

STAR WARS[®]

**GAMEMASTER
SCREEN**

• REVISED •



EQUIPMENT CHART

All prices are listed in Galactic Credits. Prices will vary based on local situations.

Note: These are "typical" entries; specific items may cost more or less, have additional options or have different game statistics.

Availability codes:

- 1 Readily available throughout the known galaxy
- 2 Normally available only in large cities and spaceports, or on the item's planet of origin
- 3 Specialized item, normally available only on item's planet of origin
- 4 Rare item, difficult to obtain anywhere
- F Fee or permit often required for purchase
- R Restricted item on most planets; normally may not be sold without a license
- X Illegal on most planets

MELEE WEAPONS

Melee Weapon	Avail.	Cost	Diff.	Dmg.
Bayonet	2, F	75	Easy	STR-1D
Club	1	15	Very Easy	STR-1D
Force pike	2, R	500	Moderate	STR-2D
Gaderffii	3	50	Easy	STR-1D
Hatchet	1	35	Easy	STR-2
Knife	1	25	Very Easy	STR+1 to STR-1D
Spear	1	60	Easy	STR+1D+1
Staff	1	15	Very Easy	STR-1D
Vibro-ax	2, R	500	Moderate	STR-2D to STR-3D+1
Vibroblade	2, F	250	Moderate	STR-1D+2 to STR-3D
Lightsaber	4, X	—	Difficult	5D

RANGED WEAPONS

Archaic Weapons	Avail.	Cost	Ranges	Dmg.
Crossbow	1, F	200	3-10/30/50	2D+2
Longbow	1, F	200	3-10/30/100	2D-2
Black-powder pistol	2, R	200	3-4/8/12	2D+2
Musket	2, R	250	3-10/30/100	3D
Slugthrower	2, F	300	3-10/30/60	3D
Rifle	2, R	300	3-30/100/300	3D-1
Submachine gun	2, R	600	3-10/30/100	4D

Blasters	Avail.	Cost	Ranges	Dmg.
Hold-out blaster	2, R or X	275	3-4/8/12	3D
Sporting blaster	1, F	350	3-10/30/60	3D-1
Blaster pistol	1, F, R or X	500	3-10/30/120	4D
Hvy blaster pistol	1, F, R or X	750	3-7/25/50	5D
Hunting blaster	2, F	500	3-30/100/300	4D
Blaster carbine	2, F, R or X	900	3-25/50/250	5D
Blaster rifle	2, X	1,000	3-30/100/300	5D
Sporting blaster rifle	1, F	900	3-40/120/350	4D+1
Light repeating blaster	2, X	2,000	3-50/120/300	6D
Medium repeating blaster	2, X	3,000	3-60/150/400	7D
Heavy repeating blaster	2, R	5,000	3-75/200/500	8D
E-Web	2, X	5,000	3-75/200/500	8D
Wookiee bowcaster	3, R	900†††	3-10/30/50	4D
Stun pistol	1, F	200	3-10/20/40	3D†
Riot gun	2, R	750	3-1-30/60	8D†

Blaster Artillery	Avail.	Cost	Ranges	Dmg.
Light laser cannon	2, R	5,000	10-500/2/10 km	4D††
Medium laser cannon	2, R	7,500	20-600/3/16 km	5D††
Heavy laser cannon	2, R	10,000	50-600/5/25 km	6D††
Atgar 1.4 FD laser cannon	2, R or X	10,000 (new), 2,000 (used)	10-500/2/10 km	2D+2††
Light ion cannon	2, R	14,000	10-500/2/10 km	7D††§
Proton torpedo system	2, R	2,000	—	—
Proton torpedoes	2, R	500	50-100/300/700	9D††
Concussion missile system	2, R	1,500	—	—
Concussion missiles	2, R	750	50-100/300/700	8D††
KDY v-150 heavy ion cannon	3, X	500,000 (new), 100,000 (used)	Atmosphere/low orbit (1)/high orbit (3)	12D†††§

Explosives	Avail.	Cost	Ranges	Blast Radius	Dmg.
Grenades	1, R	200	3-7/20/40	0-2/4/6/10	5D/4D/3D/2D
Grenade launcher	2, X	500	0-250/350/500	—	—
Personnel mine	2, X	500	—	0-2/4/6/10	5D/4D/3D/2D
Vehicle mine	2, X	750	—	0-2/4/6/10	5D/4D/3D/2D††
Explosive charge	1, R	100	—	—	1D
Standard detonator	1, R	50	—	—	—
Timer fuse	1, R	50	—	—	—
Remote fuse	2, R	100	—	—	—
Thermal detonator	2, X	2,000	3-4/7/12	0-2/8/12/20	10D/8D/5D/2D

GENERAL EQUIPMENT

Armor	Avail.	Cost	Physical	Energy
Blast helmet	1	300	-1D	-1
Blast vest	1	300	-1D	-1
Bounty hunter armor	2, R	2,500	-2D	+1D
Stormtrooper armor	3, X	2,500	-2D	+1D

Miscellaneous Equipment	Avail.	Cost
Ammo bandolier	1	100
Blaster power pack	1, R	25
Breath mask	1	50
Chronometer	1	25
Datapad	1	100
Flares	1	5
Glow rod	1	10
Jet pack	3, F or R	1,800
Macrobinoculars	1	100
Rations	1	200
Recording rod	1	30
Rocket pack	2, R	400
Sensor pack	2, R	650
Sleeping bag	1	15
Syntherope	1	2

Medical Equipment	Avail.	Cost
Medpac	1	100
Bacta tank	2	3,000
Medicines	1	100

Droids	Avail.	Cost
First-degree droid	2	5,000
Second-degree droid	2	4,000
Third-degree droid	2	3,000
Fourth-degree droid	2	3,000
Fifth-degree droid	1	1,000
2-1B medical droid	2	4,300
R2 astromech droid	2	4,525
Arakyd 6G2 explorer droid	2	6,700
Arakyd probe droid	2, F, R or X	14,500
3P0 protocol droid	2	3,000
K4 security droid	2, R or X	7,500

Restraining bolt	1	25
Control device	1	100
Repair services	1	50-500
Overhaul services	1	50-500
Memory wipe services	1	50-500

Communication Devices	Avail.	Cost
Comlink (personal)	1	25
Comlink (military)	2, R	100
Comlink (vehicle)	1	300
Subspace radio (small)	1	100
Subspace radio (large)	1	1,000

Vehicles	Avail.	Cost/New	Used	Rental
Ground car	1	6,000	1,500	50/day
Landspeeder	1	10,000	2,000	75/day
Ubrikkian 9000 Z004	2	15,000	5,000	90/day
Swoop	2	5,000	1,000	30/day
Skybird swoop	2	8,000	2,000	50/day
Speeder bike	2	5,000	1,000	30/day
Ikas-Adno 22-B Nightfalcon	2	6,250	1,000	40/day
Airspeeder	1	25,000	10,000	200/day
Incom T-47I	1	25,000	10,000	200/day
Incom T-16 Skyhopper	2	30,000	7,000	400/day
Cloud car	2	75,000	30,000	750/day
Storm IV cloud car	2	75,000	28,000	750/day
Sail barge	2	250,000	50,000	1,200-/day
Skiff	1	23,000	11,500	800/day

Starships	Avail.	Cost/New	Used	Rental
Planetary shuttle	2, F	85,000	20,000	1,000/day
Hyperdrive shuttle	2, F	120,000	25,000	1,200-/day
Lone Scout-A	2, F	125,000	30,000	1,200-/day
Stock Ghtroc 720 freighter	2, F	98,500	23,000	1,200-/day
Stock YT-1300 light freighter	2, F	100,000	25,000	1,200-/day
A-wing	3, X	175,000	NA	NA
B-wing	3, X	220,000	NA	NA
X-wing	3, X	150,000	75,000	NA
Y-wing	2, F or R	135,000	65,000	NA
TIE/ln	1, X	60,000	25,000	NA
TIE interceptor	2, X	120,000	75,000	NA
Z-95 Headhunter	1, F or R	NA	45,000	NA
Corellian corvette	2, R	3.5 million	1.5 million	NA

† Stun damage †††† Capital-scale
 †† Speeder-scale damage § Ionization damage
 ††† Not sold to non-Wookiees NA = Not applicable

JMB

fall back on

cter's skill eds.

it to the die number.

eans choose

ion" occurs. the highest

ling weapon re.

get modifier.

attack roll; if

roll to resist ge normally.

ttack; lower

damage roll; ily.

aged becomes

ve.)

y or severely

peed crashes; take minimum

ore explosion.



PLAYER CHARACTER TEMPLATES

Templates	DEX	KNO	MEC	PER	STR	TEC
Alien Student of the Force <i>Control 1D, sense 1D, alter 1D</i>	2D+1	3D+1	2D	2D+1	3D	2D
Armchair Historian*	3D	4D	2D+2	3D+2	2D+2	2D
Arrogant Noble	3D+1	3D+1	2D+2	4D	2D+2	2D
Bounty Hunter	4D	2D+2	2D+2	3D	3D+2	2D
Brash Pilot	3D	2D	4D	3D	3D	3D
Curious Explorer*	2D+1	3D+2	3D	4D	2D	3D
Cyborged Pirate*	3D+2	2D	3D+2	3D	2D+2	3D
Cynical Scout*	2D+2	5D	2D	3D	3D	2D+1
Ewok	3D+2	2D	2D+2	4D	3D	2D+2
Ewok Warrior*	3D+2	2D	3D+2	4D+1	1D+2	2D+2
Failed Jedi <i>Control 1D, sense 1D</i>	2D+2	3D+1	2D	3D+1	2D+2	2D
Gambler	3D+2	3D	2D+1	4D	2D+2	2D+1
IoTRAN Bounty Hunter*	4D	2D+2	2D+2	3D	3D+2	2D
Kid	3D+2	2D+2	3D	3D+2	2D+1	2D+2
Laconic Scout*	2D+2	4D	3D	2D	3D	3D+1
Loyal Retainer*	3D	2D+2	3D	3D	3D+1	3D
Merc*	3D+2	2D+2	2D+2	2D+1	3D+2	3D
Minor Jedi <i>Control 1D</i>	3D	3D+2	2D	3D+1	2D+2	2D+1
Mon Calamari	3D+1	3D+1	2D+1	2D+1	3D	3D+2
New Republic Bureaucrat*	2D	4D	3D	3D+2	2D+1	3D
Old Senatorial*	3D	4D	3D	4D	2D	2D
Outlaw	4D	3D	2D+2	2D	3D+1	3D
Pirate	3D+2	2D	3D+2	3D	2D+2	3D
Protocol Droid 17D to allocate to skills.	1D	3D	1D	1D	1D	1D
Quixotic Jedi <i>Sense 1D</i>	3D+2	2D+1	2D+2	3D	3D	2D+1
Retired Imperial Captain*	2D+2	3D	3D+2	3D+1	2D+1	3D
Revwien Tyia Adept <i>Control 1D, sense 1D, alter 1D; Tyia way of knowing the Force</i>	2D+1	3D+1	2D	2D+1	3D	2D
Rookie New Republic Pilot	3D	2D	4D	3D	3D	3D
Smuggler	3D+1	2D+1	3D+2	3D	3D	2D+2
Sullustan Trader*	2D+1	2D+2	4D+1	3D	2D	3D+2
Tongue-Tied Engineer*	2D+1	4D	2D+2	2D+1	2D+2	4D
Tough Native*	3D+2	2D	2D+1	3D+2	4D	2D+1
Wookiee	2D+2	2D	3D	2D	5D	3D+1
Wookiee First Mate*	2D+2	2D	3D	2D	5D	3D+1
Young Jedi <i>Control 1D, sense 1D, alter 1D</i>	3D	2D	2D	4D	2D	2D
Young Senatorial	3D	4D	2D+2	3D+1	3D	2D

* From *Star Wars, Gamemaster Screen Revised* (For more templates, see *Heroes and Rogues*.)

CREATING A CHARACTER

Pick a template. Review the "Star Wars Player Handout." Make up a name, height, weight, sex, age and a brief physical description for your character. Characters start with five Character Points.

1. Pick Skills. A character has 7D for beginning skills; you may place 1D or 2D in a skill.

You may improve any of the Force skills — *control, sense or alter* — if they're already listed on your template.

Specializations. You can spend 1D of your character's beginning skill dice to get three specializations; add 1D to each specialization.

Advanced Skills. Skills with an (A) are "advanced skills." Ask your gamemaster for more information if you want to improve an advanced skill.

2. Decide if the Character is Force-Sensitive. If "no," character starts with 1 Force Point; if "yes," character starts with 2 Force Points but must adhere to the Jedi Code or risk going over to the dark side.

3. Spend Credits on Equipment. See the "Equipment Cost Chart."

4. Pick Force Powers. If your character has Force skills (*control, sense or alter*), he knows at least one Force power. Ask your gamemaster for more information. Now you're ready to start playing!

IMPORTANT SKILLS

Here are some of the more important skills for characters in the *Star Wars* game. They cover your character's knowledge of a field or ability to do the following:

Dexterity skills:

- blaster:* Fire blasters.
- brawling parry:* Block someone else's unarmed (*brawling*) attack.
- dodge:* Get out of the way when people shoot at you.
- melee combat:* Fight with weapons in hand-to-hand combat.
- melee parry:* Block hand weapon attacks (only if you're holding a weapon).

Knowledge skills:

- alien species:* Knowledge of strange aliens — anyone not of your species. (For example, if you're playing an Ewok, your *alien species* skill covers your knowledge of humans.)
- languages:* Speak and understand strange languages.
- planetary systems:* Knowledge of different planets and star systems.
- streetwise:* Knowledge of criminal groups and people in the Fringe and how to deal with them.
- survival:* Survive in harsh environments, like arctic wastes and deserts.

Mechanical skills:

- astrogation:* Plot hyperspace jumps.
- repulsorlift operation:* Fly vehicles like snowspeeders, airspeeders, landspeeders and cloud cars.
- space transports:* Fly freighters (like the *Millennium Falcon*) and any other ship that isn't a fighter and isn't a capital-scale (large) combat ship.
- starfighter piloting:* Fly space fighters like X-wings and Y-wings.
- starship gunnery:* Fire starship weapons.

Perception skills:

- bargain:* Make deals.
- con:* Fast-talk your way out of situations or talk people into doing things for you.
- gambling:* Gamble.
- search:* Look for things.
- sneak:* Sneak around without being seen.

Strength skills:

- brawling:* Fight with your bare hands.
- climbing/jumping:* Climb and jump.
- stamina:* Push your physical limits and resist disease.

Technical skills:

- computer programming/repair:* Use, repair and program computers.
- droid programming:* Program droids.
- droid repair:* Repair droids.
- first aid:* Knowledge of first aid techniques
- space transports repair:* Repair freighters.
- starfighter repair:* Repair starfighters.

If you have any questions about skills and how they work, just ask your gamemaster.

Drawing We

Setting Wea damage; count:

Called Shot

-1D to diffic
-4D to diffic
-8D to diffic

COVER

Characters c

Cover Modi to difficulty to

Target Is:

1/4 cover
1/2 cover
3/4 cover
Fully cov

(See *Star Wars*,

Stunned: (pe for half hour; if s for 2D minutes

Wounded: Fe until healed.

Wounded twi: Falls prone, no wounded twice

Incapitates: is wounded or

Mortality wou: roll less than n

Weapons se: conscious for 2D n

FALLING

Distance Fallen (In Meters)

3-6
7-12
13-18
19-30
31-50
51+



SPACECRAFT PERFORMANCE DATA CHART

Starship	Man.	Space	Move	Hull	Shields	Weapon	FC	Dmg.
Starfighters (Starfighter-scale)								
A-wing	4D	12	450; 1,300	2D+2	1D	2 laser cannons* Enemy targeting jammer	3D —	5D -2D fire control
B-wing	1D+1	6	330; 950	3D	2D	Laser cannon 2 proton torpedo launchers 3 medium ion cannons*§ 2 auto blasters	1D 3D† 4D 2D	7D 9D 4D 3D
X-wing	3D	8	365; 1,050	4D	1D	4 laser cannons* 2 proton torpedo launchers	3D 2D	6D 9D
Y-wing	2D	7	350; 1,000	4D	1D+2	2 laser cannons* 2 proton torpedo launchers 2 light ion cannons*§	2D 2D 3D	5D 9D 4D
TIE/ln	2D	10	415; 1,200	2D	—	2 laser cannons*	2D	5D
TIE interceptor	3D+2	11	435; 1,250	3D	—	4 laser cannons*	3D	6D
TIE bomber	—	6	295; 850	4D+1	—	2 laser cannons* Concussion missiles (16)	2D 3D+2	3D 9D
Z-95 Headhunter	1D	7	400; 1,150	4D	1D	2 triple blasters* Concussion missiles	1D 1D	3D 7D
Space Transports (Starfighter-scale)								
YT-1300 transport	—	4	280; 800†	4D	—	Laser cannon	2D	4D
Millennium Falcon	2D	8	365; 1,050	6D	3D	2 quad laser cannons 2 concussion missile tubes* Blaster cannon****	3D 3D 4D	6D 9D 3D+2
Ghtroc 720 freighter	1D	3	260; 750	3D+2	1D	1 double laser cannon	1D+2	4D
Imperial Customs Guardian light cruiser	1D	9	400; 1,150	5D	2D	4 laser cannons	2D+2	5D
Lone Scout-A	—	5	295; 850	4D	1D	Laser cannon	—	4D
Lambda shuttle	1D	5	295; 850	4D	1D+2	3 double blaster cannons 2 double blaster cannons*	2D 3D+1	4D 4D
Capital Ships (Capital-scale)								
Imp. Star Destroyer	1D	6	—	7D	3D	60 turbolaser batteries 60 ion cannons§ 10 tractor beam projectors	4D 2D+2 4D	5D 3D 6D
Mon Cal Star Cruiser	2D	6	—	6D	3D**	48 turbolaser batteries 20 ion cannon batteries§ 6 tractor beam projectors	2D 3D 2D+2	4D 3D 4D
Corellian corvette	2D	6	330; 950	4D	2D	6 double turbolaser cannons	3D	4D+2
Nebulon-B frigate	1D	4	280; 800	3D+2	2D	12 turbolaser batteries 12 laser cannons*** 2 tractor beam projectors	3D 2D 2D	4D 2D 4D

* Fire-linked

*** starfighter-scale

† Corrected from *Star Wars, Revised and Expanded*

** 6D backup shields

**** speeder-scale

§ = ionization damage

Drawing We

Setting Wea
damage; count

Called Shot

-1D to diffic
+4D to diffic
+8D to diffic

COVER

Characters c

Cover Modi
to difficulty to

Target is:

1/4 cover
1/2 cover
3/4 cover
Fully cov

STARSHIP DAMAGE

Shields blown. -1D from shields. If no dice in shields, *controls ionized*.

Controls ionized. -1D from maneuverability, shields and weapon fire control and damage for rest of round and next round.

If suffering from as many *controls ionized* results as ship has maneuverability dice, *controls dead* for next two rounds. Ship maintains same speed and direction; cannot turn, fire weapons, use shields or take other actions.

Lightly damaged. Ships can be lightly damaged any number of times. Roll 1D:

1. -1D from maneuverability. (If maneuverability 0D: -1 Move.)
2. One on-board weapon hit and destroyed.
3. One on-board weapon rendered inoperative; it's lightly damaged.
4. Hyperdrive damaged. Double time to calculate *astrogation* courses; if pilot wants to jump in one round, add extra -10 to *astrogation* difficulty.
5. -1D from shields. If no dice in shields, *controls ionized*.
6. -1 Move.

Heavily damaged. A heavily damaged ship that's lightly or heavily damaged becomes severely damaged. Roll 1D:

1. -2D from maneuverability. (If maneuverability 0D: -2 Move.)
2. Lose a weapon system in one fire arc.
3. All weapons of one type in the same fire arc destroyed.
4. Hyperdrive damaged. Increase all *astrogation* difficulties -10.
5. -2D from shields. If no dice in shields, 2 *controls ionized*.
6. -2 Moves.

Severely damaged. A severely damaged ship that's lightly, heavily or severely damaged again is destroyed. Roll 1D:

1. Dead in space. All drives and maneuvering systems are destroyed.
2. Overloaded generator. Explodes in 1D rounds, destroying ship.
3. Disabled hyperdrives.
4. Disabled weapons. All weapons lose power. Roll 1D:
1-4: Weapons are severely damaged.
5-6: Weapons destroyed.
5. Structural damage. Ship disintegrates in 1D rounds.
6. Destroyed.

Destroyed. Ship instantly destroyed.

LOST MOVES

Lost Moves add together.

- 1 Move: Ship limited to high speed.
- 2 Moves: Ship limited to cruising speed.
- 3 Moves: Ship limited to cautious speed.
- 4 Moves: Ship dead in space.
- 5 Moves: Ship destroyed.

TRACTOR BEAMS

Damage roll ≥ hull roll by:	Space units reeled in:	Target ship's damage:
0-3	No change	No damage
4-8	1	-1 Move
9-12	2	-2 Moves
13-15	3	-3 Moves
16+	4	-4 Moves

SHIELDS

Fire Arcs Covered	Shield Difficulty
1	Easy
2	Moderate
3	Difficult
4	Very Difficult

FALLING

Distance Fallen (In Meters)

3-6
7-12
13-18
19-30
31-50
51+

C

(See *Star Wars*.)

Stunned. (pe for half hour; if s for 2D minutes.

Wounded. Fa until healed.

Wounded twi

Falls prone, no

wounded twice

Incapacitate

is wounded or

Mortally wou

roll less than nt

Weapons se

scious for 2D nt

DIFFICULTY NUMBERS

Difficulty	Difficulty Numbers	Weapon Ranges
Very Easy	1-5	Point-blank
Easy	6-10	Short
Moderate	11-15	Medium
Difficult	16-20	Long
Very Difficult	21-30	
Heroic	31+	

If roll is *equal to or higher* than difficulty number, the character succeeds.

Opposed Rolls. One character rolls against another's skill. If the two rolls tie, the first roller succeeds.

Modifiers.

+1-5	Character has only a slight advantage.
+6-10	Character has a good advantage.
+11-15	Character has a decisive advantage.
+16+	Character has an overpowering advantage.

ROUND SEQUENCE

1 round = five seconds.

1. Initiative. Character with highest *Perception* on each side rolls. High roller decides whether his side acts first or last.

2. Roll Actions. First side acts. Each character takes one action. Player tells you *how many* actions he's making this round: you assign *multiple actions* penalty.

Second side takes first action.

First side takes second action ... and so on.

Multiple Action Penalties. Two actions = -1D, three actions = -2D, four actions = -3D, etc.

Reaction Skills. An attacked character can roll reaction skills at any time. Roll is new difficulty number for attacks that round.

The most common reaction skills are *dodge, melee parry, brawling parry, lightsaber, repulsorlift operation* (or other vehicle skill), *capital ship piloting, space transports or starfighter piloting*.

Full Reaction. Full reaction can be *only* action character makes in entire round. Add reaction skill roll to difficulties that round.

STAR WARS RULE OF THUMB

Whenever the game gets bogged down, fall back on the "rule of thumb":

Pick a difficulty number. If the character's skill roll is equal or higher, she succeeds.

THE WILD DIE

When the wild die comes up as a 6, add it to the die total. Roll the die again and add the new number.

For the first roll only a 1 on the wild die means choose an option:

- Add up the dice normally.
- Total up the skill dice, but a "complication" occurs.
- Subtract the one and also subtract the highest other die.

Wild die counts for *all* die roles, including weapon damage and rolling *Perception* for initiative.

SCALE

Scale	Modifier
Character	—
Speeder	2D
Walker	4D
Starfighter	6D
Capital	12D
Death Star	24D

Use the *difference* between two scales to get modifier.

Lower Against Higher.

Lower scale attacker adds modifier to attack roll; if target *dodges*, just roll skill.

Higher scale target adds modifier to roll to resist damage; lower scale weapon rolls damage normally.

Higher Against Lower.

Higher scale attacker rolls normal attack; lower scale target adds modifier to *dodge* roll.

Higher scale attacker adds modifier to damage roll; lower scale target resists damage normally.

VEHICLE DAMAGE

Shields blown. -1D from shields. If no dice in shields, *controls ionized*.

Controls ionized. -1D from maneuverability, shields and weapon fire control and damage for rest of round and next round.

If suffering from as many controls ionized results as vehicle has maneuverability dice, *controls dead* for next two rounds. Vehicle maintains same speed and direction; cannot turn, fire weapons, use shields or take other actions.

Lightly damaged. Vehicles can be lightly damaged any number of times. Roll 1D:

- 1-3. -1D from maneuverability. (If maneuverability 0D: -1 Move.)
- 4. One on-board weapon hit and destroyed.
- 5-6. -1 Move.

Heavily damaged. A heavily damaged vehicle that's lightly or heavily damaged becomes severely damaged. Roll 1D:

- 1-3. -2D from maneuverability until repaired. (If maneuverability 0D: -2 Move.)
- 4-6. -2 Move.

Severely damaged. A severely damaged vehicle that's lightly, heavily or severely damaged again is destroyed. Roll 1D:

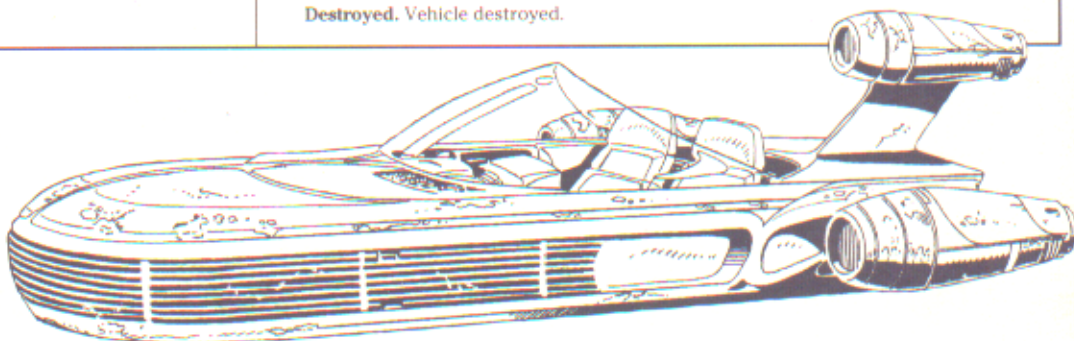
- 1-2. Destroyed powerplant. A ground vehicle going high speed or all-out speed crashes; at cruising or cautious speed, rolls to a stop. For flying vehicles, pilot must make *minimum* of Moderate roll to prevent crash.
- 3. Overloaded generator. Explodes in 1D rounds.
- 4. Disabled weapons. All shut down.
- 5. Structural damage. Pilot has 1D rounds to eject or crash-land vehicle before explosion.
- 6. Destroyed.

Destroyed. Vehicle destroyed.

LOST MOVES

Lost Moves add together.

- 1 Move: Vehicle limited to high speed.
- 2 Moves: Vehicle limited to cruising speed.
- 3 Moves: Vehicle limited to cautious speed.
- 4 Moves: Vehicle cannot move.
- 5 Moves: Vehicle destroyed.



DAMAGE CHARTS

DAMAGE ROLL ≥ STRENGTH ROLL / BODY STRENGTH / HULL CODE ROLL

	Characters	Vehicles/Starships	Ion Cannon Effect
0-3	Stunned	Shields blown/controls ionized	Controls ionized
4-8	Wounded	Lightly damaged	2 controls ionized
9-12	Incapacitated	Heavily damaged	3 controls ionized
13-15	Mortally wounded	Severely damaged	4 controls ionized
16+	Killed	Destroyed	Controls dead

COMBAT MODIFIERS

Drawing Weapons. Drawing a weapon is an action (-1D all other actions).

