then, the scout should attempt to track the life form and find one for observation. Smart scouts spend a great deal of time observing new life forms in secret, so that the scout can learn as much as possible about their behavior before approaching them. If the scout is lucky enough to have a Droid with language capabilities with him, it may be able to learn the language of the beings, although this is likely only for beings who use variants on known languages. Fortunately, beings that are similar in structure often have similar concepts (for example, humanoids tend to conceptualize ideas like "life, death, hunger") — by observing the aliens, Droids may be able to piece together a few words, phrases and concepts, and then hope that there is enough information available to figure out more detailed levels of communication. At this stage, the potential for misunderstanding is enormous.

Finally, the first contact should be carefully planned. The scout should attempt to determine and use behavior that the aliens will recognize and accept — and always have someone watching your back from a distance, just in case.

Of course, this is the textfile manner of dealing with life forms. In practice, the scout and the unknown life form will simply stumble across each other, or the new life form may have noticed the scout and decided to investigate further. In many cases, the course, the course of future relations with intelligent species is determined by the split-second reaction of the scout and the member of the new species. Things can get off to a rocky start

The Report

Once the scout has completed his initial survey, it is time to prepare a report to be delivered to the Scout Service or the scout's employer. The report is a summary of important and interesting information about the world. In the report, the scout must be very careful to make a distinction between proven fact and speculation. Reports discuss the outstanding characteristics of worlds (summarized through a "World Log"), natural inhabitants, and sometimes even contain the sc0ut's personal diaries. Reports are normally filed with the samples the scout has recorded. In the report, the scout must also decide whether to recommend a travelers' advisory or quarantine for the system, based on how dangerous it seems to be or if the presence of visitors would be dangerous to the planet's ecosphere or inhabitants.

_____-

Trauer Gas and Acid Effects

Brief: Rules for exposure to Trauer Acid or Trauer Gas
Source: *The Black Sands Of Socorro* P19
Description:

Trauer Acid Effects

Exposure	Damage	Effect
Minor	3D+2	Normal Injury effects
Moderate	5D+2	In addition to normal injury effects, roll 1D: on a 1-2, the victim suffers permanent nerve damage, resulting in -ID to all *Dexterity, Mechanical, Strength* and *Technical* skills using that particular limb.
Severe	7D+2	In addition to normal injury effects, roll 1D: on a 1-2, the victim suffers permanent nerve damage, resulting In -2D to all *Dexterity, Mechanical, Strength* and *Technical* skills using that particular limb; on a 3, the victim loses the limb in question.
Critical	9D+2	In addition to normal injury effects, roll 1D: on a 1-3, the victim suffers permanent nerve damage, resulting in -2D to all *Dexterity, Mechanical, Strength* and *Technical* skills using that particular limb; on a4, the victim loses the 11mb in question; on a 5, the victim gets an infection which kills him in 1D days unless a doctor makes a Very Difficult *first aid* or Moderate *(A) medicine* roll.

Trauer Gas Effects

Exposure	Damage	Effect
Minor (10-30 seconds)	2D+2	In addition to normal injury effects, victims suffer light-headedness, dizziness, upset stomach, mild confusion, and weakness. Stunned victims are at -ID to all actions until they rest for 1D hours. Wounded victims are at –1D to ail actions until they rest for 1D days.
Moderate (1-2 minutes)	4D	Stunned effects are as above. In addition to normal injury effects, wounded or worse victims suffer blurry vision, fever, vertigo, nausea, confusion, and muscle impairment. and are at an extra 1D to all actions. They must rest for 1D weeks to heal this damage.
Severe (3-4 minutes)	6D+2	Stunned effects are as above. In addition to normal injury effects, wounded or worse victims suffer shock, severe nausea, blindness, delusional episodes, and upper respiratory distress for 1D weeks after exposure; during this time, they are at an extra -2D to all actions. They permanently suffer -1D to all *Knowledge* skills.
Critical (5+ minutes)	8D+2	Stunned effects are as above. In addition to normal injury effects, wounded or worse victims suffer blackouts, convulsions, unconsciousness, respiratory failure, and cardiac arrest. After recovery, victims are at an extra -2D to all actions for 1D weeks; during this time there is a 2 in 6 chance the victim will suffer complications which causes death in 1D hours unless treated with a Very Difficult *first aid* or Moderate *(A) medicine* roll. Victims permanently suffer -1D to all *Knowledge* skills.

_____

Using Glitterstim

Brief: Optional Rules for characters who consume glitterstim
Source: *The Jedi Academy Sourcebook* P87
Description:

Glitterstim is very, very illegal outside certain narrowly proscribed, government-controlled situations (espionage, medical research and such). It is also in very high demand. As a result, glitterstim is extremely difiicult to obtain, dangerous to possess and outrageously expensive.

Gamemasters are encouraged to make even inquiring about glitterstim exceedingly dangerous. The following option is provided to gamemasters who do not want their player characters to acquire glitterstim, or are looking for a new, and dangerous, complication to add to an existing adventure.

If a character questioning his underworld contacts for a glitterstim connection rolls a one on the wild die when making his streetwise roll, someone else has gotten wind of the questioning and resolves to do something about it. This might be law-enforcement agents or other underworld figures who want the spice for themselves.

Either group will shadow the characters and apprehend them when and if they manage to obtain some glitterstim spice. Either situation is dangerous. The criminals, of course, will probably attempt to kill the characters for their spice. The police will arrest the characters and attempt to use them to follow the spice pipeline back towards its source. If the characters are perceived by the gangsters distributing the spice as cooperating with the investigation, they may wind up with a bounty on their heads. It is hard to fend off talented assassins when you are locked in jail.

The spice costs a great deal of money. A single dose can cost up to 10,000 credits in some markets, and almost never drops below 6,000 credits per dose.

Characters imbibing glitterstim are considered Force—sensitive for 10 rounds. During this time, they can read the surface thoughts of a target person. This functions just like the Force skill receptive telepathy, except that the user is restricted to using his or her Perception to make the difficulty roll.

Those who are already have the receptive telepathy power derive no benefit from using glitterstim.

_____

Starship/Vehicle Maneuvers & Tactics

Ackbar Slash
Brief: Capital ship maneuver
Source: *Rebel Alliance Sourcebook* P56
Description:

     This is a very daring attack in which the battle line drives directly through the heart of the enemy's formation, and one uniquely suited to the design of Alliance vessels. Each ship blasts at the ships to their right and left as they pass, again, quite possibly damaging them severely, while the enemy's ships on the outer edges of the battle line get no or very poor shots in return.

     The danger of this attack is that the enemy might disable the lead vessel as it closes, in which case the following vessels will have to break formation to avoid a collision. Once cruisers have broken formation, they lose command control, and run the risk of being destroyed by an enemy who maintains his formation.

_____
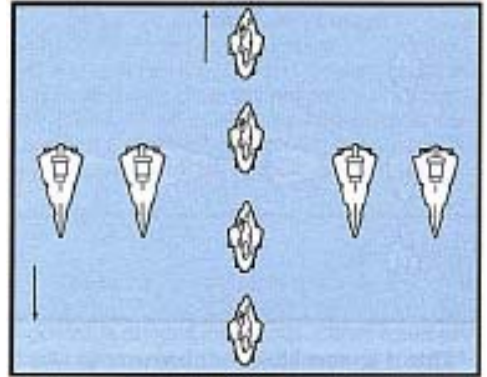
Attack Pattern Delta
Brief: Vehicle maneuver
Source: *Rebel Alliance Sourcebook* P112
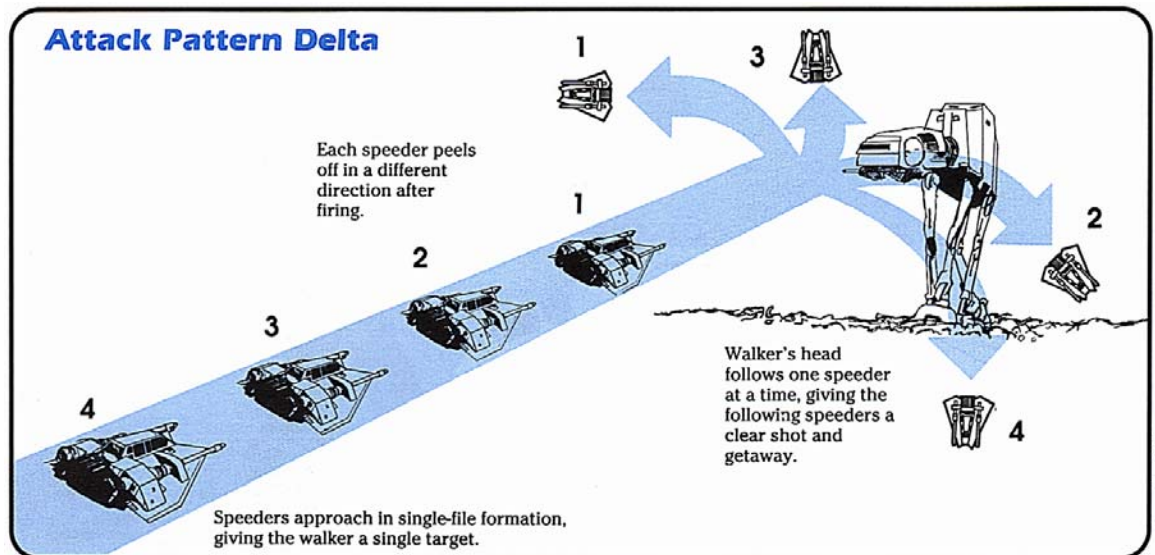**Description**:

     This is the standard front approach run by a squadron of airspeeders against an Imperial walker. The speeders approach single file, head-on to take the heat off of other targets the walker may be firing on and to make the walker's pilot nervous (whether or not the speeder's blasters can penetrate the armor, nobody wants to have one crash into him at full speed). The single file approach presents a small target profile to the Imperial gunners.

     Upon reaching optimal firing range, the walker is strafed with cannon fire by the speeder pilot, who then veers off. Each pilot veers off in a different direction, giving the head-mounted gunners only one target to fire on. Once out of range, the speeders regroup and make another run.

     In effect, this is a game of "chicken" played on a larger scale. If the Imperials keep their nerve, they stand a good chance of doing serious damage to one of the speeders, while receiving minimal damage in return. If the Imperials flinch, the speeders will get off scot-free.

     Game Notes:

          Each pilot must make an extra Easy repulsorlift operation roll to take up attack pattern delta formation. While this pattern offers no additional protection for the lead speeder, each following speeder gets a +1D bonus when attackers straight ahead of the attack pattern attempt to shoot at the following speeders.

Attack Pattern Delta

Each speeder peels off in a different direction after firing.

Walker's head follows one speeder at a time, giving the following speeders a clear shot and getaway.

Speeders approach in single-file formation, giving the walker a single target.

A-Wing Slash
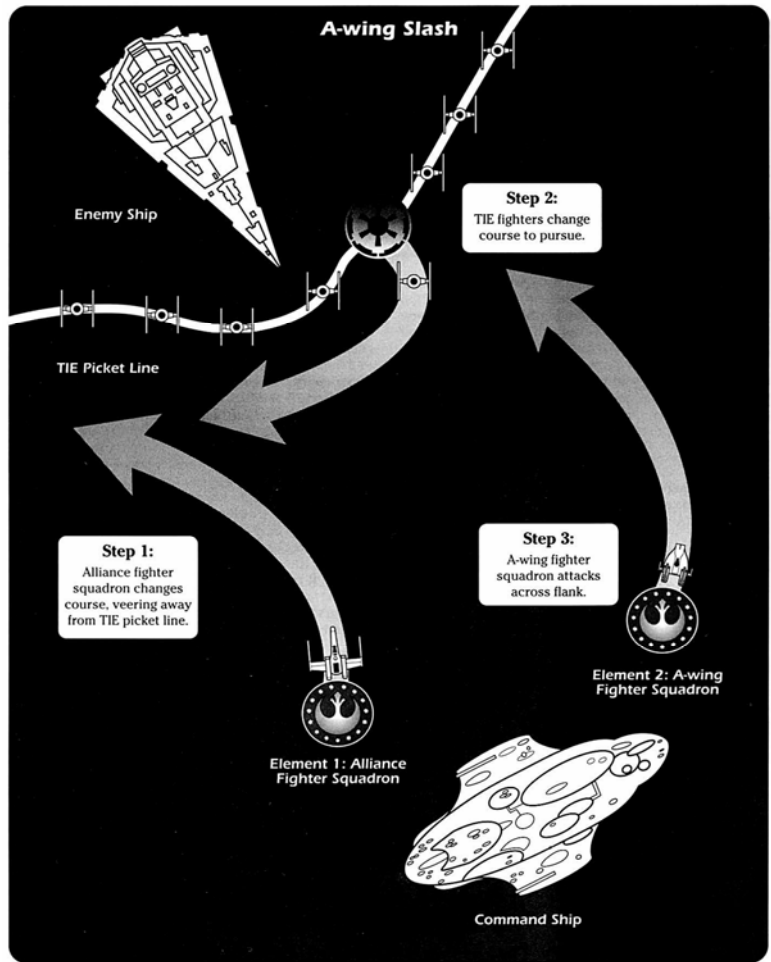
Brief: Optional Rule for a battle maneuver
Source: *The Thrawn Trilogy* P248
Description:

In game terms, the A-wing slash requires two elements of starfighters. The first element may consist of any starfighters. The second element must consist of fighters that are faster than the attacking enemy ships.

A central commander directing the assault is preferred, though a starfighter pilot can order one. If a starfighter pilot attempts an A-wing slash, he or she suffers from a combined actions penalty: flying a star-fighter and coordinating a tricky assault maneuver is not easy.

Commanders directing an A-wing slash must make an opposed tactics roll (if the opposing commander does not have the tactics skill, the commander may roll their Knowledge attribute). If the attacking commander beats the enemy commander by six or more points, enemy fighters are caught off guard for one round and suffer a penalty of -1D to all maneuver actions. If the tactics roll is unsuccessful, the com-manders timing is off and the first element's starfighters are at a -1D penalty for that and the next round.

A-wing Slash

Enemy Ship

TIE Picket Line

Step 1:
Alliance fighter squadron changes course, veering away from TIE picket line.

Step 2:
TIE fighters change course to pursue.

Step 3:
A-wing fighter squadron attacks across flank.

Element 1: Alliance Fighter Squadron

Element 2: A-wing Fighter Squadron

Command Ship

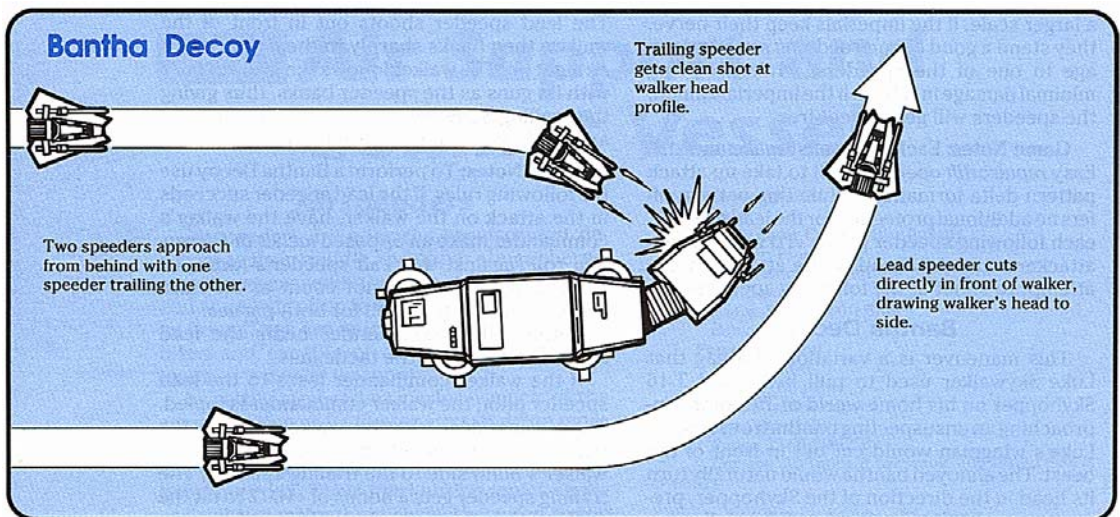---

Bantha Decoy

Brief: Vehicle maneuver
Source: *Rebel Alliance Sourcebook* P113
Description:

This maneuver is a variation of a gag that Luke Skywalker used to pull in his old T-16 Skyhopper on his home world of Tatooine. Approaching an unsuspecting bantha from behind, Luke's wingman would cut out in front of the beast. The annoyed bantha would naturally turn its head in the direction of the Skyhopper, presenting a profile of its head to Luke, following behind in a second T-16.

Luke would then attempt to ping the ban-tha in the ear with a sight-ing laser shot. The laser signals were very weak and (mostly) harmless. If the shot missed the ear, the bantha wouldn't even notice it; if the shot was dead on target, the star-tled beast would buck and rear in a most gratifying fashion.

As an airspeeder combat maneuver per-formed against an Impe-rial walker, the "bantha

Bantha Decoy

Trailing speeder gets clean shot at walker head profile.

Two speeders approach from behind with one speeder trailing the other.

Lead speeder cuts directly in front of walker, drawing walker's head to side.

decoy" stays pretty much true to form. A pair of airspeeders approach a walker from behind. The lead speeder shoots out in front of the walker, then banks sharply to the right, left, or straight up. The walker follows the lead speeder with its guns as the speeder banks, thus giving the trailing speeder a clear shot at the less armored head and neck assembly.

> **Game Notes**:
>> To perform a Bantha Decoy use the following rules. If the lead speeder succeeds in the attack on the walker, have the walker's commander make an opposed tactics or Perception roll (against the lead speeder's tactics or Perception). This does not count as an extra action - it is a "free" roll for both parties.
>> If the walker commander beats the lead speeder pilot's roll, the tactic fails.
>> If the walker commander loses to the lead speeder pilot, the walker commander is fooled. The commander orders the walker to follow the path of the attacking speeder, exposing the walker's blind side to the trailing speeder. The trailing speeder gets a bonus of +1D+2 to hit the walker, while the walker's gunners suffer a penalty of +5 to the difficulty to hit the trailing speeder as it flees.

_____

Brawl
Brief: Capital ship maneuver
Source: *Rebel Alliance Sourcebook* P56
Description:

 This is a desperation maneuver, employed when one side is terribly outgunned or has little reason to expect to win. The lines rush at each other, and the battle breaks up into many separate fights. Ships may collide, or two or three vessels may gang up on one. In a dogfight between these colossal ships, anything can happen. Basically, a brawl is won by the luckier admiral.

_____
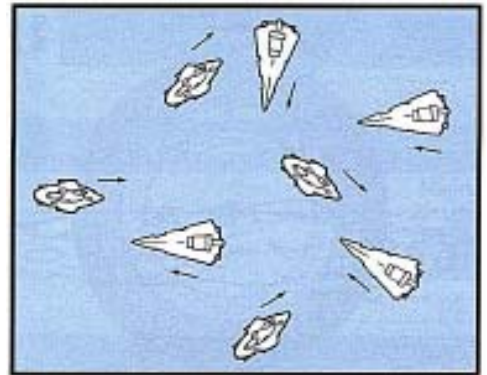
Break
Brief: Starfighter maneuver
Source: *Rebel Alliance Sourcebook* P79
Description:

 This maneuver is used when an attacker is first detected as attempting to close in, or is already in the defender's prime target cone. Its purpose is to spoil the attacker's aim and cause his fighter to "overshoot" (move out in front of you, thus allowing you to move in behind him and into his prime target cone). To execute the break, the pilot turns his starfighter and cuts in his reverse thrusters.

 The break is always made toward the direction of attack. Both the turn itself and the loss of speed forces the attacker to either overshoot or compensate by turning inside, which takes him out of the prime target cone.

 The break does present the attacker with an opportunity to fire just as the defender sweeps across his sights, but this is a difficult shot and allows no sustained fire.

> **Game Notes**:
>> **Modifier**: -5 for defender.
>> **Success**: Attacker's difficulty to hit defender increased by +5 and attacker's difficulty to reacquire target increased by +5.

_____
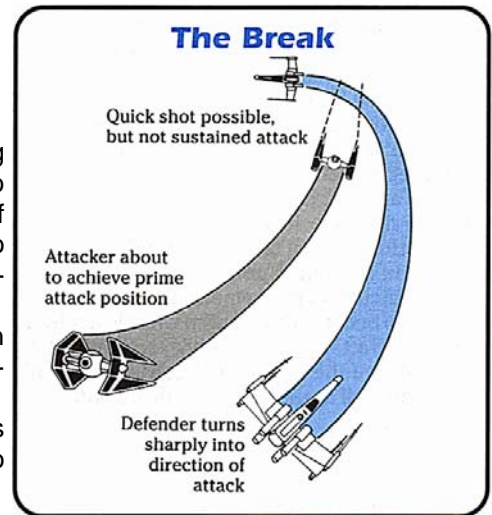
Capping the "T"

Brief: Capital ship maneuver
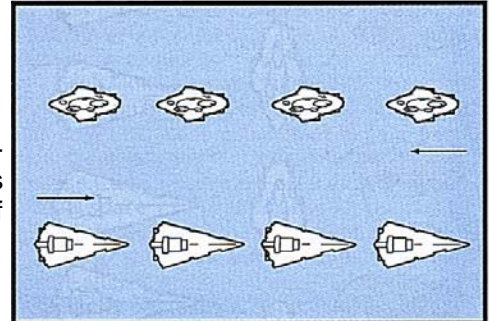**Source**: *Rebel Alliance Sourcebook* P55
Description:

This is a most effective maneuver in which the battle line crosses the front of the enemy's battle line. All of the cruisers concentrate their fire upon the lead enemy cruiser, quite probably damaging it severely, while two of the enemy's cruisers get no shots back at all, or at best, shots at long range.

_____
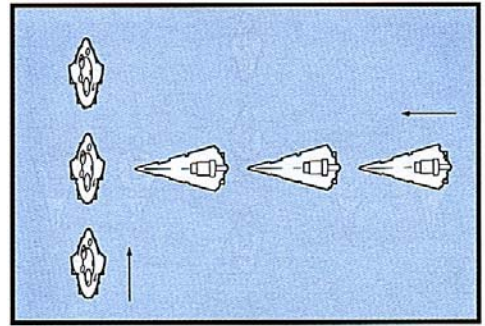
Exchange

Brief: Capital ship maneuver
Source: *Rebel Alliance Sourcebook* P55
Description:

The exchange is the simplest of all battle line maneuvers. The opponents sweep past each other, exchanging broadsides as they go. The starships with the strongest shields and hulls and best weaponry will generally come off the best in an exchange.


_____

Fake

Brief: Capital ship maneuver
Source: *Rebel Alliance Sourcebook* P56
Description:

In this attack, the attacker pretends to be coming in for a brawl, hoping to drive his opponent out of formation. However, at the last second, his vessels heel over hard and form into line, blasting the enemy with a running broadside.

If the enemy captain keeps his nerve and maintains his formation, he has the opportunity to wheel his ships in behind the attackers alter they pass and pound the last ship. If he is fooled into thinking the attackers are brawling and breaks his formation to evade, he's in trouble.

_____
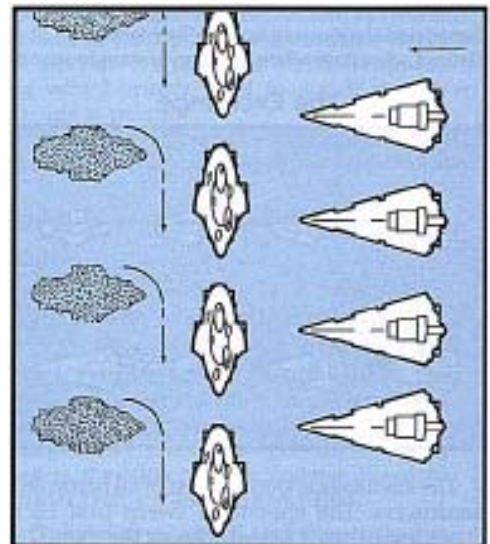
Harpoon & Tow Cable

Brief: Vehicle maneuver
Source: *Rebel Alliance Sourcebook* P113
Description:

This is perhaps the most difficult and dangerous maneuver developed by Skywalker and Chiffonage. However, it has the potential to do the most damage if it is successful. The maneuver involves the use of a special high-powered harpoon attached to a flexi-steel tow cable and fusion disc, all of which were designed and built by Chiffonage expressly for this purpose.

To use the harpoon and tow cable, the speeder pilot dives down at the legs of an Imperial walker. The gunner fires the harpoon at one of the walker's legs, hoping that the magnetic fusion disc on the end of the harpoon will affix itself firmly. Once the disc is secured, the pilot makes several circles around the legs of the walker.

The tow cable, which is attached to the end of the harpoon, wraps itself around the walker's legs as the speeder encircles them. Once the walker's legs are sufficiently entangled, the gunner releases the other end of the tow cable. This end has another magnetic fusion disc attached to it which fuses 'itself to the nearest section of entangled cable. Continuing its forward motion, the walker is brought to its knees by the force of its own weight.

Naturally, there are some problems with this maneuver. From a piloting standpoint, encircling the legs of a moving AT-AT is not the simplest of tasks. As far as the gunner is concerned, this is an extremely difficult shot. Combine these two elements, and the chance for success is rather low.

Jinking
Brief: Starfighter maneuver
Source: *Rebel Alliance Sourcebook* P79
Description:

This is a defensive strategy designed to throw off the aim of an attacker who has achieved an excellent attack position (in the prime target cone). It is a series of random turns, slips, waggles and dives which will hopefully prevent the attacker from getting a target lock.

While the attacker is still able to retain his excellent advantage, the longer he is forced to concentrate on shooting at the opponent, the less aware he will become of what is going on around him, making him a prime target for other defending starfighters in the area.

Game Notes:

Modifier: -5 for defender.
Success: Attacker's difficulty to hit defender increases by +5.

Reverse Throttle Hop
Brief: Starfighter maneuver
Source: *Rebel Alliance Sourcebook* P80
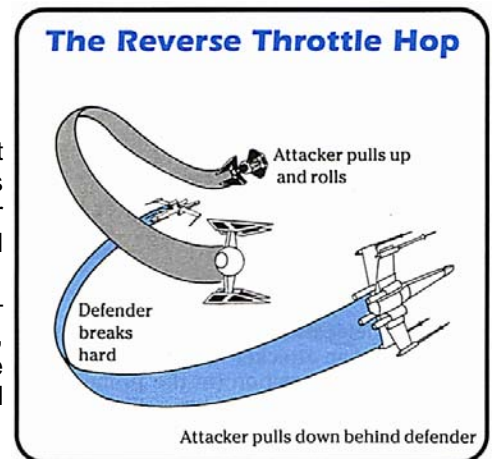**Description**:

This maneuver is a way of retaining the advantage when the target breaks. As the defender goes into his break, the attacker pulls up above his opponent and decelerates. As the defender finishes his break, the attacker drops back down behind the defender, having performed a sort-of exaggerated "hop."

This is a very difficult maneuver to perform well. It requires split—second timing, precise execution, and a bit of intuition. If it is started too early, the defender will simply loop back and follow the attacker up, giving himself the advantage. if it is started too late, the attacker is in danger of overshooting and once again ending up in front of his opponent.

The Reverse Throttle Hop

Attacker pulls up and rolls

Defender breaks hard

Attacker pulls down behind defender

Game Notes:

Modifier: -15 for attacker.
Success: Attacker keeps up with defender, difficulty to hit defender reduced by -5.

Scissors
Brief: Starfighter maneuver
Source: *Rebel Alliance Sourcebook* P79
Description:

This is a series of sharp turn reversals performed in an attempt to get the attacker out in front of the defender and into a position of disadvantage.

The initial turn reversal is made after the attacker has overshot (perhaps after a successful break). Timing is critical when performing a scissors maneuver. If one fighter turns too quickly, the other ship may drift wide more slowly and come up behind him.

This maneuver may become a stalemate, with neither fighter ending up behind the other. The winner in a scissors contest is usually the fighter which can reduce its forward velocity the most while making the sharp turn reversals, thus ending up behind his opponent.

Game Notes:

Modifier: -10 for defender.
Success: Defender becomes attacker, but difficulty to hit target is increased by +5 for next round.

_____
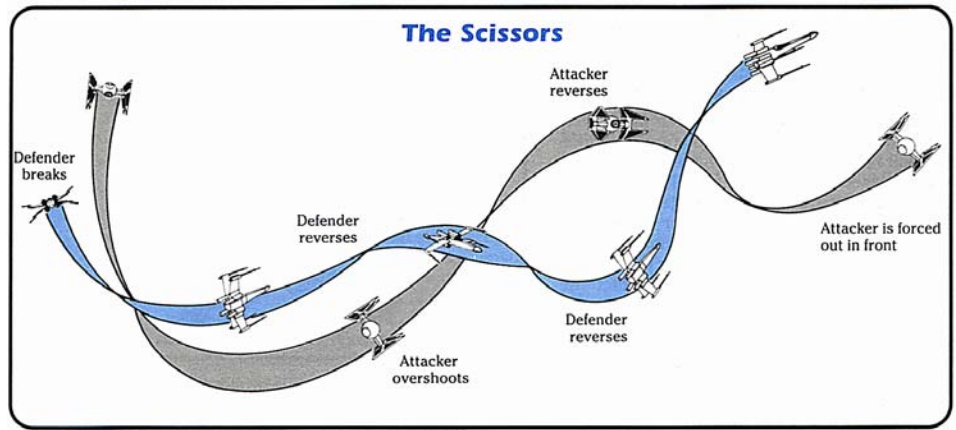
Screen Formation

Brief: Optional Rule for starfighter screens
Source: *The Thrawn Trilogy* P246
Description:

Wedge Antilles, leader of the legendary Rogue Squadron, has been instrumental in the development of new and daring starfighter maneuvers and tactics. Perhaps the most unusual of Antilles's maneuvers is the "screen formation."

The screen is used to provide maximum coverage for an unprotected vessel, while using a minimum of starfighter cover. While it is very useful, the maneuver requires a great deal of skill and timing (and more than a little nerve).

The screen formation centers around the unprotected vessel. The escort starfighters form an intricate "sphere" around the ship. Rather than maintaining positions relative to the protected ship, the starfighters constantly swap position.

