

# STAR WARS®



## GALLADINIUM'S

# FANTASTIC

## TECHNOLOGY

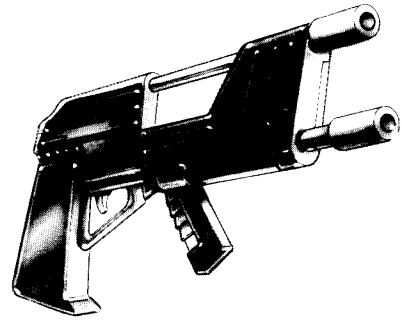
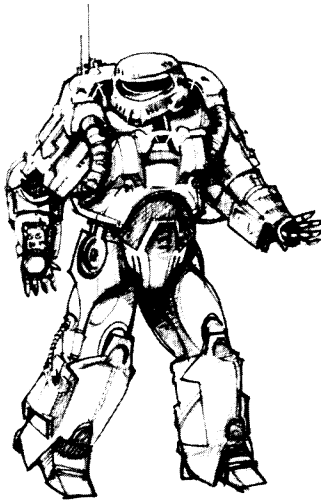
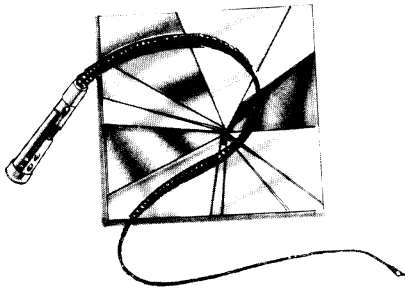
GUNS AND GEAR  
FOR ANY OCCASION



# STAR WARS®

## GALLADINIUM'S FANTASTIC TECHNOLOGY

by Rick D. Stuart



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# INTRODUCTION

*Fantastic Technology* is intended for use with *Star Wars: The Roleplaying Game, Second Edition*. This supplement provides gamemasters and players with examples of the many different rare and exotic technological items available in a galaxy where droids, energy weapons and hyperdrives are commonplace.

## THE FANTASTIC TECHNOLOGY CONTEST

In this book, you may notice “Design” credits, with an indication of a finishing place (3rd place, 15th place, honorable mention, etc.). These entries were submitted to West End as part of a contest sponsored by the Role Playing Game Association Network™ (RPGA).

West End would like to thank the RPGA and especially Jean Rabe for allowing us to have this contest. In all, we received about 75 entries and nearly half of them were included in this book. West End would like to thank everyone who participated in this contest!

West End is aware that many of you have created your own devices (and starships and characters and just about everything else that goes into a *Star Wars* campaign). We must point out that West End Games cannot accept or read unsolicited materials from our readers. These submissions were accepted as part of a contest.

## THIS DATALOG

The galaxy contains thousands of planets, species, and cultures. It is impossible to provide a complete compendium of all the items these diverse civilizations produce. Rather, this collection represents a fraction of the many different and unusual finds waiting to be discovered. What is presented are examples of the various weapons, Imperial trade goods, select personal wares, and other specialized devices that can be purchased or otherwise acquired by player characters and their opponents.

Many of the following items have direct use in game play situations, while others are included as “window dressing.” Such items can be incorporated into the background of your *Star Wars* adventures to give players a true sense of “a galaxy far, far away.” They fill out the larger civilization and culture that the characters in-

habit. Of course, any inventive group of characters will find a way to use mundane items to their advantage.

Some devices may serve as the focus of a particular story situation: a trader’s cargo, a hijacked shipment, a gift of special diplomatic or political significance, or a tool for accomplishing an adventure goal. Sometimes, however, these items can serve as rewards for a job well done.

This book contains descriptions of each device, including game statistics, and where appropriate, sidebars illustrating how the device can be incorporated into game play.

## TIMELINE

The publication of this datalog (and the availability of items within it) is meant to reflect the time between *Star Wars: A New Hope* and *The Empire Strikes Back*. Most items described can be used in later time periods, as shown in the various *Star Wars: The New Republic* game supplements. The gamemaster may have to revise price and availability guidelines, or may even introduce newer, more advanced versions of a given device.

## SPECIAL OFFERINGS AND NON-CATALOG OFFERINGS

Care should be taken when incorporating Galladinium’s “special offerings” or “non-catalog offerings” in the back of this supplement. Many of the items described in these sections are examples of rare or hard-to-find technology that would impress even the most jaded collector — in essence, they are “treasures” that should be remarkable and unique.

## A TECHNOLOGY POLICY

Technology is an integral part of the *Star Wars* universe, but uncontrolled technological advancement is dangerous to game balance and may hamper the “*Star Wars* feel” you’ll want to convey in your adventures. The following suggestions are guidelines for a reasonable “technology policy” in your *Star Wars* adventures.

First off, *Star Wars* is not a “technologically-oriented” game where new devices are the only way to save the day. Rather than having each adventure solved by some new technological trinket (with accompanying pseudo-

scientific-techno-babble), characters rely on their wits. They use technology as “taken for granted” tools. *Star Wars* is a universe where technology is common, well-known and well-used — innovations are the exception rather than the rule.

This is essential to the spirit of the game. Introducing newer, more advanced items has a tendency to trigger a “galactic arms race.” The characters become unimportant because the game revolves around newer and newer devices. The game will barely be recognizable as *Star Wars*.

### AVOIDING TECHNOLOGY OVERKILL

Simply put, once an item is introduced, it can never be taken back. While not every group of characters will abuse technology, it is best to assume the worst and let the characters prove that they will use devices responsibly. Assume that once characters learn that a device — any device, from Death Stars to force shields — may exist in the *Star Wars* universe, they *will* get their hands on such a device and abuse it to such an extent that no one can stand against them.

The result is called “power gaming” and it’s not at all desirable. Such devices *if they exist at all* (and some things just shouldn’t exist in *Star Wars*) must be so controlled, so rare and probably so fundamentally flawed or dangerous as to be useful only for a very specific, one-time only use.

Keep in mind that just because a person can *possibly* obtain a particularly powerful piece of technology, it does not necessarily follow that he or she must *automatically* be provided with it. For this reason, gamemasters should again feel free to adjust availability and prices.

This is not to suggest that *Star Wars* technology should stand still. Rather, *Star Wars* technology, just like in the real world, *evolves*. Technological breakthroughs that *fundamentally* alter the nature of the *Star Wars* universe are rare; new products with incremental improvements are commonplace.

Consider Luke’s comment that his landspeeder hasn’t been in demand ever since the new XP-38 landspeeders came out. Or, consider the introduction of the new A-wing, B-wing and TIE interceptor fighters in *Return of the Jedi*. Each of these new devices is slightly better than the devices that came before it: A-wings are faster than X-wings, but they have weak hulls so they can’t take the punishment that an X-wing can. TIE interceptors are faster and have better weapons, but “common” TIE/Ins still have a role in the Imperial Navy. New ships may be faster, but they are also considerably more expensive, temperamental (especially if they use experimental technology) and the demand for them probably far outstrips the supply (keeping the price high).

In your adventures, it is fine to introduce incremental changes in technology over time. Two or three years (game time) into a campaign, the characters may be able to get their hands on blasters that have better range or more ammo capacity ... but don’t give them blaster pistols that do 6D damage!

## NEW DEVICES

Hopefully, the reader will appreciate the sheer magnitude of different technological devices within the Empire. Remember that this datalog represents only the slightest scratch along the surface of what is possible in the *Star Wars* universe. So where does one go from here?

Gamemasters are encouraged to use *Fantastic Technology* as a reference for creating new devices. Follow the guidelines for equipment construction found in the *Star Wars Gamemaster Handbook*, pages 69–79. Always keep in mind that any new invention must have a rationale.

When designing new technology, it is tempting to give in to player demands for wildly exotic devices capable of extending their capabilities by leaps and bounds. Giving in to this temptation leads to problems.

If the gamemaster allows technology to get out of control, all is not lost. There are always forces beyond the characters’ control. Perhaps a group of social dissidents has had enough of the characters flaunting their super-powered equipment in their faces. Characters may suddenly find themselves very unpopular the next time they parade their hardware in the open!

Financial constraints are always handy. Devices wear out — repairs or replacements can be expensive, or no one locally may have the knowledge to fix the device even if the money is available.

## JURY-RIGGING FANTASTIC TECHNOLOGY

(The following rules replace the first edition rules presented in Cracken’s Rebel Field Guide)

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

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

### PERMANENT ADVANCES

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

### JURY-RIGGING ADVANCES

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

## ITEM AVAILABILITY

Item availability codes are used to represent the idea that some items are hard to find while others are commonplace; some items are legal just about everywhere, while others may be strictly regulated by Imperial or local governments.

The gamemaster can use the following standard codes to determine whether or not to legalize or have available certain goods.

Using item availability is a good way to control a certain device — a blaster that does a lot of damage is not much use if the characters can't get their hands on one or if they will end up in jail for a *long* time if they're caught with it.

Please note that these codes are generalizations; local variations apply quite often. Some devices will be illegal on a specific world (or in a certain city) while being legal just about everywhere else; on the other hand, there are a number of "outlaw" worlds where just about everything is legal, including items that have an availability code of "X." The gamemaster should feel free to adjust local circumstances and item codes as desired.

### Availability Codes

- 1 Readily available throughout the galaxy.
- 2 Available only in large cities and spaceports.

- 3 Specialized item, normally available only on planet of origin.
- 4 Rare item, difficult to find anywhere
- F Fee or permit often required for purchase.
- R Restricted on most planets, and normally may not be bought or sold without appropriate Imperial or other relevant license.
- X Illegal on most planets. Possession and use often violates Imperial or local laws except for specially authorized individuals; penalties may be severe.

**A Note on the Black Market:** Almost any F, R or X item is available if you're willing to go through the black market. Black market opportunities are rare, and the purchase may take some time or involve additional dangers. Also, black market items tend to be of inferior quality, and are always at least triple the price listed.

As noted, some items may be restricted or illegal on a given planet without the code appearing for that item. For example, any weapon on Alderaan — a pacifist planet — would be illegal. If so, there will surely be a black market for that item.

For more information on the operation of black markets, see pages 64–70 of *Galaxy Guide 11: Criminal Organizations* and pages 19–23 of *Galaxy Guide 6: Tramp Freighters, Second Edition*.

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

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

## IMPROVING EXISTING ABILITIES

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

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

Starship and vehicle speeds can also be improved

with jury-rigging rolls (permanent enhancements are explained on pages 30–43 of *Galaxy Guide 6: Tramp Freighters, Second Edition*).

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

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

## EQUIPMENT FAILURE

Jury-rigged equipment has a chance of failure. The more a piece of equipment is pushed past its original design specifications, the greater the chance of failure.

**JURY-RIGGING DIFFICULTIES**

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

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

When someone is using a jury-rigged piece of equipment, use the following rules.

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

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

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

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

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

**WEAPON**

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

**VEHICLE**

- 1 All power systems shut down and the vehicle drops like a stone. A Moderate *piloting* roll for the vehicle is necessary for a safe emergency landing, otherwise the vehicle crashes.
- 2 The vehicle bucks. An Easy *piloting* roll is necessary to keep the vehicle from careening out of control.

- 3 The vehicle suffers a temporary power loss (maintains speed and heading for this round). The problem is fixed if the pilot kicks or hits one random control panel; it takes an action to do this.

- 4-6 The vehicle is fine.

**NON-LETHAL**

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

**CYBERNETICS AND PROSTHETICS**

Cybernetics and prosthetics are one of the many wonders of the *Star Wars* universe. However, there is a terrible price to be paid for those who would replace tissue with metal and plastic. "Cybered" characters face serious prejudice from many who feel that it is wrong to turn one's self into a machine. In other words, characters *can* choose to become "cybered to the artificial gills," but there is a financial, social and emotional cost involved.

**ENHANCEMENT COSTS**

The formula for enhancement costs remains the same, except the character pays *only* for skills that the character has above the attribute.

In other words, it is much cheaper to buy an enhancement before the character has built up high skill codes.

**TEMPTATION OF EVIL**

Characters with cybernetics are especially susceptible to the temptations of the dark side of the Force. Cybernetics reduce a person's empathy with other beings; what was once a "clearly evil" action can very easily become a "justifiable" (but still evil) action.

When a character would normally receive a single Dark Side Point for committing evil, cybernetically enhanced characters receive *extra* Dark Side Points, hastening their rush to embrace the dark side.

When applying the rules below, make note that these are for cybernetic *enhancements*; if the character has

only cybernetic *replacements*, consider two replacements to be the equivalent of one enhancement.

<b>Number of Enhancements</b>	<b>Number of <i>Extra</i> Dark Side Points Received</b>
1-2	+1
3-4	+2
5+	+3

Note that these rules will not have much of an effect on non-Force-sensitive characters, since they only receive Dark Side Points when they commit evil *and* use a Force Point. However, for Force-sensitive characters, who receive Dark Side Points whenever they commit evil, these rules will require them to be ever-vigilant and to act with good intentions or risk going over to the dark side.

However, as noted in the sidebar “Dark Side Characters” on page 57 of *Second Edition*, characters who are swayed to the dark side will soon find that the dark side demands much more than it offers.



# GALLADINIUM'S GALACTIC ATALOG OF FANTASTIC TECHNOLOGY

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## WELCOME TO GALLADINIUM

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## ORDERING INFORMATION

Orders for merchandise found in this datalog can be placed through your system or regional distribution office at any time. Visitors are encouraged to visit our main datalog showroom in Hreas Port City, Basin continent, Lenthalis, Secossi system.

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Those who prefer to shop via the convenience of their subspace transceivers may do so at any time of night or day. Simply access our datalog department by referencing the local communication network prefix and number indicated at the end of this file. Have your credit account numbers and destination coordinates available for the operator.

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These rare disturbances notwithstanding, the officers and staff at Galladinium are so sure you will be pleased with our unique merchandise, as well as our commitment to service excellence, that each and every item in this datalog is backed by our exclusive guarantee of satisfaction. If, for any reason, you are dissatisfied with a purchase made from this datalog, simply return the item in its original shipping container within 10 standard days of receiving it and we will refund the purchase price and any shipping costs immediately.



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As we look to our next 50 years, it is appropriate to take a moment to reflect on how far we have come. We at Galladinium would be remiss if we did not pause to take stock of the sweeping social and political events currently shaping our galaxy.

We at Galladinium have prospered under the Empire and have always sought to share that prosperity and scientific progress with others. To this end, we support the Empire's attempts to contain and eventually stamp out the Rebel threat to peace. To this end — through deeds and not just words — with every order placed with our firm in the next 100 standard days, Galladinium will contribute five percent of the proceeds to the Imperial Defense Fund. Please keep this in mind when placing your next order. Remember who has made that order possible.



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In appreciation of your continued support, please find enclosed special coupons for discounts on the purchase of goods displayed in these datapages. It's just another way of letting you know how much we value your continued patronage. When using these coupons be sure to include your Personal Customer Identification Number which appears below:

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**9065GFVCL**

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**KADSD**

In addition to offering discount coupons, this special edition datalog contains an insert of "Special Offerings," available exclusively to our most favored customers.

This section contains items of particular rarity and value that will not be presented in the common version of this datalog made available to the general public. While the items depicted here are not for everyone (and they are not intended to be), we are certain they will appeal to someone with your exceptionally good taste.



**SAVE 15 % ON YOUR NEXT DROID PURCHASE**

SAVE 15% OFF THE PRICE OF YOUR PURCHASE OF ANY DROID SEEN IN THESE PAGES. THIS OFFER IS GOOD UNTIL THE PUBLICATION OF GALLADINIUM'S 51ST EDITION DATALOG. THIS COUPON MAY ALSO BE USED FOR THE PURCHASE OF DROID PROGRAMMING UPGRADES (HAVE PRIOR MODEL AND IDENTIFICATION REGISTRATION NUMBER ON HAND).

Droid Make/Model: \_\_\_\_\_  
Droid ID/Reg #: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_  
Programming Specifications: \_\_\_\_\_  
Datapage #: \_\_\_\_\_  
Personal Customer  
Identification Number: \_\_\_\_\_

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**SAVE 5 % ON YOUR NEXT CONVEYANCE PURCHASE**

SAVE 5% OFF THE PRICE OF YOUR NEXT PURCHASE OF ANY PERSONAL CONVEYANCE (OR ACCESSORY IN THAT SECTION) IN THIS DATALOG. THIS OFFER IS GOOD UNTIL THE PUBLICATION OF GALLADINIUM'S 51ST DATALOG EDITION. WHERE REQUIRED, PLEASE INDICATE MASTER PILOT'S LICENSE NUMBER BELOW.

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Manufacturer: \_\_\_\_\_  
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**SAVE 10 % ON YOUR NEXT WEAPON PURCHASE**

SAVE 10% OFF THE PRICE OF YOUR NEXT PURCHASE OF ANY WEAPON OR PERSONAL DEFENSE ITEM OVER 200 CREDITS. THIS COUPON CAN ALSO BE USED FOR AN EQUAL DISCOUNT ON ANY WEAPON AMMUNITION OR POWER CELL REPLACEMENTS IF THE TOTAL IS OVER 200 CREDITS. THIS OFFER IS GOOD UNTIL THE PUBLICATION OF GALLADINIUM'S 51ST EDITION DATALOG. WHERE REQUIRED, INDICATE LOCAL PERMIT ORDINANCE/LICENSE NUMBER.

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Identification Number: \_\_\_\_\_

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With the increasing congestion and aggravation involved in getting around these days, it's nice to know that you can still get there in style. Anyone can offer you basic transportation but Galladinium Exports believes its customers deserve the very best in comfort, luxury, and uniqueness. After all, who wants to pilot the same thing everybody else does? At Galladinium we understand that *how* you arrive is often as important as arriving in the first place.

## ■ ARAKYD HUSH-ABOUT JET PACK

"It's really not like Justahl to be late for a meeting."

"No, it's not like him at all."

"Certainly not for a meeting as important as this."

"Quite. Do you think he's aware of the starting time?"

"He set the meeting up himself."

"Well, if he's not here in 12 seconds, he'll simply have to forfeit his share options to Kemends."

"Quite a pity don't you think?"

"Yes. Quite. Never did like Kemends all that much."

"I know what you mean. Oh, look, there's Justahl now."

"Really? Where?"

"Outside the window."

"Stuff and poshtish. We're 200 meters above the ground."

"Apparently so is Justahl."

Outside a spectacled figure in the latest Dervdisi fashioned suit slowly descended to the ledge. His jump jet compensated nicely against the building's wind sheer at the last moment — precisely what was needed to complete the illusion of effortless flight.

Smoothing back his ruffled hair, Vice-President Justahl palmed a control panel along the outer wall. The transparisteel window slid back to admit the almost-but-not-quite-late executive. He paused only a second to remove the small jet pack and then the corporate magnate settled in his chair, pausing only to give his opponent a brief but steely glance. He commenced as if nothing out of the ordinary had occurred.

"I see we're all assembled. Good. Thank you for coming. Shall we begin?"

Like most, you've probably seen pictures of the Empire's elite forces zooming about on their specially designed jet packs in pursuit of some foul villain. But why should the military have all the fun? With a Hush-About from Arakyd Aerodynes, you can enjoy the freedom and exhilaration of personal jet flight and at a fraction of what you thought the price might be.

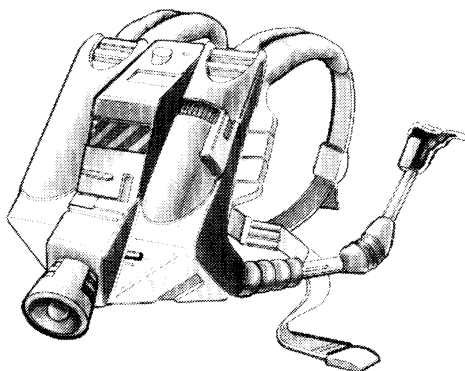
Arakyd's new Hush-About jet pack has a light-weight, streamlined design for increased portability. Specially designed sound baffling and auditory dampeners make this particular flight pack virtually soundless in operation. The Hush-About is ideal for travel in any urban environment where noise ordinances prohibit standard jet and rocket pack usage. You'll be amazed at how easy it is to operate. Try a Hush-About today: you'll never be late for that cross-town meeting again. Best of all, they'll never hear you coming.

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

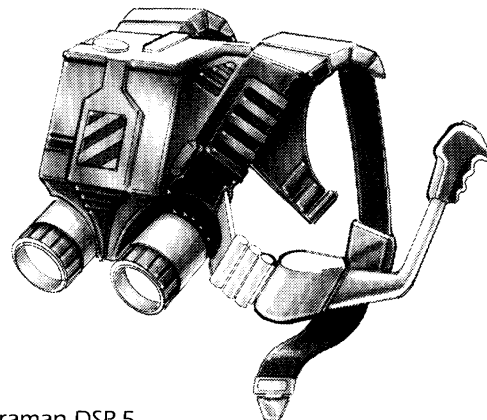
**Type:** Personal jet pack

**Skill:** Jet pack operation

**Cost:** 1,800, 150 (power pack recharge and coolant refill), 150 (portable carrying case)



■ Arakyd Hush-About AJP-400



■ Zandraman DSP-5



## JET PACK VERSUS ROCKET PACK: YOU DECIDE!

While particularly impressed with the advanced soundless design of the Hush-About, Galladinium continues to stock a variety of jet and rocket packs for all your personal transportation needs. A comparative listing of models is given below.

When deciding which model best suits your particular needs, consider the following:

- **Jet Packs.** Most jet packs typically function by the use of an intake mechanism that pulls the surrounding atmosphere into the pack's ignition chamber. Arrays of miniaturized turbines combine minute amounts of fuel to produce the thrust for lift and maneuvering. Thrust generated by a single jet burst is controlled by a series of internal regulators that distribute the release of energy over a period of several seconds. Jet packs typically require a minimum "cool down time" of several seconds between individual turbine bursts, though the regulation of expelled energy during this time period gives the impression of continuous operation.

Wrist or hand controls adjust the angle and pitch of both intake and exhaust vanes, allowing for vertical and horizontal flight. Setting exhaust vanes to oppose each other similarly produces a neutral hovering effect. Jet packs are subject to difficulties in zero, low

or high atmospheric pressures situations; they require atmospheric gases to produce thrust. Should the intake mechanism become damaged or clogged, insufficient intake pressures will result in a sudden loss of altitude.

- **Rocket Packs.** Rocket packs are self-contained units providing directed thrust from the regulated mixture of large amounts of combustible chemicals. They can operate in zero, low or high atmosphere situations because the rocket contains all of the necessary thrust components.

Because of size and weight restrictions, rocket packs must incorporate rapid-burning elements, limiting flight duration. Moreover, if ruptured or otherwise damaged, the risk of leaking explosive chemicals poses a serious concern.

This notwithstanding, rocket packs are typically faster than corresponding jet packs and are designed to provide a better "all-environment" flight capability. By comparison, jet packs are generally lighter and quieter to operate.

Sometimes special flight requirements result in a hybrid of the two basic designs — one example is the Aratech Screamer, which is fundamentally a jet pack that uses additional solid fuel rocket boosters to allow for rapid altitude gains.

**Availability:** 3, F or R (in most localities)

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

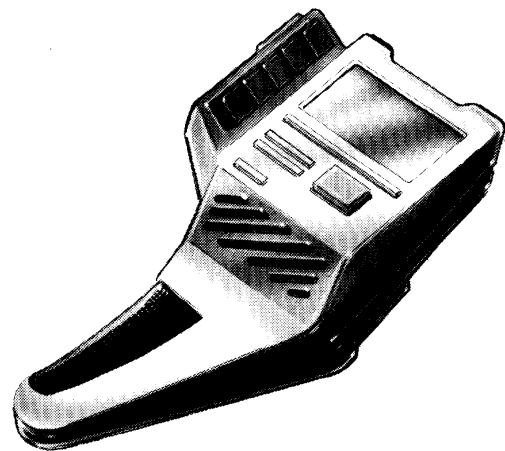
### ■ BITH VEHICLE VOICE LOCK

The Bith Vehicle Voice Lock (BiVVoL) device is a computer module and locking system tied into a vehicle's main control computer and cross-linked to the main drive control package. A hand-held voice recognition link is used to program a series of syllables into the deterrent control program; the computer can hold up to one minute of recorded data.

Thereafter, even if security is breached and access to the main power system is achieved, the would-be thief must first be aware of the BiVVoL program in place, and secondly be able to supply the proper coded sequence before ignition and flight control systems can be brought on-line.

It is difficult to forge this code short of using a sophisticated voice replicator capable of altering voice data to have the proper emphasis and tone. A failed attempt to fool a BiVVoL results in a computer lock-out until proof of the owner is established through a second identification system. The owner of the vehicle can customize the secondary identification system to datakeys or datachips, activation of a specific set of switches in the vehicle, activation of a specific computer sub-routine, or retinal, fingerprint or genetic code scans.

One of the best features of a BiVVoL system is the fact



that it is not widespread (yet!). Few thieves suspect this sophisticated a system and lack the knowledge to defeat its safeguards. They are quite useful in delaying a thief long enough for bystanders to notice a suspicious theft attempt and foil their plans. Ask your local insurer about discounts for theft insurance!