Setting Weapons on Stun. Can switch weapon's setting between stun or normal damage; counts as an action (-1D all other actions).

Called Shots. Making a "called shot" against a small target:

- 1D to difficulty for target 10-50 centimeters long.
- +4D to difficulty for target 1-10 centimeters long.
- +8D to difficulty for target less than a centimeter long.

COVER

Cover	Modifier (Add to Difficulty)
Light smoke	+1D
Thick smoke	+2D
Very thick smoke	+4D
Poor light	+1D
Moonlit night	+2D
Complete darkness	+4D

Characters can hide behind objects for cover and protection.

Cover Modifier. Based on how much of target character is covered. Add modifier to difficulty to hit:

Target is:	Add to Difficulty:
1/4 covered	+1D
1/2 covered	+2D
3/4 covered	+4D
Fully covered	If cover provides protection, attacker cannot hit target directly; attacker must eliminate cover first.

Protection. Sturdy objects may provide *protection*. If the attack roll is high enough to beat base difficulty, but not well enough to beat added cover modifier, shot hit whatever target was hiding behind.

Roll attack's damage against protection's body strength.

Sample Protection	Body Strength
Flimsy wooden door	1D
Standard wooden door	2D
Standard metal door	3D
Reinforced door	4D
Blast door	6D

If damage roll is lower than body strength roll, protection not damaged; target character takes no damage. If damage roll is equal to or greater than protection's body strength roll, the protection may be damaged and the character may take damage. Subtract dice from the attack's damage based on how badly protection is damaged, and then roll damage against the character.

Damage roll ≥ body strength roll by:	Protection is:	Reduce weapon damage by:
0-3	Not seriously damaged	Character completely protected
4-8	Lightly damaged	-4D
9-12	Heavily damaged	-2D
13-15	Severely damaged	-1D
16+	Destroyed	Character suffers full damage

CHARACTER INJURY EFFECTS

(See *Star Wars, Revised and Expanded*, p. 97.)

Stunned: (per stun) -1D for that round and next round. Stun "in effect" for half hour; if suffering from as many stuns as *Strength* dice, unconscious for 2D minutes. Characters remove stuns by resting one minute.

Wounded: Falls prone, no actions for rest of round. -1D to all actions until healed.

Wounded twice: A character wounded a second time is *wounded twice*. Falls prone, no actions for rest of round. -2D to all actions until healed. A wounded twice character who's wounded again is incapacitated.

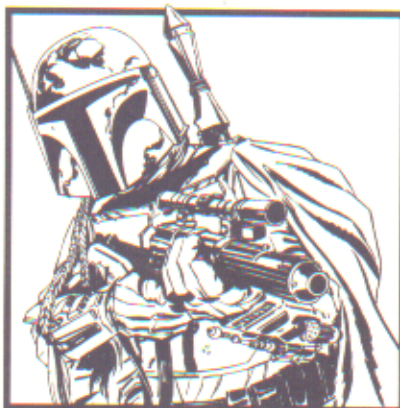
Incapacitated: Falls prone; unconscious for 10D minutes. If character is wounded or incapacitated again, he's mortally wounded.

Mortally wounded: Knocked unconscious. Roll 2D after each round; if roll less than number of rounds since mortally wounded, character dies.

Weapons set for stun: A "wounded" or worse result means unconscious for 2D minutes.

FALLING DAMAGE

Distance Fallen (In Meters)	Damage
3-6	2D
7-12	3D
13-18	4D
19-30	5D
31-50	7D
51+	9D



SKILL LEVELS

Guidelines for assigning skill levels.

Die Code	Description
1D	Below human average for an attribute.
2D	Human average for an attribute and many skills.
3D	Average level of training for a human.
4D	Professional level of training for a human.
5D	Above average expertise.
6D	Considered about the best in a city or geographic area. About 1 in 100,000 people will have training to this skill level.
7D	Among the best on a continent. About 1 in 10,000,000 people will have training to this skill level.
8D	Among the best on a planet. About 1 in 100,000,000 people will have training to this skill level.
9D	One of the best for several systems in the immediate area. About 1 in a billion people have a skill at this level.
10D	One of the best in a sector.
11D	One of the best in a region.
12D-	Among the best in the galaxy.

CHARACTER POINT AND FORCE POINT GUIDELINES

Type of Character	Character Points	Force Points
Cannon fodder; Imperial troops	0	0
Minor villains; Greedo	1-3	0
Continuing villains; Boba Fett	4-10	1-2 (optional)
Major villains; Darth Vader, Emperor Palpatine	11+	3+

HEALING TABLE

NATURAL HEALING

Character can heal naturally by resting and making healing roll. Roll full *Strength*.

Wounded characters must rest for three days.

Strength Roll	Result
2-4	Character worsens to <i>wounded twice</i>
5-6	Character remains <i>wounded</i>
7+	Character is fully healed

Wounded twice characters must rest for three days.

Strength Roll	Result
2-4	Character worsens to <i>incapacitated</i>
5-6	Character remains <i>wounded twice</i>
7+	Character improves to <i>wounded</i>

Incapacitated characters must rest for two weeks.

Strength Roll	Result
2-6	Character worsens to <i>mortally wounded</i>
7-8	Character remains <i>incapacitated</i>
9+	Character improves to <i>wounded twice</i>

Mortally wounded characters must rest for one month (35 standard days).

Strength Roll	Result
2-6	Character dies
7-8	Character remains <i>mortally wounded</i>
9+	Character improves to <i>incapacitated</i>

MEDPACS

A successful *first aid* roll heals patient one level.

Degree of Injury	Difficulty
Stunned, unconscious	Very Easy
Wounded, wounded twice	Easy
Incapacitated	Moderate
Mortally wounded	Difficult

If roll unsuccessful, patient remains the same. If roll misses by more than 10 points, no more medpacs can be used on patient for a 24 hours.

Multiple medpacs can be used in a single day, but increase *first aid* difficulty one level for each additional use.

BACTA TANKS

Very Easy (A) *medicine* or Heroic *first aid* roll to use.

If roll fails, patient's injury worsens two levels.

If roll succeeds, character fully heals in time.

Character is:	Treatment Time:
Wounded	1D hours
Incapacitated	4D hours
Mortally wounded	1D days

WEAPONS

MELEE WEAPONS

Melee Weapon	Avail.	Cost	Diff.	Dmg.
Bayonet	2, F	75	Easy	STR-1D
Club	1	15	Very Easy	STR-1D
Force pike	2, R	500	Moderate	STR-2D
Gaderffil	3	50	Easy	STR-1D
Hatchet	1	35	Easy	STR+2
Knife	1	25	Very Easy	STR+1 to STR+1D
Spear	1	60	Easy	STR+1D-1
Staff	1	15	Very Easy	STR-1D
Vibro-ax	2, R	500	Moderate	STR+2D to STR+3D-1

Vibroblade	2, F	250	Moderate	STR+1D-2 to STR+3D
Lightsaber	4, X	—	Difficult	5D

RANGED WEAPONS

Blasters	Avail.	Cost	Ranges	Dmg.
Hold-out blaster	2, R or X	275	3-4/8/12	3D
Sporting blaster	1, F	350	3-10/30/60	3D+1
Blaster pistol	1, F, R or X	500	3-10/30/120	4D
Heavy blaster pistol	1, F, R or X	750	3-7/25/50	5D
Hunting blaster	2, F	500	3-30/100/300	4D
Blaster carbine	2, F, R or X	900	3-25/50/250	5D
Blaster rifle	2, X	1,000	3-30/100/300	5D
Sporting blaster rifle	1, F	900	3-40/120/350	4D+1
Light repeating blaster	2, X	2,000	3-50/120/300	6D
Medium repeating blaster	2, X	3,000	3-60/150/400	7D
Heavy repeating blaster	2, R	5,000	3-75/200/500	8D
E-Web	2, X	5,000	3-75/200/500	8D
Wookiee bowcaster	3, R	900†††	3-10/30/50	4D
Stun pistol	1, F	200	3-10/20/40	3D†
Riot gun	2, R	750	3-1-/30/60	8D†

Explosives	Avail.	Cost	Ranges	Blast Radius	Dmg.
Grenades	1, R	200	3-7/20/40	0-2/4/6/10	5D/4D/3D/2D
Grenade launcher	2, X	500	0-250/350/500	—	—
Personnel mine	2, X	500	—	0-2/4/6/10	5D/4D/3D/2D
Vehicle mine	2, X	750	—	0-2/4/6/10	5D/4D/3D/2D††
Explosive charge	1, R	100	—	1D	—
Standard detonator	1, R	50	—	—	—
Timer fuse	1, R	50	—	—	—
Remote fuse	2, R	100	—	—	—
Thermal detonator	2, X	2,000	3-4/7/12	0-2/8/12/20	10D/8D/5D/2D

† Stun damage only ††† Not sold to non-Wookiees
 †† Speeder-scale damage

ARMOR

Armor	Avail.	Cost	Physical	Energy
Blast helmet	1	300	+1D	+1
Blast vest	1	300	+1D	+1
Bounty hunter armor	2, R	2,500	+2D	+1D
Stormtrooper armor	3, X	2,500	+2D	+1D

MOVE CHART

Move	Km/Hour (All-Out)	Move	Km/Hour (All-Out)
3	10	160	460
5	15	175	500
7	20	185	530
8	25	195	560
10	30		
14	40		
18	50		
21	60		
25	70		
26	75		
28	80		
30	90		
35	100		
45	130		
55	160		
70	200		
80	230		
90	260		
105	300		
115	330		
125	360		
140	400		
150	430		

Space	Move	Km/Hour
1	210	600
2	225	650
3	260	750
4	280	800
5	295	850
6	330	950
7	350	1,000
8	365	1,050
9	400	1,150
10	415	1,200
11	435	1,250
12	450	1,300

Speeds listed are for all-out movement.

High speed: Half km per hour speed.

Cruising: One-quarter km per hour speed.

Cautious: One-eighth km per hour speed.

GRENADES

Grenade Deviation. If *grenade roll* misses target, roll 1D to determine direction:



If throw was at point-blank or short range, grenade deviates 1D meters. At medium range, grenade deviates 2D meters. At long range, grenade deviates 3D meters.



STAR WARS®

Gamemaster Screen

• Revised •



Design: Stephen Crane, Pablo Hidalgo, Peter Schweighofer, Bill Smith, George R. Strayton
Editing and Development: Bill Smith • **Concept:** George R. Strayton, Eric S. Trautmann
Cover Design and Graphics: Stephen Crane • **Cover and Interior Photographs:** Lucasfilm Ltd. • **Interior Illustrations:** Rob Caswell, Robert Duchlinski, Greg Guler, John Lona, Mike Manley, Scott Neely, Mike Nielsen, Doug Shuler, Mike Vilardi, Christina Wald, Al Williamson
Playtesting and Advice: Joseph Bongiorno

Publisher: Daniel Scott Palter • **Associate Publisher/Treasurer:** Denise Palter • **Associate Publisher:** Richard Hawran
Senior Editor: Greg Farshtey • **Editors:** Peter Schweighofer, Bill Smith, Paul Sudlow, Eric S. Trautmann
Art Director: Stephen Crane • **Graphic Artists:** Tim Bobko, Tom O'Neill, Brian Schomburg
Sales Manager: Jeff Kent • **Sales Assistant:** Carl Klinger • **Licensing Manager:** Ron Seiden
Warehouse Manager: Ed Hill • **Accounting:** Karen Bayly, Mary Galant, Wendy Lord • **Billing:** Amy Giacobbe

Published by



RR 3 Box 2345
Honesdale PA 18431

40135

STAR WARS

Character Name:

Type: Armchair Historian

Gender/Species:

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity _____ **3D**

Dodge _____

Running _____

Perception _____ **3D+2**

Command _____

Investigation _____

Persuasion _____

Search _____

Knowledge _____ **4D**

Bureaucracy _____

Intimidation _____

Law enforcement _____

Planetary systems _____

Scholar: _____

Tactics _____

Strength _____ **2D+2**

Stamina _____

Swimming _____

Mechanical _____ **2D+2**

Astrogation _____

Repulsorlift operation _____

Space transports _____

Technical _____ **2D**

Computer programming/repair _____

Droid programming _____

Droid repair _____

First aid _____

Security _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

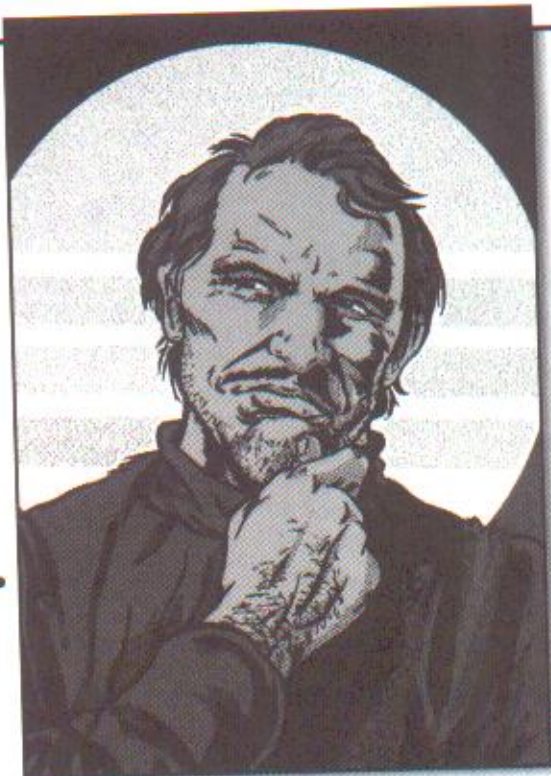
Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Scott Neely

Player Name: _____

Equipment: Rebel uniform, blaster pistol (4D), comlink, 1,000 credits

Background: You were a petty bureaucrat in a minor department of your planet's government until the planet was occupied by Imperial stormtroopers; a typical post might have been the Floater Vehicles Department. The Imperials purged the planetary government of anyone whose loyalty was tainted — including you, although you can't imagine why. You barely got warning in time to flee.

You're a military hobbyist. You've never seen action, but you've read everything on military history you could get your hands on, you've viewed all the popular vidshows on military affairs, and you've followed naval procurement policies closely. In your daydreams, you've always seen yourself as a leader of soldiers — a major contrast to the mundane dreariness of life in an overgrown bureaucracy. You're not particularly excited about the Rebellion — it doesn't look to you like they've got much of a chance — but, well, any port in a storm.

Personality: Dry, a little dull. Although deficient in weapons skills, you're likely to keep your head under fire, and may eventually become a useful soldier.

Objectives: You are floundering, wavering between your desire to be a leader and your fear of failure. You want to earn a place of leadership in the Alliance.

A Quote: "If Kreuge had only swept farther with the right wing at Salvara instead of turning when he did, the whole history of the Tenuutta Skirmishes would be different!"

Connection With Characters: You might have been a citizen of any noble's or senatorial's planet. You might have suspended a brash pilot's landspeeder license. You might have known an outlaw's family. You have a real love/hate relationship with any military individual, such as a merc or retired captain; you admire the person for his or her expertise, but you are convinced you know more about military strategy and can do better.

STAR WARS

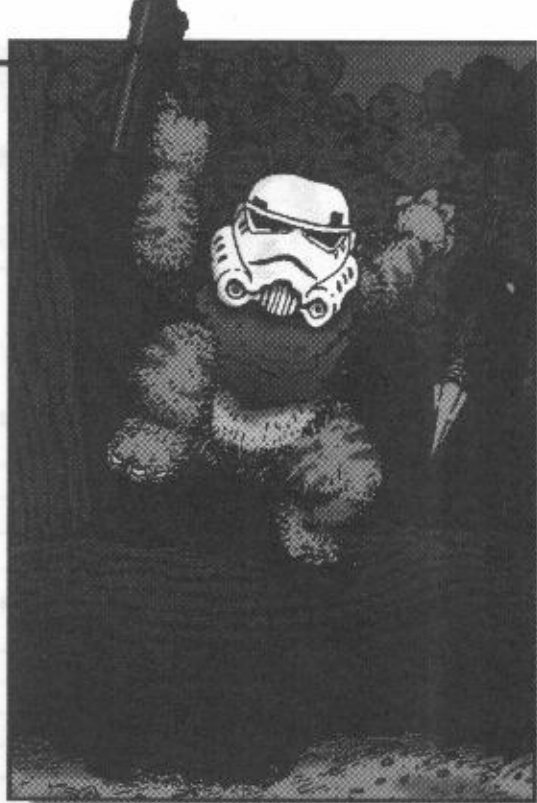
Character Name: _____

Type: Ewok Warrior

Gender/Species: _____ /Ewok

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____



Mike Nielsen

Player Name: _____

Dexterity ____ **3D+2**

Bows _____
 Brawling parry _____
 Dodge _____
 Melee combat _____
 Melee parry _____
 Thrown weapons _____

Perception ____ **4D+1**

Bargain _____
 Con _____
 Hide _____
 Search _____
 Sneak _____

Knowledge ____ **2D**

Languages _____
 Survival _____
 Willpower _____

Strength ____ **1D+2**

Climbing/jumping _____
 Stamina _____
 Swimming _____

Mechanical ____ **3D+2**

Beast riding _____
 Glider _____

Technical ____ **2D+2**

Demolition _____
 First aid _____
 Primitive construction _____

Special Abilities

Skill Bonus: +2D for every 1D placed in *hide, search, sneak*.

Skill Limits: May not place skill dice in vehicle, starship or repair skills.

Smell: +1D to *search* when tracking by scent.

Move _____ **8**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

Equipment: Leather backpack, several useless but very shiny objects, spear (STR+1D)

Background: You were one of the bravest warriors in your village on Endor. Then you began to hear tales of other Ewoks stowing away aboard shiny metal gliders that whisked them from the forest, up into the sky. When the opportunity came for *you* to stow away aboard a space vessel, you thought of it as a test of bravery and skill. Seizing the moment, you left Endor behind.

After being discovered aboard the freighter, you made friends with the crew. They think you're cute and funny, so they put up with you doing things like stealing small stuff and pretending you didn't know better. Of course, in return for accepting their strange and primitive ways, you are (moderately) willing to put up with the inevitable fawning and cooing that humans seem to lavish on you at every available opportunity. It was flattering at first, but now it's starting to get on your nerves.

Personality: You like humans, mostly because they have adopted you into their form of "clan." You are gruff and occasionally surly. You don't like new things that hurt you — like humans in hard, white suits. You tend to complicate things by being stubborn or just too inquisitive for your own good. When the chips are down, you'll do what you have to to protect those who have accepted you as one of their own.

Objectives: To see new things, and to protect those who have befriended you. (However, there are days where you are ready to begin the "Great Hunt" on the next human that pats you on the head and coos about how "adorable" you are.)

A Quote: "Grrrrrrr."

Connection With Characters: You have adopted the other player characters into your "family." Even if they wanted to, they can't get rid of you. Of course, you can't get rid of them either; you are required by honor to defend them ... even the ones that pat you on the head.

STAR WARS

Character Name: _____

Type: Laconic Scout

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity ____ **2D+2**

Blaster _____
 Brawling parry _____
 Dodge _____
 Melee combat _____
 Melee parry _____

Perception ____ **2D**

Bargain _____
 Con _____
 Hide _____
 Search _____
 Sneak _____

Knowledge ____ **4D**

Alien species _____
 Bureaucracy _____
 Cultures _____
 Languages _____
 Planetary systems _____
 Survival _____
 Value _____

Strength ____ **3D**

Brawling _____
 Climbing/jumping _____
 Stamina _____
 Swimming _____

Mechanical ____ **3D**

Astrogation _____
 Beast riding _____
 Repulsorlift operation _____
 Space transports _____
 Starship gunnery _____
 Starship shields _____

Technical ____ **3D+1**

Computer programming/repair _____
 First aid _____
 Repulsorlift repair _____
 Security _____
 Space transports repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Doug Shuler

Player Name: _____

Equipment: Two medpacs, blaster pistol (4D), backpack, one week's concentrated rations, knife (STR+1D), 1,000 credits

Background: Never talked much. Never seen much reason to. Fact is, most of the time you don't have anyone to talk to. You're out under the high, wide skies of a virgin planet, pitting yourself against the wilderness. After you come the settlers, the big corporations, the traders — civilization. But you're the one to open planets. You find out what the dangers are and how to deal with them. You find out how to survive the strange weather, the dangerous beasts and the rugged terrain of a whole new world.

You'd be doing that still. But they won't let you. The Empire has cut back on exploration; says it's too expensive. You know the truth, though; freedom is part of the frontier. You can't control people when they can always up and move. If, say, one wanted to impose tyranny on a galaxy, there's only one way to do it; stop them from upping and moving. Close the frontier.

The Emperor wants to destroy your livelihood. He doesn't leave you with any alternative but joining the Rebellion, does he? You'll be an asset, you know. You know a dozen planets like the back of your hand, and you know how to survive — in comfort — anywhere. Need to set up a base on, say, an ice planet? You know how.

Personality: You're laconic. Close-mouthed. You have a strong sense of humor, which shows through frequently. You're tough. Proud of your abilities. You take a perverse delight in tormenting "greenies."

Objectives: To blaze trails and open worlds from here to the end of space.

A Quote: "You call these bugs? Back on Danos V, they got sting-insects the size of a house."

Connection With Characters: Anyone from a recently-settled planet (like a brash pilot) might know you as the scout who opened his or her world for settlement. You might have met and made friends with any of the fringe characters — gambler, merc, smuggler, pirate, or bounty hunter, for example.

STAR WARS

Character Name:

Type: Retired Imperial Captain

Gender/Species: /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity ____ **2D+2**

Blaster _____
 Grenade _____
 Melee combat _____
 Vehicle blasters _____

Perception ____ **3D+1**

Command _____
 Con _____
 Hide _____
 Search _____

Knowledge ____ **3D**

Alien species _____
 Bureaucracy _____
 Cultures _____
 Languages _____
 Planetary systems _____
 Streetwise _____
 Tactics _____
 Value _____

Strength ____ **2D+1**

Brawling _____
 Stamina _____

Mechanical ____ **3D+2**

Astrogation _____
 Beast riding _____
 Space transports _____
 Starship shields _____

Technical ____ **3D**

Demolitions _____
 First aid _____
 Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____ **1**

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Scott Neely

Player Name: _____

Equipment: Imperial Navy uniform (slightly out of date), blaster pistol (4D), 2,000 credits

Background: You gave your life to the service, and you gave it gladly. The Navy was your job, your life, and your passion. You rose through its ranks, from enlisted trooper to petty officer to command of a starship. You saw action several times and were highly decorated, but you remember the times of peace better than the times of war — the riotous shore leaves, the dangers of galactic exploration.

It was a sad day when you retired, but you were glad, in a way. Your spouse suffered during your frequent absences; your children grew up strangers. It was a shock to discover upon your retirement how people thought of the Empire; something had gone very wrong, and you hadn't noticed. Things have gone from bad to worse and now that madman Vader is running things.

Your spouse is dead now, and you're getting bored. You can only sit and read in your garden for so long. You've got a few years left, and you'd like to do something worthwhile. Maybe the Rebellion can find a use for this old soldier.

Personality: Soft-spoken, intelligent in command. You're knowledgeable about antiquated military equipment, somewhat less so about modern weapons systems. You cannot abide low efficiency or needless waste (particularly in regards to those under your command; you do not consider your troops expendable).

Objectives: To restore the Navy's image of respectability and honor. To use the Rebellion as a means of instilling in young people a sense of moral patriotism that is sadly lacking in the Emperor's New Order.

A Quote: "Orders of the day, gentlemen!"

Connection With Characters: You may have seen action with a merc, or have sponsored a brash pilot for the Naval Academy. You may know any noble or senatorial by reputation or socially. You may be irritated by an armchair historian.

©, TM & © 1987 Lucasfilm Ltd. (LFL). All Rights Reserved. Trademarks of LFL used by West End Games under authorization.

STAR WARS®

Character Name: _____

Type: Tough Native

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity ____ 3D+2

Archaic guns _____

Bows _____

Dodge _____

Firearms _____

Melee combat _____

Melee parry _____

Running _____

Knowledge ____ 2D

Cultures _____

Intimidation _____

Survival _____

Mechanical ____ 2D+1

Beast riding _____

Ground vehicle operation _____

Perception ____ 3D+2

Con _____

Search _____

Sneak _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Mike Vohradil

Player Name: _____

Equipment: Sword (STR+1D+1), black powder pistol (2D+2), powder horn, large, floppy hat, extravagant clothing, 500 credits

Background: Your native planet was settled a thousand years ago by shipwrecked spacers. It lost contact with the galaxy, and its technology regressed. Only a few years ago, your planet was rediscovered by free-traders — smugglers, actually. You're a little dazzled by all these starships and blasters and such — you're much more at home with honest technologies that normal people can understand, like sailing ships, rifles, zepplins and gas lamps.

You grew up as an honest farmer's child, taught to love your parents, and serve your monarch. You joined the Queen's Own Grenadiers as a youth, and saw a little action on one campaign. Your Queen sent you (and others of her servants) to find out more about the galaxy and what contact with it might mean. You send her reports weekly — but you're increasingly worried. The Empire would crush your planet like an insect. Joining the Rebellion may be your planet's only hope.

Personality: Loyal to your Queen; pious; and more than a little flamboyant. You get into fights frequently, which you enjoy. You also enjoy drinking others under the table.

Objectives: To help your Queen make the best decision possible about the fate of your planet.

A Quote: "En garde!"

Connection With Characters: A smuggler or pirate might have visited your planet, or transported you from it. Any noble or senatorial might have visited it on a diplomatic mission. You might have met any of the fringe characters — gambler, bounty hunter, smuggler, or pirate, for example — in a bar. A cynical scout or laconic scout might have discovered your planet. You might be nobility on your planet, and a loyal retainer might owe his or her allegiance to you.

STAR WARS

Character Name: _____

Type: Old Senatorial

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Dodge _____

Melee combat _____

Melee parry _____

Perception _____ **4D**

Bargain _____

Command _____

Gambling _____

Search _____

Knowledge _____ **4D**

Alien species _____

Bureaucracy _____

Cultures _____

Languages _____

Planetary systems _____

Value _____

Strength _____ **2D**

Brawling _____

Climbing/jumping _____

Stamina _____

Mechanical _____ **3D**

Astrogation _____

Beast riding _____

Repulsorlift operation _____

Space transports _____

Starship shields _____

Technical _____ **2D**

Computer programming/repair _____

Droid programming _____

First aid _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

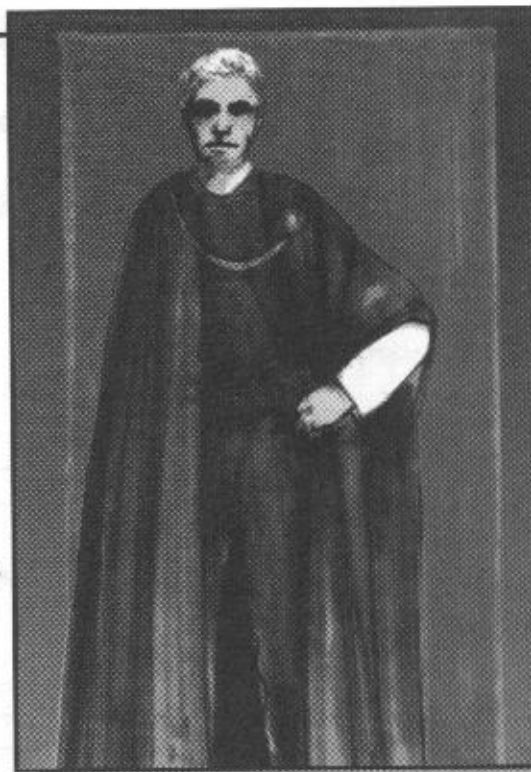
Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



LFL

Player Name: _____

Equipment: Hold-out blaster (3D), spartan clothing, comlink, 2,000 credits

Background: You're getting old — too old — for this nonsense. You've been a Senator for more years than you care to count; you've gotten white-haired and dried up in that time. Some would call it "burned-out." It seems your struggle with Palpatine and his henchmen has gone on forever. A never-ending struggle for the very soul of the Senate and the galaxy, a struggle which consumed the years of youth like butterflies in a flame.

