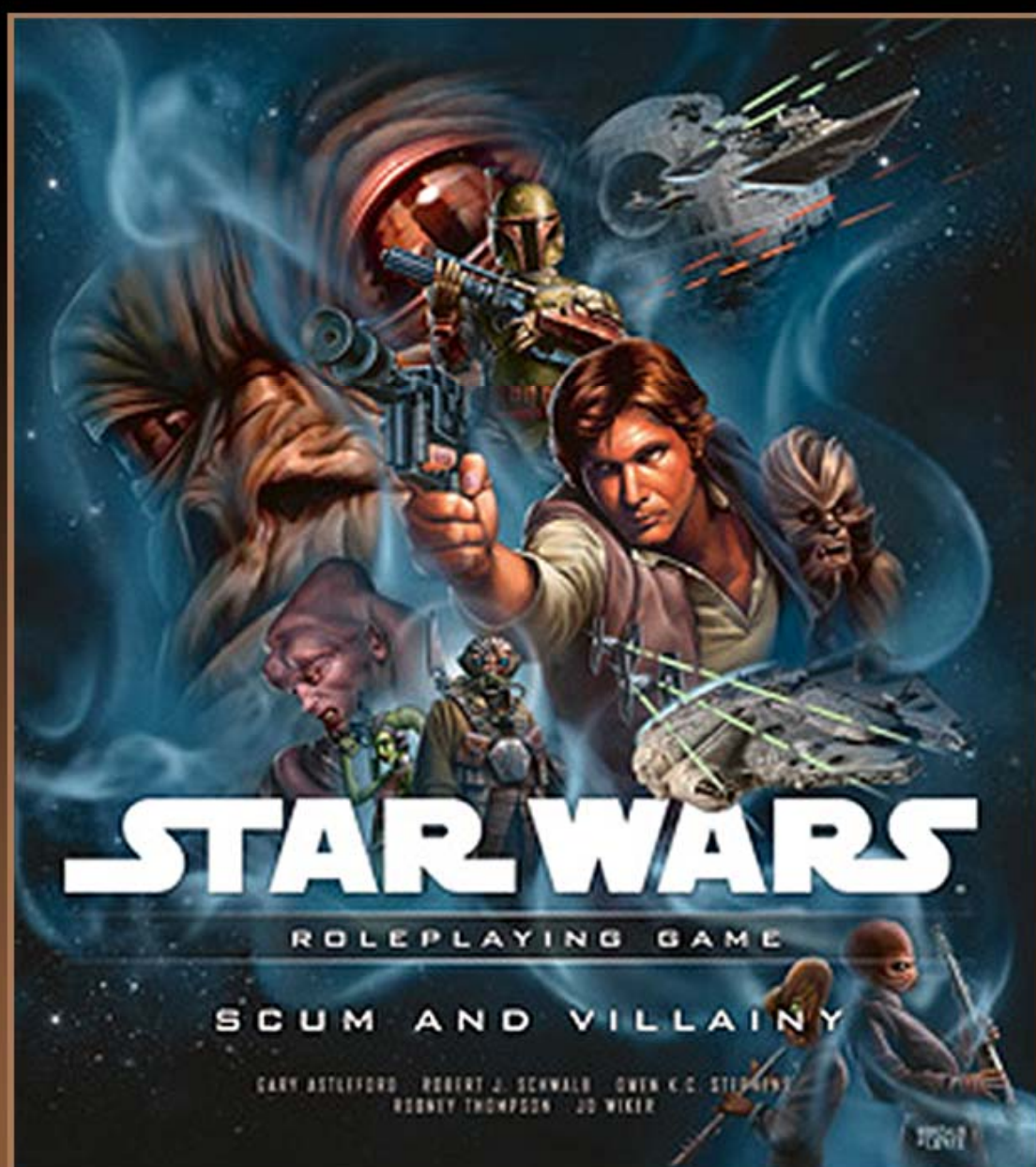


# STAR WARS

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

## SCUM AND VILLAINY



Inspired by



## Alien Species

### Balosar

**Home Planet:** Balosar

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 1D/3D+2

**MECHANICAL** 1D+2/4D+1

**PERCEPTION** 1D+1/4D

**STRENGTH** 1D/3D+2

**TECHNICAL** 1D+1/4D

**Special Abilities:**

*Antennapalps:* A Balosar's antennapalps are sensitive to sound and provide a +1D bonus to *search* by sound.

*Poison Resistance:* +1D to *stamina* to resist poisons.

**Story Factors:**

*Moral Ambiguity:* *Con* and *bargain* rolls made against a Balosar gain a +1D+1 bonus, if promising profit or power.

**Move:** 10/12

**Size:** 1.6 meters tall on average

**Source:** Ultimate Alien Anthology (pages 17-18), Scum and Villainy (page 154)



### 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 complete 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)

### Blood Carver

**Home Planet:** Batorine

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 1D+1/3D+2

**MECHANICAL** 1D+2/4D+1

**PERCEPTION** 1D/3D+2

**STRENGTH** 1D+2/4D

**TECHNICAL** 1D+1/4D

**Special Abilities:**

*Sneak Attack:* If a Blood Carver faces an opponent who is unable to defend himself effectively from his attack, he can strike a vital spot for 1D of extra damage. This extra damage applies only to brawling and melee attacks or ranged attacks within 10 meters, and against opponents that have discernible anatomies.

**Move:** 12/14

**Size:** 2 meters tall on average

**Source:** Ultimate Alien Anthology (page 25), Scum and Villainy (page 6)



### Clawdite

**Home Planet:** Zolan

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D/4D

**PERCEPTION** 2D/4D+1

**STRENGTH** 1D/3D+2

**TECHNICAL** 1D/4D

**Special Skills:**



**Perception: Shapeshift (A):** Some Clawdites have developed their skin-changing talents to a greater degree, allowing them to change the length, color, shape, and texture of their hair, as well as the coloration of their eyes. This fine control can even be used to alter specific portions of the Clawdite's body. This skill counts as an Advanced skill, with a prerequisite of the *Con: disguise* skill specialization at 5D or greater. The *Shapeshift* skill adds its dice to any *Con: Disguise* die rolls made to imitate a member of a different humanoid species.

**Special Abilities:**

**Skin-Changer:** Clawdites are able to change the color, texture, and shape of their skins, allowing a Clawdite to mimic that of another humanoid species of the same general physical shape. This does not allow Clawdites to generate extra limbs or other appendages, but they are able to imitate the texture and patterns of skin-tight clothing. The transformation is quite painful, and the skin-changer will revert to its normal form if stunned, unconscious, dying, or dead.

**Move:** 10/12

**Size:** 1.5 to 1.9 meters tall

**Source:** Ultimate Alien Anthology (pages 38-39), Gamer Magazine Issue 10 (pages 102-104), Scum and Villainy (page 7)

**Falleen**

**Home Planet:** Falleen

**Attribute Dice:** 13D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D+2

**MECHANICAL** 2D/4D

**PERCEPTION** 2D+1/4D+2

**STRENGTH** 2D+1/4D+2

**TECHNICAL** 2D/4D

**Special Abilities:**

**Attraction Pheromones:** +1D to Persuasion and +1D for each hour of continuous preparation in



meditation to enhance efforts. This may total no more than +3D for any one skill attempt and the attempt must be made within one hour of completing meditation. Changes skin color

**Amphibious:** May breathe water for up to 12 hrs., +1D to Swimming

**Story Factors:**

Falleen are rarely seen throughout the galaxy since the Imperial blockade in their system severely limited travel to and from their homeworld.

**Move:** 9/12

**Size:** 1.7-2.4 meters

**Source:** Alien Encounters (page 46), Shadows of the Empire Sourcebook (pages 95-96), Ultimate Alien Anthology (pages 56-58), Alien Anthology (pages 72-73), Scum and Villainy (page 8)

**Gand**



**Home Planet:** Gand

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D+1/4D

**PERCEPTION** 1D/4D+2

**STRENGTH** 2D/5D

**TECHNICAL** 1D/4D+2

### Special Abilities:

*Ammonia Breathers:* Most Gands do not respire. However, there is a small number of Gands that are of older evolutionary stock and do respire in the traditional sense. These Gands are ammonia breathers and find other gases toxic to their respiratory system—including oxygen.

*Exoskeleton:* The ceremonial chemical baths of some findsmen initiations promote the growth of pronounced knobby bits on a Gand's exoskeleton. The bits on a Gand's arms or legs can be used as rough, serrated weapons in close-quarter combat and will do Strength+1 damage when brawling.

*Eye Shielding:* Most Gands have a double layer of eye-shielding. The first layer is composed of a transparent keratin-like substance: the Gand suffers no adverse effects from sandstorms or conditions with other airborne debris. The Gands' second layer of eye protection is an exceptionally durable chitin that can endure substantial punishment. For calculating damage, this outer layer has the same Strength as the character.

*Findsman Ceremonies:* Gands use elaborate and arcane rituals to find prey. Whenever a Gand uses a ritual (which takes at least three hours) he gains a +2D to track a target.

*Mist Vision:* Having evolved on a mist-enshrouded world, Gands receive a +2D advantage to Perception and relevant skills in environments obscured by smoke, fog, or other gases.

*Natural Armor:* Gands have limited clavicular armor about their shoulders and neck, which provides +2 physical protection to that region (they are immune to nerve or pressure point strikes to the neck or shoulders.)

*Regeneration:* Many Gands-particularly those who have remained on their homeworld or are of one of the very traditional sects- can regenerate lost limbs. Once a day, a Gand must make a Strength or stamina roll: a Very Difficult roll results in 20 percent regeneration; a Difficult roll will result in 10 percent regeneration, a Moderate roll will not assist a Gand's accelerated healing process, and the character must wait until the next day to roll.

*Reserve Sleep:* Most Gands need only a fraction of the sleep most living beings require. They can "store" sleep for times when being unconscious is not desirable. As such, the Gand need not make stamina rolls with the same frequency as most characters for purposes of determining the effects of sleep-deprivation. Unless otherwise stated, this is an assumed trait in a Gand.

*Ultraviolet Vision:* Gand can see in the ultraviolet color spectrum.

*Martial Arts:* Some Gand are trained in a specialized form of combat developed by a band of findsman centuries ago. The tenets of the art are complex and misunderstood, but the few that have been described. Two techniques are described below. There are believed to be many more. "Piercing Touch" Description: The findsman can use his chitinous fist to puncture highly durable substances and materials. Difficulty: Very Difficult Effect: If the character rolls successfully (and is not parried or dodged), the strike does STR+2D damage and can penetrate bone, chitin, and assorted armors. "Striking Mist" Description: The findsman can sneak close enough to an opponent to prevent the victim from dodging or parrying the blow. Difficulty: Difficult Effect: If the character rolls successfully, and rolls a successful sneak versus his opponent's Perception, the findsman's strike cannot be dodged or parried. The Gand must declare whether they are striking to injure or immobilize the victim prior to making the attempt.

**Move:** 10/12

**Size:** 1.6-1.9 meters

**Source:** Alien Encounters (page 56), Ultimate Alien Anthology (pages 62-63), Alien Anthology (pages 75-76), Scum and Villainy (pages 8-9)

### Houk

**Home Planet:** Lijuter

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/3D

**PERCEPTION** 1D/3D+1

**STRENGTH** 2D+1/5D+2

**TECHNICAL** 1D/3D

**Story Factors:**

*Belligerence:* For most Houk, violence is often the only means to achieving a desired end.

Most Houk are generally

regarded as brutes who cannot be trusted.

*Imperial Experiment Subjects:* Many Houk have disappeared after being taken custody by Imperial science teams.

**Move:** 8/10

**Size:** 2.0-2.6 meters tall

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 41-43), Ultimate Alien Anthology (page 73), Scum and Villainy (pages 155-156)



## Jawa

**Home Planet:** Tatooine

**Attribute Dice:** 12D

**DEXTERITY** 1D/4D

**KNOWLEDGE** 1D/3D+1

**MECHANICAL** 2D/4D+2

**PERCEPTION** 1D/3D

**STRENGTH** 1D/2D+2

**TECHNICAL** 2D/4D+2

**Special Abilities:**

*Technical Aptitude:*

At the time of character creation *only*, Jawa characters receive 2D for every 1D they place in repair-oriented *Technical* skills.

**Story Factors:**

*Trade Language:* Jawas have developed a very flexible trade language which is virtually unintelligible to other species - when Jawas want it to be unintelligible.

**Move:** 8/10

**Size:** 0.8-1.2 meters tall

**Source:** Alien Encounters (page 74), The Star Wars Sourcebook (pages 75-77), Ultimate Alien Anthology (pages 80-81), Secrets of Tatooine (pages 11-12), Gamer Magazine Issue 3 (pages 32-35), Scum and Villainy (pages 9-10)



**Special Abilities:**

*Musical Beak:* The Ryn can play their perforated beaks like musical instruments. Some Ryn become so adept that they can imitate the tonal languages of many droids (R2 units, etc.). This requires a Moderate *Perception: Musical instruments* skill check, though a Ryn will be unable to communicate unless he knows the droid's binary language.

*Musical Aptitude:* Ryn have a talent for music, and gain a +2 pip bonus to any skill rolls that involve music (singing, playing instruments, etc.).

*Prehensile Tail:* A Ryn can use its long, strong tail to grip items or individuals with both Strength and Dexterity attributes equal to the Ryn's own -1D. Supporting heavy weights with their tails is painful, and requires a Moderate *stamina* roll each round past the first when they are supporting the weight of themselves or another being.

**Story Factors:**

*Bad Reputation:* Ryn are almost universally despised as thieves and con-men.

*Odor:* Ryn have superstitions regarding personal hygiene, which leads them to possess a characteristic odor that others find unpleasant.