On the average, six or more starfighters are used to cover the central vessel, One starfighter flies ahead of the central vessel, one flies behind, one to port, one to starboard, and when possible, one each above and below the protected vessel.

Starfighters in the screen formation "swap" position at short intervals with their "adjacent" starfighters. For example, the ship in the fore moves aft, the starboard fighter moves port, and so on.

The screen formation has been used effectively as a distraction before a "Cracken Twist." Since a Cracken Twist is used to confuse enemy eavesdroppers, the phrase "CrackenTwist" is what usuallyinitiatesascreen, beforejumping to hyperspace. Screening fighters maintain the "zigzag" pattern as long as possible before jumping to hyperspace to further confuse enemy tracking efforts. Often, squadron leaders will tailor the actual jump order to avoid predictability in combat. The only real constant is that the fore, aft and protected vessel all jump at roughly the same time.

Wedge Antilles developed this maneuver to augment the unpredictability of the Cracken Twist, and it has proven both an excellent distraction and means of providing fighter cover for unprotected and poorly armored transport vessels.

Game Notes:

In game terms, a screen formation can be utilized by three or more starfighters. It is assumed that the player characters have prearranged a flight order and a jump pattern, and as such players must declare the pattern in advance.

Each maneuver in the screen formation requires an Easy starfighter piloting roll when cover is provided by three or four starfighters. Cover by five or six starfighters requires a Moderate starfighter piloting check for each maneuver. Seven or more fighters in formation require a Difficult starfighter piloting roll for each maneuver. The central vessel must make Easy piloting rolls for each round that starfighters are providing cover in formation. Pilots failing this roll by one to five points add +5 to the difficulty of the next piloting check; pilots failing this roll by six or more points collide with one of the other ships (determine randomly), doing 4D damage to each.

If the screen formation check is successful, any enemy ships suffer an increased difficulty of +2D to attack the screened ship.

_____

Strategy and Tactics

Brief: Starfigthter strategy, tactics and stages of combat
Source: *Rebel Alliance Sourcebook* P72
Description:

These rules discuss strategy of unattached Alliance startfighters. Details on the use of starfighters in the Alliance Fleet are highly classified and available only to military personnel in the fleet.

To carry out their primary goal of space denial, starfighters must be able to strike anywhere within the Empire, at any time. They are stationed on small, hidden bases, usually near Imperial supply routes. As the Alliance Fleet is in hiding, these craft are often the only viable Rebel military presence within a sector. Starlighters fly a variety of missions which can be broadly broken down into three categories: attack, defense and reconnaissance.

Attack Missions

Ideally, a starfighter attack mission profile pits starfighters against lightly-defended targets, preferably slow and unarmed transport vessels or bases, or smaller military ships without adequate TIE protection. To succeed at its primary strategic objective of space denial, the Alliance must constantly harass Imperial forces that are not adequately defended, causing precious military resources to be stripped from the fighting fronts to deal with our starfighters. As long as we can attack at places and times of our choosing, we maintain the initiative and force the enemy to conform to our movements.

Attacks against defended targets are usually to be discouraged. Though our vessels and pilots are undoubtedly better than the enemy's, his manufacturing and training resources far outweigh ours. He can more easily afford to lose 10 starfighters than we can afford to lose one. There are cases, however, when such attacks are justifiable. The Alliance

is in desperate need of supplies and in equal need of denying the supplies to the Imperial fleets; starfighters often spearhead attacks against guarded transport convoys.

Politically, it is sometimes necessary to launch attacks in enemy-held systems to "show the flag;" that is, to tell the oppressed peoples on the planets that they have friends, and to remind our enemies that they are not secure ----- anywhere.

Finally, attacks may be launched to divert enemy attention and strength from other areas of more importance. The diversionary force may be required to remain on the attack for far longer than is safe, allowing the enemy to gather enough strength in that area to severely damage the attackers. While this is occurring, other Alliance Forces attack the areas the Imperials have denuded to hit the diversion.

It must be stressed, however, that all such attacks can be ordered only at the Sector Command level or higher. Base commanders do not have the authority to attack strongly-defended targets without prior approval from Sector HQ. These attacks should always be part of a coordinated, sector-wide action; otherwise, valuable ships and pilots may be lost for no cause.

Defense

The Alliance cannot successfully defend against Imperial attack. Period. The Empire can always muster enough force to wipe out any defenses; even the Alliance Fleet could not successfully defend a fixed position against the full might of the Imperial Navy. Once a base is discovered, it is lost. Alliance starfighter defense tactics are, therefore, designed to slow Imperial attack to allow whatever is the objective of the attack to escape.

Though it is extremely painful to do so, Alliance pilots must be ready to abandon the defense when Imperial strength becomes overwhelming. Futile fights to the death to save an already-lost base are not encouraged.

Reconnaissance

These are intelligence-gathering missions. For the most part, passive monitoring of the enemy is handled by other agencies; starfighters are used to actively attack the enemy to find the disposition of his forces.

In its most simple form, a recon mission consists of an attack against an unknown target by fast, maneuverable craft. The attack is prosecuted until the enemy sends forth enough ships to discourage the attack, at which time the Alliance vessels withdraw.

These tactics allow the Alliance to determine where the enemy's strength is. Experienced pilots can quickly judge how many flights of TIE fighters they face, the makeup and disposition of any heavier ships, what kind of ground-based support is available and so forth.

This information can be crucial to a successful campaign; if the attackers have up-to-date data, they can plot their actions with much greater accuracy and chance of success.

Hyperspace in Starfighter Combat

Because all Alliance fighters are hyperdrive capable (unlike their Imperial counterparts), strikes can be rapidly executed on Imperial targets far away from the base. This is the starfighter's preferred tactic — striking quickly from out of hyperspace, taking full advantage of the element of surprise, then disappearing back into the hyperlanes before substantial resistance can be organized.

To maximize surprise and limit the enemy's reaction time, Alliance pilots attempt to come out of hyperspace extremely close to the target — if possible, within its outer defense perimeter. There are risks involved, but if correctly executed, this maneuver leaves the target extremely vulnerable.

Starfighter Combat Tactics

According to Adar Tallon's Treatise on Starfighter Tactics, starfighter combat can be broken up into five stages.

1. **Detection**: The first stage is detection (and its opposite, avoidance of detection). Starfighters can be detected by two methods — visual and electronic. These are the keys to identification — the main objective in detection.
2. **Closing**: The second phase of starfighter combat is called closing, The objective during this stage is to reach an advantageous position from which to attack the enemy.
3. **Attack**: The third, and most decisive stage is attack.
4. **Maneuver**: Maneuver is the fourth and most glamorous stage of starfighter combat. Its importance is often overrated, however. A successful attack stage renders maneuver academic.
5. **Disengagement**: Finally, there is the fifth and most underrated stage, disengagement. New pilots often take this stage for granted — usually to their dismay.

Talon Roll

Brief: Starfighter maneuver
Source: *Rebel Alliance Sourcebook* P80
Description:

The Tallon Roll

Defender turns to make attacker overshoot

Attacker executes three-dimensional maneuver to defeat defender's two-dimensional turn
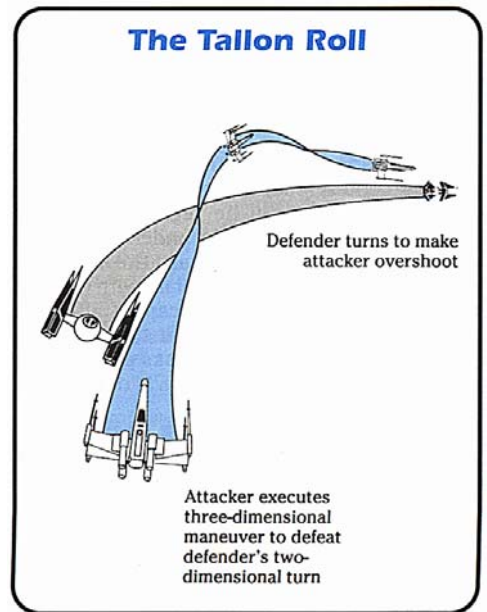
This difficult maneuver is performed when the attacker becomes aware that he is going to overshoot a breaking defender. He comes level, pulls his nose hard up, then rolls away from the direction of the turn. This three-dimensional maneuver is completed by sliding in astern of the target. Effectively, this maneuver alters the angle of approach to the target without losing speed or distance. It is difficult for a defender to counter the roll, as it takes place entirely behind him and in his blind spot.

The difficulty of the maneuver is the roll itself. It is easy to become disoriented while in a roll and an unskilled attacker can easily overshoot, taking himself out of the fight completely and possibly putting himself at the mercy of the defender.

Game Notes:

Modifier: -10 for attacker.

Success: Attacker keeps up with defender, difficulty to hit defender reduced by -5.

_____

Trap

Brief: Starfighter maneuver
Source: *Rebel Alliance Sourcebook* P81
Description:

The Trap

Other defender comes in behind attacker

Defender banks away from attacker

Attacker follows

A single starfighter in a hostile environment is extremely vulnerable. Alliance starfighters operate in elements of two. "Battle spread" is the most commonly used pairs formation. In it, the two fighters fly side by side with a minimal distance between them.

A pair, working as a team, has the potential to be far more effective than two single starfighters each operating on its own. They guard each others' blind spots and hunt together as a coordinated unit.

The trap is the oldest, simplest, and still most effective trick in the book. If either fighter is attacked from behind, he turns hard in either direction. If the attacker follows, he is trapped by the second man.

The most effective defense against this maneuver is for the attacker to feint, pretending to follow the first man. As the second man slots in behind the attacker, he performs a full-throttle hop or a Tallon roll, forcing the second man to overshoot him. This leaves both defending fighters in front of the attacker.

Game Notes:

Modifier: -5 for defenders.

Success: Second defender's attack difficulty reduced by -5.

_____
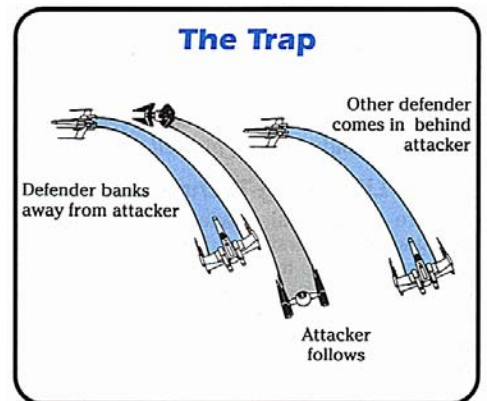
Under Split

Brief: Starfighter maneuver
Source: *Rebel Alliance Sourcebook* P81
Description:

      A single starfighter in a hostile environment is extremely vulnerable. Alliance starfighters operate in elements of two. "Battle spread" is the most commonly used pairs formation. In it, the two fighters fly side by side with a minimal distance between them.

      A pair, working as a team, has the potential to be far more effective than two single starfighters each operating on its own. They guard each others' blind spots and hunt together as a coordinated unit.
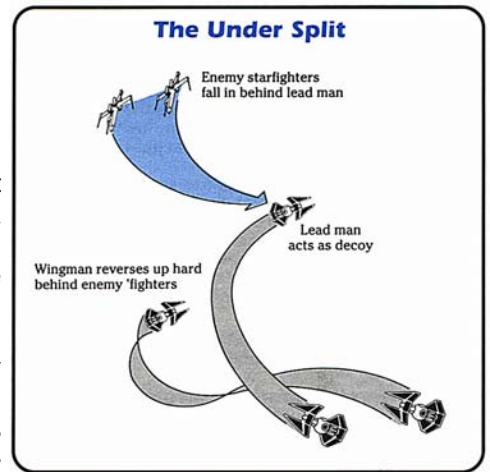
      This maneuver involves some danger for the lead man, and should only be attempted if the lead starfighter can take a bit of punishment. In it, the lead man shoots out ahead of his wingman in full view of a pair of enemy fighters. As the enemy ships turn toward the lead man, his wingman crosses under unobserved and pulls up hard for a belly shot.

      Trainee pilots are always taught to keep a sharp lookout for this type of decoy move. Unfortunately, in the heat of battle, the chance of a quick kill against an outnumbered opponent often drives out this training, leaving the star- fighters at deadly peril.

      Game Notes:

            Modifier: -10 for attacker.
            Success: Second attacker's to hit difficulty reduced by -5.

The Under Split

Enemy starfighters fall in behind lead man

Lead man acts as decoy

Wingman reverses up hard behind enemy 'fighters

_____

Combat Rules

AT-ST Damage Table

Brief: Optional Rules for specific AT-ST damage
Source: *Classic Adventures Vol5* P42
Description:

AT-ST walkers take damage the same way starfighters do. Use the "Vehicle Damage Chart" on page 111 of *The Star Wars Roleplaying Game, Second Edition, Revised and Expanded*, to determine damage against the AT-STs.

When a walker is severely damaged, roll on the "Walker System Damage" table below.

Die Roll	System
1	Blaster Gimbals
2	Hydraulics Leak
3	Neck Ring
4	Weapon System
5	Control Cables
6	Walker Destroyed

Blaster Gimbals: The weapon stabilizers are damaged, increasing the difficulty of all shots by +3.

Hydraulics Leak: Walker is slowed considerably. Free haste (no die-code penalty) is given to all opponents of the walker.

Neck Ring: Walker head no longer pivots. Must take a movement action when firing in order to target opponents.

Weapon System: One weapon system (of gamemaster's choice) is no longer working and cannot be fired.

Control Cables: Movement difficulty is increased by five.

Walker destroyed: Destruction is fiery and explosive. Characters must make Dexterity rolls to escape a destroyed walker, the level of success of the roll determining the damage to the character. If the check succeeds as Very Difficult, the character takes no damage; Difficult yields a *Stun*; Moderate a *Wound*; Easy an I*ncapacitated*, and failing to make an Easy roll results in a mortal wound.

When the Damage Roll is less than Half the Strength Roll: The target is unaffected by an attack when the damage roll is less than half of its *Strength* roll. There is no stun damage against a walker in this scenario.

_____

Custom Martial Arts

Brief: Optional Extended martial arts rules
Source: *Rules Of Engagement* P116-117
Description:

The Star Wars Roleplaying Game has long had a martial arts skill, though it has remained loosely defined. Since SpecForce troops are trained in unarmed combat, a more detailed system of *martial arts* is called for.

For every 1D that a character increases her *martial arts* skill, she may pick one of the hand-to-hand techniques described below. The character may only pick one hand-to-hand technique for every die of skill improvement; increasing a skill by one or two "pips" is not sufficient advancement to select a hand-to-hand technique. Characters whose *martial arts* skill is increased during character creation are eligible to select from the hand-to-hand techniques

Example: A Twi'lek Spec, Nareel Dre'lara, has a *brawling: martial arts* die code of 3D+2. During character creation, she increases her *brawling: martial arts* skill to 5D+2. She may select two hand-to-hand techniques. After successfully surviving her first mission, she spends Character Points, increasing her *martial arts* die code to 6D. This is not sufficient to select a new hand-to-hand technique, as she has not increased the skill by 1D. She may not select a new hand-to-hand technique until her *martial arts* die code is increased to 6D+2. Characters must also declare which hand-to-hand technique they are using prior to making the required skill roll (unless otherwise indicated).

Hand-to-Hand Techniques

Technique	Description	Difficulty	Effect
Blindfighting	The character is trained to use senses other than sight to locate a target.	Very Difficult	If the character makes the required skill roll and is within striking distance of the target, she may ignore the effects of blindness. She cannot see, but can hear or smell a target well enough to strike. This may be used as a reaction skill.
Disarm	The character is trained to force an opponent to drop a weapon or object.	Moderate	If the character's attack is successful (and is not parried or dodged) and if the skill roll meets the required difficulty number, the target character is disarmed.
Elbow Smash	The character is trained to deliver a powerful blow with her elbow.	Very Easy	The character can add +1D to her damage roll if the skill roll is successful.
Flip	The character can throw a target who has grappled her from behind.	Moderate	A successful skill check indicates that the target is hurled to the ground (provided the attack is not parried or dodged). The target suffers 3D damage This technique may be used as a reaction skill.
Flying Kick	The character is trained to leap to deliver a crushing kick.	Difficult	The character can add +2D to her damage roll if her skill roll exceeds the difficulty number. Failure to beat the difficulty number indicates the character is off-balance and her opponent may make an additional attack this round with no multiple action penalty.
Foot Sweep	The character trips an opponent	Moderate	A successful attempt indicates the target is tripped, falling to the ground. The character must remain prone for the remainder of the round.
Head-butt	The character can use her head to strike a target, even if she is held, pinned or bound.	Easy	If the character's skill roll meets the difficulty number, she may use her head to strike the target (inflicting STR+1D damage); can be used if the character is bound or held; can be used as a reaction skill.
Hold/Grapple	The character is trained to grapple and hold a target immobile.	Moderate plus an opposed Strength roll.	The character attempting to grapple with a target must make a Moderate martial arts roll to hold her opponent. For every round the target is held, the character must make an opposed Strength roll. If the target beats her Strength roll he breaks free of the hold.
Instant Knockdown	The character knows how to maximize impact, knocking the target to the floor.	Moderate	If the characters attack is successful (and is not parried or dodged) and if the skill roll meets the required difficulty number, the target is knocked to the ground, The fallen character must either wait one round to stand or suffer multiple action penalties.

Technique	Description	Difficulty	Effect
Instant Stand	The character is trained to negate the effects of a fall and return to a standing, combat-ready position.	Moderate	If a character is tripped or knocked down, she may use this technique to return to a standing position. Successful use of this technique indicates that the character can stand without suffering a multiple action penalty.
Instant Stun	The character is trained to strike at critical pressure points that affect breathing or the nervous system, stunning the target.	Moderate	If the character's attack is successful (and is not parried or dodged) and ii the skill roll meets the required difficulty number, the target is stunned for one round.
Instant Wound	The character knows how to strike to maximum effect, inflicting severe damage on the target.	Difficult	If the character's attack is successful (and is not parried or dodged) and if the skill roll meets the required difficulty number, the target character suffers a wound. (Effects of the wound are cumulative.)
Multiple Strikes	The character can deliver multiple blows.	Moderate	The character can make a second attack with no multiple action penalties; the second attack inflicts 3D damage.
Nerve Punch	The character knows the location of nerve clusters, striking in such a way as to render a target's limb numb.	Very Difficult	If successful, the character's attack renders an opponents limb (arm or leg, specified prior to making the attempt) unusable for 3D rounds. Any items held in the affected hand are dropped. If the character beats the difficulty number by 15 or more, the target character is rendered unconscious.
Power Block	The character is trained to parry attacks in a manner which inflicts damage.	Moderate	A successful parry inflicts STR+1D on the target. This technique can be used as a reaction skill.
Reversal	The character is trained to turn the tables on an opponent who is attempting to grapple.	Opposed Strength or brawling: martial arts roll (whichever is higher)	The character can employ this technique only when she is held. If she breaks the opponent's grip, she may in turn hold the target immobile or employ another technique. This technique may be used as a reaction skill.
Silent Strike	Provided the character can successfully sneak up on a target, she can instantly kill him or render him unconscious.	Difficult	The character must be within arm's reach of the target. The character must declare if this is a killing or stunning attack prior to making the attempt. A successful skill roll indicates the target is neutralized.
Spinning Kick	The character is trained to perform a powerful kick.	Moderate	The character can add +1D to her damage roll if her skill roll exceeds the difficulty number. Failure to beat the difficulty number indicates the character is off-balance and her opponent may make an additional attack this round with no multiple action penalty.
Shoulder Throw	The character can throw a target.	Moderate	A successful skill check indicates that the target is hurled to the ground (provided the attack is not parried or dodged), suffering 3D damage.
Weapon-block	The character is trained to parry melee attacks even when she does not possess a melee weapon.	Opposed martial arts versus melee combat roll	If the character makes the required difficulty roll she successfully blocks a melee attack.

Custom Martial Arts – Other Rules

Brief: Optional Extended martial arts rules
Source: *Rules Of Engagement* P118
Description:

Should gamemasters feel that martial arts are a destabilizing element in a campaign, the following are options to lessen the effects of this skill system.

- *Basic Moves:* Gamemasters can limit characters to the following hand-to-hand techniques (which must be learned before any other techniques may be acquired): punch (inflicts *Strength*+1D damage); kick inflicts *Strength*+2D damage); weapon block (allows the character to block a melee attack, opposed *martial arts* versus melee combat roll).

- *Character Points:* Character Points can not be used during martial arts skill rolls (though, Force Points can).

- *Martial Arts Styles.* Using the above system, it is unlikely that a character will ever possess all the hand-to-hand techniques. (On the average, an extremely advanced character will likely only possess 13-15 of the hand-to-hand techniques.) However, gamemasters can limit the number of techniques a character can possess by developing *martial arts* "style packages." The gamemaster may decide that only six of the techniques are available to "K'tara martial arts," and players must select from that list. Learning a technique from outside a style costs 10 Character Points and takes three weeks of training.

- *Parrying.* To speed the combat procedure (and to more accurately reflect the deadly nature of martial arts), trained combatants can use brawling: martial arts to both parry and attack.

_____

Deadliness In Star Wars

Brief: Optional Additional rules to upgrade deadliness in combat
Source: *Rules Of Engagement* P57
Description:

SpecForce adventures feature a significant amount of combat *Star Wars* combat is, in theory, fairly deadly given the nature of technology that is present (blasters, smart explosives, sensors and so forth). There are only five wound levels, and an average character is essentially useless after being wounded two or more times. A blaster pistol inflicts more damage than an average character's *Strength,* and armor typically adds only a die to reduce that.

In practice, character points can drastically offset this apparent danger. Characters can spend up to five points, one at a time, to increase their resistance rolls. For a character with an average 2D *Strength,* that's the equivalent of 7D *Strength* to reduce damage. In addition, the effects of the Wild Die can, in some cases, add a great deal of resistance to damage. 7D (or more) *Strength* against 4D blaster damage isn't much of a contest.

Combat *should* be dangerous – if combat is easy on, the player characters, they will just blast their way out of every situation without much effort and fearlessly walk where they should fear to tread. This is unheroic. There are, however, ways to keep combat deadly:

- **Keep character points modest:** Character points should not be dispensed lavishly. If a player has too many points available they can improve their, skills *and* throw their character point pools at a skill. Character points shouldn't be heavily restricted; the characters should be able to improve skills and have some in reserve for emergency situations. Three to five points might be given out for a tough adventure. A really hard, deadly adventure with good roleplaying and sharp thinking calls for eight to ten points.

- **Combined actions:** Soldiers group together in units in order to have more firepower than they can bring to bear alone. The combined action rules allow characters to pour fire into a target and inflict a great deal of damage. The full combined actions rules are on pages 82-83 of the *Star Wars Roleplaying Game, Second Edition, Revised and Expanded.* Most combined action difficulties for combat are Very Easy to Moderate.

- **Skill Damage Bonus:** One way to make combat deadly is to make damage reflect skill – when a character hits, add the result points (the difference between the to-hit difficulty number and the rolled number) to the damage score. If you have a sure-shot gamesmaster character, it makes that character much deadlier. For example, an infiltrator has a blaster that inflicts 5D damage. He is attempting to shoot a Stormtrooper, a task with a difficulty number of 15. His roll to hit is a 35. The infiltrator's weapon inflicts 19 points of damage. In this case, the infiltrator adds an additional 20 points of damage – 35 (the to-hit roll) minus 15 (the difficulty number) equals 20 – for a total of 39 points of damage.

- **Skill Damage Bonus, Version 2:** For gamesmasters who find the above approach is *too* deadly, this version allows for moderate increases in deadliness. In this case, add +1 to the damage roll for every 5 points over the difficulty number the character rolls. For example, an infiltrator has a blaster that inflicts 5D damage. He is at-

tempting to shoot a Stormtrooper, a task with a difficulty number of 15. His roll to hit is a 35. The infiltrator beat the difficulty number by 20 points; he would add 4 points of damage to his weapon's damage roll.

- **Dice pools:** If a straight bonus is still too deadly (the idea is to make things exciting, not automatically fatal), try dice pools. This optional rule allows characters to choose how many dice in their combat skill goes toward hitting the target and how many dice are applied to doing damage. A less-skilled character will probably use all their dice on hitting the target, but a skilled marksman will probably throw a number of dice into hitting a vital area. For example, a character with 7D in *blaster* can decide to spend 4 blaster dice to hit; if successful she can add an additional 3D to the weapon's damage roll.

If used, these rules should apply equally to both player characters and gamemaster characters. It's unfair to let the Imperial special missions sharpshooters apply dice to damage, but not "Sureshot" Antilles, Rebel SpecForce sniper.

_____

Duels
Brief: Optional Dueling traditions
Source: *Pirates & Privateers* P31
Description:

Pirates tend to be a volatile lot, and egos can easily clash in the closed space of a ship. There's no room aboard a pirate vessel for a personal grudge, however, and most Ship's Articles include a provision that mandates that personal disagreements are to be settled off ship, usually planetside.

Dueling traditions often give rise to formalization, and pirate duels are no exception. There are several systems of dueling, but the set of rules used by the legendary Phosphura Belt pirates is one of the more widespread. Challenges can be issued or withdrawn at any time, but only settled with the captain's permission.

There are several levels of combat in the Phosphura rules:

- **The tente**. A tente is a simple duel, fought either unarmed or with hand weapons. The tente is settled by the first blow, the first cut, or when someone falls unconscious (the specifics are chosen by the challenger). Killing an opponent in a tente duel is forbidden. Failure to obey the settlement of a tente is a serious crime, often punished by marooning. Most pirate duels are settle by tente.
- **The rigora**. A rigora is a more serious duel, in which energy weapons are allowed (though no explosives are permitted). Rigora can be fought to unconsciousness or to the death, and are usually invoked in a serious breach of personal honor. There are a few variations — a just rigora results in the defeated pirate admitting his fault or guilt before the company, an honor rigora sends a dishonored pirate against a champion of the defender (generally used when the defender is obviously an inferior duelist), and an oath rigora which ends in death.
- **The negate**. The negate is the most serious kind of duel, inevitably to the death. The negate is called upon only when two opposing groups are at such odds that the company's survival is threatened. A negate pits the champions of each side against each other (usually the leaders), with up to four aides accompanying each side. Negates usually settle the leadership of a company, at least until another rival rises and gains support in the group. No energy weapons are allowed in a negate. Wagering on such contests is traditional.

Adding danger to a duel, some duels are fought in a flaming circle (sometimes called the "Fire Ring of Fornax," after the famous celestial phenomena). Death duels are traditionally fought in such a ring, though some pirate chiefs have modified rings with spinning blades or randomly firing blasters to such contests.

_____

Ground Combat
Brief: Tactics and strategies
Source: *Rebel Alliance Sourcebook* P90
Description:
Strategy

"*We have discussed the relative strengths and weaknesses of Imperial and Alliance Forces. Now, we shall see how to use those to their best advantage in ground combat, maximizing our strengths and minimizing the enemy's.*"

Madine's Rules of War #1: Hit'Em Where They Ain't
"*Never attempt to match strength against strength with the enemy. He's probably got you outnumbered to begin with, and, because of his command of the sky and space, can call upon virtually unlimited reinforcements. You don't*

want to get into a slugging match with the Imperials: they'll win every time. It you can't achieve your objectives quickly, against little opposition, you probably can't achieve them at all.

"Speed and concentration are the keys. Bring all of your forces together and throw them against a fraction of his. Wipe 'em out quickly, and then run like hell for the hills. If, once you have started an attack, you find out that your target is too tough for you, give it up. Do not keep up the fight past the breaking point; this loses lives and wins nothing."

Madine's Rule of War, #2: Attack the Enemy' Spirit

"The object of warfare is to destroy the enemy's will to resist. This is one of our strongest advantages because we fight for freedom and for our families; most of them fight for personal gain or because they've got a blaster at their backs. Our will to resist is — and must be — higher than theirs. Make sure that the enemy is aware of this.

"Make them fear you, gentle beings. Make them fear your troops' ferocity, cunning and unpredictability. In battle, there is nothing so frightening as knowing you face an enemy that has no fear and nothing to lose.

"If your opponent fears you, he'll make mistakes. Bad ones. He'll overreact to feints, and he'll retreat when he could hold on. Eventually, his army will disintegrate around him, becoming nothing more than a mob of frightened men. An army that is afraid cannot win. Ever."

Madine's Rules of War, #3: Use Your Brains

"You are our biggest advantage. You are not encumbered by out-of-date Academy training; you are not encumbered by fear of replacement if you screw up, and there is little chance of one of your subordinates deciding he wants your job enough to kill you for it. You can concentrate all of your energies upon the task at hand — victory. You can also afford to take chances. In fact, given the very real disadvantages under which you operate, you have to take chances.

"Do so.

"But do so in a smart manner. Keep one step ahead of the enemy. You and your troops have been specially trained to be flexible, to be smart, and to take advantage of any opportunity that arises.

"Learn how your enemy thinks. Though there are exceptions, most Imperial officers will do things 'by the book' because that's how they are trained, and most of those who are smart enough to have overcome their training have defected to us. The ones who are left tend to stick to what they have been taught. Learn their book, and you'll know what your enemy will do under any given circumstances.

"Present your enemy with the unexpected and try things that are not covered in his book. He may rise to the occasion and give you a bloody nose, but, chances are, if forced to think on his own, he'll crack. And then you'll have him."

Tactics

"I am not prepared at this time to go into a detailed discussion of tactics with all of you because you have very different situations facing you. General Martin's command, for example, is a desert planet with a light population and virtually no heavy industry, while Lord Iuaway's people live on an urbanized world, and, of course, General Throom's planet is entirely water-covered. After the program, the class will break up into smaller groups according to planet-type, political situation and Imperial opposition. My assistants will discuss tactics with you then.

"There are, however, a few general tactical doctrines which are applicable to virtually all situations everywhere. We shall begin with the defensive, and then move to the offensive.

"Put up the next holo, please."

The Mobile Defense

"Under most circumstances, you will not be defending a specific point or line with the hope of holding onto it. As discussed above, the enemy can almost always eventually bring overwhelming force to bear against you. You usually go on the defensive because you haven't got enough power to attack, or to buy time for your soldiers, supply trains and headquarters units to retreat and escape.

"Here, as in all of your military endeavors, do not match your strength against the enemy's. Hit him where he is weak, make him attack you where you are strong. Give up ground when necessary; the enemy's forward progress may give you the opportunity to launch a devastating counterattack.