You'll not give up yet! The fight has passed beyond the Senate chamber into the hard vacuum of space. You can't fly a starship or fire a laser cannon, but determination, an understanding of your adversaries, and an ability to command still count for something. Still, you yearn for the old days ... for men like Tallon, Kenobi and Organa. They were giants in those days ...

Personality: You're no-nonsense, brisk, brusque and capable. You can talk your way past a barricade and have stormtroopers saluting the "August Senator" in no time at all. Your stamina isn't what it used to be and you have no stomach for violence but you never display weakness.

Objectives: To make sure that Palpatine gets what he deserves — through civil, political or even military means.

A Quote: "And snap to it, young man!"

Connection With Characters: You may know a retired Imperial captain or other senatorials or nobles socially or politically. You may know a bounty hunter or merc as a former employee. Practically any character might come from the planet you represented as a Senator.

STAR WARS

Character Name:

Type: Merc

Gender/Species:

Age:

Height:

Weight:

Physical Description: _____

Dexterity ____ **3D+2**

Blaster _____

Brawling parry _____

Dodge _____

Grenade _____

Melee combat _____

Melee parry _____

Vehicle blasters _____

Knowledge ____ **2D+2**

Alien species _____

Languages _____

Planetary _____

systems _____

Streetwise _____

Survival _____

Mechanical ____ **2D+2**

Beast riding _____

Ground vehicle _____

operation _____

Repulsorlift _____

operation _____

Starship gunnery _____

Walker operation _____

Perception ____ **2D+1**

Command _____

Con _____

Gambling _____

Hide _____

Search _____

Sneak _____

Strength ____ **3D+2**

Brawling _____

Climbing/jumping _____

Stamina _____

Swimming _____

Technical ____ **3D**

Computer program-

ming/repair _____

Demolitions _____

First aid _____

Security _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Rob Caswell

Player Name: _____

Equipment: Uniform of your unit, blaster rifle (5D), melee weapon of your choice, comlink, backpack, protective helmet (+1D physical, +1 energy), 2,000 credits

Background: The Company meant everything to you. You joined up as a kid, raw off the farm, eager to find the camaraderie you'd only known from vidshows. It was everything you'd thought it would be. Some called them mercenaries, but they were your only friends.

You fought with the Company through two grueling battles, surviving more by luck than by skill. You became a full-fledged member of the finest body of men and women in the galaxy. Someday, you hoped to be everything that they were.

Then came the battle. The Empire hired you to defend a base and told you there'd be reinforcements if there was trouble.

Then the Rebels came. You fought desperately. Again and again the call went out for reinforcements. They never came.

Later, you learned you'd been betrayed. The Imperials never planned to rescue you. Mercenaries were expendable. Your unit was considered too dangerous to run around loose. So they told you that another company of mercs was a group of Rebels. They gave the same orders to the other squad — that *your* company was a Rebel unit. And you cut each other to ribbons.

So many friends gone. So much lost forever. Your whole future — destroyed. This time, you won't fight for pay. This time, you'll fight for revenge.

Personality: Inclined to depression and nostalgia for lost comrades. You're an individualist (the Company taught you that), but you work smoothly as part of an organization (the Company taught you that, too).

Objectives: You're too busy dwelling on getting even with the Empire to think about what you want out of life.

A Quote: "Sergeant Harbon told me something about a time like this on Ferton."

Connection With Characters: You might have been hired by the family of any senatorial or noble. You might have helped occupy any other character's home-world or been hired by a smuggler or bounty hunter.

STAR WARS

Character Name: _____

Type: Loyal Retainer

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity _____ **3D** **Perception** _____ **3D**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Bargain _____

Con _____

Hide _____

Search _____

Sneak _____

Knowledge _____ **2D+2** **Strength** _____ **3D+1**

Bureaucracy _____

Cultures _____

Languages _____

Planetary _____

systems _____

Streetwise _____

Value _____

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Mechanical _____ **3D** **Technical** _____ **3D**

Astrogation _____

Repulsorlift _____

operation _____

Space transports _____

Starship gunnery _____

Starship shields _____

Computer program-

ing/repair _____

Droid program-

ing _____

First aid _____

Repulsorlift

repair _____

Security _____

Space transports

repair _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

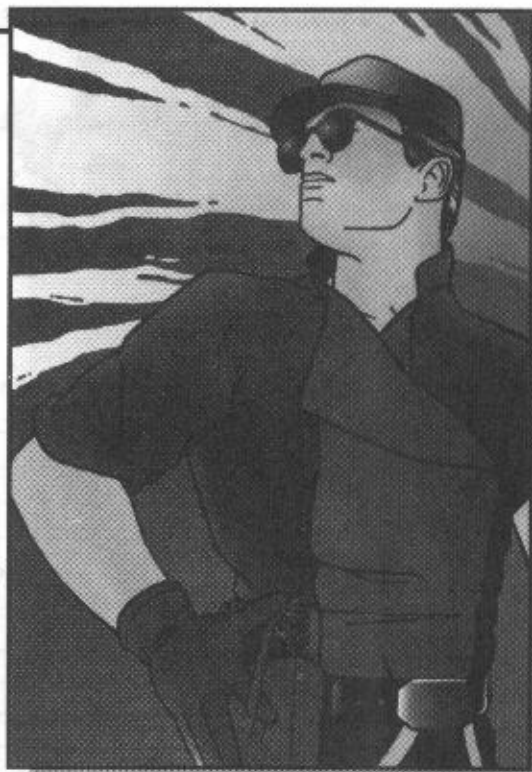
Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Robert Duchilinski

Equipment: Several changes of clothing for just about any occasion, hold-out blaster (3D), comlink, 1,000 credits

Background: For centuries your family has served the royal house of your planet. The royal family has been good to your people. The planet achieved prosperity and peace under their wise and beneficent rule.

Yet evil has fallen upon the galaxy; an evil man has usurped control of the once-mighty-Republic, and both peace and nobility are endangered. Your liege has chosen to join the Rebellion. Your whole planet may suffer for that choice, yet you know your planet's citizens will loyally stand with their leaders when the shooting starts.

Personality: Hard-headed, sensible about money matters, loyal unto death, and sometimes a bit overprotective. Your loyalty is to your lord, not to the Rebellion. You're part valet, part bodyguard; if your lord asks, you obey.

Objectives: To serve your lord to the best of your abilities, no matter what demands may be put upon you.

A Quote: "Certainly, m'lord. Yes, m'lord. As you say, m'lord."

Connection With Characters: Ask the gamemaster for the name of the family to which you are loyal and their title. If another player character is a noble, you may be his or her personal servant. Otherwise you are on detached duty, under orders from your lord to serve the Rebellion.

Player Name: _____

STAR WARS

Character Name:

Type: Tongue-Tied Engineer

Gender/Species:

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity ____ **2D+1**

Blaster _____
 Dodge _____
 Melee combat _____
 Melee parry _____

Perception ____ **2D+1**

Bargain _____
 Command _____
 Gambling _____
 Search _____

Knowledge ____ **4D**

Languages _____
 Planetary systems _____
 Streetwise _____
 Value _____

Strength ____ **2D+2**

Climbing/jumping _____
 Lifting _____
 Stamina _____

Mechanical ____ **2D+2**

Astrogation _____
 Repulsorlift operation _____
 Space transports _____
 Starship gunnery _____
 Starship shields _____

Technical ____ **4D**

Capital ship repair _____
 Computer programming/repair _____
 Droid programming _____
 Droid repair _____
 Repulsorlift repair _____
 Security _____
 Space transports repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

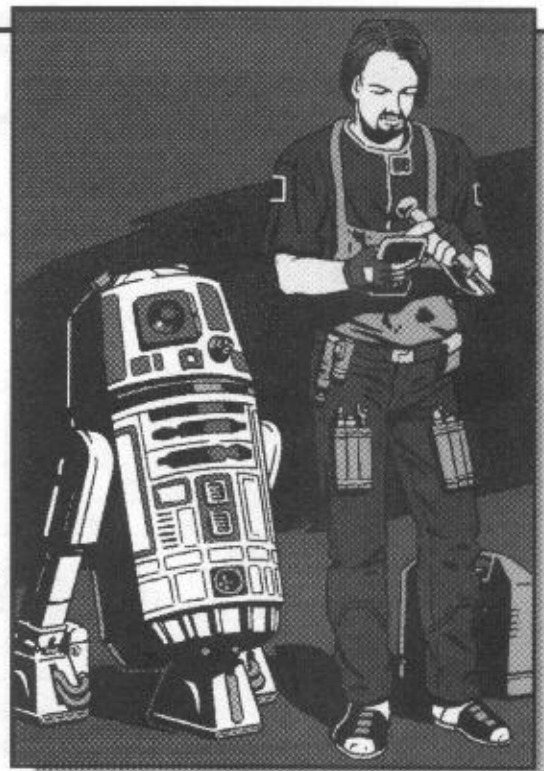
Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Mike Jackson

Equipment: Pocket computer, tool kit, 1,000 credits, R5 unit (all stats 1D except: *computer programming/repair 4D, space transports repair 4D*. Same equipment as standard R2 unit. Move: 5).

Background: You carry a pocket computer at all times. Your clothes always look bulky and awkward. You're clumsy and drop things a lot. The idea of shooting a blaster at someone makes you distinctly nervous. You have difficulty holding a conversation — any conversation — unless it is about math, machines or computers. You find it easier to deal with droids than with humans — droids are predictable and stable. People don't pay much attention to you — until something needs to be fixed, or they need to know something, or they need someone to break into a computer. You can do that in nothing flat.

Personality: Clumsy, awkward, painfully shy, but with a flair for technology.

Objectives: To do your job well and hopefully get along with everyone ... even if you get really nervous when dealing with people.

A Quote: "The integral over the surface rho with respect to v is, umm, let's see, del cross negative B, plus the partial derivative of ... oh, just pass me the hydrospanners, would you?"

Connection With Characters: You might be related to a brash pilot or kid. A smuggler, merc, laconic scout, or outlaw might have taken you in tow. You can have fallen (secretly and inarticulately) in love with any of the younger and more glamorous characters (young senatorial). One of the characters with Force powers might have decided to train you.

©, TM & © 1994 Lucasfilm Ltd. (LFL). All Rights Reserved. Trademarks of LFL used by West End Games under authorization.

Player Name: _____



Skill List

Skill List Notes

- Seldom-used skills — primarily those covered by *Technical* and *Knowledge* — are not listed here. See Chapter Two, "Attributes and Skills" for suggestions on creating new skills.
- Specializations listed here are just examples; many more exist.
- Skills preceded by an "(A)" are advanced skills; required skill prerequisites are listed in parentheses after the skill name.

DEXTERITY

Skills:	Specializations:
archaic guns	Specific kind or model of archaic gun: <i>black powder pistol, matchlock, musket, wheel lock</i>
blaster	Specific type or model of character-scale blaster weapon: <i>blaster pistol, heavy blaster pistol, blaster rifle, BlasTech DL-44, hold-out blaster</i>
blaster artillery	<i>anti-infantry, anti-vehicle, Golan Arms DF.9, surface-to-space, surface-to-surface</i>
bowcaster	
bows	<i>crossbow, long bow, short bow</i>
brawling parry	Style of <i>brawling</i> to be parried: <i>boxing, martial arts</i>
dodge	<i>energy weapons, grenades, slungthrowers, missile weapons</i>
firearms	<i>pistols, rifles, machineguns</i>
grenade	<i>thermal detonator, anti-vehicle grenade</i>
lightsaber	
melee combat	<i>swords, knives, axes, vibroblades, vibro-axes</i>
melee parry	<i>lightsabers, knives, clubs, axes, vibroblades</i>
missile weapons	<i>concussion missile, grenade launcher, Golan Arms FCI flechette launcher, power harpoon</i>
pick pocket	
running	<i>long distance, short sprint</i>
thrown weapons	<i>knife, spear, sling</i>
vehicle blasters	<i>heavy blaster cannon, heavy laser cannon, light blaster cannon, light laser cannon, medium blaster cannon, medium laser cannon</i>

KNOWLEDGE

Skills:	Specializations:
alien species	<i>Wookiees, Gamorreans, Ewoks, Sullustans</i>
bureaucracy	Specific planetary or administrative government, or branch within it: <i>Tatooine, Celanon, Bureau of Commerce, Bureau of Ships and Services</i>
business	Specific field or organization (company, conglomerate, trade guild): <i>starships, weapons, droids, Sienar Fleet Systems, Corporate Sector Authority, Golan Arms</i>
cultures	Planetary or social group: <i>Corellian, Alderaan royal family, Brentaal, Prexian pirates</i>
intimidation	<i>interrogation, bullying</i>
languages	Specific language known: <i>Wookiee, Huttese, Bocce, Ewok</i>
law enforcement	Specific planet's or organization's laws and procedures: <i>Alderaan, Tatooine, the Empire, Rebel Alliance</i>
planetary systems	Specific system or planet: <i>Tatooine, Endor, Hoth, Kessel</i>
scholar	Particular field of study: <i>archaeology, Jedi lore, history, geology, physics</i>
streetwise	Specific planet or criminal organization: <i>Celanon, Corellia, Jabba the Hutt's organization, Tallon Karrde's organization</i>
survival	<i>volcano, jungle, desert, poisonous atmosphere</i>
tactics	<i>squads, fleets, capital ships, ground assault</i>
value	Specific planet's markets or type of goods: <i>Kessel, Coruscant, starships, droids</i>
willpower	Kind of coercion to be resisted: <i>persuasion, intimidation</i>

MECHANICAL

Skills:	Specializations:
archaic starship piloting	Particular ship type or class: <i>Delaya-class courier, Corellian solar sails, Coruscant-class heavy courier</i>



astrogation	Specific trade route: <i>Kessel Run, Tatooine to Coruscant, Corellian Run Trade Route</i>
beast riding	<i>banthas, Cracian thumpers, dewbacks, tauntauns</i>
capital ship gunnery	<i>concussion missiles, gravity well projectors, ion cannons, laser cannons, proton torpedoes, tractor beams, turbolasers</i>
capital ship piloting	Type or class of ship: <i>Imperial Star Destroyer, Victory Star Destroyer, Nebulon-B frigate</i>
capital ship shields	
communications	<i>comlink, subspace radio</i>
ground vehicle operation	Type or model ground vehicle: <i>compact assault vehicle, Juggernaut</i>
hover vehicle operation	<i>hoverscout</i>
jet pack operation	
powersuit operation	<i>spacetrooper armor, servo-lifter</i>
repulsorlift operation	Type or model repulsorlift vehicle: <i>XP-38 landspeeder, Rebel Alliance combat snowspeeder</i>
rocket pack operation	
sensors	<i>hand scanner, med diagnostic scanner, heat sensor</i>
space transports	Type or model transport: <i>YT-1300 transport, Gallofree medium transport, Corellian Action VI transport</i>
starfighter piloting	Type or model starfighter: <i>X-wing, TIE/ln, TIE interceptor, Z-95 Headhunter</i>
starship gunnery	<i>concussion missiles, ion cannons, laser cannon, proton torpedoes, turbolasers</i>
starship shields	
swoop operation	
walker operation	<i>AT-AT, AT-ST, AT-PT</i>

PERCEPTION

Skills:

Specializations:

bargain	<i>spice, weapons, droids, datapads</i>
command	<i>Rogue Squadron, Imperial stormtroopers</i>
con	<i>disguise, fast-talk</i>
forgery	<i>security codes, datapad scandocs, starship permits</i>
gambling	<i>sabacc, Trin sticks, warp-top</i>
hide	<i>camouflage</i>
investigation	<i>Mos Eisley, Imperial City</i>

persuasion	<i>debate, storytelling, flirt, oration</i>
search	<i>tracking</i>
sneak	Specific type of terrain: <i>jungle, urban</i>

STRENGTH

Skills:

Specializations:

brawling	<i>boxing, martial arts</i>
climbing/jumping	<i>climbing, jumping</i>
lifting	
stamina	
swimming	

TECHNICAL

Skills:

Specializations:

armor repair	<i>stormtrooper armor</i>
blaster repair	<i>blaster pistols, surface-to-surface blaster artillery, heavy blaster cannon</i>
capital ship repair	<i>Imperial Star Destroyer, Corellian Corvette</i>
capital ship weapon repair	<i>concussion missiles, gravity well projectors, ion cannons, laser cannon, proton torpedoes, tractor beams, turbolaser</i>
computer programming/repair	<i>portable computer, bio computer</i>
demolitions	<i>bridges, walls, vehicles</i>
droid programming	<i>astromech droid, protocol droid, probe droid</i>
droid repair	<i>astromech droid, protocol droid, probe droid</i>
first aid	<i>humans, Ewoks, Wookiees</i>
ground vehicle repair	<i>compact assault vehicle, juggernaut</i>
hover vehicle repair	<i>hoverscout</i>
(A) medicine (first aid 5D)	<i>medicines, cyborging, surgery</i>
repulsorlift repair	<i>XP-38 landspeeder, Rebel Alliance combat snowspeeder</i>
security	<i>magna lock, blast door, retinal lock</i>
space transports repair	<i>YT-1300 freighter, Ghtroc freighter</i>
starfighter repair	<i>X-wing, Y-wing</i>
starship weapon repair	<i>concussion missiles, ion cannons, laser cannon, proton torpedoes, turbolaser</i>
walker repair	<i>AT-AT, AT-ST, AT-PT</i>



Character Quick Reference

These "typical" characters may be dropped directly into your games or you may customize their skills as needed.

Imperial Forces

Imperial Stormtrooper. All stats are 2D except: *blaster 4D, brawling parry 4D, dodge 4D, brawling 3D*. Move: 10. Stormtrooper armor (+2D physical, +1D energy, -1D to *Dexterity* and related skills), *blaster rifle (5D), blaster pistol (4D)*.

Aquatic Assault Stormtrooper (Seatrooper). *Dexterity 2D, blaster 4D, brawling parry 4D, Knowledge 2D, Mechanical 3D, waveskimmer operation 3D+2, Perception 2D, Strength 2D+2, brawling 3D+2, swimming 4D+2, Technical 2D*. Move: 10, 12 (swimming). *Blaster speargun (blaster: 5D, 0-10/50/100 [air], 0-5/25/35 [underwater], speargun: 4D, 0-5/15/25 [underwater]), concussion grenades (5D/4D/3D/2D), seatrooper armor (+1D physical and energy, increases swimming by +2D)*.

Scout Trooper (Biker Scout). *Dexterity 2D, blaster 4D, brawling parry 4D, dodge 4D, Knowledge 2D, Mechanical 3D, repulsorlift operation: speeder bike 3D+2, Perception 2D, Strength 2D, brawling 3D, Technical 2D*. Move: 10. *Hold-out blaster (3D+2), scout armor (+2 physical and energy), blaster pistol (4D), blaster rifle (5D), concussion grenades (5D/4D/3D/2D), survival gear*.



Cold Assault Stormtrooper (Snowtrooper). *Dexterity 2D, blaster 5D, blaster artillery 4D, brawling parry 4D, dodge 3D, Knowledge 2D, survival: arctic 4D, Mechanical 2D, Perception 2D, search 3D+1, Strength 2D, brawling 4D, Technical 2D*. Move: 10. *Blaster pistol 4D,*

*blaster rifle (5D), concussion grenades (5D/4D/3D/2D), food and water packs, ion flares, snowtrooper armor (+1D physical and energy, -1D *Dexterity*), terrain grip boots (+1D to *climbing*), survival kit*.

Zero-G Assault Stormtrooper (Spacetrooper). *Dexterity 3D, blaster 4D, brawling parry 5D, dodge 4D, grenade 5D, missile weapons 5D, Knowledge 2D, survival 5D+1, Mechanical 3D, astrogation 4D+2, powersuit operation: spacetrooper armor 6D, repulsorlift operation 5D+2, space transports 5D+2, starship gunnery 4D, starship gunnery: proton torpedo launcher 5D+2, Perception 2D+2, search 5D+2, Strength 2D, brawling 3D, stamina 4D, Technical 2D, demolitions 3D+1, security 4D+1, powersuit repair 4D+1*. Move: 11. *Spacetrooper armor: +4D physical, +3D energy, -1D *Dexterity**. Space 1, Move 8, *grenade launcher (missile weapons skill, 5-50/100/200 [in space: 0/1/2]), concussion grenades (ammo: 30, 5D/4D/3D/2D, blast radius 0-2/4/6/10), gas/stun grenades (ammo: 30, 5D/4D/3D/2D [stun], blast radius 0-2/4/6/8), mini-proton torpedo launcher (starship gunnery skill, 6D, ammo 6, 25-100/300/700, 1/3/7 [space]), blaster cannon (6D, 10-50/100/150), laser cutters (3D starfighter-scale)*.

Imperial Army Trooper. *Dexterity 3D, blaster 4D+1, dodge 4D+1, grenade 3D+2, vehicle blasters 3D+2, Knowledge 1D+1, survival 2D+1, Mechanical 1D+1, repulsorlift operation 2D+1, Perception 2D, Strength 3D+1, brawling 4D+1, Technical 1D*. Move: 10. *Blaster rifle (5D), field armor and helmet (+1D physical, +2 energy), grenades (5D), helmet comlink, survival gear, utility belt with supplies*.

Imperial Army Trooper, Veteran. *Dexterity 3D, blaster 4D+1, blaster: heavy blaster pistol 5D+1, blaster artillery 3D+2, brawling parry 3D+1, dodge 4D+1, grenade 3D+2, melee combat 4D, melee parry 3D+2, missile weapons 4D, vehicle blasters 3D+2, Knowledge 1D+1, intimidation 2D+1, law enforcement 2D+1, law enforcement: Imperial law 3D+2, streetwise 2D+1, survival 2D+1, Mechanical 1D+1, ground vehicle operation 2D+1, hover vehicle operation 2D+1, repulsorlift operation 2D+1, Perception 2D, command 3D, hide 2D+2, search 3D, sneak 2D+2, Strength 3D+1, brawling 4D+1, stamina 4D+1, Technical 1D, blaster repair 2D, first aid 2D*. Move: 10. *Blaster rifle (5D), blaster pistol (4D), field armor and helmet (+1D physical, +2 energy), grenades (5D), helmet comlink, survival gear, utility belt with supplies*.





TIE Fighter Pilot. All stats are 2D except: *Dexterity 3D+1, blaster 4D+1, dodge 4D+1, planetary systems 3D, Mechanical 4D, sensors 4D+2, starfighter piloting 6D, starship gunnery 5D, Perception 3D, command 4D, search 4D, Strength 3D, stamina 4D, computer programming/*



repair 3D+1, starfighter repair 5D. Move: 10. Navigation computer linkup helmet (internal comlink, +1D to sensors), high gravity stress flight suit with life support equipment, one week emergency rations, blaster pistol (4D), survival gear.

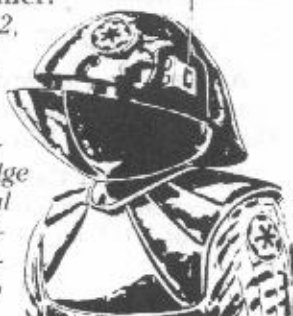
Imperial Pilot. All stats are 2D except: *Dexterity 2D+1, blaster 3D+1, dodge 3D+1, Knowledge 1D+1, planetary systems 2D+1, survival 2D+1, value 2D+1, Mechanical 3D, astrogation 4D, capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 4D, communications 3D+1, sensors 3D+1, space transports 4D, hide 3D, investigation 3D, sneak 3D, climbing/jumping 3D, stamina 3D+1, Technical 1D+1, capital ship repair 3D+1, capital ship weapon repair 2D+1, computer programming/repair 2D+1.* Move: 10. Blaster pistol (4D), flight suit, navigational computer linkup helmet (internal comlink, +1D to sensors), survival gear.



Mike Manley

Imperial Naval Trooper. *Dexterity 2D+1, blaster 3D+1, blaster: blaster rifle 4D+2, brawling parry 3D+1, dodge 3D+1, grenade 3D+1, melee combat 3D+1, melee parry 3D+1, running 3D+2, Knowledge 1D+1, intimidation 2D+1, streetwise 2D+1, Mechanical 1D+2, repulsorlift operation 2D+2, capital ship shields 2D+2, Perception 3D, command 4D, search 4D, Strength 2D+2, brawling 4D+2, stamina 3D+2, Technical 1D, security 2D.* Move: 10. Blast helmet (+1D physical, +1 energy), blaster pistol (4D), comlink.

Imperial Gunner. *Dexterity 2D+2, blaster 3D+2, blaster artillery 4D+2, dodge 3D+2, thrown weapons 3D+2, vehicle blasters 4D+2, Knowledge 1D+1, value 2D+1, Mechanical 3D, capital ship gunnery 5D, capital ship shields 4D, communications 4D, sensors 4D, starship*



Mike Manley

gunnery 4D, starship shields 3D+2, Perception 1D+1, bargain 2D+1, con 2D+2, Strength 1D+1, climbing/jumping 2D+1, lifting 3D+1, stamina 2D+1, Technical 2D+1, capital ship weapon repair 4D+1, computer programming/repair 3D+1, starship weapon repair 4D+1. Move: 10. Blaster pistol (4D), computerized gunnery helmet (+1D to capital ship gunnery or starship gunnery, +1D to sensors), protective armor (+2 physical and energy).

Rebel Forces

Rebel Alliance Soldier. All stats are 1D+2 except: *Dexterity 3D+2, blaster 5D+2, grenade 4D+2, Knowledge 1D, Strength 3D, brawling 4D, Technical 1D+2, demolitions 2D+2.* Move: 10. Blaster pistol (4D), grenades (5D), macrobinoculars (+1D to search greater than 50 meters), comlink, blast vest (+1D physical, +1 energy).



Mike Manley

Rebel Commando. *Dexterity 3D+2, blaster 4D, dodge 4D+1, Knowledge 3D, survival: forest 4D, Mechanical 1D+1, Perception 4D, sneak 4D+2, Strength*



A. Williamson

3D+2, brawling 4D, Technical 2D+1. Move: 10. Blaster pistol (4D), comlink, macrobinoculars (+1D to search over 50 meters), low-feedback scanner (uses sensors, detects movement at ranges of 0-1/3/5 km), sensor scramblers (+2D to difficulty to detect with sensors), camouflage fatigues (+2D to sneak in appropriate terrains at ranges of 35+ meters).

Rebel Pilot. All stats are 2D except: *blaster 4D, dodge 3D, Knowledge 1D, planetary systems 2D+2, Mechanical 3D, starfighter piloting: X-wing 6D, starship gunnery 4D, Perception 1D+2, Strength 2D+2, computer programming/repair 3D.* Move: 10. Blaster pistol (4D), comlink, sealed flight suit.

Neutral Forces

Standard Specialist. All stats are 2D; any three skills at 4D. Move: 10.

