STAR WARS

D6 CONVERSION
GALAXY AT WAR

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ROLEPLAYING GAME

GALAXY AT WAR™

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Inspired by

Alien Species

Barabel

Home Planet: Barab I
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D/2D+1
MECHANICAL 1D/3D
PERCEPTION 1D+1/4D+2
STRENGTH 3D/5D
TECHNICAL 1D/2D+1
Special Abilities:
Natural Body Armor:
The black scales of the
Barabel act as armor,
providing a +2D bonus
against physical attacks, and a
+1D bonus against energy attacks.
Radiation Resistance: Because of the proximity of
their homeworld to its sun, the Barabel have
evolved a natural resistance to most forms of
radiation. They receive a +2D bonus when
defending against the effects of radiation.
Vision: Barabels can see infrared radiation, giving
them the ability to see in compete darkness,
provided there are heat differentials in the
environment.
Story Factors:
Jedi Respect: Barabels have a deep respect for Jedi
Knights, even though they have little aptitude for
sensing the Force. They will almost always yield to
the commands of a Jedi Knight (or a being that
represents itself believably as a Jedi). Naturally,
they are enemies of the enemies of Jedi (or those
who impersonate Jedi).
Reputation: Barabels are reputed to be fierce
warriors and great hunters, and they are often
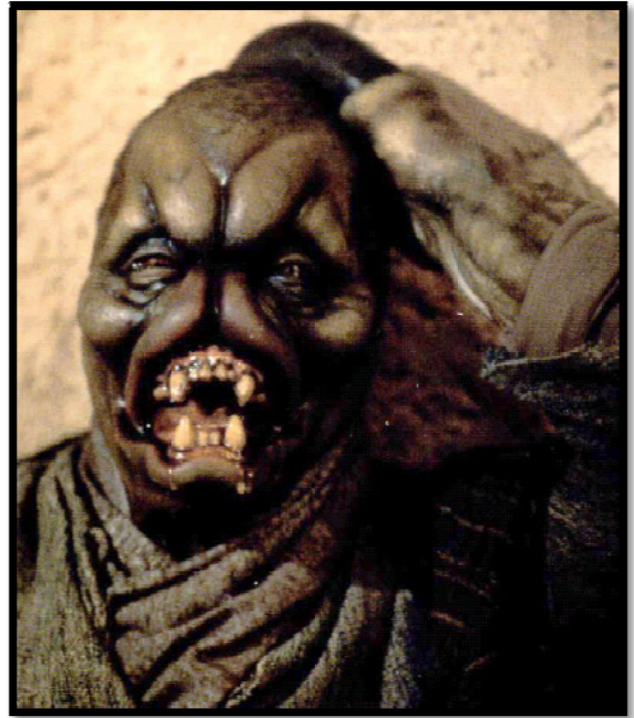feared. Those who know of them almost always
steer clear of them.
Move: 11/14
Size: 1.9-2.2 meters tall
Source: Ultimate Alien Anthology (pages 18-19),
Alien Anthology (pages 58-59), Galaxy Guide 4:
Alien Races (pages 17-19), The Thrawn Trilogy
Sourcebook (pages 139-140), Dark Force Rising
Sourcebook (pages 84-85), Scum and Villainy
(pages 154-155), Galaxy at War (pages 10-11)

Dashade

Home Planet: Urkupp (destroyed)
Attribute Dice: 12D
DEXTERITY 2D/4D+2
KNOWLEDGE 1D/3D+2
MECHANICAL 1D+1/4D
PERCEPTION 1D/3D+1
STRENGTH 1D+2/4D+1
TECHNICAL 1D+1/4D
Special Abilities:
Heat Dissipation: Dashade can dissipate the heat
that emanates from their bodies, making it difficult
to detect them with equipment that tracks by heat.
All checks made to detect a Dashade character
who is consciously reducing his heat signature,
using thermal or infrared equipment, are made at a
-2D penalty.
Force Resistance: Dashade are resistant to Force
powers that utilize the Alter skill. All Alter rolls
made for Force powers directed at a Dashade
character have their difficulties increased by +5. A
Force-using Dashade character who attempts to
use Alter-based Force powers adds +10 to his
difficulties.
Story Factors:
Thought to Be Extinct: The Dashade's home world
was destroyed, and many assume the race to be
extinct.
Move: 10/12
Size: 1.7 to 2 meters tall.
Source: Ultimate Alien Anthology (pages 43-44),
Alien Anthology (pages 67-68), Galaxy at War
(page 12)

Lurmen

Home Planet: Mygeeto
Attribute Dice: 12D
DEXTERITY 2D/4D+2
KNOWLEDGE 2D/4D
MECHANICAL 1D+2/3D+2
PERCEPTION 2D+2/4D+2
STRENGTH 1D/3D
TECHNICAL 1D+1/3D+2
Special Abilities:
Mender: Lurmen have learned to heal wounds rather than create them. A Lurmen with the *first aid* skill get a +1D bonus to use it.
Primitive: Lurmen suffer a -1D penalty to use any technologically advanced equipment.
Special Skills:
Roll: A Lurmen can curl into a ball and quickly roll along the ground. Using this *Dexterity*-based skill, a Lurmen can increase his Move score by 6. In this form, the Lurmen can only perform movement actions and simple free actions such as dropping an item. The *roll* skill can be used to evade attacks. Entering and emerging from rolling form costs an action.
Story Factors:
Pacifists: Lurmen eschew conflict of any kind, refusing to fight even in their own defense.
Move: 6/8
Size: 1 meter tall
Source: Galaxy at War (pages 12-13)

Taung

Home Planet: Coruscant, later Mandalore
Attribute Dice: 12D
DEXTERITY 2D/4D+1
KNOWLEDGE 1D+2/3D+2
MECHANICAL 2D/4D
PERCEPTION 1D+1/3D+1
STRENGTH 3D/4D+2
TECHNICAL 2D/4D
Special Abilities:
Armor Training: Taung are so used to wearing armor that they ignore up to 1D of an armor's penalty to *Dexterity*.
Superior Defenses: Because they constantly test themselves both physically and mentally in combat well before reaching adulthood, Taungs gain a +1 species bonus to all their defensive rolls, such as *dodge*, *parry* and *willpower*.

Warrior Culture: Taungs get a permanent +1D bonus to all *tactics* rolls.
Move: 10/12
Size: 2 meters tall on average
Source: Galaxy at War (pages 13-14)

Thakwaash

Home Planet: Thakwaa
Attribute Dice: 12D
DEXTERITY 1D/3D+2
KNOWLEDGE 1D/4D
MECHANICAL 1D/3D+2
PERCEPTION 1D/3D+1
STRENGTH 3D/5D+1
TECHNICAL 1D/4D

Special Abilities:

Multiple Personalities: Prior to making a skill check, a Thakwaash character can attempt to draw upon on of his secondary personality's experience as a free action. This is done by making a *willpower* skill roll, with a difficulty equal to the number of dice in the character's skill rating times three. For example, a Thakwaash character with a *Space Transports* skill rating of 4D+1 will need to roll a 12 or better (4x3) on his *Willpower* skill roll to draw upon a secondary personality's talents in that skill. If successful, the character gains a +2D bonus to that skill, but suffers a –1D penalty to **all** other skills. This lasts until the character attempts to call upon another personality, is stunned or knocked unconscious, or after one hour of rest or light activity.

Natural Armor: Grants a +1 bonus to *Strength* to resist physical damage.

Move: 10/12

Size: 3 meters tall

Source: Ultimate Alien Anthology (pages 158-159), Galaxy at War (pages 14-15)

Trianii

Home Planet: Trian

Attribute Dice: 12D

DEXTERITY 2D+1/4D

KNOWLEDGE 2D/4D

MECHANICAL 1D+1/4D

PERCEPTION 2D/4D

STRENGTH 2D/4D+2

TECHNICAL 1D+1/4D+2

Special Strength Skills:

Acrobatics: Time to use: One round. This is the skill of tumbling, jumping and other complex movements. This skill is often used in sports and athletic competitions, or as part of dance.

Characters making acrobatics rolls can also reduce falling damage. The difficulty is based on the distance fallen.

Distance Fallen	Difficulty	Reduce Damage by:
3 - 6	Very Easy	-2D
7 - 8	Easy	-2D+2
9 - 12	Moderate	-3D
13 - 15	Difficult	-3D+2
16+	Very Difficult	-4D

Special Abilities:

Prehensile Tail: Trianii have limited use of their tails They have enough control to move light objects (under three kilograms), but the control is not fine enough to move heavier objects or perform fine manipulation (for example, aim a weapon).

Special Balance: +2D to all actions involving climbing, jumping, acrobatics or other actions requiring balance.

Claws: add+1D to brawling damage.

Dexterous: At the time of character creation, Trianii get +2D bonus skill dice to add to Dexterity skills.

Female Physical Superiority: After allocating attribute dice, female Trianii characters get to add +1 to their Dexterity and Strength at the time of character creation.

Story Factors:

Feud with the Authority: The trianii have a continuing conflict with the corporate Sector Authority. While there is no open warfare, the two groups are openly distrustful; these intense emotions are very likely to simmer over into battle.

Trianii Rangers: the Rangers are the honored independent space force of the Trianii.

Move: 12/14

Size: 1.5 - 2.2 meters

Source: Alien Encounters (page 157), Han Solo and the Corporate Sector Sourcebook (pages 138-139), Ultimate Alien Anthology (pages 167-168), Galaxy at War (page 15)

Yevetha

Home Planet: N'zoth

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D

MECHANICAL 2D/4D

PERCEPTION 1D+2/4D+1

STRENGTH 2D+2/4D+1

TECHNICAL 3D/5D

Special Abilities:

Technical Aptitude: Yevethans have an innate talent for engineering. Yevethan technicians can

improve on and copy any device they have an opportunity to study, assuming the tech has an appropriate skill. This examination takes 1D days. Once learned, the technician can apply +2D to repairing or modifying such devices. These modifications are highly reliable and unlikely to break down.

Dew Claw: Yevethan males have large "dew claws" that retract fully into their wrist. They use these claws in fighting, or more often to execute subordinates. The claws do STR+1D damage. The claws are usually used on a vulnerable spot, such as the throat.

Story Factors:

Isolation: The Yevethans have very little contact with aliens, and can only increase their knowledge of alien cultures and technologies by direct exposure. Thus, they are generally limited to 2D in alien-related skills.

Honor Code: Yevethans are canny and determined fighters, eager to kill and die for their people, cause and Victory, and unwilling to surrender even in the face of certain defeat.

Territorial: Yevethan regard all worlds within the Koornacht Cluster as theirs by right and are willing to wage unending war to purify it from alien contamination.

Xenophobia: Yevethans are repulsed by aliens, regard them as vermin, and refuse to sully themselves with contact. Yevethans go to extreme measures to avoid alien contamination, including purification rituals and disinfecting procedures if they must spend time in close quarters with "vermin."

Size: 1.5-2.5 meters
Move: 10
Source: Alien Encounters (page 174), Cracken's Threat Dossier (pages 65-67), Ultimate Alien Anthology (pages 187-188), Alien Anthology (pages 115-116), Galaxy at War (page 16)

Yuzzem

Home Planet: Ragna III
Attribute Dice: 12D
DEXTERITY 1D/3D+1
KNOWLEDGE 1D/3D+1
MECHANICAL 1D/3D+2
PERCEPTION 1D/3D+2
STRENGTH 3D/5D+1
TECHNICAL 2D/4D
Special Abilities:

Large: As large creatures, Yuzzem take a –1D penalty on *hide* rolls.