**Move:** 10/12

**Size:** Unlisted (Medium)

**Source:** Ultimate Alien Anthology (pages 133-134), Scum and Villainy (pages 10-11)

## Ryn



**Home Planet:** Unknown (believed to be somewhere in the Core)

**Attribute Dice:** 12D

**DEXTERITY** 1D+2/4D

**KNOWLEDGE** 1D+1/4D

**MECHANICAL** 1D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 1D/4D

**TECHNICAL** 1D/4D

## Toydarian



**Home Planet:** Toydaria

**Attribute Dice:** 12D

**DEXTERITY** 2D+1/5D

**KNOWLEDGE** 1D+1/4D

**MECHANICAL** 1D+2/4D+1

**PERCEPTION** 1D/3D+2

**STRENGTH** 1D/3D

**TECHNICAL** 1D+1/4D

**Special Abilities:**

*Force Resistance:* Toydarians are resistant to Force powers that utilize the Sense skill, and receive a +3D bonus to any Perception or Control rolls made to resist these powers. Any Sense powers used against a Toydarian that do not grant a resistance roll have their Sense difficulty increased by +10.

**Move:** 6/8 (Ground), 18/20 (Flight)

**Size:** 0.9 to 1.5 meters tall

**Source:** Ultimate Alien Anthology (pages 164-165), Alien Anthology (pages 107-108), Scum and Villainy (pages 11-12)

## Ubese



### "True"

**Home Planet:** Uba IV

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/2D+2

**PERCEPTION** 2D/4D+2

**STRENGTH** 1D/3D

**TECHNICAL** 2D/4D

### **Special Abilities:**

*Type II Atmosphere Breathing:* "True Ubese" require adjusted breath masks to filter and breath Type I atmospheres. Without the masks, Ubese suffer a -1D penalty to all skills and attributes.

*Technical Aptitude:* At the time of character creation only, "true Ubese" characters receive 2D for every 1D they place in Technical skills.

*Survival:* "True Ubese" get a +2D bonus to their survival skill due to the harsh conditions they are forced to endure on their homeworld.

**Move:** 8/11

**Size:** 1.75-2.25 meters tall

## Yrak Pootzck

**Home Planet:** Uba IV

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D+1/3D+2

**MECHANICAL** 1D/3D

**PERCEPTION** 1D+2/4D

**STRENGTH** 1D+2/3D+1

**TECHNICAL** 1D+1/4D

### **Special Abilities:**

*Increased Stamina:* Due to the relatively low oxygen content of the atmosphere of their homeworld, yrak pootzck Ubese add +1D to their stamina when on worlds with Type I (breathable) atmospheres.

**Move:** 8/12

**Size:** 1.75-2.25 meters tall

**Source:** Alien Encounters (page 162), Shadows of the Empire Sourcebook (pages 99-100), Ultimate Alien Anthology (pages 172-174), Alien Anthology (pages 108-110), Scum and Villainy (pages 12-13)

## Wroonian

**Home Planet:** Wroona

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D+2

**PERCEPTION** 2D/4D+2

**STRENGTH** 2D/3D+2

**TECHNICAL** 2D/3D+2

### **Story Factors:**

*Capricious:* Wroonians are rather spontaneous and carefree. They sometimes do things because they look like fun, or seem

challenging. Wroonians are infamous for taking up dares or wagers based on their spontaneous actions.

*Pursuit of Wealth:* Wroonians are always concerned with their personal wealth and belongings. The more portable wealth they own, the better. While they're not overtly greedy, almost everything they do centers around acquiring wealth and the prestige that accompanies it.

**Move:** 10

**Size:** 1.7-2.2 meters tall

**Source:** Alien Encounters (page 107), Scum and Villainy (page 156)



## Starships

### Clutch Ugly Fighter



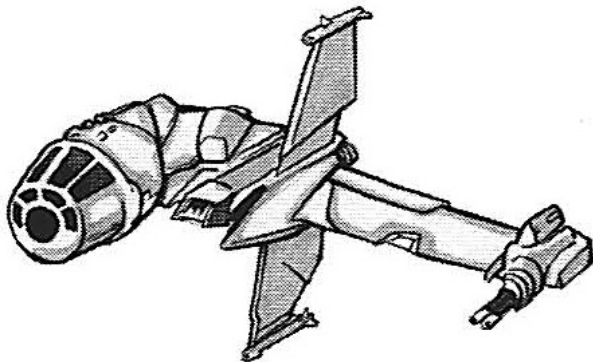
**Craft:** Custom Modified TIE Fighter  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Scum and Villainy (page 67)  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 6.2 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D, starship gunnery 3D+2, starship shields 2D+2  
**Cargo Capacity:** 25 kilograms  
**Consumables:** 1 day  
**Cost:** 45,000 (used)  
**Maneuverability:** 3D+2  
**Space:** 6  
**Atmosphere:** 330; 900 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 50/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/25  
*Atmosphere Range:* 1-500/1.5/2.5 km  
*Damage:* 5D  
**Ion Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 1-300/1.2/2.5 km  
*Damage:* 3D

### X-TIE Ugly



**Craft:** Incom T-65B X-wing-TIE Fighter  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Cracken's Threat Dossier (page 144), Scum and Villainy (page 67)  
**Type:** Patchwork starfighter  
**Scale:** Starfighter  
**Length:** 12.5 meters  
**Skill:** Starfighter piloting  
**Crew:** 1 plus astromech  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D  
**Cargo Capacity:** 110 kilograms  
**Consumables:** 1 week  
**Cost:** 60,000 (used)  
**Hyperdrive Multiplier:** x1.5  
**Nav Computer:** Uses astromech with 10 jumps  
**Maneuverability:** 3D+1  
**Space:** 9  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 4/3D+1  
**Weapons:**  
**4 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D

## Corellian B-Wing "Ugly"

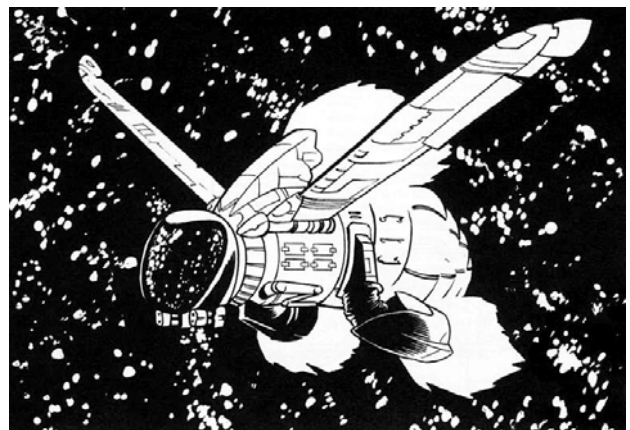


**Craft:** Average Corellian/B-wing "C-wing ugly"  
**Affiliation:** General  
**Era:** New Republic  
**Source:** Cracken's Threat Dossier (page 140), Scum and Villainy (page 66)  
**Type:** Patchwork starfighter  
**Scale:** Starfighter  
**Length:** 16.9 meters  
**Skill:** Starfighter piloting  
**Crew:** 1, gunners: 1  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D+1  
**Passengers:** 6  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 1 week  
**Cost:** 110,000 credits  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Limited to two jumps  
**Maneuverability:** 1D+1  
**Space:** 6  
**Atmosphere:** 330; 750 kmh  
**Hull:** 2D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 4/4D+1  
**Weapons:**  
**Anti-Infantry Turbolaser Cannon**  
*Fire Arc:* Turret  
*Scale:* Speeder  
*Crew:* 1  
*Skill:* Vehicle blasters/starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

### Hornet Interceptor

**Craft:** Modified Tenloss Hornet Interceptor  
**Affiliation:** General  
**Era:** Rise of the Empire

**Source:** The Jedi Academy Sourcebook (pages 126-128), Scum and Villainy (page 125)  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 14 meters  
**Skill:** Starfighter piloting: Hornet  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D, starship gunnery 4D+1  
**Cargo Capacity:** 80 kilograms  
**Consumables:** 5 days  
**Cost:** 75,000 (new), 32,000 (used)  
**Maneuverability:** 3D+2  
**Space:** 9  
**Atmosphere:** 400; 1,150 kmh  
**Hull:** 1D+2  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 65/2D  
*Focus:* 3/3D



### Weapons:

#### 2 Turbo-charged Laser Cannons (fire linked)\*

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-4/14/27  
*Atmosphere Range:* 100-400/1.4/2.7 km  
*Damage:* 10D

\*Once fired more than three times in a dogfight, the turbo-charged laser cannons rupture on a wild die roll of one, causing 6D damage to the ship itself.

#### Alternate Weapon Configuration:

#### 2 Laser Cannons (fire linked)

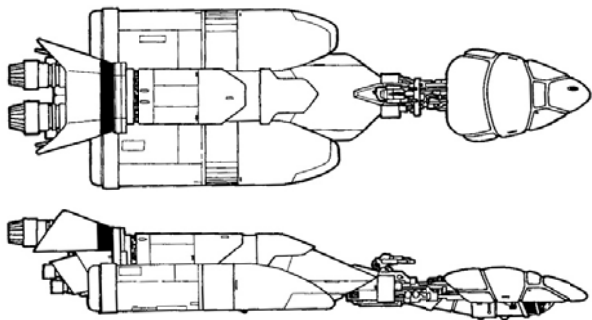
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/15/25  
*Atmosphere Range:* 100-300/1.5/2.5 km  
*Damage:* 5D+2



### Service Shuttle 23K

**Craft:** Gallofree Yards Service Shuttle 23K  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Galaxy Guide 7: Mos Eisley (pages 30-31), Scum and Villainy (page 98)  
**Type:** Orbital service shuttle  
**Scale:** Starfighter  
**Length:** 18 meters  
**Skill:** Space transports: Service Shuttle 23K  
**Crew:** 1  
**Crew Skill:** Space transports 4D  
**Passengers:** 6\*  
**Cargo Capacity:** 1 metric ton\*  
**Consumables:** 1 day  
**Cost:** 36,000 (new), 20,000 (used)  
**Maneuverability:** 1D  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 1D+1  
**Sensors:**  
*Passive:* 10/1D  
*Scan:* 15/1D+2  
*Search:* 20/2D  
*Focus:* 1/2D+2  
**Note:** Service shuttle can hold *either* passengers or cargo.

### Gymsnor-3 Light Freighter



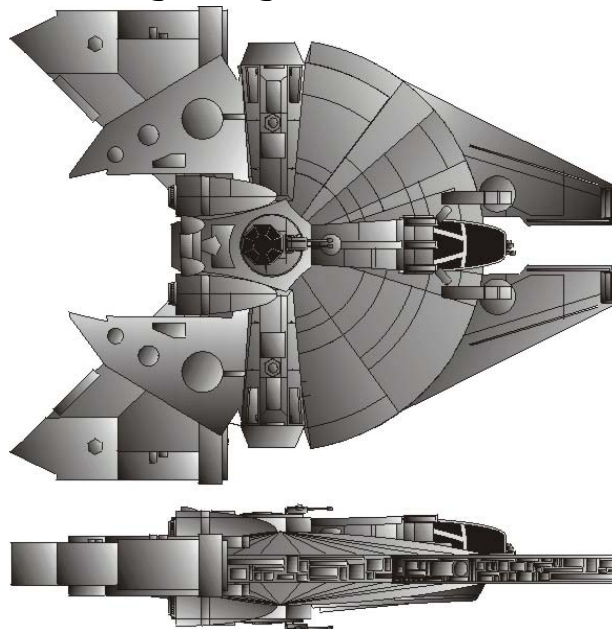
**Craft:** CorellianSpace Gymsnor-3 Freighter  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 62-63), Scum and Villainy (page 62)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 34.1 meters  
**Skill:** Space transports: Gymsnor-3 freighter  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Passengers:** 4  
**Cargo Capacity:** 95 metric tons  
**Consumables:** 1 month  
**Cost:** 38,000 (new), 19,000 (used)  
**Hyperdrive Multiplier:** x2

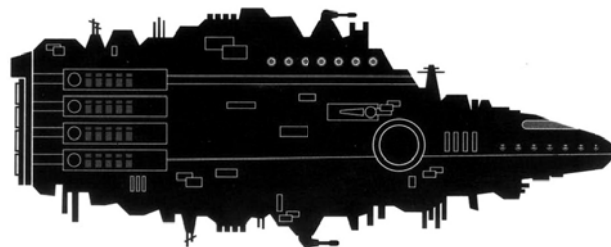
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 5D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 45/2D  
*Focus:* 3/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

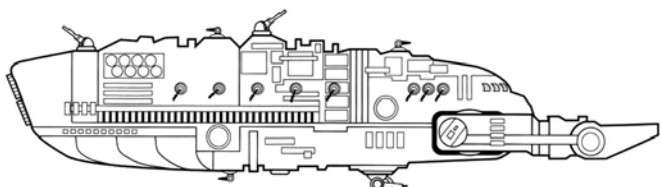
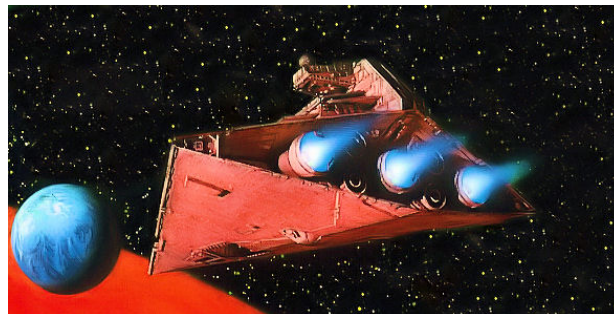
### Kazellis Light Freighter