Bounty Hunter, Novice. All stats are 2D except: *blaster 3D+2, dodge 3D+1, melee combat 3D+1, survival 2D+1, investigation 3D, sneak 3D, brawling 3D+2.* Move: 10. Protective vest (+2 physical, +1 energy), heavy blaster pistol (5D), knife (STR+1D).

Bounty Hunter, Veteran. All stats are 2D except: *blaster 4D+2, dodge 4D+1, grenade 4D, melee combat 4D+2, melee parry 3D+1, streetwise 3D, survival 2D+2,*



Doug Shuler

investigation 3D+1, sneak 3D+2, brawling 3D+2. Move: 10. Blast vest (+1D physical, +1 energy), heavy blaster pistol (5D), blaster rifle (5D), hold-out blaster (3D), grenade (5D), knife (STR+1D).

Bounty Hunter, Advanced. All stats are 2D except: blaster 6D, dodge 5D, grenade 4D, melee combat 4D+2, melee parry 3D+1, intimidation 3D, streetwise 3D, survival 2D+1, astrogation 4D, beast riding 2D, space transports 5D, starship gunnery 5D, starship shields 5D, investigation 4D, sneak 4D+2, brawling 5D+2, stamina 3D+2, armor repair 2D+1, blaster repair 2D+1. Move: 10. Bounty hunter armor (+2D physical, +1D energy, -1D Dexterity), 2 heavy blaster pistols (5D), blaster rifle (5D), hold-out blaster (3D), thermal detonator (10D), vibroknife (STR+3D).

Enforcer. Dexterity 2D+2, blaster 4D+2, brawling parry 4D+2, dodge 4D+1, melee combat 4D, melee parry 3D+2, Knowledge 1D+2, Mechanical 1D+2, Perception 1D+1, Strength 2D+2, brawling 4D+2, Technical 2D. Move: 10. Blaster pistol (4D), vibroblade (STR+2D).

Fighter Pilot. Dexterity 3D, blaster 3D+2, dodge 3D+1, Knowledge 2D, planetary systems 4D, Mechanical 4D, astrogation 5D, starfighter piloting 6D, starship gunnery 5D, Perception 3D, Strength 3D, Technical 3D. Move: 10. Blaster pistol (4D), distress beacon, flight suit.

Haughty Smuggler. Dexterity 2D+1, blaster 4D, dodge 4D+1, Knowledge 1D+1, streetwise 4D+2, Mechanical 2D+2, astrogation 4D+2, space transports 5D+2, starship gunnery 4D+2, Perception 2D, bargain 2D+2, con 4D+1, Strength 2D, Technical 1D+2. Move: 10. Heavy blaster pistol (5D).

Merchant. All stats are 2D except: streetwise 2D+2, repulsorlift operation 2D+1, bargain 4D, con 3D+2, persuasion 2D+2. Move: 10. Clothing, datapad (holding transaction records), 200 credits, various wares for sale.

Slick Gambler. Dexterity 2D+2, Knowledge 2D, languages 2D+2, Mechanical 1D+1, Perception 3D, bargain 4D, con 4D+2, gambling 5D, hide 4D, Strength 1D+2, Technical 1D+1. Move: 10. Hold-out blaster (3D).

Thug. All stats are 2D except: blaster 2D+1, brawling parry 3D+2, dodge 2D+2, melee combat 3D, melee parry 2D+2, intimidation 3D+2, streetwise 3D+2, brawling



Doug Shuler

4D, lifting 3D, stamina 2D+2. Move: 10. Comlink, vibroblade (STR+1D), blast vest (+1D physical, +1 energy).

Wookiee Sidekick. Dexterity 1D+2, bowcaster 4D, brawling parry 3D+2, dodge 3D+2, Knowledge 1D, intimidation 4D+2, streetwise 3D+1, Mechanical 2D, astrogation 4D, space transports 5D, starship gunnery 4D, Perception 1D, search 3D+2, Strength 4D, brawling 5D, Technical 1D+1. Move: 10. Bowcaster (4D), ammo bandolier.

Aliens

Average Human. Dexterity 2D, Knowledge 2D, Mechanical 2D, Perception 2D, Strength 2D, Technical 2D. Move: 10.

Average Ewok. Dexterity 2D+2, Knowledge 1D, Mechanical 1D+2, Perception 3D, Strength 2D, Technical 1D+2. Move: 7.

Average Gamorrean. Dexterity 2D, Knowledge 1D, Mechanical 1D, Perception 2D, Strength 4D, Technical 1D. Move: 7.

Average Ithorian. Dexterity 2D, Knowledge 2D+2, Mechanical 1D+1, Perception



LFL

LFL

2D+1, Strength 2D, Technical 1D+2. Move: 10.

Average Jawa. Dexterity 2D, Knowledge 2D, Mechanical 3D, Perception 1D, Strength 1D, Technical 3D. Move: 8. (See *Star Wars Sourcebook*, p. 76.)

Average Mon Calamari. Dexterity 2D, Knowledge 2D, Mechanical 2D+1, Perception 1D+1, Strength 2D, Technical 2D+1. Move: 9.



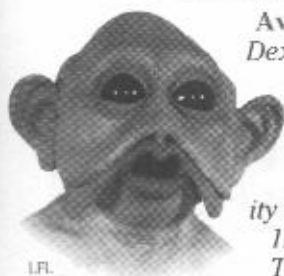
Average Quarren. *Dexterity 2D, Knowledge 1D+2, Mechanical 2D, Perception 2D+1, Strength 2D+1, Technical 1D+2.* Move: 9. (See *Star Wars Sourcebook*, p. 80.)

Average Rodian. *Dexterity 3D, Knowledge 1D+2, Mechanical 1D+2, Perception 2D, Strength 2D+2, Technical 1D.* Move: 10.



Average Sullustan. *Dexterity 2D, Knowledge 1D+1, Mechanical 3D, Perception 2D, Strength 2D, Technical 1D+2.* Move: 10.

Average Tusken Raider. *Dexterity 2D+1, Knowledge 2D, Mechanical 1D, Perception 2D, Strength 3D+2, Technical 1D.* Move: 10. (See *Star Wars Sourcebook*, p. 80.)



Average Twi'lek. *Dexterity 2D, Knowledge 2D, Mechanical 1D+2, Perception 2D+1, Strength 2D, Technical 1D.* Move: 10.

Average Wookiee. *Dexterity 2D, Knowledge 1D, Mechanical 2D, Perception 1D, Strength 4D+1, Technical 1D+2.* Move: 11.



Droids

R2 Astromech Droid. *Dexterity 1D, Knowledge 1D, Mechanical 2D, astrogation 5D, starfighter piloting 3D, space transports 3D, Perception 1D, Strength 1D, Technical 2D, computer programming/repair 4D, starfighter repair 5D.* Small electric arc welder (1D-5D), small circular saw (4D). Move: 5.

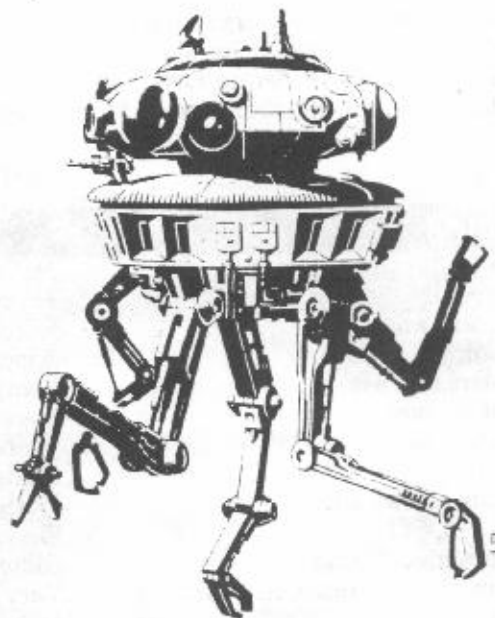
Arakyd 6G2 DeepSpace Explorer Droid. *Dexterity 1D, Knowledge 1D, Mechanical 1D, Perception 1D, search 4D, Strength 1D, Technical 1D.* Long-range sensor (+2D search for moving objects). Move: 10.

2-1B Surgical Droid. *Dexterity 1D, Knowledge 2D, alien species 5D, Mechanical 2D, (A) bacta tank operation 5D, Perception 3D, (A)*



injury/ailment diagnosis 6D, Strength 1D, Technical 3D, first aid 6D, (A) medicine 9D. Hypodermic injectors (4D stun). Move: 4.

3P0 Protocol Droid. *Dexterity 1D, Knowledge 3D, cultures 6D, languages 10D, Mechanical 1D, Perception 1D, Strength 1D, Technical 1D.* Move: 8.



Arakyd Viper Probe Droid. *Dexterity 3D, blaster 4D, Knowledge 2D+2, planetary systems 4D, Mechanical 3D, sensors 6D, Perception 3D, search 4D, search: tracking 7D+1, Strength 4D, Technical 2D+1.* Long-range sensor (+1D search for objects 200 meters to 5 km away), movement sensor (+2D to search for moving objects up to 100 meters away), blaster cannon (4D+2). Move: 14.

Rim Security's K4 Security Droid. *Dexterity 3D, blaster 7D, dodge 8D, running 4D, Knowledge 1D, Mechanical 1D, Perception 1D, Strength 1D, Technical 1D.* Body armor (+2D), internal blaster rifle (5D, 5-30/100/200). Move: 11.





Force Powers

For complete descriptions of all known Force powers, see the *Tales of the Jedi Companion*.

The difficulties for powers requiring more than one Force skill are separated by slashes. For example, *lightsaber combat's* Moderate/Easy difficulty designation means that the Jedi must make a Moderate *control*

and an Easy *sense* roll to activate the power. Difficulties that change depending upon special circumstances are listed as "Special." See the full text entry for details.

The "Up" column represents the ability to sustain the power, i.e., to keep the power operating without having to make additional skill rolls.

Power	Difficulty	Up
Control		
Absorb/Dissipate Energy	Special	Yes‡
Accelerate Healing	Special	No
Concentration	Special	No
Contort/Escape	Special	No
Control Disease	Special	No
Control Pain	Special	Yes
Detoxify Poison	Special	No
Emptiness	Moderate	No
Enhance Attribute	Moderate	No
Force of Will	Easy	Yes
Hibernation Trance	Difficult	Yes
Instinctive Astrogation, Control	Very Difficult‡	No
Rage	Difficult	No
Reduce Injury	Special	No
Remain Conscious	Special	No
Remove Fatigue	Moderate	Yes
Resist Stun	Moderate	Yes
Short-Term Memory Enhancement	Difficult	No
Sense		
Beast Languages	Special	Yes
Combat Sense	Moderate‡	No
Danger Sense	Moderate‡	Yes
Instinctive Astrogation, Sense	Moderate‡	No
Life Detection	Special*	Yes
Life Sense	Very Easy*†	Yes
Life Web	Special‡	No
Magnify Senses	Very Easy†	No
Postcognition	Special	No
Predict Natural Disaster	Special	No
Receptive Telepathy	Very Easy*†‡	Yes‡
Sense Force	Special	No
Sense Force Potential	Moderate‡	No
Sense Path	Moderate	Yes
Shift Sense	Special	Yes
Translation	Special	Yes
Weather Sense	Special	Yes
Alter		
Injure/Kill	Target's control or Perception	No
Telekinesis	Special‡	Yes
Control and Sense		
Farseeing	Very Easy†‡/Very Easy*‡	
Life Bond	Moderate/Special‡	Yes



Lightsaber Combat	Moderate/Easy	Yes
Projective Telepathy	Very Easy†‡/Very Easy* ‡	No

Control and Alter

Accelerate Another's Healing	Very Easy*/Very Easy	No
Control Another's Disease	Very Easy*/Special	No
Control Another's Pain	Very Easy*/Special	No
Control Breathing	Moderate/Very Difficult	No
Detoxify Poison in Another	Very Easy*/Special	No
Feed on Dark Side	Moderate‡/Moderate‡	Yes
Force Lightning	Difficult†/Target's control or Perception	No
Inflict Pain	Very Easy†/Target's control or Perception†	No
Place Another in Hibernation Trance	Very Easy*/Very Easy†	No
Remove Another's Fatigue	Easy/Moderate* †	No
Return Another to Consciousness	Easy*†/Special	No
Transfer Force	Easy*/Moderate	No

Control, Sense, and Alter

Affect Mind	Special†/Target's control or Perception/Special	No
Battle Meditation	Special/Special/Special	Yes
Control Mind	Moderate‡/Target's control or Perception*/Special†	No
Create Force Storms	Heroic/Heroic/Heroic†‡	No
Doppelganger	Very Difficult/Very Difficult/Heroic	Yes
Drain Life Essence	Very Difficult‡/Special/Special	Yes
Enhanced Coordination	Moderate/Difficult/Special†	No
Force Harmony	Difficult†/Difficult*/Moderate	Yes
Projected Fighting	Difficult/Difficult/Moderate†	No
Telekinetic Kill	Easy†/Easy†/Target's control or Perception	No
Transfer Life	Heroic*‡/Heroic†‡/Special	No

Sense and Alter

Dim Other's Senses	Easy†/Target's control or Perception	Yes‡
Lesser Force Shield	Easy/Moderate	Yes

* Modified by relationship

† Modified by proximity

‡ See full text entry for special rules.

RELATIONSHIP

User and target are:	Add to difficulty:
Close relatives (married, siblings, parent and child, etc.)	—
Close friends	+2
Friends	+5
Acquaintances	+7
Slight acquaintances	+10
Met once	+12
Never met, but know each other by reputation	+15
Complete strangers	+20
Complete strangers and not of the same species	+30

PROXIMITY

User and target are:	Add to difficulty:
Touching	—
In line of sight but not touching	+2
Not in line of sight, but 1-100 meters away	+5
101 meters to 10 km away	+7
11 to 1,000 km away	+10
Same planet but more than 1,000 km away	+15
Same star system but not on the same planet	+20
Not in the same star system	+30



Spacers' Information

(From Platt's Starport Guide.)

Every spacer is required to carry certain data documents at all times. These are most often kept on a secure datapad issued by the Bureau of Ships and Services (BoSS) at the time of ship registry and captain's accreditation.

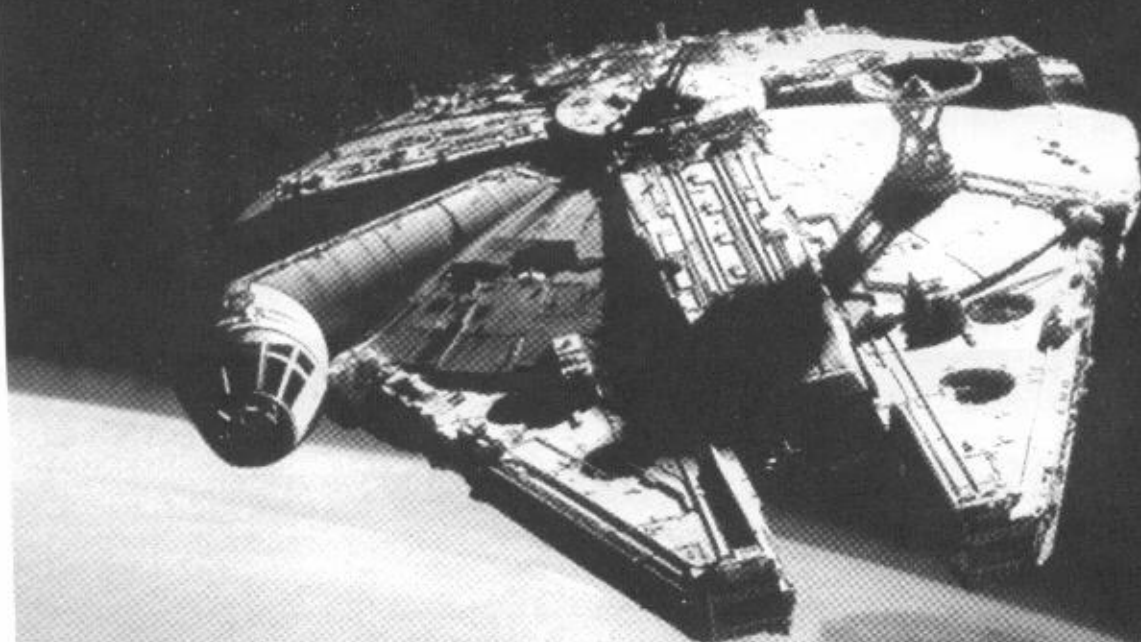
Port officials or those inspecting a ship in person request this datapad for their personal inspection, and can read the information and verify it through their own computers.

Ship's Operating License: Every starship must have an operating license detailing the ship's specifications, port of origin, manufacturer and registration code with BoSS. The license also identifies the current owner and transponder codes. Transponder codes are the fingerprints of starships — if a transponder code doesn't match up with datafile information for a starship registry number, it's a sure sign of illegal operation (and in most cases, a bad license forgery or data implantation on the part of the starship owner). Operating licenses are available for 1,000 credits and require a background check on the owner, a brief inspection of the ship, and a transponder code verification reading.

Captain's Accredited License: Every starship captain is required to have a license to pilot the particular starship class they're flying. Some licenses cover several kinds of starships, depending on the captain's training and experience. Obtaining a captain's license

requires several oral, written and flight tests, as well as 10 years of documented time in space, an extensive background check, and a 300 credit fee. However, BoSS often overlooks the flight time and most of the testing for a 200 credit "expediter fee" — bringing the total for a pilot's license to 500 credits.

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





**Imperial Space Ministry
Captain's Accredited License**

Bureau of Ships and Services



NAME	SEX
DATE OF BIRTH	HEIGHT
HOMEWORLD	SPECIES
CAPTAIN'S ACCREDITED LICENSE NUMBER	
STARSHIP CLASSIFICATION	
REGISTRATION WITH BOSS ON	

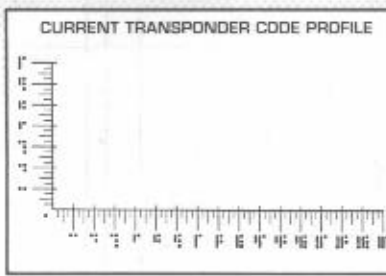
VISUAL IDENTIFICATION

**Imperial Space Ministry
Ship's Operating License**



SHIP NAME
CRAFT
TYPE
MANUFACTURER
STARSHIP REGISTRY NUMBER
PORT OF ORIGIN
CURRENT OWNER
CAPTAIN'S ACCREDITED LICENSE NUMBER

VISUAL IDENTIFICATION



**Imperial Space Ministry
Bureau of Ships and Services**

Arms Load-Out Permit

SHIP NAME
STARSHIP REGISTRY NUMBER
CURRENT OWNER
CAPTAIN'S ACCREDITED LICENSE NUMBER
WEAPON
POSITION
WEAPON
POSITION
WEAPON
POSITION
REASON FOR PERMIT

**Imperial Space Ministry
Captain's Accredited License**

Bureau of Ships and Services



Platt Okeefe	Female
NAME	SEX
13:7:17	1.8 meters
DATE OF BIRTH	HEIGHT
Brentaal	Human
HOMEWORLD	SPECIES
DJS-31871-ER93AU	
CAPTAIN'S ACCREDITED LICENSE NUMBER	
Light freighter, bulk freighter, starfighter	
STARSHIP CLASSIFICATION	
33:2:7	
REGISTRATION WITH BOSS ON	

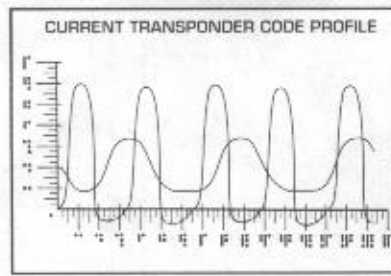
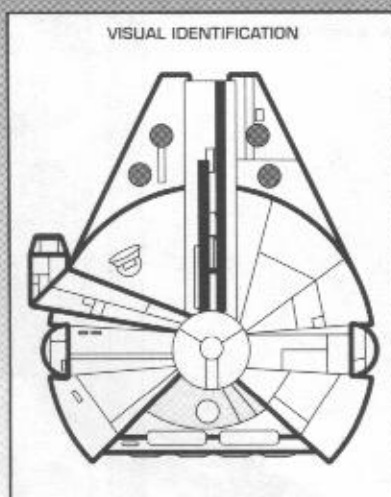


Imperial Space Ministry

Ship's Operating License



Last Chance
SHIP NAME
YT-1300 Transport
CRAFT
Modified Light Freighter
TYPE
Corellian Engineering Corporation
MANUFACTURER
LC02-133BAY-TR02
STARSHIP REGISTRY NUMBER
Brentaal
PORT OF ORIGIN
Platt Okeefe
CURRENT OWNER
DJS-31871-ER93AU
CAPTAIN'S ACCREDITED LICENSE NUMBER



**Imperial Space Ministry
Bureau of Ships and Services**

Arms Load-Out Permit

Last Chance
SHIP NAME
LC02-133BAY-TR02
STARSHIP REGISTRY NUMBER
Platt Okeefe
CURRENT OWNER
DJS-31871-ER93AU
CAPTAIN'S ACCREDITED LICENSE NUMBER
2 Quad Laser Cannons
WEAPON
Dorsal, Ventral Turrets
POSITION
Concussion Missile Tube
WEAPON
Fore
POSITION
WEAPON
POSITION
Frequent travel through unpatrolled sectors in Outer Rim Territories
REASON FOR PERMIT



STARSHIP LOG

Starship: _____

Craft: _____

Type: _____

Scale: _____

Length: _____ meters

Skill: _____

Crew: _____, gunners: _____,

skeleton: _____ /+ _____

Crew Skill: _____

Passengers: _____

Cargo Capacity: _____ metric tons

Consumables: _____

Cost: _____ (new), _____ (used)

Hyperdrive Multiplier: x _____

Hyperdrive Backup: x _____

Nav Computer: _____

Maneuverability: _____ D

Space: _____

Atmosphere: _____ ; _____ kmh

Hull: _____ D

Shields: _____ D

Sensors:

Passive: _____ / _____ D

Scan: _____ / _____ D

Search: _____ / _____ D

Focus: _____ / _____ D

Weapons:

Fire Arc: _____

Crew: _____

Scale: _____

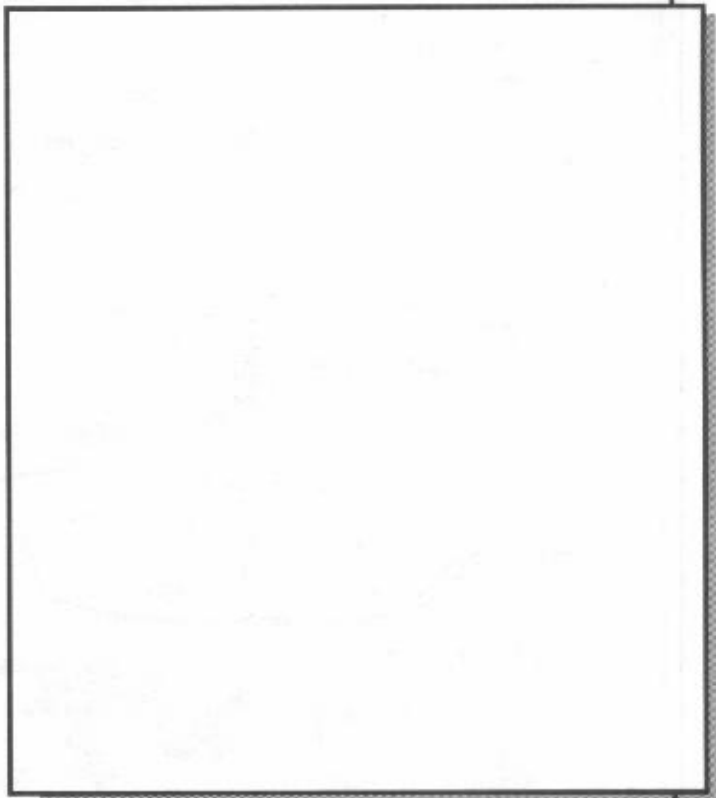
Skill: _____

Fire Control: _____ D

Space Range: _____

Atmosphere Range: _____

Damage: _____ D



Fire Arc: _____

Crew: _____

Scale: _____

Skill: _____

Fire Control: _____ D

Space Range: _____

Atmosphere Range: _____

Damage: _____ D

Fire Arc: _____

Crew: _____

Scale: _____

Skill: _____

Fire Control: _____ D

Space Range: _____

Atmosphere Range: _____

Damage: _____ D

Permission granted to photocopy for personal use.