**Model:** Casillis Electronic Defenses BiVVoL RVR- 325

**Type:** Vehicle theft deterrent

**Skill:** Streetwise

**Cost:** 650

**Availability:** 3

**Game Notes:** An Easy *communications* total is required to properly encode the BiVVoL or change an established pattern. Normal activation by the owner with a voice command code is automatic



**JET & ROCKET PACK MODELS IN STOCK**

Manufacturer/Model	Cost <sup>1</sup>	Availability	Charges	Vertical <sup>2</sup>	Horizontal <sup>2</sup>	Cargo <sup>3</sup>	Weight <sup>4</sup>
<b>Jet Packs<sup>5</sup></b>							
Arakyd Hush-About AJP-400	1,800	3, F or R	10	200	500	300	15
Arakyd Whisper <sup>12</sup>	400	3,F	20	70	100	150	30
Aratech Jumper	200	2,R	8	65	100	100	40
Aratech Screamer <sup>8</sup>	250	1	10	70	100	P+75 <sup>7</sup>	45
Mitrinomon Z-6 <sup>9</sup>	300	4, F or R	20	70	100	P+100	30
Merr-Sonn Leaper <sup>13</sup>	300	3,F	10	30	100	P+25	2S
Moreldahl Swiftsure	300	2,R	20	70	100	90	40
Nanogar NJP-433	400	2,R	5	50	150	250	20
<b>Rocket Packs<sup>6</sup></b>							
Aratech Whisper							
Jump Jet Pack <sup>11</sup>	425	3, F	5	70	100	P	35
Fersherid RPI Carrier	450	2,R	8	80	180	65	55
Grehnohr DRPV-78 <sup>10</sup>	600	2,R	12	300	500	P+30	65
Presentian PRP-100	350	2,R	8	75	170	65	50
Zandraman DSP-5	400	2,R	12	70	160	60	45

<sup>1</sup>Price does not include fuel costs

<sup>2</sup>Lift in meters per use

<sup>3</sup>Carrying capacity in kilograms

<sup>4</sup>Weight of unit in kilograms

<sup>5</sup>Requires *jet pack operation* skill

<sup>6</sup>Requires *rocket pack operation* skill

<sup>7</sup>"P+" means "pilot plus" amount listed

<sup>8</sup>See page 43 of *Cracken's Rebel Field Guide*

<sup>9</sup>See page 141 of the *Star Wars Sourcebook, Second Edition*

<sup>10</sup>See page 91 of *Galaxy Guide 10: Bounty Hunters*

<sup>11</sup>Page 9 of *Galaxy Guide 9: Fragments from the Rim*

<sup>12</sup>Pages 31–32 of *Galaxy Guide 9: Fragments from the Rim*

<sup>13</sup>Page 47 of *Star Wars: The Roleplaying Game, Second Edition*

**I CAN'T UNDERSTAND IT!**

The nice thing about a BiVVoL is that the average criminal isn't patient enough to fool the system. It is possible that a thief can obtain the owner's code sequence — perhaps under duress — but just knowing the sequence is not enough: the sequence must have the proper vocal tone and pitch elements to be acceptable.

A harried owner can even make a show of trying to figure out what's wrong! Imagine an owner repeating the code sequence over and over again, but to no avail. "I can't understand it! The darn thing must be broken! I can't even get it to turn off!"

Eventually, the average criminal, lacking sufficient time or the mental resources to understand what's really going on, will give up and begin looking for easier marks.

within a 10-meter range (if the owner is willing). The owner can alter the command sequence's tone to fail an activation if under duress. A failed attempt to circumvent a BiVVoL means that the vehicle's power system is disabled until the secondary system establishes identity.

Attempting to "forge" a voice replication requires a voice replication unit with sound adjustment functions, at least three hours of work creating the forgery, and a Moderate *communications* roll and a Moderate *forgery* roll.

**■ HOVER SHOPPER**

Not everyone can afford to have a droid do one's shopping. There are those who enjoy wandering through commercial districts spending the entire day shopping their hearts out, but still find the crowds and bustle oppressive. There is no reason why a routine shopping jaunt should become an arduous affair.

Now from Borliss Automotion comes the "hover shopper" — a convenient way of maneuvering through crowded shops and stalls. With the hover shopper you can have an avian's-eye view of all the best mark-downs. And at the end of a busy shopping adventure, you can honestly say you were above it all.

**Craft:** Borliss Automotion Concepts Incorporated HVP-200

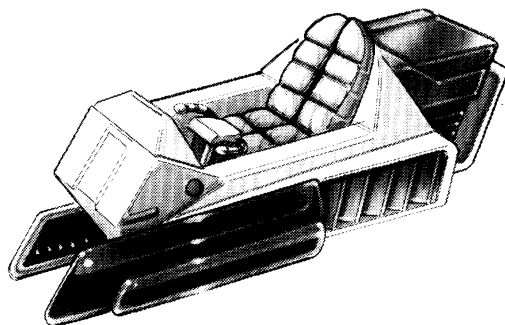
**Type:** One-person personal cargo carrier

**Scale:** Character

**Length:** 3 meters

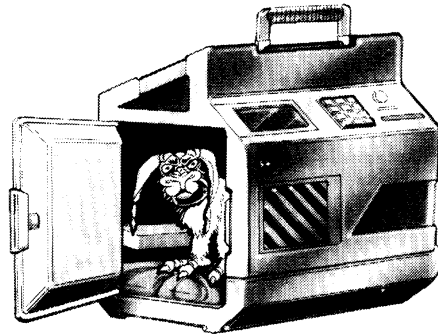
**Skill:** Hover vehicle operation

**Crew:** 1





**Crew Skill:** Varies widely  
**Cargo Capacity:** 300 kilograms  
**Cover:** 1/4  
**Altitude Range:** Ground level-2 meters  
**Cost:** 400  
**Availability:** 3  
**Maneuverability:** +1  
**Move:** 20; 60 kmh  
**Body Strength:** 3D



■ **HYPERFOIL 1000**

Young Prestor broke out of the cloud cover doing 200 kilometers per hour. Once past the urban zone, he pushed the throttle forward, giving it all she could take. After playing tag with Dorqweull for a couple of clicks, he hauled back just enough to make a tight turn to the left. He waved to the young women as he blasted past their rooftops; the angry oaths of parental types were lost in the whine of protesting turbines.

Prestor cooled down the motor as he came in close to the rooftop skimmer pad. Thumbing an auto relay, he watched as the rooftop slowly slid away. Hover jets cushioned the touchdown.

"Hi, Dad. I'm back. Here's the evening faxspat. By the way, feel free to ask me to run errands for you any time you want ..."

The Hyperfoil 1000 from Tion Industries is a mixed-drive vehicle, making it a prize for the repulsorlift collector. The Hyperfoil 1000 combines repulsorlift drive systems with the latest in hovercraft technology. The result is a streamlined vessel that works equally well when it is moving vertically and horizontally.

The hyperfoil uses hover engine lifters and repulsorlift boosters to provide a smooth, comfortable vertical lift off up to 50 meters in height. Once clear of ordinary obstructions, the hyperfoil switches propulsion systems, relying on a more standard repulsorlift generator, with assistance from the hover generators for smoother flight over rough terrain or during sudden maneuvers. Top speed is nearly 300 kilometers per hour. With its ability to move silently (under hover drives), hover, rise, descend, and minimal maintenance requirements, the hyperfoil is the ideal urban vehicle.

**Craft:** Tion Industries, Civil Aeronautics Division Hyperfoil 1000  
**Type:** VTOL (Vertical TakeOff/Landing) speeder  
**Scale:** Speeder  
**Length:** 15 meters  
**Skill:** Repulsorlift operation  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Passengers:** 2  
**Cargo Capacity:** 100 kilograms  
**Cover:** Full  
**Altitude Range:** Ground level-50 meters  
**Cost:** 12,500 (new), 7,000 (used)  
**Availability:** 3  
**Maneuverability:** 2D+2  
**Move:** 105; 300 kmh  
**Body Strength:** 2D+1

■ **LIVE ORGANISM COMFORT CONVEYOR**

Moving from planet to planet is always an exercise in personal turmoil. Imagine what it must be like for your pets — uprooted from familiar surroundings, subjected to a cacophony of strange sounds, and asked to somehow "adjust" to a new habitat after almost being left behind on the inward-bound shuttle connector!

You may not be able to avoid travel, but now you can at

least minimize the anxiety for your four-, six- and eight-legged friends traveling with you. Offering the latest in portability, the custom designed Kolocast transport system does the job. Each Kolocast design includes an internal bio-scanner that monitors your animal's vital life functions. Micro-repulsor chips contained within interior linings cushion your pet in soothing pulsating waves, not unlike the stroking of an owner's hand. In addition to the comforting repulsor field, heating/cooling, bio-system controls and food/water systems keep your pet as comfortable as possible. Throughout the journey you can sit back and relax, knowing that safety monitors are keeping a close watch on your companion's condition.

Once you've arrived at your new destination, you can release your pet to your waiting arms with a minimum of disruption to his life and yours.

**Model:** Kolocast Consumer Goods T-P-C4 Live Organism Comfort Conveyor

**Type:** Animal transport and containment system  
**Cost:** 300 (25 kilogram size), 500 (60 kilogram size), 800 (100 kilogram size)

**Availability:** 2

**Game Notes:** Three different sizes available: small accommodates creatures up to 25 kilograms, medium up to 60 kilograms, and large up to 100 kilograms. Special orders can be made for larger needs.

**CUSTOMS OFFICIALS BEWARE!**

Smugglers are getting more inventive every day! Consider the live organism comfort conveyor. Here is the perfect thing for moving that less-than-friendly-with-strangers animal from one planet to another. However, it's also a perfect way to smuggle contraband goods right under your nose!

Many customs inspectors are easily taken in by appearances. Recently, a random spot check aboard the luxury liner *Alamintari*, bound for the Outer Rim Territories, uncovered 10 kilos of rare Garchornian spice and a pre-recorded sound chip of a Breshig trill beast. Local ground officials never bothered to look inside upon hearing the trill beast's growls emanating from inside the conveyor!

■ **LUXURY SPEEDER**

Few persons like to go to work every day. At least now you can travel in style with the Astral-8 from zZip Motor Concepts.

For those who enjoy maximum comfort and roominess in a high-speed ground vehicle, the Astral-8's extra dimen-



sions provide space for additional passengers and personal belongings. The Astral-8's new Replar-640 dynamic repulsorlift system gives added speed and maneuverability, just the thing for getting out of those really congested flight patterns in a hurry. For urban dwellers, the Astral-8 also comes fully equipped with an automated anti-concussion shielding system that guards against the occasional dent and ding... and protects equally well when confronted with the occasional civil disruption.

If the competition could do it, they'd build an Astral-8. See what the competition wishes they had in stock.

**Craft:** zZip Motor Concepts Astral-8

**Type:** Luxury speeder

**Scale:** Speeder

**Length:** 12 meters

**Skill:** Repulsorlift operation: luxury speeder

**Crew:** 1

**Crew Skill:** Varies, but typically repulsorlift operation 3D

**Passengers:** 8

**Cargo Capacity:** 250 kilograms

**Cover:** Full

**Altitude Range:** Ground level-1 meter

**Cost:** 25,000 (new); 18,000 (used); add 3,000 for shield system

**Maneuverability:** 1D+2

**Move:** 85; 245 kmh

**Body Strength:** 4D

**Shields:** 1D (physical only)

## ■ METHANE SIFTER

The methane sifter is specifically designed for use on planets with dense atmospheres rich in methane, ammonia and similar gases. This three-person runabout uses twin ramjet scoops to draw the local atmosphere into a compressed ignition chamber. The gasses are then burned to produce the energy needed for the large hover vanes. The result is an efficient, almost noiseless, surface vehicle that can go where more conventional repulsorcraft cannot.

**Craft:** Bepin Motors Methane Sifter Ramjet

**Type:** Exotic atmosphere hovercraft

**Scale:** Speeder

**Length:** 15 meters

**Skill:** Hover vehicle operation: methane sifter

**Crew:** 2, skeleton: 1/+10

**Passengers:** 1

**Cargo Capacity:** 150 kilograms (300 if no passenger on board)

**Cover:** Full

**Altitude Range:** Ground level-3 meters

**Cost:** 30,000 (new)

**Maneuverability:** 1D

**Move:** 75; 225 kmh

**Body Strength:** 2D+1

### GAMEMASTER NOTE

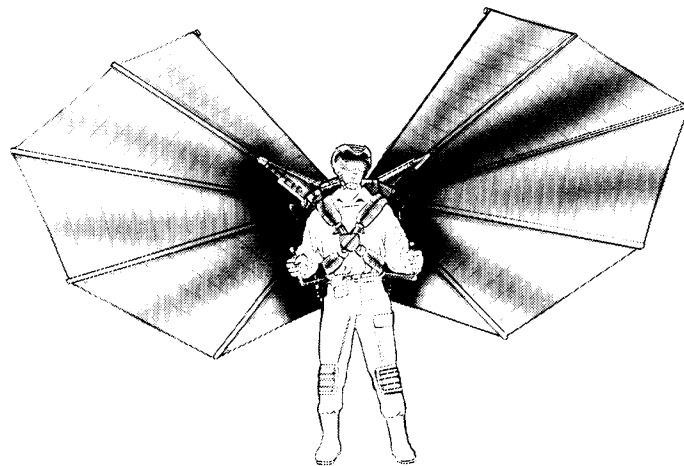
The methane sifter is a favorite of scouts and other deep space exploration teams. However, don't overlook the possibility of pirates, corporate operatives, mercenaries or Rebel factions using captured sifters to negotiate what might otherwise be inhospitable terrain. These vehicles would be invaluable at bases on planets with unbreathable atmospheres.

## ■ MICROWEIGHT

For those who enjoy flying by the seat of their pants (and very little else), there's the microweight. This lightweight,

one-person vehicle is perfect for delicate and discreet flying. Specially designed polymer wings are coated with a sealer made from Bactriasan scarab cementing fluids, making the wings much tougher than they look.

Used primarily as a recreational craft, the microweight can also be used as an emergency rescue vehicle. Its simple and compact construction allows it to be stored in the cargo areas of most other vehicles. For the closest thing to the actual power of flight, try out a microweight from Illiseni Aerodyne.



**Craft:** Illiseni Aerodyne HobbyCraft Microweight

**Type:** Ultra-light repulsor vehicle

**Scale:** Speeder

**Length:** 2.1 meters long, 4 meter wingspan

**Skill:** Repulsorlift operation: glider

**Crew:** 1

**Cover:** 1/2

**Altitude Range:** Ground level-300 meters

**Cost:** 500 (new), 300 (used)

**Maneuverability:** 3D

**Move:** 80; 230 kmh

**Body Strength:** 2D

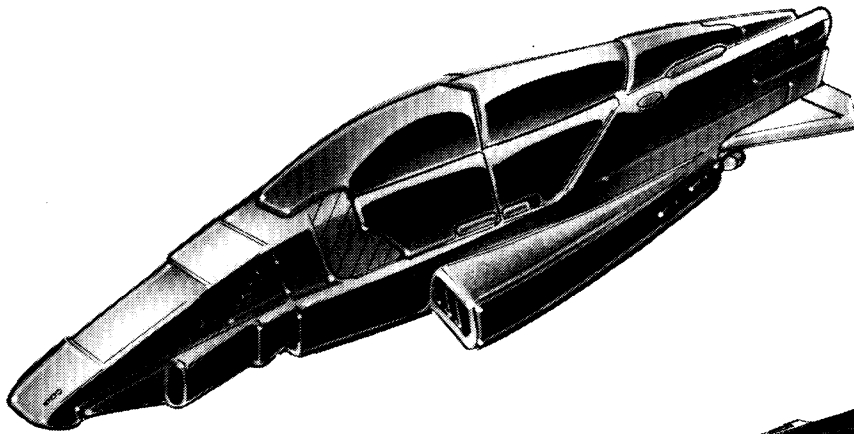
## ■ PERSONAL VEHICLE COORDINATOR

It's natural: people enjoy the exhilaration and freedom that comes from owning and driving their own vehicle. Regrettably, not everyone is a professional when it comes to actually controlling their vehicles.

With this in mind, whether you are a novice driver or an expert, you can benefit from the personal vehicle coordinator (PVC). The PVC connects directly into your conveyance's central drive computer. Once in place, data readouts are projected on the windshield, providing an overlay of the outside world complete with information on vehicle speed, course, and angle of inclination. Different coded visual and aural displays give warning of potentially dangerous situations, as well as providing a direct link to your system's on-board navigational display.

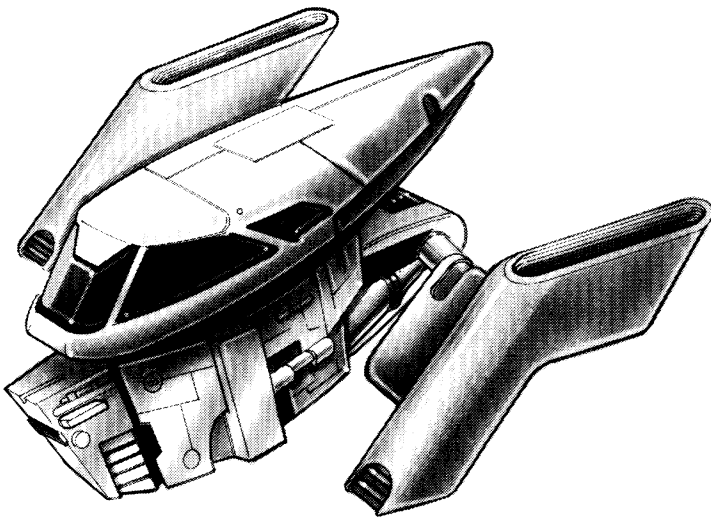
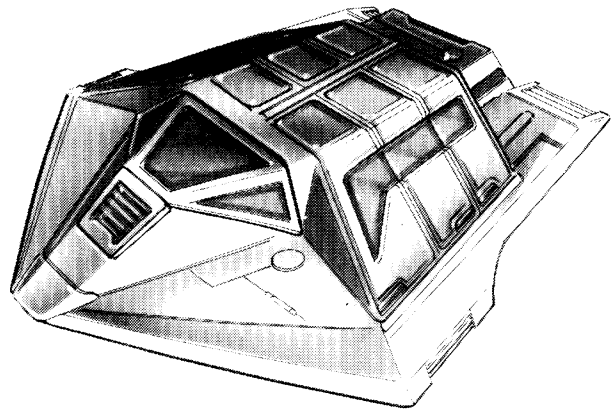
More than just an exotic form of information display, however, the PVC may be allowed to assert control over a vehicle to prevent a collision. With a reaction time that





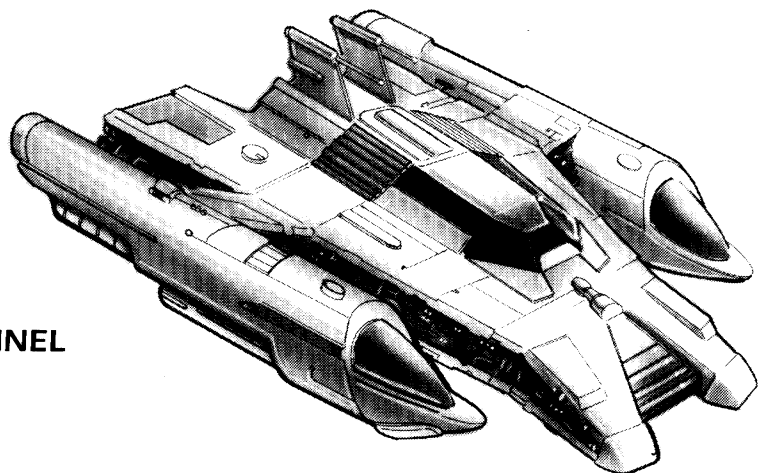
**HYPERFOIL 1000**

**LUXURY SPEEDER**



**METHANE SIFTER**

**TAGGECO. SCS-19 SENTINEL**





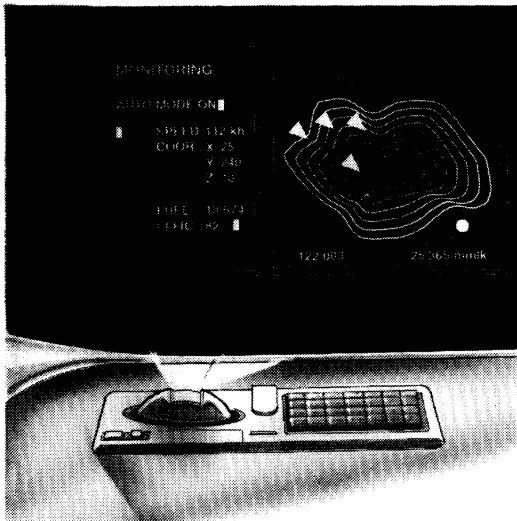
exceeds that of most organic beings, this additional protection is well worth the price. Happy Hovering!

**Model:** Vewas Data Controllers PVC-800

**Type:** Vehicle command controller

**Cost:** 1,200

**Game Notes:** Limited to vehicles under 10 meters long and under 10 metric tons. Under normal situations, use of this device adds +1D to the appropriate vehicle operation skill. If so programmed by the owner, in emergency situations the PVC will automatically make evasive maneuvers to avoid a crash (allow the pilot +2D to the his or her operation roll to avoid collision — but the PVC will prevent unsafe maneuvers that Rebels so love to perform).



## ■ TAGGECO. SCS-19 SENTINEL

The carrier rounded the corner with the shriek of protesting engines, its driver doing his utmost to put some distance between him and his pursuers. Behind the swiftly moving vehicle, first one, then two swoops dodged power poles and street lamps in an effort to overtake the carrier.

Dodging blaster bolts with a skill born of countless similar encounters, the carrier's driver shifted power to the right exhaust port while reversing thrust to the left exhaust port. The carrier swung into a sharp turn, narrowly avoiding the Customs Building's exterior. The motion of their passing set off home-made vibro-mines placed in the alleyway the night before.

The carrier emerged from the alley only to find an armed mob awaiting their arrival. Given the most likely outcome should they be forced down, the driver shifted emergency power to the forward shields and dropped the nose of the craft to a scant half-meter above ground. The driver would not let the protestors halt his progress ...

Minutes later, the carrier settled quietly into its docking bay behind sealed blast doors. Having arrived safe and secure, the carrier's passenger disembarked to begin the work of another day.

"Good morning, Governor. How was the trip this morning?"

"Pretty quiet for this time of year. What's on the agenda for this morning, Revan?"

Whether you're transporting precious commodities, very special personages, or you just want to make sure that you

get where you're going in one piece, try TaggeCo.'s SCS-19 Sentinel. Sleek and aerodynamic, it combines speed and maneuverability. This two passenger security carrier comes equipped with interior climate controls, auxiliary power supplies and on-board defensive shield systems. Whether you need to navigate through unexplored countryside or a more urban jungle, the Sentinel's twin laser cannons supply an extra measure of personal safety. Available in a variety of colors, with a wide range of options to choose from.

**Craft:** TaggeCo. SCS-19 Sentinel

**Type:** Personal security conveyance

**Scale:** Speeder

**Length:** 12 meters

**Skill:** Repulsorlift operation: airspeeder

**Crew:** 1

**Passengers:** 2

**Cargo Capacity:** 50 kilograms

**Cover:** Full

**Altitude Range:** Ground level–20 meters

**Cost:** 50,000 (new); 30,000 (used)

**Maneuverability:** 2D+1

**Move:** 280; 800 kmh

**Body Strength:** 4D

**Shields:** 1D

**Weapons:**

**Twin Laser Cannon** (fire-linked)

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 20-100/150/250

*Damage:* 3D+1

## ■ SUB-ORBITAL LUXURY SHUTTLE

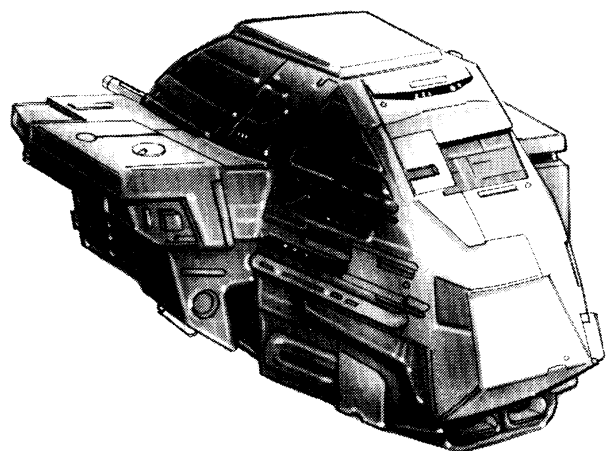
The next time your plans call for space flight, don't rely on someone else. Leave when you want to. Try using your own luxury shuttle, completely stocked with all the comforts you've come to expect when you travel.

With a Larjh orbital shuttle, comfort is paramount. On-board the Felpajh 10A, the bar is always open and the food is superb (just ask the droid brain that runs the food processor — it stores over 20,000 different recipes!).

If hyperdrive transport is not immediately available, no problem — this model also comes with adequate cabin space for several guests as you await the arrival of your courier vessel. Finally, you can take that extended vacation you've been needing without anyone knowing where you are or what you're up to.