Claws: Do STR+1D damage.

Bite: Does STR+1D damage.

Scent: Yuzzem can detect opponents within 10 meters by sense of smell. If the source is upwind, the range increases to 20 meters; if it's downwind, the range decreases to 6 meters. Strong scents double the range and overpowering scents triple it. Yuzzem also get a +1D bonus to *search: tracking*.

Physical Intimidation: Yuzzem may roll *Strength* to intimidate.

Fearless: Yuzzem don't frighten easily and gain a +1D bonus to *willpower* to resist fear.

Climbing Claws: Yuzzem use their sharp claws to aid in climbing and gain a +2 bonus to *climbing*.

Story Factors:

Honorable: Although rash and volatile, the Yuzzem follow s strict code of honor and insist on paying their debts.

Move: 10/12

Size: 2.5 meters tall on average

Source: Ultimate Alien Anthology (pages 193-194), Galaxy at War (page 17)

Zygerrian

Home Planet: Zygerria

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/3D+2

MECHANICAL 2D/4D

PERCEPTION 1D+1/3D+2

STRENGTH 2D+2/4D+1

TECHNICAL 2D/4D

Special Abilities:

Fighters: During character creation only, Zygerrian characters get 2D for every 1D placed in *brawling* and *brawling parry*.

Iron Will: Zygerrians have great willpower and very strong convictions, gaining a +1D bonus to *willpower* rolls.

Move: 10/12

Size: 1.6-1.9 meters tall

Source: Galaxy at War (pages 17-18)

Droids

A-Series Medical Droid

Type: MerenData A-series Medical Droid

DEXTERITY 1D+1

KNOWLEDGE 2D

Alien species 4D+1, streetwise 3D

MECHANICAL 2D

(A) Bacta tank operation 3D

PERCEPTION 3D+1

Command 4D, persuasion 4D+1

STRENGTH 1D

TECHNICAL 3D

Computer programming/repair 4D, droid programming 3D+2, droid repair 4D+1, first aid 5D, (A) medicine 3D, (A) medicine: cyborging 8D

Equipped With:

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

-3 tool appendages

-Medical diagnostic computer

-Vocabulator

Equipment: Medical kit, 5 medpacs, surgery kit.

Move: 6

Size: 1.8 meters tall

Cost: 9,740 credits

Source: Galaxy at War (pages 50-51)

KDY-4 Tech Droid

Type: Kuat Drive Yards-4 Series Repair/ Shipbuilding Droid

DEXTERITY 2D

KNOWLEDGE 3D

Languages 8D, scholar: engineering 4D+2, scholar: physics 4D+2, scholar: technology 5D+2

MECHANICAL 2D

PERCEPTION 2D

Search 5D

STRENGTH 3D

TECHNICAL 4D

Computer programming/repair 5D, capital ship repair 7D, capital ship weapon repair 5D, security

4D+1, space transports repair 6D, starfighter repair 6D, starfighter weapon repair 5D

Equipped With:
-Comlink
-Diagnostics package (+2D to *capital ship repair*)
-Environmental compensation (the droid is adapted for exposure to open space)
-Heuristic processor (the droid is able to use skills it is untrained in)
-Improved sensor package (+2 bonus to all *search* skill checks)
-Infrared vision (can see in the dark up to 30 meters)
-Internal storage (3 kilograms of extra space available for storage or upgrades)
-Low-light vision (can see twice as far as a human in dim light)
-Magnetic feet (the droid's feet are equipped with electromagnetic grippers)
-Recording unit (can record and play back up to 5 minutes of video footage)
-Telescopic appendage x2 (can reach up to 2 meters away from the droid)
-Tool mounts (has two appendages that have tools attached to them)
-Translator unit (+5D to *languages*)
-Vocabulator (the droid has a speaker that allows it to replicate organic speech)
Move: 10
Size: Medium
Cost: 4,400 (Not generally available for sale to non-Kuati)
Source: Coruscant and the Core Worlds (page 109), Galaxy at War (pages 51-52)

Chiba DR-10 Protocol Droid
Type: Chiba DR-10 Hovering Protocol Droid
DEXTERITY 2D
Blaster 3D
KNOWLEDGE 2D
Alien species 3D+2, bureaucracy 3D+1, value 3D+1, willpower 3D+1
MECHANICAL 3D
PERCEPTION 1D
Investigation 3D+1, persuasion 3D+1, search 3D, search: tracking 3D+2
STRENGTH 1D
TECHNICAL 2D
Computer programming/repair 3D+1
Equipped With:

-360 Degree Vision (The droid can see in all directions at once, making it difficult to surprise)
-Blaster (4D, 3-10/30/120)
-Comlink
-Heuristic processor (the droid is able to use skills it is untrained in)
-Improved sensor package (+2 to all *search* rolls)
-Infrared vision (can see in the dark up to 30 meters)
-Motion sensors (+2 to *search* rolls against moving targets)
-Recording unit (can record and play back up to 5 minutes of holographic footage)
-Repulsorlift unit (allows limited flight)
-Telescopic vision (visual sensors include a long-range capability)
-Vocabulator (the droid has a speaker that allows it to replicate organic speech)
Move: 10 (hover)
Size: Medium
Cost: 9,500 - 12,000
Source: Coruscant and the Core Worlds (page 94), Galaxy at War (page 52

Air Assault Super Battle Droid

Type: Baktoid Combat Automata B2-AA Series Battle Droid
DEXTERITY 3D
Blaster 4D, dodge 4D
KNOWLEDGE 1D
Intimidation 2D+1
MECHANICAL 2D
Power pack operation 4D
PERCEPTION 1D
Search 2D
STRENGTH 3D

Brawling 3D+2, climbing/jumping 3D+2
TECHNICAL 1D
Equipped With:
- 2 wrist blasters (5D damage, range: 3-30/100/300)
-Integrated rocket pack (100 charges)
-Remote receiver (5,000 km range, with local back-up processor)
-Integrated comlink
-Plasteel shell (+2 to *Strength* to resist damage)
-Vocabulator
Game Notes:
Volatile Fuel: When the droid is destroyed, roll 1D. On a 1 or 2, the droid explodes, dealing a damage of 6D/4D/2D on a blast radius of 1/3/5 meters.
Move: 10 (walking or flying)
Size: 1.93 meters tall
Cost: 16,225 credits
Source: Galaxy at War (pages 52-53)

Eradicator Battle Droid

Type: Colicoid Eradicator Series Battle Droid
DEXTERITY 3D
Blasters 6D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
Search 2D+2
STRENGTH 4D
TECHNICAL 1D
Equipped With:
-Light body armor (+2 to *Strength* to resist damage)
-Energy shields (+1D against energy attacks)
-Two light repeating blasters (6D, 3-50/120/300)
-Two ion gun rifles (5D ion damage, 3-50/200/400)
Move: 4
Size: 2.9 meters tall
Cost: 18,000
Source: Arms and Equipment Guide (pages 57-58), Galaxy at War (page 53)

Purge Trooper

Type: Imperial Anti-Jedi Droid
DEXTERITY 3D+1
Blaster 5D, brawling parry 6D, dodge 5D+2, missile weapons 7D, melee combat: purge blade 8D, melee parry: purge blade 7D
KNOWLEDGE 2D+1
MECHANICAL 2D
PERCEPTION 2D+1
Search 5D
STRENGTH 6D+2
Brawling 8D
TECHNICAL 1D
Equipped With:

-Shoulder-mounted missile launcher (5D, blast radius: 3 meters)
-Wrist-mounted blaster (6D damage)
-Duranium plating with cortosis fiber (+2D against physical damage, +1D against energy damage, +3D against lightsaber damage).
-Magnetic grappler boots (adds +3D to the difficulty of dislocating the droid against its will).
-Infrared sensors (+2D to *search*, reduces low-lighting penalties by 2D)
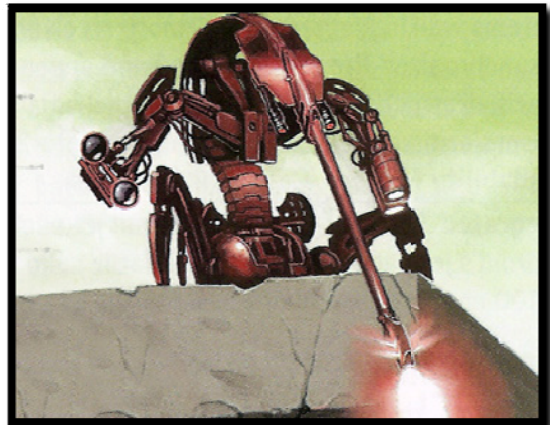**Equipment:** Purge blade (STR+2D, 8D maximum, resists lightsabers)
Move: 13
Size: 2.95 meters tall
Cost: 31,900
Source: Galaxy at War (page 54)

Sniper Droideka

Type: Droideka Series Destroyer Droid
DEXTERITY 3D+2
Blaster: blaster rifle 6D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D+1
Search 4D+2, sneak 3D+2
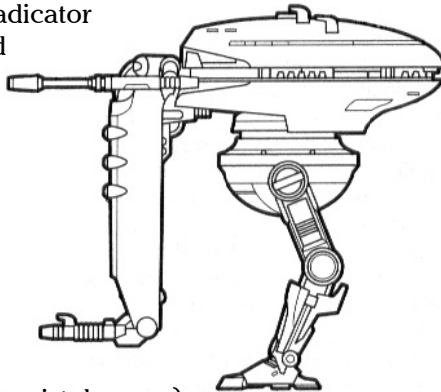**STRENGTH 2D+2**
Brawling 4D+2
TECHNICAL 1D
Equipped With:
-Sniper blasters rifle (6D, fire rate: 1)
-Bronzium shell (+1D physical, +2 energy)
-Defensive shields (+5D to *Strength* to resist energy damage, can't be deployed in "wheel mode")
-Infrared sensors (+2D to *search*, reduces low-lighting penalties by 2D)

-Remote receiver (5,000 km range)
-Integrated comlink
Move: 4 walking, 25 in "wheel mode"
Size: 1.83 meters tall
Cost: 30,565 credits
Source: Galaxy at War (pages 54-55)

Tactical Droid

Type: Baktoid Combat Automata T-Series Tactical Droid
DEXTERITY 2D
Blaster 2D+1, vehicle blasters 2D+1
KNOWLEDGE 3D
Tactics 4D+1
MECHANICAL 3D
Capital ship piloting 3D+2, capital ship shields 3D+2
PERCEPTION 3D
Command 3D+1, search 4D+1
STRENGTH 2D
Brawling 2D+1
TECHNICAL 2D
Computer programming/repair 3D+1
Equipped With:
-Humanoid body (2 arms, 2 legs, head)
-Internal comlink
-Synchronized fire circuits (+2D do *command* remotely linked droid)
-Durasteel plating (+2D physical, +1D energy)
-Vocabulator
Equipment: Electrobinoculars, blaster carbine (5D, range: 3-20/60/210).
Move: 10
Size: 1.8 meters tall
Cost: 14,005 credits
Source: Galaxy at War (page 55)