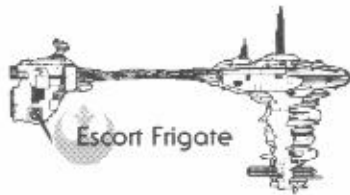
Starship Recognition Chart



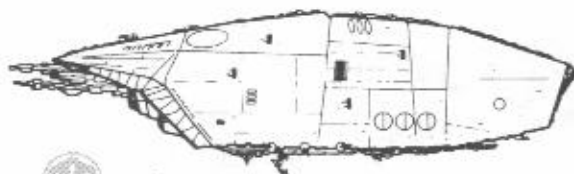
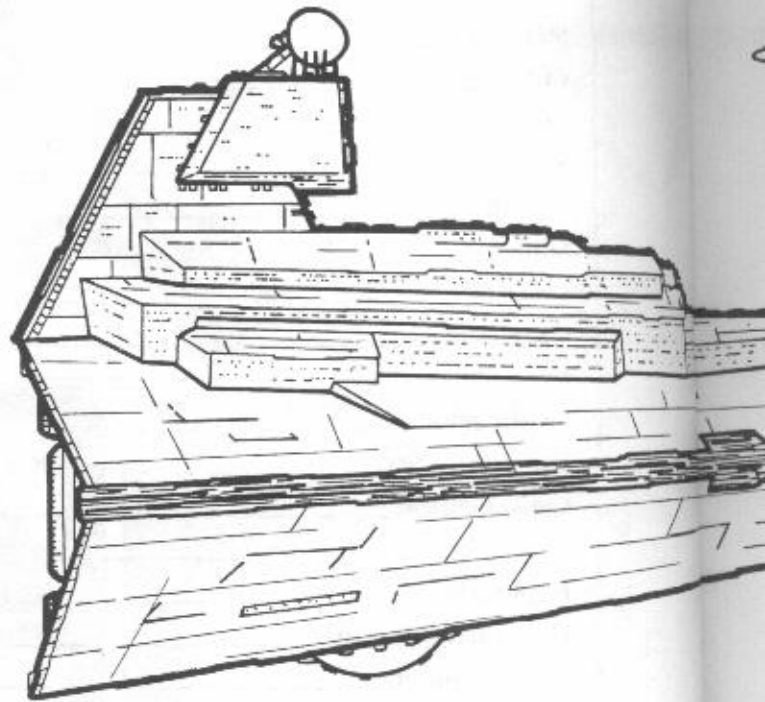
Lancer Frigate



System Patrol Craft



Escort Frigate



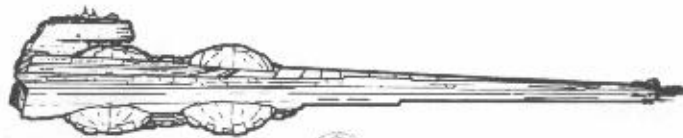
Escort Carrier



Victory Star Destroyer



Star Galleon

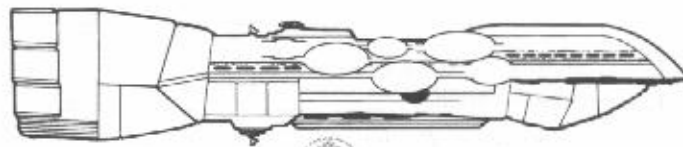
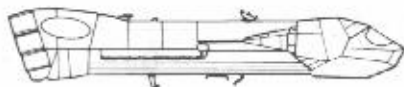


Interdictor-Class Cruiser



Bulk Cruiser

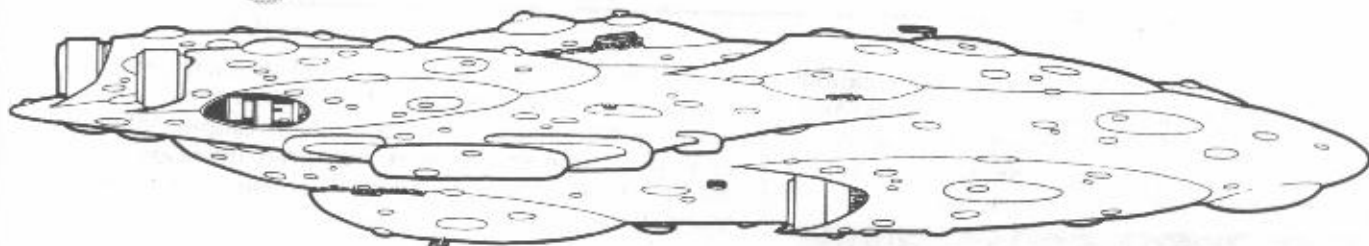
Carrack-Class Cruiser



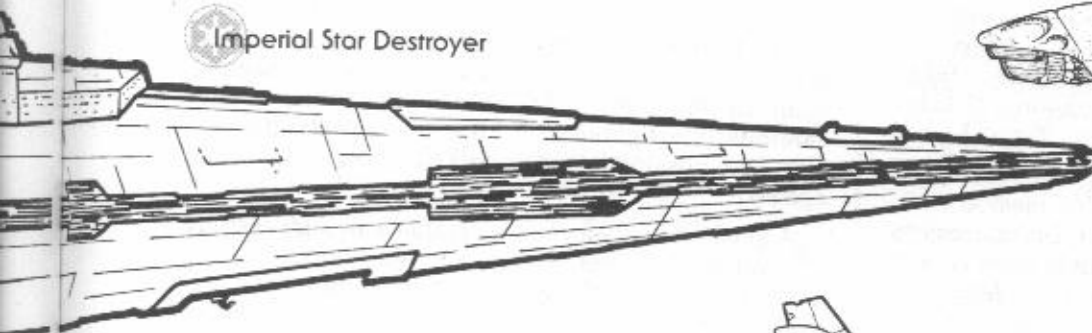
Dreadnaught



Mon Calamari MC-80 Star Cruiser



Imperial Star Destroyer



Strike-Class Cruiser



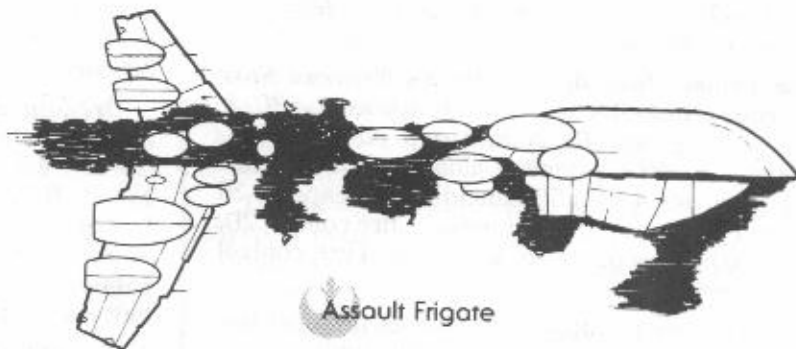
Corellian Corvette



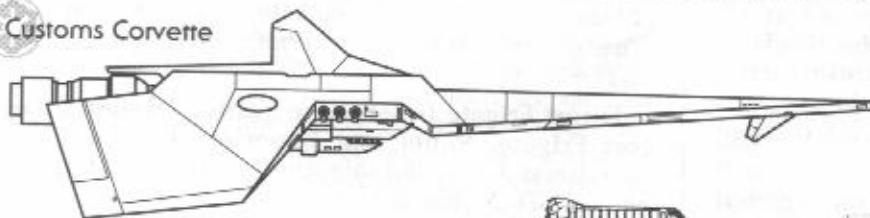
Corellian Gunship



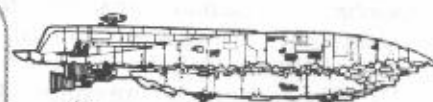
Assault Frigate



Customs Corvette



Medium Transport



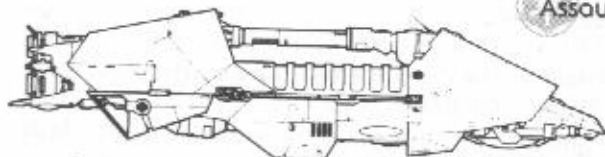
Assault Shuttle



Skipray Blastboat



Bulk Freighter



YT-1300 Light Transport



Lambda-Class Shuttle





Starship Quick Reference

Unless otherwise noted, all stats and information are for the period between the Battle of Yavin (*Star Wars: A New Hope*) and the Battle of Hoth (*Star Wars: The Empire Strikes Back*). For New Republic-era information, see *The Thrawn Trilogy Sourcebook*.

CAPITAL SHIPS

Assault Frigate (Rebel). Capital-scale, capital ship gunnery 4D+2, capital ship piloting: assault frigate 5D, capital ship shields 4D, sensors 3D. Maneuverability 1D+2, space 6, hull 5D, shields 3D. Weapons: 15 laser cannons (fire control 3D, damage 2D), 20 quad laser cannons (fire control 2D, damage 4D), 15 turbolaser batteries (fire control 1D, damage 7D).

Assault frigates are highly-modified Dreadnaughts used by the Rebel Alliance. The Rebels have only a limited number of these potent ships. (See *Rebel Alliance Sourcebook*, pp. 57–59.)

Bulk Cruiser (Rendili StarDrive's Neutron Star Bulk Cruiser; Rebel). Capital-scale, astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 4D, starship gunnery 4D. Maneuverability 1D, space 4, hull 5D, shields 2D. Weapons: 30 quad laser cannons (starfighter-scale, fire control 2D, damage 4D), 2 tractor beam projectors (fire control 2D, damage 4D).

A very common ship that combines the best features of bulk cargo haulers and capital combat ships. Some bulk cruisers have been converted into starfighter carriers, with a capacity of 36 fighters. (See *Rebel Alliance Sourcebook*, pp. 59–60.)

Carrack cruiser (Damorian Manufacturing's Carrack-class light cruiser; Imperial). Capital-scale, astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 4D+1, capital ship shields 4D, sensors 4D+1. Maneuverability 2D, space 8, hull 5D, shields 2D+2. Weapons: 10 heavy turbolasers (fire control 1D, damage 7D), 20 laser cannons (fire control 3D, damage 2D), 5 tractor beam projectors (fire control 2D, damage 4D).

An older light cruiser that has been reintegrated into the Imperial fleet as the Rebellion's activities have increased.

Corellian corvette. Capital-scale, astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1. Maneuverability 2D, space 6, atmosphere 330; 950 kmh, hull 4D, shields 2D. Weapons: 6 double turbolaser cannons (fire control 3D, damage 4D+2).

These multi-purpose ships are found throughout

the galaxy. They are fast, and their modular design allows them to be configured for military, cargo or passenger duty. They are used by the Empire, planetary governments, corporations, pirate fleets and, of course, the Rebellion. (See *Star Wars Sourcebook*, pp. 30–31, *Rebel Alliance Sourcebook*, p. 63.)

Corellian gunship (Rebel). Capital-scale, astrogation 3D+1, capital ship gunnery 4D+2, capital ship piloting 4D, capital ship shields 4D+1, sensors 3D. Maneuverability 2D+1, space 7, atmosphere 350; 1,000 kmh, hull 4D+2, shields 2D+1. Weapons: 8 double turbolaser cannons (fire control 3D, damage 4D+2), 6 quad laser cannons (starfighter-scale, fire control 3D, damage 5D), 4 concussion missile tubes (fire control 3D, damage 9D).

A small, heavily-armed ship that can successfully take on much larger vessels and fend off starfighter raids. Used primarily by the Rebellion, but also used by the Empire and some corporations. (See *Rebel Alliance Sourcebook*, pp. 61–62.)

Dreadnaught (Rendili StarDrive's Dreadnaught, Imperial). Capital-scale, astrogation 4D+1, capital ship gunnery 4D+2, capital ship piloting 4D+2, capital ship shields 4D+2, sensors 4D. Maneuverability 1D, space 4, hull 5D+2, shields 2D+1. Weapons: 10 turbolaser cannons (fire control 3D, damage 2D), 20 quad turbolaser cannons (fire control 2D, damage 4D), 10 turbolaser batteries (fire control 1D, damage 7D).

Escort Carrier (Kuat Drive Yards' Escort Carrier, Imperial). Capital-scale, astrogation 3D, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 3D+2, sensors 3D+2. Maneuverability 1D, space 4, hull 7D+1, shields 2D. Weapons: 10 twin laser cannons (fire control 3D, damage 3D).

Escort carriers can carry a full wing of TIE fighters (72 ships), although they lack the weaponry to battle other capital ships. (See *Imperial Sourcebook*, pp. 54–55.)

Escort Frigate (Kuat Drive Yards' Nebulon-B Escort Frigate, Rebel and Imperial). Capital-scale, astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1, starship gunnery 4D+1. Maneuverability 1D, space 4, atmosphere 280; 800 kmh, hull 3D+2, shields 2D. Weapons: 12 turbolaser batteries (fire control 3D, damage 4D), 12 laser cannons (starfighter-scale, fire control 2D, damage 2D), 2 tractor beam projectors (fire control 2D, damage 4D).

Originally designed for the Imperial Navy to repel Rebel starfighter raids, enough Nebulon-Bs have been captured (or their crews have defected) that escort



frigates are quite common in both the Rebel and Imperial fleets. Escort frigates can carry two starfighter squadrons (24 ships). (See *Star Wars Sourcebook*, pp. 31–32, *Rebel Alliance Sourcebook*, pp. 60–61.)

Imperial Star Destroyer (Kuat Drive Yards' Imperial I Star Destroyer, Imperial). Capital-scale, *astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D*. Maneuverability 1D, space 6, hull 7D, shields 3D. Weapons: 60 turbolaser batteries (fire control 4D, damage 5D), 60 ion cannons (fire control 2D+2, damage 3D), 10 tractor beam projectors (fire control 4D, damage 6D).

Imperial II Star Destroyer (Kuat Drive Yards' Imperial II Star Destroyer, Imperial). Capital-scale, *astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D*. Maneuverability 1D, space 6, hull 7D+1, shields 2D+2. Weapons: 50 heavy turbolaser batteries (fire control 0D, damage 10D), 50 heavy turbolaser cannons (fire control 1D, damage 7D), 20 ion cannons (fire control 4D, damage 4D), 10 tractor beam projectors (fire control 4D, damage 6D).

The Imperial Star Destroyer is perhaps the best known symbol of the Imperial Navy's incredible might and firepower. The Imperial II is an upgraded model featuring better hull armor plating and heavier firepower. (See *Imperial Sourcebook*, pp. 61–62.)

Interdictor Cruiser (Sienar Fleet Systems' Immobilizer 418, Imperial). Capital-scale, *astrogation 5D, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D*. Maneuverability 1D, space 6, hull 5D, shields 3D. Weapons: 20 quad laser cannons (fire control 2D, damage 4D), 4 gravity well projectors (fire control 6D, damage: blocks hyperspace travel).

The Interdictor cruiser's gravity well projectors create a false "gravity mass shadow," preventing nearby ships from jumping into hyperspace. An Interdictor can effectively trap enemy ships in realspace, allowing other Imperial vessels to destroy, disable or capture them. (See *Imperial Sourcebook*, pp. 55–56.)

Lancer Frigate (Kuat Drive Yards' Lancer-class frigate, Imperial). Capital-scale, *astrogation 3D+2, capital ship piloting 3D+2, capital ship shields 4D, starship gunnery 4D*. Maneuverability 1D, space 4, hull 4D, shields 2D+2. Weapons: 20 quad laser cannons (starfighter-scale, fire control 4D, damage 4D).

A capital ship designed expressly to defeat Rebel starfighter attacks. Unfortunately for the Empire, they've proven vulnerable to attacks by Rebel capital ships. (See *Imperial Sourcebook*, p. 55.)

Mon Cal MC80 Star Cruiser (Rebel). Capital-scale, *astrogation 4D, capital ship gunnery 5D, capital ship piloting 5D+2, capital ship shields 5D, sensors 3D+1*. Maneuverability 2D, space 6, hull 6D, shields 3D (6D back-up shields). Weapons: 48 turbolaser batteries

(fire control 2D, damage 4D), 20 ion cannon batteries (fire control 3D, damage 3D), 6 tractor beam projectors (fire control 2D+2, damage 4D).

Star Galleon (Kuat Drive Yards' Star Galleon, Imperial). Capital-scale, *astrogation 3D, capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 5D, sensors 3D*. Maneuverability 1D, space 3, hull 5D+2, shields 2D. Weapons: 10 turbolasers (fire control 3D, damage 4D), concussion missile launcher (fire control 5D, damage 5D).

This capital ship has a large interior cargo bay and its weapons provide plenty of protection against Rebel convoy raids. (See *Imperial Sourcebook*, pp. 56–57)

Strike cruiser (Loronar Strike-class medium cruiser, Imperial). Capital-scale, *capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 3D+2*. Maneuverability 2D, space 6, hull 6D, shields 2D+2. Weapons: 20 turbolasers (fire control 2D, damage 5D), 10 turbolaser batteries (fire control 1D, damage 7D), 10 tractor beam projectors (fire control 2D, damage 4D), 10 ion cannons (fire control 4D, damage 4D).

System patrol craft (Sienar Fleet Systems' IPV 1, Imperial). Capital-scale, *capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 4D, sensors 3D*. Maneuverability 2D+1, space 7, atmosphere 350; 1,000 kmh, hull 3D+1, shields 3D. Weapons: 4 turbolaser cannons (fire control 2D, damage 4D).

One of several ship types used to patrol systems. System patrol craft are assigned with ferreting out pirates and Rebels, and sometimes acts as customs vessels.

Victory Star Destroyer (Rendili StarDrive's Victory-class Star Destroyer, Imperial). Capital-scale, *astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 3D+2*. Maneuverability 1D, space 4, atmosphere 280; 800 kmh, hull 4D, shields 3D+1. Weapons: 10 quad turbolaser batteries (fire control 4D, damage 5D), 40 double turbolaser batteries (fire control 3D, damage 2D+2), 80 concussion missile launchers (fire control 2D, damage 9D), 10 tractor beam projectors (fire control 4D, damage 5D).

Victory II Star Destroyer (Imperial). Capital-scale, *astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 3D+2*. Maneuverability 1D, space 6, hull 4D+2, shields 3D. Weapons: 20 turbolaser batteries (fire control 1D, damage 7D), 20 double turbolaser batteries (fire control 2D, damage 5D), 10 ion cannons (fire control 4D, damage 4D), 10 tractor beam projectors (fire control 2D, damage 6D).

The original Victory Star Destroyer was introduced over three decades ago. It shines in planetary assaults but is only modestly effective in space combat. The rarer Victory II is specifically designed for deep space combat.

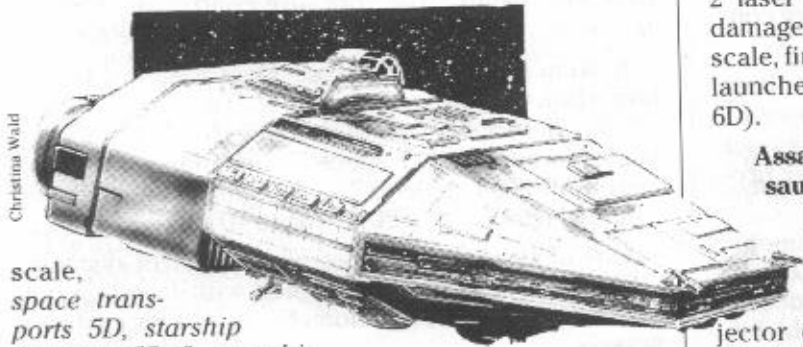
SPACE TRANSPORTS

Bulk Freighter (Corellian Action IV Transport). Capital-scale, *astrogation 4D*, *space transports 4D+1*. Maneuverability 0D, space 2, hull 2D.

Bulk Freighter (Corellian Action VI Transport). Capital-scale, *astrogation 3D*, *capital ship shields 2D+2*, *space transports 3D*. Maneuverability 0D, space 2, atmosphere 225; 650 kmh, hull 3D, shields 1D.

Imperial Customs corvette (Rendili StarDrive's Light Corvette; Imperial). Starfighter-scale, *space transports 5D*, *starship gunnery 5D+2*, *starship shields 5D+1*. Maneuverability 2D, space 8, atmosphere 365; 1,050 kmh, hull 5D+1, shields 3D. Weapons: 6 double turbolaser cannons (fire control 2D, damage 4D). (See *Galaxy Guide 6: Tramp Freighters*, pages 76-77.)

Guardian Light Cruiser (Sienar Fleet Systems Guardian-class Light Cruiser; Imperial). Starfighter-



scale, *space transports 5D*, *starship gunnery 5D+2*, *starship shields 5D+1*. Maneuverability 1D, space 9, atmosphere 400; 1,150 kmh, hull 5D, shields 2D. Weapons: 4 laser cannons (fire control 2D+2, damage 5D).

Lambda shuttle (Sienar Fleet Systems Imperial shuttle; Imperial). Starfighter-scale, *space transports 5D*, *starship gunnery 5D*, *starship shields 4D*. Maneuverability 1D, space 5, atmosphere 295; 850 kmh, hull 4D, shields 1D+2. Weapons: 3 double blaster cannons (fire control 2D, damage 4D), 2 double laser cannons (fire-linked, fire control 3D+1, damage 4D).

Scout ship (Sienar Fleet Systems Lone Scout-A). Starfighter-scale, *astrogation 3D+2*, *sensors 3D*, *space transports 4D*, *starship gunnery 4D*, *starship shields 3D+2*. Maneuverability 0D, space 5, atmosphere 295; 850 kmh, hull 4D, shields 1D. Weapons: 1 laser cannon (fire control 0D, damage 4D).

Rebel Medium Transport (Gallofree Yards Transport). Capital-scale, *astrogation 4D*, *space transports 4D*, *starship gunnery 3D+1*, *starship shields 3D*. Maneuverability 0D, space 2, atmosphere 225; 650 kmh, hull 2D, shields 1D. Weapons: 4 twin laser cannons (fire-linked, fire control 1D, damage 4D).

Stock Ghtroc Freighter (Ghtroc Industries class 720 freighter). Starfighter-scale, maneuverability 1D, space 3, atmosphere 260; 750 kmh, hull 3D+2, shields

1D. Weapons: 1 double laser cannon (fire control 1D+2, damage 4D).

YT-1300 Transport. Starfighter-scale, maneuverability 0D, space 4, atmosphere 280; 800 kmh, hull 4D. Weapons: laser cannon (fire control 2D, damage 4D).

Millennium Falcon (Modified YT-1300 Transport). Starfighter-scale, maneuverability 2D, space 8, atmosphere 365; 1,050 kmh, hull 6D, shields 3D. Weapons: 2 quad laser cannons (fire control 3D, damage 6D), 2 concussion missile tubes (fire-linked, fire control 3D, damage 9D), blaster cannon (speeder-scale, fire control 4D, damage 3D+2).

Skipray Blastboat (Sienar Fleet Systems GAT-12h Skipray; Imperial). Capital-scale, *astrogation 4D*, *capital ship gunnery 5D*, *starfighter piloting 4D*, *starship gunnery 5D+1*, *starship shields 4D+1*. Maneuverability 1D+2 (2D+2 in atmosphere), space 8, atmosphere 415; 1,200 kmh, hull 2D+1, shields 2D. Weapons: 3 medium ion cannons (fire-linked, fire control 3D, damage 4D), 2 laser cannons (starfighter-scale, fire control 1D, damage 5D), proton torpedo launcher (starfighter-scale, fire control 2D, damage 9D), concussion missile launcher (starfighter-scale, fire control 1D, damage 6D).

Assault Shuttle (Telgorn Corp. Gamma-class Assault Shuttle). Capital-scale, *capital ship gunnery 3D+2*, *capital ship piloting 5D*, *capital ship shields 4D*. Maneuverability 2D, space 8, hull 3D+2, shields 4D+2. Weapons: 4 laser cannons (fire control 3D, damage 2D), tractor beam projector (fire control 4D, damage 5D+2), concussion missiles (fire control 2D+1, damage 4D).

STARFIGHTERS

A-wing starfighter. Starfighter-scale, *starfighter piloting 5D*, *starship gunnery 4D+2*, *starship shields 3D+1*. Maneuverability 4D, space 12, atmosphere 450; 1,300 kmh, hull 2D+2, shields 1D. Weapons: 2 laser cannons (fire-linked, fire control 3D, damage 5D), enemy targeting jammer (fire control 0D, skill: *sensors*, damage -2D from enemy's fire control).

The fastest sublight fighter in the Alliance fleet. Some variants have been equipped with concussion missile launchers. (See *Star Wars Sourcebook*, pp. 15-16, *Rebel Alliance Sourcebook*, pp. 87-88.)

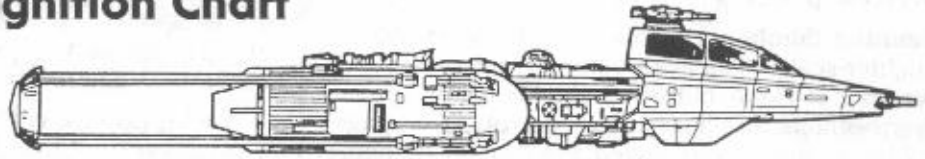
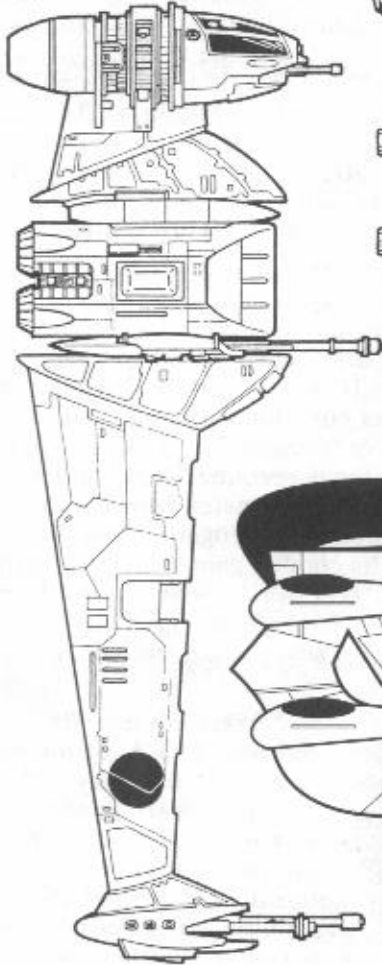
B-wing (Slayn & Korpil B-wing starfighter). Starfighter-scale, *starfighter piloting 5D*, *starship gunnery 4D+2*, *starship shields 3D+1*. Maneuverability 1D+1, space 6, atmosphere 330; 950 kmh, hull 3D, shields 2D. Weapons: laser cannon (fire control 1D, damage 7D), 2 proton torpedo launchers (fire control 3D, damage 9D), 3 medium ion cannons (fire-linked, fire control 4D, damage 4D), 2 auto blasters (fire control 2D, damage 3D).

The Alliance's main heavy assault starfighter. (See

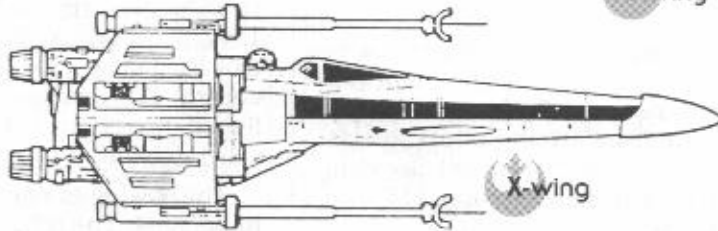


Starfighter Recognition Chart

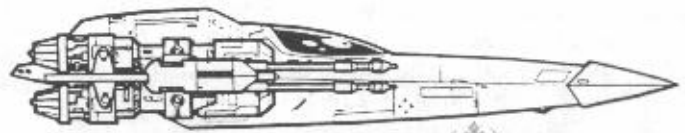
B-wing



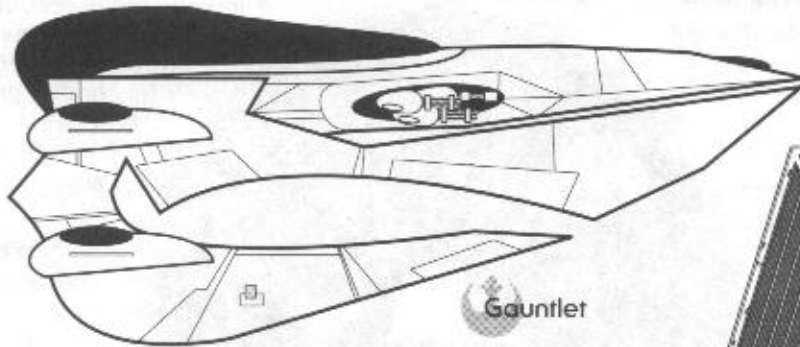
Y-wing



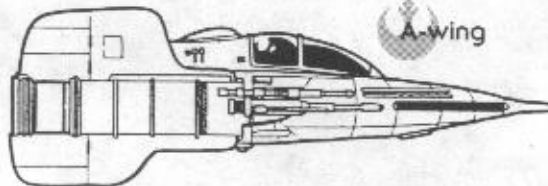
X-wing



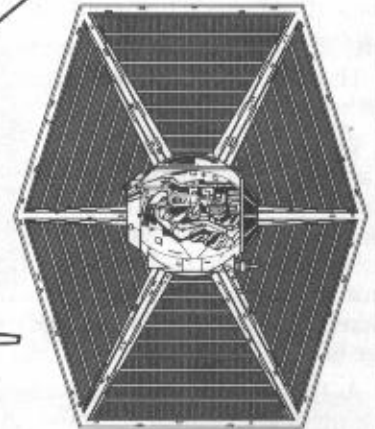
Z-95 Headhunter



Gauntlet

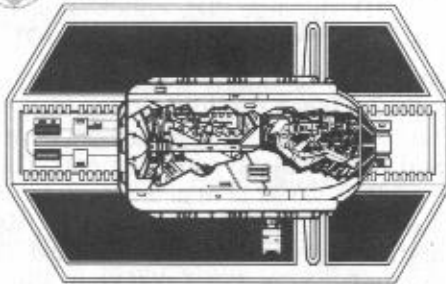


A-wing

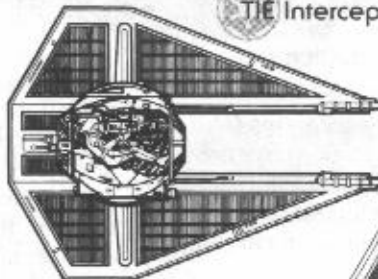


TIE/ln

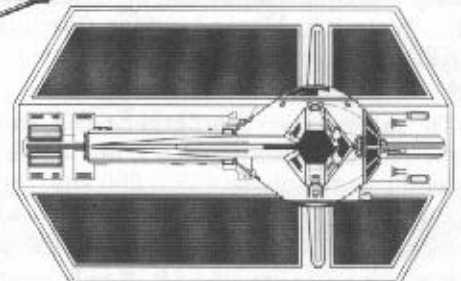
TIE Bomber



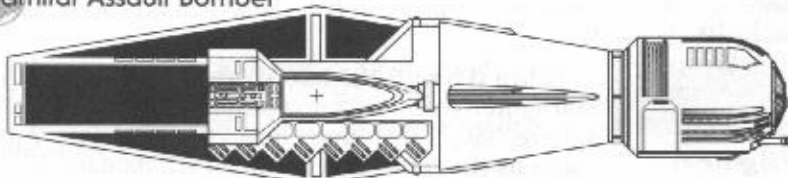
TIE Interceptor



TIE Advanced X1



Scimitar Assault Bomber





Star Wars Sourcebook, pp. 16–17, *Rebel Alliance Sourcebook*, p. 88.)