"Following is a classic defensive technique which will illustrate the point. The diagrams are taken from an After Action Report filed by General Rieekan after the Battle of Tiems.

"General Rieekan's forces had successfully attacked the city of Tiems, destroying a power station and liberating several thousand Rebels incarcerated there. The Alliance transports scheduled to take his forces off-planet were delayed by enemy starfighter action; he had to defend the landing zone area from a heavy counterattack by Imperial ground troopers until the transports could arrive."

The Battle of Tiems

"After the trap was sprung, the Imperial forces retreated in disorder to Tiems to regroup and await reinforcements. The reinforcements, an entire division of native troops, arrived 24 hours later, but the Imperials delayed their attack another 12 hours while waiting for the weather to clear up enough to allow them to call on air support from a nearby base. By the time they launched their attack, the Alliance forces were safely off-planet.

"These are the lessons of Tiems: first, General Rieekan knew his enemy. imperial tactical doctrine requires commanders to concentrate the maximum force against the weakest part of the enemy's line. Such attacks are likely to gain the highest benefits for the smallest cost.' Rieekan knew that the weakest part of his line was its center; he had good reason to expect the Imperials to attack there.

"Similarly, he knew that, in the event they scored a breakthrough, the Imperials were likely to follow up hard and fast, attempting to get into the Alliance forces' rear areas, cutting them off from retreat so that they could be destroyed in detail. With knowledge of how his opposing commander's mind worked, he was able to tailor a trap that the enemy would find virtually irresistible.

"The second lesson of Tiems: training pays off. The Alliance troops performed brilliantly. The battalions on the left and right flank held their own against twice their number for over two hours, allowing time for the trap to develop. The battalions in the center put up a strong show of resistance to the main attack, taking tremendous casualties, and then, when the time was right, pulled out and fell back to the town in good order. This maneuver could only have been performed by highly-trained, highly-motivated, and well-led troops: others would have almost certainly disintegrated.

"The final lesson of Tiems is this: you don't have to annihilate an enemy to beat him. The Imperials started out the campaign with four regiments. They lost two regiments in the battle. Shortly thereafter, they were reinforced by a full division of four more, giving them a total of six. The Alliance began the campaign with three regiments. They used up most of a regiment in the execution of the trap, leaving them two in any shape for further combat. Thus, when the battle opened, the Imperials had four regiments facing three. After they were reinforced, they had six regiments facing two. By all rights, the Alliance Forces should have been overwhelmed in short order. Instead, the Imperial commander delayed his attack until he had air support — which was too late.

"Rieekan had beaten the enemy commander's spirit. By Rieekan's brilliant tactics and his troopers' flawless execution of those tactics, he had made his enemy doubt himself and his troops. The Imperial general did not attack—at three to one odds — because he was whipped.

"Whip your enemy, gentlebeings. Make him fear you and your soldiers. A frightened enemy is often of more use to us than a dead one.

"This concludes today's lecture. My associates will organize you into smaller groups for further discussion.

"Thank you."

Elements of Ground Combat

A balanced ground combat force contains six major elements:

- Infantry
- Artillery
- Ground vehicles (in the Alliance called "CAVs," for Combat Assault Vehicles)
- Scout units
- Ground transport
- Air support and combat vessels (in the Alliance called "SACs," for Sub Atmospheric Craft)

All of these elements have important roles to play on the modern battlefield. Rebel commanders, usually forced to improvise and fight with whatever they have on hand, count themselves extremely lucky if they can muster four of the six elements in an engagement.

_____

Poison Rules

Brief: Rules for poisons
Source: *Live-Action Adventures - Gamemaster Kit* P51
Description:

Mixing a poison calculated to kill a member of your own species doesn't take a lot of training. If' the target is the same species as the poisoner, the poisoner must make an Easy *alien species* roll and a Moderate *first aid: toxicology* roll. If both rolls are successful, the poisoner has concocted a liquid poison which does 10+lD6 damage to the target in 1D6 minutes (when it is ingested). If either roll fails, the poison is completely ineffective.

Knowing what kills other species is not as intuitive. When attempting to poison members of other species, the poisoner must make a Moderate *first aid: toxicology* roll as above. He must also make an *alien species* roll and check on the following table to establish the poison's effectiveness. If the *first aid: toxicology* roll falls, the poison is ineffective.

Skill Result	Effect
Less than 8	Poison is ineffective
9-11	5+1D6 damage to target after ten minutes
12-15	10+1D6 damage to target after five minutes
16 or greater	15+1D6 damage to target occurs immediately

Notes: The character trying to mix the poison must make his skill checks with the assistance of the game!-master. The poisoner will have no idea how it will affect another character until it is administered. Poison can only he administered in food, drink, or through a medpac injection. The poison cannot be turned into a gaseous or contact poison.

When a poison begins to take effect, roll the damage, and allow the target character to make a *Strength* roll. If the character beats 01' equals the poison's damage, his body successfully resists the toxin, and the poison has no further effect. If he fails, calculate the total damage of the poison. It does not take effect immediately, however. The victim takes one Wound every turn, until he has either taken the full damage or is dead. Each turn, he may attempt to beat the poison again (but don't forget the -1 penalty to all attributes and skill scores for each wound taken). If successful, the character defeats the poison. If not, he continues to take damage.

A Moderate *medicine* or difficult *first aid* roll allows a person analyzing a poison to identify a specific type of poison or a counteractive agent. These poisons are rather exotic, and those making their rolls can establish that these toxins are not used by amateurs. Once the poison is identified, the character may use the poison kit or the contents of a medpac to neutralize the poison (the difficulty of the skill roll is equal to the poison's damage when using *medicine*, and the damage +5 when using *first aid*).

_____

Power Control

Brief: Optional Rules for re-routing shield power on capital ships
Source: *The Far Orbit Project* P25
Description:

"More power to shields!"

"Route additional power to main guns."

Although the Star Wars films refer to power switching and rerouting available power, the *Star Wars Roleplaying Game* has downplayed this mechanic In order to maintain simplicity. A gamemaster interested in increasing the level of technical detail can use the following rules.

A ship has enough power available to run all of Its systems simultaneously, and has enough carrying capacity to channel up to an additional +2D to any system, rerouted from any other system. This power is in raw form, and has no benefit to computer systems, like the navigational computer or targeting systems. It might be able to boost communications range or active sensor scans.

In addition, power is commonly routed from an inactive system to an active one, and from non-firing weapons to firing weapons.

For example, the Far Orbit is in an exchange with another escort frigate. Captain Vedij orders extra power routed to the main weapons and shields. Power Control takes this power from the ship's two tractor beams with 4D of power each – 8D of additional power to be divided among the 12 main turbolasers. Power Control allocates 1D to each forward turbolaser and 1D+2 to the forward shields, leaving +1 left over and of no benefit to any system.

As the enemy ship passes the Far Orbit on the right in the exchange, power control switches the extra power from the forward turbolasers to the right arc weapons and shields. The 8D are distributed differently this time, with 1D+2 going to each of the three right turbolasers, for a total of 5D (3D straight over with 2D getting split into 6 pips) and 1D+2 going to the shields. The remaining 1D+1 goes either to waste in the power buffer or gets routed to some other system.

The power controller might have routed power from the left arc shields or weapons, but that would have meant that the left arc would be with little or no defenses to fend off surprises from that side of the ship. Starfighters with shields do this occasionally, switching shield power to a particular side the pilot expects to come under heavy fire.

Please note that ships moving All-Out (at the highest rate of speed)j cannot fire or maneuver, and may not be able to use shields, at the Gamemaster's discretion; this can be 'chalked up to routing all available power to the engines.

Transferring power is a demanding task, and carries some built-in difficulties. Use the following as benchmark difficulty numbers:

Condition:	Base Difficulty:
Simple power rerouting (single single to single recipient)	Moderate
Rerouting multiple systems to a single recipient	Difficult
Rerouting multiple systems to multiple recipients	Very Difficult

Power switching time, however. When the shield operator rolls as indicated above, compare the result to the table below:

Operator's Roll:	Time Taken:
1-5	2D rounds
6-10	1D round
11-15	2 rounds
16-20	1 round
21+	1 second

_____

Shielding In Combat
Brief: Optional Rules for avoiding a shield overload during combat
Source: *The Far Orbit Project* P31
Description:

Shield operators are not generally paid much attention in the existing rules.The following rules may make this critical position more interesting.

If shield dice are lost due to a "shields blown" result on the starship damage table, the shields may overload; the shield operators in the deflector module must compensate or risk further damage. Roll 1D per shield lost to determine how difficult it is to shunt the shield overload into the static power buffer (the attempt uses the capital ship shields skill).

If successful the energy is transferred to the static buffer and discharged, resulting in nothing more serious than ionization of controls (unless the discharge vanes have been destroyed, in which case engineering has a problem). The controls ionized result is serious, but recoverable.

If unsuccessful, or if the discharge vanes are not operational, the shields overload; roll the number of shield dice lost against the ship's hull dice. The result is taken as normal damage as the energy shoots through connected systems. lf a critical failure occurs (a 1 on the Wild Die) or if the starship damage table result indicates "shields lost" the shield module itself explodes.

_____

Ship Location Targeting

Brief: Optional Rules for targeting specific starship locations
Source: *The Far Orbit Project* P30 & *Pirates & Privateers* P19
Description:

Raiders (and military vessels) occasionally have to use full-power energy weapons against a target (if they don't have ion cannons, for example). This is quite dangerous, since these weapons might accidentally destroy the prize. To avoid this, gunners may choose to "call" a shot – target a particular location on a ship. This is harder than just hammering away at the enemy ship. Also a higher-scale weapon cannot target a location on a lower scale target – for example, a capital scale ship can target a capital ship's engine's, but not a starfighter's engines. In the same way, a starfighter can target another starfighter's engines or a capital ship's bridge, but not a walker's legs or head.

Targeting a primary section of a ship (the conning tower of a Star Destroyer, the engines, the landing bay, the main body) adds +2D to the difficulty to hit. Targeting a subsection of a ship (a gun battery, a particular engine, the shield generators, the command section.) adds +4D to the difficulty to hit. Targeting a specific location of a ship (a specific gun, the bridge, a maneuvering thruster, an engines thermal exhaust port) adds +8D to the difficulty to hit.

Location:	Modifiers:
Primary section	+2D
Subsection	+4D
Specific location	+8D

Damage should be worked out normally. The specific results should be determined by the gamemaster using the normal starship damage results guidelines.

In general, a lightly damaged location loses -1D or -1 Move, a heavily damaged location loses -2D or -2 Move, a severely damaged location is disabled and unable to perform its function, and a destroyed result indicates that a section has suffered catastrophic damage (this may mean that the engines have overloaded, or that a gun explodes, setting off a chain reaction of explosions). Targeting locations doesn't guarantee that a ship will be simply disabled, but it does increase the odds of capturing a ship with minimal damage.

Damage	Penalty
Light damage	-1D or -1 Move
Heavy Damage	-2D or -2 Move
Severe Damage	System disabled
Destroyed	Catastrophic damage; threatens ship

_____

Smoke on the Battlefield

Brief: Rule for smoke and other cover modifiers
Source: *Classic Adventures Vol5* P25
Description:

Smoke and other battlefield environments such as darkness and rain obscure targets, rendering a character virtually invisible in some conditions.

Cover	Modifier
Light Smoke	+1D
Thick Smoke	+2D
Very thick smoke	+4D
Poor light	+1D
Moonlit night	+2D
Complete darkness	+4D

Spotting a character in such an environment requires a Perception check, which counts as an action. If the obscured character is silent and did not move last round, the check is difficult; if the character made noise or moved last round the check is Moderate; and if the character fired a blaster last round the check is Easy.

Stormtrooper helmets are equipped with MFTAS (Multi-Frequency Targeting and Acquisition System) as part of their armor sensor array. MFTAS allows stormtroopers to make a free Perception check at +2D when the environment (smoke, darkness, rain) provides cover which obscures their opponents. This check does not count as an action for stormtroopers and does not lower their die codes.

Suppression Fire
Brief: Optional Additional rule for suppression fire
Source: *Rules Of Engagement* P58
Description:

      Suppression fire is fire intended more to scare the enemy into ducking than to actually hit – to suppress the enemy's ability to return fire. If a gamemaster wishes, suppression fire can be used to increase an opponent's difficulty to hit. The difficulty to hit is increased by +1 for every shot fired. Repeating blasters (or firearms) are much better suited to this than single-fire weapons. Characters using repeating blasters for suppression fire add a full level to the opponent's Difficulty for every burst fired.

_____

Turbolaser Operations
Brief: Optional Rules for changing blaster gas canisters on turbolasers
Source: *The Far Orbit Project* P20
Description:

      The Far Orbits turbolasers are the primary defense for the ship. Each gunnery station is dimly lit – to avoid glare on targeting scopes and, due to their proximity to the ship's outer hull, are not well insulated against noise (and consequently echo with the hum and rumble of the weapons' testing routines).

      The gunners handle all targeting and firing of the weapons with targeting data assisted by sensor readings. Fire control orders are delivered from the bridge, although in combat, Vedij often gives gunners "full discretion" in choosing targets.

      The Far Orbits turbolasers are hardwired into the reactor system, providing nearly unlimited firepower as long as the supplies of blaster gas hold out. Blaster gas is stored in canisters that are roughly one meter tall and a third of a meter in diameter. Each canister weighs lit) kilograms, and contains enough blaster gas to fire 20 capital-scale turbolaser blaster shots (or 40 starfighter-scale blaster shots).

      It takes a Moderate Strength toil to lilt the canister into a cradle/receptacle which is attached to the power delivery system of the weapon. The cradle is "rammed" home, which takes one round. Once rammed home, the gunner must break the seal on the canister, which is accomplished by manipulating a control on the gunners status-panel. This requires one combat round to accomplish.

      The actual storage and placement of replacement canisters of blaster gas is left largely to the players; they can keep spare canisters at gun emplacements for ease of access in combat, but this can lead to massive explosions if the gun is damaged by enemy fire. The alternate approach is to store the canisters in the cargo holds – preferably in armored containers – and hand deliver them as needed. This leads to a delay of several minutes in combat, but reduces the chance of accidental explosions.

      If the players develop a system for hauling canisters out of storage and delivering them to gun emplacements as needed, it is possible to keep up a fairly steady rate of fire. For example, Vedij may decide that, if a gunner gets down to his last live shots, he must alert the bridge and call for a "reload." Boarders or technicians can be assigned "gas lugger" duty and race the replacement canisters – via repulsorcart – to the emplacement as needed, Otherwise, Gamemasters have free reign to delay reloads as long as 3D-6D combat rounds (depending on how poor the players' combat planning is).

      Currently, the Far Orbit possesses 24 weapons. Each with one canister of blaster gas. 26 canisters of gas remain in ships stores.

_____

Bounty Hunting

For in-depth rules for bounty hunter characters, see *Galaxy Guide 10 – Bounty Hunters*

Bounty Hunter Guilds

Brief: Optional Rules on bounty hunter guilds affiliation and procedures
Source: *Galaxy Guide 10 - Bounty Hunters* P92
Description:

Bounty Hunter Guilds And Related Agencies

The following material provides details concerning many of the major bounty hunter guilds (also known as "syndicates") currently operating in the Empire. Besides discussing the pros and cons of guild membership in general, specifics on individual guilds are presented, as well as information on other non-guild businesses that hire bounty hunters on a regular basis. Guilds and syndicates are privately owned organizations that hire bounty hunters, deduct a percentage of bounty revenues as a means of supporting the organization, and are often involved with the training and support of hunters. The specifics of each organization vary, from the corporate governing structure to membership and training opportunities to payment structure. Potential hunter members are advised to investigate each organization before accepting membership.

As the syndicates collectively support a large number of hunters, characters would be wise to better acquaint themselves with the concept of guild-sponsored hunting. The competing and conflicting influences of some of the major guilds may be present in a given campaign. As always, given the vast galactic distances involved, gamemasters may wish to minimize the presence or influence of a particular syndicate in a given system, but some guild presence is likely to be found even in the remotest sectors.

Corporate Images

The traditional image of the bounty hunter as a lonely figure tracking his prey inexorably across the vast reaches of space is becoming increasingly antiquated and obsolete with every passing day. More and more of today's professional hunters are forgoing the life of the independent hunter for the relative security and support of membership in a bounty hunter guild. Within the last generation, hunter guilds have come to represent an acceptable and increasingly influential trend in the business of collecting bounties.

The rise of the syndicates has done much to improve the lot of the average hunter and improve the image of the hunting profession as a whole. While few outside the trade would go so far as to call the bounty hunting profession "respectable," more and more people are grudgingly admitting it is a profession. The guilds are largely responsible for promoting that image of professionalism.

Though only of recent popularity, it is easy to see how the hunter guilds have enjoyed so much success in so short a time. The guilds act as a governing body "keeping tight rein" on what would otherwise be very dangerous elements within civilian populations: trained killers liable to commit wanton acts of violence with little provocation. Guilds also act to prohibit the employment of these individuals by powers or private organizations that might use them in desperate acts against the Empire. The syndicates provide a recognized service to the Empire with every successfully completed hunt.

From the standpoint of the solitary hunter, the guilds offer much that is attractive, not the least of which is a feeling of belonging and camaraderie with fellow hunters. For many, the guild is the first real approximation of a home these solitary figures have ever known. Moreover, the existence of the various guilds and the services they provide offer the bounty hunter a considerable amount of support.

Guild Membership Advantages

Guilds and syndicates offer hunters services and support which be difficult and expensive to obtain on their own, These numerous advantages form a compelling argument in support of membership.

Equipment

The most obvious form of material advantage open to hunters through membership in a syndicate is in terms of equipment and supplies. Assistance can range anywhere from basic essentials for a specialized climate or planetary environment to privately subsidized transportation (perhaps for covert operations), or in the case of the wealthier guilds, use of guild-owned starships. Most equipment is supplied free of charge since the benefits derived from a successful hunt generally outweigh the cost of doing business; for expensive or specialized items, use generally constitutes a "rental" of syndicate property at a fixed rate (to be deducted from forthcoming bounties).

Information

Guild information nets provide frequent updates on current bounties, as well as additional details as to a subject's last known location, known habits, methods of operation, known associates, and other factors that a hunter must consider. Since guilds assign hunters their acquisitions, they want to make sure their employees have the most accurate information available: a guild wants a return on its investment in the hunter. For those guilds that allow freelance hunting, this information is also offered for hunters who wish to pursue their own acquisitions.

Mediation

Disputes between hunters, or between hunters and civilians, can arise when, for example, a local bureaucrat decides to withhold payment on a technicality or declares that a hunter has exceeded his authority when apprehending a subject. Quarrels over how specific bounties should be split when "cooperative efforts" are involved are also common. A hunter's syndicate can bring considerable weight to bear on behalf of the hunter, acting as the hunter's intermediary and legal representative. It is one thing to withhold payment from an obscure, solitary hunter; it is quite another to upset a guild with several thousand hunters at its disposal.

Reciprocity

Most guilds maintain some form of reciprocity agreement with similar organizations on other worlds. By this means, a member of one syndicate engaged in a hunt may apply for and expect to receive material assistance, within reasonable limits, during a hunt. The costs of such assistance are paid by the hunter's own guild, and deducted (with interest) from any forthcoming bounties.

Repairs

Damage to guild or personal property, from blasters to starsbips, can often be repaired at little or no cost. Typically, this is done either at a spaceport or docking yard run by guild members, or done as a tradeoff between a local shipping guild and the hunter's guild. Sometimes there are also arrangements for local or planetary governments to extend this service for a small fee or as part of more complex agreements.

Reputation

Guilds have the means to promote the reputations of its most successful members. Beyond mere publicity, such promotion lends an air of acceptability and business professionalism to the field. Over time, a hunter's reputation can garner special rates for particularly delicate or dangerous hunts. Of course, the more successful the individual guild hunters, the greater the reputation of the guild itself and the more likely the Empire will turn to that guild the next time a particularly lucrative contract presents itself.

Retirement

Though bounty hunting is still a trade with a very high fatality rate, guild training and support is helping more and more hunters survive to retirement age - of course, "retirement age" for a hunter is often much younger than other careers. Guilds reward loyal hunters by offering the security and comfort of a home when the time comes to finally hang up one's blaster for good. Even then a hunter's skills are valued: the guild will typically offer the individual a lucrative instructor contract so the hunter can impart his or her skills to a new generation of stalkers.

Sanctuary

It occasionally happens that a hunter runs afoul of a local official or members of other guilds. When that happens, the syndicate can offer the hunter sanctuary from even Imperial officials (depending, of course, on circumstances and the guild's influence). Guilds will often spend large sums of credits to defend their hunters (and the guild's reputation) from "overzealous" Imperial officials. Guilds often have their own internal system of justice and punishment, so hunters who do violate Imperial law often receive some sort of punishment, but often guild law is much more lenient than Imperial law.

This state of affairs stems from an unofficial arrangement reached between a coalition of major guild houses and the Emperor. The Emperor saw in the syndicates a source of potential support. The Emperor desires absolute power; absolute power requires a means of enforcing one's will and the hunter guilds are an important part of that means. In exchange for their support, the Emperor granted major guilds a "reasonable" level of autonomy in their dealings with their own members. Certain offenses, such as assault on an Imperial official or the refusal to accept a direct order from a planetary governor, are exempt from the privileges of sanctuary, but most offenses against civilians are exempt from prosecution. Moreover, while the guilds have been granted the right to govern their own members, Imperial officials have the right to obsewe guild criminal proceedings to make sure that guild justice serves the best interests of the Empire.

Training

As previously mentioned, hunter guilds continue to employ experienced hunters in a training and administrative capacity long after they have completed their last hunt. From these people, a novice or active hunter can learn the skills and "tricks of the trade" that have saved other hunters' lives.

The Down Side

For all this, not every would-be hunter automatically joins a syndicate as soon as he or she receives their first bounty hunter license. While it is acknowledged that guild membership has many advantages, like any commercial organization, it has disadvantages as well.

Contractual Gaps

The most obvious negative to guild hunting is the nearly universal application of guild administration points, or gaps. To have a "gap" is to have a monetary amount, expressed as a fixed percentage against a bounty's face value, deducted from one's contract and paid directly to one's guild before any other funds are passed along to the hunter. Seen from the guild coordinator's perspective, this is the cost of doing business: the "fee" guild hunters pay for their lodging, training, upkeep, and the guild's supplying of contracts for them. Most guilds have a set gap fee, anywhere from three to 10 percent, but some use sliding scales for gaps (depending upon the size of the bounty). Many guilds assess high penalties as a result of "unreasonable" wear and tear on guild equipment or as a punitive measure against hunters who are "unmotivated" and not working up to expectations.

Paying Their Dues

Besides gap deductions on every bounty brought in, members are routinely required to pay annual dues. These dues reflect the need for a relatively stable reserve of income flowing into the guild no matter what current business conditions are. While most annual dues are modest (on the scale of 100 to 500 credits per hunter per year), some of the more influential guilds require correspondingly higher dues, sometimes as high as several thousand credits per year. Then too, sometimes dues are not monetary in nature. Some guilds require members to render services in the form of one free contract per year. Some guilds are also known to require services of a more personal and secretive nature to fulfill one's obligations.

Selective Contracts

In the end, syndicate hunting is a business and what is good for the business may not always be good for a particular hunter. Guild executives, through their ability to decide which hunters get the choicest contracts, have the means to control their employees.
Hunters who are troublesome to guild management are sometimes sent on hunts that are far too dangerous. In other cases, some hunters are forced to wait months between assignments or are continually sent after nominal acquisitions as punishment.

Some guilds choose to promote the reputation of a specific hunter and contracts are awarded to these "guild darling" hunters while the other hunters are forced to wait, essentially unemployed, until the syndicate's coordinators decide to send them on assignment. This awarding of contracts to seemingly "privileged" members (or personal favorites) within a guild is a serious bone of contention within several prominent guilds. Since the guild's ownership can make the hunter's life extremely difficult, hunters have a vested interest in staying on good terms with the guild's executives.

No Poaching

Unlike their independent counterparts, who can come and go as they please, guild hunters must confine themselves to operating within their syndicate's definable sphere of influence while also respecting the territory of other guilds. In other words, "no poaching."

Unfortunately, such a sphere of influence is often hard to define and given the fierce competition between some neighboring guilds, disputes between hunters for jurisdiction can and do often occur. In an attempt to reduce the lethality of such conflicts, representatives of the major guilds meet periodically at a neutral site to hammer out an understanding over who controls various portions of galactic turf. Various methods are used to put forth such claims (total credit amounts brought in by competing guilds during the last period, total kill and capture figures, comparisons of revenues generated stacked against one's rivals in a given region of space and so forth), but in the end, territory often belongs to a syndicate by matter of armed presence and a willingness to drive others out of that territory. Some syndicates will agree amongst themselves to split up certain territories, while also agreeing to work together to hold off aggressor guilds. While this "turf system" has resulted in small pockets of ongoing conflict and the occasional "free-fire" zone on worlds in dispute, it is a big galaxy and there are quite a few bounties to go around.

Guild Law

For many, the one thing a hunter may find most objectionable about a given guild is the requirement that he or she submit to guild law. While many hunters would argue that guild law is a necessary governing influence, some see it as being overly restrictive and arbitrary in nature. Each guild has its own rules and regulations, which govern how hunters will function within the scope of the syndicate's influence. If one would enjoy the advantages of membership in a guild, one must abide by that house's laws. Syndicate law, for the most part, is a logical and formal extension of the traditional bounty hunter creed, but with individual nuances and local stipulations. While guild law varies from house to house, the basic tenants are much the same and can be summarized as follows:

- A hunter must accept contracts offered by one's guild coordinator, without exception, question, or refusal.
- The orders of one's guild masters are not be questioned.
- A hunter must submit to regular syndicate evaluations (typically every one to three years); as a result of such an evaluation, any hunter found guilty of conduct unbecoming a syndicate member can be dismissed without appeal.
- When required by guild directives, guild hunters must come to the aid of other guild hunters, regardless of past or present affiliation or personal differences.
- If so restricted by one's syndicate coordinators, a hunter may not infringe on the territory of another syndicate, including matters of hot pursuit.
- A hunter must submit matters of conflict to guild leaders for arbitration.
- No guild member may deny sanctuary to another other guild member under reasonable circumstances.

Examples of Bounty Hunter Guilds can be found in *Galaxy Guide 10 - Bounty Hunters*, starting from page 97.

_____

Bounty Hunting

Brief: Optional Rules and requisites for bounty hunter licenses
Source: *Galaxy Guide 10 - Bounty Hunters* P6
Bounty Hunting: The Profession, The Professionals

What's In A Name

They are the galaxy's stalkers. They are the ones who dare to go where others do not. The very thought of one of them on your trail, hounding you, hunting you, day after day, is enough to cause even the most hardened criminal or murderer to start sleeping less and worrying more.

In many ways, they represent the best and the worst that the Empire has to offer. To know them is to be intimate with a radically different life form. Human and non-Human alike, each hunter is a member of a separate and very elusive species: one that thrives on, and profits from, the crimes of others. They are the Empire's professional bounty hunters. They are the bearers of a traditional title spoken softly and with tearful respect.

Acting as independent law enforcement officers, these solitary predators bring their own brand of imperial justice to the darkest reaches of the galaxy. Such is the dreadful awe inspired by these determined, and sometimes desperate, individuals who live on the fringes of the Empire: men and women who place their lives on the line each day for the credits an0ther's capture will bring.

Different Names, Different Faces

Yet in spite of, or perhaps because of, the popular view of bounty hunters, many hunters have deliberately cultivated a dramatically different life-style. Some hunters are wealthy members of their own planetary governments. Many are generous supporters of the arts and civic improvements. Some are part-time professionals who take up the hunt only when required to by financial necessity. Others are even managers of corporations, financial magnates with a reputation for ruthless business savvy. Indeed, many within the Empire would find it difficult to accept that one of their closest friends and neighbors was in reality an accomplished killer. Nonetheless, many hunters live relatively mundane lives away from the hunt. Certainly many hunters view their continued successes possible because of their relative anonymity or outward appearance as law-abiding pillars of their community.

It must be acknowledged, however, that some hunters are often exactly what the holo-thrillers portray them to be: cold, calculating persons who measure a person's worth by the price on his head. One such example is the notorious Boba Fett, a particularly efficient and ruthless individual who serves the Empire but serves his own agenda as well.

Still, such persons are the exception to the rule, and even when dealing with less-than-desirable hunter elements, it becomes apparent early on that there is no such thing as a typical bounty hunter. For every Boba Fett, there are a hundred other relative unknowns. Far from the cold-blooded "dealers-in-death" of the sensationalist audio-novel, these relatively obscure hunters (many of whom ironically use their anonymity as a means to achieving greater success

over time) go about their daily business of law enforcement, each using their talents and skills to serve the Empire in special ways. They may not be widely known, they may not be recognized or appreciated by the masses, but they make a difference to those who routinely employ them and to the security of the Empire as a whole.

Who's Who In Bounties

Within the Empire there exist three general categories of bounty hunters, each with their own loyalties and affiliations, each working from different motivations, and each possessing certain advantages and disadvantages in terms of how they carry out their trade. These three different categories are:

- Imperial bounty hunters
- Guild bounty hunters
- Independent bounty hunters

Imperial Bounty Hunters

Imperial bounty hunters work exclusively for representatives of the Empire, refusing to accept any guild, corporate, or other private assignments. Many Imperial hunters are ex-military men and women who find the comforts of civilian life boring yet chafe under the regimentation of military service.

Some, for example, are ex-fighter pilots or combat troops who enjoy the adrenaline rush of combat, but prefer to choose the time and place of their own engagements. Others are lured by the credits from the more lucrative bounties that various Imperial sources offer in abundance.-

Imperial hunters often receive numerous assignments through the Enforcement Division of the Imperial Security Bureau (see Chapter Two, "COMPNOR" of theImperialS0urcebook).As such, they are frequently called upon to hunt down political criminals, known traitors to the New Order, or even suspected Rebel sympathizers within government circles.

Successful Imperial bounty hunters are likely the first persons local governors, and even Moffs, call upon when a dangerous criminal is on the loose or acting in their vicinity. In such instances, the object of the bounty is a criminal wanted for various crimes involving treason, conspiracy, sedition, or similar acts against the Empire. Similarly, Imperial hunters are often the first to learn of the newest, most lucrative bounties recently posted. They are often recommended by the Imperial Security Bureau (ISB) to other Imperial agencies — such as the IOCI — looking to con- tract out a "special assignment."