Vigilant Picket Droid

Type: Automata Galactica Vigilant 2X-Series defense droid
DEXTERITY 3D
Blaster 4D+1, missile weapons 4D+1
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 2D+1
Search 5D+2
STRENGTH 3D
Brawling 4D
TECHNICAL 1D
Equipped With:

-Grenade launcher (5D damage, blast radius: 3m)
-Heavy repeating blaster (7D+2 damage)
-Tracked locomotion
-Infrared sensors (+2D to *search*, ignores low-lighting penalties)
-1 claw appendage
-Internal comlink
-Self-destruct system (explodes if heavily damaged, dealing a damage of 6D/4D/2D on a blast radius of 1/3/5 meters)
-Power generator
-Vocabulator
-Duranium plating (+2D physical, +1D energy)
Move: 10
Cost: 32,500 credits
Source: Galaxy at War (page 55)

CLL-M2 Ordnance Lifter

Type: Cybot Galactica CLL-M2 Ordnance Lifter
DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 2D
Search 3D
STRENGTH 7D
Climbing 8D, lifting 11D
TECHNICAL 1D
Equipped With:
-Two auto-balance legs with magnapod discs
-One photoreceptor
-Two heavy-duty lifter-arms
-Broadcast antennas: Communicate with nearby droids in binary.
-Compartment space (5Kg)
-Durasteel armor (+2D to resist damage)
Move: 7
Size: 3 meters tall
Cost: 15,000
Source: Galaxy at War (pages 56-57)

MR-200 Minesweeper Droid

Type: Separatist MR-200 Series Minesweeper Droid
DEXTERITY 1D
Chain roller 2D+2
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D+1
Search 3D+2, search: explosives 4D+2
STRENGTH 5D+1
TECHNICAL 2D
Demolitions 3D+1
Equipped With:
-Hovering locomotion
-Demolition sensor (+1D to *demolitions*)
-Infrared sensors (+2D to *search*, reduces low-lighting penalties by 2D)
-Integrated comlink
-Remote receiver
-Self-destruct system (explodes if heavily damaged, dealing a damage of 5D/3D on a blast radius of 2/4 meters)
-2 tool appendages
-Quadanium plating (+3D physical, +1D energy)
-Replaceable mine-detonating chain roller drum (Body: 8D, damage STR+1)
Move: 10 (hovering)
Cost: 15,000
Source: Galaxy at War (page 57)

AZ Battle Droid

Type: Arakyd Industries AZ-Series Battle Droid
DEXTERITY 3D+1
Blaster 4D+2, dodge 5D+2
KNOWLEDGE 2D
Tactics 3D+1
MECHANICAL 1D
PERCEPTION 2D+1
Search 4D+1, sneak 3D
STRENGTH 5D
Brawling 6D, climbing/jumping 7D
TECHNICAL 1D+2
Equipped With:
-4 legs
-1 claw (STR+1 damage)
-Mounted blaster cannon (6D damage)
-Durasteel plating (+1D to resist damage)
-Infrared sensors (+2D to *search*, ignores low-lighting penalties)
-Internal comlink
-Secondary battery
Move: 12
Size: Large
Cost: 15,630 (new), 5,210 (used)
Source: Galaxy at War (page 181)

Creatures

Carrier Butterfly

Type: Small insect
Planet of Origin: Maridun
DEXTERITY 4D+2
PERCEPTION 3D
Con 4D, search 3D+1, sneak 7D
STRENGHT 0D+1
Special Abilities:
Mimicry: A carrier butterfly can perfectly mimic lengthy sequences of sounds (such as a conversation or a message). A carrier butterfly does not need to roll *con* to reproduce a sound, but it can only mimic noises exactly (without alteration).
Move: 12 (fly)
Size: 15 centimeters
Source: Galaxy at War (pages 57-58)

Bolotaur

Type: Reptilian mount
Planet of Origin: Kashyyyk
DEXTERITY 3D+1
PERCEPTION 2D+1
Search 3D
STRENGHT 6D
Climbing/jumping 8D+2, stamina 7D
Special Abilities:
Claws: Do STR+2 damage.
Bite: Does STR+1D damage.
Low-Light Vision: Low-lighting penalties are reduced by 1D.
Climbing Mount: When a bolotaur falls, it can make a *climbing* roll to catch itself with no

increased difficulty from falling. If the bolotaur is mounted by a rider with the *beast riding* skill, the bolotaur always catches the rider if it catches itself while falling.

Move: 13
Size: About 8 meters long
Orneriness: 1D
Source: Galaxy at War (page 58)

Gelagrub

Type: Gelatinous ground beetle larvae
Planet of Origin: Felucia
DEXTERITY 1D+1
PERCEPTION 3D
STRENGTH 5D+2
Lifting 6D+1, stamina 7D
Special Abilities:
Hazard Resistance: The gelagrub gains a +2D bonus against natural hazards. When mounted by a rider with the *beast riding* skill, the rider also gains this bonus against natural hazards.

Semi-translucent skin: gelagrubs can metabolize UV-filtering chemicals from the native plant life, constantly nourishing itself and maintaining its natural sunscreen.

Move: 9
Size: 4 meters long
Orneriness: 1D
Source: Galaxy at War (page 59)

Gutkurr

Type: Carapaced predator
Planet of Origin: Ryloth
DEXTERITY 2D
PERCEPTION 3D+2
Search 5D+2, search: tracking 6D+2
STRENGTH 6D
Special Abilities:
Claws: Do STR+2 damage.
Bite: Does STR+1D+2 damage.
Carapace: Grants +2 to resist physical damage, +2D to resist energy damage.
Darkvision: Gutkurr can see up to 20 meters in total darkness.
Move: 12
Size: About 2 meters tall
Source: Galaxy at War (pages 59-60)

Mastif Phalone

Type: Flightless avian predator
Planet of Origin: Maridun
DEXTERITY 3D+1
PERCEPTION 3D+2
Search 4D+1, sneak 5D+1
STRENGTH 5D+1
Special Abilities:
Claws: Do STR+1 damage.
Beak: Does STR+1D damage.
Low-Light Vision: Low-lighting penalties are reduced by 1D.

Savage Frenzy: If the mastiff phalone is Wounded or worse, it gains a +1D bonus on all attack and damage rolls.

Savannah Hunter: The mastiff phalone gains a +1D *sneak* bonus when stalking inside the grasslands of the savannah.

Move: 12

Size: About 2 meters tall

Source: Galaxy at War (page 60)

Nek Battle Dog

Type: Trained attack animal
Planet of Origin: Cyborrea
DEXTERITY 2D
PERCEPTION 3D
STRENGTH 2D+2
Brawling 4D+2
Special Abilities:
Body Armor: Add +2D to *Strength* to resist damage.
Teeth: Do STR+2D+1 damage.
Claws: Do STR+1D damage.
Move: 12
Size: 0.9-1.3 meters long
Source: Alien Anthology (page 38), Dark Empire Sourcebook (page 60), Galaxy at War (pages 60-61)

Roggwart

Type: Predator
Planet of Origin: Vendaxa
DEXTERITY 3D
PERCEPTION 3D+2
Search 4D+2
STRENGTH 7D+2
Special Abilities:
Gore: Does STR+2D+2 damage.
Bite: Does STR+2D+1 damage.
Claws: Do STR+2D damage.
Tail Slam: Does STR+1D+2 damage.
Pack Resistant: Once per round, as a free reaction when the roggwart receives and attack, it can make a tail slam attack against one creature within its reach.
Low-Light Vision: Low-lighting penalties are reduced by 1D.
Move: 12
Size: Over 3 meters tall
Source: Galaxy at War (page 61)

Watch-Beast

Type: Huge forest predator
Planet of Origin: Gamorr
DEXTERITY 2D+2
PERCEPTION 4D+2
Hide 2D, search 8D, sneak 5D+2
STRENGTH 7D+2
Special Abilities:
Bite: Does STR+2D damage.
Low-Light Vision: Low-lighting penalties are reduced by 1D.
Move: 10
Size: Around 7 meters long
Source: Ultimate Adversaries (pages 126-127), Galaxy at War (pages 61-62)

Vehicles

Freeco Speeder

Craft: Bespin Motors CK-6 "Freezing Cold" Speeder Bike
Type: Arctic speeder bike
Scale: Speeder
Length: 5.8 meters
Skill: Repulsorlift operation: speeder bike
Crew: 1
Cargo Capacity: 30 kilograms
Cover: Full
Altitude Range: Ground level-1 meter
Cost: 14,700 (new), 7,400 (used)
Maneuverability: 3D
Move: 195; 550 kmh
Body Strength: 2D+2
Weapons:
Dual Laser Cannons
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D+2
Range: 50-300/500/1 Km
Damage: 4D
Source: Galaxy at War (pages 62-63)

Medical Airspeeder

Craft: SoroSuub S-130 "Shelter" Speeder
Type: Mobile medical center
Scale: Speeder
Length: 18 meters
Skill: Repulsorlift operation: airspeeder
Crew: 2, skeleton: 1/+5
Passengers: 4 plus 2 patients
Cargo Capacity: 10 metric tons
Cover: Full
Altitude Range: Ground level-1 kilometer
Cost: 41,000 (new), 26,000 (used)
Maneuverability: +1
Move: 100; 280 kmh
Body Strength: 2D+2
Carried Craft: 1 speeder bike

Game Note: Characters inside a Shelter medical speeder are considered to be immune to airborne hazards and to radiation from outside sources. Furthermore, the vehicle's internal atmosphere regulation system grants a +2D *stamina* bonus to resist airborne diseases and poisons the characters have not yet been affected by.
Source: Galaxy at War (pages 62-63)

WLO-5 Speeder Tank

Craft: Ubrikkian Ord Pedrova WLO-5 speeder tank
Type: Landspeeder tank
Scale: Walker
Length: 19 meters
Skill: Repulsorlift operation: speeder tank
Crew: 1, gunners: 2
Cargo Capacity: 150 kilograms
Cover: Full (1/2 for the top gunner)
Altitude Range: Ground level-1.5 meters
Cost: 115,000 (new), 65,000 (used)
Maneuverability: 1D
Move: 40; 110 kmh
Body Strength: 3D

Weapons:
Heavy Laser Cannon
Fire Arc: Turret
Crew: 2 (can be operated by 1 at 0D Fire Control)
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-300/500/1 Km
Damage: 6D
Game Notes: Any character attempting to repair or modify a WLO-5 speeder tank automatically gains a +2D bonus to *repulsorlift repair* to perform that action.
Source: Galaxy at War (pages 62-63)

T8 Loading Vehicle

Craft: T8 Loading Vehicle
Type: Forklift
Scale: Speeder
Length: 3 meters
Skill: Ground vehicle operation
Crew: 1
Cargo Capacity: 50 kilograms
Cover: 1/2
Cost: 5,000 (new), 1,000 (used)
Move: 30; 90 kmh
Body Strength: 2D+2
Source: Galaxy at War (page 179)

Starships

Drop Pod

Craft: Vehicle Drop Pod
Affiliation: General
Era: Rise of the Empire
Type: Orbit-to-surface vehicle deployment pod
Scale: Starfighter
Length: 7 meters
Skill: Space transports: drop pod
Crew: None (droid brain)
Crew Skill: Space transports 2D+2
Passengers: None
Cargo Capacity: 2 metric tons
Consumables: 1 day
Cost: 17,000
Space: 1
Atmosphere: 210; 600 kmh (drop)
Hull: 2D
Carried Craft: One vehicle
Source: Galaxy at War (pages 63-64)