Gauntlet (Shobquix Yards Gauntlet Starfighter). Starfighter-scale, maneuverability 2D, space 6, atmosphere 295; 850 kmh, hull 3D+2, shields 1D. Weapons: 2 laser cannons (fire-linked, fire control 2D, damage 4D), 2 laser cannons (fire-linked, fire control 2D, damage 5D), proton torpedo launcher (fire control 2D, damage 8D).

Scimitar Assault Bomber. Starfighter-scale, *starfighter piloting* 4D, *starship gunnery* 4D+2, *starship shields* 2D+1, *missile weapons* 4D+2. Maneuverability 2D+1, space 9, atmosphere 295; 850kmh, hull 5D, shields 1D+2. Weapons: 2 laser cannons (fire-linked, fire control 2D, damage 4D), concussion missiles (16, fire control 3D+2, damage 9D).

An advanced bomber that was introduced during Grand Admiral Thrawn's campaign against the New Republic, five years after the Battle of Endor. (See *The Thrawn Trilogy Sourcebook*, p. 226.)

TIE/In starfighter. Starfighter-scale, *starfighter piloting* 4D+1, *starship gunnery* 4D. Maneuverability 2D, space 10, atmosphere 415; 1,200 kmh, hull 2D. Weapons: 2 laser cannons (fire-linked, fire control 2D, damage 5D).

The standard Imperial TIE fighter.

TIE Advanced x1. Starfighter-scale, maneuverability 1D+1, space 10, atmosphere 415; 1,200 kmh, hull 3D, shields 1D+1. Weapons: 2 blaster cannons (fire-linked, fire control 2D, damage 6D).

A limited production run starfighter; many of its innovations were incorporated in the TIE interceptor. Darth Vader piloted a TIE Advanced x1 fighter at the Battle of Yavin. (See *Galaxy Guide 1: A New Hope*, p. 57.)

TIE bomber. Starfighter-scale, *missile weapons* 4D+1, *starfighter piloting* 4D, *starship gunnery* 5D. Maneuverability 0D, space 6, atmosphere 295; 850kmh, hull 4D+1. Weapons: 2 laser cannons (fire-linked, fire control 2D, damage 3D), concussion missiles (16 carried, fire control 3D+2, damage 9D).

TIE interceptor. Starfighter-scale, *starfighter piloting* 5D, *starship gunnery* 4D+2. Maneuverability 3D+2, space 11, atmosphere 435; 1,250 kmh, hull 3D. Weapons: 4 laser cannons (fire-linked, fire control 3D, damage 6D).

X-wing (Incom T-65B X-wing starfighter). Starfighter-scale, *starfighter piloting* 5D, *starship gun-*

nery 4D+2, *starship shields* 3D. Maneuverability 3D, space 8, atmosphere 365; 1,050 kmh, hull 4D, shields 1D. Weapons: 4 laser cannons (fire-linked, fire control 3D, damage 6D), 2 proton torpedo launchers (fire control 2D, damage 9D).

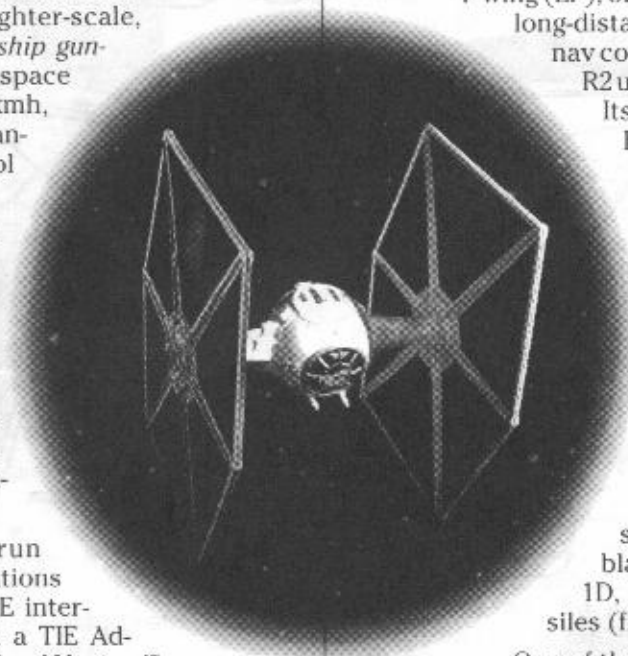
Y-wing (Koensayr BTL-S3 Y-wing). Starfighter-scale, *astrogation* 3D+2, *starfighter piloting* 4D+2, *starship gunnery* 4D+1, *starship shields* 3D. Maneuverability 2D, space 7, atmosphere 350; 1,000 kmh, hull 4D, shields 1D+2. Weapons: 2 laser cannons (fire-linked, fire control 2D, damage 5D), 2 proton torpedo launchers (fire control 2D, damage 9D), 2 light ion cannons (fire-linked, fire control 3D, damage 4D; may be fixed forward to be fired by pilot at only 1D fire control).

The Y-wing is one of the mainstay fighters of the Rebel fleet. The BTL-S3 has a pilot and a gunner. The BTL-A4 has only a pilot and the ion cannon is normally fixed fore or aft. Its game stats are the same except it has hull 4D+1, shields 1D and the ion cannon has a fire control of 1D. Another common variant is the BTL-A4 Y-wing (LP), or "Longprobe." It's designed for long-distance reconnaissance and has a nav computer instead of relying on an R2 unit for astrogation coordinates. Its combat game stats match the BTL-A4. (See *Star Wars Sourcebook*, pp. 18–19, *Rebel Alliance Sourcebook*, pp. 83–86.)

Z-95 Headhunter (Incom/Subpro Z-95 Headhunter; Rebel and many other groups). Starfighter-scale, *starfighter piloting* 3D+2, *starship gunnery* 3D+2, *starship shields* 3D+1. Maneuverability 1D, space 7, atmosphere 400; 1,150 kmh, hull 4D, shields 1D. Weapons: 2 triple blasters (fire-linked, fire control 1D, damage 3D), concussion missiles (fire control 1D, damage 7D).

One of the most common starfighters in the galaxy, the Z-95 was the forerunner of the X-wing fighter. The Z-95 is used by the Rebellion, pirates, corporations, and many planetary governments. There are many different Z-95 variants in use. The Rebellion often uses a two-seater version, the Z-95XT, as a trainer. Its stats are identical to the standard Z-95 except: space 6, atmosphere 350; 1,000 kmh, shields 1D+2; it lacks concussion missiles. (See *Star Wars Sourcebook*, p. 15, *Rebel Alliance Sourcebook*, pp. 82–83.)

Zebra (Hyrotii Vehicle Works Zebra Starfighter). Starfighter-scale, maneuverability 2D, space 7, atmosphere 350; 1,000 kmh, hull 2D. Weapons: 2 laser cannons (fire-linked, fire control 1D, damage 5D).





Vehicle Quick Reference

This quick reference supplements the vehicles given in *Star Wars, Revised and Expanded*, pp. 242–245.

WALKERS

AT-AT Walker. Walker-scale, maneuverability 0D, move 21; 60 kmh, body strength 6D. Weapons: 2 heavy laser cannons (fire-linked, fire control 2D, damage 6D), 2 medium blasters (fire-linked, fire control 2D, damage 3D). (See *Star Wars, Revised and Expanded*, p. 242.)

AT-PT Walker. Walker-scale, maneuverability 2D, move 21; 60 kmh, body strength 2D. Weapons: one twin blaster cannon (fire control 1D, damage 4D), concussion grenade launcher (fire control 1D, damage 2D). (See *The Thrawn Trilogy Sourcebook*, p. 203.)

AT-ST Walker. Walker-scale, maneuverability 1D, move 30; 90 kmh, body strength 3D. Weapons: twin blaster cannon (fire control 1D, damage 4D), twin light blaster cannon (fire control 1D, damage 2D), concussion grenade launcher (fire control 1D, damage 3D). (See *Star Wars, Revised and Expanded*, p. 241.)

LANDSPEEDERS

Command Speeder (Uulshos LAVr QH-7 Chariot; Imperial). Speeder-scale, maneuverability 1D+1, move 35; 100 kmh, body strength 4D. Weapons: 1 laser cannon (fire control 1D, damage 3D). (See *Imperial Sourcebook*, pp. 77–78.)

Floating Fortress (Ubrikkian HAVr A9 Floating Fortress; Imperial). Walker-scale, maneuverability 0D, move 70; 200 kmh, body strength 5D. Weapons: 2 heavy blaster cannons (fire control 2D, damage 5D). (See *Imperial Sourcebook*, pp. 72–77.)

Heavy Tracker (Merkuun Heavy Tracker; Rebel). Walker-scale, maneuverability 1D, move 45; 130 kmh, body strength 3D+2. Weapons: 1 heavy laser cannon (fire control 2D [4D with omniprobe], damage 4D). (See *Rebel Alliance Sourcebook*, p. 107.)

Rebel Armored Freerunner (KAAC Freerunner; Rebel). Speeder-scale, maneuverability 1D, move 105; 300 kmh, body strength 3D, shields 1D. Weapons: 2 anti-vehicle laser cannon (fire-linked, fire control 1D, damage 5D), 2 anti-infantry laser batteries (fire control 2D, damage 3D+2). (See *Rebel Alliance Sourcebook*, pp. 105–107.)

Rebel Speeder Truck (Trast A-A5 speeder truck; Rebel). Walker-scale, maneuverability 1D, move 55; 160 kmh, body strength 1D+2. (See *Rebel Alliance Sourcebook*, p. 110.)

Tramp Shuttle (Modified Aratech "Arrow-23" Landspeeder; Rebel). Speeder-scale, maneuverability 2D+1, move 140; 400 kmh, body strength 3D. Weapons: laser cannon (fire control 1D, damage 3D), concussion grenade launcher (fire control 1D, damage 3D+1). (See *Rebel Alliance Sourcebook*, pp. 110–111.)

ULAV (Modified Imperial Ultra-Light Assault Vehicle; Rebel). Speeder-scale, maneuverability 3D+2, move 140; 400 kmh, body strength 2D+2. Weapons: twin light laser cannon (fire control 1D, damage 2D+2), concussion grenade launcher (fire control 1D, damage 3D+1), medium blaster cannon (fire control 2D, damage 5D). (See *Rebel Alliance Sourcebook*, pp. 104–105.)

SPEEDER BIKES

Mobquet Overracer (Rebel). Speeder-scale, maneuverability 3D+2, move 185; 530 kmh, body strength 1D+2. Weapons: 1 light blaster cannon (fire control 1D, damage 3D). (See *Rebel Alliance Sourcebook*, pp. 108–109.)

Repulsorlift Sled (Aratech 64-Y Swift 3 Repulsorlift Sled; Imperial). Speeder-scale, maneuverability 1D+2, move 280; 800 kmh, body strength 1D+2. Weapons: medium blaster cannon (fire control 2D, damage 3D), drop net (fire control 1D, damage 6D ionization). (See *Imperial Sourcebook*, pp. 71–72.)

Ikas-Adno 22-B Nightfalcon. Speeder-scale, maneuverability 3D+1, move 160; 400 kmh, body strength 1D+2. Weapons: laser cannon (fire control 2D, 3–50/100/200, damage 4D). (See *Star Wars, Revised and Expanded*, p. 243.)

SWOOPS

Skybird Swoop. Speeder-scale, maneuverability 4D, move 210; 600 kmh, body strength 1D. (See *Star Wars, Revised and Expanded*, p. 243.)

CLOUD CARS

Bespin Motors Storm IV. Speeder-scale, maneuverability 2D+2, move 520; 1,500 kmh, body strength 4D. Weapons: double blaster cannon (fire-linked, fire control 1D, damage 5D). (See *Star Wars, Revised and Expanded*, p. 245.)

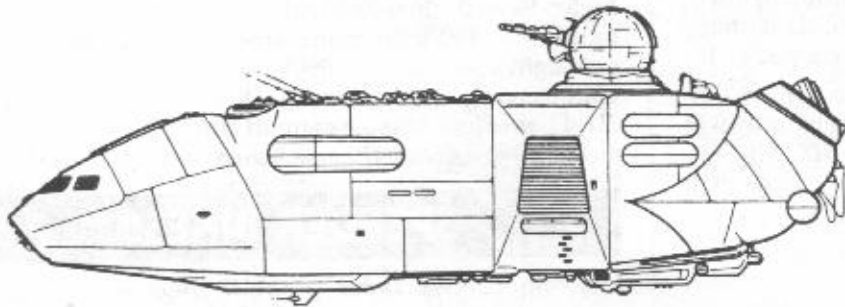
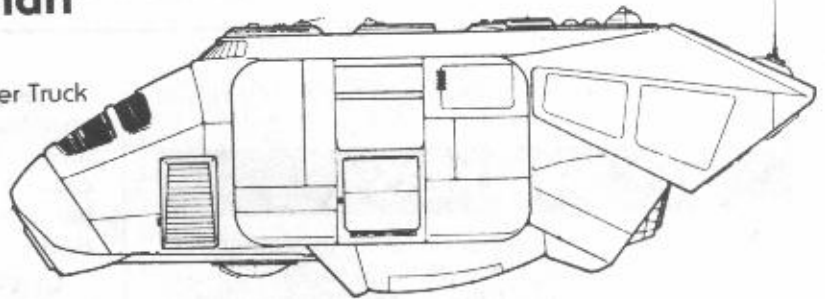
AIRSPEDERS

Rebel Alliance Combat Snowspeeder (Rebel). Speeder-scale, maneuverability 3D, move 350; 1,000

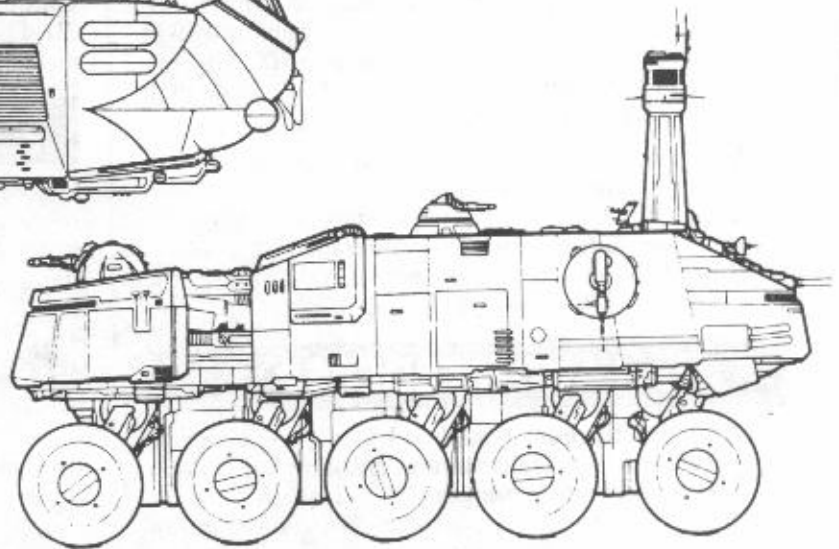


Vehicle Recognition Chart

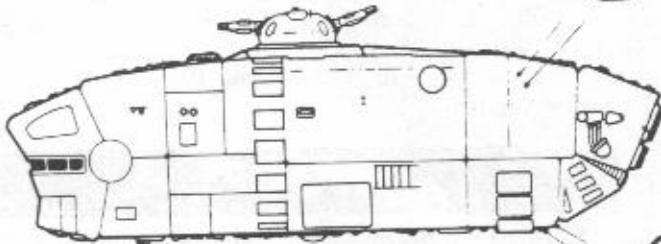
Speeder Truck



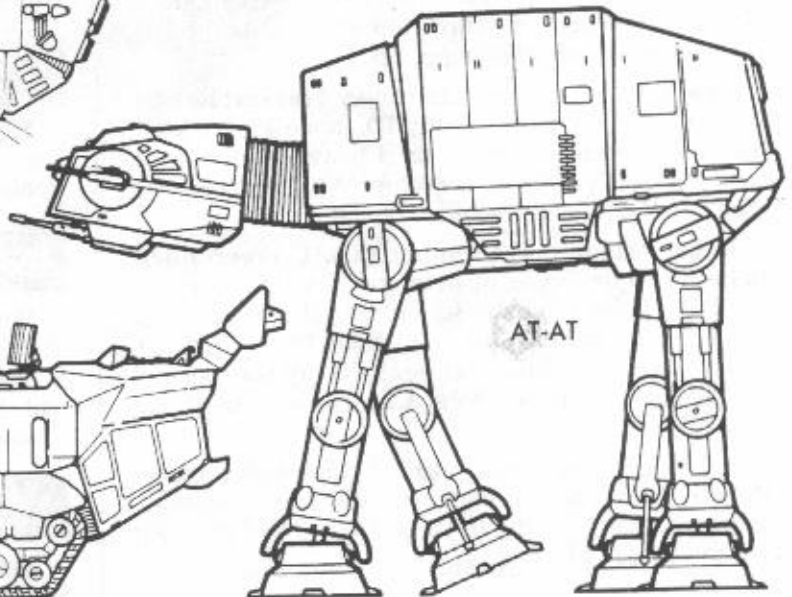
Heavy Tracker



Juggernaut

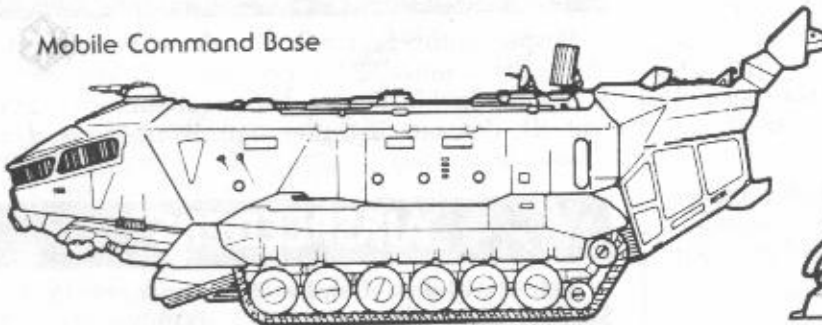


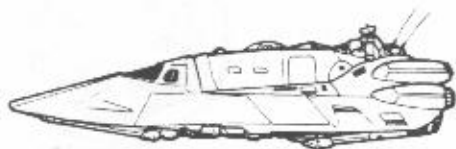
Floating Fortress



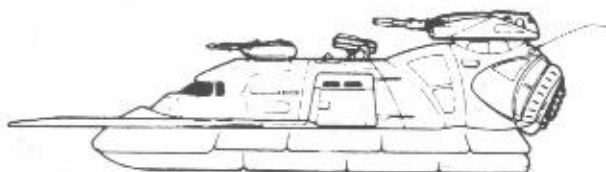
AT-AT

Mobile Command Base

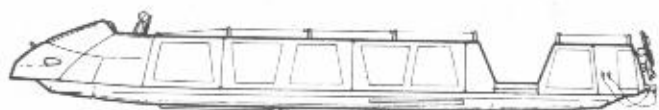




Chariot Command Speeder



Hoverscout



Personnel Skiff



ULAV



Tramp Shuttle



Snowspeeder



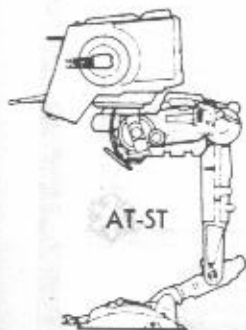
Freerunner



Repulsorlift Sled



Mobquet Overracer



AT-ST



AT-PT



Compact Assault Vehicle

kmh, body strength 3D. Weapons: double laser cannon (fire-linked, fire control 2D, damage 4D+2), power harpoon (fire control 2D, damage 3D). (See *Star Wars, Revised and Expanded*, p. 244.)

SKIFFS

Personnel Skiff (Ubrikkian Personnel Skiff Model IV; Rebel). Speeder-scale, maneuverability 0D, move 35; 100 kmh, body strength 1D. (See *Rebel Alliance Sourcebook*, p. 111.)

SAIL BARGES

Gefferon Pleasure Craft Eclipse. Speeder-scale, maneuverability 0D, move 28; 80 kmh, body strength 2D. (See *Star Wars, Revised and Expanded*, p. 245.)

GROUND VEHICLES

Compact Assault Vehicle (Nen-Carvon CAVw PX-10; Imperial). Speeder-scale, maneuverability 1D, move 90; 260 kmh, body strength 3D+2. Weapons: medium blaster cannon (fire control 2D, damage 5D). (See *Imperial Sourcebook*, p. 70.)

Juggernaut (Kuat Drive Yards' HAVw A5 Juggernaut; Imperial). Walker-scale, maneuverability 0D, move 70; 200 kmh (8; 25 kmh when turning), body strength 5D. Weapons: 3 heavy laser cannons (fire control 2D, damage 6D), medium blaster cannon (fire control 1D, damage 4D), 2 concussion grenade launchers (fire control 1D, damage 3D+1). (See *Imperial Sourcebook*, pp. 69–70.)

Mobile Command Base (Nen-Carvon PX-4 Mobile Command Base; Imperial). Speeder-scale, maneuverability 0D, move 35; 100 kmh, body strength 7D. Weapons: heavy laser cannon (fire control 2D, damage 4D+2). (See *Imperial Sourcebook*, p. 71.)

HOVER VEHICLES

Hoverscout (Merkuun Hoverscout; Imperial). Speeder-scale, maneuverability 1D, move 70; 200 kmh, body strength 3D. Weapons: 1 heavy blaster cannon (fire control 1D, damage 6D), 1 laser cannon (fire control 1D, damage 2D), concussion missile launcher (fire control 2D, damage 4D). (See *Imperial Sourcebook*, pp. 78–79.)



To: _____
 From: _____
 Subject: _____

Message follows:



To: _____
 From: _____
 Subject: _____

Message follows:

WANTED

Name: _____
 Species: _____
 Sex: _____
 Homeworld: _____
 Known Associates: _____

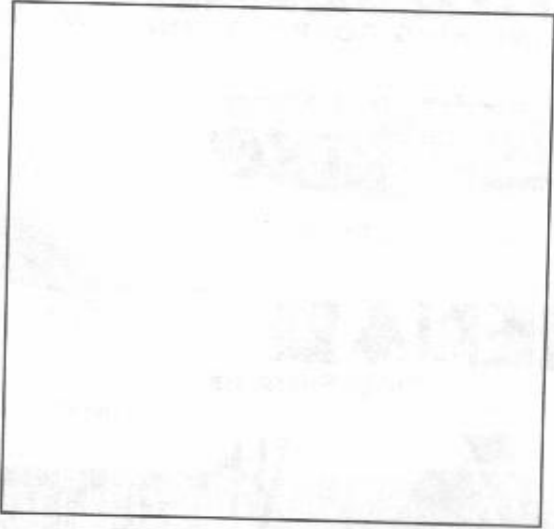
 Bounty: _____
 Classification: _____
 Application Conditions: _____

 Bonus: _____

 Determent: _____

 Crimes: _____

 Brief: _____



Originator: _____
 Receiver: _____

Permission granted to photocopy for personal use.



Corporate Logos and Organizational Emblems

Any of these corporate or organization logos can be used to customize player handouts. The players may get messages from New Republic High Command,

receive files sliced out of the Siemar Fleet Systems mainframe or get the latest data retrieved by the Bothan spynet ...



The New Republic



TELGORN CORP

*Bio*tech

INGCOM

BOS
BUREAUS OF SHIPS AND SERVICES



Kailio Entertainments

**INDUSTRIAL
AUTOMATON**



IMPERIAL HOLOVISION

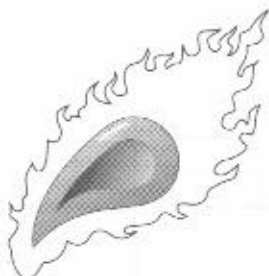


Corporate Sector Authority

**CORELLIAN
ENGINEERING CORPORATION**



Loronar Engineering



"The Blazing Claw"
Generic Pirate Symbol



First Sun
Mobile Regiment
Mercenary Emblem



Solonar Rangers
Mercenary Emblem

SIENAR
Fleet Systems



Ikas-Adno



Genetech Laboratories



Santhe Corp

SOROSUUB



Republic Engineering Corporation

7M003-V14
V1A071A0M71A07
407007K-10A

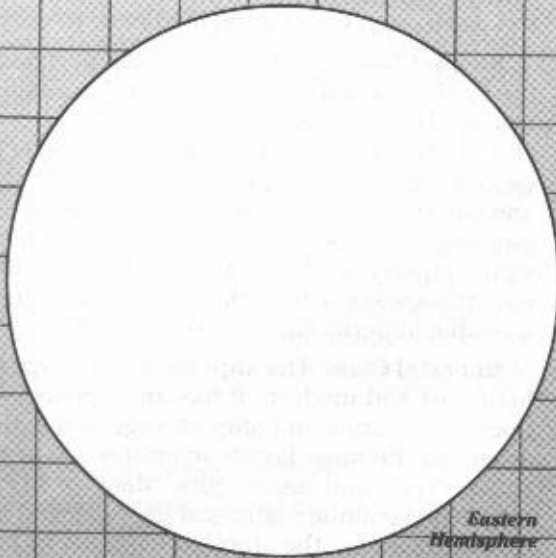


Sector Rangers

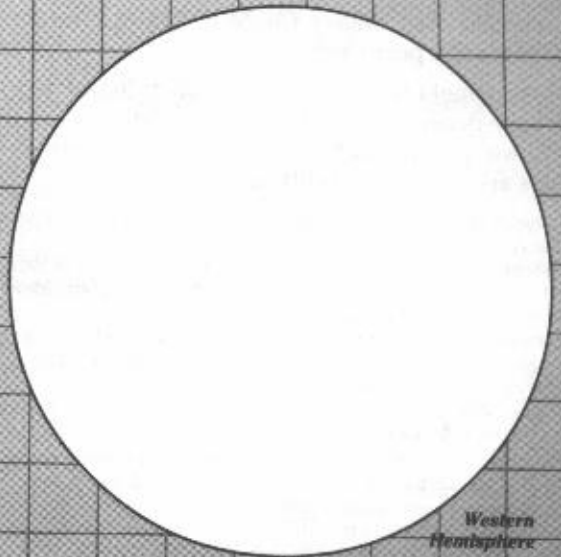
Permission granted to photocopy for personal use.

PLANET LOG

Planet Name: _____



Eastern Hemisphere



Western Hemisphere

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

Sapient Species: _____
 Starport: _____
 Population: _____
 Planet Function: _____
 Government: _____
 Tech Level: _____
 Major Exports: _____
 Major Imports: _____

System Name: _____

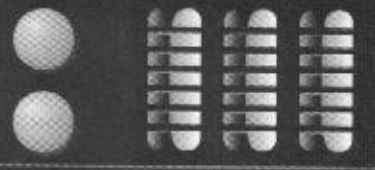
Star Name: _____

Orbital Bodies:

Name	Planet Type	Moons
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

World Map Terrain Key

- | | | | |
|--------------------|------------------|-----------|------------------|
| Plains | Barren Rock | Hills | Plateau |
| Desert | Water | Mountains | Canyon |
| Swamp | Ice | Volcanoes | City |
| Forest | Urban/Industrial | Craters | Spaceport |
| Jungle/Rain Forest | | | Site of Interest |



Permission granted to photocopy for personal use.