**Craft:** Kazellis Corporation Light Freighter  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Stock Ships (pages 29-31), Pirates & Privateers (page 61), Scum and Villainy (page 62)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 28 meters  
**Skill:** Space transports: Kazellis freighter  
**Crew:** 1, gunners: 1  
**Crew Skill:** Varies widely  
**Passengers:** 8  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** 50,000 (new), 23,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 5  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D  
**Shields:** 2D

**Sensors:***Passive:* 20/1D*Scan:* 50/2D*Search:* 70/2D+1*Focus:* 4/3D**Weapons:****Quad Laser Cannon***Fire Arc:* Turret*Skill:* Starship gunnery*Fire Control:* 2D*Space Range:* 1-3/12/25*Atmosphere Range:* 100-300/1.2/2.5 km*Damage:* 4D**YT-1250 Light Freighter****Craft:** Corellian Engineering Corporation YT-1250 Transport**Affiliation:** General**Era:** Rise of the Empire**Source:** Scum and Villainy (pages 64-65)**Type:** Light freighter**Scale:** Starfighter**Length:** 35 meters**Skill:** Space transports: YT-1250**Crew:** 2**Crew Skill:** Varies widely**Passengers:** 5**Cargo Capacity:** 80 metric tons**Consumables:** 3 months**Cost:** 120,000 (new), 30,000 (used)**Hyperdrive Multiplier:** x2**Hyperdrive Backup:** x16**Nav Computer:** Yes**Maneuverability:** 1D**Space:** 5**Atmosphere:** 280; 800 kmh**Hull:** 4D**Shields:** 1D+1**Sensors:***Passive:* 10/0D*Scan:* 25/1D*Search:* 40/2D*Focus:* 2/3D**Weapons:****Laser Cannon***Fire Arc:* Turret*Crew:* 1*Skill:* Starship gunnery*Fire Control:* 2D*Space Range:* 1-3/12/25*Atmosphere Range:* 100-300/1.2/2.5 km*Damage:* 4D+1**YT-1930 Light Freighter****Craft:** Corellian Engineering Corporation YT-1930 transport**Affiliation:** General**Era:** Rebellion**Source:** Wretched Hives of Scum and Villainy (page 98), Starships of the Galaxy Web Enhancement (page 3), Scum and Villainy (pages 64/66)**Type:** Light freighter**Scale:** Starfighter**Length:** 35 meters**Skill:** Space transports: YT-1930**Crew:** 2**Crew Skill:** Varies widely**Passengers:** 6**Cargo Capacity:** 200 metric tons**Consumables:** 4 months**Cost:** 110,000 (new), 50,000 (used)**Hyperdrive Multiplier:** x2**Hyperdrive Backup:** x12**Nav Computer:** Yes**Maneuverability:** 1D+2**Space:** 6**Atmosphere:** 330; 950 kmh**Hull:** 4D**Shields:** 2D

**Sensors:***Passive:* 10/0D*Scan:* 25/1D*Search:* 40/2D*Focus:* 2/3D**Weapons:****Twin Heavy Laser Cannon***Fire Arc:* Turret*Crew:* 1 (co-pilot)*Skill:* Starship gunnery*Fire Control:* 2D*Space Range:* 1-3/12/25*Atmosphere Range:* 100-300/1.2/2.5 km*Damage:* 4D**Conqueror Assault Ship****Craft:** Surronian *Conqueror*-class Assault Ship**Affiliation:** General / Empire**Era:** Rebellion**Source:** Pirates & Privateers (pages 74-75, Scum and Villainy (pages 62-64)**Type:** Assault ship**Scale:** Starfighter**Length:** 28 meters**Skill:** Space transports: Conqueror assault ship**Crew:** 2, skeleton: 1/+5**Crew Skill:** Varies, typically 3D-5D**Passengers:** 1**Cargo Capacity:** 25 metric tons**Consumables:** 1 month**Cost:** 100,500 (new), 46,000 (used)**Hyperdrive Multiplier:** x1**Hyperdrive Backup:** x10**Nav Computer:** Yes**Maneuverability:** 2D**Space:** 7**Atmosphere:** 350; 1,000 kmh**Hull:** 4D**Shields:** 2D**Sensors:***Passive:* 20/1D*Scan:* 35/1D+1*Search:* 80/2D+1*Focus:* 2/3D**Weapons:****2 Ion Cannons** (fire-linked)*Fire Arc:* Front*Skill:* Starship gunnery*Fire Control:* 3D*Space Range:* 1-3/7/36*Atmosphere Range:* 100-300/700/3.6 km*Damage:* 4D**2 Double Laser Cannons** (fire separately)*Fire Arc:* Turret*Crew:* 1 (or from cockpit)*Skill:* Starship gunnery*Fire Control:* 2D (0D if fired from cockpit)*Space Range:* 1-3/12/25*Atmosphere Range:* 100-300/1.2/2.5 km*Damage:* 5D**Y164 Slave Transport****Craft:** Y164 Thalassian Slave Transport**Affiliation:** General**Era:** Rise of the Empire**Source:** Scum and Villainy (page 127), Galaxy Guide 9 - Fragments from the Rim (page 7)**Type:** Medium slave transport**Scale:** Capital**Length:** 90 meters**Skill:** Space transports: Y164 slave transport**Crew:** 13, gunners: 2**Crew Skill:** Astrogation 3D+2, starship gunnery 3D, space transports 4D**Passengers:** 12,400 (slaves)**Cargo Capacity:** 10 metric tons**Consumables:** 1 month**Cost:** 245,000 (new), 122,000 (used)**Hyperdrive Multiplier:** x3**Hyperdrive Backup:** x25**Nav Computer:** Yes**Maneuverability:** 1D**Space:** 1**Atmosphere:** 210; 600 kmh**Hull:** 3D**Shields:** 1D**Sensors:***Passive:* 10/0D*Scan:* 25/1D*Search:* 45/3D*Focus:* 3/4D

**Weapons:****2 Quad Laser Cannons***Fire Arc:* Turret*Crew:* 1*Scale:* Starfighter*Skill:* Starship gunnery*Fire Control:* 2D*Space Range:* 1-3/12/25*Atmosphere:* 100-300/1.2/2.5 km*Damage:* 5D**Kaloth Battlecruiser****Craft:** *Kaloth*-style Battlecruiser**Affiliation:** Pirates**Era:** Old Republic**Source:** *Scum and Villainy* (page 126), *Galaxy Guide 9 - Fragments from the Rim* (page 61)**Type:** Modified archaic battlecruiser**Scale:** Capital**Length:** 307 meters**Skill:** Capital ship piloting: *Kaloth* battlecruiser**Crew:** 1,240, gunners: 224, skeleton: 540/+15**Passengers:** 75 (troops)**Cargo Capacity:** 6,540 metric tons**Consumables:** 6 months**Cost:** Not available for sale (estimated 1.3 million)**Hyperdrive Multiplier:** x2.5**Hyperdrive Backup:** x18**Nav Computer:** Yes**Maneuverability:** 1D**Space:** 6**Atmosphere:** 330; 950 km/h**Hull:** 5D**Shields:** 1D+2**Sensors:***Passive:* 40/1D*Scan:* 80/2D*Search:* 100/3D*Focus:* 5/4D**Weapons:****44 Turbolaser Batteries***Fire Arc:* 10 front, 15 left, 15 right, 4 back*Crew:* 3*Skill:* Capital ship gunnery*Fire Control:* 3D*Space Range:* 3-15/35/75*Atmosphere Range:* 700-3/7/15 km*Damage:* 3D+2**24 Laser Cannons***Fire Arc:* 8 front, 8 left, 8 right*Crew:* 3*Scale:* Starfighter*Skill:* Starship gunnery*Fire Control:* 2D+2*Space Range:* 1-3/12/25*Atmosphere Range:* 200-600/2.4/5 km*Damage:* 4D**2 Tractor Beam Projectors***Fire Arc:* Front*Crew:* 10*Skill:* Capital ship gunnery*Fire Control:* 3D*Space Range:* 1-5/15/30*Damage:* 4D**Carried Craft:** 12 starfighters (typically uglies)**Errant Venture****Craft:** Heavily modified Kuat Drive Yards *Imperial II* Star Destroyer**Affiliation:** Booster Terrik (smuggler)**Era:** New Republic**Source:** *The New Jedi Order Sourcebook* (page 117), *Scum and Villainy* (pages 127-128)**Type:** Star Destroyer**Scale:** Capital**Length:** 1,600 meters**Skill:** Capital ship piloting: Star Destroyer**Crew:** 4,780**Crew Skill:** All appropriate skills at 4D**Passengers:** 30,000**Cargo Capacity:** 49,000 metric tons**Consumables:** 5 years**Cost:** Not for sale (estimated value is 145 million credits)**Hyperdrive Multiplier:** x1**Hyperdrive Backup:** x8**Nav Computer:** Yes**Maneuverability:** 1D**Space:** 6**Hull:** 7D+1**Shields:** 2D+2**Sensors:***Passive:* 50/1D*Scan:* 100/3D*Search:* 200/4D

*Focus:* 6/4D+2

**Weapons:**

**10 Turbolasers**

*Fire Arc:* 4 right, 4 left, 2 front

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 3-15/36/75

*Atmosphere Range:* 6-30/72/150 km

*Damage:* 5D

**10 Ion Cannons**

*Fire Arc:* 4 right, 4 left, 2 front

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 4D

**2 Tractor Beams**

*Fire Arc:* Front

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 6D

**StarForge Station**

**Craft:** Asteroid-based space station

**Affiliation:** General

**Era:** Old Republic

**Source:** Scum and Villainy (pages 129-130), Pirates & Privateers (pages 110-113)

**Type:** Planetoid station

**Scale:** Capital

**Crew:** 1,850

**Passengers:** 10,000

**Cargo Capacity:** 25 million metric tons

**Consumables:** Unlimited

**Cost:** Not available for sale (sometimes lost in sabacc games to cover bets of 1,000,000 credits or more)



**Hyperdrive Multiplier:** x6

**Nav Computer:** Yes

**Space:** 1

**Hull:** 10D

**Shields:** 4D

**Sensors:**

*Passive:* 30/0D

*Scan:* 40/1D

*Search:* 50/1D+2

*Focus:* 2/2D

**Weapons:**

**5 Turbolaser Batteries**

*Fire Arc:* Turret

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/36/75

*Atmosphere Range:* 6-30/72/150 km

*Damage:* 7D

**Carried Craft:** 600 starfighters, 60 space transports, up to a dozen bulk freighters.

## Droids

### K-Series Spaceport Control Droid

**Type:** Industrial Automaton K-series Spaceport Control Droid

**DEXTERITY 1D**

**KNOWLEDGE 3D**

Bureaucracy 6D, languages 6D, planetary systems 4D+2

**MECHANICAL 2D**

Communications 3D, space transports 4D

**PERCEPTION 3D**

Command 3D+2

**STRENGTH 1D**

**TECHNICAL 3D**

Computer programming/repair 6D, machinery repair 5D, space transport repair 5D

**Equipped With:**

-Walking locomotion

-2 hand appendages

**Equipment:** Comlink, datapad

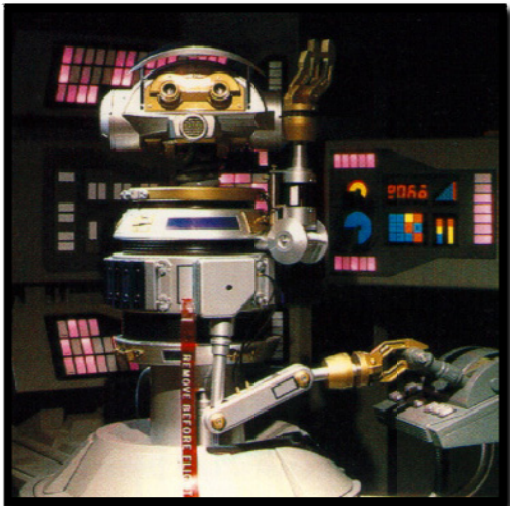
**Move:** 10

**Size:** Tall

**Cost:** 5,500 credits

**Source:** Scum and Villainy (page 96)

### RX Pilot Droid



**Type:** Industrial Automaton RX-series Pilot Droid

**DEXTERITY 1D+2**

**KNOWLEDGE 1D**

Planetary systems 4D

**MECHANICAL 3D**

Astrogation 4D, capital ship piloting 4D+2, repulsorlift operation 4D, space transports 5D, starship gunnery 3D+2

**PERCEPTION 1D**

**STRENGTH 1D**

**TECHNICAL 2D**

Computer programming/repair 3D+2, space transports repair 3D

**Equipped With:**

-3 claw appendages

-Repulsorlift engine

-Vocabulator

**Move:** 10 (hover)

**Size:** 1.2 meter tall

**Cost:** 7,300 credits

**Source:** Scum and Villainy (page 96)

### 11-17 Mining Droid



**Type:** Roche 11-17 Series Mining Droid

**DEXTERITY 2D**

Energy weapons 3D, melee combat 2D+2

**KNOWLEDGE 2D**

Scholar: geology 4D

**MECHANICAL 1D**

**PERCEPTION 2D**

Search 5D

**STRENGTH 4D**

Climbing 4D+2

**TECHNICAL 2D**

Computer programming/repair 2D+2

**Equipped With:**

-Quadanium shell (+1D physical, +1 energy)

-Improved sensors (+2 to *search*, infrared vision)

-Two tool appendages

-2 fusion lanterns

-Retractable grasper arm

-Buzzsaw (2D damage, uses *melee combat* skill)

-Heavy plasma jet (7D, uses *energy weapons* skill, beam is 6 meters long by 3 meters wide)

-Blowtorch (3D damage, uses *energy weapons* skill)