**Craft:** Larjh StarCorporation Felpajh 10A

**Type:** Sublight passenger shuttle

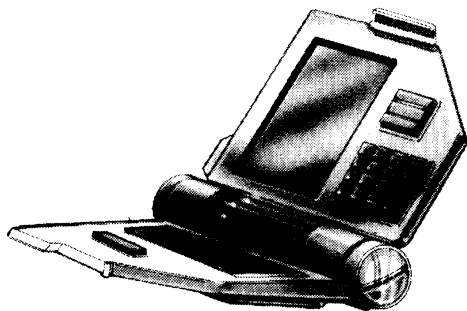


**Scale:** Starfighter  
**Length:** 31 meters  
**Skill:** Space transports: Felpajh 10A  
**Crew:** 1  
**Passengers:** 8  
**Cargo Capacity:** 5 metric tons  
**Consumables:** 10 days  
**Cost:** 225,000 (new), 100,000 (used)  
**Maneuverability:** 1D  
**Space:** 3  
**Atmosphere:** 260; 750 kmh  
**Hull:** 3D  
**Shields:** 1D

■ **VEHICLE REMOTE ACTIVATION CONTROLLER**

Sometimes you just don't have time to go through normal pre-flight operations. Save time and leave when you want (or need) to!

Bespin Motors's DVI Activator is a hand-held remote activation controller which can be used to remotely start a given vehicle. The remote activator instructs the droid brain installed aboard the vehicle to begin normal ignition and pre-flight safety checks; by the time you arrive there, you're ready to go!



**Model:** Bespin Motors Remote DVI Activator  
**Type:** Remote vehicle controller  
**Cost:** 500 (for speeders); 2,500 (for starfighter scale starships)  
**Availability:** 2  
**Game Notes:** Range is 2 kilometers. Pre-flight checks can take as little as 20 seconds (for some speeders) to well over five minutes (for some starships). The user must still pilot the vehicle manually.

**GAMEMASTER NOTE**

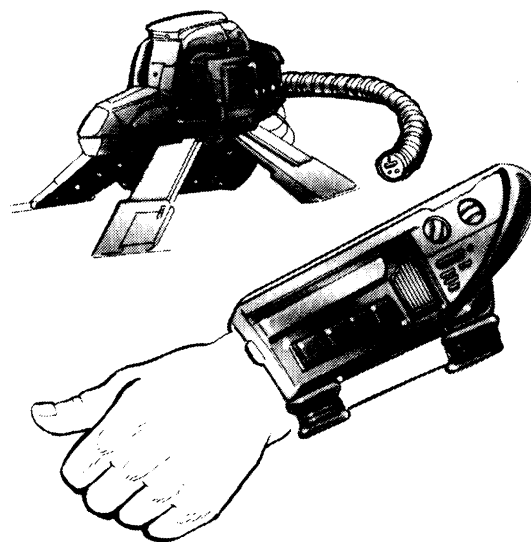
Anyone who has ever found themselves being chased by sore losers from a sabacc game will find this particular device an invaluable aid for a quick and easy getaway!

Owners are encouraged to change the pre-installed operating frequency once installation is completed. It adds a simple measure of security and helps prevent another person with a similar control device from activating your vehicle in the middle of the night without your permission!

■ **CD-12A AUTOPILOT DROID BRAIN**

Far more sophisticated than the previous DVI activator, this unit is a favorite among smugglers and others who may need to make a quick getaway in one of their vehicles. The CD-12a autopilot droid brain can be added to vehicles, starfighters or freighters (of necessity, the starship brains are much more complicated and expensive).

The unit comes in two pieces: the CD-12a droid brain and a wrist-mounted activator panel. The wrist activator has a range of 5 kilometers; when it is activated, the CD-12a droid brain is alerted. The brain then proceeds to take control of the vehicle it is mounted in, and uses the vehicle's sensors, guidance and drive systems to guide the vehicle to the wrist activator (which broadcasts a homing signal). It is rumored that some pilots have illegally modified their CD-12s to have combat skills.



**Type:** Go Corp CD-12a Autopilot Droid Brain  
**DEXTERITY 0D**  
**KNOWLEDGE 1D**  
**MECHANICAL 1D**  
*(Has one of the following:)* Repulsorlift operation 4D, space transports 4D, starfighter piloting 4D  
**PERCEPTION 1D**  
**STRENGTH 0D**  
**TECHNICAL 1D**  
 Repulsorlift repair 2D  
**Cost:** 5,000 (repulsorlift), 10,000 (starfighter-scale vehicles)  
**Availability:** 4, R  
**Game Notes:** Wrist activator has a range of up to 5 kilometers.  
**Design:** Tom Neville (23rd place)

■ **SYSTEM DIAGNOSTIC FILTER**

Ever wonder if your ship's computer is lying to you? Wouldn't you like to ask your sublight engine why it's operating at 37% and get a straight answer?

As today's ship systems get smarter, they get more complicated and temperamental. What do you do when the old R2 unit is busy on another section of the ship and you want answers from you ship's computer system?

GalStarTech's (GST's) system diagnostic filter (SDF) will cut to the chase when it comes to dealing with your starship's computers. By accessing the diagnostic programming of



ship equipment directly, the SDF presents the pertinent data quickly and concisely. This is an item no technician should be without.

The device appears to be a large datapad with a separate droid brain processing unit. Two computer adaptors connect the processing unit and the ship's computers. The unit adds +1D+1 to *computer programming/repair* when used to diagnose shipboard computer problems or +2 to *space transports repair* rolls when dealing with system malfunctions that are not totally computer-related (hyperdrives, sublight drives, etc.).

If the roll is failed by more than 10, then the ship computer system being diagnosed has detected an intrusion into its programming. The system shuts down and must be completely re-booted by the pilot or technician (normally an Easy *computer programming/repair* task but the start-up takes at least 15 minutes).

**Model:** GST System Diagnostic Filter

**Type:** Starship computer translator

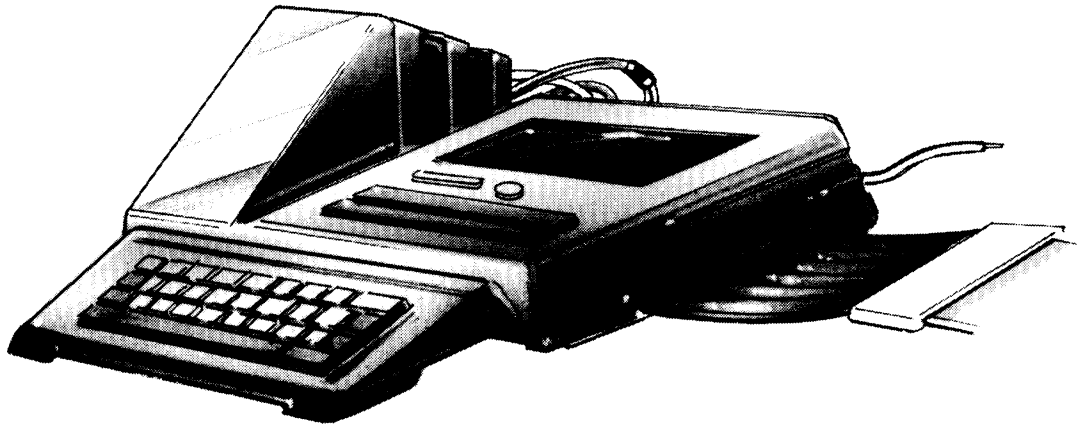
**Skill:** Computer programming/repair, space transports repair

**Cost:** 3,500

**Availability:** 2

**Game Notes:** Adds +1D+1 for *computer programming/repair* for shipboard computer systems and +2 to *space transports repair*.

**Design:** Dennis F. Belanger (11th place)





# DROIDS

Droids have long been a familiar part of the technological workplace. Beyond their obvious utility in manufacturing or engineering capacities, we at Galladinium have long held that a droid's place is in the home, the office, the starship ... in short, everywhere.

## GAMEMASTER NOTE

There is probably a tendency among gamemasters and players to underestimate the prevalence and variety of mechanicals in the *Star Wars* universe. Droids are, in many ways, the appliances of the *Star Wars* universe, with unique models for the most specialized tasks.

What follows are a number of very specialized units (some seemingly ridiculously so) but who logically fit into a universe where droids are common and relatively inexpensive (considering that a droid's operating lifespan could be well over a century).

The droid prices listed here tend to be greatly inflated because Galladinium offers luxury goods; similar but simpler models could very well be widely available at reduced prices.

## ■ ATTENDANT DROID

"Dooba! Dooba! Look! Branli hurt her finger."

"And how did that happen my little one?"

"She fell on the grav slide."

"All right let's have a look see, shall we? Are you sure you're all right, my dear?"

"I'm fine. I could see you watching me the whole time, but Branli can't see that far. Can you fix her finger for her?"

"Already done, my love. See, she's all better."

Professional medical attention, twenty-plus hours a day can now be yours with the MK 8001 attendant droid, the newest addition to AccuTronics's droid catalog. With an attendant droid on the premises there's never any question of your loved ones getting the proper attention and, should it be necessary, emergency medical care. Comlink links into planetary communication systems allow attendant droids to summon aid from nearby medical treatment centers in a

matter of minutes, while video, audio and vital statistic relays allowing remote diagnostics of patient symptoms and preparation for patient transportation with a minimum of delay. In crisis situations, an attendant droid's programming allows it to act independently, performing diagnostic tasks and stabilizing a patient's condition before help arrives on the scene. All this and the ability to mend a plasticene doll's broken finger in the same package.

**Type:** AccuTronics MK 8001 Attendant Droid

### **DEXTERITY 2D**

Running 2D+1

### **KNOWLEDGE 2D+2**

Alien species 3D, cultures 3D, languages 3D+1

### **MECHANICAL 1D+1**

Communications 4D, ground vehicle operation 2D+1, hover vehicle operation 2D, repulsorlift operation 2D+2, sensors 2D

### **PERCEPTION 1D+1**

(A) Injury/ailment diagnostics 2D

### **STRENGTH 1D+1**

### **TECHNICAL 2D**

First aid 6D

### **Equipped With:**

- Humanoid body (two arms, two legs)
- Two visual and auditory sensor recorders — Human range
- Vocabulator speech/sound system
- AA-1 Verbobrain

### **Special Abilities:**

**Medical Database:** The MK 8001 is equipped with a medical reference database listing nearly 50,000 common illnesses and diseases. Search and retrieval sub-routines can access information to permit advanced first aid treatment of severe injury or illness in a crisis situation.

**Medical Support Link:** Attendant droids can maintain direct communication links with the nearest medical facility and are capable of two-way transmission of data using planetary communication grids.

**Move:** 7

**Size:** 1.6 meters tall

**Cost:** 3,000 (new)

## ■ GUARDIAN DROID

Revella stroked the drooping head and softly cooed to her faithful companion, "You're my best friend in the whole galaxy, Seti! You won't let those bad men get me, will you?"

Seti lifted his head to let his sad eyes meet those of his mistress. A waggle of his long snout and a playful chuck under her chin was all the answer she needed.

"Good boy, Seti. I knew you wouldn't let me down. Just let those bad ol' Rebels try to harm me with you around ..."

Revella put her arms around Seti's solar collector panels and hugged the droid for all she was worth. Seti's visual



sensors glowed for a second as it scanned the horizon for any sign of the intruders it knew was out there somewhere ...

— Scene from *Revella's Journey: A Story of a Girl and Her Droid*, reprinted here with permission from Millennium Entertainments.

Every child should have a companion: a faithful, devoted friend, someone to share secrets with, and a guardian against strangers. When you're not there to care for them, let a CG guardian droid keep a mechanical eye on your loved ones. Absolute loyalty and programmed dependability insure that a guardian droid will protect its charge(s) from any unauthorized personnel.

Your offspring couldn't be in better paws. Give your child some fond memories, and you and yours some added peace of mind at the same time.

**Type:** Cybot Galactica Guardian Droid

**DEXTERITY 2D**

Blaster 4D, brawling parry 2D+1, dodge 3D+2, melee combat 4D, melee parry 4D, running 4D

**KNOWLEDGE 1D**

Alien species 2D, intimidation 4D

**MECHANICAL 3D**

Communications 2D, sensors 4D

**PERCEPTION 2D**

Search 3D

**STRENGTH 3D**

Brawling 4D

**TECHNICAL 1D**

**Equipped With:**

- Four legs
- Hinged, grasping jaw with retractable blade incisors (STR+2 damage)
- Two visual and auditory sensor recorders — Human range
- Retractable blaster (3D damage, ranges 0-3/10/20)

**Special Abilities:**

*Loyalty Imprint:* Absolute obedience to master and designated family members. Will react in potential threat situations to defend would-be attackers unless directly countermanded by designated family member.

**Move:** 13

**Size:** 1.5 meters tall

**Cost:** 4,000 (new), 2,000 (used)

### FAITHFUL, DEPENDABLE, AND CHEAP...

Guardian droids can serve in a wide variety of adventure settings. A droid can function as a perimeter guard, patrolling a selected piece of turf around the clock. As family members targeted for a kidnapping attempt move away from their domestic setting, a guardian droid can accompany them.

Should one of a family group need to work late at the office or laboratory, a guardian droid can be an unexpected surprise to anyone attempting a break-in. With high-level search capability, a guardian droid can likewise serve as a tracker should one or more family members go missing. A guardian droid is also capable of summoning assistance in a timely manner.

### ■ LITIGATION DROID

Who wouldn't rather be out on the Alkenak fields getting in a few rounds rather than be stuck in a stuffy courtroom for days on end? Why depend on a fallible organic when you can have the *perfect* lawyer — one with a perfect memory?

A litigation droid may be your best defense!

Litigation droids are accepted as accredited members of the Imperial justice system. Droids cannot be "persuaded" to see things in a different perspective. Neither can they be required to give information against their client.

**Model:** Caldrahlsen Mechanicals C4LR Litigation Droid

**Type:** Legal representation droid

**DEXTERITY 1D**

**KNOWLEDGE 2D**

Bureaucracy: Imperial administration 5D+2, bureaucracy: courtroom procedures 5D+2, cultures 4D+1, intimidation 4D+2, law enforcement 6D, scholar: Imperial law 6D+2

**MECHANICAL 1D**

**PERCEPTION 2D**

Bargain 3D, persuasion 5D+1

**STRENGTH 1D**

**TECHNICAL 1D**

**Equipped With:**

- Humanoid body (two arms, two legs)
- Two visual and auditory sensor recorders — Human range
- Holographic projector/recorder
- Vocabulator speech/sound system
- AX-02 Verbobrain
- Litigation module: Compilation of Imperial legal precedents and special case histories pertaining to a specific facet of Imperial law. Specializations can include: civil arrest and prosecution, commercial law, taxation law, military jurisprudence, etc. One base module is installed with each droid. Up to four additional modules can be installed at any one time.

**Special Abilities:**

*Perfect Memory:* Litigation droids keep a permanent record of all courtroom proceedings as well as data transcripts and holovisuals of materials entered into evidence in a court of law. It can replay courtroom conversations verbatim, as well as provide hardcopy of all relevant printed materials.

*Honesty:* A litigation droid is prevented by its programming from lying, exaggerating or misrepresenting facts that might otherwise benefit its client/master.

**Move:** 8

**Size:** 1.6 meters tall

**Cost:** 3,000 – 10,000 (varies dependent on specific programming requirements; up to 3 litigation expertise modules can be installed at 2,000 credits per module).

### ■ CYBOT GALACTICA 434-FPC PERSONAL CHEF DROID

"For your dining pleasure this evening, gentlemen and ladies, I have produced a crisp caramaxoian salad with Dihneral herb-and-ale dressing. For the next course, a rack of toasted Febrini sand-prestors with a subtle gangini sauce. For your main course, you will have a selection of either Velossian caramachi shell-backs in white suvoli cream, or roasted Hillindor game fowl in brestel nuts with zinchari spice. For desert, I have arranged an assortment of Cavaellin spiced creams. I trust that will be acceptable."

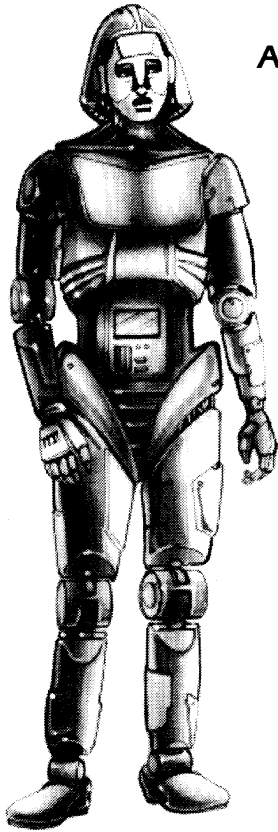
"Everything sounds fine, my dear fellow. Do commence."

"As you say, sir."

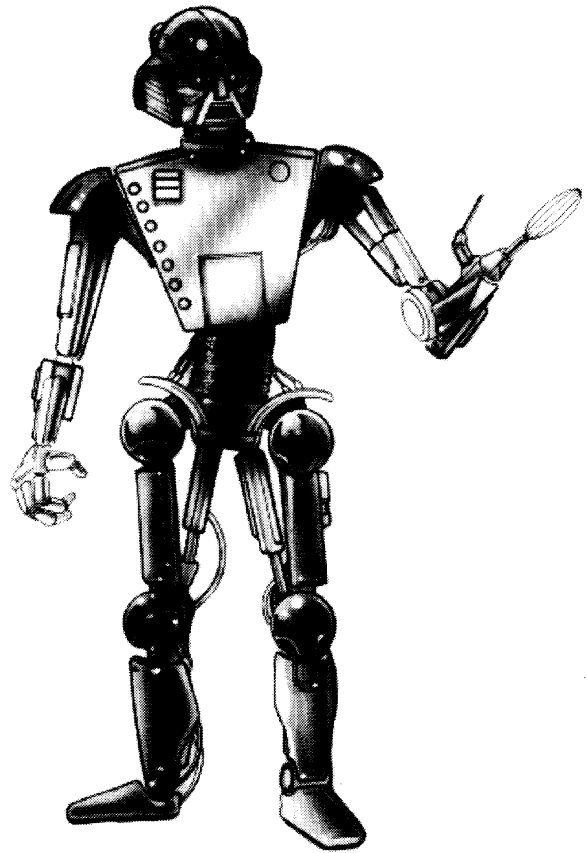
"434-FPC is such a treasure. He's an absolute wizard in the kitchen. The best part of it is that he works for free. Just give him an occasional lubricant bath and he's happy!"

Good food is one of the simple pleasures of life. Now, you can enjoy that pleasure every night in the comfort of your own home. Whether for that all-important dinner party or a quiet meal with someone special, the Cybot Galactica 434-FPC culinary droid is up to the task.

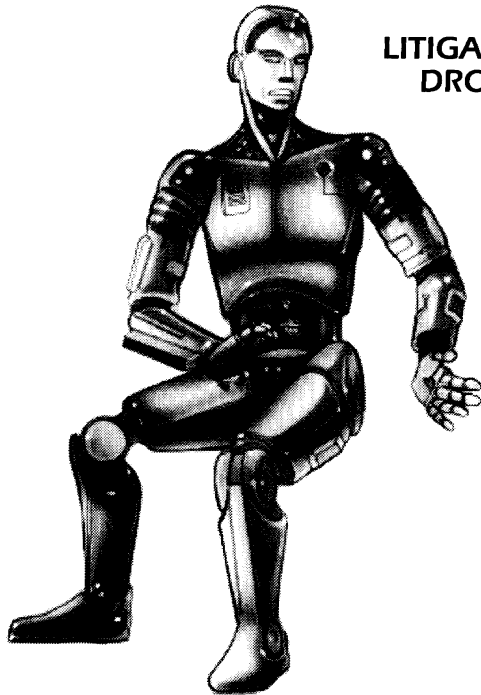
In addition to a database with over 17,000 selected recipes from the far corners of the galaxy, this culinary servant can accompany you as a mobile food taste-tester, analyzer, shopping servant and, in a pinch, a host's helpful assistant.



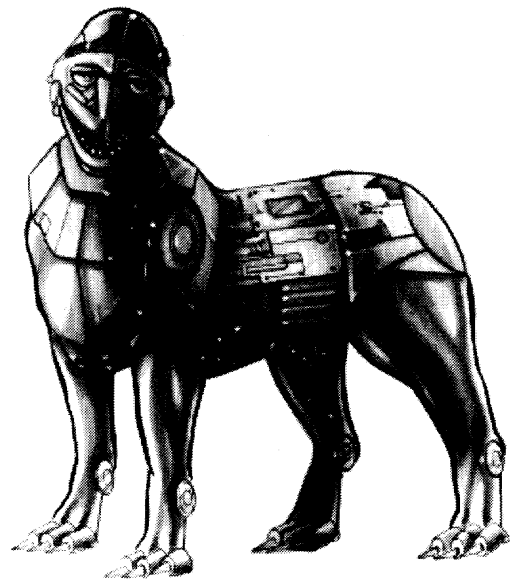
ATTENDANT DROID



PERSONAL CHEF DROID



LITIGATION  
DROID



GUARDIAN DROID



### OKAY METALHEAD, START SPILLING YOUR SOLENOIDS!

In the course of an adventure, characters can easily run afoul of any number of less-than-respectable characters, especially powerful criminal figures. Characters seeking to thwart a criminal's plan will need to locate sources of information and the best sources of information are those nearest the culprit. Don't overlook the presence of a litigation droid: it will acquire a basic working knowledge of its owner's activities, if only to prepare a defense when its owner inevitably faces various charges.

The droid may have a detailed memory of its owner's mansion and its floor-by-floor layout — "So, how many guards does your boss have upstairs anyway?" The droid may know who its master is routinely dealing with in the local criminal underworld.

While the droid's programming prevents it from implicating its master directly, that will not stop clever characters. The trick is to convince the droid that disclosing specific information is for the good of its owner.

**Type:** Cybot Galactica 434-FPC Personal Chef Droid

**DEXTERITY 1D**

**KNOWLEDGE 2D**

Culinary arts 6D+2, cultures 3D, cultures: galactic cuisines 5D, cultures: food preparation 5D, home economics 4D+2, languages 2D+1, value: foodstuffs 2D+2

**MECHANICAL 1D**

**PERCEPTION 2D**

**STRENGTH 1D**

**TECHNICAL 1D**

**Equipped With:**

- Humanoid body (two arms, two legs)
- Two visual and auditory sensor recorders — Human range
- Vocabulator speech/sound system
- Various cooking attachments (replaceable; attach to left arm)
- AA-1 VerboBrain
- TranLang I Communications module
- Food Preparation Database
- Food Sample Analyzer

**Move:** 6

**Size:** 1.4 meters tall

**Cost:** 4,000

### ARE YOU SURE YOU QUESTIONED EVERY 'BOT?

A personal chef droid can be more than a mobile recipe book: it interacts with family members and friends on a routine basis. It overhears conversations — sometimes ones others would not enjoy having repeated. In any investigation involving household members, investigation teams routinely question the domestic droids. Sometimes they can be a valuable source of information when you (or their owners) least expect it!

### PERSONAL SECRETARY DROID

Good help is hard to find; it's even harder to program. The designers at Opti-Prime, however, accepted the challenge. The result was the XA-540 personal secretary droid, a unit capable of handling all your administrative needs quietly, competently, and with unswerving loyalty. In the XA-540, today's busy executive will find an efficient assistant, dutiful subordinate, and perfect business confidant, all rolled into one. The XA-540 can be assigned a wide variety of administrative tasks, ranging from correspondence and personal stock portfolio management to budgetary analysis and supervised employee relations. It makes a good cup of chaffir, too.

**Type:** Opti-Prime XA-540 Personal Secretary Droid

**DEXTERITY 1D**

**KNOWLEDGE 2D+1**

Bureaucracy 4D, business 4D

**MECHANICAL 1D**

**PERCEPTION 1D+2**

Bargain 2D+2

**STRENGTH 1D**

**TECHNICAL 1D**

Computer programming/repair 3D+2

**Equipped With:**

- Humanoid body (two arms, two legs)
- Two visual and auditory sensor recorders — Human range
- Vocabulator speech/sound system
- TranLang I Communications module
- Business administration policies and procedures database

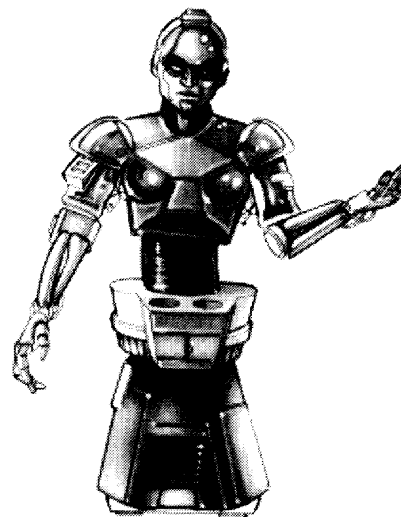
**Special Abilities:**

*Loyalty Inhibitor:* Hard-wired programming inhibits this unit from disclosing any information classified as "business-sensitive" to unauthorized personnel. Attempts to reprogram this automated function will result in circuitry overload and burnout.

**Move:** 8

**Size:** 1.6 meters tall

**Cost:** 2,500 credits



### V5-T TRANSPORT DROID

Transport droids have been around for a long time, but they have become increasingly popular as the desire to cut costs has encouraged harried starport staffs to use these droids to round out their labor pools.