In some cases, temporary contracts with the military are possible, given the military expertise of Imperial hunters often comes in handy "when tracking down suspected Rebel agents or saboteurs.

In special cases where, for example, an Imperial Inquisitor requires the apprehension of a particular individual wanted for questioning, or when a planetary governor needs a "special favor" done, an Imperial hunter is often called upon to carry out such special duty. Imperial hunters are trusted members of the Empire's "extended" law enforcement arm and their loyalty is without question. Because Imperial hunters are usually occupied with the apprehension of revolutionaries and political enemies, they are seldom sent after "common" criminals, leaving that market open to the countless independent and guild hunters.

Guild Bounty Hunters

Guild bounty hunters are individuals who hold their personal allegiance not to the Empire, but rather to their own privately established guild house. Guild hunters engage in hunts arranged entirely through the offices of their guild contractors, and are never required to deal directly with Imperial officials except in cases of extreme urgency. In many respects, a hunter's guild acts as a type of bounty "clearing house" through which Imperial officials, leaders of large corporations, and even private citizens, many working outside the law, can bargain the price of a person's bounty in exchange for securing the best person available to "fill out the contract."

Guild administrators acting as "bounty brokers" continually search out the most lucrative contracts to be found from among millions of inhabited worlds within the Empire. In this way, guild contractors seek to meticulously match the skills of their best hunters against some of the Empires most wanted criminals. As a result, many guild hunters come to view each hunt assigned them as a contest of wills and a personal challenge between themselves and their intended victims.

While the nature and location of these guild sponsored hunts can vary wildly, all require the hunter's utmost skill and effort to track down and apprehend a given acquisition. Not every guild assignment meets with success, however, and sometimes a guild contract can go unfulfilled for years (normally due to the repeated acquisition by guild hunters of large blaster holes). Despite the high risks involved, guild hunters know that standing behind them in times of need is the full support and influence of their guild house, a powerful, influential, and continually expanding force in the Empire and beyond.

Procedures and "typical" contracts vary wildly from guild to guild: each house has its own distinct "personality." Some guilds only pursue high value (10,000 or more credits) Imperial bounties, while other guilds will send their members after lower value bounties posted by corporations. Beginning guild members can expect to be given bounties based

on violations of planetary jurisdiction, with more profitable "sector" bounties going to the more experienced members. For more information and descriptions of the different types of bounties available, see Chapter Three, "The Business."

Once accepted into a hunter guild, the new member can expect the advantages of a lifelong home wherein all personal needs are taken care of and a shortage of work is never a problem. Not only is the guild member relieved of the need (and expense) of scrounging for the best bounties on his own, but the guild hunter enjoys the added benefits of in-house training by some of the galaxy's most notorious hunters, the availability of specialized equipment and, in extreme cases, sanctuary from Imperial prosecution (within limits). And should the hunter live to an age when voluntary retirement is seen as desirable, typically starting around 45 standard years, the successful hunter is often retained by the guild to impart his or her knowledge to junior members (at a substantial annual salary).

The disadvantages of guild affiliation are two-fold. First, guild hunters have no voice in deciding which assignments they will be given or whom they will next be pitting their skills against. Such decisions are completely at the discretion of the guild's administrators, and refusal to accept a given assignment is cause for immediate expulsion from most guilds.

Second, all guild assignments result in a standard percentage of the bounty's face value being paid "off the top" directly to the guild. This fee, called a gap, often is as high as 10 percent of the bounty. Each guild member is also required to pay annual membership lees, which are used to support a guild's many operations and investments. In some cases, membership dues can be several thousand credits a year. Also deductions are taken out for any loss or damage to guild-owned equipment if, in the guild's opinion, such loss or damage could have been avoided. More-over, if, upon review by one's superiors, it is decided that a hunter has failed to use his or her skills to their fullest potential, a further discretionary percentage can be deducted from future bounties. This often serves as an inducement to improve poor performance. While some guild hunters have amassed sizable private fortunes, the great majority of hunters find themselves hunting for years without achieving their dream of financial independence. For more information on bounty hunter guilds, see Chapter Eight, "Bounty Hunter Guilds and Related Agencies."

Under Imperial law, guilds are forbidden to have any contact with or to broker the services of their members to any agency or party affiliated with known Rebel sympathizers. Of course, a few hunters are suspected of having occasionally sidestepped this prohibition during their own, personal "downtime."

Independent Bounty Hunters

They style themselves as independent law enforcement officers. Despite their self-perceived honor, they are generally an unsavory lot and the ones typically thought of when the term "bounty hunter" is used by a civilian. Independent hunters may hold allegiance to the Empire, but they hold an even deeper personal allegiance to themselves. While finding it expedient to obey Imperial officials (at least the majority of the time), most independents have little use for Imperial bureaucrats, whom they collectively refer to as "bloodsuckers."

Independents go their own way in life, hunting whomever they choose, when they choose, dependent on none to give them their marching orders. Independent hunters generally look down on Imperial hunters, whom they consider "hired guns." Guild hunters are similarly regarded as "company clones." As often as not, these misfits will take the most chances, travel the farthest distances, and make the most sensational captures, respecting only those whose "capture ratio" is higher than their own. Ironically, they are among the most steadfast supporters of the "bounty hunter's creed" (see below).

While it is rumored that some of the more infamous independents have private sponsors with whom they share their bounties, the vast majority are forced to rely on their own resources in tracking down and apprehending criminals. This is a situation that offers both positives and negatives. If successful in bringing in a "big score," an independent hunter shares the reward with no one. Even after the occasional deduction for permits or "breakage" along the way, a sizable bounty can keep an independent financially well off for several months. At the same time, independents are solely responsible for all expenses — those relating to survival during the hunt, as well as personal maintenance during "downtime."

Given considerations such as ship and equipment repairs, the care and modification of personal weapons, medical expenses, food and liquor, Imperial permits, license fees, not to mention the occasional bribe or two, it is not surprising that many independents often "supplement" their professional bounty hunting activities with "less than strictly legal" operations to see them through between hunts. Many justify these actions as a means of gaining new contacts or winning an advantageous position of trust near an intended future target.

As a rule, very few independent hunters live long enough to retire in luxury. Some do survive by getting out early, but many condemn themselves to short, lonely lives punctuated by intense pleasure and even more intense fear and suffering. Few die in the company of friends, fewer are remembered for their "contribution" to the Imperial peace, and fewer still are ever mourned.

Bounty Postings

Brief: Optional Rules for posting bounties during the Empire
Source: *Galaxy Guide 10 - Bounty Hunters* P49

Credits On The Blaster Head

Payment for bounties is typically in credits (naturally, the sum netted is after appropriate deductions for permits, collateral damage and other fees). On most worlds, the most commonly accepted way of transferring large sums of credits is to present a credit stick. These security encrypted identification cards contain computerized accounts of the hunter's financial holdings and permit the crediting, debiting, or rate exchanging of any amount of Imperial or local funds with appropriate access codes.

In situations where, because of scarcity of Imperial funds on hand or other unforeseen conditions in effect, local Imperial administrators can authorize a form of payment known as an Imperial warrant. This document is an authorization requiring any Imperial official capable of providing the amount specified to render payment to the bearer upon demand. As it is assignable to other individuals by the bearer, warrants are a convenient way of transporting large sums of credits without arousing suspicion or inviting theft.

In recent years, an informal payment option has developed in hunts originating in the Outer Rim Territories. Given the growing scarcity of supplies and equipment, some planetary governors have taken to extending "rights of salvage" to hunters instead of cash payments. In this context, hunters are permitted to appropriate, or "salvage" any personal goods, weapons, and other gear the acquisition has in his or her possession (subject to local ordinances in force) as payment for services rendered. While few hunters could ever hope to make a living by this means alone, such privileges are often just enough to get a hunter through difficult times.

Payment In Kind

Alternative forms of payment can be used for a variety of reasons. The person issuing the bounty may simply not have the credits on hand, yet has a skill which is equally valuable. Likewise, by exchanging goods or services, it is much harder for the Empire to track questionable or illegal bounties. For legal postings, payment in kind conditions, including the specific goods and services, must be posted as part of the bounty; for illegal postings, this is merely strongly suggested (for the health of the being posting the bounty). Several known examples of alternative payment include:

- **Deferred Bounty Payments**. The face value of the bounty is paid in incremental amounts (usually to an expeditor who manages the hunter's finances). Payment is usually over a period of two to 20 standard years. In place of full face value payment as one lump sum, the hunter normally receives an additional one to five percent interest.
- **Land Grant**. The deed to a specific residence or previously specified area of unoccupied or undeveloped planetary real estate. These lands are normally used as a private dwelling or source of commercial development.
- **Mining Interests**. Rights to the extraction of selected mineral deposits within a specific locale on a given planetary system or within a specified star system as a whole.
- **Water Rights**. Corresponding water rights for an extensive tract of planetary real estate, to be sold or developed later at the owner's option.
- **Stock**. Most typically (but not exclusively) used in situations where a hunter has completed a corporate contract. Instead of a credit disbursement, the hunter is usually awarded a company stock amount equal to 110% of the face value of his bounty.
- **Art Objects**. Some hunters have very artistic tastes and many support a passion for collecting items of a personal significance. For these individuals, the payment of a given bounty can take the form of a rare painting, a sculpture, an ancient and expensive manuscript, a holographic image composition, or even a musical instrument of great value.
- **Goods and Services**. Goods can consist of such things as clothing, emergency supplies, fuel, munitions, additional weapons (theoretically subject to local ordinances for legal bounties), and other valuable goods. Services may include rights to use Imperial, corporate or private repair facilities and authorization to demand repairs to one's ship or personal equipment and weapons systems. In rare cases, such services have even included the contracting out of specialized services such as advanced computer or droid programming to facilitate future hunt operations.
- **Free Transportation**. Not every bounty hunter has the luxury of having a personal starship. Without personal transport, the costs involved in maintaining a hunt over long distances can be prohibitive. To alleviate this situation, hunters will sometimes take a bounty's face value equivalent in transportation vouchers anywhere within the Empire. While the use of such vouchers does not entitle a hunter to displace a "paying customer," the vouchers do often provide the ready means of moving from one planetary system to another with a measure of comfort and ease.

The Business

Brief: Optional Rules on bounty postings, permits, localization of bounties, etc.
Source: *Galaxy Guide 10 - Bounty Hunters* P27

Bounty hunting is a business and the bounty hunter, like any other professional, needs to know where to look for work and what the various job opportunities are. The following material describes the bounty hunting business and is broken down into several distinct sections:

- The permit system
- Bounty classification
- Methods of payment

This material can be used in a number of ways. For example, a game may have a character that has grown overly powerful or skillful. One way of stopping said character from running amok is the timely issuance of a bounty or two against him or her. Perhaps a local governor may want a given criminal so much that the bounty is double or even triple the normal value! An Imperial official may take a personal dislike to someone, and in so doing, may decide to issue a bounty against that person on trumped-up charges. As can be seen from even these brief examples, the information contained in this chapter offers the gamemaster with a wealth of potential storyline possibilities. The gamemaster should view the following material as a buffet-style menu of options that can be integrated into a campaign.

A Price On One's Head

A bounty is a legal document issued by the Imperial Office of Criminal Investigations (IOCI) or one of several other Imperial agencies for the apprehension of a person responsible for acts of a criminal nature against private citizens or Imperial authorities. A bounty differs from a standard warrant for arrest, used by planetary law enforcement agencies, in that it authorizes the payment of a specific reward, or bounty, for the capture or elimination of the criminal. Such a reward is available to any licensed bounty hunter who succeeds in bringing the offender to justice. It is issued as an inducement to aid Imperial officials in their efforts to capture a criminal at large.

Bounties are typically (though not exclusively) paid in the form of credits, which gives rise to the expression "to have a price on one's head." Given that space is vast and Imperial resources are often strained, the posting of bounties is seen as a cost-effective means of ensuring that no one who commits a serious crime against the Empire can do so with impunity. Bounty prices are variable and will differ within a range of established norms, depending on case-by-case circumstances. A particular planetary government may want a particular criminal so badly, for example, that it deliberately posts an excessive bounty to purposely attract hunters and increase the chances of the culprit's capture.

To have a bounty placed on one's head is to become a marked person, effectively making the recipient an outcast with no rights, against whom any citizen of the Empire may raise up arms, confident that their actions taken against the offender will be applauded by the highest Imperial officials. The very fact that a bounty has been issued against a given person is often enough to brand that individual as a threat to Imperial peace, a renegade and an outcast.

In a word, prey.

The Permit System

Make no mistake about it, bounty hunting is a business. It may result in the unwanted destruction of personal property, it can require dealing with the seamier elements of the Empire, it can involve the risk of serious injury and even loss of the hunter's own life, but first and foremost, bounty hunting is viewed throughout the Empire as a business. A lucrative, growing and economically viable business.

While few bounty hunters ever get invitations to tea with the Grand Moff's daughter, chances are her father has benefited from the employment of these rough-and-tumble types.

One reason for the current boom in hunting, and likewise the acceptance of bounty hunting as a recognized profession, is the unique ability of Imperial administrators to make a profit from the misfortune of others.

A License To Hunt

When an individual decides that he or she wishes to become a bounty hunter, the first step is to acquire an Imperial Peace-Keeping Certificate (IPKC). This coded identification card certifies the holder as a registered bounty hunter.

The recipient is thus entitled to transport, either aboard ship or about one's person, weapons and equipment otherwise held to be illegal and in direct contravention of local ordinances. The hunter's IPKC costs 500 credits and must be renewed each standard year.

The practice of renewing a license at yearly intervals allows Imperial officials to review the performance record of the individual for any violations (at least serious ones) of Imperial law. In rare cases, hunters who have maintained a flagrant disregard for Imperial law have had their IPKC revoked, but often the Empire is content to levy token fines and allow the hunter to proceed with a "stern warning."

This license is valid in most, but not all, regions of the galaxy. Some areas, especially in and near the Core Worlds, prohibit hunting of any kind, and thus do not accept this certificates validity. Some areas have very tight weapons restrictions which also apply to hunters. See page 49 of *Galaxy Guide .9: Fragments From The Rim* for more information.

It should be noted that criminals are not safe from prosecution on worlds that do not allow bounty hunting. Instead, these worlds generally have a large enough military and police force to enforce order and track down any criminals that may flee to these worlds.

Whom Did You Wish To Acquire?

Once duly licensed, the hunter must next select, or otherwise accept the assignment of, a target whose bounty value will make the effort worth the hunter's time. All legal bounties in the Empire are posted through the Imperial Office of Criminal Investigations (IOCI) and registered in the *Imperial Enforcement DataCore*. This specialized database, constantly updated and maintained by IOCI personnel, is the primary means by which hunters can learn who is wanted, where, by whom, and how much they are worth. Access of this privileged information is restricted to holders of an IPKC or any agent authorized to act on the behalf of one or more hunters. Hunters can access the *DataCore* directly through most local Imperial offices, but many hunters have a distinct distaste for dealing directly with Imperial officials and get their bounty information through a guild, posting agency or expeditor.

Permission to Present Criminal

The Empire uses a permit system to control the who, what, where and when of hunting. The Empire instituted the permit system for several reasons. The public reason for this complicated and often redundant system is to control bounty hunting and keep these individuals under control. The real reason for the system is revenue. Through the multitude of permits, the Empire, sector governments, planetary governments, and sometimes even continental, city or local governments get their "fair" share of the bounty reward. Often, by the time the hunter has all the appropriate permits to hunt a given acquisition, the permit costs have already taken a substantial chunk of the reward.

Target Permits

Once a suitable bounty is selected, a corresponding Target Permit for the selected criminal must be issued. The issuance of such a permit acts as a legal form of extradition that effectively grants the hunter the right to transport the captured individual and return said person to the proper Imperial authorities. It is important that hunters approach each hunt on a case-by-case basis. To begin with, individual Target Permits must be issued for every wanted individual the hunter has elected to pursue.

In some portions of the galaxy, Target Permits may have specific restrictions that are associated with local custom and convenience. Some, for example, may be time-sensitive (valid only for a limited time) or valid only during a specific time (prohibiting hunting "out of season"). The price of a Target Permit varies, normally ranging from 10 to 1,000 credits per month. The exact cost is dependent on the value of the target's bounty, but averages out at 100 credits per target.

As previously stated, not every region in the galaxy permits hunting. Should a hunter unknowingly (or deliberately) pursue a criminal into such a "No Hunt Zone," he or she is then in violation of local law and subject to local prosecution. Many sectors of the galaxy are often lax in the strict enforcement of such regulations, and such incidents involving "rapid pursuit" may be ignored or result in modest fines. Often, resolution may come down to who the local Imperial official happens to be and what kind of "arrangements" the hunter can make.

Sector Permits

Often, a Sector Permit is required to legally hunt in a specific sector or oversector of the galaxy. The legal restrictions regarding Sector Permits vary from locality to locality. In some sectors, for example, the issuance of a Sector Permit alone (without a corresponding Target Permit) is sufficient in itself to legally authorize the hunting of any wanted criminal within that specific sector. In most cases, the appropriate Target Permit is required for every potential target pursued, in addition to the Sector Permit allowing the hunter to operate in that given sector.

Still other sectors adopt a more flexible attitude and may require the issuance of Sector Permits in conjunction with a Target Permit only when the value of the bounty is 10,000 credits or more. And, in some instances, the hunter need only have an IPKC and Target Permit to hunt in the sector. In many cases, however, Sector Permits are required and will typically cost 1,000 to 10,000 credits per month (the cost is set by the sector or oversector government).

System Permits

Besides a Sector Permit, in many cases a system inside the sector requires a System Permit. Again, situations vary from system to system - some systems require only an IPKC, others an IPKC and a Target Permit, others an IPKC and Sector Permit, still others an IPKC, a Target Permit, a Sector Permit and a System Permit.

System Permits typically cost anywhere from 50 to 500 credits per month. In situations where local officials wish to actively discourage bounty hunting, it is not unusual to find that additional district, city and even municipal permits are required, in addition to Sector and System Permits. In a few instances, the presence of such added permits is due to the fact that the need for a corresponding Target Permit, normally required, has been waived in that region.

Capture Permits

In consideration of the fact that sometimes the need to acquire all the necessary permits beforehand might hinder the bounty hunter's ability to effectively pursue a known criminal, sometimes Capture Permits can be acquired "after-the-fact." Capture Permits are documents issued for the capture of a wanted person after the individual has been secured by the hunter. Such issuances are more expensive, usually 25% of the bounty's base value (or 500 credits, whichever is higher). Sometimes, the cost of the Capture Permit is set at a percentage of the cost of the permits that would normally be required — for example 125% of the cost of any relevant permits. In some cases, a Capture Permit alleviates the need for all other permits, but in others, the hunter might be required to "retroactively acquire" the Target, Sector and System Permits *in addition* to the Capture Permit before the capture is "legal" and the bounty will be paid out.

Applying The System

While seemingly complex at first, it should be understood that this multi-tiered system of permits should work to the gamemaster's advantage. Aside from sewing as a recognized means of raising Imperial revenues (which certain corrupt officials might take advantage of, providing an interesting story hook in its own right), this system is incredibly flexible.

The permit system serves as a means to manipulate the characters, as well as illustrate the immense scope of the Imperial bureaucracy. Dealing with corrupt officials can add interesting complications to an adventure. Those momentary delays in securing permits can allow rival hunters the opportunity to pursue the characters' acquisition, while the characters must stand by helplessly waiting for an apathetic bureaucrat to issue the proper permits.

To the players who may object to the imposition of numerous permit fees, remind them that what they are experiencing is the result of two bureaucratic principles.

- The Empire has the right to make credits any way it can for the good of the Empire and the "greater good" of its many citizens.
- Any planetary government within the Empire, so long as Imperial law is maintained and upheld, has the right to govern itself any way it wishes (local autonomy and all that). Naturally, this second principle is more of a *suggestion* than a right since sector Moffs have ultimate control over their localities, but most governments are left to their own business provided that they are completely subservient to the Empire.

As one might imagine, not every hunter has the time, nor the inclination, to meticulously seek out and acquire permit after permit before beginning a given hunt. This is especially true of hunters who typically hunt for long periods of time and travel to many different regions of the galaxy. For those who chafe at the prospect of having to do business with Imperial bureaucrats, there are a couple of approaches.

The first involves the hiring of an expeditor. These individuals (and their associated agencies) are trained to provide the hunter with every possible administrative service they might require. For a given fee, in addition to obtaining the necessary permits required for a given hunt (at a considerable savings in time), expeditors can serve as financial advisors, equipment procurers, part-time legal advisors and an all-important "buffer" between the hunter and the Imperial bureaucracy.

Another option is the practice of "running sectors." This involves pursuing a targeted individual without first obtaining the required permits. Often, the hunter hopes to draw the selected target back into an adjoining sector wherein the necessary permits have already been obtained (or none are required). However, with this method the hunter is hunting on borrowed time.

Daring bounty hunters will sometimes capture an acquisition and quietly relocate to another area of the galaxy where Capture Permits are much cheaper. Of course, this is illegal, but smart hunters know how to avoid inquisitive Imperial officials.

A Special Priority

While bounty hunting is a major source of revenue to the Empire, there are times when even tax revenues must give way to the greater safety of the Empire. Such is the case with the Empire's "Most Wanted" listings.

The posting of most wanted bounties is reserved for the most dangerous of the Empire's criminals, with corresponding bounty values. In the case of the Empire's Most Wanted list, a bounty hunter may legally pursue any such individual with nothing beyond an IPKC. Imperial law dictates that hunters may ignore local requirements of Sector, System and Target Permits (with limited exceptions). In such a case, the importance of apprehending the individual takes clear precedence over any modest revenue that might be otherwise acquired from the strict observance of bureaucratic regulation. In areas where hunting is simply outlawed, sometimes the hunter is allowed to pursue most wanteds, while in

other areas even most wanted hunting is strictly illegal (this depends on the local Moff, or is sometimes decided by the Emperor's personal decree).

The Empire also issues a " Locate and Detain " list. The persons on this list are considered to present a substantial threat to the safety and security of the Empire and are wanted for questioning by the authorities. The same terms apply to this list, but bounties are payable only if the subject is delivered alive. In fact, bounty hunters can face stiff penalties (up to and including execution) for killing an individual on the "Locate and Detain" list.

Remandation

Before a person can be legally hunted within the Empire, an official Notice of Imperial Remandation must be issued by an IOCI office. Commonly referred to as a "bounty notification," or simply a "bounty," such notices constitute, in many cases, a legal license to kill. In actual practice, such a notice is only the first part of a legal bounty, the second being the necessary particulars, which are registered with the *Imperial Enforcement DataCore*. Collectively, these particulars on the lawbreaker and the notice of remandation make up the traditional bounty posting. Such a notice serves to effectively suspend the criminal's civil rights under Imperial law, legally "remanding" the individual to the custody of any who can forcibly bring the accused to justice. Such a notice also alerts civilian populations that an individual is now a wanted criminal.

Once registered in its final form as a legal bounty, such notices are matched with pertinent information specifying the conditions and restrictions under which a hunt can be conducted. A posted bounty does not contain specific biographical information or such other data as may relate to the subject's skills, habits, or special abilities. Such information must be acquired by the hunter through contacts or personal investigation once the decision to pursue a given individual has been made.

Bounty Classifications

Not every crime an individual commits is deserving of the legal imposition of a price on one's head. Most of the time, local officials attempt to arrest and imprison criminals. A bounty is issued only when all reasonable attempts to apprehend a criminal have failed and when the crime is one of an extremely serious nature (almost all level 1 infractions, many level 2 infractions and a small number of level 3 through level 5 infractions). For more information on the Empire's legal system, see page 21 and 22 of *Galaxy Guide 7: Mos Eisley*. In the case of murder (a level 2 infraction), for example, efforts would first be made by Imperial agents, acting under the direction of local administrators, to secure the criminal's capture. The operation would be considered a purely local affair by Imperial authorities despite the serious nature of the crime itself. Should the murderer escape off-world, however, then an Imperial bounty might be issued on the basis of the criminal's added offense of flight to avoid Imperial prosecution. Which Imperial official actually issues the bounty will depend on the nature of the crime involved and on where within the Empire the act was committed.

The following is a general description of the different bounty classifications recognized within the Empire and likely corresponding criminal infractions. Most of the crimes are self-explanatory, but clarifications of specific indictments are presented where necessary. Corresponding to each bounty category is a specified bounty value range, expressed in credits. With such a range of values, Imperial officials are given a wide latitude for setting bounties, permitting them to take into account local conditions within their own jurisdiction, added incentives deemed necessary for the apprehension of a particularly dangerous lawbreaker, past precedents, and the availability of Imperial funds.

While officials can post a bounty value outside the stated norms, such an issuance is subject to Imperial review, the results of which could reflect negatively on any official who is determined incapable of using reasonable means to control the peace.

A Word On Bounties Addressing Multiple Crimes

An Imperial bounty is typically issued after the commission of a serious crime against the Empire has been verified, or the commission of several related crimes involving a single situation. It often happens, however, that a criminal later goes on to commit other crimes, often compounding his or her guilt with even more serious offenses. In such cases, the Empire simply adds to the bounty. The increased total bounty is posted on the *Imperial Enforcement DataCore*, along with the updated receiver classification. The originator classification is modified to reflect the highest official office or legal authority to post bounty credits.

For example, a gun runner by the name of Dashik originally had a single bounty posted against him by a local governor for illegal possession of a weapon. The bounty amount was 5,000 credits. In the 18 months since that time, Dashik has remained at large, adding smuggling and assault charges to his record. He has become such a nuisance that the local Moff has offered an additional 15,000 credits to encourage his capture. An updated bounty posting would show a bounty of 20,000 credits, with the charges of illegal possession of a weapon, assault, and smuggling, and the originator as the local Moff.

However, privately posted bounties (those posted by corporations and private individuals) are another matter entirely. These bounties are all listed as separate bounties, and it is the hunter's responsibility to claim each bounty separately. Wise hunters will deliver the acquisition to the company or person paying the highest bounty first, and

then ask for permission to deliver the acquisition (or proof of the acquisition's capture) to others posting private bounties to collect those as well.

For example, Sienar Fleet Systems has posted a 10,000 credit bounty for the live capture of the Sullustan smuggler Nien Nunb. The Corporate Sector Authority (CSA) has also posted a 3,000 credit bounty for the capture of Nien Nunb. These two bounties are still listed separately. If, for example, Jodo Kast captures Nunb, he will most likely deliver Nunb to Sienar and claim the 10,000 credits. Kast must personally chase down the CSA's bounty. Sienar refuses to allow Kast to deliver Nunb to the CSA, but will allow Kast to bring a hologram of Nunb's capture to the CSA. Kast then goes to CSA headquarters, providing the hologram as proof of Nunb's capture. Depending upon the application conditions of the CSA's bounty posting, the Authority may not have to pay Kast for the bounty since Kast delivered Nunb to Sienar Fleet Systems.

Most Wanted and Locate and Detain Bounties

These bounties are issued for the most serious and treasonous crimes. At present, there are perhaps a few hundred individuals who warrant "most wanted" status. Most wanteds can be issued under the direct signature of a Moff, Grand Moff or Grand Admiral, subject to the Emperor's final approval. Most wanted bounties typically offer bounties of 200,000 credits or more, and are typically issued regarding the following crimes:

- **Aggression Against a Member of the Imperial Armed Forces**. Reserved for serious offenses, typically involving multiple fatalities and extensive property damage.
- **Conspiracy**. Conspiracy is the willful abetting of known criminals who seek to commit acts of treason against the Empire, or the direct or indirect support of such criminals by word or deed during the act itself, or the aiding of such known criminals after the fact.
- **Destruction of Imperial Property**. Reserved for serious offenses.
- **Flight To Avoid Imperial Prosecution**. Again, normally reserved for the most serious of such incidents, such as those resulting in fatalities or extensive property damage.
- **Impersonation of Imperial Officials**. The knowingly false representation of oneself or others as Imperial agents. This includes the unlawful use or wearing of Imperial uniforms, insignia, or ranks of office, with clear intent to usurp lawful authority.
- **Obstruction of Imperial Authority**. Any act that, by its nature or intent, hinders Imperial officials in the execution of their office or the discharge of Imperial justice.
- **Theft of Imperial Property**. Reserved for serious offenses.
- **Sedition**. The willful expression by word or oral communication of sentiments or ideals that advocate the overthrow of the New Order. Any such acts, speeches, documents, which, by their presentation, repetition or duplication, seek to encourage treasonable acts in others.
- **Treason**. Any action, through word or deed, open or convert, which, by its nature or proven intent, seeks to undermine the lawful authority of the Empire or its representatives.
- **High Treason**. Any act already deemed to be treasonable, in which the individual compounds established guilt by taking up arms against the Empire or its representatives with willful intent to commit open aggression. This includes acts of armed rebellion, sabotage, and destruction of Imperial property. By definition, all members of the Rebel Alliance have committed high treason.

Galactic Bounties

Galactic bounties are issued against individuals who have committed extremely serious crimes against the New Order or its citizens. While not serious enough to warrant most wanted status, galactic bounties are issued when the individual is wanted throughout the Empire. While the line between a most wanted and a galactic status bounty is hazy, in general, galactic bounty subjects are not considered to present the immediate, compelling threat of most wanted individuals. Bounty values typically range from 50,000 to over 100,000 credits. Galactic bounties can be issued under the direct signature of a Moff, Grand Moff or Grand Admiral.

- **Aggression Against a Member of the Imperial Armed Forces**.
- **Bribery or Attempted Bribery of Imperial Officials**.
- **Conspiracy**.
- **Destruction of Imperial Property**.
- **Flight To Avoid Imperial Prosecution**.
- **Impersonation of Imperial Officials**.
- **Obstruction of Imperial Authority**.
- **Piracy**. Reserved for extremely serious instances where the individual seizes private goods or individuals by force of arms.
- **Possession of a Cloaking Device**. While this offense could be lumped together with similar charges, the Empire warrants this crime as a serious enough offense to warrant a separate charge.

- **Sedition**.
- **Theft of Imperial Property**.
- **Treason**.
- **Transportation of Restricted Items**. The most serious form of smuggling offense, typically involving the shipment of restricted military weaponry or restricted technology.
- **High Treason**.