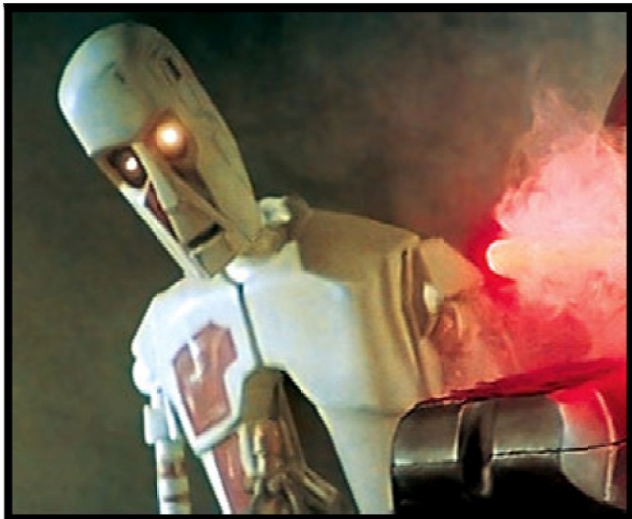
**Move:** 7

**Size:** 1 meter tall, 1 meter long

**Cost:** 3,500 (new), 2,650 (used)

**Source:** Scum and Villainy (page 156)

## 8D8 Smelter Droid



**Type:** Roche 8D8 Smelting Operator

**DEXTERITY 1D**

**KNOWLEDGE 1D**

**MECHANICAL 2D**

Machinery operation 4D

**PERCEPTION 2D**

**STRENGTH 4D**

Stamina 6D

**TECHNICAL 1D**

**Equipped With:**

- Humanoid body (two arms, two legs, head)
- Vocabulator
- Heat-resistant durasteel molecularly bonded with kevlex chassis (+1D against physical damage, 4,000 degrees resistance)
- Protected photoreceptors (-1D to *search* plus infrared vision)

**Move:** 7

**Size:** 1.65 meters tall

**Cost:** 2,500 (new), 1,800 (used)

**Source:** Scum and Villainy (page 157)

## J9 Worker Drone



**Type:** Roche J9 Worker Drone

**DEXTERITY 2D**

**KNOWLEDGE 4D**

Alien species 5D+1, bureaucracy 5D+2, languages 4D+1

**MECHANICAL 1D**

**PERCEPTION 3D**

Bargain 4D+2, sneak 4D

**STRENGTH 1D**

**TECHNICAL 1D**

Security 5D+1

**Equipped With:**

- Two photoreceptors/video sensors (Verpine range)
- Bipedal locomotion
- Olfactory sensors (+1D to odor-based *search* rolls)
- Arjan vocabulator
- TransLang II Communications module (+2D to *languages*)

**Move:** 10

**Size:** 1.9 meters

**Cost:** 1,200 (new), 900 (used)

**Source:** Cynabar's Fantastic Technology – Droids, The DarkStryder Campaign - Boxed Set (page 86), d20 Core Rulebook (page 375), Scum and Villainy (page 157)

## Creatures

### Spice Spider



**Type:** Subterranean predator

**Planet of Origin:** Kessel

**DEXTERITY 1D**

**PERCEPTION 8D**

*Search 9D*

**STRENGTH 4D**

*Brawling: impale 5D , stamina 6D+2*

**Special Abilities:**

*Impaling:* The spice spider can impale its prey on one of its hundreds of dagger-like legs. Each impalement causes STR+1D damage, plus an additional +2 damage per turn from additional jostling. A character must make an opposed *Strength* roll to break free.

*Drain Energy:* The spice spider feeds by draining energy from living beings. Each impaled character takes 1D damage per turn from having his or her energy drained.

**Move:** 15

**Size:** 2.4-6.8 meters wide

**Source:** Alien Anthology (pages 45-46), The Jedi Academy Sourcebook (pages 123-124), Geonosis and the Outer Rim Worlds (page 85), Scum and Villainy (page 184)

### Nadir Spider

**Type:** Asteroid predator

**Planet of Origin:** Resh 9376

**DEXTERITY 4D**

*Thrown weapons: acid spray 4D+2*

**PERCEPTION 3D**

*Search 6D, sneak 6D+1*

**STRENGTH 3D+1**



*Brawling: bite 4D*

**Special Abilities:**

*Bite:* STR+1 damage.

*Acid Spray:* Once per day, a Nadir spider can spew a jet of highly corrosive acid with a range of 10 meters. The victim suffers 3D acid damage every round until it's washed off or treated (Easy *first aid* with a medpac).

**Move:** 20 (walking or climbing)

**Size:** 1.6-3 meters wide

**Source:** Scum and Villainy (page 184)

### Comet Mynock

**Type:** Parasite

**DEXTERITY 3D**

**PERCEPTION 1D**

**STRENGTH 1D**

**Special Abilities:**

*Energy Drain:* survive by draining energy from starships.

*Flight:* Mynocks who drain enough energy can fly.

*Silicon life forms:* Silicon-based life forms and can survive in the vacuum of space, but unlike common Mynock are also able to survive in atmosphere.

**Move:** 9, 1 (space units per turn)

**Size:** 1.5 meters wide, 0.5 meters tall

**Source:** Scum and Villainy (page 219)



## Equipment Upgrading

Beyond the modifications listed on pages 60-62 of the *Star Wars Roleplaying Game Second Edition Revised and Expanded*, as well as other supplements, gear can be modified with various upgrades. Any stock piece of equipment usually has one standard upgrade slot left by the manufacturer.

### Gaining upgrade slots:

To gain additional upgrade slots you may either strip a piece of gear, or increase the size of its housing.

### Stripping gear:

Stripping gear requires a eight hours, and Moderate Technical roll or associated skill roll (i.e., blaster repair, armor repair, computer programming/repair, etc.). Also, there is a materials cost of 50% of the original item cost. If the skill roll fails, then the gear is not successfully stripped, and it no longer functions properly. The character may make another attempt to restore the gear to working order and strip it requiring an additional one hour of work and an additional cost with a Moderate difficulty. A successful attempt at stripping the gear allows for a single upgrade slot.

### Stripping weapons:

Weapons can be stripped in one of five ways

**Damage:** Reduce the damage by -1D.

**Range:** Reduce the range by 10%

**Design:** The design of the weapon can be modified so that it greatly varies from its original intended operation. The difficulty of the weapon would then increase by +5.

**Stun Setting:** A weapon with a stun setting may have that function removed to gain an upgrade slot.

### Stripping armor:

Armor may be stripped in one of two ways

**Defensive materials:** Armor can have sections of defensive padding and some rigid materials removed. Doing so will reduce the armor's physical damage resistance by -2, and its energy resistance by -1

**Joint bracing:** Armor generally makes use of more fragile, but more flexible material to cover the joints. Such joint materials can be removed and replaced with more rigid materials to house the upgrade components. The armor maintains its defensive abilities by the Dexterity penalties increase by 2 pips.

### Equipment size:

A piece of gear may receive an upgrade point by increasing its size. By changing the housing of the datapad, blaster, etc., the equipment cost is now doubled. However, increasing the size has no bearing on the effectiveness of the equipment. If

armor undergoes this change it simply becomes bulkier, and increases the *Dexterity* penalty by 2 pips. Weapons that are increased in size incur a +2 to the weapon's difficulty. No piece of gear can gain more than one upgrade slot by increasing size.

## Universal Upgrades:

The following upgrades may be added to weapons, armor, or any piece of gear such as datapads, glowrods, etc. (unless otherwise specified in the upgrade's description).

### Cheater

**Skill:** *computer programming/repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 500

**Availability:** 2, X

**Upgrade slot cost:** 1

**Game Notes:** Cheaters are devices that aid in games of chance, often installed in comlinks, credit chips, or sabbac cards. They add +2 to any *gambling* roll. However, each use of a cheater requires a *hide* roll versus an opponent's *Perception* check. Further, anyone who beats the character's gambling roll by 10 or more, realizes that the character is cheating, though they may not realize how. Such NPCs will likely demand to search the character, or relieve the character of their equipment, possessions, or breathing privileges.

**Source:** Scum and Villainy (page 40)

### Cloaked

**Skill:** *computer programming/repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 750

**Availability:** 2, F

**Upgrade slot cost:** 1

**Game Notes:** Cloaking a piece of equipment installs sensor baffles to distort the equipments energy signatures. Also, the equipment itself is modified to be more camouflaged, or allow it to be hidden in a more inconspicuous location on the body. Anyone attempting to search a character with a cloaked piece of equipment receives a -1D+2 penalty to their *search* or *sensors* roll to detect the equipment. Note that even cloaked equipment is obvious when it is in use. Armor given a cloaked upgrade does not assist in *sneak* rolls, but only provides a bonus to conceal the armor and make it less conspicuous or appear as normal clothing.

**Source:** Scum and Villainy (page 40)

### Droidification

**Skill:** *droid repair* (to install)

**Difficulty:** to install: Difficult

**Cost:** 2,000

**Availability:** 3, F

**Upgrade slot cost:** 2

**Game Notes:** Droidification is a lengthy and involved process of turning a normal piece of gear

into a functioning droid. The modified equipment can either act as a droid with access to the equipment from which it was built, or it may conceal itself as a normal piece of equipment. While being concealed as normal equipment, it requires a Difficult Perception or *search* check to recognize that the equipment is unusual. The droidefied equipment uses the following statistics:

**DEXTERITY 1D+1**

**KNOWLEDGE 1D**

**MECHANICAL 1D**

**PERCEPTION 1D**

Search 2D

**STRENGTH 1D**

**TECHNICAL 1D**

**Equipped With:**

-One photoreceptor

-One auditory receptors

**Story Factors:**

*Basic Programming:* programmed only for the most menial or basic of tasks. Such programming is often out of place in other settings where more specialized droids would be used, such as starship engineering bays, medical suites and battlefields. They can be upgraded with improved programming and more attachments and equipments at an additional cost.

*Restricted Vocabulary:* The basic unit can only reply with the words "affirmative" or "negative", despite any question asked or situation encountered.

**Move:** 4

**Size:** Varies

The droidefied equipment may have an added +1D to a single skill that is specifically associated with its use. For example, a droidefied datapad may gain a +1D to *computer programming/repair*. Only equipment can be droidefied. Armor, vehicles, and weapons may not be droidefied.

**Source:** Scum and Villainy (page 40)

### Dual Gear

**Skill:** *computer programming/repair* or *blaster repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 1,000

**Availability:** 1

**Upgrade slot cost:** 1

**Game Notes:** One piece of equipment can be hard wired into another piece of equipment as an upgrade. However, it is impossible to place a larger piece of gear into a smaller piece (you may not cram an E-Web blaster into a lightsaber). Dual gear may function as either component piece without penalty. For example, a glowrod and blaster may either shoot or illuminate. However, it may not perform both functions simultaneously. You must pay full price for both pieces of gear that you are combining into a single piece of dual gear.

**Source:** Scum and Villainy (page 41)

### Electrograpple Handle

**Skill:** *computer programming/repair* or *blaster repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 1,000

**Availability:** 2, F

**Upgrade slot cost:** 1

**Game Notes:** An electrograpple handle is essentially a magnetized section of the equipment that is designed to fly towards a specially attuned grapple gauntlet (the cost of which is included in the upgrade). A piece of equipment with an electrograpple handle can be retrieved by a character wearing the attuned grapple gauntlet as an action, so long as the item is within 6 meters. If the equipment is held or strapped down then the gauntlet allows a Strength check of 3D to rip it free. This type of upgrade is most often used on weaponry, whereby a character may throw down a weapon to prove he is disarmed, and then retrieve his weapon.

**Source:** Scum and Villainy (page 41)

### Environmental Sealing

**Skill:** *computer programming/repair* or *blaster repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 400

**Availability:** 2

**Upgrade slot cost:** 1

**Game Notes:** Environmental sealing places gaskets, coatings, nonreactive materials, and seals throughout a piece of equipment to ensure that it does not fail because of certain environmental conditions. The equipment may work normally after being placed in a vacuum, underwater, after being packed with sand, or in a snowstorm. It does not take damage from corrosive or toxic atmospheres, extreme temperatures, radiation, or most building fires (the equipment is not immune to fire-based damage, explosions, or attack).

**Source:** Scum and Villainy (page 41)

### Extra Power Source

**Skill:** *computer programming/repair* or *blaster repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 200

**Availability:** 1

**Upgrade slot cost:** 1

**Game Notes:** An extra power source will allow a device to function twice as long as it normally would. If it is a weapon that exclusively uses power packs (and not blaster gas), then it may be fired twice as many times without a recharge. It is possible to perform this modification more than once. Each time the cost of the additional upgrade is the same.

**Source:** Scum and Villainy (page 41)

### Memory Upgrade

**Skill:** *computer programming/repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 4,000

**Availability:** 2

**Upgrade slot cost:** 1

**Game Notes:** Any piece of gear that has databanks can increase its storage capacity. The basic memory can be doubled by this upgrade. An advanced upgrade is also available that quadruples the storage space. The advanced memory upgrade doubles the number of upgrade points, requires is Very Difficult to install, and costs 16,000. This upgrade may not be used on droids, as they have different upgrade guidelines available in *Cynabar's Fantastic Technology*.

**Source:** Scum and Villainy (page 41)

### Miniaturized

**Skill:** *computer programming/repair* or appropriate weapon repair skill (to install)

**Difficulty:** to install: Moderate

**Cost:** 500

**Availability:** 2

**Upgrade slot cost:** 1

**Game Notes:** Equipment with the miniaturized upgrade weighs half as much. A melee weapon that is miniaturized has its damage reduced by 1D.

**Source:** Scum and Villainy (page 41)

### Miniaturized

**Skill:** *computer programming/repair* or *blaster repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 500

**Availability:** 2

**Upgrade slot cost:** 1

**Game Notes:** Equipment with the miniaturized upgrade weighs half as much. A melee weapon that is miniaturized has its damage reduced by 1D.