The V5-T transport droid is a standard fifth-degree unit, and is smart enough to follow basic commands. It can be





preprogrammed with transport routes for faster cargo moving, but it will take orders from just about anyone (it can be programmed to acknowledge only certain identification cards from starport employees). Advanced models can be equipped with a remote computer link, allowing them to access data about traffic conditions or have new orders delivered via com signals.

**Type:** Veril Line Systems V5-T Transport Droid

**DEXTERITY 1D**

**KNOWLEDGE 1D**

**MECHANICAL 1D**

**PERCEPTION 1D**

**STRENGTH 4D**

**TECHNICAL 1D**

**Equipped With:**

- Retractable lifting arm (can lift up to 500 kilograms with a *lifting* skill of 4D)

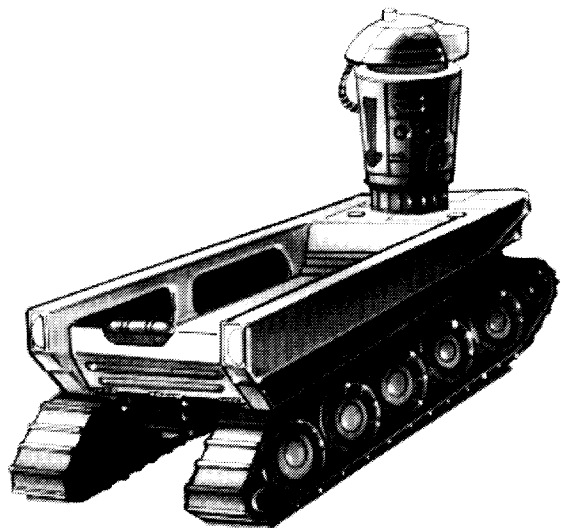
**Move:** 35 (tread version), 50 (repulsorlift version)

**Size:** 2.2 meters tall

**Cost:** 2,500 (tread version), 4,500 (repulsorlift)

**Game Notes:** Carries up to two metric tons.

**Design:** Adam Dickstein (20th place)



### ■ M4 MESSAGE DROID

The M4 message droid is a sophisticated messaging unit with a high speed repulsorlift unit for rapid transit. The droid can carry datatapes and programs or it can holographically record a message up to five minutes long. It is perfect for situations where open-air broadcasts might be intercepted.

**Type:** Cybot Galactica M4 Message Droid

**DEXTERITY 1D**

Dodge 5D

**KNOWLEDGE 1D**

**MECHANICAL 1D**

**PERCEPTION 1D**

**STRENGTH 1D**

**TECHNICAL 1D**

**Equipped With:**

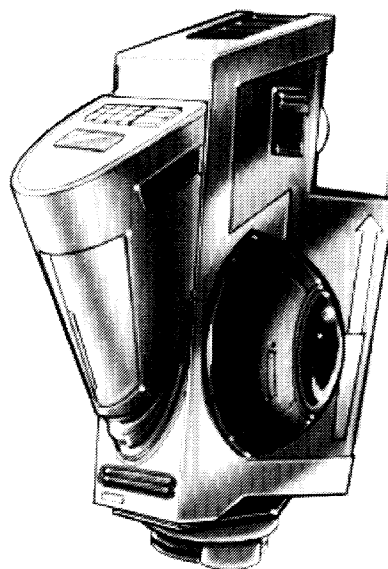
- Holographic projector/recorder
- Repulsorlift drive unit with 4-meter flight ceiling
- Body armor (+2D physical, +1D energy, military version only)
- Internal sporting blaster (3D+1 stun damage, ranges: 0-5/10/20, military version only)

**Move:** 30

**Size:** 0.3 meters tall

**Cost:** 2,000, 4,000 (military version)

**Design:** Matthew Cunningham (21st place)



### ■ TUTOR DROID

Quality education is a serious matter. Far too serious a matter to be left to any one individual. Those who care enough to provide their children with the best education look to Industrial Automation's fine line of education and tutorial droids. For far less than what it would cost to hire a Human equivalent, Industrial Automation can provide your household with a qualified tutor droid versed in a variety of scholarly subjects, at whatever educational level is required.

**Type:** Industrial Automation TTS-15 Education and Tutorial Droid

**DEXTERITY 1D**

**KNOWLEDGE 3D**

Alien species 4D+1, cultures 4D+1, economics 4D+2, languages 4D+2, planetary systems 4D+1, scholar: applied educational theory 5D+2, scholar: galactic history 4D, scholar: (various) 3D+2

**MECHANICAL 1D**

**PERCEPTION 2D**

**STRENGTH 1D**

**TECHNICAL 1D**

Computer programming/repair 2D

**Equipped With:**

- Humanoid body (two arms, two legs)
- Two visual and auditory sensor recorders — Human range
- Vocabulator speech/sound system
- AA-1 Verbobrain
- TranLang II Communications module

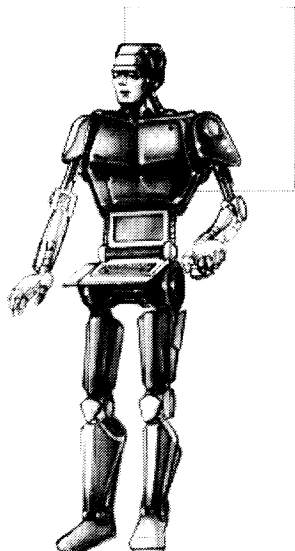
**Special Abilities:**

**Education Pack:** Each droid comes pre-programmed with up to three specific areas of subject expertise to include: galactic history, material and theoretical sciences, languages, literature, multi-cultural literature, cultures, and mathematics. Specific programming selections and competence levels are selected prior to shipment.

**Move:** 7

**Size:** 1.5 meters tall

**Cost:** 500 credit initial lease fee, 1,000 annual service contract fee, which includes routine inspection and program upgrades



### ■ NR-5 MAINTENANCE DROID

A general maintenance and repair droid that can handle many starship repair tasks, the NR-5 is a competitor with Industrial Automaton's R2 Astromech. While it lacks the astrogation and piloting skills, it is also substantially cheaper, making it a good choice for budget conscious freighter captains.

**Type:** Kalibac Industries NR-5 Maintenance Droid

**DEXTERITY 1D**

Dodge 1D+2

**KNOWLEDGE 1D**

**MECHANICAL 1D**

**PERCEPTION 1D**

**STRENGTH 1D**

**TECHNICAL 1D**

Computer programming/repair 4D, security 2D, space transports repair 3D

**Equipped With:**

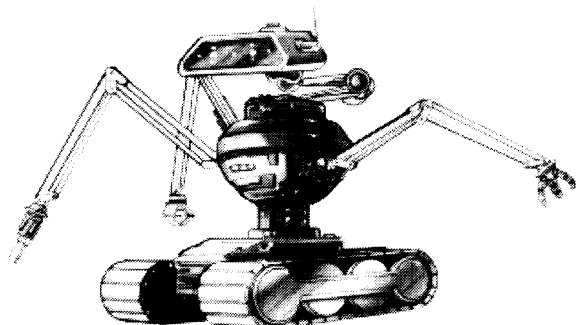
- Visual photoreceptors (Human range, infrared, ultraviolet)
- Kalibac Mechro-II brain
- Wide-band radio receptor
- Retractable heavy grasper arm (+1D to *lifting*)
- Retractable fine manipulator arm
- 2 treaded legs

**Move:** 3

**Size:** 0.7 meters tall

**Cost:** 2,200 (new)

**Design:** Greg Dove (17th place)



### ■ LE-V0 LAW ENFORCEMENT DROID

The LE-V0 law enforcement droid has been constructed by the technologically-oriented Rseikharhl species from the Rseik sector. Even though the LE-V0 uses a blaster weapon, it hasn't been responsible for any fatalities. The units have an exceptional service record, including remarkable stability (compared to other military droids).

The Rseikharhls developed the droid as a deterrent to criminal activity. The stature of the LE-V0 (at over two meters) scares many offenders. The droid is used for support and perimeter patrol by police forces and private security firms around the galaxy. It will not fire on an opponent unless absolutely necessary, instead insisting on a peaceful surrender. Although a few perpetrators have been able to take advantage of the droid's programming, it has also prevented any wrongful deaths — a fair trade in the eyes of the Rseikharhls.

**Type:** Rseikharhl LE-V0 Law Enforcement Droid

**DEXTERITY 3D**

Blaster 5D, dodge 3D+2

**KNOWLEDGE 2D+2**

Alien species 3D, bureaucracy 3D, intimidation 4D, law enforcement 6D, streetwise 4D

**MECHANICAL 2D**

Repulsorlift operation 3D

**PERCEPTION 1D**

Con 2D+2, command 3D+2, investigation 4D+2, persuasion 2D, search 3D

**STRENGTH 3D**

**TECHNICAL 1D**

**Equipped With:**

- Two auto-balance legs
- Swivel torso
- Body armor: +2D physical and energy to all locations

**Move:** 8/12

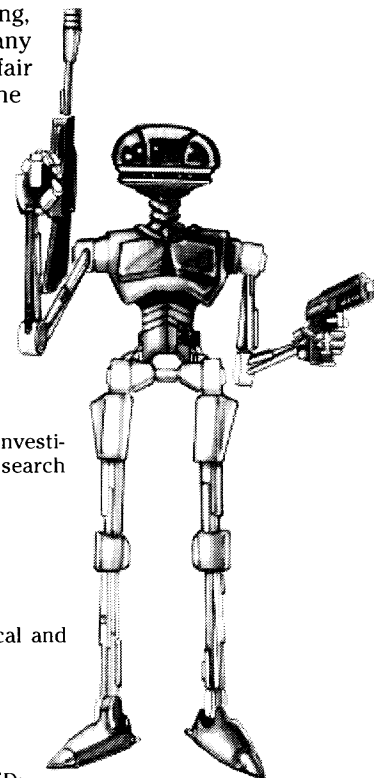
**Size:** 2.4 meters tall

**Cost:** 9,000 (new)

**Availability:** 2, R or F

**Equipment:** Blaster rifle (5D; normally set on stun)

**Design:** Mike Kogge (13th place)



### ■ DROID CUSTOMIZATION KIT

For the "do-it-yourself" who just loves to tinker, Ulqib MacroTronics's latest droid customization kit will provide hours of satisfied puttering, clanging, and occasional banging in the backyard repair port. With a little bit of time and skill, you can now modify and enhance your mechanical servants to your own specifications at half the cost of having a professional do it for you.

Everything you need to get started is included in this extensive collection of tools and accessories. Cut out the middleman and discover the joys of droid customization at the same time.

**Model:** Ulqib MacroTronics Droid Customization Kit

**Type:** Droid modification tool kit

**Skill:** Droid programming, droid repair

**Kit Includes:**

- Droid datapad neural pathway linkage
- Memory modulator (allows for skill and/or attachment software)

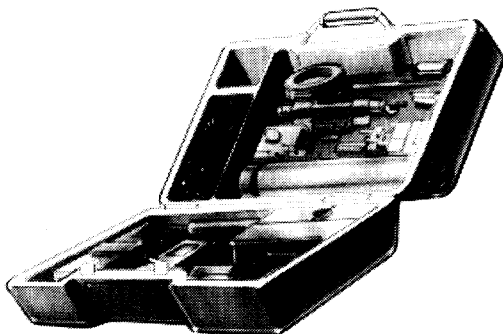


programming)

- Memory wipe module (completely erases all non-hardwired memory and related skills)
- Replacement actuators
- Replacement micro-servos
- Additional software node (boosts one specific skill +2D over the attribute if the droid's skill is less than 2D over the attribute; has no effect if the droid's skill is 2D or more over the attribute)
- Broadband antenna receiver
- Movement sensor (if the droid has less than 2D in *search* (over the *Perception* attribute), the *search* skill goes to +2D over *Perception* only when searching for moving objects within 100 meters of the droid)
- Repulsorlift motor (also requires *repulsorlift repair* skill to install; has a Move of 13 for droids under 100 kilograms).
- Internal computer interface socket
- Two photoreceptors (moderately above Human range)
- Two audio receptors (normal Human range)
- Vocabulator panel
- Database retrieval system (content files must be loaded after installation as per normal programming rules)
- Remote programming receiver

**Cost:** 400 (additional costs for specific attachments may also be incurred)

**Game Notes:** Most hardware additions also require successful installation of corresponding software programming to properly interface new equipment. Additional tools (e.g. electric arc welder) and other droid parts may be required for certain alterations. The gamemaster must determine specific difficulty levels and time taken.



### ■ MK-11 DROID DIAGNOSTIC

Droids are so common that we tend to take them for granted. But what do you do when one of these mechanical marvels fails? Droid maintenance is easier than ever with the addition of this new droid systems analyzer. With this handy tool and 30 minutes of your time each month, your droid can be checked from top to bottom.

The Mk-11 contains parameters for over 500 models. Simply punch in the type of droid you wish to scan and the specific system to review. Recommendations for general or specific maintenance are displayed in minutes. Now, you can personally see to it that your droid is in top mechanical condition. The savings in unnecessary repair bills will have the Mk-11 paying for itself in no time at all.

**Model:** Interstellar Droid Monitoring, Inc. Mk-11 Droid Diagnostic

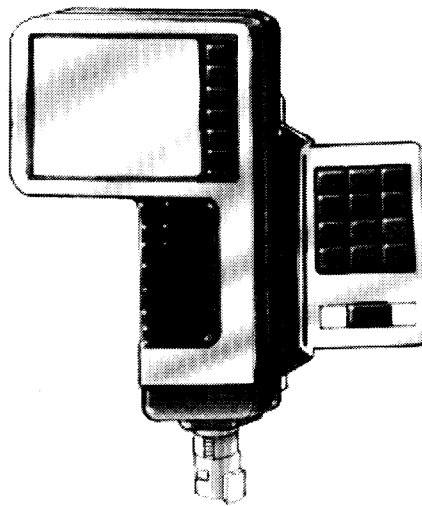
**Type:** Droid diagnostic

**Skill:** Droid programming, droid repair

**Cost:** 200

**Game Notes:** Very Easy *droid programming* roll required for standard systems check and readout (takes 30 minutes). Diagnostic assisted repair procedures normally require an Easy *droid repair*

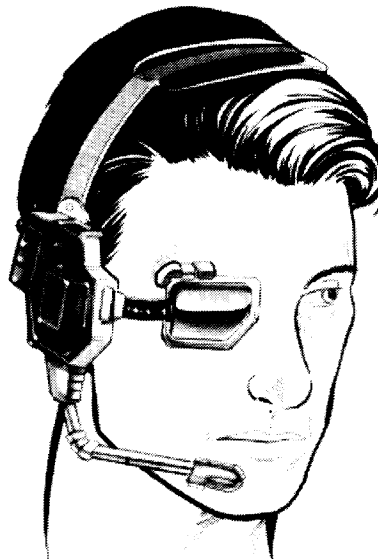
roll and the diagnostic's expertise adds +1D to the skill roll. This bonus is for maintenance only and does not apply to major repairs or modifications.



### ■ CL-3 DROID COMMAND LINK

This unit allows the user to command a droid equipped with a response rig from a remote location. This link incorporates all of the features normally found in a personal comlink, and adds a direct audio/video feed from the linked droid's sensors. Simple controls on the side of the device allow the wearer to switch between which of the droid's "visual" senses will be displayed on the eyepiece (normal Human range, infrared or ultraviolet if the droid's photoreceptors can read data from these ranges). Another control allows the droid's communications to be displayed as text. The unit has a range of one kilometer.

This option is quite popular when the command link is being used with Industrial Automaton's R2 series or other units which use high-density electronic languages.





Although originally intended for use with droids operating in hostile conditions, these units have seen occasional use in military operations when command teams have linked them to surveillance droids.

Installation requires a Moderate *droid repair* roll, an Easy *droid programming* roll and two hours of work.

**Model:** AccuTronics CL-3 Droid Command Link

**Type:** Remote droid command link

**Cost:** 850

**Design:** Matthew Silvia (3rd)

### ■ ASTROMECH VOICE BOX

This peripheral, when attached to any of Industrial Automaton's R1 to R5 series droids. This peripheral, when attached to any of Industrial Automaton's R1 to R5 series droids reprograms the droid with the appropriate language (Basic, Bocce, Rodian, Wookie, etc.; language programs run from 25 to 100 credits). Attachments on the voice unit allow the user to vary the pitch, intonation and speech patterns to achieve almost any desired speaking voice, accent or effect.

Installation requires a Moderate *droid repair* roll and takes 15 minutes. Removal of the unit requires an Easy *droid repair* roll and 15 minutes; failing the roll causes 3D stun damage to the droid and causes damage to its programming (one skill, selected at random, is eliminated).

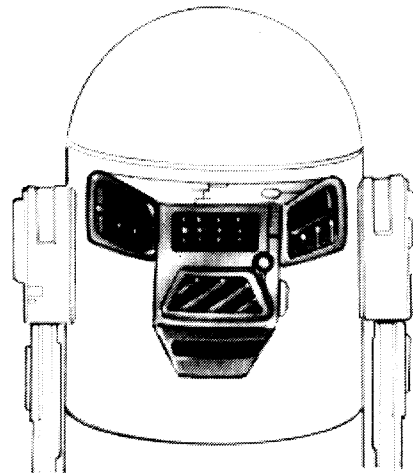
The voice box can cause operation problems for the R-series droid (on a mishap, the skill the droid is attempting to use fails or suffers a substantial penalty, such as -2D). A droid with a voice box can only be installed in specially refitted droid couplings aboard X-wing or Y-wing fighters or the owner must build a linked interface allowing the voice box to be mounted where it will not interfere with a standard coupling (for example, by mounting the voice box on the head of the droid). Should the voice box be damaged or ripped off the droid, the droid suffers 3D stun damage.

**Model:** Industrial Automaton R-Series Voice Box Adaptor

**Type:** Astromech verbal attachment

**Cost:** 250

**Design:** Jason Davis (9th place)





# FOR HOME OR OFFICE

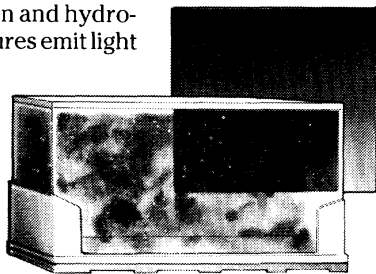
Wherever a person spends their time should be a place of comfort and charm, of peace and productivity. The staff at Galladinium believes that good taste and elegance should never be sacrificed for mere convenience and utility. Whether it's the latest in computer science or the newest advances in holographics, Galladinium can pamper you with the finest conveniences and the most comfortable furnishings.

## ■ AQUALISH BIO-LIGHT PANEL

For the latest in bioluminescence, with a distinctively artistic appeal, consider the addition of an Aqualish bio-light panel to your favorite work environment. The Aqualish bio-light panel has a one-meter-tall by two-meter-long rectangular tank with photo-chemical reactive plankton in a controlled liquid environment. When exposed to a variety of common gases, such as carbon dioxide, nitrogen and hydrogen, these tiny creatures emit light in an ever-changing array of fluid, picturesque patterns.

A recessed stud controls gas filters along the frame's outer edge. In this manner, the amount of light generated can be controlled. Both functional and decorative at the same time, this unique decoration is an eloquent statement of good taste.

**Model:** Ferisoliq Imports, Ltd. ABP-980  
**Type:** Aqualish bio-light panel  
**Cost:** 250  
**Availability:** 2



## LET ME KNOW IF THE LIGHTS GO OUT!

Aqualish bio-light panels have an additional safety feature. The microscopic plants that generate the light are susceptible to a variety of chemicals and gases. Should an Aqualish bio-light panel go dim for no apparent reason, this is a clear indication something is seriously wrong with the local air supply. In short, if the lights start to go out, reach for the emergency breather mask first and the emergency glow rod second!

Each cube side has a series of specialized fiber optic relays which "carry" light from one edge of the cube's face to the other. When placed in a recess (such as in a wall, similar to how wall safes are often constructed), a viewer will not see the cube, but rather a continuous wall. The device does not work when out in the open since the light will create an unusual "fuzzy" effect which will actually draw attention.

**Model:** Veretrex Securities Hiding Cube SCT-1000  
**Type:** Security container  
**Cost:** 3,000  
**Availability:** 4

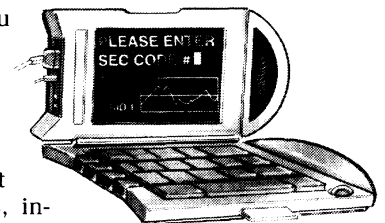
**Game Notes:** When activated and properly hidden, a viewer must make a Moderate *Perception* roll to notice "something" about the wall where the cube is. External magna-locks along the container surface require a Very Difficult *security* total to pick. The container's outer surface has a *Strength* of 4D to resist damage.

## ■ CFC-100 CORPORATE WATCHER COMPUTER

It's difficult for even the most savvy of galactic business barons to keep tabs on important developments in the galaxy's corporate giants. With CoreDataFile's newest "corporate watcher" at your fingertips, you'll feel like you can do the impossible.

CDF's corporate watcher provides financial tracking information on over 10,000 of the galaxy's most important business conglomerates, including the Galaxy 500, Surnack's Sentinel 100, and the Tradoc Core Index.

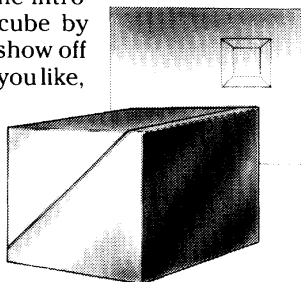
The unit must wait for the data to arrive, which is dependent upon the user's proximity to actual trading sites — those with access to the HoloNet will always have an advantage



## ■ BITH HIDING CUBE

Have something of special value you'd like to show off only once in a while? With the introduction of the Bith hiding cube by Veretrex Securities, you can show off your favorite treasures when you like, but hide these items in plain sight when the need arises.

In essence a very advanced prism, the Bith hiding cube appears to be a simple, transparisteel cube 75 centimeters on a side.





with continuous data updates.

Review corporate management decisions, hirings and firings, certificate fluctuations and new trends. The secret is in the programming. CoreDataFile's CFC-100 combines sophisticated artificial intelligence routines to find the gems of information hidden in the huge datastreams that pour over today's communications networks.

The core package includes a service contract with Bank of the Core's (BoC's) Investment Division. BoC will provide weekly data updates to keep you up to date with the latest financial information. With the CFC-100 at your disposal, you'll know which "hot picks" to pursue long before the "experts" have selected them. The CFC-100: it's there for you — or your competition. You decide.

**Model:** CoreDataFiles CFC-100

**Type:** Corporate watcher computer

**Skill:** Business

**Cost:** 12,500, 10,000 credit annual service fee for weekly data upgrades

**Availability:** 2

**Game Notes:** Requires no specialized computer skills to install. However, an Easy *business* roll is required to retrieve information dealing with a given company's recent operations. Moderate or higher skill totals are required when attempting to model hypothetical "what-if" scenarios and analysis of long-term trends.

### WATCHING THE WATCHER

What a person reads is a good indication of that individual's personal interests. So too are those things he or she uses a watcher computer to keep track of.

Accessing the memory logs of this machine can reveal some interesting clues about its owner. For example, why might the user be tracking the rising cost of mineral extraction on a given planet's northern slope? Did he or she have a hand in fomenting recent labor unrest simply to drive the price up? Why the sudden interest in corporations thought to be dummy fronts for criminal organizations? And why has the user been monitoring arms production in an out-of-the-way backwater section of space?

Perhaps he or she is working out a pattern of distribution — the sort of information a pirate (or Rebel) would pay dearly to obtain.

### POCKET SECRETARY

This is a voice activated, hands-free datapad. The datapad has two pieces. The first is a standard datapad with an internal audio coding chip. The second is a comlink-sized device which can be hand-held or attached to a headset, necklace or similar device.

To begin recording, the user simply speaks a pre-terminated code-phrase (normally "Begin recording" or "Make a note"). The sensor then begins relaying the spoken messages to the datapad, which translates the information into computer data.



Computer data can be reviewed at a later date. If the datapad has any problems translating data, queries may be registered during the data dictation or later during a review session. Some people use these devices for covert recording of conversations.

**Model:** MicroData Pocket Secretary

**Type:** Audio activated datapad

**Cost:** 150

**Availability:** 1

**Design:** Mike Zebrowski (honorable mention)

### DCD-4800 CRYPTOGRAPHIC CODER

He knew he had to be careful. One slip and the information could fall into the wrong hands. Defas looked nervously over his shoulder for the hundredth time while his fingers continued to fly over the keyboard.

"Who's up there?"

How did they find him so soon? No matter! Just keep working.

"All right, whoever you are, come out of there!"

Don't stop now, just a little more to go.

"This is your last chance. I want you out here, now!"

Finished! And just in the nick of time, too.

"I'll be right out, Father.

Just finishing up some school work."

Defas disconnected his computer interface from the cryptographer and surveyed the sheet coming out of the output slot. The information confirmed his hopes.

That's one grade card they'll never see!

Corporate espionage is on the rise. Your client's confidentiality requires an extra measure of security. What to do? Well, if data security is what you're after but you want to avoid spending a fortune, consider a hand-held cryptographic coder from Ealewon Electronics.