Imperial Landing Force Ship

Craft: Sienar Fleet Systems IF-120 Landing Craft
Affiliation: Empire
Era: Rise of the Empire
Type: Mobile base of operations landing craft
Scale: Starfighter
Length: 38 meters
Skill: Space transports: IF-120 Landing Craft
Crew: 4, gunners: 4, skeleton: 2/+10
Crew Skill: Space transports 6D, starship gunnery 5D, starship shields 5D, sensors 5D+2
Passengers: 120 (troops)
Cargo Capacity: 130 metric tons
Consumables: 6 months
Cost: 290,000 credits
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10

Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 5D+1
Shields: 3D
Sensors:
Passive: 30/1D
Scan: 90/2D+1
Search: 150/3D+1
Focus: 6/4D+2
Weapons:
Double Medium Laser Cannons
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
4 Antipersonnel Heavy Blaster Cannons
Fire Arc: Turret
Scale: Speeder
Crew: 1
Skill: Vehicle blasters
Fire Control: 2D
Atmosphere Range: 5-80/200/500
Damage: 6D
Carried Craft: 12 speeder bikes, 2 Chariot Command Speeders, 1 Mobile Command Base
Source: Galaxy at War (page 64)

Penumbra Attack Shuttle

Craft: Haor Chall Engineering *Penumbra*-class Attack Shuttle
Affiliation: Separatists / General
Era: Rise of the Empire
Type: Fast attack shuttle
Scale: Starfighter
Length: 29 meters
Skill: Space transports: Penumbra shuttle
Crew: 3, skeleton: 2/+5
Passengers: 10
Cargo Capacity: 20 metric tons
Consumables: 1 month
Cost: 250,000 (new), 135,000 (used)
Maneuverability: 2D+2
Space: 9
Atmosphere: 400; 1,175 kmh
Hull: 3D+2
Shields: 1D+1
Sensors:
Passive: 20/0D
Scan: 30/1D
Search: 50/2D
Focus: 3/2D+2
Weapons:
2 Medium Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
Concussion Missile Launcher (12 missiles)
Fire Arc: Turret
Crew: Co-pilot
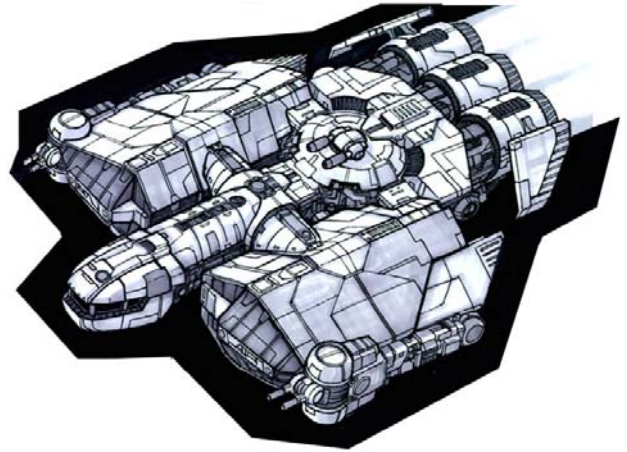*Skill:* Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 10D
Source: Galaxy at War (page 65)

YU-410 Light Freighter

Craft: YU-410 Light Freighter
Affiliation: General
Era: Rise of the Empire
Type: Light freighter
Scale: Starfighter
Length: 44 meters
Skill: Space transports: YU-410
Crew: 4, gunners: 4
Crew Skill: Varies widely
Passengers: 12
Cargo Capacity: 250 metric tons
Consumables: 2 months
Cost: 110,000 (new), 30,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D+2
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
4 Double Laser Cannons
Fire Arc: 2 turret, 1 front/right, 1 front/left
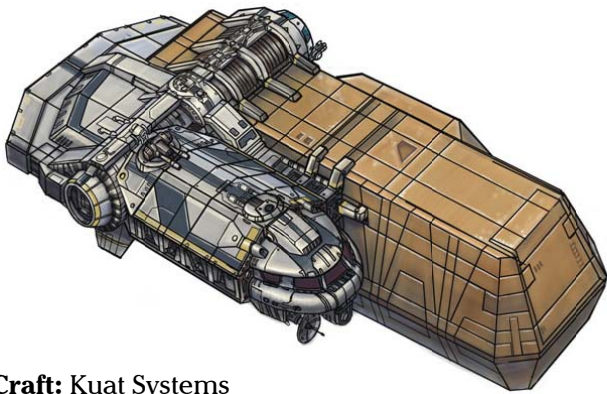*Skill:* Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
Source: Gamer Magazine Issue 2, Galaxy at War (page 65)

Wayfarer Medium Transport

Craft: Kuat Systems Engineering *Wayfarer*-class Medium Transport
Affiliation: General
Era: Old Republic
Type: Space transport
Scale: Starfighter
Length: 82 meters
Skill: Space transports: *Wayfarer*
Crew: 8, gunners: 2, skeleton: 2/+5
Crew Skill: All appropriate skills at 3D
Passengers: 6
Cargo Capacity: 220 metric tons
Consumables: 3 months
Cost: 140,000 (new), 50,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x14
Nav Computer: Yes
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D+2
Shields: 1D+2
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 50/2D
Focus: 3/3D
Weapons:
Quad Laser Cannon
Fire Arc: Left
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
Laser Cannon
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Carried Craft: 2 starfighters
Source: Polyhedron Issue 157, Galaxy at War (page 66)

Corona Armed Frigate

Craft: Haor Chall Engineering *Corona*-class Armed Frigate
Affiliation: Separatists / General
Era: Rise of the Empire
Type: Assault frigate
Scale: Capital
Length: 320 meters
Skill: Capital ship piloting: Corona frigate
Crew: 64, gunners: 36
Passengers: 200
Cargo Capacity: 450 metric tons
Consumables: 1 year
Cost: 3.7 million (new), 2 million (used)
Maneuverability: 2D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 2D+2
Shields: 1D+1
Sensors:
Passive: 25/0D
Scan: 40/1D
Search: 90/2D
Focus: 5/2D+2
Weapons:
4 Medium Turbolasers
Fire Arc: 1 front, 1 left, 1 right, 1 back
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 2-6/24/50 km
Damage: 5D
8 Heavy Ion Cannons
Fire Arc: 2 front, 2 right, 2 left, 2 back
Crew: 2
Skill: Starship gunnery
Fire Control: 1D

Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D
8 Medium Laser Cannons
Fire Arc: 2 front, 2 right, 2 left, 2 back
Scale: Starfighter
Crew: 1
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Tractor Beam Projector
Fire Arc: Ventral
Crew: 4
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 1-5/15/30 km
Damage: 5D
Carried Craft: 6 attack shuttles, 12 speeder tanks
Source: Galaxy at War (page 65)

Weapons

Darkstick

Model: Kerestian Darkstick
Type: Exotic melee/thrown weapon
Scale: Character
Skill: Dexterity: (A) Darkstick / melee combat
Cost: 1,000
Availability: 4
Difficulty: Easy
Range: 5-10/30/50
Damage: STR+1D (melee), 4D+2 (thrown)
Game Notes: (A) *Darkstick* has a prerequisite of 4D in *thrown weapons.* All difficulties are considered one level higher for a person who does not have the (A) *Darkstick* skill. The skill starts at the attribute level. If a character exceeds the difficulty by five or more (when throwing) then the character may catch the darkstick on its return trip. The Kerestian darkstick may be wielded rather than thrown, doing so is an Easy *melee combat* roll. A darkstick is held between the knuckles, allowing more than one to be wielded at a time. Wielding two or more darksticks in one hand grants a +1D bonus to damage (the bonus applies only once). Darksticks include webs of light-absorbing cells that, when activated, shroud the wielder in complete darkness. This grants the wielder +2D to their *sneak* skill in low-light environments. However, characters with darkvision ignore the wielder's bonus.
Source: Galaxy at War (page 36)

Entrenching tool
Type: Multipurpose tool
Scale: Character
Skill: Melee combat
Cost: 50
Availability: 1
Difficulty: Very Easy
Damage: STR+1D

Game Notes: The entrenching tool may be configured as a shovel, pickaxe, or makeshift hammer. It may also be used as an improvised weapon, however the wielder suffers a -1D *melee combat* penalty.
Source: Galaxy at War (page 36)

Fire Blade

Model: Dathomirian Fire Blade
Type: Powered melee weapon
Scale: Character
Skill: Melee combat: fire blade
Cost: 200
Availability: 3
Difficulty: Moderate
Damage: STR+1D+2 (energy damage)
Game Notes: Fire blades surround the blade with a field of energy that is capable of cauterizing flesh and slicing through most substances.
Source: Galaxy at War (page 37)

Shockboxing Gloves

Model: Standard Shockboxing Gloves
Type: Powered brawling weapon
Scale: Character
Skill: Brawling: shockboxing
Cost: 500-600/pair (depending on size)
Availability: 2, R
Difficulty: Very Easy
Damage: STR+1 stun damage
Game Notes: Shockboxing gloves have various power settings, dealing from a STR+1 light stun shock (for sparring) to a STR+2D non-stun lethal blow.
Source: Galaxy at War (page 37)

Shock Stick

Type: Stun prod
Scale: Character
Skill: Melee combat: shock stick
Cost: 400
Availability: 2, R
Difficulty: Easy
Damage: 5D+2 (stun damage)
Game Notes: This item may be attached to a rifle for use as a bayonet. Attaching or removing the shock stick is an action.
Source: Galaxy at War (page 37)

Picador's Spear

Model: Geonosian Static Pike
Type: Charged spear
Scale: Character
Skill: Melee weapon: spear
Cost: 650
Availability: 3
Difficulty: Easy
Damage: STR+1D+2 (max: 4D) and 3D stun
Game Notes: Weapon has a 4 meters reach.
Source: Geonosis and the Outer Rim Worlds (page 60), Galaxy at War (page 37)

Vibrolance

Model: Standard vibrolance
Type: Powered melee weapon
Scale: Character
Skill: Melee combat: vibrolance
Cost: 500
Availability: 2, R
Difficulty: Moderate
Damage: STR+3D+2 (maximum: 7D+2)

Game Notes: The vibrolance can be used for piercing or slashing, but it's too unwieldy to be thrown.
Source: Galaxy at War (page 37)

S-5 Ascension Gun

Model: SoroSuub Security S-5 Heavy Blaster Pistol
Type: Heavy blaster
Scale: Character
Skill: Blaster: S-5 (for blaster), missile weapons: S-5 (for microdarts and cable/grappling dart)
Ammo: 50 blast charges, 10 microdarts, and two 45-meter long syntherope cables
Cost: 1,200 (power packs: 25)
Availability: 3, F, R, or X
Fire Rate: 2
Range: 3-10/30/60 (blaster and microdarts), 2-8/20/45 (cable)
Damage: 5D (blaster), Paralysis (poison microdarts, see below), or Entanglement (cable)
Game Notes: This weapon can fire normal heavy blast charges, poisoned microdarts, or a length of syntherope cable:
Microdarts: Inflict no damage, but if used against an unarmored target (or an unarmored portion of a target, see the rules for called shots on page 91 of the Rulebook), they inject a paralyzing poison. The target of such an attack must succeed at a