**Source:** Scum and Villainy (page 41)

### Recognition System

**Skill:** *computer programming/repair* or *blaster repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 200

**Availability:** 2

**Upgrade slot cost:** 1

**Game Notes:** Equipment with a recognition system can identify its owner and will not function for anyone else. Fooling a recognition system takes one minute and a Very Difficult *computer programming/repair* roll. The owner of the equipment with this upgrade can deactivate it as an action before passing it to an ally. Optionally, the recognition system can have a code phrase that allows anyone to deactivate it.

**Source:** Scum and Villainy (page 41)

### Remote Activation

**Skill:** *computer programming/repair* or *blaster repair* (to install)

**Difficulty:** to install: Easy

**Cost:** 500

**Availability:** 1

**Upgrade slot cost:** 0

**Game Notes:** This upgrade allows a piece of equipment to be activated with a signal from a comlink or similar device. Though this is usually associated with explosives or security systems, a remote activator can be used to activate a droid, a fusion lantern, or other such devices. It can also set a computer to start running a certain program, or start a holoprojector to start playing a particular recording. Activating the remote is one action (which includes entering the activation command code) per piece of gear activated. The range of the activation is determined by the comlink or other communication device used. Any comlink can be used to activate the equipment, sending a signal with a specific code along a specific frequency. A character who is aware of the remote activation can attempt to find the frequency with a Very Difficult *security* roll.

**Source:** Scum and Villainy (page 41)

### Secret Compartment

**Skill:** *computer programming/repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 600

**Availability:** 2

**Upgrade slot cost:** 1

**Game Notes:** Like storage capacity (see below), this upgrade allows a piece of equipment to carry a smaller piece of gear within it. However, the gear carried within the compartment is concealed. It takes a Very Difficult *Perception* or *search* roll to notice the compartment.

**Source:** Scum and Villainy (pages 41-42)

### Silverplate

**Skill:** *computer programming/repair*, *melee weapons repair*, *armor repair*, or *blaster repair*

**Difficulty:** to install: Moderate

**Cost:** 2,500

**Availability:** 2

**Upgrade slot cost:** 1

**Game Notes:** Silverplate is a tough chroming process that adds a layer of material (usually a dallerian alloy) over the surface of a piece of equipment. In addition to giving the gear a stylish look, it also adds a +1D to the body strength of the item. The silverplate may be applied to weapons, general equipment, and armor. Any silverplate applied to armor does not grant any additional armor bonus to the wearer, but only preserves the functionality of the armor when taking damage. Likewise, it protects against damage that is targeting the armor itself, and not the wearer (such as when the armor may have been removed).

**Source:** Scum and Villainy (page 42)

### Spring Loaded

**Skill:** *computer programming/repair* or *blaster repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 300

**Availability:** 2

**Upgrade slot cost:** 1

**Game Notes:** Any equipment that is designed to be held in a single hand can be spring-loaded. Readyng a spring-loaded piece of equipment

**Source:** Scum and Villainy (page 42)

### Storage Capacity

**Skill:** *computer programming/repair* or *blaster repair* (to install)

**Difficulty:** to install: Easy

**Cost:** 100

**Availability:** 1

**Upgrade slot cost:** 0

**Game Notes:** The upgrade allows gear to carry smaller items of gear within or on it. However, this is an obvious compartment and offers no concealment. Equipment with the storage capacity upgrade can hold multiple items that are reasonably smaller than the piece of gear, insofar as the total weight is less than the equipment with the storage capacity.

**Source:** Scum and Villainy (page 42)

## Weapon Upgrades

### Bayonet Ring

**Skill:** appropriate weapon repair roll (to install)

**Difficulty:** to install: Easy

**Cost:** 100% of weapon cost

**Availability:** 1

**Upgrade slot cost:** 0

**Game Notes:** A bayonet ring is a simple ring attached to a small melee weapon (such as a vibrodagger or knife). The weapon cannot have a bipod or required to have any sort of mount while in use. The most common combination is to use a vibrodagger on a balster rifle, however it is possible to have combinations such as a stun baton on a grenade launcher. The melee weapon's damage increases by +2 when used as a bayonet. Mounting or removing the melee weapon counts as an action.

**Source:** Scum and Villainy (page 42)

### Bipod

**Skill:** *blaster repair* (to install)

**Difficulty:** to install: Easy

**Cost:** 100

**Availability:** 2

**Upgrade slot cost:** 0

**Game Notes:** A bipod is a two-legged attachment that allows the barrel to be steadied while firing. Preparing the bipod for use counts as an action. Should a character move once the bipod has been readied, then the bipod must be readied for use

again after the move. If the bipod is used for one round of aiming, the character receives an additional +1D to *blaster*.

**Source:** Scum and Villainy (page 43)

### Double Trigger

**Skill:** *blaster repair* (to install)

**Difficulty:** to install: Easy

**Cost:** 800

**Availability:** 2

**Upgrade slot cost:** 0

**Game Notes:** A weapon with a double trigger may treat one trigger as a safety, with the second trigger being a hair-trigger that fires with the minutest pressure. Weapons with a double trigger gain an additional +2 when aimed.

**Source:** Scum and Villainy (page 43)

### Ion Charger

**Skill:** *melee weapon repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 3,000

**Availability:** 2, F

**Upgrade slot cost:** 1

**Game Notes:** An ion charger encases a melee weapon with an ion field that flares in strength when the weapon strikes a target. This causes the weapon to deal 3D of ion damage in addition to its physical damage.

**Source:** Scum and Villainy (page 43)

### Ion Charger

**Skill:** *melee weapon repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 3,000

**Availability:** 2, F

**Upgrade slot cost:** 1

**Game Notes:** An ion charger encases a melee weapon with an ion field that flares in strength when the weapon strikes a target. This causes the weapon to deal 3D of ion damage in addition to its physical damage.

**Source:** Scum and Villainy (page 43)

### Missile Load

**Skill:** *demolitions* (to install)

**Difficulty:** to install: Moderate

**Cost:** 3,000

**Availability:** 2, X

**Upgrade slot cost:** 1

**Game Notes:** A missile load involves dismantling a standard thrown grenade and converting it into an explosive that can be launched from a missile launcher. This allows the grenade to keep its normal blast radius, but increases its damage by 50%. A converted grenade may not be thrown after this modification.

**Source:** Scum and Villainy (page 43)

### Neutronium Reinforcement

**Skill:** *melee weapon repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 250

**Availability:** 2, F

**Upgrade slot cost:** 1

**Game Notes:** Neutronium is a heavy alloy that is most often used to make armor and to reinforce starship hulls. However, it can be used to harden a cutting surface of a melee weapon. Any melee weapon that receives a neutronium reinforcement gains an additional +2 damage as well as +1D to its body strength.

**Source:** Scum and Villainy (page 43)

### Overload Switch

**Skill:** *blaster repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 3,000

**Availability:** 2, X

**Upgrade slot cost:** 1

**Game Notes:** An overload switch allows an energy weapon to build a feedback loop that causes it to explode. When activated (as an action), the weapon becomes an improvised grenade. Calculate the damage of the blast based on the damage code of the weapon. (Let X represent the damage of the weapon, and calculate from that as a base.)

**Damage:** X+1D/X/X-1D/X-2D

**Blast Radius:** 02/4/6/10

**Example:** If a character puts an overload switch on a heavy blaster pistol with a damage of 5D, then the damage would be 6D/5D/4D/3D.

**Source:** Scum and Villainy (page 43)

### Pulse Charger

**Skill:** *blaster repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 2,000

**Availability:** 3, X

**Upgrade slot cost:** 1

**Game Notes:** A pulse charger forces more blaster gas and power through a blaster's blast chamber on any given shot. When a blaster has this upgrade it gains a +1 for every D the blaster has in its damage code. Example: a blaster with 5D damage would then roll 5D damage, and then add +5 to the roll. The additional damage comes at a cost. First, the blaster is no longer as accurate, and incurs a -1 penalty to the character's *blaster* roll for every 2D of damage, rounded up (i.e., a 5D blaster would incur a -3 penalty). Second, the blaster uses its ammunition twice as fast as before.

**Source:** Scum and Villainy (page 43)

### Rangefinder

**Skill:** *blaster repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 200

**Availability:** 2, F

**Upgrade slot cost:** 1

**Game Notes:** All ranged weapons with a rangefinder installed may decrease the difficulty of firing at medium and long range. All shots made at

a target at medium range has a standard difficulty of Easy, and all targets at long range have a difficulty of Moderate when the weapon is aimed for one round.

**Source:** Scum and Villainy (page 43)

### Rapid Recycler

**Skill:** *blaster repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 500

**Availability:** 2, F

**Upgrade slot cost:** 1

**Game Notes:** A blaster with a rapid recycler allows the blaster to fire a three-shot burst with each trigger squeeze. For each successful blaster roll, instead of rolling damage once, the rapid recycler allows a character to make three damage rolls. The initial damage follows the weapon's standard damage roll. The additional two damage rolls have a standard damage of 3D+2.

**Source:** Scum and Villainy (page 44)

### Retractable Stock

**Skill:** *blaster repair* (to install)

**Difficulty:** to install: Easy

**Cost:** 500

**Availability:** 2

**Upgrade slot cost:** 0

**Game Notes:** When a retractable stock is in use, the character gains a +1D bonus to his or her *blaster* roll when aiming for one round. (If the retractable stock is used to upgrade a blaster pistol, the pistol then requires 1 upgrade slot and is Moderate to install.)

**Source:** Scum and Villainy (page 44)

### Slinker

**Skill:** *firearm repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 1000

**Availability:** 2, F

**Upgrade slot cost:** 1

**Game Notes:** Slinkers may only be installed on a slugthrower or other projectile weapon. Once a weapon has a slinker installed, it no longer fires normal ammunition, and slinker ammunition doubles the ammo cost. Slinkers are equipped with simple sensors and targeting computers. Slinker ammunition is programmed to fly around obstacles to strike targets. In game terms, any target that has cover does not receive a bonus for being under cover to avoid an attack. However, this does not apply to targets that have total cover.

**Source:** Scum and Villainy (page 44)

### Targeting Scope

**Skill:** *blaster repair* (to install)

**Difficulty:** to install: Easy

**Cost:** 100

**Availability:** 1

**Upgrade slot cost:** 0

**Game Notes:** A character receives a +1D bonus for aiming for a full round when using a targeting scope.

**Source:** Scum and Villainy (page 44)

### Low Light Targeting Scope

**Skill:** *blaster repair* (to install)

**Difficulty:** to install: Easy

**Cost:** 1000

**Availability:** 2

**Upgrade slot cost:** 0

**Game Notes:** A character receives a +1D bonus for aiming for a full round when using a targeting scope. A low light scope ignores all penalties from darkness.

**Source:** Scum and Villainy (page 44)

## Armor upgrades

### Aquatic Adaptation

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 500

**Availability:** 2

**Upgrade slot cost:** 1

**Game Notes:** These are gaskets and pressure adaptations that allow the armor to function at deep sea depths. Also, the aquatic adaptation allows for breathable air to be separated from the components of water. Further, armor is adapted with small maneuvering jets that provide a +1D bonus to all swimming rolls.

**Source:** Scum and Villainy (page 45)

### Armorplast

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Easy

**Cost:** 900

**Availability:** 3

**Upgrade slot cost:** 0

**Game Notes:** The armorplast adaptation replaces the normal protective plates. The armorplast is lightweight and much less encumbering. An armor receiving the armorplast upgrade, reduces its Dexterity penalty by two pips. This cannot reduce the Dexterity penalty lower than 0.

**Source:** Scum and Villainy (page 45)

### Climbing Claws

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 200

**Availability:** 2

**Upgrade slot cost:** 1

**Game Notes:** These retractable claws are mounted on the arms and legs, and enhances the *climbing* skill by +1D. Additionally, these claws may be used as impromptu weapons. When a character makes a successful *brawling* attack with the climbing claws, they do STR+1D damage.

**Source:** Scum and Villainy (page 45)

## Diagnostics System

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 500

**Availability:** 1

**Upgrade slot cost:** 1

**Game Notes:** The diagnostics system is a set of sensor packages that allows the user to monitor any damage done to the armor. As a result of the information in the damage report, the character receives a +2 bonus to any *armor repair* rolls to repair the damaged armor. Further, this bonus will also apply to any *first aid* rolls to any damage the character has taken while wearing the armor.

**Source:** Scum and Villainy (page 45)

## Environmental Systems

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 600

**Availability:** 2

**Upgrade slot cost:** 1

**Game Notes:** The internal survival systems provide either hot-weather resistance or cold-weather resistance. In order to receive protection against both hot and cold weather, the wearer would need to install both as separate upgrades. The protection systems can provide the ability to avoid all ill effects from temperature extremes from as low as -30°C to as high as 100°C.

**Source:** Scum and Villainy (page 45)

## Gyros

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 250

**Availability:** 2

**Upgrade slot cost:** 1

**Game Notes:** The gyros provide a stabilizing element for anyone utilizing this upgrade. The gyros provide a +1D+2 bonus to avoid falling or being knocked prone.

**Source:** Scum and Villainy (page 46)

## Helmet Package

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Easy

**Cost:** 4000

**Availability:** 2

**Upgrade slot cost:** 0

**Game Notes:** When a helmet is equipped with a helmet sensor package, it provides two advantages. First, it provides a +2D bonus to all *Perception* checks in low light environments. Second, it provides a hands-free internal comlink.