With a cryptographic coder your files are protected from unauthorized access by the very latest encryption coding techniques. Mark individual files for access by password while maintaining generally "open" systems. Hide sensitive materials from view — even from sophisticated search operations.

**Model:** Ealewon Electronics DCD-4800 Cryptographic Coder

**Type:** Computer data encryptor

**Skill:** Computer programming/repair

**Cost:** 1,200

**Availability:** 3

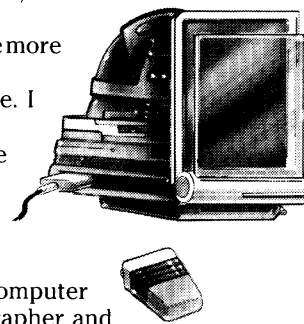
**Game Notes:** Requires an Easy *computer programming/repair* roll to secure selected data files with selected option(s) in place. Attempts to access encrypted files require a Difficult *computer programming/repair* roll if the user doesn't have the appropriate authorization.

### DEFEL HEAT REDUCER

This unusual device uses power plates containing cultures of native Defel micro-organisms that thrive on ultraviolet radiation. When exposed to ultraviolet radiation, these one-celled creatures absorb local heat sources, generating electricity, which is stored in battery cells. This particular heat exchanger is ideal for use in desert climates or any environment rich in ultraviolet radiation.

**Model:** Farendress Defel Exports HR-1200

**Type:** Heat reducer/energy generator

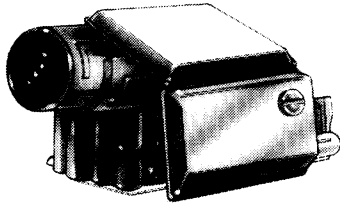




**Cost:** 500

**Availability:** 2

**Game Notes:** When operating in an environment with high levels ultraviolet radiation, the exchanger can produce enough energy to power several datapads or other small appliances.



### ■ DISPERSAL CANISTER

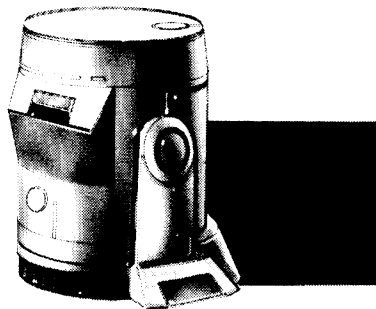
Valkrex has come up with a portable dispersal canister which is ideal for any number of situations. Whether at home, in a busy office or even in a cramped shipboard cubicle, you can now get rid of unwanted trash easily. Valkrex's dispersal canister works by disintegrating waste elements in a contained fusion reaction. The end result is harnessable electricity stored in rechargeable power packs which can be placed in datapads, comlinks, or any other energy-using appliance.

**Model:** Valkrex Machinery Dispersal Canister

**Type:** Personal waste disintegrator

**Cost:** 400

**Availability:** 2



**Game Notes:** Canister is a round cylinder, 1 meter tall by 40 centimeters in diameter. Each canister contains 6 removable and rechargeable power packs.

#### A VERY USEFUL TOOL

Forget about the trash! Secrets are dangerous. Anyone who has something to hide will want to have a quick and easy way of disposing of that "sensitive information" before it falls into the wrong hands. The dispersal canister is perfect for that situation.

### ■ FOOD MANAGER

"What do you mean you've just invited your supervisor to dinner? I can't get ready for another party at such short notice ..."

More than a simple food processing unit, the Synergenics

food management system is a fully automated food preparation system capable of replicating thousands of recipes from across the galaxy. A built-in ingredient equivalency module suggests alternate foodstuffs to approximate rare ingredients when preparing exotic dishes. An automated menu planner will advise you of specific quantities required, whether you are feeding one person or a platoon of stormtroopers. Just add the ingredients and the system takes care of the rest.

**Model:** Synergenics Rapid Recipe Food Management System

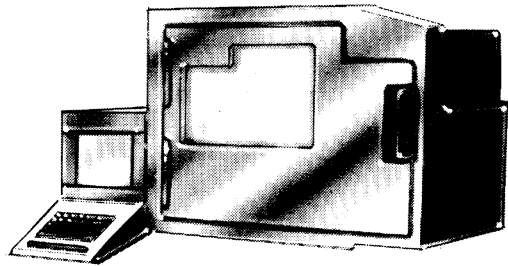
**Type:** Automated food preparation unit

**Skill:** Culinary arts (Knowledge skill)

**Cost:** 250

**Availability:** 2

**Game Notes:** A Very Easy *culinary arts* roll is required to locate a specific recipe from the unit's database. A Moderate (or higher) roll is necessary to incorporate a new recipe from scratch.



### ■ REFRESHER BOOTH

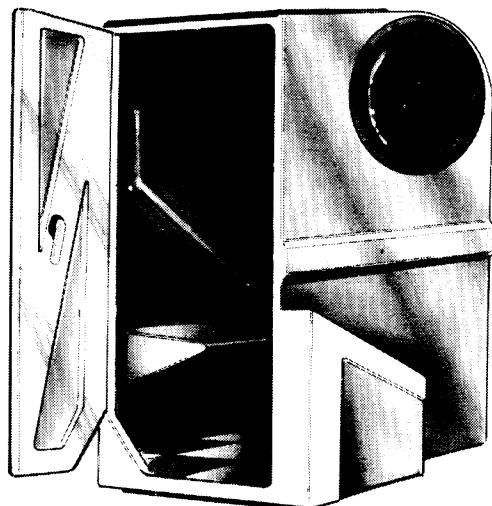
The refresher booth is a fully automated and self-contained ultrasonic shower system that invigorates while it cleans. By incorporating minute amounts of specially-formulated bacta, it promotes cellular repair and muscular stimulation. Low-frequency heat induction coils provide a warm drying cycle that leaves the user refreshed. All it takes is 10 minutes!

**Model:** zZip Product Concepts Ltd. Refresher Booth

**Type:** Personal hygienic refreshment system

**Cost:** 2,500

**Availability:** 2





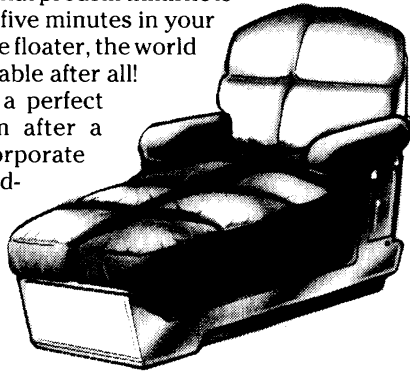
**JUST WHAT THE MEDICAL DROID ORDERED ...**

Refresher booths are common at medical facilities, hotels, health clubs and even starport facilities. Refresher booths make a convenient hiding place in a pinch and an even more convenient drop point for smuggled goods.

**■ REPULSOR LOUNGE FLOATER**

The boss rejected your schematics without even looking at them. Who does that predsill think he is anyway? Still, after five minutes in your new repulsor lounge floater, the world seems almost tolerable after all!

The 432GLM is a perfect unit for relaxation after a tough day on the corporate battlefield. With adjustable repulsor fields from one to 30 centimeters and micro-inducers for a relaxing massage. Pamper yourself. You deserve it.



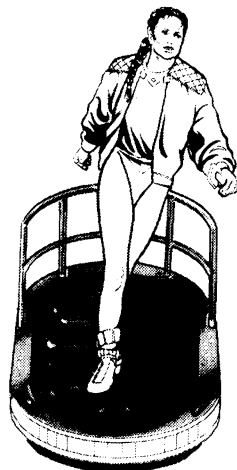
**Model:** Gafladen Lounger 432GLM  
**Type:** Repulsor lounge floater  
**Cost:** 350  
**Availability:** 2

**■ GRAV MILL**

Work off that excess stress. Give yourself a good workout in the privacy of your own home with a Quarlitech gravity treadmill. Perhaps you need to acclimate yourself to working in higher (or lower) gravity environments. Now, nothing could be simpler with the grav mill from QAI.

**Model:** Quarlitech Aergronics, Inc. GRGC-800  
**Type:** Grav treadmill incline  
**Cost:** 700  
**Availability:** 2

**Game Notes:** Dedicated training on the grav mill for an extended period of time (anywhere from a few days to weeks, depending upon the severity of gravity change) can help eliminate any penalties due to higher or lower gravity worlds.

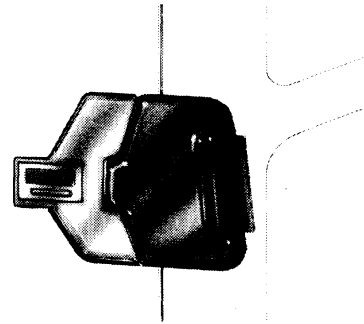


**■ MAGNA LOCK**

With the right tools and enough time, a dedicated thief can defeat the most sophisticated electronic lock systems. Locris magna-locks are designed to provide that extra bit of security. The magna-lock shapes micro magnetic fields to almost molecularly bond two items in place. Place them on your entrance panel and attach them to the adjoining wall. Once activated, the magna-lock will ensure that your doorway will remain closed until you remove the lock from the inside. Magna-locks can be similarly used to secure viewport windows, speeder accessports, and other points of entrance.

**Model:** Locris Syndicates MLC-50  
**Type:** Surface locking mechanism  
**Skill:** Security  
**Cost:** 150  
**Availability:** 2

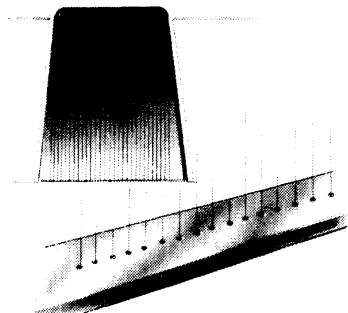
**Game Notes:** A Very Easy security roll is required to activate the unit in place. The device adds +2D to an object's *Strength* to resist damage.



**■ MONAFILAMENT SCREEN GUARDS**

When you're serious about guarding your home or office, try a set of Novaplex security screen guards. Place one of these strips either above or below any possible intrusion point. Once activated, hundreds of needle-sharp monofilament fiber strands are extended vertically up to 2 meters in length. Practically invisible, even with night-enhanced vision devices, these tiny "shredders" will help unauthorized personnel "get the point." Use of such protective measures is illegal in many systems.

**Model:** Novaplex Monofilament Screen Guards  
**Type:** Anti-intrusion device  
**Cost:** 450 (1 pair 80 centimeter long strips)  
**Availability:** 4, F, R or X





**Game Notes:** An intruder must make a Very Difficult *search* roll to detect strips in place. Contact with the strips causes 6D damage (if the subject is moving rapidly when contact is made, increase the damage to 9D).

■ **PX-7 HEAT SENSOR**

This small hand-held device can scan for heat sources within a 100-meter radius. The scanner's visual display notes relative intensity for heat sources and distance.

**Model:** ChandrilTech PX-7 Heat Sensor

**Type:** Hand-held heat sensor

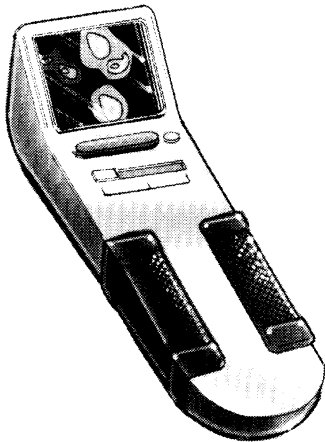
**Skill:** Sensors

**Cost:** 250

**Availability:** 4

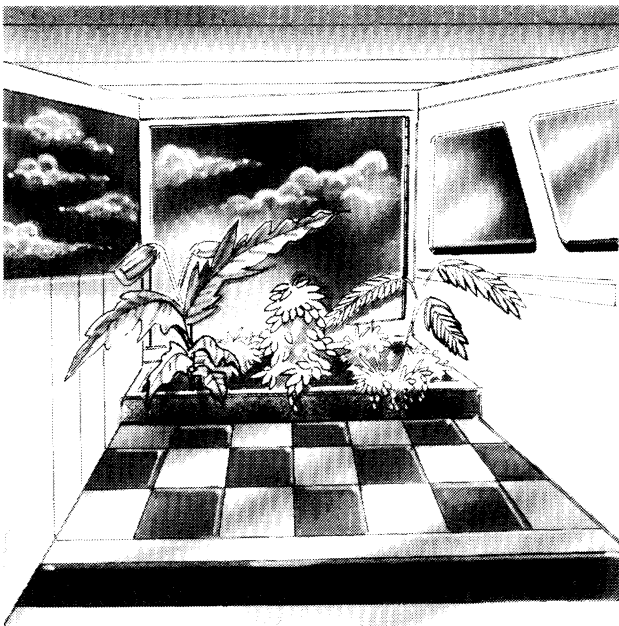
**Game Notes:** Detects heat sources in a 100-meter radius. Heat intensity is indicated by brightness of image on readout screen.

**Design:** Dale Jackson (19th place)



■ **SUN ROOM**

Feeling a little depressed lately? Tired of weeks of deep-space travel under artificial light sources? Do you long for a little "natural" light? Well, we may not be able to provide a sandy beach, but we can give you a sun room, which closely approximates natural lighting conditions on any number of worlds. Each unit (an immense 20 square meters



and three meters tall) is custom configured to suit specific radiation, light and temperature levels as specified by the owner, allowing the owner to receive any needed or desired lighting condition.

**Model:** zZip Product Concepts Limited, Deluxe Sun Room

**Type:** Artificial environment booth

**Cost:** 22,500

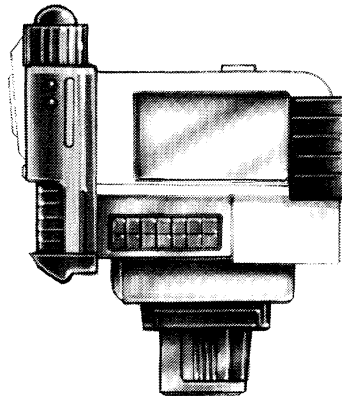
**Availability:** 3

**LOOK FOR THE LARGE AQUALISH WITH THE RED TUNIC ...**

While sun rooms are popular toys of the rich (status symbols, as it were), larger sun rooms are to be found in large spaceports or luxurious hotel suites. They serve as convenient meeting places for passing contraband, courier document exchanges, informal business meetings, or even simple social outings ...

■ **UNIVERSAL COMPUTER INTERFACE**

The release of MerenData's universal computer interface (UCI) takes the stress and strain out of working with unfamiliar computer systems. Simply access this interface card as you would any other data chip and the UCI examines the computer system to determine its operating procedures. As you enter commands, the UCI will interpret those commands and provide assistance to help you navigate the foreign computer system. Now you can spend your valuable type focusing on the job that needs be done instead of hunting down a computer you can talk to.



**Model:** MerenData Universal Computer Interface

**Type:** Computer access translator

**Skill:** Computer programming/repair

**Cost:** 2,500, 100 (annual software upgrades)

**Availability:** 1

**Game Notes:** A *computer programming/repair* roll is required for successful operation (difficulty varies based on how much the unknown computer system varies from standardized systems). A successful roll allows the user to add a +1D bonus to any subsequent *computer programming/repair* rolls using this system. This device will not override security programming in place nor will it permit otherwise unauthorized access to host systems. This unit does, however, provide for easy data transference between what might otherwise be incompatible system architectures.



### ■ UNIVERSAL POWER ADAPTOR

Whether it's intersystem business travel or personal relocation half-way across the galaxy, few things are more frustrating than arriving at a new destination only to find that the power access interfaces do not match the power couplings or ratings of your appliances. The Udrane Electronics power adaptor modulates the incoming current to match the needs of any device with a number of variable input adaptors.

**Model:** Udrane Galactic Electronics Universal Power Adaptor

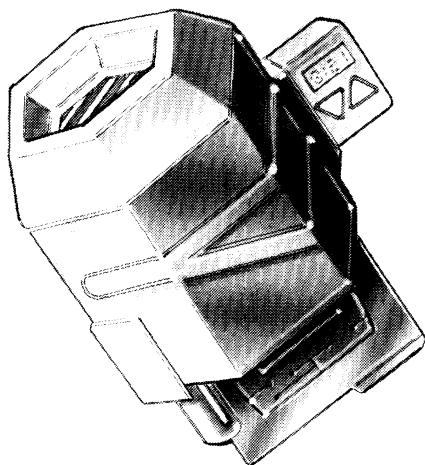
**Type:** Universal power adaptor

**Cost:** 100

**Availability:** 2

**Game Notes:** The term "universal" is not 100 percent correct: the user is required to make a Very Easy *Technical* roll to make the proper adjustments for the adaptor.

**Design:** Elizabeth Stuart



### ■ HOLO COMMUNICATOR

More than just a simply two-way message transmitter and receiver, the Tramora VDV-100 offers specialized communications options, including holographic relays (provided the local communications network is suitably equipped). Special security features allow blockage of spe-



cific holo signals or identification of an incoming signal's source. A standard interphase module also allows for the down-loading and visual recording of any incoming message to dozens of compatible host computer systems. And for those who do not always look their best first thing in the morning, a default image processor built into the unit can create a virtual image to replace the owner's actual features.

**Model:** Tramora Interstellar Communications VDV-100

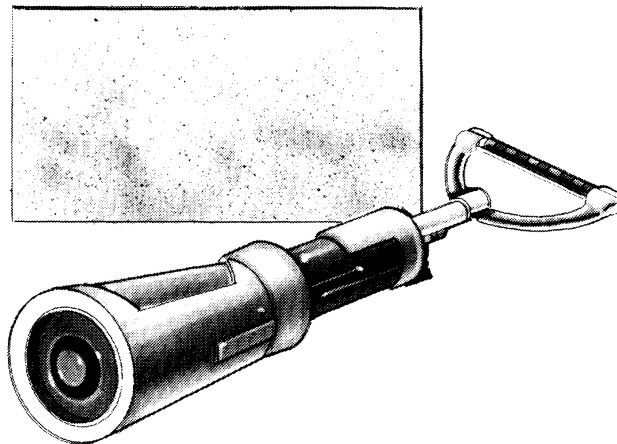
**Type:** Holo communications display

**Cost:** 800

**Availability:** 2

### ■ INSTAMIST GENERATOR

The InstaMist Generator is a simple device which expels the contents of a high-pressure cartridge. The most common use is to generate a fire extinguishing mist which turns into a smothering foam. Water mist cartridges have also found use on desert worlds, where moisture farmers use the mists to stimulate necessary reactions to extract water from rock veins. Yet others have used the misty fog as a means of cover for escape (acts as thick smoke; see page 63 of *Star Wars, Second Edition* for more information).



**Model:** Agrierd Intergalactics InstaMist Generator

**Type:** Mist generator

**Cost:** 15 (dispenser), 10 (mist cartridge)

**Availability:** 2

**Design:** Mike Kogge (honorable mention)



# JEWELRY

It could be a summit at the governor's palace. Perhaps the new ambassador is hosting a reception. Maybe you'd just like to celebrate your latest promotion. Whatever the occasion, you'll look positively radiant with your choice of custom crafted jewelry from Galladinium.

As you might suspect, the following articles are not mere costume pieces. Each has been carefully selected to combine style with functionality. Examine the enclosed illustrations, and imagine how you'd look wearing a piece of Galladinium's finest the next time you need to make that very special impression.

## ■ CORUSCANT CASCADER

The throng outside the Imperial Cavalcade of Stars last night waited nearly six hours in near-freezing rain to get a glimpse of holo-vid siren Quintana Trill. It was well known that Lady Trill never missed an opening night screening of her new holofilms. Similarly, few doubted that when she finally did appear, "Quinta" (as she is known to her fans) would make a spectacular entrance.

Quinta's fans were not disappointed. A bare three minutes before the holo's opening sequence, with an eight-man escort, Quinta Trill's speeder settled down outside the Cavalcade and the actress emerged to a thunderous round of applause. The hearty ovations were cut short, however, by the unexpected display that greeted the crowd.

Quinta emerged from her speeder covered in liquid fire. Rivulets of blue, red, and amber flame seemed to dance about her person while a halo of yellow moonbeams flowed down her shoulder-length black hair. As she moved toward the theater's entranceway, with every fluid motion the sparkle of a hundred miniature novas rippled around her. When she waved to her astonished admirers, flame danced from her fingertips and the trail of her gown reflected a soft ashen glow that gave the illusion of Quinta gliding along the path like some mythological heroine of old. The net result was a spectacular entrance few will ever forget. Regrettably, Quinta's latest holo-vid, *Denizens of Dakaret IX*, has met with less than spectacular reviews.

— From "Your Stars And Mine," Morgraine Delefrenquin, Society News Editor, *Chandrilan Daily Messenger*.

Developed by Farbreini MicroElectronics Limited, Coruscant, the Coruscant Cascader can be incorporated into any piece of clothing. When activated, it produces a dazzling matrix of custom-designed light shapes that highlight the figure and accentuate the positive! Essentially a controlled, low-power "static lightning" show of ever-chang-

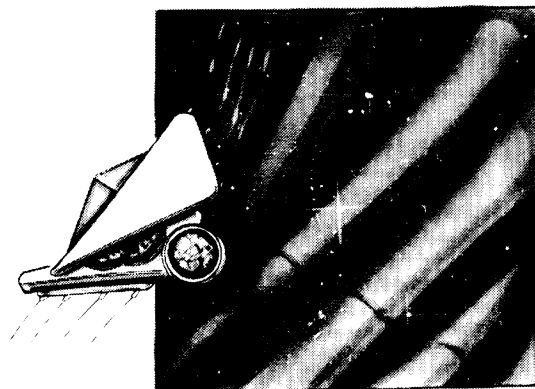
ing hues, the Cascader responds to the slightest movement, with spectacular light sequences flowing off and around the user. The Cascader is perfectly safe; those touching it receive only a slight charge that's barely a tingle!

**Model:** Farbreini MicroElectronics Limited Coruscant Crusader BPEA-1A

**Type:** Electronic molecular excitation net

**Cost:** 5,000

**Availability:** 4



## ■ CYBERNETIC NEXUS RING

For those cyborgs among our valued customers, may we suggest a Bith cybernetic nexus ring. This expertly crafted design appears at first glance to be an ordinary signet ring. When the top is swung back, however, a special chemically-coated monofilament fiber extends outward from this implant, expanding to a full meter in length. This fiber has a standard energy jack connector at the end, allowing the wearer to interface with many local power sources. The ring also has an extended power cord which can interface directly with cybernetic attachments, such as prosthetic arms and legs. Once so connected, the nexus fiber core conducts a regulated flow of electrical current to a storage battery in the ring, or if the user selects, the energy can be fed directly into the prosthetic. The ring contains an energy converter which adjusts the energy flow to temporarily boost prosthetic performance.

**Model:** Menendahl Cybertronics Cybernetic Nexus Ring

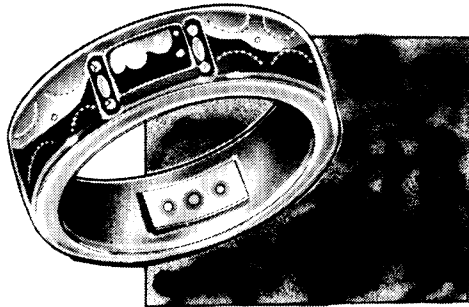
**Type:** Cyborg power interface

**Cost:** 5,000



**Availability:** 4, R

**Game Notes:** If the user stores one hour's worth of energy, the prosthetic in question gets a +1D *Strength* or *Dexterity* bonus for 10 minutes. No more than 15 minutes' worth of energy (use time; 1 1/2 hour charge time) can be stored by the ring. However, if a complication is rolled while the "charged" prosthetic is in use, the cyborg suffers 4D stun damage due to excessive energy feedback. If the user employs the nexus ring more than once per week, have the user make a Moderate *willpower* roll for each additional use. If the roll fails, the cyborg has developed a psychological need for the boosted energy — if the user doesn't boost at least once a day, the character's *Strength* is considered to be reduced by -1D. While boosted, however, the character uses their full *Strength* and gets the +1D bonus for using the ring.



■ **DISSUASION FIELD BELT**

Don't sacrifice your security in a crowd. With the Palladia Electronics DFB-200, you can be sure that "No" means "NO!"

Designed as a stylish accessory, this technological marvel generates a low-energy, 360-degree force field radiating out to 3 centimeters from the wearer's body. The unit's power pack offers three hours of continuous operation (at the lowest setting of 1; the highest setting of 4 offers only 45 minutes of use) and is rechargeable with many standard power systems.

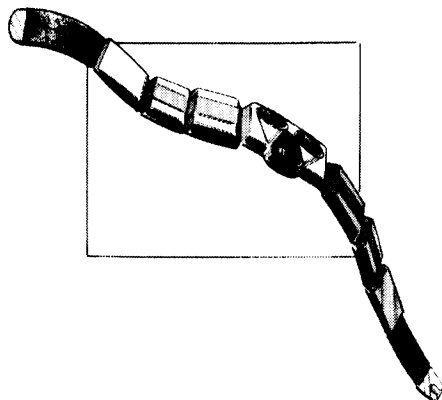
**Model:** Palladia Electronics DFB-200

**Type:** Proximity defense field generator

**Cost:** 700

**Availability:** 3

**Game Notes:** Any significant kinetic energy pressure automatically triggers energy release equivalent to 1D-4D stun damage (damage set by wearer; net effect varies from a mild electrical shock to a damaging, but non-lethal, blast).