Moderate *stamina* check or be paralyzed and unable to move for 2D minutes.
Cable: Attached to a grappling dart that clings to any surface, can be used to climb vertically or slide horizontally as a zipline. The ascension system has a maximum vertical lift capacity of roughly 720 kg and pulls the user at 18 meters per round. The syntherope can also be used to ensnare an opponent. If a hit his scored with the cable, roll 4D "damage" against the target's *Dexterity* rating with the following results:
0-3: Grazed, -2 pips to *Dexterity* until freed, Very Easy *Strength* check to break free;
4-8: Lightly entangled, -1D to *Dexterity* until freed, Easy *Strength* check to break free;
9-12: Heavily entangled, -2D to *Dexterity* until freed, Moderate *Strength* check to break free;
13-15: Severely entangled, -3D to *Dexterity* until freed, Very Difficult *Strength* check to break free;
16+: Completely entangled, cannot perform any actions, Heroic *Strength* check to break free.
Source: Secrets of Naboo (page 41), Arms and Equipment Guide (page 12), Galaxy at War (pages 37-38)

Blaster Pistol Sidearm

Model: BlasTech DC-15s
Type: Blaster pistol sidearm
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 250
Cost: 400 (power packs: 25)
Availability: 2, R
Fire Rate: 2
Range: 3-10/20/120
Damage: 3D+2
Source: Galaxy at War (page 38)

Variable Blaster Rifle
Model: BlasTech DC-15S Clone Carbine
Type: Assault blaster carbine
Scale: Character
Skill: Blaster: blaster carbine
Ammo: 500
Cost: 1,300 (power packs: 25)

Availability: 2, X
Range: 3-25/80/220
Damage: Low: 3D+2, Medium: 4D+1, High: 5D+1
Game Notes: The variable blaster is designed to let soldiers adjust the damage to conserve energy. On the lowest power setting, the rifle uses the equivalent of one shot of ammunition. On the medium setting it uses the equivalent of 5 shots. On the highest setting, it uses 10 shots of ammunition. Switching between modes counts as an action. If the retractable stock is used for one round of aiming, the character receives an additional +2 to *blaster*.
Source: Galaxy at War (page 38)

Heavy Variable Blaster Rifle

Model: BlasTech DC-15A Clone Rifle
Type: Assault blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 500
Cost: 2,250 (power packs: 25)
Availability: 2, X
Range: 5-50/200/400 (blaster), 2-8/20/45 (cable)
Damage: Low: 4D+1, Medium: 5D+1, High: 6D
Game Notes: The variable blaster rifle is designed to let soldiers adjust the damage to conserve energy. On the lowest power setting, the rifle uses the equivalent of one shot of ammunition. On the medium setting it uses the equivalent of 5 shots. On the highest setting, it uses 10 shots of ammunition. This model is equipped with an ascension-gun attachment. A 45-meter length of syntherope attached to a grappling dart that clings to any surface, can be used to climb vertically or slide horizontally as a zipline. The ascension system has a maximum vertical lift capacity of roughly 720 kg and pulls the user at 18 meters per round.
Source: Galaxy at War (page 38)

Repeating Crossbow

Model: Drolan Plasteel Repeating Crossbow
Type: Repeating crossbow
Scale: Character
Skill: Projectile weapons: crossbow
Ammo: 10
Cost: 400, 30 (magazine with 10 quarrels)
Availability: 3
Fire Rate: 1
Range: 3-12/35/130
Damage: 2D+2
Game Notes: Repeating crossbows use a magazine that automatically moves the next bolt into position, allowing the weapon to be fired every round.
Source: Arms and Equipment Guide (page 26), Galaxy at War (page 39)

Flame Cannon

Model: Merr-Sonn CR-28 Flame Cannon
Type: Flame projector
Scale: Character
Skill: Flame-thrower
Ammo: 20
Cost: 3,000 (fuel tank: 600)
Availability: 4, X
Fire Rate: 1
Range: 3-5/10/18 (cone 12 meters wide at the end)
Damage: 7D (first round, 4D for next 10 rounds unless extinguished)
Game Notes: Must be mounted on a vehicle or tripod. Changing the 20kg fuel tank takes one full round.
Source: Galaxy at War (page 39)

Radiation Grenade

Type: Impact-activated radiation grenade
Scale: Character
Skill: Grenade: radiation grenade
Cost: 500
Availability: 3, X
Range: 3-4/7/12
Blast Radius: 0-3/6
Damage: 5D+2/3D
Game Notes: Grenade explodes only on impact. If a character takes damage from a radiation grenade, they become contaminated with radiation and suffer moderate radiation sickness.

Every 12 hours after the attack, the character must make a *stamina* roll against radiation damage. The first roll is against 1D damage, subsequent rolls are against a cumulative +1D increase (2D, 3D, 4D, etc). They remain contaminated until treated at a medical center with a Moderate (A) *medicine* roll. Characters with radiation shielding or radiation suits ignore all damage from radiation grenades.
Source: Galaxy at War (page 39)

Smoke Grenade
Model: BlasTech Nacht-5 Smoke Grenade
Type: Smoke grenade
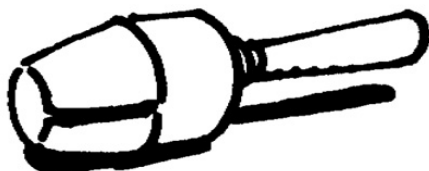**Scale:** Character
Skill: Grenade
Cost: 25
Availability: 2, R
Range: 3-7/20/40
Smoke Radius: 0-3
Game Notes: Releases thick, obscuring smoke, which adds +2 to blaster shooter's difficulty.
Source: Han Solo and the Corporate Sector Sourcebook (page 119), Rules of Engagement – The Rebel SpecForce Handbook (page 69), Galaxy at War (page 39)

Interchangeable Weapon System

Model: BlasTech DC-17m Interchangeable Combat System
Type: Assault Blaster Rifle
Scale: Character
Cost: 4,500 (anti-armor ammo: 400)
Availability: 3, X

Game Notes: As a single action, the wielder may swap out one set of attachments on the DC-17M ICWS, changing it to one of its other weapon modes:
- Blaster Attachment
Skill: Blaster: blaster rifle
Ammo: 60
Range: 3-30/100/300
Damage: 5D+1
- Sniper Rifle Attachment
Skill: Blaster: blaster rifle
Ammo: 20
Fire Rate: 1
Fire Control: +1D (when used for one round of aiming), -1D to Point-blank shots.
Range: 5-50/150/500
Damage: 6D
- Anti-Armor Attachment
Skill: Missile weapons: grenade launcher
Ammo: 4
Fire Rate: 1
Range: 3-30/100/300
Blast Radius: 0-2/4/6
Damage: 5D+2/4D+1/3D
Source: Galaxy at War (page 39-40)

Mortar Launcher
Model: MerrSonn MobileMortar-3
Type: Grenade launcher
Scale: Character
Skill: Missile weapons: Mortar
Ammo: 5
Cost: 2,500
Availability: 2, X
Range: 10-100/400/1 km
Damage: By grenade type
Game Notes: MobileMortar has a small repulsorlift-equipped tripod to reduce its weight. It's designed to fire C-22 frag grenades, though it can fire other types as well.
Source: Arms and Equipment Guide (page 34), Galaxy at War (page 40)

Rotary Blaster Cannon
Model: Mer-Sonn Z-6 rotary blaster cannon
Type: Blaster cannon
Scale: Character
Skill: Blaster: repeating blasters
Ammo: 20
Cost: 5,500 (power packs: 50)
Availability: 3, X
Range: 3-60/150/400
Damage: 7D
Game Notes: The rotary blaster cannon will fire shots in bursts, each burst delivering a high concentration of blaster fire. Once a hit is established, all following shots against nearby (within 1 meter) targets are one difficulty lower. The blaster is designed to be braced against the hip when firing, allowing for more mobility when

firing. However, when the blaster is used without bracing, the character using it takes a -1D penalty to his *blasters* skill roll. The Z-6 may be attached to a generator for extended firing without reloading.
Source: Galaxy at War (page 40)

Scatter Gun

Model: Standard scatter gun
Type: Shotgun
Scale: Character
Skill: Firearms: shotgun
Ammo: 10
Cost: 5,500 (shell: 2)
Availability: 2, F
Range: 3-8/14/24
Damage: (point-blank: 5D+1) 3D+2/2D/0D
Game Notes: The damage of a scatter gun is variable based on range. At longer range, the ammunition pellets disperse and quickly loose velocity, thus doing less damage.
Source: Galaxy at War (page 40)

Tactical Tractor Beam

Type: Tractor beam
Scale: Character
Crew: 2
Skill: Blaster artillery: Tractor beam
Cost: 8,000
Availability: 4

Range: 1-4/8/15
Damage: 9D (lifting)
Game Notes: The tactical tractor beam operates similarly to starship tractor beams, though it allows the controller to move objects in any direction. The damage code operates as though it were a *lifting* skill roll in order to reposition heavy objects. It is generally used to quickly construct barricades and other artificial barriers, though it can be used in desperate situations as a weapon by picking up nearby objects and using the tractor beam to hurl them at enemies. To determine the difficulty and damage, consult the chart below:

Object size	Lifting Difficulty	Damage
Small (approx 100kg)	Easy	4D
Medium (approx 200 kg)	Moderate	6D
Large (approx 350 kg)	Difficult	8D
Huge (approx 600 kg)	Very Difficult	10D

This item requires a generator to operate and must be tripod- or vehicle-mounted. Before every use of the tractor beam, one crewmember must regulate the power generator by making a Moderate *Technical* roll at the same round the beam is fired. If this is not done successfully, the beam operator suffers a -2D penalty. If only one person is available to crew the generator and tractor beam, that crewman must do both (and multiple action penalties apply).
Source: Galaxy at War (page 42)

Antipersonnel Mine

Type: Directional explosive mine
Scale: Character
Skill: Demolition
Cost: 500
Availability: 2, X
Blast Radius: 2/4/6/8
Damage: 6D/5D/4D/3D
Game Notes: Antipersonnel mines are directional, and do not cover the same area as a normal mine. The blast emits from the mine and sprays shrapnel in a 60 degree arc. The mine can be rigged by a remote trigger, or by a tripwire. Rigging the mine with a tripwire requires an Easy *demolitions* roll. Additional mines can be linked so that when one mine detonates all mines in that series also detonate. Linking mines requires an additional easy *demolitions* roll for each mine.
Source: Galaxy at War (page 42-43)

Detonite Cord

Type: Linear explosive charge
Scale: Character
Skill: Demolition
Cost: 1,000 (10 meters)
Availability: 1, R
Blast Radius: 1 meter
Damage: 4D+1

Game Notes: Detonite cord is stable in spools for easy transportation and requires a timer or manual trigger for detonation. Once laid, it provides a focused explosion with little effect to surrounding areas. Several segments of detonate cord may be spliced together to create a larger explosion.
Source: Galaxy at War (page 43)

Ion Mine
Type: Droid/vehicle disabling explosive
Scale: Character
Skill: Demolition
Cost: 800
Availability: 2, X
Blast Radius: 0-2/4/6/10
Damage: 7D/5D/3D/2D ionization
Source: Galaxy at War (page 43)