Starport Information

Compiled from Galaxy Guide 6: Tramp Freighters and Platt's Starport Guide.

Most planets have a small starport; major worlds may have dozens. Each starport's information is broken down into 10 categories for easy reference (examples are given in parentheses):

Starport Name: The name of the starport. (Meruud Memorial Spaceport, Boledge Downport.)

System: The name of the system where the starport is located, followed by the planet (if applicable). (Meruud system, Meruud; Boledge system, Boledge.)

Starport Type: The type of starport as described by standard Imperial classification codes: Imperial class, stellar class, standard class, limited services or landing field.

Traffic: The intensity of traffic at this facility — rare, slow, moderate, busy or high.

Control: The form of traffic control used to monitor starships landing and taking off — either droid, controller or none.

Landing: The form of landing assistance used to bring ships from the landing traffic pattern to the landing site (landing team, directional beacon, tractor beam, none).

Docking Areas: The form of docking facilities available (docking bays, landing pads, field, starport gate).

Docking Fee: The fee charged daily for occupying a docking area, listed as a certain number of credits per local day.

Customs: Defines the authority (either Imperial or local) conducting customs inspections, and whether those inspections are by a patrol visiting the vessel or at a starport cargo checkpoint.

Services: Services offered and located within and near the starport district. Includes food, lodging, repair facilities, entertainment, storage bays, and vehicle rentals.

Starport Types

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

Limited Services. These starports usually have a small command tower with a signal beacon to help guide incoming ships. There are often maintenance sheds for rent, where starship crews can effect primitive repairs. This type of port has limited storage and docking capacity, and in many cases ships must land nearby and crews must walk to the port if all docking areas are filled. Most major supplies must be purchased elsewhere.

Standard Class. The standard class starport has a fully staffed and equipped flight command center, and offers restocking services and a small shipyard capable of minor repairs and modifications. Starship work can cost up to double normal prices and take more than twice as long to accomplish; the quality of

the work often varies from mediocre to very good.

Stellar Class. The stellar class starport has facilities for landing and docking nearly any classification of vessel. There are sometimes a number of different shipyards surrounding the port — these facilities are capable of performing nearly any sort of ship repair and customization the owners wish (and are willing to pay for). Repairs and modifications are often of advanced quality and are moderately affordable. There is nearly always an Imperial Customs office on-site and a sizable Imperial Navy presence in-system.

Imperial Class. The Imperial class starport is quite luxurious and modern. It has an impressive array of docking facilities and ship storage and maintenance areas. All the most lavish amenities are available for ships' crews and passengers. Many of the system's merchants maintain offices at the port, and it may not be necessary for the starship captains to even leave the port to conduct their business. The starship maintenance facilities are capable of high-quality repairs and modifications, though the services may not come cheap or quickly. The customs office for this quality port is probably staffed by highly competent officers. The Empire usually maintains a formidable military presence in Imperial class starports, and minor infractions are dealt with to the full extent of the law; troublemakers are unwelcome. Starport control and Imperial Navy conducts thorough ship and captain identification checks to weed out smugglers and other undesirables.

Starport Fees

Docking Fees

These vary from spaceport to spaceport, but most spaceports of standard class size or larger charge 50 credits per standard day. A particularly busy Imperial class starport might charge up to 150 credits per day.

Standard Maintenance and Restocking

Every spaceport of standard class or better will automatically perform standard restock and maintenance on any ship that has landed, typically within one planetary day of the ship's arrival. Spaceports also automatically charge the fees for these services — to avoid this extra charge, ship captains must specify that they are declining these services.

Standard restock includes replenishment of all necessary fluids — water, lubricating fluids, and coolants — oxygen and other life support gases, and basic proteins for food converter systems (though it does not cover luxury items such as fresh food and liquor). Waste removal, decontamination and landing-gear stress checks are also performed automatically, and



are covered by the docking fees.

The standard maintenance package covers replacement of air filters, gravitational disks and ablative heat shields. A mechanic droid will also re-calibrate the intake and firing cells of the ion engine, and do basic maintenance on the hyperdrive.

Some poverty-stricken tramp freighters avoid restocking their ship until their stock of consumables runs out, but this is quite dangerous: if the ship is stranded for any reason, the crew could die of starvation before rescuers arrive.

The cost for restocking is based on what is called a "base fee." Most starports in fairly well traveled routes charge around 10 credits as a base fee, while isolated starports (such as some in the Outer Rim Territories) may charge a base fee as high as 35 credits (since food and supplies are expensive to ship to such out of the way locales). The formula for determining the total restocking fee is:

Base fee

x total crew and passenger capacity

x number of days worth of consumables to be renewed

= restocking fee

Maintenance Overhaul

After every 20 hyperspace jumps, a ship should have a complete overhaul and certain components of the engines should be replaced. It's up to the gamemaster to decide what happens to ships that don't get this overhaul — a complication on the Wild Die might mean the hyperdrive misjumps or even blows out.

The cost of a maintenance overhaul is around 1,000 credits on the average, but vessels that have been heavily modified or see an inordinately high amount of usage can cost as much as 5,000 credits.

Starport Flight Protocols

METOSP

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

METOSPs exist to inform spacers — they're one-way broadcasts usually sending prerecorded messages updated daily or as conditions change. This channel is not for responses or information queries. Spacers with questions often wait until they contact starport control before obtaining more specific information. Most Imperial, stellar and standard class starports broadcast METOSPs on a standard comm channel. Few limited services starports have METOSPs, so spacers need to rely on their sensors and visual scanning to assess whether there are any traffic problems.

Spacers are advised to tune in to a METOSP channel as soon as they enter a system: a METOSP may contain

information regarding Imperial Navy activity, starport traffic tie-ups, piracy threats, or astrographical problems like meteor showers. METOSPs also provide general information, including an abbreviated starport profile, and often a planetary profile, as well as important landing information and the comm channel where starport control can be reached.

Arrival Procedures

After arriving in the destination system and checking for any METOSPs, switch over to the starport control comm channel — usually given in the system's METOSP or planetary or starport profile in starship computers. Spacers can also scan the comm channels for starport control, although most remote ports don't have a control signal.

Standard protocol upon contacting starport control is to verbally identify the incoming ship and captain's name. Controllers may ask for last port of call, contents of cargo bay or number of passengers and crew aboard, although this varies wildly from port to port. During this short interrogation, starport officials are often double-checking the verbal identification information against their BoSS databank records and the incoming ship's transponder code — a process known among starport controllers as "transponder verification," or TransVere.

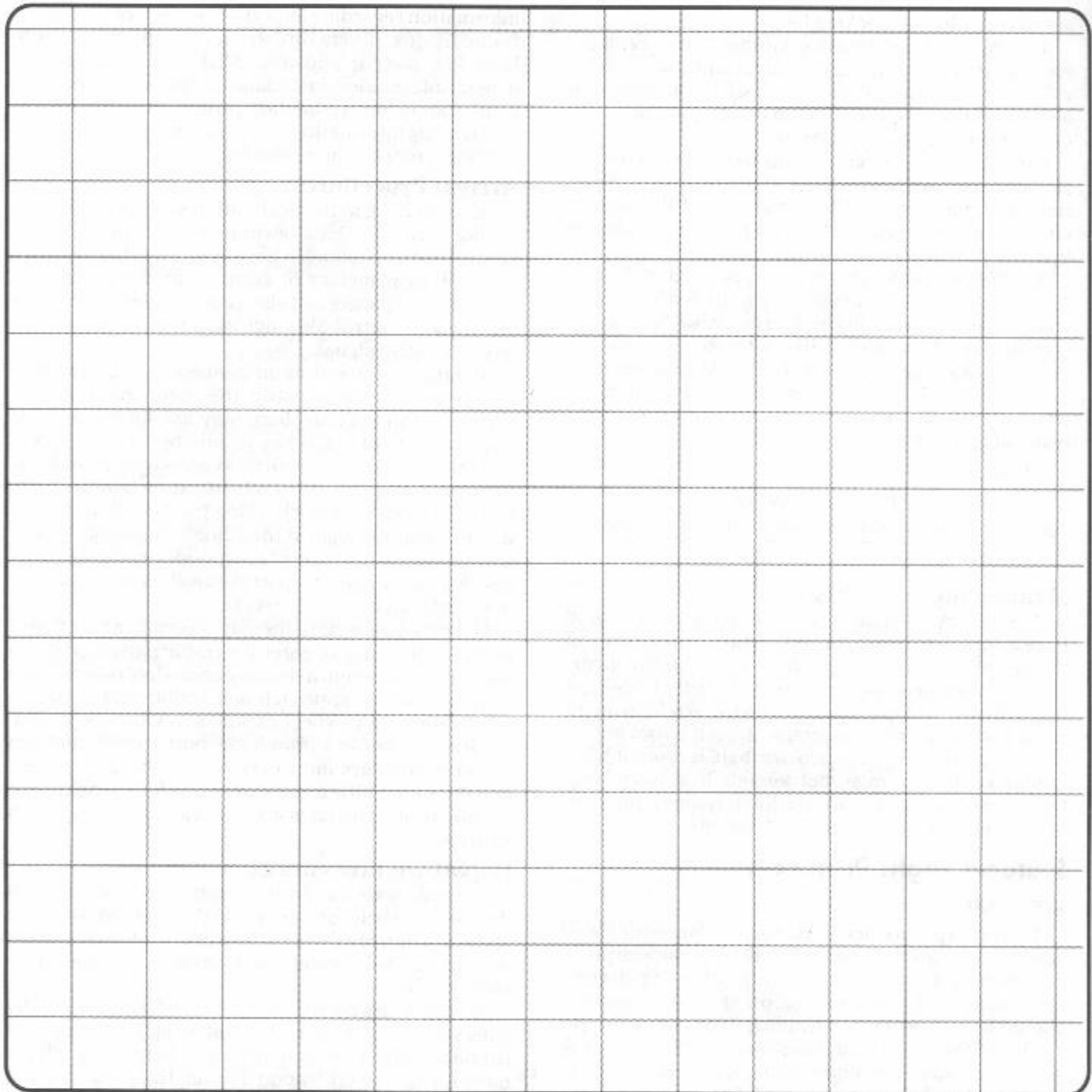
Once they've verified the ship's identification, they'll provide clearance to enter the traffic pattern, drop in and land, and assign a docking area. Controllers often provide specific approach and traffic vector course information they expect captains to follow — deviating from a course within a starport's traffic pattern sometimes incurs fines between 50 and 200 credits. Penalties are a little more severe if a ship causes major problems and the fines are the least of the captain's worries.

Departure Procedures

According to standard regs, the first thing a ship does — even before warming up the ion drive — is give starport control a call to request departure clearance. As with arrivals, obtaining clearance to take off involves a TransVere.

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

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



NOTES

- Charts reflect most recent updates; actual travel times and hazards may differ. Check local navigation bureaus for current information.
- Numbers alongside routes represent standard hyperspace durations with Class 1 hyperdrive (x1). Travel times subject to local conditions.
- w = weeks. d = days. h = hours.
- Local referent grid centered on sector capital: _____.

KEY

- main hyperspace routes
- secondary hyperspace routes
- restricted access routes
- system
- sector capital
- restricted system
- space station or other artificial construct
- navigational hazard

**CORELLIAN
MERCHANTS' GUILD
ASTROGRATION
CHART**

Sector:

Sector Capital:

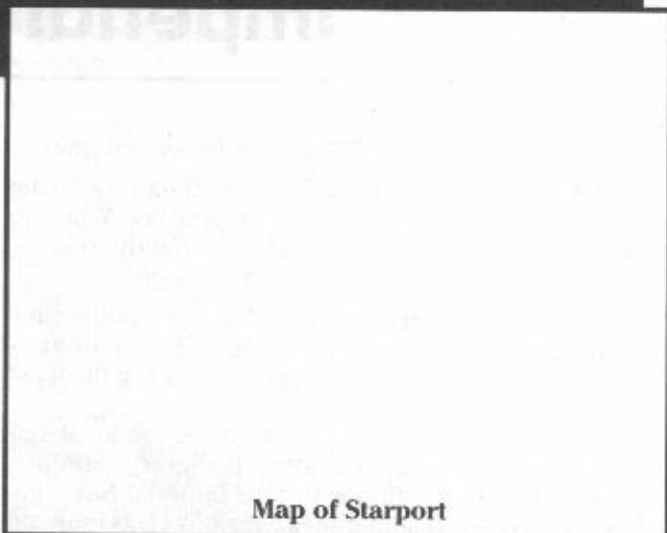
Grid coordinate notations indicate direction from origin in accordance with Imperial standards:

- Galactic North
- Galactic South
- Galactic East
- Galactic West



STARPORT LOG

Starport Name: _____
 System: _____
 Starport Type: _____
 Traffic: _____
 Control: _____
 Landing: _____
 Docking Areas: _____
 Docking Fee: _____
 Customs: _____
 Services: _____

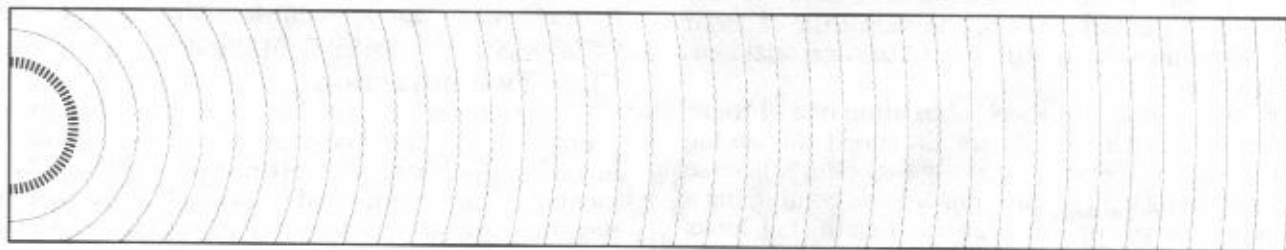


Map of Starport

System Map

System Name: _____

Star Name: _____

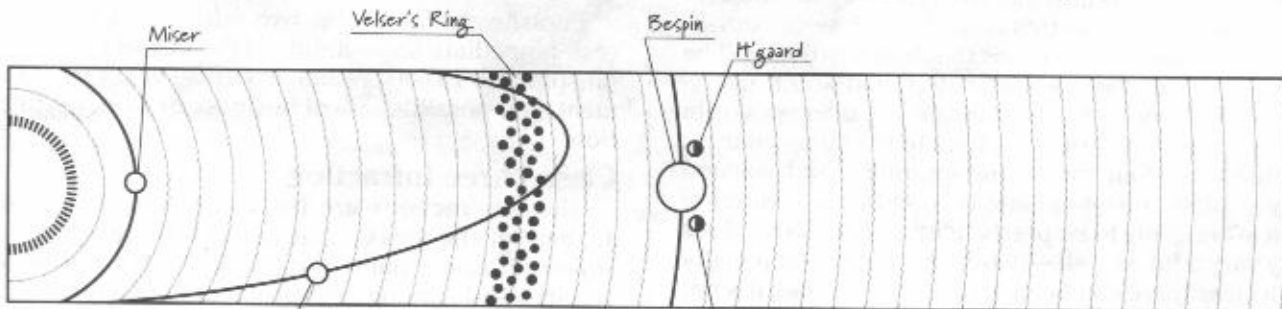


- Planet ●●● Asteroid field ☪ Space station ▼ Space hazard
- Moon ☄ Comet ☒ Military base

System Map

System Name: Bespin

Star Name: Bespin



• Erratic eight-month orbit approaches Miser's orbit at one end, passes through Vekser's Ring at other, then returns through the Ring after one month.

- Planet ●●● Asteroid field ☪ Space station ▼ Space hazard
- Moon ☄ Comet ☒ Military base

Permission granted to photocopy for personal use.



Imperial Infractions

From the datapad of Platt Okeefe, famed smuggler ...

Many people — particularly those affiliated with the Rebellion — tend to run afoul of Imperial law. While no one ever plans on getting caught, it's handy to know what can happen to you if you do mess up...

The Imperial Penal References (ImPeRe) divide criminal offenses into five different classes of infractions — class ones being the worst, class fives being the least severe.

The penal references are enforced by local law enforcement groups (including planetary militias), Imperial Customs officials and the Imperial Navy. Enforcement officials sometimes overlook class four and five infractions, sometimes in practice and sometimes in exchange for a "personal benefit fee," more commonly known as a bribe. Most local law enforcement groups are fairly lax, while Imperial Customs officers tend to have their own personal extremes. The Imperial Navy is perhaps the most impersonal enforcement group, blindly enforcing all regulations in the Imperial Penal References with little regard to "personal benefit" incentives.

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

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

Please note that the following descriptions are limited to trade and starship operations. All kinds of local laws can (and will) mess up your day. Since local officials are allowed to classify crimes, you wouldn't believe what some worlds consider a class one infraction. Of course, some crimes (such as murder) will be a class one or class two infraction just about everywhere. Additionally, some officials are overzealous in protecting their worlds and tend to trump up charges — that class four for having an unlicensed weapon may be blown up into a class two, and your avenues of appeal are going to be pretty limited. Actual penalties may vary a lot as well — while the suggested penalty for a class three can be up to two years in jail, it's not unknown for some local constable to decide to put you away for a decade.

Some METOSPs will have information about unusual local laws, but don't assume that just because the METOSP doesn't say anything that unusual laws aren't in place. Ask around at the starport to find out

what laws may be lying around waiting to be used on unsuspecting spacers. As always, be careful!

Class One Infraction

These infractions are the most heinous in the Empire — or so COMPNOR claims. Spacers committing class one infractions who manage to escape are branded outlaws, pirates or Rebels, and they are the prey of bounty hunters and quite often Imperial forces sent out to capture them. Class one infractions include the following crimes:

- Conspiring to overthrow the Empire.
- Treason against the Empire.
- Possession of a cloaking device.
- Attacking another vessel.
- Aggression against Imperial personnel.

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

Class Two Infraction

These offenses are still fairly serious, although you probably won't be branded an "Enemy of the Empire" for committing them. Most of these were initially implemented to curb pirate and organized criminal activities, but now are applied to Rebels, too. Class two infractions include:

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

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

Class Three Infraction

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



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

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

Class Four Infraction

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

- Purchase or transportation of any narcotic without a permit.
- Purchase or transportation of any goods requiring a permit or fee without required permit or proof of fee

payment (rated with an F).

- Purchase or use of any vessel while lacking a ship's operating license and captain's accredited license.
- Possession, purchase or transportation of unrestricted items in quantity without proper taxation.

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

































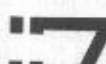
















Class Five Infraction

These are fairly minor infractions often incurring nothing more than a fine — something which can often be avoided with "personal benefit fees" directed to the prosecuting officer. They mostly encompass local import and export laws (don't forget to tune into your METOSPs to hear about any trade restrictions) as well as starship safety regulations. Class five infractions include:

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

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

The Aurebesh

								
Aurek (a)	Besh (b)	Cresh (c)	Dorn (d)	Esk (e)	Forn (f)	Grek (g)	Herf (h)	Isk (i)
								
Jenth (j)	Krill (k)	Leth (l)	Mern (m)	Nern (n)	Osk (o)	Peth (p)	Qek (q)	Resh (r)
								
Senth (s)	Trill (t)	Usk (u)	Vev (v)	Wesk (w)	Xesh (x)	Yirt (y)	Zerek (z)	Cherek (ch)
								
Enth (ae)	Onith (eo)	Krenth (kh)	Nen (ng)	Orenth (oo)	Shen (sh)	Thesh (th)	(,)	(.)
								
(?)	(!)	(:)	(;)	(-)	(")	(')	(´)	(´)
								
(())	/ /	(Credits sign)					

Note: Horizontal lines are provided to show position of marks relative to top edge and baseline of letters.

Permission granted to photocopy for personal use.



A Timeline of Events

The basic reference for this timeline is "SW4" (for *Star Wars IV: A New Hope*), where Luke Skywalker destroyed the first Death Star over Yavin IV.

BSW4 = Before *Star Wars IV: A New Hope*

ASW4 = After *Star Wars IV: A New Hope*

25,000+ BSW4 Hyperdrive invented. Barbarian warlords such as Xim the Despot rule portions of the galaxy. Galactic Republic founded. Jedi Knights appear.

(Depicted in *Han Solo and the Lost Legacy*)

5,000 years BSW4 Golden Age of the Sith.

(Depicted in *Golden Age of the Sith*)

4,000 years BSW4 The Great Sith War.

(Depicted in *Tales of the Jedi, Dark Lords of the Sith and The Sith War*)

35 years BSW4 Clone Wars end.

29 years BSW4 Han Solo born in the Corellian star system

Fall of the Republic A dark period of corruption and social injustice sweeps through the Republic, paving the way for Senator Palpatine's rise to power.

18 years BSW4 Luke Skywalker and Leia Organa born and placed in hiding.

1-5+ years BSW4 Young gambler Lando Calrissian, owner of the *Millennium Falcon*, explores the remote region of space known as the Centrality and battles Rokur Gepta, a being believed to be the last sorcerer of the planet Tund.

Han Solo and Chewbacca operate as smugglers. Their travels take them to the Corporate Sector, the Tion Hegemony, the Hutt Space worlds of Nar Shaddaa and Nal Hutta, and other regions of the galaxy.

Artoo-Detoo and See-Threepio share a series of misadventures in places such as Boonta, Tammuz-an, Roon system, Hosk Station and Kalarba.

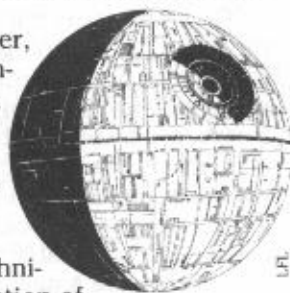
(Depicted in *The Lando Calrissian Adventures [Lando Calrissian and the Mindharp of Sharu, Lando Calrissian and the Flamewind of Oseon and Lando Calrissian and the Starcave of Thonboko]*, *The Han Solo Adventures [Han Solo at Stars' End, Han Solo's Revenge and Han Solo and the Lost Legacy]*, *Dark Empire, Tales from the Mos Eisley Cantina, Droids [Marvel], Droids [Dark Horse, several series], The*

Ewoks and Star Wars Droids Adventure Hour [television series] and Star Wars: The Essential Guide to Characters)

SW4 The Battle of Yavin. Luke Skywalker destroys the first Death Star.

Project Dark Trooper, under direction of Imperial Admiral Mohc, foiled by Rebel agents.

(Depicted in *Star Wars IV: A New Hope and Dark Forces*)



0-3 years ASW4 Verpine technicians, under the direction of then-Commander Ackbar, develop the B-wing fighter.

Luke, Han and Princess Leia conduct many missions on behalf of the Rebellion. Their travels take them to many planets, including Circarpous V (Mimban), Ord Mantell and Daluuj. They confront such notorious individuals as Crimson Jack, Valance, Skorr and Baron Tagge.

After being forced from Yavin IV, the Rebels relocate briefly to the planet Thila before establishing Echo Base on Hoth. During the evacuation of Yavin, Rebel General Dodonna is thought killed — but is actually captured by Imperial forces. (He is later rescued by a Rebel strike team.)

Admiral Zaarin's attempt to stage a coup and seize the Imperial throne is foiled, while Siemar Fleet Systems and military engineers develop the TIE interceptor, TIE advanced (or "TIE Avenger") and TIE defender.

Strange occurrences in the Dreighton Nebula lure Rebel forces into the middle of a top-secret military project under the direction of Imperial Admiral Sarn.

(Depicted in *Strike Force Shantipole, Star Wars Sourcebook, Classic Star Wars, Splinter of the Mind's Eye, Galaxy Guide 1: A New Hope, Star Wars Galaxy Magazine [Issue 6], various Star Wars [Marvel] issues, Dark Empire, Dark Empire Sourcebook, TIE Fighter, Star Wars: The Essential Guide to Vehicles and Vessels and Rebel Assault II*)

3 years ASW4 The Battle of Hoth. The main Rebel base is destroyed. Boba Fett captures Han Solo. Luke Skywalker confronts Darth Vader on Cloud City.

(Depicted in *Star Wars V: The Empire Strikes Back*)

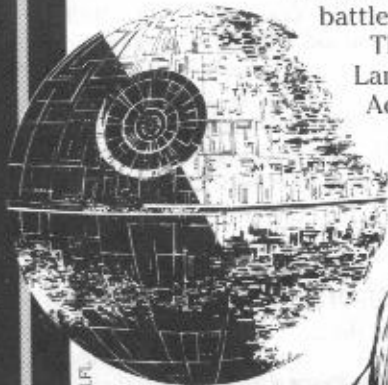


3-4 years ASW4 Rebel strike team destroys Tarkin Project in Patriim system and Alliance High Command establishes temporary base on forest world of Arbra. Leia, Lando Calrissian, Chewbacca and Luke concentrate on finding Boba Fett and rescuing Han Solo. Rebel spy Tay Vanis' efforts provide information that confirms data later stolen by Bothan spies.

Galactic criminal leader Prince Xizor plots the assassination of Luke Skywalker. Leia Organa, Luke and Lando track Boba Fett to the Imperial enclave moon of Gall hoping to save Han Solo. Bothan spies capture the plans to the Second Death Star.

(Depicted in *Star Wars: The Essential Guide to Characters*, *Star Wars: The Essential Guide to Vehicles and Vessels*, various *Star Wars* [Marvel] issues and *Shadows of the Empire*)

4 years ASW4 Luke Skywalker frees Han Solo; Jabba the Hutt dies during the battle.



The Battle of Endor. Lando Calrissian and Admiral Ackbar lead the attack that destroys the second Death Star.

Luke Skywalker confronts the Emperor and Darth Vader; Palpatine dies when Vader redeems himself and turns on his former master.



Luke Skywalker leads a small Rebel task force to Bakura, devastating an advance Ssi-ruuvi invasion force. Rebels establish Alliance of Free Planets interim government, fending off Nagai and Tof invasions from a distant star cluster. (Invasions classified.)

One month after Endor, the New Republic is declared by Mon Mothma and the fledgling government begins the work of reuniting the galaxy.

(Depicted in *Star Wars VI: Return of the Jedi*, *The Truce at Bakura*, *The Truce at Bakura Sourcebook*, *Heir to the Empire Sourcebook*, *Star Wars: The Essential Guide to Characters*, *Star Wars: The Essential Guide to Vehicles and Vessels* and various *Star Wars* (Marvel) issues)

5 years ASW4 New Republic forces, while trying to consolidate power, face repeated challenges from military factions and pretenders to the Imperial throne.

(Depicted in *The Glove of Darth Vader*, *The Lost City of the Jedi*, *Zorba the Hutt's Revenge*, *Mission from Mount Yoda*, *Queen of the Empire* and *Prophets of the Dark Side*)

7 years ASW4 The New Republic has expanded rapidly and prepares for a final push into the Core Worlds.

Coruscant held by Ysanne Isard, a rogue Imperial leader described as the "Emperor in all but name." Also known as "Iceheart," Isard unleashes a deadly plague that only affects aliens. The New Republic, headed by Rogue Squadron, liberates Coruscant.