**DIPLOMACY BY OTHER MEANS**

A dissuasion field is the ideal accessory when personal firearms are not acceptable. In addition to deterring potential assailants, the dissuader politely but firmly gets across the message that you want your personal space.

■ **GORONDIN HOLO CHRONOMETER**

No matter how hard he tried, Jondris just couldn't sleep. How he missed Madillis when she was gallivanting halfway across the galaxy on business trips.

Jondris remembered he was still wearing his chronometer. With a flick of the wrist, a miniature holo of Madillis appeared before his weary eyes.

"The time is 3:12 in the morning, darling. I think you should try and rest. You probably have a busy day ahead of you ..."



With a Gorondin holographic chronometer you'll never think of time quite the same way again. Accurate to within one second per standard year, the Gorondin chronometer is much more than a simple time-piece. The wearer can choose from over a dozen built-in holographic displays to relay time (standard or programmable for 30 local time-keeping standards), temperature, or other vital information. Deluxe models also allow for holographic personalized messages up to 15 centimeters in height. Recordings may be made on standard holographic recorders, run through the accompanying chronometer standardization software, and downloaded via a traditional computer cable.

**Model:** Gorondin Chronometrics Time Piece Model 7643

**Type:** Personal holographic chronometer

**Cost:** 300 (standard model), 50 (chips with additional imagery), 500+ for deluxe models (depending upon features)

**Availability:** 2



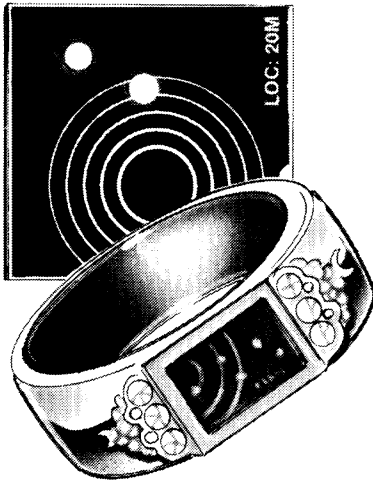
### ANY LAST WORDS?

Maybe so! Adventurers should be advised that in a pinch the holo chronometer could be used to record a brief message. Such a message need not be audible. Under normal circumstances only the wearer would be able to view the message and only then if one happened to check for the time of day. This device could come in handy should characters need to smuggle verbal or visual data through a checkpoint where all voice and data recorders are being confiscated.

### PERSONAL TRANSPONDER

Having trouble keeping track of the kitlings as they scamper around the house? Ever forget to tell someone where you planned to wait for them after work? Do you often forget where your associate parked the speeder after dropping you off? Solve those problems with a personal transponder ring.

Functional as well as decorative, each zZip personal transponder comes equipped with a miniature signal tracker allowing the giver to find the receiver anywhere, any time. Each combination is specially coded to its own unique frequency so there is never any chance of your finding the wrong person at the wrong time. Available in a variety of attractive ring settings with precious and semi-precious stone adornments.



**Model:** zZip Product Concepts Limited Transponder Ring

**Type:** Personal location detector

**Cost:** 100-500 (depending on setting design selected)

**Availability:** 2

**Game Notes:** A Very Easy *sensors* roll is required to locate transponder signal within a 200 meter radius.

### OH, YOU SHOULDN'T HAVE ... NO, YOU REALLY SHOULDN'T HAVE!

The giving of a transponder ring or similar device in some alien cultures is seen as a special token of personal affection. Care should be taken to learn local cultural norms before making an off-hand purchase that could have important social implications.

### RADIATION DEFLECTION PIN

Are you particularly sensitive to the effects of harmful radiation? Are there potentially dangerous radiation levels at your next port of call? If so, then avoid unnecessary distress with Rafkkind's latest personal radiation deflector.

Not just a simple radiation detector, the entire line of stylish Rafkkind rings, broaches and scarabs are designed to generate a particle field that effectively screens out low-level radiation.

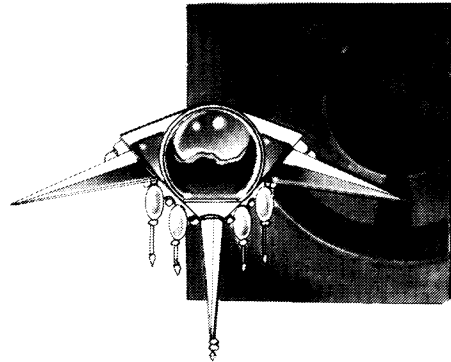
**Model:** Rafkkind Industrials Radiation Screener

**Type:** Personal ornamentation energy deflectors (various styles)

**Cost:** 250-500

**Availability:** 2

**Game Notes:** Miniature power cell must be replaced after 50 hours of continuous use. This item adds +1D to any *survival* rolls concerning low-level radiation. Bonus does not apply to high-energy radiation situations, but a warning alarm will sound if radiation levels exceed specified amounts.



### EMOTION SUPPRESSANT

In some situations, the outward display of emotion is not only considered socially unacceptable, but may be offensive! When confronted with these situations, turn to the emotion suppressant. Disguised as a pair of lapel ornamentations, the emotion suppressant generates a continuous stream of variable frequency waves which are soothing to the individual (the exact wave frequency varies by species).

In circumstances where a sudden emotional reaction ensues, the emotion suppressant detects the signs of anxiety and increases the intensity of the waves to insure continued calm. The result grants the wearer the ability to maintain control rather than having to contend with the desire to throttle the cause of said anxiety.

Some use the emotion suppressant for personal relaxation. Others find it the only way to make it through the day without telling the boss what they really think of him, her or it ...



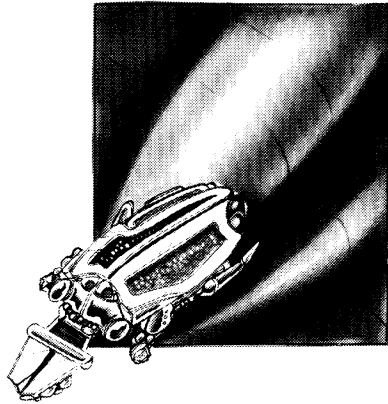
**Model:** Consolidated Learning Systems Model ES23

**Type:** Emotion suppression system

**Cost:** 750

**Availability:** 3

**Game Notes:** Device uses micro-power cells. Each pair must be worn a minimum of 24–30 hours to allow for proper calibration to the wearer's life function rhythms. Device adds +2D bonus to any *willpower* rolls to resist emotional-impulses. Note that this device could conceivably be used to help resist torture (although it has no effect on resisting Force abilities).



## ■ ULTRASOUND SIGHT ENHANCER

The visually impaired can now experience a kind of sight thanks to the latest advance in implant technology from Traxes BioElectronics. Traxes's newest invention looks like an ordinary metallic headband.

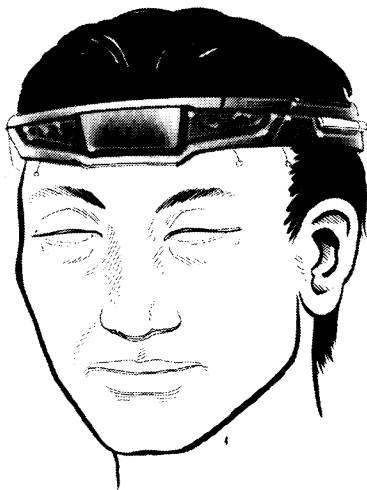
In reality it is a sophisticated sensory motion system that feeds input directly into the user's brain. When worn, the device "paints" a three-dimensional sonic graph of the user's surroundings. The result is a crystal clear (if black and white) image of the recipient's environment.

**Model:** Traxes BioElectronics Ultrawave Sight Enhancer

**Type:** Ultrasonic wave motion sensory system

**Cost:** 12,500; does not include cost of implantation surgery

**Availability:** 4



**Game Notes:** An Easy *sensors* total is required to properly calibrate wave receptors once implantation nodes are in place. Otherwise, a Very Easy *Perception* roll is required periodically (varies according to species) for normal use. Normal operating range is 50 meters and function is equally good in all environmental conditions excepting those involving severe electrical disturbances.

## ■ VERIDICATOR

At first glance, the veridicator appears to be nothing more than a simple arm band with a multi-hued Falasian liquid crystal inset. Look inside, however, and you'll discover the intricate sensory package that permits this device to distinguish minute changes in a being's physiology due to stress: in short, the veridicator is a subtle and stylish lie detector!

Simply nonchalantly point the receptor band in the subject's direction and fire away! Changes in the subject's biorhythmic patterns are signalled by a series of pulsating pressure nodes on the veridicator's underside. With one of these tastefully designed "costume pieces" you'll never have to wonder again whether your subordinate's speeder really threw that repulsor-coil en route to work. Now you'll know.

**Disclaimer:** Be advised that in some systems it is illegal to question a being under a verification scan without consent. Statements detected as being either true or false under veridicator scan are not recognized as admissible evidence in Imperial judicial proceedings.

**Model:** Saldalith Manufacturing Veridicator 200

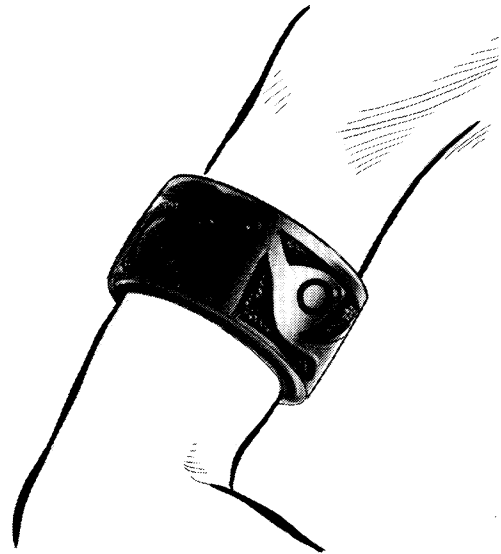
**Type:** Response analysis device

**Skill:** Sensors: personal sensors

**Cost:** 4,000

**Availability:** 4, R

**Game Notes:** An Easy *sensors* roll is required for normal use. Detection range is 5 meters within a 60-degree scanning arc. Device acts as a *Perception* check (4D+2) when rolled to detect possible falsehoods. If target is aware of possible scans, the target can make a *willpower* roll to control natural biorhythms and disguise a lie.





# MEDICINE

It can be a dangerous galaxy out there! Accidents can happen when you least expect it and improbable mishaps often have a way of becoming highly probable at the most inconvenient of times. Galladinium Galactic Exports appreciates the patronage of each and every one of its loyal customers and we want all of you to be around for our 60th anniversary edition, too!

## ■ ANTI-SHOCK BLANKET

Preventing shock is a major consideration as part of any emergency medical treatment. Standard medpatches dispense antibiotics and coagulants to selected surface areas. This item fully protects an individual while administering fast-acting medicines to any portion of a patient's body. Medicine dispersal is controlled by a medical computer or datapad linked to the blanket's computer relay.

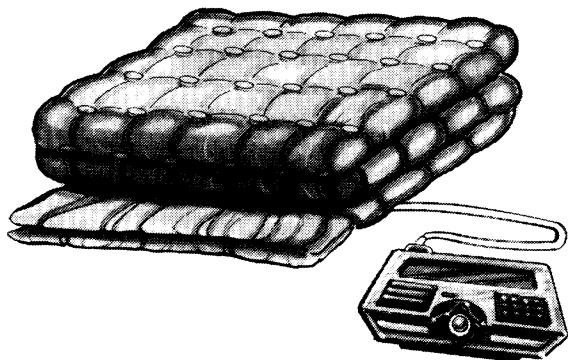
**Model:** Fabreth Medical Biochemicals Shock Cloth

**Type:** Emergency blanket

**Skill:** First aid

**Cost:** 250

**Availability:** 2



**Game Notes:** A *first aid* roll is required for normal application (use medpac rules on page 67 of *Star Wars, Second Edition*, but reduce difficulties by one level). The blanket's medicines must be replenished after one use (normally this costs about 20–40 credits).

## ■ NILAR FIELD CAUTERIZER

The nilar field cauterizer is a pen-like device about 16 centimeters long. It has an activation/deactivation switch near the top of the device. When activated, the cauterizer emits a small, low-frequency laser that cauterizes and disinfects bleeding wounds.

The nilar field cauterizer is made and distributed by the Nilar Med/Tech Corporation (secretly it sells many cauterizers to the Rebel Alliance at a substantially reduced price). It has saved the lives of thousands of Rebels injured in combat. It is most effective against small wounds, such as cuts, scrapes, abrasions, minor lacerations and even minor slug-thrower wounds (naturally, it is ineffective in treating internal injuries).

**Model:** Nilar Med/Tech Corporation Field Cauterizer

**Type:** Field cauterizer

**Cost:** 200 (50 when sold to the Rebel Alliance)

**Availability:** 3

**Game Notes:** Heals minor wounds, removing stun damage due to bleeding only (gamemaster's discretion)

**Design:** Mark McElroy (12th place)



## ■ CUSTOMIZED MEDICAL BACKPACK

If a family member or friend were to be injured, could you save their life? With a customized medical emergency kit from Chiewab, you and your guest have a fighting chance until professional medical help arrives. All recommended procedures are explained in easy to understand, easy to follow, step-by-step instructions. Computer-assisted diagnostic and treatment aids are also available.

**Model:** Chiewab Amalgamated Pharmaceuticals Company ECM-598

**Type:** Advanced medical kit

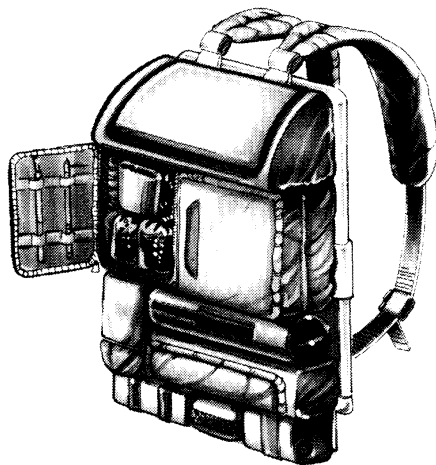
**Skill:** First aid

**Cost:** 600

**Availability:** 2

**Game Notes:** Treat all components as requiring an *Easy first aid* roll unless otherwise noted. Each kit contains the following items:

- **Hand-Held Diagnostic Scanner:** *Easy first aid* or *Moderate sensors* roll. Provides readout of patient's vital signs, specifics on injury and recommended procedures.
- **Medicines:** Anesthetics, blood pressure, respiration and pulse regulation compounds, as well as other essential medicines (for a number of common species).
- **Emergency Procedures Database:** *Easy computer programming/repair* roll. Based on initial scanner findings, this emergency database provides the user with a quick reference collection of treatment procedures.
- **Filtration Mask:** Supplies sufficient oxygen flow; may also be connected to one of several other atmospheric compound bottles for non-oxygen breathers.
- **Heat Closure Packs:** Pressurized sealant bandages with medicines which, when exposed to air, cauterize and sterilize a wound up to 10 centimeters in diameter.
- **Laser Scalpel:** *Difficult first aid* roll. Precision cutting tool.
- **Medicine Dispenser:** *Moderate first aid* roll. Can be loaded with a variety of medicines.
- **Portable Repulsor-Stretcher:** Collapsible one-person operation anti-grav stretcher capable of supporting up to 150 kilograms.
- **Pressure Cuffs:** Circular metal sleeves of varying diameters (5-30 centimeters) which inflate pressurized chambers around wound area.
- **Sterile Heating Cloth:** Covers an area up to 1.6 meters x 0.75 meters with a sterilized, heat-insulated covering.
- **2 Universal Plasma Fluid Sacks:** Requires *Moderate first aid* roll. Intravenous feed provides universal plasma stabilization serums.



## ■ MED DIAGNOSTIC SCANNER

Feeling a little out of sorts lately? Sure, maybe it's just stress ... but then again, it might be something more serious. Check yourself out in the comfort of your home with Synthtech's personal medical diagnostic scanner.

This hand-held scanner can be set to operate over a wide range of species norms. Select a diagnostic mode or punch in a specific set of parameters to look for. Simply run the scanner across your body a couple of times and see the results immediately. Any irregularities from previous established norms will be identified and cause percentage probability is given.

**Model:** Synthtech Medtech Corporation MDS-50

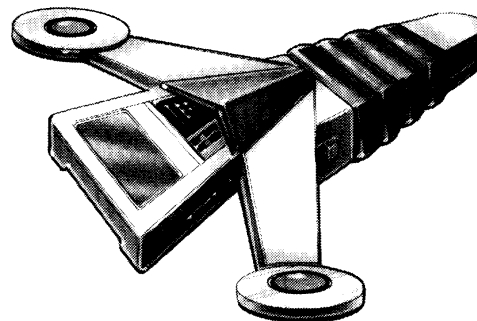
**Type:** Personal medical scanner

**Skill:** First aid

**Cost:** 75

**Availability:** 1

**Game Notes:** An *Easy first aid* roll will provide basic readouts relating to the patient's overall physical condition. *Moderate first aid* roll required to scan for specific ailments. Device will not make recommendations for treatment, but will identify current physical abnormalities and suggest probable causes. Difficulties should be adjusted for unusual or hard to detect conditions.



## ■ PLASMA PROTEIN REPLICATOR

This device uses proteins derived from local organic materials to synthesize stabilizing plasma serums in an emergency situation. While not intended as a long-term substitute for a particular blood type, it nevertheless can supply vital blood requirements for a short term crisis. Use of this device requires a genetic sample (skin, hair or blood) from the patient.

**Model:** Hadrassi Emergency Medicals Systems Technologies PFG-700

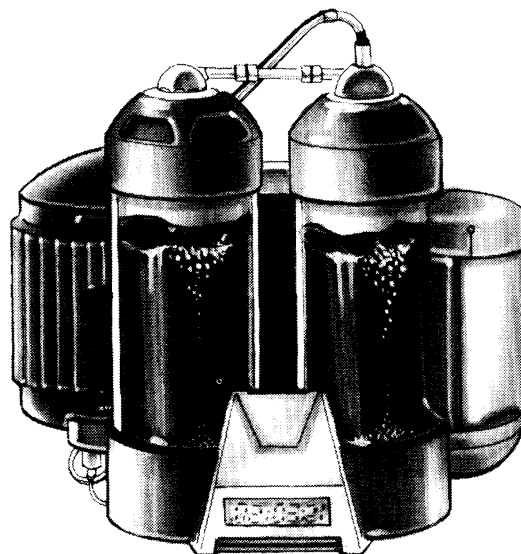
**Type:** Emergency blood synthesizer

**Skill:** First aid

**Cost:** 5,500

**Availability:** 3

**Game Notes:** A *Difficult first aid* roll is required to properly prepare tissue and blood sample and match it up with local organic samples for synthesis. A successful operation can replicate up to 2 liters of blood substitute in one hour.







■ PORTABLE SURVIVAL POD

Sometimes a person's injuries are just too extensive to risk treatment on the spot. In such cases, a portable survival pod can be used to keep the individual stable until he or she can be transported to a proper medical facility. Among those currently available, the Praxen 278 offers the best combination of field integrity and portability. A computer-guided assistance program built into the 278 will guide the novice user through step-by-step activation instructions. The Praxen 278 appears as a two-meter long cylinder. The central tube area swings aside to admit the patient. Computer assistance is accessed via a control module at the base of the pod.

**Model:** Praxen Emergency Medical Supplies, Limited PSP-278

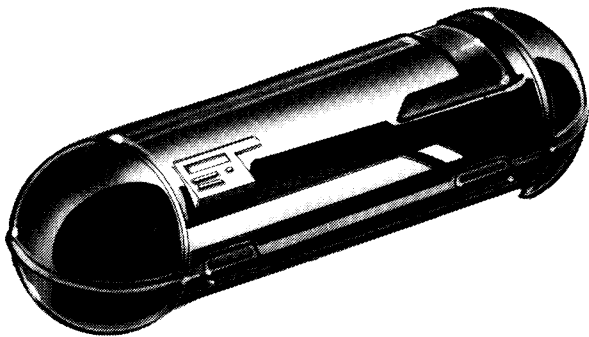
**Type:** Emergency survival pod

**Skill:** First aid; computer programming/repair

**Cost:** 13,500

**Availability:** 3

**Game Notes:** Easy computer programming/repair and Moderate first aid roll to activate for an Incapacitated or Wounded patient. Moderate computer programming/repair and Difficult first aid roll to activate for a Mortally Wounded patient. Successful activation means that the patient will remain in current physical condition (will not worsen) as long as power is supplied from a power generator to the pod.



■ MED UNIT

This is a computerized medical cot and first aid unit. It is 2.5 meters long, one meter wide and one meter high. Several articulated limbs are attached along the edge of the cot. A small display and input panel is at the head of the unit.

This self-contained device provides medical care when a medpac is insufficient and a medical droid or surgeon is unavailable. It can diagnose and treat common diseases and poisons, in addition to stabilizing a seriously injured patient.

The med unit (the slang term is "medbed") has first aid 5D and medicine 1D. It may attempt to make a diagnosis of the patient's condition (this takes one minute and uses either skill). If the diagnosis is successful, the med unit will administer appropriate treatments (medicines, anti-biotics, anti-viral or anti-toxin treatments). If the unit is not sure of the cause of the problem, the unit will register a "Diagnosis Indeterminable" message, followed by a listing of likely problems with their statistical probability.

A 2-1B or other medical droid may interface with the med unit, and when doing so the droid receives a bonus of +2D to first aid and +1D to medicine.

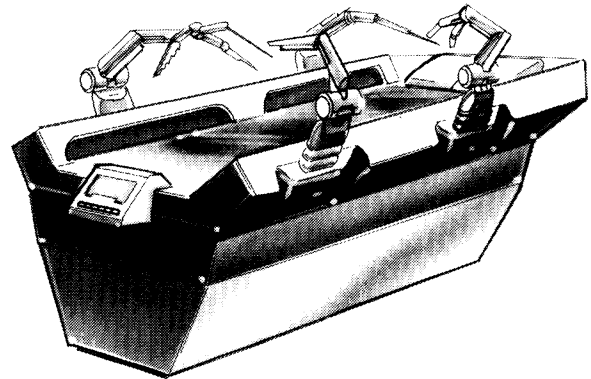
**Model:** Athakam II Med Unit

**Type:** Portable medical unit

**Cost:** 3,000

**Availability:** 2

**Design:** Spencer E. Hart (10th place)



■ REPLAR SPLINT

A replar splint creates a miniature suspension field to immobilize and relieve pressure on any damaged bone. Once activated, limited movement is possible.

**Model:** Xarnin Medical Technologies GRS-600

**Type:** Field splint

**Skill:** First aid

**Cost:** 200

**Availability:** 2

**Game Notes:** An Easy first aid roll is required for normal placement. This is increased to Moderate level for multiple or compound fractures.



■ SLUISSI GRAVITIC PRESSURE BANDAGE

Anyone can apply a medpatch to stop blood loss and stabilize a patient. Little has been said, however, about the greater risk of internal bleeding. The Sluissi gravitic pressure bandage (SGB) helps prevent complications due to this type of injury. A SGB looks much like a hollow, metal cylinder with an inflatable cloth lining. When applied and connected to a medical datapad, micro-repulsor fields of differing strengths and sensitivities are applied from different directions, surrounding the damaged arteries and com-



pressing selected cell walls without affecting surrounding tissues. Once in place, the patient can be moved carefully.

**Model:** Slusani Interstellar Phamacologies SGB-543

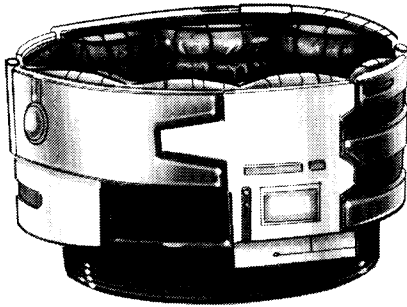
**Type:** Micro-gravity pressure patch

**Skill:** First aid

**Cost:** 750

**Availability:** 2

**Game Notes:** An Easy *first aid* roll is required for proper placement and will allow Wounded patients to act as if unwounded or Incapacitated patients to act as Wounded (the injury is still there, but the patient will be able to move and so forth). It is up to the gamemaster to require players to properly roleplay the effects of this device.



#### ■ SPRAY PLASTO-CAST

Medical emergencies are never easy to deal with. In the event of debilitating injury or wound, this pistol-spray can be operated with one hand to apply emergency first aid.

Simply remove the device's protective sterilization cap, point, and spray. The plasto-cast uses a chemical spray which is applied as a fine mist; it instantly solidifies over the target area. After coating the skin surface, additional appli-

cations can be used to increase pressure, effectively creating a chemical pressure bandage or even a life-saving tourniquet. Safe and non-toxic, this plasti-coating can be removed with proper reactant chemical washes (included with unit or available at most medical centers).