Limpet Mine
Type: Anti-vehicle adhesion mine
Scale: Speeder
Skill: Demolition
Cost: 300
Availability: 3, X
Blast Radius: 1.5 meters
Damage: 5D
Game Notes: A limpet mine is designed so that a character may place it on the hull of an enemy speeder or very large droid. Once the limpet mine is placed with an Easy *demolitions* roll, it seals into place and sets an electronic fuse that will detonate after one round, providing the character placing the mine adequate time to move out of its small blast radius.
Source: Galaxy at War (page 43)

Glowing Defoliator

Model: C.I.S. Glowing Defoliator
Type: Organic annihilation artillery piece
Scale: Character
Skill: Missile weapons: artillery
Crew: 4
Ammo: 1
Cost: 15,000 (launcher, must be attached to a carrier vehicle), 3,500 (shell)
Availability: 4, X
Body: 5D
Fire Rate: 1/4
Range: 1-2/5/10 km
Blast Radius: 400 meters
Damage: 9D
Game Notes: The defoliator blast affects living matter only (characters, creatures and plant life), literally burning them up, but leaving machinery intact (droids, vehicles, buildings). Only creatures completely sheltered within sealed vehicles, environmental suits or energy shields can avoid the weapon's effect. From the impact point, the blast expands outwards in a disc shape at a rate of 100 meters per round. A creature affected by the blast takes the damage every subsequent round until it either dies or passes through an energy shield or other form of biological cleanser.
Source: Galaxy at War (page 67)

Automated Sentry Gun

Type: Automated blaster turret
Scale: Character
Skill: Blaster: repeating blasters
Ammo: 150
Cost: 2,500 (new), 1,000 (used)
Availability: 2, R
Fire Rate: 5
Body: 4D
Range: 3-30/100/250
Damage: 5D+2
Game Notes: Has *blaster* 4D, *search* 6D (ignores low-lighting penalties).
Source: Galaxy at War (page 98)

Razor Wire

Model: Typical razor wire
Type: Battlefield terrain hazard
Scale: Character
Cost: 10 per square meter
Availability: 1
Damage: 3D
Game Notes: First, razor wire increases the difficulty of any terrain by three difficulty levels. For example, if terrain is Easy, it increases it to Difficult (see *Star Wars Roleplaying Game 2ⁿᵈ Edition, Revised and Expanded* page 101-103). Second, if a character fails the movement roll, the razor wire inflicts damage and entangles him. With appropriate tools, a character can cut through the wire with an Easy *security* roll.
Source: Galaxy at War (page 98)

Fragmentation Wire

Model: Typical fragmentation wire
Type: Battlefield terrain hazard
Scale: Character
Cost: 100 per square meter
Availability: 1
Blast Radius: 2 meters
Damage: 3D
Game Notes: Fragmentation wire looks very similar to razor wire, and is most often intermixed with it on a battlefield. It requires a Difficult *search* roll to notice the difference between them. Fragmentation wire increases the difficulty of any terrain by three difficulty levels. If a character fails a movement roll when moving into an area with fragmentation wire, then the wire detonates. If a character tries to cut through the wire, it also detonates.
Source: Galaxy at War (page 98)

Repulsorlift Inhibitor

Type: Repulsorlift disabling mine
Scale: Speeder
Cost: 500
Availability: 2, X
Radius: 3 meters
Damage: 3D (ion damage)
Game Notes: The device is buried 1-2 meters underground and generates an energy well that disables repulsorlift engines within a 3-meter radius. Any repulsorcraft travelling through the energy well suffers 3D ion damage. The pilot must make a Difficult *repulsorlift operation* roll to keep the engines running at half speed, instead of shutting down completely and slamming into the ground.
Source: Galaxy at War (page 99)

Smart Mine

Type: Programmable mine
Scale: Character
Skill: Demolition
Cost: 500
Availability: 2, X

Blast Range: 2/4/6
Damage: 5D+2/4D+1/3D
Game Notes: The smart mine comes equipped with a number of sensors that can evaluate thermal emissions, heat or ground vibration. With a Moderate *demolitions* roll, a character can program the mine to be triggered by a specific set of parameters. The mine may be programmed with a limited blast radius, set to only detonate with the pressure from a being upwards of a certain weight or size, or when there is a specific number of beings within the blast radius. Smart mines are also equipped with an IFF system that allows it to distinguish allied units.
Source: Galaxy at War (page 100)

Heavy Artillery Cannon

Type: Heavy indirect fire cannon
Scale: Speeder
Skill: Artillery
Crew: 4
Ammo: 1
Cost: Not available for sale (ammo: 2,000)
Availability: 2, X
Body: 4D
Fire Rate: 1/3
Fire Control: 2D
Range: 20-40/100/200 km
Blast Radius: 4/8/12/16
Damage: 10D/8D/5D/2D
Source: Galaxy at War (pages 100-101)

Light Artillery Cannon

Type: Light indirect fire cannon
Scale: Speeder
Skill: Artillery
Crew: 2
Ammo: 1
Cost: Not available for sale (ammo: 1,000)
Availability: 2, X
Body: 3D
Fire Rate: 1/2
Fire Control: 2D
Range: 10-20/50/100 km
Blast Radius: 3/6/8/12
Damage: 8D/6D/4D/2D
Source: Galaxy at War (pages 100-101)

Field Gun

Type: Indirect fire cannon
Scale: Speeder
Skill: Artillery: Field Gun
Crew: 1
Ammo: 1
Cost: Not available for sale (ammo: 500)
Availability: 2, X
Fire Rate: 1/2
Range: 600-1.2/3/6 km
Blast Radius: 1/2/4/6
Damage: 4D/3D/2D/1D
Source: Galaxy at War (pages 100-101)

Howitzer

Type: Indirect fire cannon
Scale: Speeder
Skill: Artillery: Howitzer
Crew: 3
Ammo: 1
Cost: Not available for sale (ammo: 750)
Availability: 2, X
Body: 3D+1
Fire Rate: 1/2
Fire Control: 1D
Range: 4-10/20/40 km
Blast Radius: 2/4/6/8
Damage: 6D/4D/2D/1D
Source: Galaxy at War (pages 100-101)

Frag Mortar

Type: Portable indirect fire weapon
Scale: Character
Skill: Artillery: mortar
Crew: 1
Ammo: 1
Cost: Not available for sale (ammo: 300)
Availability: 2, X
Fire Rate: 1/2
Range: 350-750/2/3.5 km
Blast Radius: 1/2/4
Damage: 4D+2/3D+1/2D
Source: Galaxy at War (pages 100-101)

Ion Mortar

Type: Portable indirect fire weapon
Scale: Character
Skill: Artillery: mortar
Crew: 1
Ammo: 1
Cost: Not available for sale (ammo: 450)
Availability: 2, X
Fire Rate: 1/2
Range: 350-750/2/3.5 km
Blast Radius: 1/2/4
Damage: 4D+2/3D/2D+1
Source: Galaxy at War (pages 100-101)

Stun Mortar

Type: Portable indirect fire weapon
Scale: Character
Skill: Artillery: mortar
Crew: 1
Ammo: 1
Cost: Not available for sale (ammo: 450)
Availability: 2, X
Fire Rate: 1/2
Range: 350-750/2/3.5 km
Blast Radius: 1/2/4
Damage: 4D+1/3D+1/2D
Source: Galaxy at War (pages 100-101)

Thermal Mortar

Type: Incendiary indirect fire weapon
Scale: Character
Skill: Artillery: mortar
Crew: 1
Ammo: 1
Cost: Not available for sale (ammo: 450)
Availability: 2, X
Fire Rate: 1/2
Range: 350-750/2/3.5 km
Blast Radius: 2/4/8
Damage: 7D/5D/3D
Source: Galaxy at War (pages 100-101)

Orbital Turbolasers

Type: Orbital turbolaser bombardment
Scale: Capital
Skill: Capital ship gunnery
Crew: 5
Ammo: Unlimited (power generator)
Cost: Not available for sale
Availability: 2, X
Body: 3D
Fire Rate: 1/4
Fire Control: 1D
Range: Orbit-to-surface (always Long Range)
Blast Radius: 12 meters
Damage: 5D
Source: Galaxy at War (page 101)

Equipment

Targeting Laser
Type: Laser paint targeting device
Scale: Character
Skill: Targeting laser
Cost: 50
Availability: 2, F
Fire Control: 2D
Range: 3-30/80/350
Game Notes: If a character makes a successful attack with a targeting laser, the target suffers no damage, but anyone who knows that targeting laser frequency gains a +1D bonus to attacks against that target with a missile or grenade launcher or vehicle weapon for the duration of that round.
Source: Galaxy at War (page 42)

Barabel Microbe Armor
**Model:** Creshaldyne Industries Barabel Microbe Armor
Type: Biological blast vest
Cost: 30,000
Availability: 4
Game Notes: vest initially gives +1D to resist damage from blaster attacks to front and back torso. With each subsequent hit by a blaster bolt, the vest goes up by one pip (+1D, +1D+1, +1D+2, +2D, etc.) up to a maximum of 3D. The vest drops by one pip for every three minutes the vest is not hit by a blast. If a blast penetrates the vest enough to allow the user to be wounded, the vest is destroyed. If exposed to below-zero temperatures for as little as 15 minutes, the vest is destroyed.
Source: Galladinium's Fantastic Technology (pages 85-86), Arms and Equipment Guide (pages 41-42), Galaxy at War (page 44)
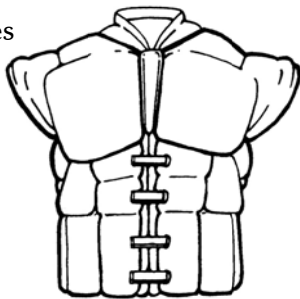
Biohazard Suit

Model: Regallis Engineering Filtrex Bio/Chem Suit
Type: Protective chemical and biological filtration suit
Scale: Character
Cost: 4,000
Availability: 2, F
Game Notes: This suit provides complete protection against any atmospheric hazards such as poisons or hazardous chemicals. A biohazard suit can provide one hour of clean air before requiring a filter change. The helmet provides +2 physical protection, but the suit gives a -1 *Dexterity* penalty.
Source: Galaxy at War (page 44)

Camo Scout Armor
Model: Creshaldyne Industries Scout Armor
**Type:** Light scout armor
Cost: 1,500
Availability: 2
Game Notes:
Basic Suit: +1D physical, +2 energy for torso, arms and legs.
Camo Field: +1D to difficulty of *search* or *Perception* rolls for those trying to spot the wearer if the wearer remains motionless.
Source: Galaxy Guide 10: Bounty Hunters (page 87), Gundark's Fantastic Technology (pages 49-50), Rules of Engagement – The Rebel SpecForce Handbook (page 34), Arms and Equipment Guide (page 43), The Clone Wars Campaign Guide (page 64), Galaxy at War (page 44)
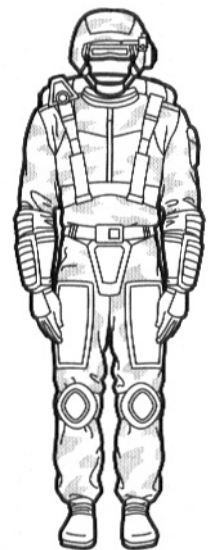
Katarn Commando Armor

Model: Katarn-class Commando Body Armor
Type: Commando armor
Scale: Character
Cost: 30,000 (Not available for sale - 250,000 in the black market)
Availability: 4, X
Upgrade Slots: 3
Game Notes:
Armor Protection: +2D physical and energy, -1D *Dexterity* and related skills.