**Source:** Scum and Villainy (page 46)

## Holoshroud

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 5000

**Availability:** X, R

**Upgrade slot cost:** 1

**Game Notes:** A holoshroud package contains a series of holographic projectors at key points of the armor. The projectors create a holographic image that moves as the armor moves, making the illusion difficult to penetrate. The holographic image must be the same approximate size and shape of the armor. Though the holoshroud can only store one image at a time, the image can be changed with a Moderate *computer programming/repair* roll and an hour of work. Though the holoshroud may aid in hiding objects underneath the image (a +2D to all *hide* rolls), it will not withstand scrutiny. If anyone studies the image for an entire round, they may make a Moderate *Perception* or *search* roll to detect that the image is a deception. Further, the holoshroud has no substance and cannot provide any tactile, auditory, or olfactory sensations. The holoshroud contains enough power for an entire hour of concealment. However, this may be extended by upgrading the armor further with an additional power pack.

**Source:** Scum and Villainy (page 46)

**Integrated Equipment**

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 200 for 1 piece of equipment, 500 for 2, 1,000 for 5

**Availability:** 2

**Upgrade slot cost:** 1

**Game Notes:** Integrated equipment attaches another piece of equipment to the armor. The equipment must be significantly smaller than the armor itself (i.e., one could attach a datapad or macrobinoculars, though not a refresher booth). Some weapons such as small blasters or vibro knives may be integrated into the armor. The equipment is constantly ready for use and need not be drawn or prepared before being used. Once the suit has been outfitted for integrated equipment, it becomes easier to add additional pieces of equipment. (The price for up to five pieces of equipment has been listed.) It is particularly easy to swap out pieces of equipment that have been attached to the armor, and only requires 20 minutes and an Easy *armor repair* roll.

**Source:** Scum and Villainy (page 46)

**Integrated equipment**

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Difficult

**Cost:** 2000 for 10 pieces of equipment.

**Availability:** 2

**Upgrade slot cost:** 2

**Game Notes:** This upgrade package is exactly the same as one to five pieces of equipment, but the additional slots and difficulty to install allow the wearer to integrate 10 pieces of equipment.

**Source:** Scum and Villainy (page 46)

**Internal Generator**

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 1000

**Availability:** 2

**Upgrade slot cost:** 1

**Game Notes:** An internal generator allows integrated equipment or other upgrades to have a near continuous reserve of power from a miniaturized portable fusion generator. However, the largest drawback to this upgrade is its unmistakable power signature. Anyone making a *sensors* roll, or using any hand-held or vehicle scanners will gain a +2D to detect a character with this upgrade.

**Source:** Scum and Villainy (page 46)

**Jump Servos**

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 100

**Availability:** 1

**Upgrade slot cost:** 1

**Game Notes:** Servos installed into key areas of the armor allows for a slight advantage in making jumps. A character whose armor has this upgrade receives an added +2 to all *jumping* rolls.

**Source:** Scum and Villainy (page 46)

**Powered Exoskeleton**

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Difficult

**Cost:** 4,000

**Availability:** 2, F

**Upgrade slot cost:** 2

**Game Notes:** This upgrade modifies the nature of the armor, and converts it into a powersuit, which will then require the *powersuit operation* skill. The conversion adds +2 to all *Strength* based skill rolls.

**Source:** Scum and Villainy (page 46)

**Radiation Shielding**

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 400

**Availability:** 2

**Upgrade slot cost:** 1

**Game Notes:** The radiation shielding treats the armor with a radiation reflective coating, which insulates the wearer against moderate radiation zones. If in a heavy radiation zone, or if the wearer takes damage from any radiation attack, the wearer may add +1D to his *Strength* roll to resist the radiation damage.

**Source:** Scum and Villainy (page 46-47)

**Rangefinder**

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 500

**Availability:** 2, F

**Upgrade slot cost:** 1

**Game Notes:** The rangefinder armor upgrade works in the same way as for the weapon rangefinder upgrade (see above), but only for weapons integrated into the armor itself (see below).

**Source:** Scum and Villainy (page 47)

### Ready Harness

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 500

**Availability:** 1

**Upgrade slot cost:** 1

**Game Notes:** The ready harness is a series of clips, straps, and hooks distributed about the armor to accommodate weapons and equipment. They make equipment easily accessible and distribute the weight of the equipment to easily suit the comfort of the wearer, allowing the wearer to carry more equipment than ordinarily possible.

**Source:** Scum and Villainy (page 47)

### Repulsorlift

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 1000

**Availability:** 2

**Upgrade slot cost:** 1

**Game Notes:** Similar to repulsorlifts on vehicles, the repulsorlift upgrade allows a wearer of the upgraded armor to hover, fly, and maneuver one meter above the ground. When employing the repulsorlifts, the character must use *repulsorlift operations* to maneuver. This may be used as a reaction skill. The repulsorlift may be used for 10 rounds without recharging.

**Source:** Scum and Villainy (page 47)

### Shadowskin

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 5000

**Availability:** 2, F

**Upgrade slot cost:** 1

**Game Notes:** This upgrade consists of sound dampeners, as well as a dark coating, providing an audio and visual camouflage. Anyone wearing armor with the shadowskin upgrade, receives a +5 bonus to his *sneak* skill rolls.

**Source:** Scum and Villainy (page 47)

### Shadowskin refle

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 20,000

**Availability:** R, X

**Upgrade slot cost:** 1

**Game Notes:** This is an advanced variant of the Shadowskin. It was first introduced by the Grand Army of the Republic, and was later used in occasional Imperial missions. There are few samples of this upgrade in existence due to its

prohibitive cost. Though, the upgrade gives the wearer a +10 bonus to his *sneak* skill.

**Source:** Scum and Villainy (page 47)

### Shield Generator

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Difficult

**Cost:** 5000

**Availability:** 2, F

**Upgrade slot cost:** 2

**Game Notes:** Small shield generators can be installed on heavy armor. For the standard shield upgrade, it adds an additional +2 to the armor's strength, providing protection against physical and energy damage. A shield generator is able to provide the protective field for 10 rounds. If the wearer takes any damage, then the shields are blown, and can only be reactivated after a Moderate *armor repair* roll.

**Source:** Scum and Villainy (page 47)

### Heavy Shield Generator

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Very Difficult

**Cost:** 10,000

**Availability:** 2, X

**Upgrade slot cost:** 3

**Game Notes:** Small shield generators can be installed on heavy armor. For the standard shield upgrade, it adds an additional 1D+2 to the armor's strength, providing protection against physical and energy damage. A shield generator is able to provide the protective field for 10 rounds. If the wearer takes any damage, then the shields are blown, and can only be reactivated after a Moderate *armor repair* roll.

**Source:** Scum and Villainy (page 47)

### Shock Web

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 6000

**Availability:** 2, F

**Upgrade slot cost:** 1

**Game Notes:** A shock web encases an armor's surface with a stunning electrical charge. Should an opponent come in direct contact with the armor, or should the wearer make a successful brawling attack, then the target suffers 4D stun damage. The shock web can be activated for up to 20 minutes without recharging. However, whenever the armor discharges its stun damage, it reduces the power supply of 1 minute's worth of power.

**Source:** Scum and Villainy (page 47)

### Vacuum Seals

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Easy

**Cost:** 2000

**Availability:** 1

**Upgrade slot cost:** 0



**Game Notes:** Airtight gaskets used to seal joints in armor, in addition to simple life support allows the armor's wearer to survive for 10 hours in the vacuum of space or other hostile environments.

**Source:** Scum and Villainy (page 47)

### Weapon Mounts

**Skill:** *armor repair* (to install)

**Difficulty:** to install: Moderate

**Cost:** 1000

**Availability:** 2, F

**Upgrade slot cost:** 1

**Game Notes:** Armor can add equipment using the Integrated Equipment upgrade, but weapon mounts allow weapons to be added more effectively. The number of weapon mounts depends on whether it is light, medium, or heavy armor. Light armor allows for 2 weapon emplacements, medium armor allows for 3 emplacements, and heavy armor is allotted 4 emplacements. Any weapon that requires two hands to operate is assumed to require 2 emplacements.

The cost of the upgrade is calculated separately from the cost of the weapon itself. Once a weapon is integrated into the armor, it can no longer be hand-fired. To install or change out a weapon, it requires 10 minutes and an Easy *armor repair* roll.

Weapons are considered to be obvious to the casual observer, unless the wearer has designed them to be concealed, in which case, the upgrade cost is multiplied by 3. When the weapon is concealed, it requires a Very Difficult *Perception* or *search* roll to notice the weapon emplacements.

**Source:** Scum and Villainy (page 47)

## Armor

### Beskar'gam Light Armor

**Type:** Military armor

**Scale:** Character

**Cost:** 33,500 (3,500 to characters in a Mandalorian culture)

**Availability:** 4

**Upgrade Slots:** 2

**Game Notes:** Grants +2D physical, +1D energy, -1D *Dexterity* and related skills. Provides a +1D to *intimidation*. The Beskar'gam armor is extraordinarily rare outside of Mandalorian culture.

**Source:** Scum and Villainy (page 48)

### Beskar'gam Medium Armor

**Type:** Military armor

**Scale:** Character

**Cost:** 37,000 (7,000 to characters in a Mandalorian culture)

**Availability:** 4

**Upgrade Slots:** 2

**Game Notes:** Grants +2D+1 physical, +1D+1 energy, -1D+1 *Dexterity* and related skills. Provides a +1D to *intimidation*. The Beskar'gam armor is extraordinarily rare outside of Mandalorian culture.

**Source:** Scum and Villainy (page 48)

### Beskar'gam Heavy Armor

**Type:** Military armor

**Scale:** Character

**Cost:** 45,000 (15,000 to characters in a Mandalorian culture)

**Availability:** 4

**Upgrade Slots:** 2

**Game Notes:** Grants +2D+2 physical, +1D+2 energy, -1D+2 *Dexterity* and related skills. Provides a +1D to *intimidation*. The Beskar'gam armor is extraordinarily rare outside of Mandalorian culture.

**Source:** Scum and Villainy (page 48)

### AV-1S (Scout)

**Model:** GTU AV-1S Armor

**Type:** Powersuit

**Skill:** Powersuit operation

**Cost:** 7,500

**Availability:** 3, F

**Game Effect:**

*Basic Suit:* +1D energy, +1D+1 physical protection, -1D *Dexterity* and all related skills.

*Enhanced Strength:* +1D to *Strength* for all skills, including melee and unarmed combat damage.

*Repulsorlift Engine:* Move of 20, flight ceiling of 100 meters. Maneuver rolls are made with the *powersuit operation* skill.

*Infrared Imaging Module:* Ranged up to 200 meters, allows vision based on heat.

*Starlight Imaging:* Magnifies available light for excellent low-light vision (no penalties for darkness except in absolute darkness, but sudden flashes of light can cause 4D stun damage if the user does not make a Moderate *Perception* roll to close his or her eyes in time).

*Power Lamp:* 100 meter range.

*Multi-channel Comm Unit:* Includes comlink encoder, ranged up to 50 kilometers, and external amplifier.

*Macrobinoculars:* Standard rules as for macrobinoculars.

*5 Sureseal Patches:* Automatic patches against suit leaks.

*Bio-Readout:* Informs wearer of his/her physical condition.

*Environment Scanner:* Scans air for breathability and toxins and detects harmful radiation.

**Game Notes:** Can operate for 36 hours without replenishing supplies and takes 5 minutes to put on.

**Source:** Galladinium's Fantastic Technology (pages 80-81), Arms and Equipment Guide (pages 44-45), Scum and Villainy (page 48)

### **AV-1C (Combat)**

**Model:** GTU AV-1C Power Suit

**Type:** Powersuit

**Skill:** Powersuit operation

**Cost:** 12,000

**Availability:** 4, X

**Game Effect:**

*Battle Suit:* +2D physical and energy, -1D to *Dexterity* and all related skills.

*Strength Enhancement:* +2D to *Strength* and related skills, but any failed *Strength* or related roll strips the servos, causing a full malfunction of the suit for 1D rounds; also roll 1D, if the result is 1-2, the wearer suffers 4D stun damage from arcing electricity.

*Repulsorlift Engine:* Move of 20, flight ceiling of 100 meters. Maneuver rolls are made with the *powersuit operation* skill.

*Infrared Imaging Module:* Ranged up to 200 meters, allows vision based on heat.

*Starlight Imaging:* Magnifies available light for excellent low-light vision (no penalties for darkness except in absolute darkness, but sudden flashes of light can cause 4D stun damage if the user does not make a Moderate *Perception* roll to close his or her eyes in time).

*Power Lamp:* 100 meter range.

*Multi-channel Comm Unit:* Includes comlink encoder, ranged up to 50 kilometers, and external amplifier.

*Macrobinooculars:* Standard rules as for macrobinooculars.

*5 Sureseal Patches:* Automatic patches against suit leaks.

*Bio-Readout:* Informs wearer of his/her physical condition.

*WITS:* Allows the wearer to link two weapons into the suit's battle computer, getting +1D to hit for each weapon.

**Game Notes:** Can operate for 24 hours without replenishing supplies and takes 10 minutes to put on.

**Source:** Galladinium's Fantastic Technology (page 81), Arms and Equipment Guide (page 44), Scum and Villainy (page 48)

### **Koromondain Half-Vest**

**Model:** Modified Koromondain PDS, Inc. Mk 45 Protective Vest

**Type:** Protective vest

**Cost:** 250

**Availability:** 1

**Game Notes:** +1D+2 from physical; +2 from energy attacks to torso front and back.

**Source:** Gundark's Fantastic Technology (page 56), Galaxy Guide 10: Bounty Hunters (page 87), Scum and Villainy (page 49)

### **Krail 210 Personal Armor**

**Model:** Krail Armory Model 210 Personal Armor

**Type:** Personal battle armor

**Skill:** Powersuit operation: Krail 210 armor

**Cost:** 16,300 (26,000 with all modifications)

**Availability:** Basic suit is "X" on most planets; modified suit is unique

**Game Effect:**

*Basic Suit:* +1D to *Strength* for energy attacks, +2D to physical attacks (Modified version: +2D to *Strength* for energy attacks, +3D to physical attacks); -1D to *Dexterity* and related skills. Suit has a Move of 16, with movement rolled on *powersuit operation* skill

*Power Suit:* +1D to *lifting*.