**Model:** SyntheCure Plasto-Cast

**Type:** Spray immobilizing cast

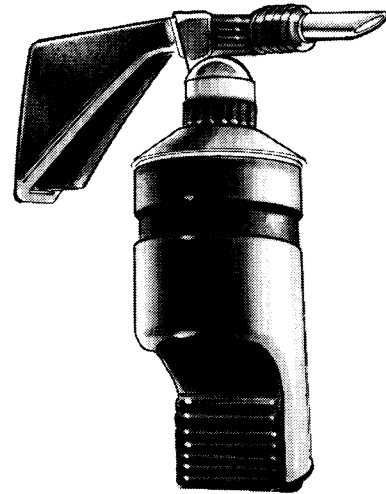
**Skill:** First aid

**Cost:** 35

**Availability:** 1

**Game Notes:** An Easy *first aid* roll is required for proper application; each pistol has one application and cannot be refilled. Effect is to add +2 to the character's next healing roll. Adjustments to emission tip controls width of spray.

One plasto-cast contains sufficient chemical adherent to cover a surface area approximately 50 centimeters by 20 centimeters. In emergency situations, a Moderate *survival* roll may be substituted for the *first aid* roll.





# PERSONAL GIFT IDEAS

From the beginning, Galladinium has been famous for its selection of personal gifts for discriminating buyers. Refined and artistic wares representative of the most creative crafters in the Empire is a tradition Galladinium is proud to continue with this latest collection of elegant gift ideas.

## ■ BIORECORDER

... Mareoian had suspected Rekvan would propose to her for some time now. She could barely control her excitement when she opened the box with the small holocube and BioRecorder. Inserting the cube in the access slot on the BioRecorder, she pressed the play button and watched as the image of Rekvan spilled out over her bedroom floor. Before she could respond, he was saying those words she'd longed for so very long to hear. Simply hearing them was not the end of it; even as Rekvan's image spoke lovingly of his feelings for her, Mareoian could somehow sense the depth of those feelings. Somehow, she felt the throb of Rekvan's pulse quickening and then racing as the words poured out of him. This was no simple holo-vid, she realized.

— from *Beneath The Galdronian Moon: A Modern Lover's Epic* by Verigriss Tranex.

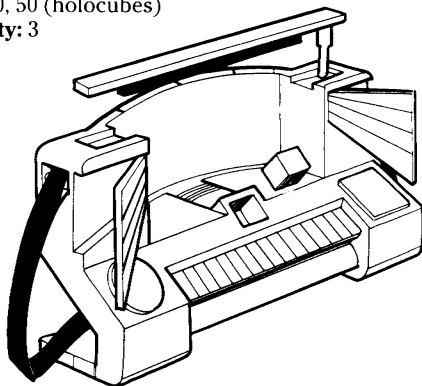
When words aren't enough try going one better. Capture the essence of the moment itself. Ulqib MicroTronic's new BioRecorder offers you the opportunity to do just that. It uses a matrix of sensors to capture the feelings and emotions of the moment by recording the user's respiration, brain waves and bio-functions. The BioRecorder captures not just the words, but the feelings and intentions behind them. The result is as true-to-life as actually being there!

**Model:** Ulqib MicroTronics BX-333 BioRecorder

**Type:** Personal recording system

**Cost:** 5,000, 50 (holocubes)

**Availability:** 3



## ■ BODY GLOVE

Ever notice how some people always seem as fresh as Jovarian sun ferns, even after the most demanding day? Or what about those who brave the heat of Varadan's twin suns and never seem to perspire? Maybe it's not a question of stress management or biochemistry. Perhaps these individuals are smarter than you think.



Perhaps they have a climate-controlled body glove by Kamperdine Clothing Specialists (KCS). A KCS body glove fits like a second skin and a network of tiny feedback sensors makes sure the central micro-processor knows how to keep the user comfortable in any condition. Climate controls and reactant reservoirs are contained in an ornamental waistband that combines style and functionality. The user can pre-set climate control variables to adjust to both seasonal change and atmospheric density. At least that's one form of pressure you need no longer worry about.

**Model:** Kamperdine Clothing Specialists CSC-5000

**Type:** Luxury temperature control suit

**Cost:** 700

**Availability:** 3

**Game Notes:** Upper torso to foot coverage. Normal wear adds +1 to any subsequent *survival* or *stamina* rolls in harsh environmental conditions.

## ■ BUBBLE CLOAK

Accidents can happen, especially in space! Despite what they tell you in the travel promotional, your trusty vac suit might not always be as close as you'd like it to be. Be safe, not sorry. Take measures into your own hands with the addition of a polymer bubble cloak to your wardrobe. In an emergency situation, activate the cloak, which rapidly inflates into a 2-meter diameter emergency cocoon with a self-sealing entrance flap and enough atmosphere for two hours. It may be a tight squeeze, but you'll survive to complain about it over Chandrian herb tea later.

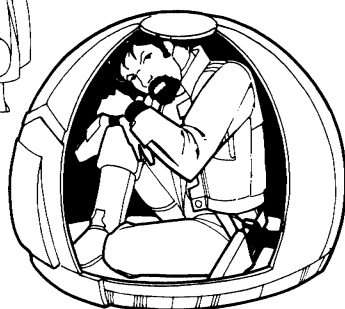
**Model:** Meredex Atmospherics EMS-90



**CYDUCT CHEMICAL BOOSTER AVAILABLE SERUMS**

Serum	Cost/Dose	Duration	Comments
DiMatolin	100	1 hour	Negates <i>Dexterity</i> penalties in high gravity environment (up to 1.4 standard gravities)
Elisinandrox	250	10 hours	+1D+1 to <i>Strength</i> or <i>stamina</i> to resist radiation sickness
Gresholl -polyforim	150	3 hours	Negates <i>Strength</i> penalties in high gravity environments (up to 2 standard gravities)
Haladreshin	200	8 hours	+1D to <i>Perception</i> and related skills; effective as neurological stimulant
Requilisant	200	6 hours	Negates <i>Dexterity</i> related penalties in low and zero gravity environments

(All serums listed are available by prescription only)



**Type:** Emergency shelter

**Cost:** 800

**Availability:** 2

**Game Notes:** An Easy *Dexterity* roll required for removal and inflation within 30 seconds. Puncture and heat resistant, opaque bubble has a *Strength* of 1D+2 to resist damage and atmosphere loss.

■ **CREDIT CHIP BIO-ENCODER**

Unlike other credit chip encryption devices that rely on electronic measures to prevent unauthorized use of personal funds, the credit chip bio-encoder takes a uniquely biological approach to solving the problem. Using a genetic sample taken from the user, this device replicates a culture of biological organisms which are used to treat to the surface of the individual's credit chip. This culture is neutral-reactive when it comes into contact with the owner's genetic code. However, anyone else handling the biologically-treated credit chip triggers an immediate response, resulting in discoloration and pain for the person who sought to "quietly liberate" your credits without your permission.

**Model:** MerenData Credit Chip Bio-Encoder

**Type:** Biological encoder

**Cost:** 2,500

**Availability:** 3, R or X

**Game Notes:** An Easy *first aid* roll is required to properly encode a genetic sample from the owner. Attempts to access chip by unauthorized agents results in 4D stun damage.

**MORE THAN A BURGLARY SYSTEM ...**

While this particular (and fairly extreme) protective system was designed specifically for currency and credit voucher cards, there is no reason this particular technology couldn't be extended to just about any personal belonging, including comlinks, datapads, weapons or anything else that someone wants to protect. Likewise, this product can be altered to serve as a simple contact poison delivery system.

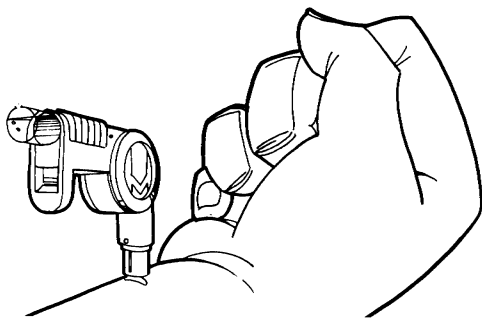
■ **CYDUCT CHEMICAL BOOSTER**

Perhaps you find yourself falling short at the least opportune time. Don't allow the competition to pass you by! Boost your energies or take a medication inconspicuously with the cyduct chemical booster from Seselin Medicinal Electronics. Worn as a small container on a waist or shoulder strap, this innocuous system uses a series of micro-sonic vibration injectors to deliver chemical compounds directly through the skin without pain or leaving a mark. The unit can be configured for time-released or continuous feed injections.

**Advisory:** Neither the manufacturer nor Galladinium Exports assumes any responsibility for improper utilization of this device or subsequent medical complications by incorrect application of medicines other than those prescribed by a physician. Consult a medical specialist before using this device.

**Model:** Seselin Medicinal Electronics Cyduct E-23 Booster

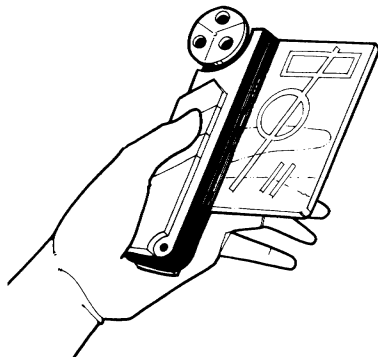
**Type:** Interdermal injection system



**Skill:** First aid  
**Cost:** 1,250  
**Availability:** 3, F, R, or X  
**Game Notes:** An Easy *first aid* roll is required for first time set up. A variety of different chemical compounds are available from physicians. The booster holds up to 10 doses.

■ **ELECTRONIC IDENTIFICATION DISPLAY**

“Would you mind showing me your vehicle powered flight permit, sir?”  
 “Absolutely not, officer. Here, it’s all in there.”  
 “Hm. Never seen one of these before ...”  
 “You just push the red button. The blue one forwards the display.”  
 “Ah! That seems to be what I need. May I also see your visitor’s passport?”  
 “It’s in there.”  
 “And your registration verification?”  
 “It’s in there.”  
 “And you’re personal weapon permit?”  
 “It’s in there.”  
 “So it is. Thank you, sir. Here’s your datapad. Please step out of the vehicle and place your hands against the braking foil, please.”  
 “But I showed you everything you asked for!”  
 “Indeed, sir. Your vehicle powered flight permit is expired, your visitor’s passport is not valid in this section of the city, your registration verification tax has not been paid, and your personal weapon permit was rescinded by your employer three days ago. You are under arrest, sir. By the way, we appreciate your cooperation in this matter.”



For the person who has everything (or thought they did), here’s a thoughtful gift idea: the MerenData electronic identification and personal information display unit. With the IPI-1000 you no longer have to worry about lost identification cards, permits, authorization bills, operating licenses, or other important data documents. The IPI-1000

allows the user to holographically scan any document up to 30 centimeters long by 20 centimeters wide. Data storage is coded under one of 10 different security levels, with your personal access codes protecting each and every certificate (stores up to 12 documents).

Upon request, the unit displays a holo of the documents in question while the originals remain safely locked away. Recognized by all major Imperial agencies and banking institutions, the IPI-1000 is the safe and easy way to guard against document loss or unauthorized replication.

Only certified government officials may perform document scans. Proper registration is subject to periodic review and/or inspection of the system and its contents. Storage of improperly registered or altered materials shall be subject to fine and/or possible criminal investigation. Authorized representatives of Imperial government agencies have a standard code override which will permit them to access secured data if the user is otherwise unable to provide the information required.

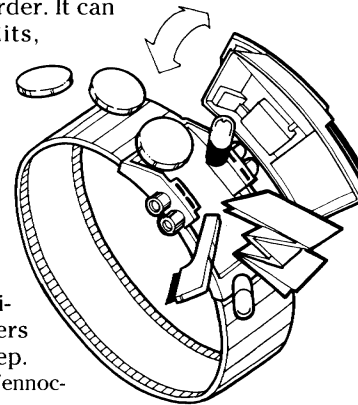
**Model:** MerenData IPI-1000  
**Type:** Electronic identification/credential display  
**Skill:** Security  
**Cost:** 450  
**Availability:** 2, possibly F  
**Game Notes:** An Easy *security* roll is required to properly scan document images.

■ **CHRONOMETER WITH HIDDEN COMPARTMENT**

This chronometer has a simple hidden compartment which is released by pressing the chrono-programming controls in a specified order. It can be used to hide credits, identification, datachips, vials of various substances or anything else which is smaller than four by four centimeters.

This item is also available in a belt version, with a compartment that is eight centimeters by six centimeters by three centimeters deep.

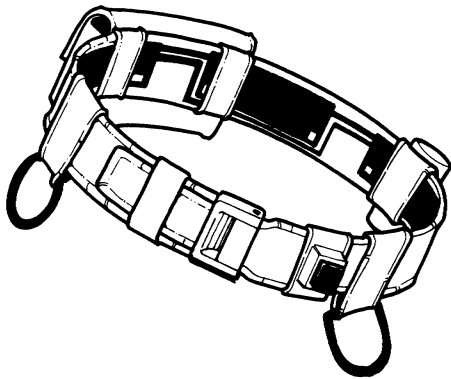
**Model:** Alliwon Electronics Vennoc-x Chronometer  
**Type:** Personal chronometer  
**Cost:** 50, 65 (belt version)  
**Availability:** 1  
**Design:** Adam Rosenberg (15th place)



■ **IYRA GRAVITY BELT**

Given their advances in gravitational science for shipboard use, it comes as no surprise that the Iyrans would design a personal safety system based on gravity technology. The Iyra gravity belt appears as an innocuous waist belt to which other items can normally be attached. In an emergency free-fall situation, however, a belt stud control activates a series of gravity pulses; the net effect is a slowing of velocity and a gentle landing.

**Model:** Iyrans Gravitics Limited Gravity Belt  
**Type:** Gravity Belt  
**Skill:** Repulsorlift operation  
**Cost:** 500  
**Availability:** 3



## ORBITAL TRANSMISSION MONITOR

Tired of the same old holo-vids? Now you can be part of the action — live! — with an orbital transmission monitor from Arantha! Listen to privileged communications from orbiting transports and shuttles. Hear exciting ground-to-orbital communication between picket ships and port authorities as they close in on suspected smugglers. Witness the tension as civil authorities challenge would-be system intruders. All this and more from the best in subspace civilian communications. Try Arantha the next time you wonder what really goes on up there.

**Model:** Arantha Communications OTM-900

**Type:** Subspace receiver

**Skill:** Communications

**Cost:** 550

**Availability:** 2

**Game Notes:** Instantaneous reception up to a range of 15 light-years. An Easy to Very Difficult *communications* roll is required to find specific frequencies (difficulty varies based on organization; planetary customs may be fairly easy to find but Imperial military communications channels are carefully hidden and knowledge of their frequencies is a closely guarded secret). Decrypting scrambled codes or translating from other languages is another matter entirely.



## REMOTE TEXT DATA SCANNER

For those times when you have to deal with old-fashioned hard copy documents, try the remote text data scanner (RTDS) from Willienk Data Systems. Not just a simple optical character reader, the Willienk RTDS scans information and then flawlessly transmits it via a unit interface cable through a standard comlink or other communication system to your remote host computer, no matter how far away.

You can specify single or multiple file storage and retrieval options, multiple copies and multiple downloads. Automatic data verification ensures data integrity. So the next time you find yourself having to visit some musty archives on Janilis VII, be smart — send your assistant instead. Just make sure he's equipped with a RTDS.

**Model:** Willienk Data Systems RTDS-1000

**Type:** Remote text data scanner

**Skill:** Communications

**Cost:** 750

**Availability:** 2

**Game Notes:** A Very Easy *communications* roll is required to properly scan hard copy datasheets; an Easy *communications* roll is required to transmit data.



## SERVO SLIPPERS

Not exactly a pair of warm fussy pluses, but something almost as useful — especially on high gravity worlds, where every step feels like your last. Servo slippers are foot/leg or hand/arm braces which use a combination of muscle stimulators, repulsor compensators and movement servos to provide precise movement under high gravity conditions or to help the impaired with motor skills.

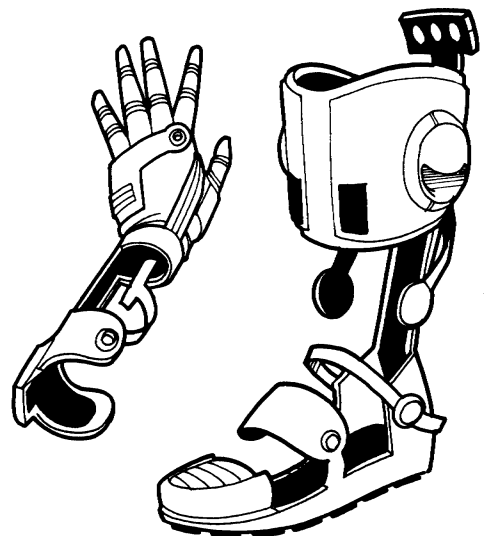
**Model:** Mahled Medical Services Servo Slippers

**Type:** Repulsorlift assisted leg and arm braces

**Cost:** 2,500 per pair (foot/leg or hand/arm)

**Availability:** 3

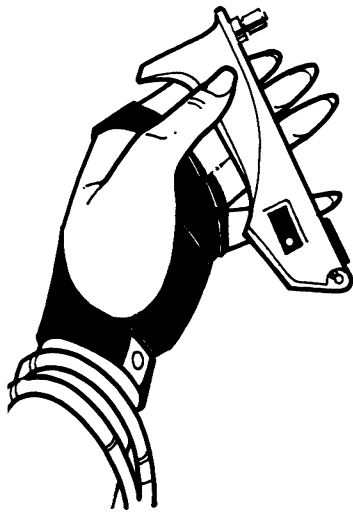
**Game Notes:** On high gravity worlds, foot/leg braces alone negate Movement penalties and cut *Dexterity* penalties by two pips. Hand/arm braces alone cut *Dexterity* penalties by two pips. Both foot/leg and hand/arm braces completely negate all *Dexterity* penalties.





■ SIGNATURE SCENT SYNTHESIZER

There was something very different about her. You could sense it the minute she walked into the room. Attractive, yes. But it was something else, something more basic and thus more alluring. Some beings are like psychic leeches, preying off the energies of others. She was just the opposite — she somehow seemed to give extra strength and energy to whomever she came in contact with. And such a delicate, delightful perfume too ...



For a unique statement of individuality, consider the signature scent synthesizer from Paradour. Using the latest advances in biochemical extraction techniques, the signature scent synthesizer can replicate any desired fragrance, custom-tailored to your own individual mood and tastes. Select from thousands of stock fragrances and mix and match ingredients to match your specific needs. Up to one million individual custom creations can be stored in the unit's memory for easy recall. Try this latest marvel from Paradour and start turning heads tonight.

**Model:** Paradour Enterprises Signature Scent Synthesizer  
**Type:** Computerized fragrance synthesizer and replicator  
**Cost:** 1,500, 150 (refills)  
**Availability:** 3

**YOUR DISCRETION IS APPRECIATED ...**

Note that some fragrances may contain biological ingredients (such as pheromonal additives) that may induce an exceptionally strong effect on some beings.

In game terms, "victims" of such pheromonal fragrances might suffer penalties to *willpower* rolls to avoid infatuation or resist the effects of *command*, *con*, *persuasion* and similar skills.

Enterprising characters with the appropriate chemistry background may concoct all kinds of substances with a number of physiological or psychological effects.

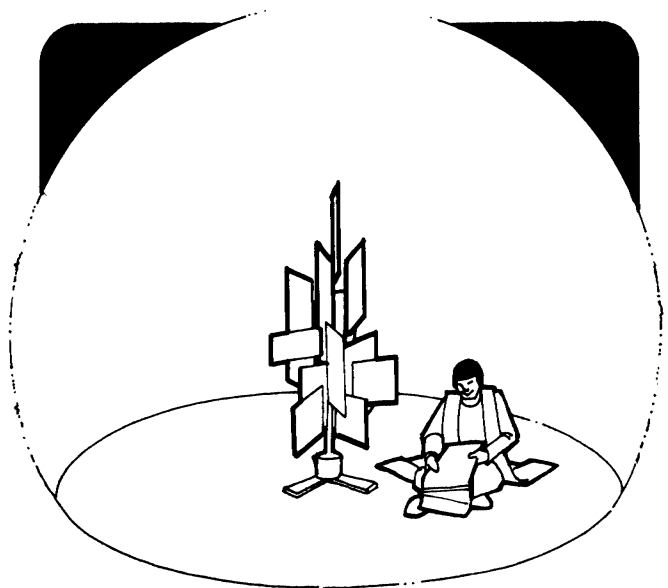
■ SOUND BUBBLE

What would you give for a little peace and quiet? How about 300 credits? That's all it takes to own a sound negation system from Paretaine. Let the little ones cry. Let the in-laws chatter the night away. Within your sonic dampening field you can enjoy the world around you without being bothered by its irritating sounds. An inexpensive way to ensure domestic tranquility.

**Model:** Paretaine Sonics SNS-600  
**Type:** Portable sound dampening system  
**Cost:** 300

**Availability:** 3

**Game Notes:** An Easy *sensors* roll required for normal operation. Device can operate in two modes. In passive mode it produces a 360-degree field out to 5 meters. Sounds emitted outside this radius are "absorbed"— only sounds emitted from within the bubble are heard within the bubble. In active mode, a 60-degree arc can be generated out to 10 meters. Within this arc, sound waves are effectively dampened, preventing any aural vibrations from being sensed by live or automated detectors.



■ WRIST CHRONOMETER

A chronometer with a number of useful additions, it is a miniaturized "one tool does it all" device. Of course, utility and miniaturization come at a price, but the convenience is worth the cost.

Each watch maintains Standard Galactic time, in addition to keeping up to 50 different local time-keeping methods and time zones. The basic unit also has alarm, stopwatch and countdown functions. It is water-sealed down to 20 meter depths.

There are many options which can be added to the chronometer. The thermo-sensor will tell the wearer what the temperature is. The gravity sensor informs the wearer of the local gravity (in relation to standard gravity). The atmosphere sensor will do a complete analysis of the immediate atmosphere and will scan for large concentrations of potentially lethal gases. The comlink has a range of two kilometers. The droid linkup (requires comlink) allows constant comlinked communication with one particular droid; any responses by the droid can be heard audially or



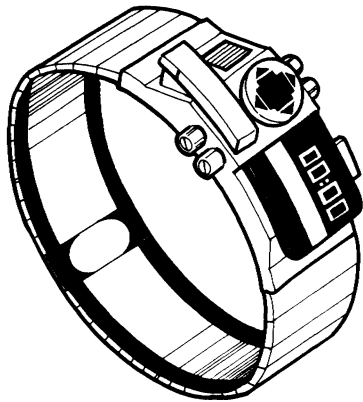
displayed on the chronometer's viewscreen.

**Model:** MicroThrust Clockwatcher

**Cost:** 50 (+10 for thermo sensor; +10 for gravity sensor; +30 for atmosphere sensor; +50 for comlink; +50 for droid linkup)

**Availability:** 1

**Design:** Jason Davis (24th place)



## ■ SYNOPTIC TEACHER

Learning should always be challenging and, whenever possible, enjoyable. Now it can be less time-consuming than ever before. From Consolidated Learning comes the latest in direct learning transfer. The synoptic teacher is a comfortable and safe way of absorbing information with a higher degree of active data retention than with traditional methods. The synoptic teacher works by transferring data directly to the brain at a subconscious level. The process is totally painless and the user can relax, learning effortlessly.



Need to pick up a few pointers on astral navigation? Or how about a refresher course in Bocce? Try the synoptic teacher from CLS. Getting an education was never easier.

**Model:** Consolidated Learning Systems Synoptic Teacher

**Type:** Subconscious teaching system

**Cost:** 10,500, 200-1,000 (information modules)

**Availability:** 3

**Game Notes:** A variety of pre-designed information learning mod-

ules are available on a wide variety of subjects (gamemaster should determine availability). Transference procedure takes between 15-30 minutes. Depending on the level of module content, its degree of technical or cultural sophistication, the user must make an Easy—Very Difficult *Perception* roll to effectively absorb the material. A successful roll means the user gains +1D-3D in that given skill or skill specialization if the character's skill level is below 5D (including attribute). The gamemaster is free to adjust costs, difficulties, skill bonus and maximum limits to any degree desired. The user may gain a benefit from a data module only once.

The synoptic teacher is a favorite subconscious "brainwashing" tool of Imperial Intelligence and other organizations which may wish to plant post-hypnotic suggestions in the minds of operatives without their knowledge or consent.

## ■ TRANSLITERATOR

Never again will you be forced to wear a professional party smile when, for all you know, the Cuvacian ambassador has just made a disparaging remark about your parental heritage. With a CLS transliterator you can identify the off-color remark for what it is, and, much to your guest's surprise, return the complement in kind with a verbal repartee that will mark you as a social force to be reckoned with. Not simply an alien language phrase translator, the CLS transliterator's database is especially designed to support its owner in a variety of social situations — in other words, to translate slang phrases in an appropriate context. Possible utilization (e.g., complementary, sign of moderate displeasure, indications of confusion, or deliberate insult) is given.

At the press of a button, a series of suggested replies are offered. The user need only selection what level of diplomatic (or devastating) reply he or she wishes to answer with. Responses to selections are voiced with the press of the button, leaving the user free to maintain that oh-so-coldly-diplomatic smile.