Comlink: Tongue-activated helmet comlink.

Retractable Vibroblade: Concealed in right gauntlet, does STR+1D+2 damage, uses *melee combat* skill. May be set to automatically spring out every time the user punches a target, in which case it uses the *brawling* skill.

Environment Sealed: The armor's seals allow the wearer to survive in extreme heat or cold, toxic environments, underwater, or in the vacuum of space for up to 24 hours.

Auto-Bacta Injectors: When the wearer suffers a Wounded or worse injury, the system automatically injects bacta on the affected area. This does not actually heal the wound, but reduces the injury penalty by 1D (and keeps an Incapacitated character awake, as if he was only Wounded Twice). Unit has a single charge; multiple bacta injections grant no further benefits.

MFTAS: Multi-Frequency Targeting Acquisition System; adds +2D to *Perception* and *search* checks in low-visibility situations, +1D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.

Viewplate: Macrobinocular imaging set (50-100/200/500 meters range) with UV nightvision (See MFTAS, above).

Utility Belt: High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs, additional supplies pouches.

Source: Galaxy at War (page 44)

Marine Armor

Model: Rebel Alliance Boarding Suit
Type: Pressure-suit armor
Scale: Character
Cost: Not available for sale
Availability: 2, R
Upgrade Slots: 1
Game Notes:
Armor Protection: +2D physical +1D energy, -1D *Dexterity* and related skills.

Life Support: Provides protection for 24 hours in the vacuum of space or other hostile environments.

Magnetic boots: reduces the character's movement by -3 but allows a character to walk along metallic surfaces (such as the outside hull of a ship).

Propulsion Pack: Adds +1D to all *swimming* rolls, and allows a character to maneuver without penalty in zero gravity.

Source: Galaxy at War (page 45)

Stalker Armor

Model: Salus Corporation M-10 Stalker Armor
Type: Personal body armor
Cost: 8,000
Availability: 3, R
Game Notes:

Armor: Provides +2D to *Strength* for physical attacks, +2D to energy attacks; -2D to *Dexterity* and related skills. Covers head, torso, arms and legs.

Heaviness: Due to this suit's weight, the skills *hide*, *sneak* and *swimming* cannot be used while wearing this armor.

Tangle Gun: 4D stun damage, uses *missile weapons* skill, ranges: 3-10/30/60, mounted on right arm.

Duo-Flechette Rifle: 5D damage, uses *armor weapons* skill, ranges: 3-10/30/60, mounted on right forearm armor.

Retractable Claws: STR+2D damage, concealed in right gauntlet.

Sensors: A sensor pod and targeting computer provides +1D to *search*, and +1D to weapons skill rolls.

Source: Gundark's Fantastic Technology (pages 60-61), Galaxy at War (page 45)

Stun Cloak

Model: Koromondain PDS, Inc. Model SVT-300
Type: Stun cloak
Scale: Character
Skill: Melee combat
**Ammo:** 3 before power cell is temporarily depleted; holds a total of 8 charges
Cost: 1,500
Availability: 2
Difficulty: Moderate (Easy if target is attacking)
Damage: 5D (stun damage)
Game Notes: The stun cloak has a micro cell that recycles in three minutes after the initial charges are used. The cell can be powered up from any external generator in two rounds. A target must make a Difficult *melee parry* or *brawling parry* roll to avoid contact with the cloak.
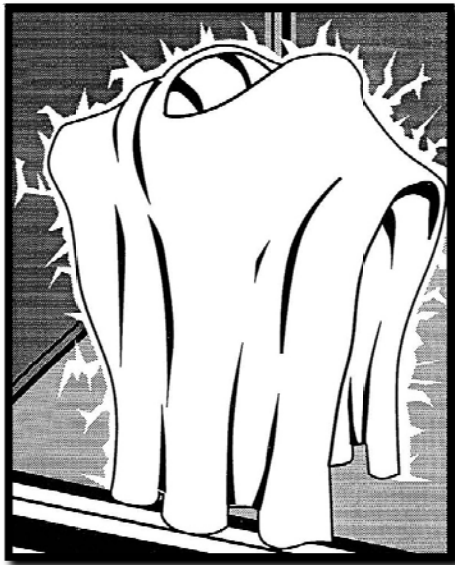
Source: Galaxy Guide 10: Bounty Hunters (page 86), Gundark's Fantastic Technology (page 12), Galaxy at War (page 45)

Anti-Rad Dose

**Type:** Radiation Inoculation
Skill: First aid
Cost: 50
Availability: 2
Game Notes: If an anti-rad dose is given to a character before entering a high radiation zone, that character receives +2D to *stamina* rolls to resist the effects of radiation. The dose may also be used to treat a character after radiation exposure. If used after exposure, it adds +1D to *first aid* or *(A) Medicine* rolls to treat a character suffering from radiation sickness.
Source: Galaxy at War (page 45)

Camo-Netting
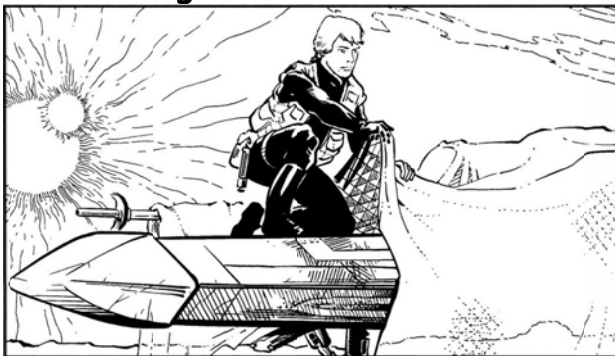
Model: Fabritech CN-15 Camouflage Netting
Type: Camo-netting
Skill: Hide
Cost: 3,500
Availability: 2, R
Game Notes: Camo-netting adds +2D to the difficulty to detect the camouflaged object with sensor-scanning equipment at ranges greater than 250 meters. Camo-netting offers no bonus at a range of less than 250 meters. If more than three camo-nets ar eused in tandem, the sensor-scanning equipment gains a +1D to detect the nets because of the interference the nets cause.

Source: Gundark's Fantastic Technology (page 106), Rules of Engagement – The Rebel SpecForce Handbook (page 44), Shadows of the Empire Sourcebook (pages 110-112), Arms and Equipment Guide (page 92), The Clone Wars Campaign Guide (page 65), Galaxy at War (page 46)

Camouflage Poncho

Model: A/KT Camouflage Poncho
Type: Cloth fatigues
Cost: 250
Availability: 1
Game Notes: Adds +1D to *sneak*, +2D at ranges of more than 35 meters.
Source: Rules of Engagement – The Rebel SpecForce Handbook (page 33), Arms and Equipment Guide (page 45), Ultimate Adversaries (page 154), Galaxy at War (page 46)

Com Scrambler

Type: Communications disruption unit
Skill: Communications
Cost: 6,000
Availability: 2, X
Game Notes: A com scrambler is mounted on a backpack unit and carried into enemy lines, connected to a power source, and then left behind. With an Easy *communications* roll, all friendly and hostile communication, HoloNet transmission, and droid remote receivers within 20 km are flooded with white noise and jammed. Getting a signal into or out of the affected area requires a Difficult *communications* roll. The roll must be made every minute, as the com scrambler continually scans and adapts to block signals it locates.
Source: Galaxy at War (page 46)

Comlink Tightbeam

Type: Secure communication interface
Skill: Communications
Cost: 300
Availability: 2, F
Game Notes: The tightbeam is a headset add-on to comlinks or transceivers that utilizes a focused laser to transmit encrypted communication between two parties equipped with the device. This helps prevent interception of communications on the battlefield. However, in order for a transmission to be received, the two parties must have direct line of sight. Communication scanners cannot pick up the transmission unless they are located directly in the path between the two communicating individuals.
Source: Galaxy at War (page 46)

Comm Scanner

Model: Courier Communications Scanner
Type: Comm detector and scanner
Skill: Sensors and communications
Cost: 2,500
Availability: 2, R
Game Notes: Allows user to detect and tap into comlink, transceiver, and HoloNet transmissions. By making a Moderate *sensors* roll, a character can detect the number and type of communications being broadcasted within a 50 kilometer radius. A Difficult *sensors* roll indicates the direction and distance to the broadcast point. This device also provides +2D to any *communications* roll to decode an encrypted transmission it detects. The device can also record any transmission it intercepts.
Source: Rules of Engagement – The Rebel SpecForce Handbook (page 42), Arms and Equipment Guide (page 89), Galaxy at Wars (page 46)

Cryogenic Pouch

Model: Medvec Cryonex Cryogenic Pouch
Type: Cryogenic stabilizing unit
Cost: 300
Availability: 3
Game Notes: Cryogenic pouches are used to stabilize wounded soldiers on the field so that they may be transported to medical facilities. The pouch is worn as a small canister on the belt. Once the canister is opened, it releases a pouch large enough to fit most humanoid-sized creatures. When the pouch is sealed it releases a cryogenic compound capable of keeping a creature in suspended animation. Placing the pouch around an unconscious character takes one round. Once inside, a Mortally Wounded character is stabilized in 2 rounds. The pouch has enough power to keep a character in suspended animation for 24 hours, although it can be hooked up to another power source with an Easy *Technical* roll.
Source: Galaxy at War (page 46)

Droid Diagnostic

Model: Interstellar Droid Monitoring, Inc. Mk-11 Droid Diagnostic
Type: Droid diagnostic
Skill: Droid programming, droid repair
Cost: 200
Game Notes: Very Easy *droid programming* roll required for standard systems check and readout (takes 30 minutes). Diagnostic assisted repair procedures normally require an Easy *droid repair* roll and the diagnostic's expertise adds +1D to the skill roll. This bonus is for maintenance only and does not apply to major repairs or modifications.
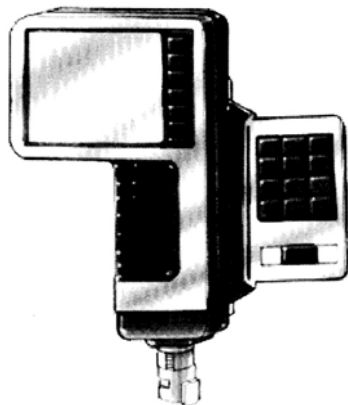
Source: Galladinium's Fantastic Technology (page 26), Arms and Equipment Guide (page 96), Galaxy at War (page 46)

Field Food Processor

Type: Food decontamination processor
Cost: 1,500
Availability: 1
Game Notes: The field food processor takes up to three pounds of local flora and fauna and, after a minute, turns them into a gray, tasteless yet nutritious paste that can sustain an individual for a day. It can be programmed to make appropriate food for up to ten different species. If any poisonous, toxic or radioactive ingredients are used in the mix, the unit provides a +3D *stamina* bonus against their harmful effects.
Source: Galaxy at War (page 47)

Personal Field Shelter

Type: Personal compact tent
Cost: 500
Availability: 2
Game Notes: The personal field tent allows for easy transportation, and expands to accommodate one humanoid-sized character. When sealed, it provides +3D to *survival* rolls to resist the effects of heat and cold. It also contains one hour of breathable atmosphere in cases of airborne toxins. Special filaments on the exterior also provide limited camouflage, adding +1D to the *search* difficulty to detect the shelter.
Source: Galaxy at War (page 47)