Regional Bounties

These crimes typically run the gamut of class 1 and 2 infractions (again depending upon the seriousness of the offense), with some class 3 infractions. Regional bounties can be issued under the direct signature of a Moff, Grand Moff or Grand Admiral. The bounties typically range from 20,000 credits to 75,000 credits. Regional bounties are only listed within the region of origin, and not in the other regions

- **Aggression Against a Member of the Imperial Armed Forces**. Typically warranting a regional bounty only when the criminal does not actually injure any personnel.
- **Bribery or Attempted Bribery of Imperial Officials**.
- **Conspiracy**. Typically only when the conspiracy involves a local government or a specific individual, as opposed to the Empire as a whole.
- **Destruction of Imperial Property**.
- **Flight To Avoid Imperial Prosecution**. Typically reduced to a regional bounty only when Imperial personnel or equipment are not notice ably injured or damaged.
- **Forgery**. Normally invoked when the forgery has been part of a larger criminal scheme known to have caused great harm to the Imperial peace.
- **Impersonation of Imperial Officials**.
- **Murder of Imperial Government or Military Personnel**. Normally invoked at the regional level only when the individual is of modest influence.
- **Obstruction of Imperial Authority**.
- **Piracy**. The majority of piracy acts will only warrant a regional bounty.
- **Sedition**.
- **Theft of Imperial Property**.
- **Treason**.
- **Transportation of Illegal Aliens**.
- **Transportation of Restricted Items**. Typically invoked when the criminal has smuggled small amounts of military gear or restricted technology or large amounts of controlled and regulated substances, such as spice, pharmaceuticals, slaves or civilian issue weapons.
- **Transportation of Stolen Goods**. Normally invoked as a regional bounty when the criminal is known to have committed multiple counts.
- **Unlawful Operation of a Starship**.
- **Unauthorized Review of Imperial Data Files**. Invoked when the criminal has gained illegal access to Imperial data files but still has managed to avoid committing treason or high treason.
- **Violation of Imperial Customs Regulations**.

Sector Bounties

The most common form of bounty, sector bounties are posted only through one sector. They are typically posted by Imperial Moffs, Grand Moffs, military officers of rank major or higher, or planetary governors. The bounties typically run from 3,000 to 50,000 credits.

- **Aiding and Abetting Known Criminals.**
- **Aggression Against a Member of the Imperial Armed Forces.**
- **Bribery or Attempted Bribery of Imperial Officials.**
- **Conspiracy.**
- **Destruction of Imperial Property.**
- **Flight To Avoid Imperial Prosecution.**
- **Forgery.**
- **Impersonation of Imperial Officials.**
- **Kidnapping.** Typically invoked as a sector bounty only when the kidnapping victim is especially influential or famous.
- **Murder of Imperial Government or Military Personnel.** Invoked at the sector level only when the individual is of average influence.

- **Obstruction of Imperial Authority.**
- **Piracy.**
- **Sedition.**
- **Theft of Imperial Property.**
- **Treason.**
- **Transportation of Illegal Aliens.**
- **Transportation of Restricted Items.**
- **Transportation of Stolen Goods.**
- **Unlawful Operation of a Starship.**
- **Unlawful Possession of An Illegal Weapon.**
- **Unlawful Use of An Illegal Weapon.** Dependent on the nature of the crime committed, a higher charge of treason can be imposed.
- **Willful Destruction of Imperial Property.**
- **Unauthorized Review of Imperial or Local Data Files.**
- **Violation of Imperial Customs Regulations.**

System Bounties

System bounties reflect serious crimes confined to the limits of a single system. System bounties are issued by the office of local planetary governors or officials of higher rank. System bounties typically range from 1,000 to 25,000 credits. They are only posted within that system.

Despite the nature of the crime involved, some Imperial governors will be reluctant to issue system bounties given that such postings could be used by political opponents as an indication of a failure to effectively maintain order. It is not unusual, therefore, to see planetary governors wait until a specific crime has been compounded by another, more serious offense, making application to higher authorities possible.

- **Accomplice to Murder.**
- **Assault of an Imperial Officer.**
- **Assault with Intent to Injure.**
- **Breaking Into an Imperial Installation.**
- **Breaking Out of an Imperial Installation.**
- **Jamming Imperial Communications.**
- **Kidnapping.**
- **Murder.**
- **Operating an Illegally Modified Starship.** Normally issued as a bounty only when in conjunction with other criminal activities.
- **Smuggling.**
- **Theft.**

Local Bounties

Local bounties are typically issued for serious criminal offenses, but in situations where the criminal has fled beyond the confines of the local municipality (city, trade confederation, subservient nation-state, and so forth) but is still at large on the planet. These bounties may be issued by any head of a local government (or official of higher rank) and the bounties typically range from 100 to 15,000 credits.

- **Accomplice to Murder.**
- **Assault of an Imperial Officer.**
- **Assault with Intent to Injure.**
- **Breaking Into an Imperial Installation.**
- **Breaking Out of an Imperial Installation.**
- **Jamming Imperial Communications.**
- **Kidnapping.**
- **Murder.**
- **Operating an illegally Modified Starship.** Normally issued as a bounty only when in conjunction with other criminal activities.
- **Smuggling.**
- **Theft.**

Other Imperial Bounties

Aside from bounties posted by civil government authorities (governors, Moffs and so forth), bounties can be issued by military and intelligence authorities.

When the Imperial military posts bounties, it relies on the *DataCore* and its own communications network to distribute the postings. These bounties are offered against individuals wanted for high treason and under circumstances where the military itself is incapable of bringing the criminals to justice. The military also offers "confidential bounties," which offer rewards for the capture of specific individuals, but the bounties are not posted through the *DataCore*. This method is used when the military wishes to bring the person in quietly (possibly because the individual knows classified information).

The Imperial Security Bureau (ISB) becomes directly involved whenever acts of treason against the Empire warrant the posting of a suitable bounty. In such instances, the ISB's own Enforcement division is specifically charged with overseeing the employment of hunters, usually Imperial hunters. The ISB uses both publicly posted bounties and confidential bounties. The ISB often recommends qualified individuals to other Imperial agencies, for "special assignments."

LAACDocs

One new form of commercial enterprise for bounty hunters involves the highest circles of imperial officialdom. At the instigation of High Inquisitor Tremayne, the Empire has recently adopted the use of a legal instrument of incarceration known as the LAACDoc. This acronym stands for Legal Authorization for Advanced Confinement Document. LAACDocs are certified documents issued for the detention and confinement of specific individuals wanted by the Empire. A LAACDoc authorizes Imperial officials to employ such means as may be necessary to apprehend and detain an individual wanted for questioning by an Imperial High Inquisitor.

In circumstances where an Inquisitor seeks to interrogate an individual without raising undue alarm, a LAACDoc may be issued by an Imperial official such as a general, admiral, prefect, governor or Moff. By use of this tactic, a citizen may be held incommunicado, pending the arrival of the Inquisitor requesting that person's custody. Thereafter, the "detainee" may be confined indefinitely. As no crime has been committed, this procedure does not require the limited forms of judicial review remaining in the Empire. No evidence need be presented, nor proof of guilt established. The target of a LAACDoc is never arrested. It is simply that, for reasons known only to an Inquisitor, the interests of the Empire require that appropriate measures be taken to secure a person's confinement until such time as a proper interrogation by an Inquisitor can be conducted. This new procedure is said to be backed by Lord Vader himself.

It has been suggested that these documents were designed for use in cases involving persons suspected of connections with the Jedi order or individuals possibly possessing Force-related abilities themselves. In reality, however, they have proven a useful means by which various Imperial officials can "set aside" personal opponents and suspected Rebel sympathizers without proof, on the suspicion that an Imperial Inquisitor may wish to question them at some time in the distant future.

LAACDocs do not have actual bounties associated with them, in as much as no actual crime against the Empire has been committed. Nevertheless, as the person wanted for "temporary" confinement represents a special interest to the Empire, a suitable "honorarium" is paid to any who assist in the apprehension and safe retrieval of LAACDoc detainees. On the average, a standard LAACDoc honorarium will bring in between 100 and several thousand credits.

Private Postings

Representatives of the Empire are not the only sources of bounties. Other sources within the galaxy compete with Imperial officials for a hunter's specialized services. Such alternative sources of potential employment can be divided into two basic groups: corporations and private citizens. These bounties are collectively known as "private postings."

Private postings must be registered through the IOCI (or a local agency) and the following conditions must be met:

- Verifiable proof of wrongdoing is submitted.
- The face value of the bounty is paid in advance.
- The business pays the required IOCI registration fee.

Companies and individuals elect to post bounties as special inducement when local officials lack the personnel or inclination to bring wanted criminals to justice. Corporations usually issue bounties for crimes involving criminal trespass, damage to company owned property, assault on corporate personnel, theft of sensitive data, and other matters related to the disruption of trade. Private citizens sometimes choose this route because not every planetary government is willing to expend the time and effort to bring a murderer (let alone a kidnapper or burglar) to justice. Moreover, there are known cases of corrupt officials refusing to prosecute crimes even in cases involving the most serious of offenses. In such instances, private citizens have been known to take action on their own.

Posting fees vary wildly from community to community, just as permit requirements and fees do. The biggest factors in determining the posting fee are the amount of the bounty and how widespread the posting is to be distributed.

Postings that will only be on a single continent or in a single municipality typically cost 10 to 100 credits. Planet or system-wide postings can cost 50 to 500 credits. Sector-wide postings can cost anywhere from 1,000 to 10,000 credits. Galaxy-wide postings can cost up to 50,000 credits.

As with permits for individual hunters, the registration fee system is deliberately flexible in nature. There are always potential exceptions to the rules and the costs involved will vary wildly depending on the planet's government, local customs and tradition and countless other factors. The fees are high because the Empire does not want to be swamped by private citizens issuing bounties for every petty offense or offender that comes along.

Posting Agencies

Posting Agencies commonly act as "go-betweens," facilitating the posting of bounties with the Empire for corporations and private citizens. In the case of large corporations, posting agencies can often offer a modest savings on registration fees (Imperial administrators give agencies "bulk discounts," making up on lost revenues through volume and greatly reduced datawork). Through such posting agencies, private citizens can avoid the complexities of dealing directly with an oftentimes intimidating Imperial bureaucracy.

Again, clear evidence of wrongdoing must be accompanied by the face value of the intended bounty and a corresponding registration fee presented at the time the bounty is to be posted. Since posting agencies also provide information to hunters, some individuals often prefer to deal directly with posting agencies that can, in turn, recommend experienced hunters they know to be reliable and who will get good results. In this manner, posting agencies bring accomplished bounty hunters together with private concerns.

Not all posting agencies are reputable, and some will accept bounties with the flimsiest of evidence. The "verification" of such evidence is often accomplished by the placement of several thousand credits in a sealed case that is then conveniently forgotten when the client leaves the posting agency office.

While the Empire is supposed to verify any evidence a posting agency claims to have seen, the Empire lacks the personnel and desire to do so on a regular basis. As a result, many blatantly criminal bounties are legitimized by shady posting agencies.

Some agencies even provide a means of disseminating "private" bounties to a' very select clientele. Such agencies connect criminal elements with hunters who are less than scrupulous. This is all highly illegal, but the odds of being caught in such activities are minimal. Even when sleazy operators are caught, for every shady agency that is located and shut down, another quickly springs up to fill the void.

Postings In Corporate Territories

Many corporations within the galaxy own vast tracts of territory — continents, planets, and sometimes even whole sectors (witness the Corporate Sector Authority). Within corporate territory, the owning corporation has complete authority and can regulate the conduct of residents and "employees" (not "citizens") as much as the company feels is desirable. While the Empire still has jurisdiction within these territories, the owning companies are often left to police themselves provided that they supply sufficient tax revenues and supplies to Imperial coffers. In effect, the companies are local governments.

Companies can post bounties on wanted beings within company territory. These bounties are only legally binding within that company's territory. Corporations are typically accorded full and absolute rights over the manner in which they enforce their contracts. The bounty hunter is subject to corporate laws and specific contract provisions. This requires the hunter to be aware of the company's boundaries: if a hunter pursues an acquisition out of a corporate zone and the acquisition is not wanted in the Empire, the hunter is violating the law and can be charged with any appropriate criminal charges (murder, kidnapping, assault and so forth).

Companies have the authority to charge prospective hunters permit and capture fees for the privilege of hunting within corporate territory. Within company territory, the companies may post as many bounties as they wish, however they are not posted beyond the confines of company territory. If the company wishes to post the bounties in non-corporate territory, it must pay a standard posting fee, depending on how widely the company wishes to post the bounty. Corporate bounties posted outside the company's territory are classified as "corporate," with the stipulation that the bounty is legally binding only in that corporation's territory (a sample posting: Corporate (Corporate Sector Authority territory only)). By doing this, corporations can get around the need to show proof of wrongdoing before posting a bounty with the Empire — the company simply pays the posting fee to list the bounty throughout the Empire, but must note that the bounty is only legal on company territory. It is then up to the hunter to "trick" or "coerce" the acquisition into wandering into that company's territory.

Corporate officials have been known to occasionally use their official position to post bounties for injured private citizens, such acts constituting a "public service" in the interests of seeing justice served, especially where the interests served are those of employees of the corporation.

Below is a listing of crimes for which corporations typically post bounties:

- **Assault on Corporate Employees.**
- **Attempted Bribery and/or Bribery of Corporate Official.**

- **Criminal Trespass.**
- **Deliberate Corruption of Corporate Data Resources.**
- **Destruction of Corporate Property.**
- **Incitement to Commit Violence on Corporate Property.**
- **Industrial Espionage.**
- **Industrial Sabotage.**
- **Illegal Assembly or Demonstration on Corporate Property.**
- **Illegal Replication of Corporate Goods.**
- **Illegal Transportation of Corporate Goods.**
- **Kidnapping of Corporate Officials.**
- **Theft of Corporate Goods Valued in Excess of 10,000 Credits.**
- **Unlawful Acquisition/Utilization of Corporate Data.**
- **Unlawful Acquisition of Corporate Services.**
- **Unlawful Duplication and/or Sale of Corporate Data**. If later proven to be detrimental to the welfare of the Empire at large, a higher charge of treason may be imposed and an Imperial bounty issued.

Illegal Bounties

Illegal bounties are those which are not registered through the IOCI. These bounties are generally offered by those of less than reputable status (criminals, gangsters and the like) who want a troublemaker silenced or captured without undue attention. These bounties are, more often than not, based on personal grudges or the being posting the bounty cannot go to the authorities due to lack of evidence or because any evidence would also implicate them in wrong-doing.

The bounties are distributed through a loosely organized network of underground communications. Anyone in the Empire possessing enough wealth to pay the fees typically demanded by experienced hunters can afford to spread the word through underworld connections.

Many hunters are drawn to such contracts by the lack of permits needed and the simplicity of the operation involved: simply locate the intended target and deal with him or her as need be. Payment will be tendered upon delivery of the individual, no questions asked.

While crimelords, slavers, and smugglers are the types of individuals most often associated with the origin of such illegal bounties, members of major corporations, politicians, nobility and even respected Imperial officials make use of such networks to deal with "personal problems." Even private, otherwise law-abiding citizens have been known on occasion to hire hunters to rid themselves of personal rivals or family "embarrassments."

Corporations, though legally capable of issuing bounties, may sometimes prefer to "handle the matter privately" instead. For example, an industrial agent has seized an important document detailing a new medicinal compound a corporation plans to manufacture. The company would prefer that the document and the thief be brought back in one piece. If the original document showed that the corporation against whom the theft was committed originally stole the formula from another company, the company would understandably want the matter handled quietly, rather than having to needlessly bother the Empire with such matters.

Of course, illegal bounties are dangerous for all involved parties. Stiff fines, prison sentences and forced labor camps are some of the possible results for those convicted of posting or pursuing illegal bounties. Then, there is the matter of the criminal implications: without a legal bounty, any actions taken against a given acquisition still qualify as crimes. Therefore, the hunter can also be charged with kidnapping, assault, conspiracy, murder and other appropriate offenses.

While going after such illegal bounties is itself illegal, many hunters in need take up such a hunt to "stay ahead of the game," "make a fresh start," or "pay off a debt." However, if such a deal turns sour, the hunter has no legal recourse.

Information Services

Bounty hunters need access to the newest information to perform their job. They have two prime options to choose from: the *Imperial Enforcement DataCore* or posting agencies.

Imperial Office of Criminal Investigations

IOCI offices serve as a central government office for hunters. Here, hunters can purchase their IPKC license, any necessary permits, and deliver acquisitions (although they may not receive lull payment, depending upon circumstances; see "Receivers" later in this chapter).

Additionally, hunters can access the *Imperial Enforcement DataCore* at any IOCI office. The *DataCore* is the Empire's official listing of all legal, registered bounties. The *DataCore* is a galaxy-wide information net, but each

planet has its own "board": hunters can only get information posted on that particular board, instead of being able to access the entire *DataCore*.

On a planet's given board, all most wanted and galaxy-wide postings will be listed. The board will also list the pertinent bounties that apply to that planet: all regional bounties for that planet's region, all sector bounties for that planet's sector, all system bounties for that planet's system and all local bounties for any local governments or municipalities.

The *DataCore* can also be accessed through Imperial Enforcement offices, as well as most local law enforcement, intelligence and military offices. On some planets, the *DataCore* can also be accessed through Imperial or local licensing and registration agencies (the same office where someone would register their speeder, for example), public communication and message stations and other "general" government offices. The *DataCore's* prime menu lists only the name of the acquisition and the amount of the bounty.

Hunters can retrieve the entire bounty posting (as presented earlier in this chapter) for five credits per retrieval. Additionally, IOCI offices typically charge hunters 10to 15 credits per hour of *DataCore* access.

Hunters can also select other services, although there are additional fees. Since not all bounties are posted everywhere, hunters face a perplexing problem: they could track down a criminal with a legal bounty, but the criminal is in a section of the galaxy where the bounty is not posted. The bounty is still valid and legal, just not listed on the local *DataCore* boards. In this case, the hunter must provide proof of the bounty to the local IOCI office, at which point the IOCI will issue an appropriate Target Permit for the acquisition (happily charging the required fees). Hunters are wise to get this proof in the form of an encrypted datacard from an IOCI office whose board does list the bounty. Such a card typically costs 10 credits.

Finally, the hunter can also ask a local IOCI office to search other boards (on other planets, regardless of region or sector) in an attempt to find other listings relating to a particular criminal. The hunter must provide the name of the criminal and specify which planet's board to search, with the fee typically costing 50 credits.

Posting Agencies

Posting agencies provide all the services of a local IOCI office, but supplement those services as well, often at a lower cost. While not directly affiliated with any specific guild or government organization, posting agencies specialize in providing accurate and up to date information regarding the status of bounties. This information is obtained by the agency's direct links with the *Imperial Enforcement DataCore*, a service for which the agency pays an annual fee. While specifics vary from agency to agency, most agencies try to provide information on more bounties than the local *DataCore* board, typically by maintaining links with *DataCore* boards in several surrounding sectors.

Posting agencies actively track criminals, trading information with other agencies and informants. As a result, agencies often have the bounty listing, but also supplement that information with suspected sightings of the acquisition, more extensive biography information, and facts pertaining to other hunters who have pursued the acquisition. Agencies typically charge hunters 10 to 25 credits per day for access to the *DataCore*.

Posting agencies are widely established throughout the galaxy and many provide information in even the most remote parts of the galaxy. Most agencies are very scrupulous about maintaining accurate information since their business depends on good hunter word-of-mouth.

Some posting agencies are also authorized to issue permits and IPKC licenses, but normally charge an extra 15 to 30 percent for the service.

Expeditors

Whatever else they may be called, few would think of applying the phrase "professional accountant" to individuals such as Boba Fett or Moxin Tark. Yet, unless one has the relative insulation of one's guild between you and the Imperial bureaucracy, professional bounty hunters need those skills to stay abreast of new postings, local planetary regulations and hunt restrictions. For those who have neither the time nor the inclination, there is the expeditor. An expeditor is a jack-of-all-trades and master of some:notably those involving obtaining the maximum number of bounty elated credits for himself and his clients. Usually working out of a sector capital (or at the very least, the largest city on a given planet), expeditors act as intermediaries between a bounty hunter and the Imperial bureaucracy. When time is of the essence, a hunter looks to his expeditor to obtain the proper permits to allow him or her to concentrate solely on the hunt.

Beyond "running bureaucratic interference" for a hunter, the typical expeditor is often hired to manage the hunter's financial resources, invest profits, make payoffs as needed, promote his client's reputation, interact with posting agencies and corporations to secure the most lucrative offers of employment, as well as advise the hunter on newly authorized Imperial bounties worth serious consideration.

For such invaluable services, an expeditor typically charges a flat fee of 3-5% of any bounties or contracts arranged through his offices. While not every independent hunter enjoys sharing the profits of a hard earned hunt with those who seldom dirty their hands in the field, few would not grudgingly acknowledge the utility of a good expeditor in a galaxy growing increasingly bureaucratic with every passing day.

Receivers

All bounties have listings for "receivers": this is the being or location or entity to which an acquisition can be delivered. Then, and only then, does the hunter have a chance to receive the full bounty. Hunters can choose to deliver live acquisitions (or their identifiable remains) to any Imperial law enforcement office on any planet, but the Empire does charge transportation and guard fees for delivering an acquisition to the receiver. Sometimes the need to dump off one acquisition to pursue another necessitates such an arrangement, but these situations are not very profitable for the hunter. Transportation fees vary depending on the quantity of armed guards deemed necessary (by the way, if the acquisition escapes while in the custody of Imperial officials, the Empire is not responsible and the hunter is simply out of luck), travel time and distance, how remote the destination is, and any special requirements the acquisition may have. For transport within a system, fees can typically range from 100 to 1,000 credits; deliveries within a sector generally run from 500 to 5,000 credits; within a region, the cost can run upwards of 20,000 credits; across the galaxy, the cost can easily exceed 50,000 credits.

Imperial officials often withhold payment of the bounty until after the acquisition has been delivered to the receiver, so hunters must often have payment forwarded (typically to an expeditor) or come back for payment after a successful delivery. For these reasons, hunters prefer to personally deliver acquisitions to the receivers or arrange transportation through a private party (such as a well-armed private corvette).

WANTED

By The Empire

Name: _____

Species: _____

Sex: _____

Homeworld: _____

Known Associates: _____

_____

_____

Bounty: _____

Classification: _____

Application Conditions:

_____

Bonus: _____

_____

_____

Determent: _____

_____

_____

Crimes: _____

_____

_____

_____

_____

_____

_____

Originator: _____

Receiver: _____
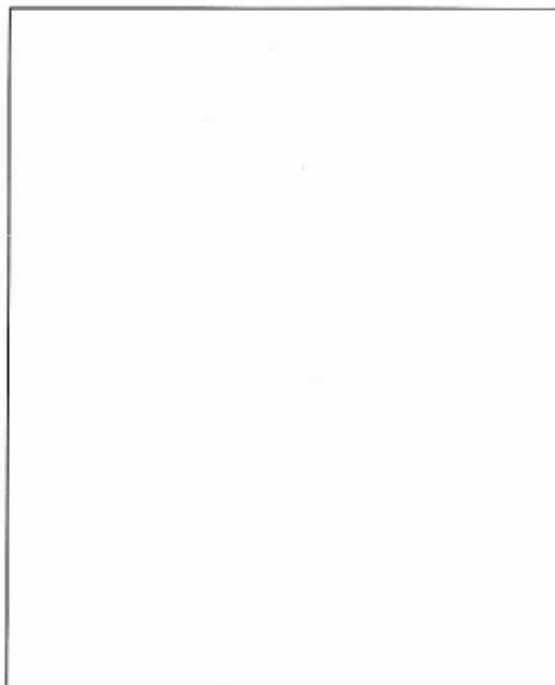
Brief:

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

Droids, Cyborgs & Prosthetics

For in-depth rules for Droids and Droid characters, see *Cynabar's Fantastic Technology*

_____

Cybernetics and Prosthetics

Brief:　　　　　Optional Rules for cyborg characters
Source:　　　　*Galadinium's Fantastic Technology* P5
Description:

　　　　Cybernetics and prosthetics are one of the many wonders of the Star Wars universe. However, there is a terrible price to be paid for those who would replace tissue with metal and plastic. "Cybered" characters face serious prejudice from many who feel that it is wrong to turn one's self into a machine. In other words, characters can choose to become "cybered to the artificial gills," but there is a financial, social and emotional cost involved.

Enhancement Costs

　　　　The formula for enhancement costs remains the same, except the character pays only for skills that the character has above the attribute.

　　　　In other words, it is much cheaper to buy an enhancement before the character has built up high skill codes.

Temptation of Evil

　　　　Characters with cybernetics are especially susceptible to the temptations of the dark side of the Force. Cybernetics reduce a person's empathy with other beings; what was once a "clearly evil" action can very easily become a "justifiable" (but still evil) action.

　　　　When a character would normally receive a single Dark Side Point for committing evil, cybernetically enhanced characters receive extra Dark Side Points, hastening their rush to embrace the dark side.

　　　　When applying the rules below, make note that these are for cybernetic enhancements; if the character has only cybernetic replacements, consider two replacements to be the equivalent of one enhancement.

No. of Extra Enhancements	Extra Dark Side Points
1-2	+1
3-4	+2
5-6	+3

　　　　Note that these rules will not have much of an effect on non-Force-sensitive characters, since they only receive Dark Side Points when the commit evil and use a Force Point. However, for Force-sensitive characters, who receive Dark Side Points whenever they commit evil, these rules will require them to be ever-vigilant and to act with good intentions or risk going over to the dark side.

　　　　However, as noted in the "Dark Side Characters" section on page 152 of *The Star Wars Roleplaying Game, Second Edition, Revised and Expanded*, characters who are swayed to the dark side will soon find that the dark side demands much more than it offers.

_____

Jury-Rigging Prosthetics

Brief:　　　　　Optional Rules to enhance cybernetic prosthetics
Source:　　　　*Pirates & Privateers* P51
Description:

　　　　Prosthetics can be jury-rigged to enhance a skill, for a price: the base cost of the item multiplied by the pip increase multiplied by the die code of the skill, ignoring pips (cost x pip increase x starting die code).

　　　　For example, a pirate wishes to increase the Strength of a cybernetic hand from 3D+l to 5D+1. The base cost of the hand is 1,000 credits. The desired increase is 2D, or a total of 6 pips, and the base skill code (ignoring pips) is 3D. So increasing the damage code of a replaced hand and arm that is currently Strength 3D+l by 2D would cost 1,000 (base cost of the hand) x 6 pips (equivalent to the 2D increase in damage) x 3 (for the 3D+l in base skill the hand already possesses) which equals 18,000 credits.

　　　　There are also less tangible costs. First, many people have a strong prejudice against prosthetics, even cosmetic prosthetics (Luke Skywalker's artificial hand is a closely held secret). People who have obvious cybernetics are

generally met with outright fear, suspicion and hatred. Second, Dark Side Points accumulate more quickly among the partially artificial. A cybernetically enhanced character who commits evil is receives more Dark Side Points when they commit evil. A replacement is only considered a half-enhancement for this purpose, rounding down.

No. of Extra Enhancements	Extra Dark Side Points
1-2	+1
3-4	+2
5-6	+3

_____

Prosthetics

Brief: Optional Rules for prosthetics and cyborg enhancements
Source: *Cracken's Rebel Field Guide* P4
Description:

Prosthetics are one of the many wonders of the Star Wars universe. Prosthetics can replace badly damaged tissue, limbs, or internal organs. Other prosthetics actually enhance a person's abilities, either by allowing him to link directly to a computer (such as Lobot does) or making him stronger or faster.

However, while these prosthetics are available, they are not very widely accepted. The average galactic citizen feels that the distinction between being and machine must remain definite. As machine intelligence advances, the feelings of mistrust and fear grow stronger and stronger. The memories of assassin Droids are too clear.

This judgment extends to the use of prosthetics. People with prosthetic replacements are considered a little less than human (or whatever their race), and are often viewed with pity or mistrust. Prosthetic recipients reportedly are less in tune with their natural motivations, attitudes and emotions.

For these reasons, prosthetic recipients often go to great lengths to hide artificial limbs and other alterations (Luke Skywalker's artificial hand is a secret to all but his closest friends).

The use of prosthetic enhancements is an abomination to most people. It is widely believed that no amount of improvement is worth giving up part of oneself and one's being. Tools are available to make you a better shot or give you a better computer programming skill — why permanently mutilate yourself?

Enhanced beings often face persecution and curtailment of common civil rights if the enhancement is known. Incidents of mental imbalance among prosthetic recipients are well known. Those with enhancements will often try to hide the fact to make their comings and goings less conspicuous.

These cybernetic enhancements are not meant to be a shopping list for characters. Criminals and others who don't care what society thinks will be outfitted with this machinery, but the players' characters shouldn't be.

Installing Prosthetics

Because of the dangers involved, prosthetics replacements are closely regulated on most worlds, with a long counseling and observation period mandated for recipients. Prosthetic enhancements have been banned or are restricted to those who can afford very expensive permits. Darth Vader is a well known example of both the corrupting influence of enhancements and the ability of the powerful to receive special privileges.

Often, individuals seeking enhancements must go to renegade doctors and risk receiving inferior equipment. Others, such as Lobot, are able to secure financing from a large corporation or other wealthy entity. The sponsor assures quality enhancements and psychological counseling, while the recipient must agree to an extended period of servitude. After the period of service is completed, the individual is free, but still faces discrimination throughout the galaxy. The Empire has also covertly equipped some of its agents with cybernetic enhancements, although the number of agents is unknown.

Replacements

The primary use of prosthetics in the Star Wars universe is to replace limbs and organs damaged beyond repair. Replacements duplicate the abilities of the natural organ or limb. They do not enhance performance in any way. Replacements are fully explained on Datapage 29, "Replacement Prosthetics." The cost listed is the flat fee for the replacement. The cost is not figured by the pip, as enhancements are, because replacements do not increase attributes and skills.

Enhancements

Cybernetic enhancements are available to the desperate of the galaxy. They represent technology at its twisted worst. The technology improves a person's abilities, but reduces their humanity. A cybernetic enhancement makes the recipient less empathic toward other beings and increases his chance to be consumed by the Dark Side of the Force.

An enhancement can be an attachment (such as Lobot's cyborg construct) or a package, which increases an attribute and the related skills. The following section explains the costs for enhancement packages.