(Depicted in the *X-wing* novel series [*Rogue Squadron*, *Wedge's Gamble*, *The Krytos Trap* and *Rogues Unbound*])

8 years ASW4 The New Republic fights several campaigns against rogue Imperial warlords. Hapan Prince Isolder seeks the hand of Princess Leia Organa in marriage. Warlord Zsinj killed over the planet Dathomir. Han Solo weds Leia Organa.

The New Republic corvette *FarStar* pursues Imperial Moff Sarne into unexplored space searching for the source of the mysterious "DarkStryder technology." Incident classified by New Republic High Command.

(Depicted in *The Courtship of Princess Leia* and *The DarkStryder Campaign* [*The DarkStryder Campaign Boxed Set*, *The Kathol Outback* and *The Kathol Rift*])

9 years ASW4 Grand Admiral Thrawn's campaign nearly succeeds in toppling the New Republic, reducing its sphere of influence to less than half of the galaxy. Luke Skywalker confronts the mad Jedi Joruu C'baoth. Smuggler Talon Karrde allies with the New Republic. Jacen and Jaina Solo born to Han Solo and Leia Organa Solo.



(Depicted in *Heir to the Empire*, *Dark Force Rising* and *The Last Command*)

10-11 years ASW4 The remnants of the Empire drive the New Republic from Coruscant, with much of the planet devastated during the

subsequent Imperial Civil War. Under the direction of a reincarnated Emperor Palpatine, Imperial forces make large gains. Despite the introduction of many new weapons such as World Devastators and tank droids, the Empire is defeated. Anakin Solo born to Han Solo and Leia Organa Solo.

(Depicted in *Dark Empire*, *Dark Empire II* and *Empire's End*)

11 years ASW4 Imperial forces from the secret Maw Installation, under the command of Admiral Daala, attack the New Republic using an experimental weapon named the Sun Crusher. Princess Leia becomes New Republic Chief of State. Luke Skywalker establishes his Jedi praxeum (academy) on Yavin Four.

(Depicted in *The Jedi Academy Trilogy* [*Jedi Search*, *Dark Apprentice* and *Champions of the Force*])

12 years ASW4 The ancient Imperial Dreadnaught *Eye of Palpatine* is reactivated to hunt down and destroy all surviving Jedi descendants.

(Depicted in *Children of the Jedi*)

13 years ASW4 Admiral Daala's war fleet strikes against the New Republic. Criminal mastermind Durga the Hutt schemes to build the "Darksaber" super weapon.

Luke Skywalker, Princess Leia and Callista must join forces against a powerful Imperial force based on the mysterious planet Nam Chorios.

(Depicted in *Darksaber* and *Planet of Twilight*)

14 years ASW4 Jacen, Jaina and Anakin Solo are kidnapped on planet Munto Codru.

Waru, an alien living aboard Crseih Re-

search Station, gains fame as a charismatic faith healer, but is part of a sinister plot against the New Republic.

(Depicted in *The Crystal Star*)

16 years ASW4 New Republic Chief of State Leia Organa Solo confronts a deceptively powerful alien force, while Luke Skywalker investigates rumors about his family history.

(Depicted in *The Black Fleet Crisis* [*Before the Storm*, *Shield of Lies* and *Tyrant's Test*])

17 years ASW4 One of Luke Skywalker's old enemies launches a campaign of terror against the New Republic to force a final showdown with the Jedi.

(Depicted in *The New Rebellion*)

18 years ASW4 Han Solo and New Republic Intelligence work together to discover the truth behind a Corellian terrorist organization.

(Depicted in *The Corellian Trilogy* [*Ambush at Corellia*, *Assault at Selonia* and *Showdown at Centerpoint*])

19 years ASW4 The New Republic faces impending civil war and rumors abound that a ruthless foe from the past has returned ...

(Depicted in *The Hand of Thrawn*)

21+ years ASW4 Anakin Solo attends Luke Skywalker's Jedi praxeum on Yavin 4.

(Depicted in the *Junior Jedi Knights* novel series)

23+ years ASW4 Jacen and Jaina Anakin Solo attend Luke Skywalker's Jedi praxeum on Yavin 4.

(Depicted in the *Young Jedi Knights* novel series)



Rules Summaries

The section supplements the gamemaster screen for quick reference during game play. For more information, see the appropriate chapter in *Star Wars, Revised and Expanded*.

Chapter One: Characters

Character Advancement

Improving Skills

- May improve a skill one pip between adventures.
- Specializations are separate skills; they do not improve if you increase the skill (and vice versa).
- *Teacher.* Anyone with a skill equal to or higher than character's skill code after training can teach.

Skills. *Character Point Cost:* Number before the "D." *Training Time:* None if character used skill in last adventure. Otherwise, one day per Character Point spent if character has a teacher; two days per Character Point if character is training on his own. May reduce training time one day per additional Character Point spent (minimum: one day).

Specializations. *Character Point Cost:* 1/2 the number before the "D." *Training Time:* See rules for skills.

Advanced Skills. *Character Point Cost:* Two times the number before the "D." *Training Time:* One week per Character Point spent with a teacher; two weeks per Character Point if character is training on his own. Characters must train; may reduce training time one day per additional Character Point spent (minimum: one week).

Notes: Character must have prerequisite skills. A normal advanced skill costs 2 Character Points to get at 1D. Some advanced skills have different rules. Check the skill's description.

Attributes. *Character Point Cost:* Ten times the number before the "D." *Training Time:* One week per Character Point spent with a teacher; two weeks per Character Point if character training on his own. Characters must train; may reduce training time one day per additional Character Point spent (minimum: one week).

Notes: Character rolls new attribute; the gamemaster rolls the attribute's maximum (listed in species description).

If the character's roll is lower, attribute increases. If gamemaster rolls lower, attribute does not improve; character receives half of Character Points back.

If attribute improves, all skills and specializations (except advanced skills) covered by attribute also improve one pip.

Move. *Character Point Cost:* Current Move. *Training Time:* One week per Character Point with a teacher;

two weeks per Character Point without. Characters must train; may reduce training time one day per additional Character Point spent (minimum: one week).

Note: Move may not be improved above maximum Move for species.

Force-sensitive. *Character Point Cost:* 20 Character Points. *Training Time:* None.

Note: Characters may not "lose" their Force-sensitivity.

Chapter Two: Attributes and Skills

Strength Skills

Lifting

Difficulty based on how much the character wishes to lift and how long it will be carried.

Weight	Difficulty Level
10 kg	Very Easy
50 kg	Easy
100 kg	Moderate
200 kg	Difficult
500 kg	Very Difficult
750 kg	Heroic
1 metric ton	Heroic+10
1.5 metric tons	Heroic+20
2 metric tons	Heroic+30
2.5 metric tons	Heroic+40
3 metric tons	Heroic +50

Time	Difficulty Level Increase
1-6 rounds (up to 30 seconds)	No increase
7 rounds-3 minutes	+1 difficulty level
Up to 10 minutes	+2 difficulty levels
Up to 30 minutes	+3 difficulty levels
Up to 1 hour	+4 difficulty levels

Chapter Four: The Rules

Preparing. At your discretion, a character who spends twice as long to complete a task receives a +1D bonus. Character can do nothing else.

Rushing. At your discretion, characters can "rush" an action that takes two rounds or longer.

Character is trying to do the task in half of the time; roll half of the character's skill.

Combined Actions. Two or more characters can *combine actions*. (The only other thing a combining character can do is roll reaction skills.)



Character in group with highest *command* or *Perception* is the leader: can combine as many characters as he has *command* skill dice.

Leader rolls *command*. If leader's just supervising, roll full *command* skill. If commanding and working on the task, counts as two actions (-1D penalty to his *command* roll).

Command difficulty is based on complexity of task, precision needed for task and skill level of characters involved.

If *command* roll is successful, combined action bonus is +1D for every three characters combining. Add +1 for one "extra" character; +2 for two "extra" characters.

If commander fails the *command* roll, subtract -1D from the bonus for every point the roll failed by. (Bonus cannot go below 0D.)

The combined action bonus is added to character with the highest skill who's working on the task.

If a group of characters are combining actions on a combat task, bonus can be split between the attack roll and the damage roll. If the task requires two or more skill rolls, the bonus can be split up among any of these rolls.

Character Elements

Character Points

Character Point limits:

- Two to improve a skill or attribute roll or to increase the damage of an attack.
- Five to improve a specialization roll.
- Five on any reaction skills or to increase a *Strength* roll to resist damage.

Force Points

Can spend one Force Point in a round; all skills, attributes and special ability die codes are doubled for the rest of that round.

Anything that's not part of the character — weapon damage die codes, starship hull die

codes and so forth — is *not* doubled.

Character may not spend Character Points in the same round that a Force Point is used.

- Non-Force-sensitive characters may have a maximum of five Force Points.
- Force-sensitive characters can have any number of Force Points.

Chapter Five: Combat and Injuries

Damage Notes

Stunned characters: An Easy *first aid* total can revive an unconscious character.

Incapacitated characters: A Moderate *first aid* total can revive an incapacitated character. The incapacitated character is awake, but is groggy, cannot use skills, and can only move at half his "cautious" rate.

Mortally wounded characters: A Moderate *first aid* total can "stabilize" a mortally wounded character. Character is still mortally wounded but will survive if a medpac is used within one hour (Moderate *first aid* total); otherwise, he dies.

Brawling. Very Easy difficulty. Damage is character's *Strength*.

Damaged Weapons

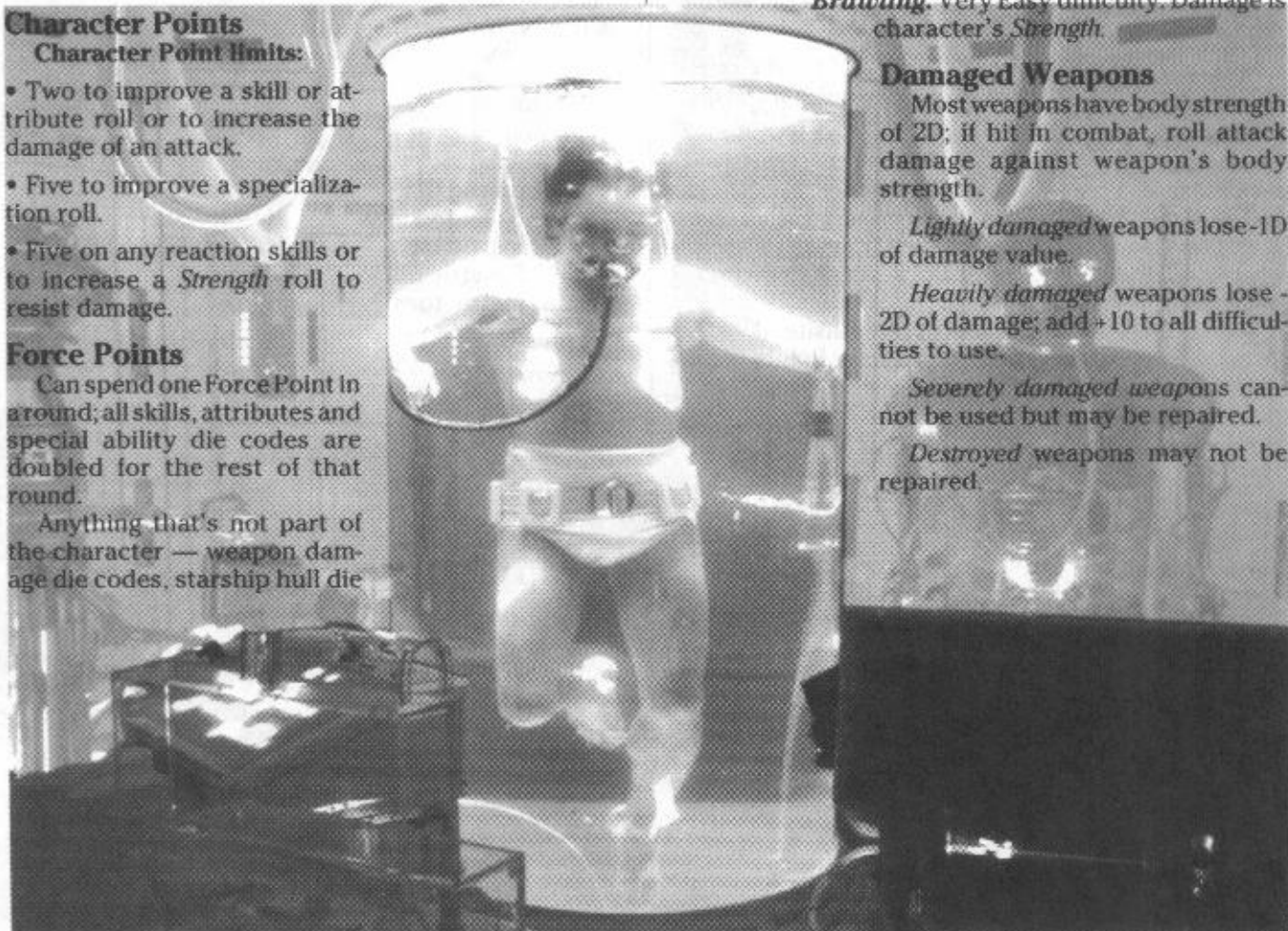
Most weapons have body strength of 2D; if hit in combat, roll attack damage against weapon's body strength.

Lightly damaged weapons lose -1D of damage value.

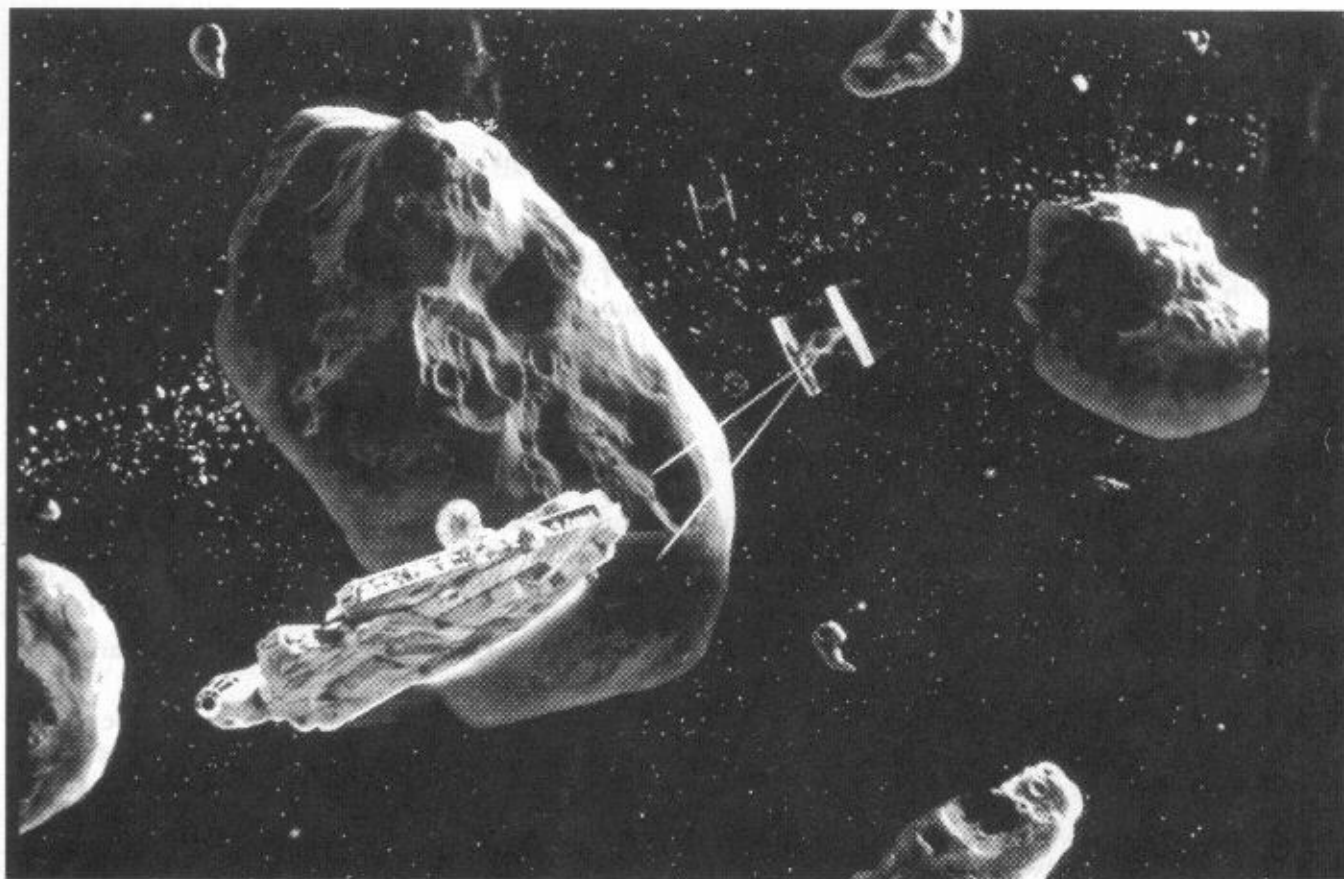
Heavily damaged weapons lose -2D of damage; add +10 to all difficulties to use.

Severely damaged weapons cannot be used but may be repaired.

Destroyed weapons may not be repaired.



Permission granted to photocopy for personal use.



Collisions

Collision damage depends on how fast starship is moving.

Speed	Collision Damage
Cautious	2D
Cruise	4D
High Speed	6D
All-Out	10D

Shields. *Particle shields* are used at all times, except when a ship launches fighters, missiles or torpedoes. When a ship lowers its particle shields, reduce its hull code by -2D. (A ship which loses its main power generator also loses its particle shields.)

Missiles, Bombs and Proton Torpedoes. Missiles, bombs and proton torpedoes are difficult to use against fast-moving targets.

Increase to Difficulty	Space	Move (Atmosphere)
+5	3	100-150
+10	4	151-200
+15	5	201-250
+20	6+	251+

Astrogation Chart

Astrogation Difficulty Numbers. Can range from Very Easy to Heroic; most are Moderate.

Modifier: Situation:

+30	No navigation computer or astromech droid
Double difficulty	Hasty entry (see "Making Calculations for the Jump to Hyperspace")
+5	Lightly damaged ship
+10	Heavily damaged ship
-1	Each extra hour taken on journey*
+1	Each hour saved on journey*
+1-30 or more	Obstacles

* Can lower *astrogation* difficulty: reduce -1 from difficulty number for each extra hour added to the trip. Can plot faster route: +1 to difficulty number for each hour saved.

If *astrogation* roll misses by 10 or more, ship cannot enter hyperspace. If roll misses by 1-9 points, ship has "astrogation mishap."

Making Calculations for Jump to Hyperspace.

One minute: if using well-travelled route or pre-calculated coordinates.

One round: hasty entry — double *astrogation* difficulty.

Half an hour: calculating route between known systems.



A few hours: ship has never jumped to destination system before.

One day: current location/system unknown.

Trip Durations. Listed for x1 hyperdrive on "Astrogation Gazetteer."

Gamemaster may pick duration. Some rough guidelines:

Within a sector	A few hours to a few days
Within a region	A few hours to a few days
Nearby region	Several days to weeks
Across the galaxy	Several weeks to several months

Astrogation Mishap Table

Roll 2D:

2. Hyperdrive Cut-out and Damaged. Ship's hyperdrive cuts-out; hyperdrive damaged. Moderate repair roll needed.

3-4. Radiation Fluctuations. Duration is +1D or -1D hours for each point roll missed by.

5-6. Hyperdrive Cut-out. Hyperdrive cuts-out; must calculate new hyperspace route.

7-8. Off Course. Ship off-course; new route must be plotted.

9. Mynocks. Duration increased by 1D days.

10. Close Call. A ship's system damaged: possibly sublight drives, nav computer, escape pods or weapons.

11-12. Collision, Heavy Damage. Ship collides with object; drops to realspace, heavily damaged.

Sublight Benchmarks.

Some *very rough* guidelines for sublight travel times.

Five minutes from orbit to safe hyperspace jump point.

Half an hour from a planet to one of its moons.

2-6 hours from one planet to the nearest planet in the system.

10-48 hours from star to outer limits of system.

Chapter Nine: The Force

- Only Force-sensitive characters can learn Force skills and powers. A character must be taught a Force power to be able to use it.

- Force-sensitive characters receive Dark Side Points whenever they commit evil. A Jedi who allows evil to occur by inaction also receives a Dark Side Point.

The Jedi Code

"A Jedi must have the deepest commitment, the most serious mind."

Yoda, the Jedi Master

There is no emotion; there is peace
There is no ignorance; there is knowledge
There is no passion; there is serenity
There is no death; there is the Force

You may not kill, except in self-defense or the defense of others. You may not act for personal gain, of wealth or power. You may never act from hatred, anger, fear or aggression.

Beware! To use the Force for evil gains a character a Dark Side Point. When a character accumulates too many, he is consumed by evil and converts to the dark side!

Force Powers

Teachers. A teacher must have at least 3D in the Force skill — *control, sense or alter*; teacher's skill level must exceed the student's skill level.

A Jedi student must have a teacher to learn a Force skill: requires one week of intensive study and costs 10 Character Points. (Training time may be reduced one day per additional Character Point spent; minimum training time is one day.)

Character gets the skill at 1D. (The character is also taught one Force power; see "Force Powers.")

A Jedi student will most often be taught *control* first, although some teachers begin instruction with the *sense* skill. *Alter* is usually taught last.

Improving Force skills (*Control, sense and alter*). *Character Point Cost:* Number before the "D." Double the Character Point cost without a teacher. *Training Time:* One day per Character Point spent if the character has a teacher; two days per Character Point without a teacher. Training time may be reduced by one day for each additional Character Point spent (minimum of one day).

Note: A character may be taught a new power each time a Force skill is improved one pip. The teacher chooses which Force power is taught and the power must use the improved Force skill.

A power that uses two skills — *control* and *sense* — counts as *two* powers when being taught.

Character may be taught a Force power without improving a Force skill at a cost of five Character Points.

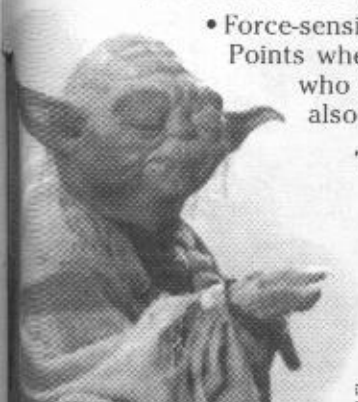
The Lure of the Dark Side. A character with Dark Side Points has her Force skills increased by 1D per Dark Side Point. Jedi who have gone over to the dark side no longer receive bonus.

Using Powers. Calling upon each Force skill is a separate action. Jedi may roll each skill in separate rounds at no penalty, or may attempt to use all skills in one round: use multiple action penalties.

This Power May Be Kept "Up." Some powers can be kept "up"; power operates until Jedi drops it.

If a character is stunned, wounded or worse, all "up" powers are automatically dropped.

A character who is keeping a power "up" is using the





power's Force skills and loses die codes as if taking actions.

Dark Side Characters

• A character consumed by the dark side retains all Force Points and Character Points.

• *Force Points.* A dark side character only receives Force Points when spending Force Points while committing evil at the *dramatically appropriate* time.

Any other time a dark side character spends a Force Point, it is lost, even if spent while committing evil.

• *Character Points.* Characters consumed by the dark side no longer receive Character Points for adventuring. Instead, they receive one Character Point every time they receive one Dark Side Point.

• *Dark Side Points.* Dark side characters receive Dark Side Points for committing or actively bringing about evil actions.

• *Calling Upon the Dark Side.* Dark side characters may call upon the dark side to get Force Points.

The *control* or *Perception* difficulty is Easy; add two difficulty levels if the action will not bring pain or harm to other beings. Increase the difficulty by one level for each additional time in an adventure.

• *It Demands More Than It Gives.* If character fails in attempt to call upon the dark side, roll 1D — character loses that number of Character Points or the dark side "takes" 1D from an attribute or Force skill (character's choice as to which). If any attribute or skill is reduced to 0D, the character is consumed by the dark side and dies.

Returning to the Light. Dark side characters can return to the light. Character must prove her commitment to the light by spending a Force Point in a selfless manner at a dramatically appropriate time (often requires a heroic sacrifice).

A redeemed character loses all Force Points and Character Points. Dark Side Point total drops to five. (Even the slightest transgressions can send character back on the path of darkness.)

General Equipment

Clothing/Survival Gear	Avail.	Cost
Work clothes	1	100
Casual clothes	1	75
Business clothes	1	75
Formal clothes	1	100
Local uniform	1	150
Flame-proof suit	2	200
Exposure suit (general)	2	300
Exposure suit (arid)	2	400
Thermal suit (cold weather)	2	400
Sub-zero parka	2	250
High-g suit	2	400
Wet suit	2	400
Breath mask	1	50
Air tanks	2	100
Oxygen reprocessor		

(or other vital gas)	2	300
Miniature life-support system	2	1,000
Space suit (emergency)	2	1,000
Space suit (utility)	2	1,500
Space suit (high quality)	2, F	2,200
Vacuum suit	1	1,000

Survival Tents	Avail.	Cost
Single-person	1	200
Two-person	1	400
Four-person	1	600
Six-person	1	800

Machinery	Avail.	Cost	Shield Rating
Fusion power generator (light)	1	500	—
Fusion power generator (medium)	1	750	—
Fusion power generator (heavy)	1	1,000	—
Moisture vaporator	1	500	—
Shield generator (sm.)	1	500	1D
Shield generator (med.)	1	750	2D
Power fence (per 50 m)	2	100	—
Power fence generator	2	750	—

Tools	Avail.	Cost
Power scanner	1	150
Hydrospanner	1	50
Beam drill	1	50
Fusion cutter	1	75
Worklight	1	25
Plasma welder	1	50
Vibropick	1	50
Vibrosaw	1	75
Power prybar	1	30
Tool harness	1	10
Computer tool kit	1	200
Droid tool kit	1	200
Vehicle tool kit	1	200
Security systems tool kit	1, R	200

Buying Passage	Cost
Luxury liner	1,000
"No frills" liner	500
Steerage	100
Chartered ship	10,000

Route	Multiply cost by:
Heavily-travelled route	x1
Common route	x2
Rarely-travelled route	x3
Uncommon route	x5
"You want to go where?"	X6 or more

Housing	Avail.	Cost (Rent)	Cost (Buy)
Hovel	1	150-250/mo.	NA
Regular apt.	1	250-500/mo.	NA
Luxury apt.	2, F	500-1,400/mo.	NA
House	1	750-1,800+/mo.	35,000
Storage space	1	10-100/mo.	NA
Established farm	1	NA	1,000-50,000+
New settlement	1	NA	50-50,000

Permission granted to photocopy for personal use.

STAR WARS®

GAMEMASTER SCREEN

• REVISED •

by Stephen Crane, Pablo Hidalgo, Peter Schweighofer,
Bill Smith and George R. Strayton

"As you race through the canyon, your speeder grazes the rocks, nearly spinning out of control. The Imperial speeder bike rounds the corner and opens fire! Wait a minute. I know there's something in the rules about maneuvers ..."

It's hard to run a great *Star Wars* adventure when you're busy flipping through the rulebook. Keep your game moving with this easy-to-use screen, which summarizes rules, charts and game statistics.

The 64-page booklet is filled with information that can be used in any adventure:

- Over a dozen player character templates.
- Lists of skills and Force powers.
- Game stats for common characters, starships and vehicles.
- Customized forms for creating starships, planets, sector maps, and much more.
- Information on Imperial laws (and punishments for breaking them).
- A *Star Wars* timeline!



A **STAR WARS®**
SUPPLEMENT

0-87431-288-4 \$10.00



0 18874 40135 9