*Sensor Pod:* +1D to *search*.

*Sealed Enviro Filter:* Filter system can block out harmful molecules, or in case of insufficient or deadly atmosphere, the suit can completely seal, drawing upon a two-hour internal supply of oxygen.

*Jet Pack:* Has a Move of 100 meters horizontally, 70 meters vertically. Uses *jet pack operation* skill, base difficulty is Ease, modified by obstacles. Has 20 charges, can expend up to two per round.

*Integral Internal Line Slinger:* 20-meter range. Can attach to grappling or magnetic hooks. Uses *missile weapons* skill.

*Winch:* Capable of lifting 100 kg (Modified version only).

*Internal Dual Force Blades:* STR+3D damage, Moderate *melee combat* difficulty (Modified version only).

**Source:** Galaxy Guide 9: Fragments from the Rim (page 31), Scum and Villainy (page 49)

### **Shadowsuit**

**Model:** Ayellixe/Krongbing Textiles Shadowsuit

**Type:** Anti-sensor suit

**Cost:** 600

**Availability:** 3

**Game Notes:** Adds +2D to *sneak*.

**Source:** Rules of Engagement – The Rebel SpecForce Handbook (page 34), Arms and Equipment Guide (page 40), Scum and Villainy (page 49)

## Weapons

### Subrepeating Blaster Pistol

**Model:** Czerka 5-18 Light Repeater

**Type:** Light repeating blaster

**Scale:** Character

**Skill:** Blaster: repeating blasters

**Ammo:** 100

**Cost:** 750

**Availability:** 2, X

**Range:** 3-30/100/250

**Damage:** 6D

**Game notes:** Retractable stock adds +1D when aimed for one round.

**Source:** Scum and Villainy (page 49)

### High Powered Blaster Sniper Rifle

**Model:** Torvent 9-16 Alpha

**Type:** Blaster sniper rifle

**Scale:** Character

**Skill:** Blaster: blaster rifles

**Ammo:** 100

**Cost:** 2000

**Availability:** 2, R or X

**Fire Rate:** 1

**Range:** 1-25/100/250

**Damage:** 6D

**Game Notes:** When using the rifle's targeting scope, reduce all Long Range or precision shot difficulty levels to Moderate.

**Source:** Scum and Villainy (page 50)

### Deck-Sweeper

**Model:** Merr-Sonn Deck Sweeper Stunning Blaster

**Type:** Stunner

**Scale:** Character

**Skill:** Blaster: deck-sweeper

**Ammo:** 5

**Cost:** 500 (power packs: 10)

**Availability:** 2, X

**Fire Rate:** 1/2

**Range:** 3/5/10

**Damage:** 6D stun

**Game Notes:** Everyone within a 45-degree arc of the shooter's front is hit with a successful use. Characters within five meters of the blast cannot attempt to *dodge*; characters six to ten meters away may attempt to *dodge*, though all attempts are at -1D penalty.

**Source:** Gundark's Fantastic Technology (page 31), Pirates & Privateers (pages 42-43), Arms and

Equipment Guide (page 17), Scum and Villainy (page 50)

### RGL-80 Electronet Grenade

**Model:** Golan Arms RGL-80 Electronet Grenade

**Type:** Antipersonnel wire-guided grenade

**Scale:** Character

**Skill:** Missile weapons: grenade launcher

**Ammo:** 5 (force-fed magazine with power generator; attaches to grenade magazine holder)

**Cost:** 2,000 (magazine)

**Availability:** 2, F

**Fire Rate:** 1/2 (power generator can only control one activated net at a time)

**Range:** 10-250/350/500

**Damage:** 1-10D (variable stun or normal damage)

**Source:** Galaxy Guide 10: Bounty Hunters (pages 82-83), Gundark's Fantastic Technology (page 43), Scum and Villainy (page 50)

### Micro-Grenade Launcher

**Model:** Locris Syndicates Model MGL-1

**Type:** Micro-grenade launcher

**Scale:** Character

**Skill:** Missile weapons: grenade launcher

**Ammo:** 30 (magazine)

**Cost:** 2,500; 1,000 (micro-grenade magazine)

**Availability:** 3, F

**Fire Rate:** 1

**Range:** 3-25/100/200

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

**Damage:** 4D/3D/2D (fragmentation; other micro-grenades are available)

**Game Notes:** This micro-grenade launcher has a computerized fire control system. If the character can make a Moderate *Perception* roll (this is a free action and doesn't count as a skill use, so there are no penalties), the character can add +1D to hit when the weapons is fires; if the character is firing at the same target repeatedly, the character automatically gets the +1D for the second and following shots.

**Source:** Galaxy Guide 10: Bounty Hunters (page 84), Gundark's Fantastic Technology (pages 36-37), Rules of Engagement – The Rebel SpecForce Handbook (page 65), Scum and Villainy (page 50)

### Neural Inhibitor

**Model:** Mennotor DAS-430 Neural Inhibitor

**Type:** Portable rail gun

**Scale:** Character

**Skill:** Firearms: rail gun

**Ammo:** 240

**Cost:** 5,000 (rifle), 4,000 (pistol); 750 (ammo)

**Availability:** 4, R or X

**Fire Rate:** 4

**Range:** 3-20/50/150 (rifle), 3-10/25/50 (pistol)

**Damage:** 3D+1 (from impact), 6D (stun damage from neurotoxins)

**Game Notes:** If the neurotoxin achieves an *unconscious* result, the victim must make a Difficult *stamina* rolls after five minutes to revive. After another five minutes, the difficulty is reduced to Moderate. After another two minutes, the difficulty to revive is Easy. Targets weighing over 150 kilograms reduce the difficulty to revive by one level (Difficult becomes Moderate) and make *stamina* rolls at four minutes, three minutes and one minute; targets over 300 kilograms reduce the difficulty to revive by two levels (Difficult becomes Easy) and make *stamina* rolls at two minutes, one minute and one minute.

**Source:** Galaxy Guide 10: Bounty Hunters (pages 83-84), Gundark's Fantastic Technology (page 19), Scum and Villainy (page 50)

### Pulse Rifle

**Model:** Corondexx VES-700 Pulse Rifle

**Type:** Pulse rifle

**Scale:** Character

**Skill:** Blaster: pulse rifle

**Ammo:** 15 (power pack), unlimited (power generator), super-conducting filaments must be replaced every 20 shots)

**Cost:** 5,000; 200 (power pack), 300 (super-conducting filaments)

**Availability:** 4, X

**Range:** 1-10/20/30

**Damage:** 6D/5D/3D

**Game Notes:** Character selects a target: the target and all beings in the cone of fire and within one meter radius of the target take full damage. All targets within 15° wither way of the target take 3D damage. If filaments aren't changed when scheduled, roll 2D for the first shot after the "change time", add +1 for each additional shot. On a total of 7 or higher, the pulse rifle's overload circuits cut in and shut the weapon down, but the overload has caused 250 credits of damage (Moderate *blaster repair* total to fix). If the total is 100 or higher, the overload circuits have failed and the weapon explodes in the user's hands, causing 9D damage in a two meter blast radius.

**Source:** Galaxy Guide 10: Bounty Hunters (pages 84/86), Gundark's Fantastic Technology (page 34), Scum and Villainy (page 50)

### GRS-1 Snare Rifle

**Model:** Merr-Sonn Munitions GRS-1 Snare Rifle

**Type:** Non-lethal hunting weapon

**Scale:** Character

**Skill:** Firearms: GRS-1 snare rifle

**Ammo:** 12

**Cost:** 1,100

**Availability:** 2, F, R or X

**Fire Rate:** 1

**Range:** 3-10/30/60

**Damage:** Special

**Notes:** A snare rifle fires a burst of shockstun mist, as well as a liquid spraynet. A character hit by this weapon is assumed to be effected by both attacks. The shockstun mist forces a character attempt a Difficult *Strength* roll. Failure indicates that the character is knocked unconscious for 5D minutes. In addition, the liquid spraynet covers a target, entangling him. A character thus ensnared suffers a -1D penalty to all attack rolls, a -2D penalty to his *Dexterity* score, and can only move at half of his Move score. The fibers of a spraynet are hard to break, and resist damage as if they have an effective *Strength* score of 4D+2.

**Source:** Gamer Magazine, Scum and Villainy (page 51)

## Equipment

### Squib Battering Ram

**Model:** Fegegrish Heavy Industrial Battering Ram

**Type:** Structural weakener

**Skill:** Demolitions

**Cost:** 3,500

**Availability:** 3

**Game Notes:** Device batters through solid obstacles, effectively doing 6D damage against the body of a wall or door.

**Source:** Galladinium's Fantastic Technology (page 57), Pirates & Privateers (page 48), Ultimate Alien Anthology (page 151), Scum and Villainy (page 52)

### ABC Scrambler

**Model:** Albastro corp, TX921q scrambler

**Type:** rocket safeguard device

**Cost:** 3000

**Availability:** 3, F

**Game Notes:** An ABC scrambler uses an array of audio, biological, and chemical signals to confuse missile guidance systems. It provides a +1D bonus to avoid missile launcher, and propelled grenade attacks.

**Source:** Scum and Villainy (page 52)

### Force Cage

**Model:** Damorind Securities Model S-3

**Type:** Humanoid portable containment system

**Skill:** Security (to assemble)

**Cost:** 7,000

**Availability:** 3

**Game Notes:** As Easy *security* roll is necessary to properly assemble the device; if not assembled properly, the shock system does not work. The shock system may be set for variable damage (1D-7D, stun or normal damage). Anyone confined within the cage must make an opposed roll against the cage's *Strength* of 7D to break out.

**Source:** Galaxy Guide 10: Bounty Hunters (page 89), Gundark's Fantastic Technology (page 70), Scum and Villainy (page 52)

### Lock Breaking Kit

**Model:** Individual manufacture; many types

**Type:** Security code de-scrambler

**Skill:** Security: lockpicking

**Cost:** 8,000 (if purchased through legitimate agent), 16,000+ (black market price)

**Availability:** 4, R or X

**Game Notes:** Adds +2D to a user's *security* skill when attempting to open an electronically sealed entryway.

**Source:** Pirates & Privateers (page 49), Rules of Engagement – The Rebel SpecForce Handbook (page 45), Scum and Villainy (page 52)

### Man Trap

**Model:** Ubrikkian R-TechApp Man Trap

**Type:** Localized gravity enhancer

**Cost:** 8,000

**Availability:** 3, F

**Game Notes:** The person setting the man trap should make a *hide* roll to see how well the device is hidden; any potential target making a successful *Perception* roll will notice the trap. Anyone caught by the trap must make an opposed *Strength* roll – the man trap's gravity setting is variable, simulated by allowing the hunter to choose a *Strength* anywhere between 5D and 15D.

**Source:** Galaxy Guide 10: Bounty Hunters (page 90), Gundark's Fantastic Technology (page 71), Scum and Villainy (page 52)

### Spacer's Chest

**Model:** SoroSuub Wanderer Space Chest

**Type:** Spacer's chest

**Cost:** 200 credits

**Availability:** 1

**Game Notes:** A rectangular, 1 meter long chest, with handles on each face. It can be locked with an electronic combo-lock (Moderate to pick), sealed against vacuum, and is quite durable: 6D *Strength*.

**Source:** Platt's Smugglers Guide (page 46), Gundark's Fantastic Technology (pages 76-77), Pirates & Privateers (pages 47-48), Scum and Villainy (page 52)

## Ship and Vehicle Equipment

### Amphibious seals

**Model:** Mon Cal aquaseal package 389-D

**Cost:** 4,000

**Availability:** 2

**Game Notes:** This upgrade allows a ship to function as a submarine in addition to performing as a space vehicle. Pressure seals and special engine protection prevents water from damaging critical components, as well as allows the ship to endure the high water pressure. However, the ship may only move one tenth its atmosphere speed. This upgrade also allows a ship to land in a body of water.

**Source:** Scum and Villainy (page 56)

### Anti-Boarding system

**Model:** Sienar systems securilock system

**Type:** starship security package

**Cost:** 20,000

**Availability:** 2, F

**Game Notes:** The Anti-Boarding system is a series of cameras, blast doors, and armaments that help contain or repel unwanted visitors without the crew putting themselves in harm's way. The package creates security checkpoints on the ship that contains a blast door, security camera, and a blaster rifle turret. Commonly the security checkpoints are located at engineering, the bridge, and by docking rings. Once the system has been armed, it will consider unfamiliar life forms to be hostile intruders. Most ship administrators or crew can enable or disable the system from the bridge. Since most ships are powered down or disabled once boarded, the security system has a separate shielded power system that allows it to operate once the rest of the ship has been disabled.

- Security blast doors have a body strength of 7D.
- The automatic rifle uses the following statistics:

*Scale:* Character

*Crew:* 0

*Ammo:* 50

*Body:* 3D

*Fire Control:* 5D

*Range:* 3-7/35/50

*Damage:* 5D

- Security camera system allows the crew to make *Perception* or *search* checks from the bridge or security stations.

**Source:** Scum and Villainy (page 56-57)

### Light Auxiliary Generator

**Model:** Czerka 392-VT generator

**Cost:** 2,000

**Weight:** 10 metric tons

**Availability:** 1

**Game Notes:** Auxiliary generators allow a starship to better regulate power at times of peak usage. If gamemasters are using optional rules for rerouting power control found in *The Far Orbit Project* (page 25), then this upgrade allows one selected system

to remain at full power while power is being rerouted. Auxiliary generators also allow some limited systems to remain operational when the engine has been shut down or destroyed.