Enhancement Costs

When a person buys an enhancement package, he increases one attribute by a number of pips or die codes. Every skill under the attribute increases by the same number of pips or die codes.

Every package has a base cost. Use the following formula for the attribute and every skill under the attribute:

Base cost x pip increase x starting die code of attribute or skill (ignore pips)

Each individual skill must be paid for in addition to the attribute. For purposes of determining costs, each full die code of increase equals three pips. The operation must include all skills and the attribute — a character cannot avoid paying the full price of the operation.

Temptation of Evil

The use of prosthetics is especially dangerous to those who believe in and use the Force. The unnatural combination of man and machine makes tapping the Force harder, but also opens the person to the temptations of the Dark Side once the Force has been called upon. Each prosthetic has a set number of cyber points.

When a character calls upon the Force, he must roll a die. If the number is higher than the character's total cyber points, the Force may be used as described in the game. If the roll is equal to or lower than the point total, the character cannot use the Force.

Characters with any cyber points receive double the normal amount of Dark Side points.

Trauma

Characters with prosthetics also risk severe mental trauma as a result of becoming part machine. The effects of trauma should be determined on an individual basis by the gamemaster.

_____

Information

Alliance Bases
Brief: Description of functionality and services
Source: *Rebel Alliance Sourcebook* P125
Description:
Overview of Alliance Bases
Across the galaxy, Alliance bases house starfighters, infantry units, command centers, communications facilities, weapons manufacturing, supply caches, and more. Few are single-purpose; most fulfill two or more of those functions. An Alliance base can be anything from a small room in the basement of a building, to an underground tunnel complex, to an entire city or planetoid. Virtually any place where Rebels are able to gather out of sight of the Empire's spies can house a Rebel base.

Most bases are primitive affairs, constructed of local materials, containing little more than a Small comm receiver and a few crates of food and weapons. Some, though, are fully modern, complete with medical facilities, living and entertainment quarters, force shields and heavy weapon defenses, command centers, and the like.

On heavily-garrisoned worlds, where exposure is a constant threat, the base is likely to be simpler and more primitive, with all components easily transportable in the event of discovery; on worlds where the Alliance is stronger, the facilities are likely to be more extensive and permanent.

Base Descriptions
Alliance High Command
Function
Housing both the civil and military governments of the Alliance, High Command Base is the heart and brain of the forces united against the Empire. Along with the Fleet, HC Base is one of the two cornerstones of the Rebellion. Both are critical; the loss of either would be catastrophic.

From High Command Base, Mon Mothma and her hundreds of civilian and military assistants run the war effort. Dozens of starships and messenger droids enter and leave HC Base every day, bringing information to the government and carrying the government's orders to every corner of the galaxy.

In its short history, the Alliance has had a number of bases that have housed High Command. The first was on a small planetoid in the Chrellis system. Chrellis Base had to be abandoned, however, when the Empire moved one of its sector fleets uncomfortably close to that area — an unfortunate coincidence.

After Chrellis, HC Base moved from world to world, finally settling on Yavin. The Alliance had grown since Chrellis, and the base's facilities were much more extensive and modern (see Galaxy Guide 2: Yavin and Bespin for more details). However, the Empire eventually discovered (and came within seconds of destroying) Yavin Base at the Battle of Yavin, and High Command was forced to relocate once more. Once again, High Command was forced to wander from world to world, eventually settling on the ice planet Hoth.

To many, Hoth is a questionable site to house the most important facility in the Alliance. It is in the far fringes of the Outer Rim Territories. This means that it takes days to communicate with Alliance forces in the Galactic Core, and weeks to communicate with those on the opposite side of the Empire.

In addition, the facilities themselves are uncomfortable, almost primitive. Hoth is an ice planet, with daylight temperatures averaging about -32 degrees Celsius, and night times a frigid -50. The temperatures in the base itself are not much higher; in fact, it is so cold that the Alliance engineers have been able to carve the base's corridors out of the snow itself. While this has made construction extremely easy, these are not the best conditions under which to operate delicate electronic equipment — or delicate living beings.

However, Alliance High Command is willing to put up with these adverse conditions in return for peace and quiet. It is extremely unlikely that an Imperial vessel will stumble onto Hoth by accident, and, given the ice planet's lack of useful resources and general unpleasantness, even more unlikely that anyone would choose to go there on purpose.
Personnel
Though not large when compared with heavy manufacturing bases or safe worlds, Echo Base Hoth is a busy place, teeming with representatives of most branches of both the civil and military government. There are well over 1,000 government officials on Hoth: high-level civil servants, their assistants, diplomats, planners, and the other functionaries crucial to the operation of a galaxy-spanning government in exile. There are almost as many high-level military and Intelligence officers on Hoth, keeping the war on track.

All of these beings are served by hundreds of maintenance personnel, cooks, technicians, medics, secretaries, communications specialists, supply clerks, droids and others. Counting the infantry men and starfighter pilots, Hoth contains well over 4,000 beings — enough to populate a small city.

Defenses

Echo Base Hoth is one of the most heavily defended of all the Alliance bases; only the Mon Calamari starship construction facilities have better protection. Three squadrons of starfighters patrol the outer edges of the system. The base is protected from space attack by an energy field strong enough to deflect even the heaviest Imperial bombardment, and the space defenses are further bolstered by an antispace ion cannon, the single most powerful artillery piece in the Alliance's arsenal (see Chapter Six, "Ground Combat").

For ground defense, Echo Base contains 1,000 Special Forces troopers, equipped with several dozen anti-vehicle and anti-personnel artillery pieces. The Special Forces scout troops are supplied with over 30 taun-taun mounts, useful for both long-range recon missions and flanking attacks. A complete system of trenches, connected by underground tunnels, protects Echo Base from all possible avenues of assault. These formidable defenses are soon to be further strengthened by several flights of snowspeeders once Alliance techs have modified them to work in the frigid temperatures on Hoth.

Alliance strategists believe Echo Base Hoth can stand up to virtually anything, including a standard Imperial sector fleet. In the unlikely event that they are attacked by a greater force — say, the fleet commanded by Darth Vader — it is hoped that the defenses will be at least strong enough to buy time to evacuate.

In the event that evacuation is necessary, six Alliance Kleeque-class transports, each capable of carrying approximately 1,000 passengers and many thousands of kilotons of equipment, and a small fleet of Gallofree Yards medium transports stand fueled and ready to leave with an hour's notice.

Equipment

Echo Base Hoth contains a staggering amount of equipment — communications equipment, medical facilities, infantry weapons, starfighter repair equipment, and at least samples of virtually everything else in the Alliance's stores. The Hoth machine shops can, given time, create anything from sophisticated microsurgery droids to long-range communicators to snowspeeders.

With the exception of the bays designed to hold the evacuation transports, Echo Base does not have the facilities to dock or repair large starships.

Sector Commands

Function

As described elsewhere, sector commands control most of the Rebellion's activities within a sector. They are smaller versions of the High Command Base, with lower-level governmental and military officials performing for their sector what Alliance High Command does for the entire Alliance.

In addition, sector commands often house the sector's entire complement of starfighters. Thus, in addition to their heavy command and coordination responsibilities, these bases also serve as the Alliance's main offensive arm in the sectors.

Obviously, the loss of a sector command base is a crushing blow to the Allied ground and intelligence forces in the sector, leaving them disorganized, cut off from communication with each other and the rest of the Alliance, and with virtually no space protection at all. If a sector command is destroyed, usually all the sector's forces can do is go into hiding and wait until Alliance High Command reestablishes contact.

Personnel

Sector command bases are usually under the control of the chief executive of the sector. This person is the highest-ranking civilian official in the sector. He holds much of the same authority over his sector as does Mon Mothma over the Alliance (see Chapter One, "Birth of the Rebellion" for more details).

The chief executive is assisted by his cabinet and a host of communications workers, secretaries, and other civilian functionaries. The chief executive and cabinet are not always stationed with the sector command. For example, when the chief executive of the Alliance forces is also a planetary or system leader, the chief exec may have his Alliance offices hidden within the planetary capital's government offices. In such cases, the chief exec would appoint a liaison to the sector command who would be empowered to act in his name in case of an emergency.

The sector command base houses most of the sector's high-level Intelligence officials: senior case officers, intentions officers, cryptologists, and so forth. Field officers — agents — are usually not allowed to even know sector command's location. There is simply too great of a chance of capture, and, Imperial interrogation techniques being what they are, too great of a chance of the captured agent talking.

In addition to civilian and intelligence officers, many of the sector's highest-level military officers are stationed at the sector command. They include the sector military commander and his staff, starfighter coordinator, supply chief, and other senior military officials who do not have field commands. These beings are responsible for coordinating the sector's military efforts with other sectors and Alliance High Command.

In addition to the officials listed above, the sector command houses maintenance personnel, medical officers, communications specialists, servants, cooks and mechanics, along with the base's security personnel and military units assigned to its defense.

Defenses

As mentioned above, the sector command base usually houses the sector's main complement of starfighters, and they are its most potent line of defense. Depending upon its location and the likelihood of Imperial attack, the base may also contain anywhere from 20 to 1,000, infantrymen, plus artillery, combat vehicles, and the like.

It must be remembered, however, that the base's primary defense is its invisibility. If its location is discovered, the most that the base's defenders can hope to accomplish is to delay the Imperials until the personnel evacuate. Though there have been occasions when a sector command base has been discovered and remained in existence (because the Imperials could not readily muster the forces necessary to wipe it out), these are the exceptions which prove the rule. In the majority of cases, once discovered, a sector command's days are severely numbered.

Equipment

A sector command base is equipped with communications equipment allowing it to establish contact with Alliance units throughout the sector, as well as with other sector commands. In addition, the base will probably have starfighter repair equipment, a good supply of infantry weapons and gear — including speeders and speeder bikes, though probably not including artillery — and intelligence-gathering equipment and medical facilities.

Starfighter Bases

Function

The Alliance has built many small starfighter bases in systems across the galaxy. Though this information is classified, the number of bases is estimated at anywhere from 1,000 to 5,000. It should be noted, however, that only a fraction of these bases are operable; most are dormant, empty of starfighters, personnel, and equipment.

It is the nature of starfighter combat to be fluid. A system can be "cold," with little or no Imperial activity to speak of for months or years, and then suddenly turn "hot" as the Empire decides to increase its presence there — putting an orbital base up around an Alliance-friendly planet, moving a fleet into a nearby system, launching a ground campaign, and so forth. Conversely, the Alliance may suddenly decide to increase its activities in a quiet sector, typically as part of a larger operation in that region of space.

To use their starfighters to their best advantage, the Alliance must have facilities near to the action where they can fuel and repair their ships and rest their pilots. If not, the starfighters must make a long journey through hyperspace to reach the battle, and they are at a significant tactical disadvantage. The pilots arrive at the battle tired and worn, their ships low on fuel, and alter the battle, damaged ships may not survive the long trip back through hyperspace. Thus, when a campaign is forthcoming, the Alliance always tries to have operational bases in the area.

When a system looks as if it is "heating up," Alliance techs go to the dormant base and activate all of the power and life-support systems. The support team — medics, mechanics, security forces — arrives next, followed by the supply ships. Finally, the starfighters and their pilots arrive, and the base is fully operational.

After the campaign, the ships, personnel and equipment are removed to other bases, and the energy systems shut down, in order to make the base dormant once more.

Note that, in chronically hot systems, the base may be permanently functional. However, there may be other mothballed bases in these systems, in case the primary base is discovered and destroyed.

Personnel

A starfighter base contains the base commander, typically an ex-fighter jock, and his staff, mechanics, medics, and various support personnel and droids. There are usually a number of additional pilots at the base — ideally, 25 to 50 percent more than there are starfighters — to relieve tired or injured pilots.

Defenses

Once again, the base's primary defense is anonymity — if the enemy can't find it, he cannot attack it. However, when a base is active, secrecy can be difficult to maintain. This is due to the fact that when returning to base, the starfighters are not jumping into hyperspace. Therefore, the enemy can, if he's very skilled, follow ships — particularly if any are damaged — back to the base. Though they can attempt to evade and lose their pursuers, the Alliance pilots may not always be successful. Alliance tacticians assume that, for every sortie from a base, there is a cumulative two percent chance that the enemy will find the base. If there are five such sorties, there is a 10 percent chance that the base will have been discovered.

However, finding a base and putting it out of commission are two different things. Admittedly, the Empire can muster enough forces to wipe out any Alliance base; the question is, can they do it before the base accomplishes its objectives? It can take weeks to assemble an imperial battle fleet. By that time, the campaign may be over and the base evacuated. If the Empire wishes to hit the base in time to affect the campaign, they must do so with the forces in the immediate vicinity.

The Imperial Navy cannot hope to wipe out a base from air or space if they cannot overwhelm its star-fighters. Indeed, they cannot safely launch a ground campaign against the base if they do not have at least parity in air or space — a starfighter can wreak havoc on unsupported infantry. Given that the battle is so close to the starfighters' repair and replenishment facilities, they can stay in space for much longer periods, with much shorter resupply times, increasing their overall effectiveness possibly by as much as 30 percent.

However, though starfighters can play merry hell with ground forces for a while, they cannot stop them forever. if there are no infantry defenders, the enemy can split his forces into very small groups (which are difficult to spot or hit from the air); eventually, some of them will reach and take out the base. If threatened from the ground, the base must have some infantry support to pin down the enemy or force them to concentrate their forces to attack — and thus become juicy targets for the starfighters once more.

Depending upon the terrain and the likelihood of Imperial infantry attack, a starfighter base may contain between 50 and 1,000 infantrymen in support. If available, the infantrymen maybe equipped with artillery, speeders, heavy weapons and the like.

Equipment

The base is equipped with starfighter repair facilities, diagnostic equipment, spare parts, fuel, and so forth. It will also have good communications and medical equipment. It will probably have minimal weaponry and ground transport, though the infantry unit attached to the base may have brought some of its own.

A starfighter base rarely has spare starfighters around, unless its pilots have taken far higher casualties than the ships themselves. This is a fairly unusual occurrence.

Manufacturing Base
Function

Manufacturing bases are, simply, places where Alliance personnel manufacture arms, ammunition, or other equipment. They range in size from the huge Mon Calamari starship facilities to tiny one-room hideouts where a few brave beings attempt to build homemade explosives.

Many manufacturing bases are located on Alliance safe worlds, where large number of families of Alliance personnel have been relocated to protect them from Imperial reprisals. These bases tend to be large, but they are often on newly-colonized planets, without the equipment to manufacture sophisticated components. Instead, they concentrate upon labor-intensive, low-technology manufacturing—clothing, shelters, foodstuffs, and the like.

Alliance manufacturing bases on more developed worlds have the equipment and trained personnel on hand to manufacture more complex equipment — starfighters, blasters, communications gear, and medical equipment. However, these bases must be small and extremely well-hidden; the Empire's spies are everywhere, and punishment against cities (or entire worlds) with Alliance bases found upon them is swift and brutal.

Personnel

Again, the number and type of personnel varies tremendously from base to base. The base will have a commander and, if large enough to warrant the need, he will have a staff. The base will, of course, also have workers. Larger bases will have security forces of some kind and possibly medics, mechanics, and so forth.

Defenses

The Mon Calamari starship construction bases are defended by heavy cruisers, starfighters, anti-ship artillery, force shields, and the equivalent of a full division of Rebel infantry. The hidden Isis starfighter construction facility is defended by several squadrons of starfighters and some light ground security troops. The Sartoy weapons plant has two companies of militia and several beat-up speeder bikes.

Equipment

For the most part, manufacturing bases will contain only equipment necessary to their manufacturing. They will have little in the way of communications equipment or weaponry, and extensive medical facilities only if the manufacturing process is inherently dangerous (explosives manufacturing, for example, can be quite risky).

Underground Base
Function

This is simply a place where members of an underground cell or larger unit meet and plan their strategy. It is often a weapons cache and holds the cell's communications equipment, as well.

Some underground bases serve as transit or collection points for Alliance pilots shot down on Imperial-held planets. When going into battle in the vicinity of such worlds, the pilots might be given rendezvous points which they should attempt to fly to if they are shot down. Underground agents would meet the pilots at those points, take them to their base, and hold them there until they could be shipped oft-planet.

By definition, underground bases are secret bases on Imperial-held planets. Therefore, they must be extremely well-hidden, as exposure would mean their instant destruction and almost sure death or capture for the cell network.

The underground base might be located in an abandoned warehouse, a primitive cave, a cell member's basement, an office-building (in which case all meetings would probably be held at night), the back-room of a pub, and so forth. Members must be able to enter and leave the base unseen, or they must have a good cover story to explain why they were going there.

Personnel

The only people found at an underground base are members of the underground cell or unit, usually between three and 10 individuals. No one outside of the cell should even know where the base is, let alone be taken there. Other Alliance personnel would be taken to the base only rarely, in extreme emergencies.

Defenses

Underground bases have no heavy defenses, only the cell-members' personal weapons and explosives. When cornered, underground members usually fight to the death.

Equipment

These bases have only what equipment the cell-members have scavenged — hand weapons, primitive explosives, crude medical supplies, and the like. The base might be equipped with a comlink for communication with other bases or with the cell leader or network officer.

Supply Base

Function

This is a hidden dump, holding equipment, ammunition, food, weapons, or any other materiel. These dumps are sometimes manned and sometimes unmanned, depending upon the size of the base, the maintenance requirements of the supplies, the security situation, and several other factors.

A supply base can be anything from a hole in the ground covered with tarpaulin, to a factory warehouse, to an entire city complex, to an asteroid in deep space. The base can be temporary, set up to support one battle or campaign, or a permanent part of the Alliance's supply chain.

Personnel

Most smaller supply bases are temporary and either unmanned or staffed with a limited number of personnel. They are set up by Alliance Bureau of Supply personnel (with the assistance of Special Forces troopers), somewhere well out of Imperial sight. During the battle, the troopers or ships go to the dumps and take what they need. After the dump is depleted or the battle completed, the base is disbanded.

Larger, more permanent dumps may be staffed by up to hundreds of supply personnel. These beings organize the supplies, make sure that they go to the forces who need them most, maintain the facilities, and so forth. Additional personnel to assist in keeping the base operable — maintenance personnel, cooks, droids, medics, security forces — will be stationed there as necessary.

Defenses

Smaller bases will be undefended or rely on security forces armed with hand weapons; larger bases can have any number of infantry and space defenses.

Equipment

The supply base will have (obviously) whatever kind of equipment it is storing. In addition, larger bases may have infantry weapons, medical facilities, communicators, and vehicles for their own uses.

_____

Alliance Intelligence

Brief: Organization and structure
Source: *Rebel Alliance Sourcebook* P40
Description:

The Role of Alliance Intelligence

Alliance Intelligence is the nervous system of the Rebel Alliance. Through its activities, the Alliance is kept appraised of the Empire's activities and intentions. Without Intelligence, the Alliance forces would be blind, unable to parry the much greater power of the Imperial Army and Navy. Without Intelligence, the Alliance military would surely be defeated.

Though under the direct control of the Alliance military, Intelligence also serves as the prime information-gathering organ for the civil government, particularly the diplomatic corps. The process of gaining allies for the Rebellion is extremely delicate and extremely dangerous. The Empire's agents are everywhere. The Alliance's diplomats must be sure that a meeting with prospective allies is not a cover for an ambush.

Even if the planetary leaders sincerely wish to join the Alliance, there is important work for Intelligence before they may do so safely. For fear of Imperial reprisals, most planets keep their membership in the Alliance secret. If they are to have any chance to do so, the Empire's agents and assassins on that planet must be sought out and neutralized --

killed, subverted, or otherwise diverted. If not, the planet's conversion will last only as long as it takes an agent to make his report and the Empire to ship an occupying army to the planet.

In addition to these other critical roles, Intelligence is also a very potent offensive weapon, as well. Intelligence has recruited many millions of beings on Imperial-held planets. These dedicated, highly-trained beings do more than channel information they also destroy supply dumps, disable transportation, attack outposts, assassinate collaborators, and so forth.

While these covert attacks in themselves are useful in bleeding Imperial strength, forcing the diversion of assets from the battlefield to the back areas, they are particularly potent when used in cooperation with the Alliance military. Blowing up a power station on a backwater planet may cause some inconvenience and expense to the garrison there; doing so hours before an Alliance Special Forces unit attacks the planet can have far more devastating results.

Chief of Intelligence

The Chief of Intelligence occupies an extremely important post on the Supreme Allied Command. This individual is responsible for bringing Intelligence's data to the Chief of Staff, who then passes that information on to other Allied Commanders, the civil government and the Commander-in-Chief. The Chief of Intelligence is also responsible for passing the Commander-in-Chief's orders on to his department.

With ultimate responsibility for all Intelligence operations in the Alliance, the Chief of Intell must, upon a daily basis, make critical decisions which dramatically affect the course of the war. His department receives literally trillions of bytes of data from operatives across the galaxy — holos of bugged conversations, transcripts of interrogations of captured Imperial officers, interceptions of "unbreakable" Imperial scandocs, and countless other scraps of information. The Senior Intelligence Officers correlate and interpret this data, presenting the Chief with daily briefs outlining the important information gathered, along with statistical analyses of the chances of the data being planted, compromised, or incorrectly interpreted.

From this information, Chief of Intell makes daily reports to the Commander-in-Chief and Supreme Commanders. The C-in-C and Supreme Commanders use these reports to plot the war. If Intell's reports are inaccurate, or, even worse, have been compromised by Imperial agents, the effects can be catastrophic.

For example the Chief of Intelligence recently made a report predicting that the Oplovis sector fleet was soon going to Atrivis sector to put down the revolt upon the planet of Mantooine. From that report, the Alliance fleet decided to deploy three ships of the line to Atrivis to ambush Oplovis.

Intell's report was based, in large, upon data received from one semi-demented agent on a backwater planet. If that agent, Troomis, had been "turned" by imperial intelligence and his transcript of the Naval supply requisitions a plant designed to draw out Ackbar's fleet, the three cruisers themselves could have been ambushed and destroyed, costing the Alliance a significant fraction of their fleet's firepower.

The agents of Imperial Intelligence are masters of this kind of deception. The Chief of Alliance intelligence must constantly be on the lookout for just such scams. On the other hand, he cannot let the risk of compromised data paralyze his department, causing it and him to distrust and ignore good data it receives.

The post requires the judgment of a corporate exec, the killer instinct of a warrior and the nerves of a high-stakes gambler. The Chief of Intelligence walks a constant tightrope over catastrophe, with death for millions the punishment for one slip.

Intentions

This branch of Intelligence analyzes and interprets data acquired by Operations and other sources, using the data to predict what the Empire's forces are going to do. Intentions officers spend their time in small, poorly-lit rooms poring over reports from other agents in the field. The work requires patience, an eye for detail, and the ability to synthesize seemingly unrelated information into a coherent picture.

It is about as unglamorous as you can get in the Intelligence business — Intentions officers are known for being "pale and skinny, with goggle-eyes, nervous twitches and stooped shoulders from staring for an extended period into data screens" — but the service they perform is vital to the war effort.

Analysis

The largest office in Intentions, Analysis is responsible for sifting through the data provided by Cryptology, Interrogation, and the Operations department. They must determine what is true and what is false, compiling Intelligence reports for each of the sector Intelligence units, and preparing daily briefs for the Chief of Intelligence and the other Supreme Allied Commanders.

Analysis HQ is always chronically swamped with more information than it can handle. There are hundreds of statisticians, interpreters, correlators and retired field operatives in Analysis; though specially trained for rapid turnaround of data and heavily assisted by droids and computers, the officers cannot hope to keep up with the gigabits of information they are given to analyze.

For a while during its early days of operation, Analysis was literally paralyzed by too much data. With more information than it could digest, Analysis was incapable of interpreting or disseminating any of it, and High Command and the sectors were dangerously uninformed about Imperial operations. Analysis had the information, but its operatives simply could not sort through it fast enough.

To combat this, a special sub-unit of Analysis — named "Triage" —was set up to prejudge all data on its potential usefulness, ruthlessly filing or discarding anything which was not of obvious importance. Though useful information has no doubt been discarded or filed away through this process, the Intelligence chiefs reason that it is usually better to act quickly on partial data than it is to wait until everything is processed, by which time the data is probably out of date anyway.

In addition to its main headquarters, which is always with the Alliance Military High Command, Analysis maintains offices in each of the sector headquarters and a branch aboard the flagship of the Alliance Fleet. These offices perform the same function as the main headquarters, except that they concentrate exclusively upon data from sources in their areas of operation. This takes some of the load off of Analysis HQ and ensures a more rapid turnaround of time-sensitive local information.

Cryptology

This department attempts to decipher the myriad of codes the Empire employs to shield their communications. Thus far, their efforts have had limited success. Though they employ some of the most creative beings and are equipped with the very best computers and communication droids in the Alliance, Cryptology still has managed to break only 15 percent of the Empire's civil codes and under five percent of its military ciphers — and this after much heroic effort.

Cracking the scandocs — Imperial Intelligence's brilliant system for sending coded messages — remains Cryptology's primary assignment. Until recently, the scandocs had resisted every effort to break them. However, Cryptology has just acquired a scandoc decoding computer from a recent Alliance Armed Forces operation. It is hoped that the machine will give Cryptology important details upon how the system works and how to unravel it.

Equipment

This office is responsible for designing and building the esoteric equipment required for undercover Intelligence operations: bugs, scanners, miniaturized holo-cams, detection-resistant weaponry, untraceable poisons, shielded communicators, and the like. They are also responsible for analyzing and countering all Imperial Intelligence gadgets captured in the field.

Equipment has numerous laboratories scattered about on safe worlds across the galaxy. Each is equipped with the best scientists, technicians, engineers and equipment available. Though they have a surprisingly good safety record, the labs are invariably nicknamed "boom rooms." The Equipment officers themselves are also usually given nicknames —most of them unprintable.

The "boys in Equipment" have earned a high reputation for eccentricity and whimsy. They are famous for the pranks they pull on each other — and on anyone unfortunate enough to occupy an office nearby. Their humor is usually juvenile, at best. Most of their jokes involve the placement of a bugging device where it will record someone — usually a security officer — in the most embarrassing moment possible. The recording is then played back over the base's holochannel or comm unit for everyone to enjoy.

This behavior is tolerated only because no one has figured out a way to stop them. It also keeps the security officers on their toes: bases with Equipment labs in them tend to be much more thoroughly scanned for bugs than those without.

Interrogation

This department is in charge of questioning captured personnel. Interrogation maintains a fully-equipped laboratory with the Fleet and another with Alliance Headquarters; in addition, most sector bases have one or more trained Interrogation officers on staff. If an important prisoner is too difficult for a base interrogation officer to handle, he is sent up to HQ or Fleet for further interrogation.

Forbidden by Alliance law and by common decency from using the harsh methods of their Imperial counterparts, Alliance Interrogation officers are still extremely effective at getting at the truth. They employ a sophisticated array of scanners, psychologists, undercover operatives "planted" in holding cells, alien telepaths, truth drugs, and, admittedly, the threat of violence, to get even the most recalcitrant Imperial to talk.

The Alliance civil government often has Interrogation officers, disguised as aides, sit in on important diplomatic sessions. The officers are trained to interpret facial expression and body language, and are often able to discern if the foreigners are lying.

Operations

This is the largest department in Intelligence. It is responsible for all of Intelligence's field operations: spying, infiltration, blackmail, subversion, assassination, and any other operations which might bring agents into direct contact with the enemy. Field operations is the most dangerous posting in Intelligence; any time he takes the field, an agent has roughly a seven percent chance of being captured or killed.

On the surface, this may not sound particularly grim. A bookie would bet you 14 to one that an agent would survive any given mission—not bad odds for wartime, you might say. However, during his career in Operations, an agent can go on 20 missions before he retires from field duty. He has a 23 percent chance of surviving those 20 missions — four to one against.

Agents who survive 20 missions — "23ers," in Intelligence slang — are barred from further field duty and forced to take deskjobs in Operations or to transfer to another department. The Alliance would rather "chain a good operative to a desk" than lose them because they were getting careless.

Coordinate

The Coordinate office handles operations which are considered to be more important than systems operations or those which cannot be effectively controlled by a system case officer. These include the operations infiltrating Imperial Intelligence, COMPNOR, the Army and Navy, corporations, and other high-risk, high-priority targets.

Coordinate operations get the best the Alliance has to offer. The operatives are Alliance Intelligence trained and equipped, the operations are directly controlled by the best case officers, and coordinated from Operations HQ itself.

Coordinate will occasionally send operatives to planets which contain active networks, if the job is too large for the network or the network isn't trusted. To limit the chance of infection, the sector intelligence network will often not be informed of Coordinate's activities, or called upon solely for diversionary operations.

Passive Operations

The name "Passive Operations" is a ruse. In truth, this shadowy service branch provides Operations with firepower. This unit is staffed by ex-mercenaries, elite SpecForces soldiers and the best operatives from Systems and Coordinates. Operatives from Passive are assigned missions where combat is considered likely — kidnapping, assaults upon prisons to rescue important captured Rebels, attacks against heavily-guarded bases or power or communications stations, and the like.

Passive Operatives also perform the few assassinations called for by Supreme Allied Command. Mothma is diametrically opposed to assassination as a tool of state, but, in special circumstances, she will very reluctantly agree. Passive has made several attempts upon Darth Vader's life, with predictable results.

Systems Operations

Systems Operations are immobile Intelligence networks run by case officers stationed at systems headquarters. The operatives are almost always natives of the system or planet, recruited by the case officer or other in-place operatives. Unless the system is of critical importance to the Alliance, the operation receives little or no direct assistance from outside the system. Alliance Intelligence will provide a case officer to run the network; beyond that, the operation is usually on its own.

For these reasons, networks can vary wildly in terms of size, composition, quality of Intelligence, and extent of contamination. The case officer, usually a retired 23er, must be constantly on guard against Imperial infiltration, and ready to shut the entire operation down at the merest hint of contamination.

System operatives are never told the location of the sector base. All contact is made through "blinds" one-way information drops, memorywiped droids, or the like.

Counter-Intelligence

This department is strictly concerned with rooting-out and destroying Imperial infiltration of Alliance forces. Though nominally under the administrative control of the Chief of Intelligence, CI is given extremely wide latitude in its operations, and reports directly to the Commander-in-Chief, Mon Mothma, if it discovers high-level contamination in Intelligence.