Plasma Bridge

Type: Energy retractable walkway
Cost: 12,500
Availability: 3
Game Notes: The plasma bridge must be hooked up to a generator or constant power supply. When activated, a bridge 10 meters wide and up to 200 meters long is extended from a plasma generator. This bridge provides a surface for troops to cross over difficult or otherwise impassable terrain. If the generator is destroyed or deactivated, the plasma bridge has enough power stored for two rounds. If another power supply is not provided, the bridge shuts down and any characters on the bridge fall.
Source: Galaxy at War (page 47)

Proximity Flare
Type: Early warning flare
Cost: 50
Availability: 1
Game Notes: The proximity flare has a spike on one end allowing it to be placed securely on the ground, and the other end contains the flare emitter. Whenever a character or creature as large as a small child or larger steps within 5 meters of the flare's sensors, they sense the shift in air pressure and launch the flare, casting light in a 15 meter radius and foiling any attempt to sneak into the area. A character can avoid setting off the flare's sensors by moving extremely slowly and smoothly (Very Difficult *sneak* roll). The proximity flare can be used as a makeshift weapon if aimed horizontally. Any character hit takes 4D damage.
Source: Galaxy at War (page 47)

Radiation Detector
Type: Radiation scanning device
Cost: 50
Availability: 1
Game Notes: A radiation detector can pick up radiation within 10 meters. The detector provides a color-coded display that indicates whether the radiation is normal background radiation, very low, low, medium, high, or extreme. The detector also has optional audio and vibration settings.
Source: Galaxy at War (page 47)

Targeting Beacon
Type: Portable beacon
Cost: 300
Availability: 2
Game Notes: A targeting beacon can be used in a variety of ways. It may be used to signal a target for bombardment or signal for an emergency pickup. The beacon has a magnetic bottom for attachment to vehicles or buildings, plus an extending spike for mounting on the ground. The beacon may be set to produce visible, ultraviolet, or infrared light. The light can be tuned to a specific frequency, so that only allies who know it will detect it. Adjusting the frequency requires a Moderate *sensors* roll. In clear weather the beacon is visible up to 2 kilometers away.
Source: Galaxy at War (page 47)

Triangulation Visor
Type: Targeting headgear
Cost: 1,400
Availability: 2
Game Notes: Triangulation visors provide 1D+2 fire control to all skill rolls to fire physical rounds or missile weapons. The visor accounts for environmental factors such as wind, barometric pressure, and other factors for precise targeting, thus have no use for energy or sound based weaponry. This item cannot be worn in conjunction with any other headgear.
Source: Galaxy at War (page 47)

Vacuum Pouch

Model: Meredex Atmospherics EMS-90
Type: Emergency shelter
Cost: 800
Availability: 2
Game Notes: An Easy *Dexterity* roll is required for removal and inflation within 30 seconds. Puncture and heat resistant, opaque bubble has a *Strength* of 1D+2 to resist damage and atmosphere loss. It provides sufficient air, heat and pressure to sustain a humanoid in hard vacuum for up to 2 hours.
Source: Galladinium's Fantastic Technology (pages 42-43), Arms and Equipment Guide (page 95), Galaxy at War (page 47)

Optional Rule:
Cybernetic Prosthesis and upgrades
Most cybernetic replacements are just that, simple replacements of a lost limb, or other body part that is designed to exactly mimic the original. However, in some places of the galaxy characters can find underground surgeons willing to design and install enhancements. Such prosthetic limbs have special features and if you are using the upgrade rules from the *Scum and Villainy* conversion guide, then you may treat prosthetics as having 1 free upgrade slot. Most cybernetic prosthetics can benefit from the following universal upgrades: cloaked, dual gear, environmental sealing, extra power source, secret compartment, storage capacity, and ion-shielding.
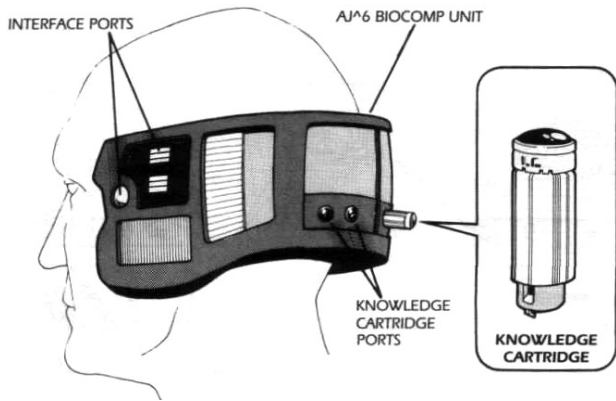**Source:** Galaxy at War (page 48)

Cyborg Construct
Model: BioTech Borg Construct AJ^6
Type: Basic cyborg construct
Cost: 80,000 for unit, 70,000 for surgery, 400 cheaper if without cyborg/droid interface
Cyber Points: 3
Game Notes: Increases *computer programming/ repair* by 2D. Increases any *Knowledge* or *Technical* skill by 1D. Construct can store up to 8D worth of additional information. Cyborg can read the data in his data banks at any time.

Source: Cracken's Rebel Field Guide (page 31), Hero's Guide (page 130), Rebellion Era Campaign Guide (page 149), Galaxy at War (page 49)

Subcutaneous Comlink

Model: BioTech Subcutaneous Comlink
Type: Embedded comlink system
Skill: Medicine: cyborging (to install)
Cost: 4,000 (3,000 surgery cost)
Availability: 2, R
Difficulty: To install: Easy
Game Notes: The subcutaneous comlink transmits and receives signals through the character's auditory and vocal organs. It allows the character to send and receive transmissions with only the slightest of vocalizations. The benefit is that comlink transmission can be made with such slight noise that they cannot be heard by others.
Source: Galaxy at War (page 49)

Cybernetic Eye

Type: Prosthetic eye
Scale: Character
Skill: Medicine: cyborging (to install)
Cost: Varies by model
Availability: 2, R
Difficulty: Moderate (to install)
Game Notes: If the *medicine* roll to install eye fails by less than 5 points, the limb has a side effect (listed below).

Item	Bonus	Price	Surgery	Side Effect
Flare Suppressor	Can't be flash-blinded	250	1,900	-1 on attack rolls
IR Sensor	Darkvision to 30m	300	2,250	Blinded by nearby heat sources
Optical Enhancer	+1D to *search*	450	3,400	-1D to ranged attacks
Targeting Eye	+1 on ranged attacks	500	3,750	-1D to *search*
Telescopic Eye	Reduced *search* range	500	3,750	-1D to *search*

Source: Hero's Guide (pages 129-130), Galaxy at War (page 49)

Skeletal Reinforcement

Model: BioTech Superstruct Skeletal Reinforcement
Type: Skeleton reinforcement
Scale: Character
Skill: Medicine: cyborging (to install)
**Cost:** 10,000 (surgery: 50,000)
Availability: 2, R
Difficulty: To install: Heroic
Game Notes: Subject gains +1D to resist physical damage. If the *medicine* roll to install fails by less than 5 points, subject suffers a -1D penalty to *Strength*-based actions. This cannot be recovered until the cybernetic component is removed.
Source: Hero's Guide (pages 130-131), Galaxy at War (page 50)

Hifold Sensory Package
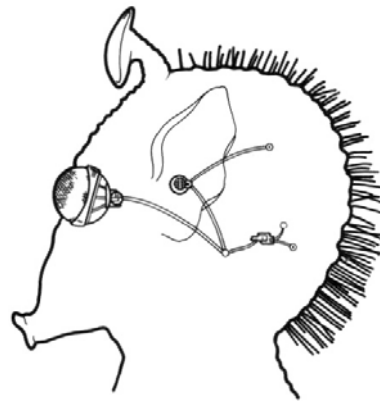
Model: Neuro-Saav Hifold Sensory Package
Type: Increases Perception attribute/skills
Cost: 400 credits per pip
Cyber Points: 2
Source: Cracken's Rebel Field Guide (page 38), Hero's Guide (page 131), Galaxy at War (page 50)

Tremor Sensor

Type: Cyber sensor
Scale: Character
Skill: Medicine: cyborging (to install)
Cost: 400 (surgery: 3,750)
Availability: 2, R
Difficulty: To install: Difficult
Game Notes: Foot sensor picks up sonic vibration, allowing the character to detect the presence of anything within 20 meters if it's moving in contact with the ground. With a *search* versus *sneak* opposed roll, the subject can also determine the precise location of the target. Subject must activate sensor and remain motionless to use this ability. If the *medicine* roll to install fails by less than 5 points, subject suffers a constant -2 penalty to both *Strength* and *Dexterity* actions, and can't move beyond Cruising speed.
Source: Hero's Guide (page 131), Galaxy at War (page 50)

Ion Shielding

Type: Prosthesis upgrade
Skill: Medicine: Cyborging (to install)
Difficulty: To install: Moderate
Cost: 1,000
Availability: 2
Upgrade slot cost: 1
Game Notes: The ion shielding protects the prosthetic limb from all ion damage. For a character with prosthetics to be completely protected from ion damage, then all of that character's cybernetic prosthetics must have the ion shielding.
Source: Galaxy at War (page 50)

Total Cybernetic Replacement

Model: Via-Tech Industries Cybernetic Support system
Type: Full cybernetic biological replacement
Skill: Medicine: cyborging (to install)
Cost: 90,000 (15,000 surgery cost)
Availability: 2, R
Difficulty: To install: Very Difficult

Game Notes: There are some instances where a being has suffered such extensive damage that almost all of the organic components must be replaced. Should a being suffer incredible damage, but the vital organs still remain in sufficient working condition, they may have a series of prosthetic and life-support surgeries that would constitute a total cybernetic replacement. In an instance where a character would normally die, he may have the option of spending a Force Point to stay alive long enough for his companions to transport him to a medical facility to attempt a complete cybernetic replacement. The complete changeover surgery is long and complicated. It requires six separate Very Difficult (A) *Medicine* or *cyborging* rolls. If any one of the rolls fails, then the character dies. If all six rolls are successful, then the character has the same stats as before the injuries. However, the character gains the *Hybrid Cyborg* special ability:

Hybrid Cyborg – A cyborg may install any droid upgrade or attachment with the exception of those that would enhance a droid's heuristic processor. The cyborg chassis contains a life-support system that makes the character immune to atmospheric and inhaled poison hazards. Hybrid Cyborgs are bound by the same rules that govern cybernetic enhancement (see *Galladinium's Fantastic Technology* pages 5-6), and the replacement counts as six separate enhancements.
Source: Galaxy at War (page 50)

Chaff Gun

Model: Arakyd Caltrop-5 Chaff Gun
Type: Flechette-based sensor jamming device
Scale: Speeder, walker or starfighter
Cost: 2,000
Ammo: 6 canisters (can be expanded to up to 12 at 500 per extra canister)
Availability: 2, R
Game Notes: A chaff gun shoots a canister packed with thousands of durasteel shrapnel pieces and dozens of tiny scramblers that confuse sensor data, making it difficult to lock onto the vessel with missiles, torpedoes or fire control computers. During the entire round where the chaff gun is fired, all attempts to target the vessel suffer a -2D penalty. Besides, any other vehicle flying through the deployed chaff cloud suffers a -2D piloting penalty.
Source: Galaxy at War (page 67)