**Source:** Scum and Villainy (page 57)

### Medium Auxiliary Generator

**Model:** Czerka 881-K generator

**Cost:** 5,000

**Weight:** 30 metric tons

**Availability:** 2

**Game Notes:** Auxiliary generators allow a starship to better regulate power at times of peak usage. If gamemasters are using optional rules for rerouting power control found in *The Far Orbit Project* (page 25), then this upgrade allows two selected systems to remain at full power while power is being rerouted. Auxiliary generators also allow some limited systems to remain operational when the engine has been shut down or destroyed.

**Source:** Scum and Villainy (page 57)

### Heavy Auxiliary Generator

**Model:** Sienar systems class-C auxiliary booster

**Cost:** 10,000

**Weight:** 60 metric tons

**Availability:** 2, F

**Game Notes:** Auxiliary generators allow a starship to better regulate power at times of peak usage. If gamemasters are using optional rules for rerouting power control found in *The Far Orbit Project* (page 25), then this upgrade allows two selected systems to remain at full power while power is being rerouted. Heavy auxiliary generators also allow some most systems to remain operational when the engine has been shut down or destroyed.

**Source:** Scum and Villainy (page 57)

### Backup Battery

**Model:** Corellian Engineering Corp. Lifesaver Emergency Battery

**Type:** Backup battery

**Cost:** 10,000

**Weight:** 1 metric ton

**Availability:** 2

**Game Notes:** This backup battery is marketed as a life support system fail-safe, allowing up to an hour's extra survival in the event of a catastrophic power failure. Ordinarily, life support fails while running silent in only a few minutes, due to lack of power, but the backup battery allows the ship to lurk in space for an extended period.

**Source:** Pirates & Privateers (page 40), Scum and Villainy (page 57)

### Baffled Drive

**Model:** Rendili StarDrive WhisperThrust

**Type:** Baffled realspace drive

**Scale:** Starfighter

**Cost:** 100,000 minimum on the black market

**Weight:** 20 metric tons; extra tank: 2 metric tons

**Availability:** 4, X

**Game Notes:** The Whisper is a highly illegal baffled realspace drive used on stealthy military starships. The Whisper allows a ship to move in space while running silent at a base speed of 2. Cautious movement is no more detectable than drifting; Cruise movement adds +5 to the sensor operator's roll; High Speed adds +10; All-Out movement adds +15. A WhisperThrust engine has a limited storage capacity for the necessary gases to move: enough to move 100 spacial units. An extra or replacement tank costs 7,000 credits. Synthesizing the necessary fuel requires 120 liters of pin-sealed tibanna gas and 2 kilos of high-grade hyperbarides and a standard power generator. The fuel-refining process takes roughly three standard days.

**Source:** Pirates & Privateers (pages 39-40), Scum and Villainy (page 57)

### Cockpit Ejection System

**Model:** Kuat Drive Yards Ejection Package

**Cost:** 8,000

**Availability:** 3

**Game Notes:** This upgrade can outfit starfighters and freighters to separate a cockpit from the rest of a ship's fuselage in the event of the ship's destruction. The separated cockpit functions as an escape pod. Once the ship is destroyed, the pilot must make a Difficult *space transport piloting* or *starfighter piloting* roll. If the roll succeeds, the escape pod/cockpit is able to successfully escape the blast. If the roll fails, then those within the escape pod take 4D damage.

**Source:** Scum and Villainy (page 57)

### Comm Jammer

**Model:** IntelStar Silencer Comm Jammer

**Type:** Communications jammer

**Skill:** Communications

**Cost:** 5,000 plus installation costs

**Availability:** 2, R

**Game Notes:** While any ship use their communications array to jam, this communications jammer uses a ship's transmitters to flood communications frequencies with static. However, comm. jammers have extremely high power demands and can only be used for short duration; basic jammers can operate for 10 combat rounds before requiring recharging (which takes an additional 10 rounds). In addition, for each fire arc that is being jammed, subtract one round from the operating time (focused jamming subtracts 5 rounds from the overall operating time). A ship being jammed must make an opposed

*communications* roll against the jamming ship's communications operator. The jamming ship gains bonus dice to jam, based on how many firing arcs are being jammed:

<b>Fire Arcs Jammed</b>	<b>Communications Bonus</b>
All arcs	-
Three arcs	+1D
Two arcs	+2D
One arc	+3D
Focused jamming	+4D

**Source:** Pirates & Privateers (page 39), Scum and Villainy (page 57)

### **Cotterdam Universal Airlock**

**Model:** TaggCo. Cotterdam Universal Airlock

**Type:** Ship-to-ship airlock

**Cost:** 3,500

**Availability:** 2

**Game Notes:** One of the older and more proven universal spacelocks is a "cotterdam". This is a flexible tube with an interior ladder/walkway with a multi-lock ring on the extended end. The multi-lock ring houses three sets of pressure, chemical, magnetic, and mechanical surface-to-surface sealing methods.

**Source:** Pirates & Privateers (page 49), Scum and Villainy (page 57)

### **Environmental Filters**

**Model:** Arakyd "Easebreathe" Filter System

**Cost:** 8,000

**Availability:** 2, F

**Game Notes:** Generally, this type of upgrade is used on luxury transports or yachts where a number of passengers will require different environmental conditions. It separates the passenger compartments as individual environmentally sealed and controlled units allowing a passenger from a warm moist environment to be located next door to a passenger from a dry and cold environment. The various passages and rooms of the ship can also be controlled. This system can be used offensively against hijackers or other unwanted guests. Making a Moderate *computer programming/repair* roll will allow the crew on the bridge to flood a selected compartment with radiation, pump out the air from a compartment, etc.

**Source:** Scum and Villainy (page 58)

**Fuel Converters** – See Galaxy Guide 6: Tramp Freighters (page 42)

### **Grappler Mag**

**Model:** Starfire Inc. Heavy Tow Grappler

**Cost:** 1000

**Availability:** 1

**Game Notes:** Grappler mags allow one ship to tow another similar to a tractor beam. The grappler mag is a simple tow cable with a grappling hook magnetic clamp at the end. The grappler mag has a space range of 1. However, the mag may be used without the power signatures of a tractor beam, and thus allowing the device to be used with much less chance of being noticed. A ship can power down and make a grappling attack on another ship without notice until it has been clamped.

**Source:** Scum and Villainy (page 59)

### **Hard Points**

**Model:** Alliance Missile Mount

**Cost:** 8,000

**Availability:** 3, X

**Game Notes:** Hardpoints allow an external missile mount or a small external cargo carrier. An external cargo carrier can hold up to one week's worth of consumables and costs 500 each. Missile mounts may carry a single torpedo, missile, mine, bomb, etc. The number of hardpoints a ship may carry is determined by the ship's size. The starship may have one hardpoint for every 10 meters of length without penalty. The ship may carry twice that number, but when the payload or cargo is affixed the ship has its move rating by one-half.

The external cargo or payload mounts are particularly vulnerable to attack. Whenever the ship takes damage, it loses half of the payload or cargo mounts.

When the hardpoints do not have the mounts affixed they are Very Difficult to notice, however the external payload or cargo mounts are obvious when affixed.

**Source:** Scum and Villainy (page 59)

**Hidden Cargo Hold** - See Galaxy Guide 6: Tramp Freighters (page 42)

### **Holding Cells**

**Model:** Grizal Defense Systems 7K4H-Pacifier

**Cost:** 1000 (up to 25% of passengers), 5,000 (up to 50% of passengers), 10,000 (up to 75% of passengers)

**Availability:** 3, X

**Game Notes:** Brigs or detention blocks are standard on larger ships, but this upgrade allows smaller ships to convert their passenger compartment into similar cells. Each cell installs 10D strength walls and blast doors, and external locks (requiring a Heroic *security* roll to break open from the inside). Each cell also has a small port that allows food to be passed from the jailer to the captive. The port also allows the jailer to make ranged attacks into the cell if the captive needs to be neutralized.

**Source:** Scum and Villainy (page 60)

### Interrogation Chamber

**Model:** Imperial Isolation Chamber

**Cost:** 10,000

**Availability:** 3, X

**Game Notes:** It is first required to have at least one holding cell. The base cost covers converting one holding cell into an interrogation chamber. The only official use of an interrogation chamber is for a military agency to deprive a prisoner of sensory data and allow for give them a distorted sense of time. This allows the character to make a *persuasion* or *intimidation* skill roll once every six hours against a captive. Unofficially, these chambers are often used for torture, which adds a +1D+2 to the any roll attempting to extract information from a character. However, use of a torture chamber will automatically give any a character a Dark Side point.

**Source:** Scum and Villainy (page 60)

### Personalized Controls

**Model:** Dalbar Micro Electronics MF-518

**Cost:** 1,000

**Availability:** 2

**Game Notes:** Personalized controls provide a customized layout and responsiveness of ships controls to a single character. That one character gains a +2 bonus to any use of the ships controls whether it is piloting, computer use, astrogation, starship guns, etc. However, any other character using those same controls get a -2 penalty.

**Source:** Scum and Villainy (page 60)

### Plasma Punch

**Model:** Drever Corporation's Phoenix Plasma Punch

**Type:** Variable setting cutter

**Scale:** Starfighter

**Cost:** 5,000

**Availability:** 2, X

**Damage:** 6D

**Game Notes:** The Plasma Punch can be set to cut a circle from 3 centimeters to 3 meters in diameter.

Given time, the Punch is able to cut through any material on the market, including quadranium and magnetically sealed hatches. It is very power consumptive, however; the unit can only be activated twice, for up to ten minutes each, before its batteries are drained. Recharges take 6 hours. The tool has a very limited range, 0-2 meters, and is impractical as a ship-to-ship weapon.

**Source:** Pirates & Privateers (page 48), Scum and Villainy (page 60)



### Reinforced Keel

**Model:** Romdro Inudstries "Grond" Hull Ram

**Cost:** 4000

**Availability:** 3, X

**Game Notes:** Reinforced keels are only useful when a ship attempts to ram another. The reinforced hull allows the attacking ship to reduce its damage by half. Additionally, the target ship receives an additional +1 pip of damage for every 1D of damage dealt. However, the pips are added after damage has been rolled. (For example, if a ship was taking 4D damage, the roll would come to 11, then the additional 4 pips would be added for a total of 15).

**Source:** Scum and Villainy (page 60-61)

### Security Bracing

**Model:** Grizal Defense Systems KLR-001P

**Cost:** 2000

**Availability:** 2

**Game Notes:** This upgrade is a series of bulkheads and clamps specially designed to protect a compartment of a ship when a starship takes damage. Only escape pod sections and passenger sections can be reinforced with security bracing. Those within the secured compartment take one half the normal passenger damage when a ship is damaged or destroyed. See page 112 of the *Star Wars Roleplaying Game, Second Edition Revised and Expanded* rulebook for more information on passenger damage.

**Source:** Scum and Villainy (page 61)

### Sensor Baffling

**Model:** Arakyd Nightshadow anti-sensor treatment

**Type:** Sensor countermeasure coating

**Scale:** Starfighter or capital

**Cost:** 20,000 per starfighter scale Hull die (ignore pips); 50,000 per capital scale Hull die (ignore pips)

**Availability:** 4, X

**Game Notes:** A ship treated with this material adds to a sensor operator's difficulty to detect the ship. A light treatment adds 1D to the difficulty. A heavy treatment (a second coat) adds 2D. Additional treatments are futile, since the treatment does nothing to prevent the detection of engine exhaust, a primary method of detecting ships. The type of vessel affects how well the ship can be "stealthed" – blunt, angular ships, 500 meters or more in length, or more than 5D Hull (either capital or starfighter scale) can only be "baffled" up to 1D of protection. Slender, rounded off ships (smaller Mon Calamari vessels foe example) are easier to baffle, due to their natural design.

**Source:** Pirates & Privateers (page 38), Scum and Villainy (page 61)



### **Sensor Mask**

**Model:** Fabritech Vanish 2 Military Sensor Masking System

**Type:** Sensor countermeasure masking system

**Scale:** Starfighter or capital

**Cost:** 150,000 per Hull die; 300,000 per capital ship Hull die

**Availability:** 4, X

**Game Notes:** When activated, the sensor mask adds 2D to enemy sensor operator's difficulty to detect and identify. Current masking technologies offer a maximum of 3D of sensor protection. Such items are practically impossible to locate, and are often considerably more expensive than the market norm.

**Source:** Pirates & Privateers (pages 38-39), Scum and Villainy (page 61)

### **Tractor Clamp**

**Model:** Seinar Systems G-51 Gripper

**Cost:** 15,000

**Availability:** 3, X

**Game Notes:** Tractor Clamps are often used in conjunction with plasma torches to board ships.

To secure a tractor clamp, an attacking ship will draw in a target ship in with a tractor beam. Once the ships are adjacent, the attacking ship will activate a tracking clamp. It is an extremely short range, but strong tractor beam (with a damage code of 7D). Once the clamp is engaged, a boarding tube is extended to allow for easy boarding with the security of knowing that the target ship will not disengage.

**Source:** Scum and Villainy (page 61)

### **Workshop**

**Model:** Tepes Modular 87-C Workshop

**Cost:** 3,000

**Weight:** 5 metric tons (of cargo space for a work area)

**Availability:** 2

**Game Notes:** The workshop is a section of benches, tools, plasma cutters, and series of tools that cannot be matched by simple handheld tools. The Workshop allows the characters to do repairs to armor, weapons, equipment, etc. Because of the advanced nature of the tools available, characters receive an additional +2 bonus to all rolls made to repair or modify equipment, weapons, armor, etc. within the shop.

**Source:** Scum and Villainy (page 61)