CI's agents are everywhere. They are undercover in virtually all branches of the Alliance — the Military, Intelligence, the civil government and the sector commands. They are given the best equipment and manpower available, because, as Mon Mothma is fully aware, Imperial infiltration of the Alliance is the single largest threat to the Rebellion — including that posed by Darth Vader's Fleet.

CI itself is not immune from its own scrutiny, either. Given its virtual free run of all other parts of the Alliance, Imperial infiltration of CI would have devastating results. A large portion of CI's time and energy is spent policing itself.

Retrieval

If a Security operative (see below) suspects that someone is an Imperial plant, the case is turned over to Retrieval, the other branch of CI. Retrieval operatives "do a number" on the suspected plant — set up covert surveillance operations, interview his friends and family, bug his apartment, and, if necessary, arrest the person and subject him to rigorous interrogation.

If the suspect is proven innocent, he is freed with no blemish on his record — though possibly with an extremely large headache from the truth drugs and psychic interrogation.

If the suspect is found guilty, or his innocence cannot be proven beyond a shadow of a doubt, the suspect may be imprisoned on a safe world, "turned" to work as a double agent for the Alliance, or, if necessary, quietly killed.

Retrieval does not kill except when absolutely necessary. However, if an infiltrator has information which would be severely damaging to the Alliance — mindwipe and personality construction being illegal in the Alliance — Retrieval will not hesitate to terminate the infiltrator without question.

Security

This is the branch of CI which recruits agents and inserts them into the other sections of the Alliance. No one outside of Security— including Mon Mothma — knows for sure how many operatives Security has, orwhere they are planted. Mothma herself is not immune from Security's scrutiny. In fact, she suspects one of her senior aides of being a Security agent, though she of course does not let on that she suspects the aide. She's wrong: two of her aides are agents, and the woman she suspects is not one of them.

Cell Network

The cell network is at the core of the Alliance's Sector Intelligence operations. A cell network is structured so that information can be passed quickly from any operative up to sector command, while, at the same time, protecting sector command from discovery in the event of infiltration of the network.

Communication from cell to cell or from the cells to the leaders is often "one-way." This means that those on the upper end of a connection have full knowledge of those on the lower end. However, those on the lower end have only a drop point, transmission frequency or scrambled code with which to connect to their superiors. This way, an information leak can only travel down the network tree and not up it to the more important levels.

Case Officer

Each cell network has a case officer. This is the Alliance officer responsible for maintaining the network. A case officer's first priority is to ensure that his network is not "infected," that is, infiltrated by Imperial agents. His second and third priorities are to collect the intelligence his network gathers and to keep the system commander fully posted. His fourth priority is to keep Operations, back in Intelligence Command, fully supplied with the intelligence his network collects. Finally, his fifth priority is to use his network to cause as much grief as possible to the Empire's forces within the Sector.

If a problem develops in communication, or an operative is captured or killed, the case officer must reorganize the network to minimize the danger to the rest of the structure. Any single operative can expose and endanger at least three other operatives (the other two members of the operative's cell, and the operative's single connection to another cell).

If an operative is compromised, it is the case officer's job to stop the domino effect of operatives informing on each other, by reshuffling the cell structure, and/or disbanding cells as needed. If the network is contaminated beyond repair, the case officer must disband the entire operation and set up another with entirely new recruits.

The case officers for a given sector are usually based together in the sector headquarters, where they have easy access to the sector commander and the sector's communications with Alliance I-IQ.

Network Leader

The network leader is the highest-ranking native in the cell network. The network leader is responsible for day-to-day operations in the network, and also for making periodic reports to the case officer.

Unlike the case officer, the network leader lives on the planet containing the network, putting him at some risk of capture in the event that the network is compromised, but also giving him a much greater ability to respond quickly to developments.

The network leader usually has fairly efficient communication with his subordinates in the network, but, again, only difficult "blind" communication with his case officer in Sector I-IQ. Normally, the network leader will not know the location of Alliance sector headquarters nor will any of the other operatives in the network. This insulates SecHQ from contamination.

Area Coordinator

The area coordinator controls a smaller portion of the network. This operative receives overall strategic guidance from the network leader and is responsible for turning the leader's directives into tactical operations. The area coordinator will accompany network agents on operations, coordinating efforts between the various cells.

As he is involved in many of the network's operations, the area coordinator is at high risk of capture or discovery. If made to talk, the area coordinator can single-handedly destroy an entire section of a network and place the network leader at grave peril. Coordinators are trained to fight to the death to avoid capture. Many carry "lullabies" — suicide pills — in the event of disaster.

Cell Structure

The majority of the operatives within a network are the members of the cells. These people are under-cover, living as good citizens of the Empire by day, seeking to destroy it by night. The risks are extremely high. Many underground members have families. If discovered, their husbands, wives, children, relatives, neighbors, co-workers and friends are all at grave peril. On some planets, the Imperials will not hesitate to round up and execute entire communities because of the mere suspicion of Rebel activity.

Making matters even worse, the members of the underground are not aware of each others identities. They will know at most three people in the network: the other members of their cell, and possibly a member of the cell directly above or below them. This means that an operative may not be aware that his brother, sister, friend, or possibly husband or wife is also a member of the underground.

Imperial truth drugs and torture are virtually irresistible — as is their money and power, to some. That the cell networks have survived, let alone proven a very large thorn in the side of the Empire, is an important testament to the tenacity and courage of the people of the galaxy.

Intelligence Slang

Following are some of the more common slang terms used by Alliance Intelligence operatives:

Blind Jump: Setting up an Intelligence network on a new planet.

Busted Vacc Suit: Blown cover.

Busy: Stormtrooper.

Father: Alliance Intelligence.

High-Altitude: Undercover.

Jobber: Assassin.

Lullaby: Suicide pill.

Mother: Case officer.

Noxious; Smelly: Imperial security.

Orphan: To disband a network (thereby "orphaning" agents in the field).

Pacify: To kill.

Poison: Imperial Intelligence.

Toxic: Infiltrated by Imperial Intelligence agents.

23er: An agent who has made 20 field assignments and been retired; any very competent agent.

Vaccinate: To remove known Imperial agents.

Vacuum: Deep undercover

Alliance Intelligence

Commander-in-Chief → Minister of War → Chief of Staff → Chief of Intelligence → Intentions / Operations / Counter-Intelligence

Intentions: Equipment, Interrogation, Analysis, Cryptology
Operations: Coordinate, Passive Operations, Systems Operations
Counter-Intelligence: Retrieval, Security

Networking

Sector Command

Case Officers

(To Other Networks)   **(To Other Networks)**

Network Leader

Area Coordinators

Cell Networks

(From Area Coordinator)

Cell Network Structure

Cell Network Structure Key

◯ Upward Connected Agent

▢ Downward Connected Agent

▬ Direct Connection

➤ One-Way Connection

➤ Blind Connection

(To lower cells)   **(To lower cells)**   **(To lower cells)**

Authority Legal Codes (Corporate Sector Authority)

Brief: Infractions by Class Type (A-D)
Source: *Han Solo And The Corporate Sector Sourcebook* P46
Description:

Class A Infractions

- Industrial sabotage against the Corporate Sector Authority
- Embezzlement of sums exceeding 10,000 credits
- Willful destruction of Authority property
- Terrorism against the Authority
- Piracy of proprietary Authority materials and information
- Violation of Authority ship weapons Codes

Consequences: Arrest, permanent exile from the Corporate Sector, possible life assignment to a labor colony, revocation and forfeiture of all credit. Possible execution.

Class B Infractions

- Embezzlement of sums not exceeding 10,000 credits
- Conspiracy against the Authority
- Credit fraud
- Misuse of Corporate Sector registered copyrights or registered symbols
- Transportation of illegal weapons within the Corporate Sector
- Promoting unionization

Consequences: Arrest, possible 5-20 years assignment to a labor colony, fine equivalent to 1-3 years' salary.

Class C Infractions

- Vandalism of Authority property
- Ownership or possession of illegal weapons.
- Consistent dereliction of duty (lateness for workshifts, mishandling equipment)
- Slander or libel towards Authority programs, personnel or products

Consequences: Fine equivalent to 1-6 months salary, demotion, possible three months to five years assignment to a labor colony.

Class D Infractions

- Actions contributing to disorderly behavior during a workshift
- Lateness for shift duties
- Unsafe or unapproved work behavior
- Disrespectful behavior towards the Authority, its programs, personnel or products

Consequences: Fine equivalent to 1-3 months salary, demotion, possible one month to one year assignment to a labor colony.

_____

The Bloodstripe

Brief: Information about the Corellian Bloodstripe
Source: *Han Solo And The Corporate Sector Sourcebook* P16
Description:

Corellians have always had reputation of doing things just a little bit differently. Some say they invented hyperdrive just because they were tired of going sublight like everyone else. I'd take that with a pinch of mytag crystal, but you get the point.

That individuality even includes honoring their heroes. It comes from their idea of courage. They don't see it as jumping through hoops with blaster rifles firing at you. They see it as moral conviction.

You see, anybody can run over a trench to take out an enemy position. That, to them, is instinct. It's not anything you can think about — you never get the time.

The way Corellians see it, it takes more real courage to do something you can contemplate. Especially if it's unpleasant to you personally. Now nobody, or at least very few people, likes seeing strangers come to grief, so it's not a big trade-off to help them out. But, if you're standing up for what you believe in and you know its gonna hurt, then that's a hero.

While other worlds bestow medals or ribbons to award courage, the Corellians, always a practical people, prefer a no nonsense approach over shiny bits of ceramic or cloth. Sure, they've got good citizenship prizes, but the important one, the real thing, is a special mark so others will always know they can depend on the person.

What they do is award something they call the Bloodstripe. It's a three-centimeter wide broken stripe of piping sewn on a seam on the trousers.

They have two classes of it. The Second Class is a broken gold stripe. First Class is a broken red stripe. It's pretty difficult to get the Second Class to begin with, and the First Class is usually posthumous.

As I said, it isn't for flashy things, so you can't automatically assume that anyone wearing it is a galactic hero or something. Of course, warfare is just about the hardest thing you can do, so 999 out of every 1,000 are for courage under fire.

You wear it as much as you choose, as often as you like, but it's a commitment. It says, "I stand for something, a code, a belief system, something. And I honor my debts."

Many people take a Corellian Bloodstripe to indicate a high and mighty attitude, like a Jedi Knight or someone from Freedom's Sons. That's wrong. Someone with a Bloodstripe is still human, still makes mistakes, and that Bloodstripe doesn't automatically make him your friend. You don't walk up to a complete stranger with the 'Stripe and suddenly think he or she owes you anything more than the time of day. But it does say they have proven themselves before and can do so again.

Let me tell you about a friend of mine. We go back a long way, Han Solo and I. Now he's a fine example to look at. You remember him back on Dellalt in the Tion?

Corellians like their privacy as well, and he told me how he got the First Class on condition it not become public knowledge, and I respect that. If you want to know it, you ask him yourself, but I will let on about this: the Second one had to do with a Wookiee.

Han Solo hasn't chosen to wear the First class in a while. After all, a high profile in his line of work can be deadly, and in the right quarters, a Bloodstripe is about as high profile as it gets. I once heard he almost made the Final Jump after some bounty identified him by it.

Now that he's some famous Rebel, some act surprised he came from such a "lowly" background. Me, I always knew he'd go far.

_____

The Waivers List

Brief: Description Only/No Stats
Source: *Han Solo And The Corporate Sector Sourcebook* P96
Description:

The Corporate Sector Authority's smuggling and piracy control policy is based more on prevention than confrontation. All space transports and freighters are bound to a very detailed code of specific regulations, collectively known as the Authority Starship Code Safety Registry, or ASCSRs (known among spacers as "askers"). ASCSRs regulate every aspect of starship systems and operation, including offensive weaponry, defensive systems (including shields and hull plating specifications), sensor and counter-sensor suites, escape mechanisms, radiation shielding, landing gear, power plants, communications systems, acceleration and speed specifications, cargo space allocations and almost anything else which can be found on a starship. Due to these regulations, the Espos can be sure they always have the upper hand in combat.

All ships operating in Authority space are listed on the Authority Ship Registry. The Registry is a comprehensive database of all space vessels legally operating in the Sector, including trade ships, Corporate Sector transports, private freighters, Espo military ships and the occasional envoy from the Empire. All owners wishing to have their ships legally registered with the Authority must submit their vessels to a thorough examination and the ship will not be approved until it meets the ASCSRs.

The Authority will, however, acknowledge that certain ships do need a certain amount of modification. Ships that handle especially valuable cargoes are allowed to install more powerful weaponry, for example. Thus, the Authority has the Waivers List, which lists all ships and the ASCSRs exclusions they have been granted.

Whenever a ship docks or is encountered by Authority patrol ships within Corporate Sector space, its transponder code is cross-referenced with the Registry. Ships not on the Registry or which are found to be in violation of the ASCSRs are immediately detained, forcibly if necessary. Naturally, the Authority has been known to change these regulations with no warning. Ships not meeting ASCSRs regulations may be impounded or grounded until the owner alters the ship to conform to those standards. In some cases, the Authority confiscates the vessel, with no recourse for the ship's former owner.

As one might suspect, an Authority Waiver is a most cherished document. Of course, the Authority is stingy with Waivers and often assignment is based more on connections within the Authority's corporate structure than actual demonstrable need for a Waiver. Those who have performed favors in the past (or paid the appropriately enormous bribes) get on the List while many reputable shippers don't. The Waivers List is one of the most secure information stores in the Authority, which makes every attempt to protect it from intrusion by slicers or droids.

_____

Force Rules

A Slow Progression Into Darkness

Brief: Optional Rules for character traits when falling into the Dark Side
Source: *Tales of the Jedi Companion* P144
Description:

A character receives a negative personality trait each time he gains a DarkSide Point (up to six, at which point he falls completely to the dark side). Each time a player character earns a Dark Side Point, either choose or randomly select (by rolling 4D) a negative trait from the following list.

Dice Roll	Trait
4	Arrogant
5	Compulsive
6	Contempt for non-Jedi
7	Deceitful
8	Depressed
9	Disagreeable
10	Disenchanted with the Jedi Way
11	Disloyal
12-13	Egotistical
14	Hateful
15	Hopeless
16	Impatient
17	Miserly
18	Obsessive
19	Paranoia
20	Phobia
21	Power-hungry
22	Quick to anger
23	Selfish
24	Suspicious

_____

Dathomir Magic

Brief: Optional Rules for learning and using Dathomir Magic
Source: *Cracken's Threat Dossier* P16-25
Description:

Though very similar in most respects, there are subtle differences between the way the Jedi use their powers and the Witches of Dathomir cast spells. Not the least of which is that, while the Jedi access their powers predominantly through meditation, the Witches of Dathomir sing and chant to focus concentration on harnessing this mysterious, quasi-mystical energy field.

The Two Schools of Dathomir Magic

Since shortly after the time of Allya, the Witches of Dathomir have referred to their spells simply as "magic." However, this changed once Gethzerion formed the Nightsisters. Gethzerion began to refer to the Nightsisters's power as "Shadow Magic," a term fitting to the ominous way the misshapen Witches channeled their sorcery. The term quickly spread to the other clans. Wanting to be as far-removed from the evil Nightsisters as possible, most clans began calling their power "Allyan Magic," for they believed that the Nightsisters had corrupted the beauty of the original magic cast by the fallen Jedi, Allya.

These designations have been invented recently by the Witches themselves. Though each group uses different approaches to their castings, the actual power is the same.

Though some Dathomir spells are inherently evil, none of the spells cast by the Witches have the ill effect of automatically gaining the caster a Dark Side Point. If a Witch casts a "gray area" spell in the defense of herself or others, or in some other appropriate heroic manner, no Dark Side Point is given. Likewise, a Nightsister may be able to twist an inherently heroic spell in such a way as to require the assignment of a Dark Side Point. Gamemasters are required to rely on their judgment alone when dealing with "questionable" spell use.

Mentors and Initiates: Learning Dathomir Magic

The most glaring difference between the ways of the Jedi and the teachings of the Witch clans is the way in which each is learned and executed. While the Jedi posses the control, sense and alter Force skills before they are able to use Force powers, the Dathomir Witches have a separate die code for each spell they acquire, as with any other skill in the roleplaying game. Not all women on Dathomir are able to learn these spells, as a Jedi must be Force-sensitive to use Force powers, a character wishing to use Dathomir Magic must be Force sensitive. However, due to the generations of specific breeding on Dathomir, more than half of the female population is, in fact, Force-sensitive.

Many men on Dathomir are also Force sensitive, though none of them are allowed to learn spells as their masters and wives do.

Not unlike the Jedi, Dathomir Witches must have a Mentor—someone to teach the Witch to use their spells. Mentors of the Dathomir way can be any Witch that has the knowledge of a specific spell. Unlike the Jedi, a Dathomir Mentor has no dice restriction when it comes to teaching a spell to an Initiate. Many times an Initiate has been called upon to teach a fellow Initiate a spell. The only requirement is that it is impossible to teach a spell that one does not already know.

Mentors are usually willing to teach an Initiate one spell at a time though up to five spells may be taught to advanced students at one time. If the Initiate wishes to learn more than one spell at a time, and her Mentor agrees to teach them, the Initiate must make a Perception roll based on the following difficulties,

Note: Character Points and Force Points may not be spent to affect this roll.

Number of Spells	Difficulty
1 Spell	No Difficulty
2 Spells	Moderate
3 Spells	Difficult
4 Spells	Very Difficult
5 Spells	Heroic

Failure of this roll indicates that the Initiate may only learn one spell at a time from her Mentor. If the Initiate has a different Mentor in the future, the roll may be attempted again.

The time it takes for a Mentor to teach an Initiate a spell is called "The Time of Learning." For each spell a character wants to learn, 10 weeks must be spent in uninterrupted training. Player characters must spend 20 Character Points to gain 1D in an individual spell. These numbers are cumulative; if the Player Character is attempting to learn three spells at once, she must spend 30 weeks in training. as well as 60 Character Points. Each Character Point spent above the required 20 decreases training time by one day, though the minimum time requirement is one week.

During "Time of Learning," the Initiate must have total and undivided concentration. If the student should stray from her lessons for any reason, the attempt to learn the spell is futile. She must spend another 20 Character Points to begin learning again. The Initiate must also begin training anew, taking the full 10 weeks from the beginning.

After an Initiate learns a spell (possesses 1D in the spell), no further education about that specific spell is needed. When the Initiate wishes to become more proficient with the spell, she may advance it like any other normal skill by spending Character Points.

To increase the die code of a spell. A number of Character Points equal to the number before the "D" of that spell must be spent. Also, a day of deep meditation and concentration must be spent focusing on the spell for each pip the spell is improved. While an Initiate may increase the die code of a spell by more than one pip at a time, it is not possible to advance a spell by more than 1D at a time. At least a week's time must be spent in between these meditation session.

Faster, Easier, More Seductive

While completely against any version of the Book of Law among the Witch Clans, Gethzerion has discovered a way to speed up the learning curve. However, like the Jedi Way, quick and easy power comes with its own inherent dangers. Though primarily only Nightsisters will elect to teach a student in this fashion, some of the Witches abiding by the Allyan school of magic will be Willing to allow an initiate to learn a spell this way in the case of an extreme emergency.

Player Characters wishing to learn a spell quickly may elect to learn a spell in one hour. The decision to train this quickly is final, and may not be reversed by any means. The first five times the Initiate attempts to cast a spell learned in an hour is referred to as the "Trial of Fire." The player must announce prior to spending the Character Points that the character is entering a Trial of Fire. The player must spend 20 Character Points for the character to learn the spell. just as with the normal Time of Learning. The use of the new spell, however, is extremely dangerous. Possibly even deadly if the Initiate is not fortunate.

During the Trial of Fire, the Initiate must roll exact numbers on the Wild Die. The first time the spell is cast. the Initiate must roll a six, the second time a five or a six, and so on. After the fifth casting (requiring a roll of 2-6), the Initiate can cast the spell without fear of failure except for the standard complications that usually arise out of rolling a one on

the Wild Die. Failing any of the first five rolls not only indicates that the spell has failed, but has also backfired in some manner up to the gamemaster's discretion. It is highly suggested that gamemasters be very strict when it comes to handing out Dark Side Points to Witches during the Trial of Fire.

Power Used For	Wild Die Roll
First Time	6
Second Time	5-6
Third Time	4-6
Forth Time	3-6
Fifth Time	2-6

Relationship and Proximity

Like the Force powers that are used by the Jedi, Dathomir Magic is often influenced by the effects of the relationship of the caster and the target, as well as their proximity to one another. Use the following modifiers table when determining difficulty numbers for spells that rely on these influences.

Relationship

Caster and target are:	Add to difficulty:
Close relatives (marries, siblings. parent and child and so on)	—
Close friends	+2
Friends	+5
Acquaintances	+7
Slight Acquaintances	+10
Met once	+12
Never met, but know each other by reputation	+15
Complete strangers	+20
Complete strangers and not of the same species	+30

Proximity

Caster and target are:	Add to difficulty:
Touching	—
In line of sight, but not touching	+2
Not in line of sight, but 1-100 meters away	+5
101 meters to 10 km away	+7
11 to 1,000 km away	+10
Same planet but more than 1,000 km away	+15
Same star system but not on same planet	+20
Not in the same star system	+30

Long Term Effect Spells

Some spells used by the Dathomir Witches can be kept "active" (which is similar to a Jedi ability that can be kept "up"). The effects of active spells do not end after one round. If the spell can be kept active, the description of the spell will state this, otherwise the spell is over in one round (or more, depending on the spell's description).

If a player wishes to keep a power active, she must announce this intention at the beginning of the round in which the spell is cast. if the spell is successfully cast, the spell will continue to remain in effect until either the player decides to end the spell or the player's character suffers any Damage (stunned or worse).

A character who is keeping a spell active is performing multiple actions and is subject to the multiple actions penalty.

Required Spells

Many Dathomir spells require the Witch to know other spells in order to successfully cast them. Unlike the Jedi way of knowing the Force, Dathomir spells also require that the Witch know the spell at a certain level.

Optional Rule: Eliminating Required Spells

Many Dathomir spells require the caster to know one or more spells before learning a new spell. The following rule helps restrict the use of potentially game-unbalancing abilities, but it also requires additional fact-checking and record keeping.

This option revolves around the use of a learning difficulty. To learn any Dathomir spell, the initiate must

make a successful willpower roll against the spell's learning difficulty. Failure mean that the character must wait at least one month before making another attempt to comprehend the spell in question (or, at the gamemaster's discretion, the character may never learn the spell). The character also loses the Character Points needed to learn the spell no matter whether she succeeds or fails in her learning attempt.

As a general rule, spells which do not have prerequisites have a learning difficulty of five. Each prerequisite the spell has adds five to the total learning difficulty. For example, Life Detection has no prerequisites, thus the learning difficulty is five. The Spell of Discovery, with one prerequisite, has a learning difficulty of 10.

Likewise, gamemasters may find that the character is learning spells at such a rate she is in fact disrupting the game's balance. It is possible to increase the learning difficulty even more. For each die or a required spell that is necessary to use a Dathomir spell, increase the difficulty by +1. For example the Spell of Discovery requires the Initiate to know Life Detection at 3D. The base learning difficulty for the Spell of Discovery is five, modified by the prerequisite Life Detection makes the learning difficulty 10. The prerequisite of knowing Life Detection at 3D adds +3 to the learning difficulty for a final learning difficulty of 13.

Dathomir Spells

The following is a list of some of the spells listed in the various Books of Law. Most of these spells work in the same way that their Jedi equivalents do. In addition, most Witches can learn Dathomir "versions" of standard Jedi abilities; simply apply the learning difficulties to existing Force Powers if a Dathomir Witch is attempting to learn the new power.

Absorb/Dissipate Energy

This spell may be kept active as long as the source of energy is constant. It may not be kept active when deflecting energy attacks.

Difficulty: Very Easy (sunburn), Easy (intense sun), Moderate (solar wind), Difficult (radiation storm). Witches may use this spell to deflect energy attacks such as blaster bolts and the Spell of Lightning. The base difficulty for such a casting is Moderate, modified by the attack's damage roll.

Effect: This spell allows the caster to absorb and dissipate energy, including light, heat, radiation, and even blaster bolts. A successful casting means that the energy is dissipated. If the caster fails the roll, she takes full damage from the energy.

The character must cast the spell in the same round to absorb the blaster bolt or other attack; the character must be able to cast the spell before the attack lands. She can't use the power after the attack has hit.

Spell of Comfort

This spell may be kept active. If the character is injured again, the caster must cast the Spell of Comfort again, with the difficulty being the new level of injury.

Difficulty: Very Easy for wounded or stunned characters, Easy for incapacitated characters, Difficult for mortally wounded characters. The difficulty for casting the Spell of Comfort on another being is one level higher than that of the Witch herself. Modified by relationship.

Effect: A wounded Witch who casts the Spell of Comfort can act as if she has not injured at all, starting with the round after the spell was cast. The wound is not healed, the caster is simply using Dathomir magic to ignore the pain and feel more comfortable.

Because the ,character remains injured, she can continue to get worse if she is injured again. Every time the character takes damage, she must roll the Spell of Comfort again, using the new wound status as the difficulty.

This spell may also be used to take away the pain of another. it is necessary for the Witch to be in physical contact with the being she is trying to comfort.

Spell of Power

Difficulty: Moderate

Effect: A Witch casts the Spell of Power to increase a single attribute for a limited amount of time An increased attribute can help the Witch to jump higher, see better, run faster, and even take more damage. All skills governed by the enhanced attribute increase by the same amount for as long as the spell lasts.

An attribute increased in this fashion remains in effect according to the chart below. A Witch may only increase one attribute at a time.

Casting Roll > Difficulty By	Attribute Increase	Duration
0-13	+1D	3 Rounds
14-25	+2D	2 Rounds
26+	+3D	1 Round

Force of Will
This spell may be kept active

Difficulty: Easy

Effect: By casting Force of Will, the character uses her own willpower skill to fight the effects of hostile Spells or Force powers. If faced with a telekinetic or mind-based spell, the Witch's willpower skill roll may be added to her Perception code. The Perception roll plus the willpower total is referred to as the "protection number." If the attack roll is less than the targets Perception roll, the character suffers no ill effects. If the attack roll is greater than the protection number, the Witch suffers the full effects of the attack. If the attack roll is greater than the Perception roll but less than the protection number, the Witch suffers no effect, but her willpower is considered battered" Subtract 1D from the character;s willpower skill. The caster may continue to defend herself in this fashion, protection number is only her Perception coupled with the decreased will-power skill. If the Witch's willpower ever reaches 0D, the spell is automatically dropped.

It takes one full day to recover 1D of damage from "battering of the will.

Note: Force of Will does not protect from the Spell of Lightning, Tempest or objects hurled by Telekinesis, as these are actual physical manifestations, For more information on Force of Will, see page 45 of the Tales of the Jedi Companion.

Spell of Creature Understanding
This spell may be kept active.

Difficulty: Easy if the beast is domesticated/friendly (such as a bantha); Moderateto Difficult is the animal is wild, but non-predatory; Very Difficult to Heroic if the animal is predatory by nature.

Required Spells: Telepathy 5D

Effect: The Spell of Understanding allows a Witch to understand a beast—language as well as speak it. As creatures seldom have "true" languages, the Witch is actually imparting and reading emotional differences within grunts and growls.

Note: The spell may be kept active if the Witch needs to continue communicating with the creature. For beasts that can be ridden, subtract -2D from their Orneriness code while the spell is in effect.

Spell of Awareness
This spell may be kept active

Difficulty: Moderate

Required Spells: Spell of Discovery 4D

Effect: The Spell of Awareness allows a Witch to extend her senses like a protective sensor, creating an early warning system for as long as the spell remains in effect.
When this spell is cast, the Witch detects any attacks the round before they are made. This gives the Witch a round to decide how to react.

In game terms, any character planning to attack a character who is casting the Spell of Awareness in the next round must declare her action the round before. Attacking other Witches or characters with Force skills may increase the difficulty of this casting.

Spell of Discovery
This spell may be kept active.

Difficulty: Very Easy if the subject is Force sensitive; Moderate if not. Modified by relationship.

Required Spells: Life Detection 3D

Effect: The Spell of Discovery allows a Witch to detect sentient beings who might otherwise remain hidden from their normal senses. When the spell is cast, the Witch knows the location of all sentients within 10 meters—if the spell is kept active, the Witch may know whenever a sentient approaches within 10 meters of them or vice versa.

When a Witch approaches or is approached by sentient creatures, make a Spell of Discovery roll for the Witch and each being makes an opposed Perception or Control roll (in the case of a Jedi) to avoid detection. Both rolls are "free" actions and don't count as a spell use. If the Witch ties or rolls higher, she senses the beings in question.

If the Witch beats the targets roll by 10 or more points, the Witch is aware if this being knows the way of Dathomir magic or has Force skills (yes or no) or if they have met the person before (yes or no), and if yes, what their identity is.

Seeking Spell
This spell may be kept active.

Difficulty: Very Easy. Modified by proximity and relationship.

Required Spells: The Spell of Discovery 5D

Effect: The caster can sense the presence and identity of a specific individual for whom she searches. The caster can sense how badly wounded, diseased or otherwise physically disturbed the target is.

A target may use his Perception (or control, in the case of a Jedi) to hide his identity from the Witch casting the Seeking Spell. The character's Perception (or control) is added to the caster's difficulty.

Spell of Open Mind
This spell' may be kept active if the target is willing, and the proximity does not alter.

Difficulty: Very Easy for friendly, non-resisting targets. If target resists, he makes a Perception (or in the case of Jedi, control) roll to determine the spell's difficulty. Modified by both proximity and relationship.

Required Spells: The Seeking Spell 3D.

Effect: If the Witch successfully rolls the Spell of Open Mind, she can read the surface thoughts and emotions of the target sentient character. The Witch understands what the target is thinking, but can not probe for deeper information. When a character wishes to use this power on another player character, the garnemaster asks the target player if he minds having this spell cast on his character; if the target is a gamemaster character, the gamemaster must determine if the target is friendly or resistant to the spells use.

If the spell's roll is double the difficulty, the Witch may search though any memories the target has up to 24 hours old. The Witch may not sift through memories in the same round as the contact was made, memory searching takes an entire round.

A Witch can read the mind of more than one character at a time, but each additional character counts as a separate spell usage, with separate rolls and the multiple skill use penalty.

The Spell of Interpretation
This spell may be kept active.

Difficulty: Moderate for organic sentients, Difficult for droids. If the target is being purposely cryptic, add +5 to the difficulty. +20 if it is a written language.

Required Spells: The Spell of Open Mind 4D, Spell of Thought-Touch 2D.

Effect: This spell allows the Witch to translate a language and speak it in kind. In order for the spell to function, the character must first hear the target speak or see the words in written form (such as an ancient text or document). This spell, though similar to telepathy, has many advantages. First, it takes only one application of the spell to understand the language. As long as they all speak the same language and the spell is kept active, the Witch does not need to roll the spell again for each individual. Also. because they speak using binary forms of communication, droids may be understood using this spell.

Note: The Witch does not actually know the language in question. lithe spell is ended, the Witch will no longer be able to translate the language.

Spell of Thought Touch

Difficulty: Very Easy if the target is friendly and doesn't resist. Increase difficulty by +5 to +10 if the Witch cannot verbalize the thoughts she is transmitting (she is gagged, doesn't want to make a sound, and so on). If the target resists, roll the target's Perception (or control in the case of a Jedi) to determine the difficulty. Modified by proximity and relationship.

Required Spells: Spell of Open Mind 3D.

Effect: If the Witch successfully projects her thoughts, the target hears her thoughts and feels her emotions. The target understands that the thoughts and feelings he is experiencing are not his own and that they belong to the caster of the spell. If the Witch doesn't "verbally" identify herself, the target doesn't know who is projecting thoughts to him. This spell can only be used to communicate with other minds, not control them.

Spell of Assistance

Difficulty: Very Easy. Modified by relationship.

Required Spells: The Spell of Comfort 4D.

Effect: If the Witch successfully casts the spell, the target character may make two natural healing rolls for the current clay regardless of injury level. The target also gains a +2 modifier for both of these rolls.

Spell of Lightning
Difficulty: Difficult, modified by proximity. Limited to line of sight. If used as an attack, the difficulty is the targets Dexterity or dodge roll, unless the Difficult rating is higher.

Effect: Successful casting of this spell causes bolts of energy to spring from the caster's fingertips. Usually this power is used by the Nightsisters as an attack, however, there are practitioners of Allyan magic who know and use this spell for other uses, like lighting a campfire and so on.

When used as a weapon, lightning courses over the target, inflicting great amounts of pain and damage, eventually killing him. Lightning causes damage equal to half of the spell's dice, rounded down (if the caster has Lightning 5D, the damage would be 2D). Only grounded armor may offer protection from the Lightning spell.

Battle Meditation
This spell may be kept active.

Difficulty: Varies based on the number of target individuals as well as the number of casters.

Number of Targets	Difficulty
1-2	Very Easy
3-20	Easy
21-100	Moderate
101-1,000	Difficult
1001-10,000	Very Difficult
10,000 +	Heroic

For every ten casters simultaneously casting the spell, subtract -10 from the difficulty.

Effect: Battle meditation has two possible effects. The Witch can force her enemies to abandon their assault and turn on each other, or she can alter the tide of the battle, strengthening her allies and at the same time weakening her enemies. Before casting the spell, the Witch (or Witches) must state which effect she wishes to use.

The targets of this power must have initiated combat for the effects to take hold. In game terms, a Witch may only use this spell effectively on or after the first round of combat, not before. Enemies are defined as those who seek to oppose the Witch's immediate goal (rescuing a prisoner, defeating a group of Nightsisters, etc.); allies are defined as those who seek to uphold and forward the Witch's goal.

When attempting to turn attackers against each other, the Witch's spell roll becomes the difficulty the targets must beat to avoid the effect. Otherwise they immediately see their allies as the "true" enemy and attack.

The Witch must maintain the effect each round for the combatants to continue fighting. Once the spell is dropped, its effects wear off instantly.

On a successful roll to change the balance of the battle in the Witch's allies' favor (the spell's second function), the Witch's enemies lose 1D for every 4D she has in the spell in a attribute determined by the Witch (Strenglh, Dexterity, and so on) to a minimum of 1D, while her allies receive a bonus of the same value to an attribute of her choosing.

Projected Fighting
Difficulty: Difficult, modified by proximity.

Required Spells: Telekinesis 4D

Effect: Projected fighting allows a Witch to strike at an opponent and inflict damage without physically touching the target.

After successfully casting the spell, the Witch must make an Easy brawling skill roll. If attacking a Force sensitive character, the target may use the brawling puny skill to avoid the attack. Otherwise, the target cannot dodge the Witch's blows. If the brawling roll is successful, the Witch rolls her full Strength versus the targets Strength. The Witch may target a specific portion of the body but must subtract an additional 1D from her brawling skill (see Star Wars, Revised and Expanded pg. 96). Be sure to add any armor bonuses that the target may have. If the Witch so chooses, she can make the damage done by her spell stun only.

Tempest
This spell may be kept active.

Difficulty: Very Easy for a light wind; Easy for a light rain/snow; Moderate for a heavy rain/snow; Difficult for a thunderstorm/blizzard; Very Difficult for a hurricane/tornado

Required Spells: 'Telekinesis 5D, Weather prediction 3D.

Effect: The spellcaster who successfully uses, the tempest, manipulate the elements in the atmosphere, the extent of control the caster holds over the weather is entirely dependent on the caster's mastery of the spell,

Many Initiates are able to summon breezes of varying temperatures, while true masters of the spell have been able to wreak havoc with typhoons.

Telekinesis

This spell may be kept active.

Difficulty: Very Easy for objects weighing one kilogram or less; Easy for objects weighing one to ten kilograms; Moderate for objects weighing 11 to 100 kilograms; Difficult objects weighing 101 kilograms to one metric ton; Very Difficult for 1,001 kilograms to ten metric tons; Heroic for objects weighing 10,001 kilograms to 100 metric tons.

Object may be moved at 10 meters per round. The target object must be in line of sight with the Witch.

Increase the difficulty if the object isn't moving in a steady, straight line:

+1 to +5	for gentle turns
+6 to +10	for easy maneuvers
+11 to +25	or higher for complex maneuvers, such as levitating a weapon for attack.

Modified by proximity.

Effect: This spell, when cast, allows a Witch to levitate and move objects with the power of Dathomir magic alone. If cast successfully, the object moves as the Witch commands.

A Witch can levitate several objects simultaneously, in most cases each additional object requires the Witch to make a new spell roll. However, if a Witch is attempting to levitate a small group of materials (a bunch of pebbles, for instance), the gamemaster may judge this as a single action, though the difficulty should be higher.

This spell may be used to levitate oneself or others. It can also be used as a primitive propulsion system in emergencies.

When used to levitate someone against their will, the target may resist using their Perception (or in the case of a Jedi, control) roll to the difficulty number.

Levitated objects can be used to attack other characters. Such attacks do 1D of damage if under a kilogram, 2D if one to ten kilograms, 4D if 11 to 100 kilograms, 3D Speeder scale damage if 101 kilograms to one metric ton, 3D Starfighter scale damage if one to ten tons and 5D Starfighter scale damage if 11 to 100 metric tons.

Such attacks require a separate telekinesis roll to hit a target. The target may attempt to dodge. If the target character doesn't dodge the attack, the difficulty is easy.

Environmental Attunement

This spell may be kept active.

Difficulty: Easy if the Witch has lived in the area for more than a year; Moderate if the Witch has lived in the area between six and 12 months; Difficult if the Witch has lived in the area between one and six months; Very Difficult if the Witch has lived in the area for less than one month. Modified for proximity and local meteorological conditions.

Effect: This power allows the Witch to attune herself to the workings of local weather patterns. By sensing the movements of clouds, winds, tides, and solar bodies, she can discern patterns in the weather, and so make limited predictions regarding the behavior of atmospheric phenomenon.

The spell does not lend itself to quick predictions, however. It takes weeks for a Witch to acclimate herself to local weather patterns and become familiar with unique features of the local topography that she can obtain accurate readings.

The prediction is effective for tour hours. The difficulty increases if the Witch wishes to make more extended forecasts.

Concentration

Difficulty: Easy if the Witch is relaxed and at peace; Difficult if the Witch is filled with aggression, fear, or other negative emotions; Very Difficult if the Witch is acting on those negative emotions.

Effect: In order to successfully cast this spell, the individual Witch concentrates on one specific task at hand. If the spell roll is successful, the Witch may add +4D to any one action in that round. The Witch may do nothing more than use the concentration spell and one other skill for a single action.

The Witch receives no bonus if anything else is done in that round, including duplicate uses of the same skill or dodges or parries.

This spell may be used in conjunction with Force Points and Character Points. This spell is only in effect for one round and may not be kept active.

Spell of Protection
This spell may be kept active.

   Difficulty: Moderate

   Required Spells: Absorb/Dissipate Energy 3D, Concentration 2D, Telekinesis 3D.

   Effect: This spell allows the Witch to surround her body with a magical shield. The shield can be used to repel energy and physical matter away from the Witch's body, down to the molecular level.

   The shield acts as STR+1D armor to all energy and physical attacks made against the Witch, including non-directional attacks such as gas clouds and grenade blasts. The shield is not particularly strong, but can sometimes be just enough to protect the Witch from serious injury.

Spell of Structure
This spell may be kept active.

   Difficulty: Easy for structures up to 0.5 meters tall; Moderate for structures 0.6 to 1.0 meters tall; Difficult for structures 1.1 meters to 2.0 meters tall; Very Difficult for structures 2.1 to 3.0 meters tall; Heroic for structures 3.1 to 4.0 meters tall. Add +10 for every meter over 4.

   Required Spells: Telekinesis 5D, Concentration 5D.

   Effect: When a Witch successfully casts this spell, she is able to mold and shape the ground to her own design. This spell can produce miniature buildings, complete with moving people, and so on. Other uses include erecting a wall of earth to protect the Witch from attack.

   Gamemasters be wary of the possible uses (and abuses) of this spell. The Witch should take into account the possible damage to the ecosystem that her spell may cause.

Spell of Mimicry
This spell may be kept active.

   Difficulty: Easy for altering the appearance of a simple feature; Moderate for altering the appearance of the face; Difficult for altering the appearance of the face and body; Very Difficult for altering the appearance of the face, body and clothing.

   Effect: When the Spell of Mimicry is cast, the Witch may change her appearance to anything she desires. This spell may be used to duplicate another character provided the Witch has seen the character in person. The spell may be kept active provided the Witch is not harmed or otherwise distracted.

_____

Dramatic Force Use
Brief: Optional Allowing the use of a power without its knowledge
Source: *Tales of the Jedi Companion* P142
Description:

   Many characters in the Star Wars movies, novels, and comics have invoked Force powers seemingly beyond their reach. These individuals possessed great natural ability in the Force. During times of immense stress, when the lives of others hang in the balance, they were able to call on the Force, allowing it to flow through them to produce a certain effect not necessarily under their control.

   As an optional rule, you may allow a character to use a Force power he does not know at a cost of 10 Character Points and one Force Point. The character must have witnessed use of that power beforehand and must be in the midst of a dramatic situation, usually the culmination of a series of adventures. Even if the effect fails (since the character must still make the normal Force skill rolls), the Character Points and Force Points are lost. If the Jedi uses the power for selfish reasons, he automatically receives two Dark Side Points.

_____

Eliminating Required Powers
Brief: Optional Rule for Force powers
Source: *Tales of the Jedi Companion* P141
Description:

   Many Force power require one or more prerequisites. This rule helps restrict the use of potentially game-imbalancing abilities, but it also requires additional fact-checking and record-keeping.

   One option to replace this rule revolves around a learning difficulty. To learn any Force power, a character must succeed in a *willpower roll* against the power's learning difficulty. Failure means that the character must wait at least one month before making another attempt to acquire the power (or that he may never learn the power thereafter, at the gamemaster's discretion). The character also loses the Character Points needed to obtain the power (or does not receive a

new power if it was to be awarded "free" for improving or learning a skill) no matter whether he succeeds or fails in his learning attempt.

As a general rule, Force powers without prerequisites have a learning difficulty of five. Increase that value by five for each prerequisite power. For example, *absorb/dissipate energy,* which has no prerequisites, has a learning difficulty of five. *Combat sense,* which has two prerequisite powers *(danger sense* and *life detection)* has a learning difficulty of 15.

_____

Lightsaber Construction
Brief: How to construct a lightsaber
Source: *Tales of the Jedi Companion* P142
Description:

Jedi apprentices spend a great deal of time and effort constructing lightsabers, an elegant weapon of ancient technologies. The blade helps the Jedi focus, attuning him to the Force so that it more easily flows through him. It is used for combat only when other methods of conflict resolution have ended in failure.

Most Jedi build several lightsabers over a lifetime, each saber more powerful and well-balanced than the last. These improvements reflect the Jedi's increasing prowess in his use and understanding of the Force. The loss of a lightsaber can so demoralize a Jedi that he momentarily stumbles in his ability to access the Force (losing 1D from all Force skills until he constructs a new blade).

A lightsaber must have the following parts: a power cell, a handgrip, an activation plate, a safety, a belt ring (optional), a blade-length adjuster, an emitter matrix, a recharge socket, a lens assembly, a focusing crystal, and a power conduit. Most handgrips have a length of 24 to 30 centimeters, with the blades themselves extending up to 1.5 meters.

The type of crystal used to focus the energy from the power cell determines the harmonic resonance and lethality of the weapon. Jedi Knights use Adegan crystals almost exclusively, as they have done for millennia. The Adegan family includes the following crystals in order of rarity (the diecodein parentheses represents the blade's base damage when using that crystal): kathracite (3D+2), relacite (4D), danite (4D+2), mephite (5D), and pontite (5D+2).

To construct a lightsaber from its components parts takes a minimum of one month and requires a successful lightsaber repair roll against a Very Difficult difficulty.

Decrease the difficulty by one level for each extra month spent building the saber, to a minimum of Easy. Jedi characters may adjust a lightsaber's base damage die code through modifications (as indicated in the "Improving Vehicles, Vessels, and Weapons" section in Chapter Two, "Attributes and Skills," of the Star Wars Roleplaying Game, Revised and Expanded). Characters rely on their lightsaber repair skill to make such improvements.

_____

Lightsaber Practice
Brief: Optional Lightsaber cadences and exercises for training
Source: *Galaxy Guide 9 - Fragments From The Rim* P70-79
Description:

The Jedi are renowned for their skill with that most elegant of personal weapons: the Jedi lightsaber.

While there is no denying that the lightsaber is lethal in skilled hands, the amount of training and practice required to achieve any degree of skill is staggering. True competence comes from not only training the reflexes, but from training the mind as well. All too often young Jedi have superior physical skills, yet their ability to concentrate and relax their minds is lacking.

Like other Masters before him, Jedi Master Vo'ren Faalo developed his own formal lightsaber training for his young apprentices. Some Masters studied his practice techniques (which he called "cadences") and adopted them as part of their own training for their Jedi. The following descriptions of Faalo's Jedi cadences are extracted from volume seven of Faalo's writings on lightsaber technique.

Materials

Faalo's cadences require several specific materials. Steel ball bearings of no more than 1 millimeter in diameter are recommended for these exercises; half a kilo is just under 100,000 bearings, and costs no more than 3-5 credits. The candles can be produced by any autochef.

On some worlds, where mass-produced steel ball bearings, autochefs and wax tapers are not so commonly available, this exercise is done using unlit candles. The object is to light each candle by contacting the lightsaber blade with the wick. This exercise would seem easier than the traditional technique were it not for the fact that candles, particularly those created on low-tech worlds, do not show the consistency of length that many Jedi rely on to complete this ex-

ercise. This cancels out the bonus attached to hitting the larger wick target. Some Masters prefer this less technologically-based exercise as more elegant and aesthetically pleasing.

Cadences

First Cadence

Duration: One hour

Preparation: Make a batch of 19 wax cylinders (10 centimeters high and half a centimeter in diameter) using an autochef. Also obtain 190 metal (ideally steel) ball bearings.

Cadence: Start by placing one cylinder upright directly ahead of you at a distance of one to one and a half meters (so that you can just reach it with the tip of your lightsaber), and place one of the ball bearings on top of it. Then, from the rest position, draw your saber, ignite it and strike the ball bearing. Your object is to completely evaporate the ball bearing without harming the wax cylinder it rests on. This requires that you strike to within one millimeter accuracy.

During the early stages of this cadence, a slight scorching of the cylinder is acceptable. If, however, it is physically distorted to a perceptible degree (by touch; remember the Guide of Perception) then you have made an error and you should restart the cadence from the beginning.

Having successfully completed one ball bearing, place two cylinders directly ahead of you, by hand, with a 10 degree angle between them. The first few times you perform this maneuver you should check the accuracy of your placement with a protractor or angle beam. No more than a two degree error is permissible.

When you become comfortable with this exercise, you should be able to place the cylinders with no more than a tenth of a degree error without needing to check. Talk to your tutor if you find this difficult.

Having successfully completed two cylinders, you should attempt three, again spaced at 10 degree intervals ahead of you. Then four cylinders, then five, and so on until you cover the full 180 degree spread with nineteen cylinders.

Once you have completed all nineteen cylinders, you may want to obtain additional ball bearings for repetition purposes. There are a number of orders that you should remove the ball bearings in. From right to left; left to right; alternate left and right working out from the center; alternate left and right working in to the center; and, random. Your teacher may suggest others. Only when you can perform all possible permutations two-handed, left-handed, right-handed and blindfolded with equal facility are you ready to advance to the Second Cadence.

Game Notes: This cadence, while seemingly a primarily physical task, requires the utmost in mental discipline and calm to successfully complete. The difficulty to place the cylinders for the first cadence is Moderate with Control, Easy with Sense, and Very Difficult if using Dexterity or Perception. Hence Vo'ren Faalo's warning: "If you find this difficult consult your tutor." If the Jedi-in-training is trying to use one of his attributes to perform this exercise, he has failed to understand exactly what is required of him.

Performing the initial exercise (one cylinder and ball bearing) requires a Heroic lightsaber skill roll, a Difficult lightsaber roll if used with a Moderate control roll, or a Moderate lightsaber roll if used with a Moderate sense roll. Each time the Jedi successfully completes one phase of the cadence, reduce the difficulty by one level (minimum of Easy difficulty).

Each subsequent step of the cadence has the same level of difficult as the initial task, with modifiers based on the number of cylinders:

> +5 for two to ten cylinders.
> +10 for eleven to nineteen cylinders.

Each time a phase of the cadence is completed, reduce the difficulty by one level (with a minimum of Easy).

The gamemaster may also add modifiers based on variations, for example, adding +5 to the difficulty for left-handed; +10 for drawing the saber and left-handed; +20 for blindfolded, drawing the saber and left-handed.

The student is expected to learn to spend time preparing for this task, and he must master keeping his control roll up while demonstrating his or her proficiency with the lightsaber.

In order to advance to the second cadence, the entire set of exercises must be completed one after the other within the allotted one hour. This cadence may be simulated by only two or three die rolls instead of rolling for every ball bearing.

If the student has any Dark Side Points, every Dark Side Point raises the difficulty of this exercise by five points. This is because the lesson requires a great deal of inner calm to be completed, and the Dark Side destroys this calm. An astute Jedi might use this cadence as an indication of how badly he or she has been tainted by the Dark Side.

Once the cadence has been completed, the Jedi will always be able to complete it at will, unless his difficulty number rises later for some reason (such as gaining a Dark Side Point). Therefore, even though the dice might not cooperate, once a Jedi has succeeded once he will always be able to manage this exercise unless he has accumulated Dark Side Points.

Second Cadence

Duration: Two hours

Preparation: The second cadence requires 72 cylinders and 2,701 ball bearings.

Cadence: The cylinders must be placed at five degree intervals (rather than 10 degree intervals); by the end of the cadence a full 360 degree circle is covered. There should be two ball bearings at the zero degree position, so that you can start and end at zero degrees.

Where the first cadence allows over 18 seconds to place each cylinder and complete the saber strike, the second cadence permits just under three seconds to complete each one.

This cadence requires the Jedi to be able to strike accurately at all points around him. In the easier versions, you are permitted to turn to face the point at which you are striking. Once you have mastered this, you are expected to be able to strike at any point around you without having to turn at all; simply reach with the saber and use the Force to guide the stroke.

Game Notes: The second cadence requires a Moderate control roll to place the cylinders (or an Easy sense roll). Completing the each step of the cadence requires a Heroic lightsaber roll with a Moderate control or a Moderate lightsaber roll with a Difficult control roll. Make six rolls to summarize the entire cadence. This assumes that the Jedi has completed the first cadence.

Third Cadence

Duration: Three hours

Preparation: The third cadence requires a total of 180 cylinders and 16,290 ball bearings.

Cadence: The cylinders are placed at 2 degree intervals, and the strike patterns used generally involve destroying every fifth ball bearing, then every fourth of the remainder, then every third, and so on until none are left. The exercise allows only one third of a second to complete all placements and all strikes.

Game Notes: The third cadence requires a Difficult Sense roll to place the cylinders. Completing the cadence requires a Heroic lightsaber total, a Heroic (with a +15 modifier to the difficulty) control and a Difficult sense total, rolling once for each hour of the cadence.

Fourth Cadence

Duration: Four hours

Preparation: This cadence requires 360 cylinders. By now the student should know whether his strike is accurate enough and therefore no ball bearings should be needed. Instead, the cylinders themselves should be 10.1 centimeters long with a raised center.

Cadence: Place the cylinders at 1 degree intervals. The saber strikes must be made in patterns corresponding to a series of complex mathematical equations. This means that on top of the fact that the Jedi can afford barely over one fifth of a second to strike, he also has to perform the complex calculations needed in his head without error and without slowing down.

Game Notes: The fourth cadence requires a Heroic lightsaber roll, a Heroic (with +25 modifier) control roll, and a Heroic sense roll while performing complex mental calculations (a Difficult Knowledge roll, or an additional Difficult control roll). Roll once for every ten minutes of the cadence. Many Jedi are still working on this Cadence at the time they complete their training.

Fifth Cadence

Duration: Three hours

Preparation: By this stage there is no longer any need to use large numbers of ball bearings or wax cylinders.

Cadence: Completing this cadence is the mark of aledi Master. The Jedi can know exactly where the cylinders would have been; therefore they are no longer needed.

For the first two hours, the Jedi must concentrate to make strikes at the appropriate locations, with a Heroic (with +25 modifier) lightsaber roll, a Heroic (with +35 modifier) control and a Heroic (with +25 modifier) sense roll, while performing complex mental calculations (a Difficult Knowledge roll, or an additional Difficult control roll). Roll once for every ten minutes.

For the final third of the cadence, the Jedi must use the telekinesis Force power to levitate his or her lightsaber and perform the saber strikes. The Jedi must stand in the "middle" of the imaginary candle circle, so the lightsaber must be maneuvered around him. This requires a Heroic control roll, and the telekinesis difficulty is Heroic +60 (to be rolled once every ten minutes).

The Remote

The remote is a very old and surprisingly subtle form of Force training. The object is for the student to use his lightsaber combat skill to reflect an attack back at the globe sufficiently accurately to deactivate it (See page 151 of *Star Wars: The Roleplaying Game, Second Edition*). Most remotes contain an on-board micro-processor that allows

it to perform under its own power, and can have anything from 2D to 6D in stunner and/or dodge. The bolts it fires can likewise be set to do from 1D to 3D stun damage. The globe may be set to have 1D to 7D Strength for damage resistance purposes. More lethal versions of remotes have been known to be employed as sentry or assassination units.

Tricks such as using absorb/dissipate energy to fend off the stun bolts should be used by the pupil to help him complete the exercises. While acting under tuition, the tutor may forbid the pupil from using some of these tricks in order to stretch different areas of his skill, and may also require the student to be blindfolded, to use his saber left— or two-handed, or to only draw it on being attacked in order to make the exercise more difficult.

One major point that this exercise covers is "what if the Jedi-to-be uses his sense skill to guide a lightsaber attack against the globe itself?" This is using the Force for attack, which is an offense that would normally gain the pupil a Dark Side Point. Fortunately, because this is a training exercise, this penalty does not apply, and the flaw may be corrected without further harm being done, though the pupil may be rebuked by the Master for violating the procedures of a defensive exercise.

The Oxygen Bottle

The object of this training exercise is, starting with an empty bottle and a vacuseal stopper, to finish with a bottle of pure oxygen, extracted from air, using only Force skills. It is yet another test of a Jedi's mental discipline and concentration, and teaches the student how to extend his awareness and control beyond the readily perceptible. The base time to perform this exercise is one day. This task requires knowledge of the telekinesis power, and all difficulties apply to this power.

Step One: Emptying the Bottle

First, the bottle must be completely emptied. Jedi tend to take a very literal view of this type of instruction completely emptying the bottle means evacuating it to as close to a 100% vacuum as possible. A 10% vacuum requires a Difficult roll (this reduces the pressure inside the bottle from 1 atmosphere to 0.9 atmospheres). A 90% vacuum requires a Very Difficult roll. A 99% vacuum requires a Heroic roll, a 99.9% vacuum requires a Heroic (with +15 modifier) and so on. This power must be kept up or the bottle will immediately flood with air again.

At any time, a roll of 60 will tell the Jedi exactly how many molecules remain within the bottle at any given time. One corollary of this is that on a Very Difficult sense roll for any Jedi with the telekinesis power, the Jedi can tell how much something weighs to the nearest 0.001 milligram.

Step Two: Filling with Oxygen

This is the really difficult part. The Jedi must now permit oxygen molecules (and no others) to re-enter the bottle. His earlier telekinesis roll must be kept up, he needs a Difficult sense roll in order to identify the molecules he is supposed to be admitting, and he needs a Heroic telekinesis roll in order to make his barrier selectively permeable. This process normally takes 12 hours. The Jedi must roll once for each hour. The Jedi may speed up the process, by adding +10 to the difficulty of each roll for each hour saved.

Telekinesis Practice

Duration: One hour

Preparation: You will need one small ball, ideally marble-sized, and a hollow hemisphere of at most twenty-five times the radius of the smaller ball.

Task: Place the hemisphere on a flat surface with the ball inside it. Then use the Force to anchor the position of the hemisphere so that it does not rock. Having done this, use the telekinesis power to exert a perpendicular force between the marble and the hemisphere. Finally, begin rolling the marble up the inside of the dish.

The dish must remain completely steady, despite the normal force acting upon it, and the marble must not slip. If it does slip, or if the bowl moves, you are applying insufficient force. Roll the marble up the side of the dish and "curl it out" onto the hemisphere's lip.

Rest.

Then roll the marble back down to the center of the bowl. Do not permit it to roll of its own accord, or to overshoot its mark. Once you believe that the marble is at the bottom of the bowl, release your hold on it. If it moves perceptibly, you are not placing it accurately enough. If the bowl moves, you are applying too much force.

Repeat 35 times, rolling the marble out to a different point on the lip of the hemisphere each time.

As a variant, invert the bowl and place the marble next to it on the floor. Then roll the marble up the outside of the hemisphere until it has reached the middle. Release your hold momentarily, then rengage before the marble has moved. The accuracy of your placement is of paramount importance; otherwise you will not have time to release and re-exert your hold before the ball has begun to move. Finally, roll the marble back down the hemisphere to a different point on the floor. Repeat 35 times.

A second variant on this exercise involves precisely anchoring the position of the ball, rather than the bowl, then sliding the bowl out from under it in such a way that the friction between the marble and the bowl is sufficient to cause the marble to rotate in place. Once the marble is free, continue to rotate the bowl in space until the opposite lip engages the marble once more. Continue until the marble is once more at the bottom of the bowl. Release your hold. If the bowl moves noticeably after you have released it, you have either overshot with your rotation, or not gone far enough. If the marble moves, then you allowed its position to drift during the exercise. As before, repeat 35 times, turning the bowl in a different direction each time.

Game Notes: This task requires an Easy telekinesis total, with a +15 difficulty modifier due to the complexity and subtlety of the maneuvers.

Telekinesis Practice Two

Duration: One hour

Preparation: You will require a number of balls of equal size. 3D-billiards balls are a good size to use to begin with.

Task: In the simplest exercise, simply stack the balls one atop the other as high as you can go. Then experiment with forming arches, free floating structures, inverted pyramids, orbital systems and so on. Try building the balls in as many different orders as possible— from the floor upwards, from the apex downwards, from the center outwards, and at random — so that you have to levitate and insert balls through narrow gaps.

Game Notes: This task requires the telekinesis Force power, requiring anywhere from a Moderate to Heroic totals; additional modifiers may be applied as necessary.

_____

Character Development

For additional rules and details for general character development, see *Heroes & Rogues* starting on P6 (Chapter One – Character Development).

_____

For details on roleplaying Imperials, see *Heroes & Rogues* starting on P30 (Chapter Two – Roleplaying Imperials).

_____

For additional rules and details on bounty hunter characters, see *Galaxy Guide 10 – Bounty Hunters* starting on P6 (Chapter One – Bounty Hunting: The Profession, The Professionals, with details extending through the rest of the book).

_____

For additional rules and details on pirate or privateer characters, see *Pirates & Privateers* starting on P5 (Chapter One – Pirates & Privateers, with details extending through the rest of the book).

_____

For additional rules and details on scout characters, see *Galaxy Guide 8 – Scouts* starting on P5 (Chapter One – The Scout Service, with details extending through the rest of the book).

_____

For additional rules and details on smuggler characters, see *Platt's Smuggler's Guide* starting on P4 (Chapter One – Character Development, with details extending through the rest of the book).

_____

For rules on roleplaying droid characters, see *Cynabar's Fantastic Technology* starting on P39 (Chapter Three – Role-playing Droids)

_____

For rules on repairing and modifying light freighters for smuggler and traders characters, see *Galaxy Guide 6: Tramp Freighters* starting on P30 (Chapter Eight – Ship Modifications and Repairs)

_____

For rules on starship system mishaps, see *Galaxy Guide 6: Tramp Freighters* starting on P34 (Chapter Eight – Ship Modifications and Repairs)

Gamesmastering & Gameplay

For optional rules and details for diceless gameplay, see *Live-Action Adventures - Gamemasters Kit* starting on P18.

_____

For a primer on gamesmastering, see *Live-Action Adventures - Gamemasters Kit* starting on P5.

_____

For an optional random events table, see *Live-Action Adventures - Gamemasters Kit* on P19.

A collection of official Optional Rules published by West End Games for the Star Wars D6 Roleplaying Game

Powered by the Star Wars D6 G+ Community