**Model:** Consolidated Learning Systems Transliterator

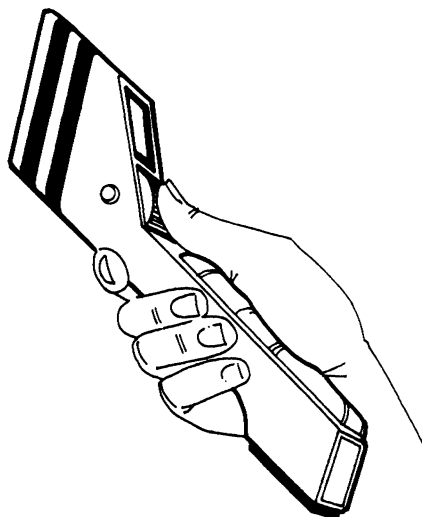
**Type:** Language interpretation unit

**Skill:** Communications

**Cost:** 1,200 (includes 500 most common languages), 500 (module with 500 additional languages)

**Availability:** 3

**Game Notes:** An Easy *communications* roll is required to properly select up to 20 different languages to be tracked. Device is effective to a range of 10 meters, but aural receptors focus on nearest sounds first. Individual displays of phrase or word translations can either remain in place until manually cleared by user or clear after a pre-set delay period up to 15 seconds. This unit's database contains 500 specific "common" languages and dialects.







# RECREATION

Whatever else it may be, the galaxy is an exciting place. It sometimes happens, however, that getting from exciting "Point A" to exciting "Point B" can be a long and dreary affair. When you need to kill time, may we suggest any of the following. Not only will they make the time go by, but you never know who might be willing to challenge you to a game or two.

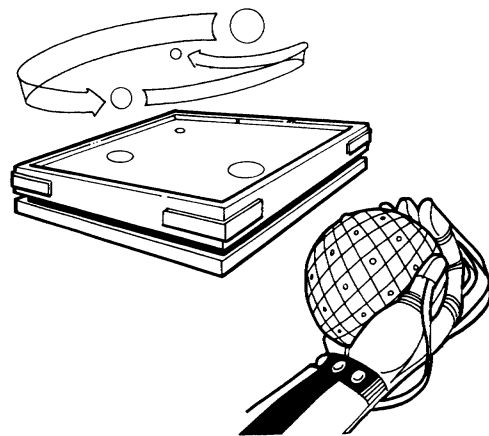
## ■ SPHEROIDS GLOBE

... Delindras Axt paused to line up the spherical hologram in her hand with one of another hue circling several centimeters to her right and above her head. After confirming the proper angle, the three-time spheroids champion hurled the sphere.

The oval image moved swiftly from her hand, speeding forward to strike its intended target. The second sphere then angled high above her head and impacted with a third. The latter collided with two more, all three of them careening into the brilliant sun at the center of the holo display.

That was the "impossible" shot the crowd had been waiting for. The difficult shot executed to her satisfaction, she smiled smugly at her Twi'lek opponent before responding cheerfully to the crowd. Gadsle glared back but made no sound. With the applause of half the star system ringing in her ears she regarded her opponent one last time.

*That'll be the last time Gadsle brags his way into a game at my expense. Serves him right. Now maybe he'll go home and learn how professionals play. I might give him a re-match ... say in five or 10 years.*



Spheroids is a sport that is gaining popularity every year. Now you can be the first to own the Sarno Tech Home Spheroids Simulator (HSS), the only spheroids home

## THE UNIVERSAL GAME OF SPHEROIDS ...

"It is said that the universe invented the game of spheroids. Certainly the game has much in common with the way in which planets, asteroids and comets interact in planetary gravity wells. Exactly who first invented spheroids is unclear, as several cultures have had equivalent versions for some time. The modern two-player version uses a varying number of spherical projections at established orbital patterns within a 2- to 10-meter diameter sphere, each with different velocities and trajectories. Each player has a command sphere as well as anywhere from 6-24 spheres.

"The object of the game is to use one's command sphere to strike any of the opponent's spheres, causing them to ricochet into the 'sun' at the center of the grid. Each player makes an attempt, a successful 'plummet' into the sun granting a second, subsequent

shot. A miss causes play to revert to one's opponent. Play alternates until one side has eliminated all of the opposing planetary spheres. Points are scored for a 'base' win, in addition to bonus points for multiple plummets and plummets caused by secondary and tertiary sphere collisions.

"A relatively new feature is the optional use of 'black holes,' two or more of which are randomly positioned on the grid at the start of the game. Entrance of a sphere into a black hole causes the globe to reappear randomly somewhere else on the game grid. As this adds a bit more uncertainty to the flow of the game, not every player enjoys risking the outcome of an important match to such unpredictability. Still, many enjoy the 'openness' this feature adds."

— Extract from *Galactic Games And Competitions*, 27th edition, V.F.G. Corvallin, editor



hologlobe officially sanctioned and endorsed by the Interstellar Professional Spheroids Association. Sarno Tech's HSS offers all the latest features including customized image selection, game storage and replay, black hole options, and two, three or more player versions, as well as automated computer opponents.

**Model:** Sarno Technologies Home Spheroids Simulator

**Type:** Holographic spheroids simulator

**Cost:** 500

**Availability:** 2

**Game Notes:** Different game maneuvers are accomplished with various *thrown weapons* totals. The gamemaster may set target difficulties or have opponents simply make opposed skill rolls to see who wins a given contest.

### ■ DECLINATION MENTAL COMBAT GAME

Do you enjoy challenging mind games? If so, you'll love Declination by Wethrenn Amusement. Declination is a mental game that is taking the Empire by storm. The object of the game is simple: maneuver a replication of an Imperial TIE fighter through a holographic asteroid field while eluding your opponent's vessel, which is attempting to negotiate the same field from the opposite side.

The actual maneuvering, and indeed the power behind the game itself, is what sets it apart. Each Declination game controller is controlled by the player's *thoughts* instead of mere manual reflexes! Headset controllers react at the speed of thought, propelling the holographic ships through an incredibly intricate holographic asteroid field. The winner in Declination can truly say that he or she has the superior mind — at least until the next game!

Special adaptors allow up to eight players, allow play against the computer, and controls allow asteroid field difficulties to range from beginner to challenging for even the most experienced pilot.

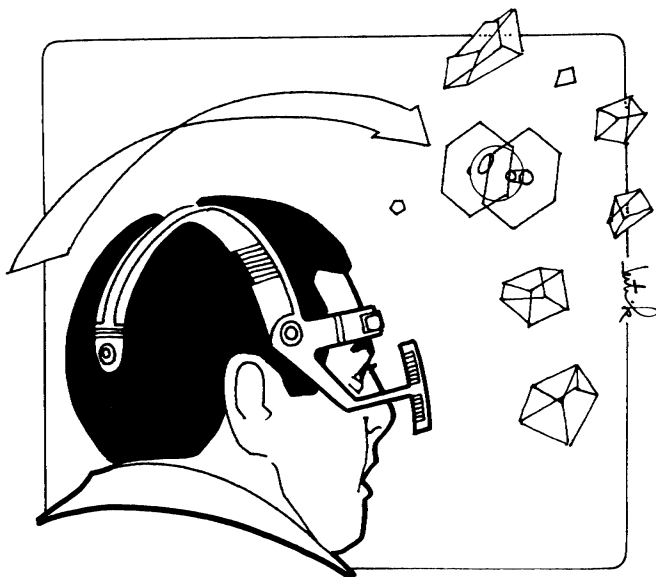
**Model:** Wethrenn Amusements, Unlimited Declination Holographic Game

**Type:** Mental holographic game

**Cost:** 3,500

**Availability:** 3

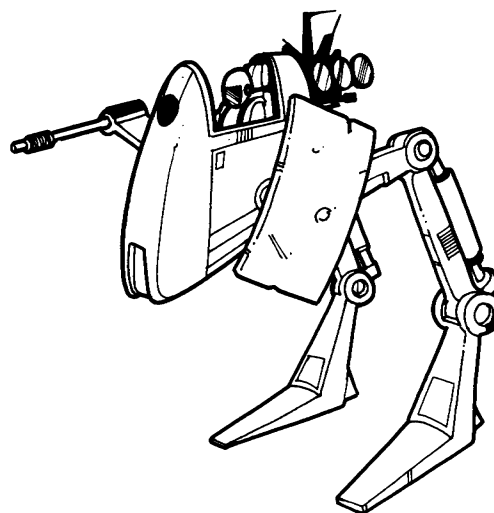
**Game Notes:** Characters may use either *starfighter piloting* and *starship gunnery* or *Perception* to play. Difficulties for navigating the asteroid field can range from Very Easy to Heroic (+10, +20, or more). Actual combat rolls are opposed skill rolls, with additional modifiers based on the difficulty of the terrain.



### ■ GLADIATOR WALKER

Many people enjoy watching a pair of gladiator droids going at it, but the really adventuresome wish they could be in the cockpit: a part of the action! Now you can be there.

In a special arrangement with SecuriTech, zZip Motor Concepts has produced a series of personal combat walkers that get you as close to the real thing as you'll ever want to get. Reinforced shielding and shock absorption systems as well as internal fail-safe mechanisms make these gladiators safer to use than your average speeder, but with a lot more firepower! Discover what it means to be a vacation gladiator today!



**Liability Disclaimer:** Despite the various protective measures taken to ensure safety for the occupants, individuals placing orders for gladiator walkers must sign a release which frees Galladinium Exports and zZip Motor Concepts from any liability for personal injury or proprietary damage, even in the event of defective manufacture, damage in transit or other performance-related problems. Participants take full responsibility for the safety of themselves, their opponents and all spectators.

**Craft:** zZip Motor Concepts Gladiator Walker

**Type:** Recreational light combat walker

**Scale:** Speeder

**Skill:** Walker operation: gladiator walker

**Crew:** 1

**Crew Skill:** Varies by individual

**Cover:** Full

**Cost:** 40,000

**Maneuverability:** 1D+2

**Move:** 20; 55 kmh

**Body Strength:** 2D (main body), 4D (right-arm shield plate)

**Weapons:**

**1 Light Laser Cannon**

*Fire Arc:* Front/left

*Skill:* Vehicle blasters

*Fire Control:* 1D

*Range:* 5-10/20/40

*Damage:* 3D+2

**Vehicle Fail-safe:** If onboard computer monitoring occupant identifies what it believes to be an imminent threat to the safety of the occupant, an automatic system-wide shutdown is activated.

**Availability:** 3, F

**Game Notes:** Above data for standard model walker. Deluxe models with additional enhancements and improved performance are also available; numerous custom modifications are also known to exist.



### 'HOOLIGANISM' IN SEDRATIS CITY

With the unexpected arrival of Hansor's Hooligans at Sedratis City last night, the local sports world has focused on what must be acknowledged as a dramatic turn of events. As is well known, Madrix Hansor and his four teammates have had a long-standing rivalry with Sedratis City's premier gladiator walker team, Demelza's Destructors. It is rumored that this rivalry goes back to before these two captains were in the Core Gladiator Walker League!

The grudge goes back to an incident in the Dalcretti system, when both team captains were members of an Imperial Army unit cut off by Rebel insurgents. As the story goes, Demelza Mintori was unable (or refused) to lend assistance to Hansor's platoon; Hansor vowed personal revenge.

Whatever the truth of the matter, there is bad blood between the two teams. Only once before have individual members of both gladiator teams met, that being the 12th Solassi Interzonals Challenge Match two years ago. On that occasion both Madrix Hansor and Jandri Garn, Demelza's point guard, suffered such damage to their machines that the match was declared a draw and neither participant advanced to the next round!

Few believed that Hansor would actually travel this far to issue a personal team challenge. But that is exactly what has transpired. Having apparently worked out the details in secret with local promoters months ago, Hansor's team has taken up residence in the Sedratis Coliseum and has issued a challenge to the Destructors to evict him if they can! Though the challenge was issued less than 12 hours ago, electronic ticketing systems are already swamped with demands from excited patrons who are eager for tickets *starting* at 500 credits. A sellout is expected by this evening. This may well prove to be *The Big One!*

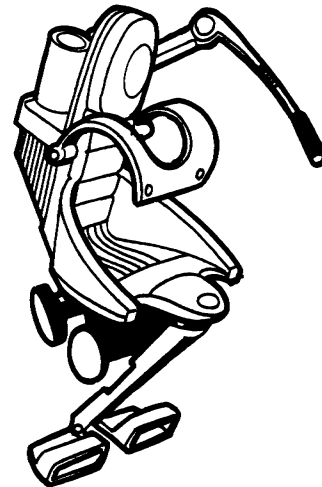
### ■ GRAV-BALL SPORT LIFTER

The sport of grav-ball is one of the most popular aerial sports in the Colonies and Core Worlds today. Now you too can compete in style with the newest sport lifter from Nen-Carvon. The Nen-Carvon grav-ball sport lifter offers both rapid acceleration and high maneuverability. Reinforced hull bracing resist damage caused by those sudden impacts that are part of the game. Twin repulsor pods increase your chances of making that difficult shot. Complete with on-board diagnostics for pre-flight checks and a two year warranty against mechanical defects. It's just the thing you need for those close encounters 50 meters up ...

"Grav-ball started out as a Rodian hunting competition that was supposed to hone an individual's marksmanship and agility in a three-dimensional combat situation. The object of the game is to propel a small spheroid across your opponent's goal line using low-power repulsor blasts to nudge the object along. Far from being a simple child's game, this spectacular sport is played with repulsorlift

harnesses on a field 150 meters long, 50 meters wide and 50 meters high! A small repulsor module inside the ball itself keeps things rolling with random and erratic motion. In typical Rodian fashion, each member of the 15-member teams is expected to carry personal weapons with which to 'discourage' their opponents in close quarters. At the organized level, the emphasis is placed on non-lethal, melee stun weapons, but some local games are a good deal more bloodthirsty."

— Extract from *Galactic Games And Competitions*, 27th edition, V.F.G. Corvallin, editor.



**Craft:** Nen-Carvon Sport Lifter CSL-1  
**Type:** Repulsorlift sport vehicle  
**Scale:** Character  
**Length:** 1.4 meters tall  
**Skill:** Repulsorlift operation  
**Crew:** 1  
**Cover:** 1/4  
**Cost:** 12,000  
**Availability:** 2  
**Altitude Range:** Ground level-50 meters  
**Maneuverability:** 1D+2  
**Move:** 60; 220 kmh  
**Body Strength:** 3D+2  
**Weapons:**

#### Twin Grav-Ball Repulsor Pods (fire-linked)

**Fire Arc:** Front  
**Crew:** 1  
**Skill:** Vehicle blasters  
**Fire Control:** 1D  
**Range:** 1-3/4/5  
**Damage:** 1D

**Game Notes:** The above is a common grav-ball sport lifter. Other variants exist, with longer-ranged repulsor pods for professional tournament play. Personal units may sport any number of customized modifications, depending upon local league rules.

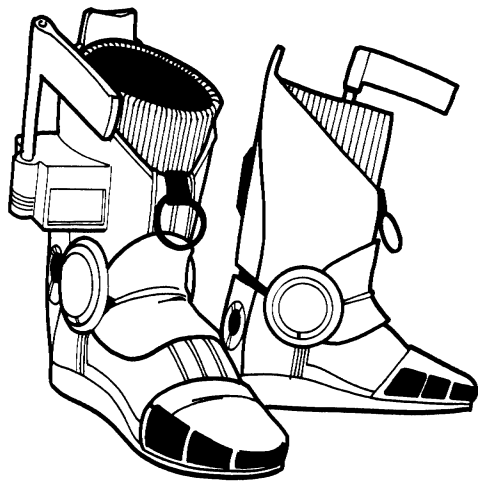
### ■ GRAV BOOTS

Tired of playing in contests that limit your field of movement to horizontal gridlines? Corgorlath Leisure now gives you an added dimension of play with the purchase of a pair of grav boots. Using repulsorlift fields, these boots allow for rapid maneuvering along planes anywhere from 45-180 degrees opposite normal gravity. Experience what it's like to see the world from an entirely new perspective. Satisfaction guaranteed.

**Model:** Corgorlath Leisure Articles Master-Grav 1000



**Type:** Grav boots  
**Cost:** 550 (pair)  
**Availability:** 2  
**Game Notes:** Move is up to 20 meters per turn and maximum altitude is 150 meters. The unit is relatively quiet. Various difficulty maneuvers may be attempted, using the *powersuit operation* skill.



■ **HOLOMATIC DEJARIK SET**

Vacor looked over the gold and green squares for the hundredth time. There was little doubt about it: Baas had out maneuvered him. The more he studied the board, the more he had to admire his play. The attacking combination had materialized seemingly out of nowhere, devastating in impact, subtle in execution. Vacor looked across the board at the thin man in the plastic suit. Vacor couldn't help thinking Baas looked more like a banker than a grandmaster. He smiled at the champion.

"Your reputation does not do you justice, Master Baas."

"You put up a fair fight, young man. Keep playing that way and some day I may have to start getting worried."

High praise coming from so talented a performer! Vacor leaned over the table, intending to shake his opponent's hand. In the process, he inadvertently tipped over his Holdfast, the traditional, unspoken signal of defeat. With that, the program ended and the hologram of the long dead master Krestin Baas disappeared just as he was about to take Vacor's hand.

Vacor sighed in frustration. *Well, maybe next time ...*

Since its inception, no other game has withstood the test of time as has dejarik. While the exact origin of this board game continues to generate debate among scholars and game aficionados, few will argue about the challenge and pleasure of a good game of dejarik.

Your dejarik games can come alive with Lakan Industries' newest version of their popular hologram dejarik set. Now players can select from one of 10 different types of playing pieces (in both static and live-action modes). In addition to an improved artificial intelligence (based on the Lakan "engine" that came in second at the Galactic Core Interzonals two years ago), an expanded data module allows you to replicate the playing style of over 50 of the galaxy's finest dejarik grandmasters. Ever wonder how you might have fared against some of history's best players?

Novices and professionals alike will delight in the use of this new way to play a classic game of skill and strategy.

The hologram generator is housed within a table-sized, circular mount with board outlines etched in the top surface. Control studs for power settings, module insertion, and parameter settings are contained along the outer rim. When activated, a three-dimensional, multi-colored hologram of pieces (ranging in size from 5-30 centimeters in height) is displayed. Players enter in their move (as per standard dejarik transcription code) into their respective datapads on either end of the generator housing. In passive mode, the moves are immediately recorded and a resulting update of the board's display is shown. In live-action modes, players can witness the physical movement of their selected piece as it travels across the board, waging war with the opponent's pieces, and occasionally devouring the loser. Different pieces and extra grandmaster modules are available.

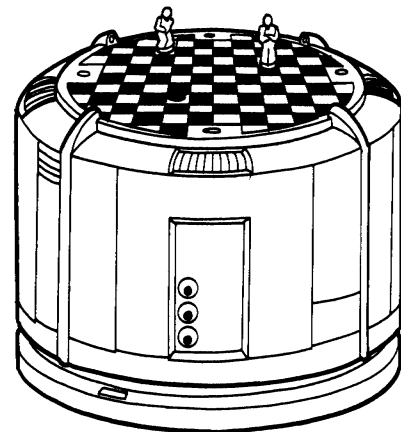
**Model:** Lakan Industries DHS-2

**Type:** Holographic dejarik system

**Skill:** Scholar: dejarik (a *Knowledge* skill)

**Cost:** 1,500, 100 (additional data modules)

**Availability:** 2



■ **IMPERIAL COMMAND COMBAT SIMULATOR**

The Siege of Trasemene! The Assault on Vardoss IV! The Battle of Galboron! Names that will forever live in the annals of Imperial military history ... and now you can see if you have the brilliance to match those who fought there!

With Plescinia's newest addition to its "Great Battles of the Empire" series, you can holographically recreate these and other landmark military engagements in striking detail. Play against another opponent or against the computer. Micro-manage individual units or expand your horizons to the strategic level to direct the operations of entire assault groups. Fighters, repulsor tanks, walkers and elite troop units are all here, awaiting your orders. This latest version allows for remote access links capable of accommodating multiple players. Take command today!

**Model:** Plescinia Entertainments CS-Mark 10

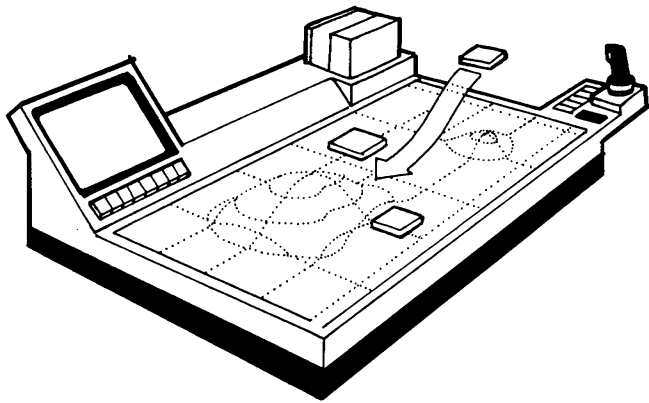
**Type:** Computerized holographic combat simulator

**Skill:** Tactics

**Cost:** 350

**Availability:** 2

**Game Notes:** In addition to the 12 "stock" historical simulations built into this unit, a "scenario editor" feature allows the user to custom create additional historical or hypothetical engagements. An *Easy computer programming/repair* roll is required to install the system. Game scenarios require various *tactics* rolls (difficulty varies by scenario).



### ■ SKY SLICER

One of the fastest growing urban environment sports is sky slicing. Sky slicers are a new type of swoop for a more daring breed of rider. Essentially a flat ellipsoid with micro-repulsorlift turbines placed along the bottom surface, slicers are an open-air, "no hands" approach to personal skimming. Maintaining one's balance atop a racing slicer is

accomplished through the use of custom designed magboots. Control is based entirely on the rider's balance. While not as fast as some swoop models, the sky slicer is more maneuverable, and slicer aerial acrobatics are far more exciting to watch. An optional drogue slicer (provides upward lift with no forward momentum) can be used as a passenger carrier. When employed, a low-frequency tractor beam generator mounted at the rear of the slicer board allows the slicer rider to "tow" the trailing passenger on the ride of his, her or its life!

**Craft:** Aratech Sky Striker 5000

**Type:** Modified swoop

**Scale:** Speeder

**Length:** 2.5 meters

**Skill:** Swoop operation: sky slicer

**Crew:** 1

**Crew Skill:** Varies by individual

**Altitude Range:** Ground level-200 meters

**Cover:** None

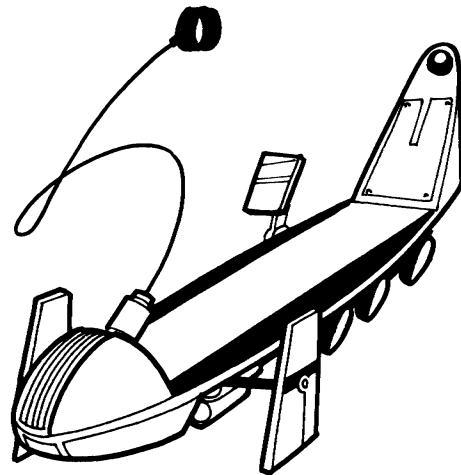
**Cost:** 3,000 (new), 300-600 (used), 500 (drogue/tractor beam addition)

**Availability:** 2

**Maneuverability:** 3D

**Move:** 200; 580 kmh

**Body Strength:** 1D





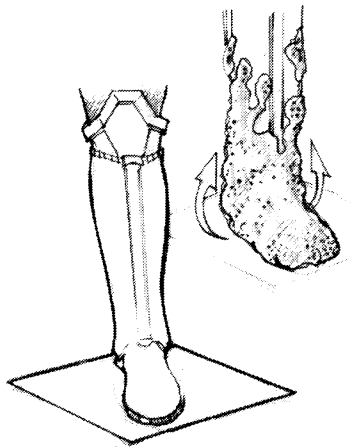
# SPECIAL TOOLS

Our customers are a special breed. They refuse to accept the ordinary. Whether at work or at play, they never do things the way “everybody else” does. Many have some very extraordinary professions requiring some very extraordinary tools. The following section makes available a variety of specialized equipment you’ll typically find hard to come by through other (dare we say “normal”) channels.

## ■ BIO-COCOON

At first glance, the bio-cocoon looks to be a small plastic cloth folded up for convenient storage. When unfolded and laid out to its full length, however, it is revealed as a 1.5 square meter piece of durable fiber; it is coated with a layer of dormant microorganisms. These organisms feed off bio-electrical energy produced by physiological processes.

When a creature walks onto the unfurled material, a remote control activated by the user triggers the sub-surface release of other organisms that stimulates the original culture into activity. These, in turn, sense the presence of the creature and respond by swarming over their victim, rapidly multiplying as they leech bio-electrical energy from their new host. Within seconds, a porous cocoon-like dome of living biological entities covers the target creature, incapacitating it.



This unit is a particular favorite among big-game hunters that need to capture dangerous animals unharmed.

**Model:** Dendratris Biological Exports, Incorporated Bio-Cocoon

**Type:** Biological containment system

**Cost:** 2,000

**Availability:** 3

**Game Notes:** Upon activation, the intended victim must make a Moderate *brawling parry* roll to avoid entrapment (for victims up to 150 kilograms; victims from 151–300 kilograms need only make an Easy roll, while 301–450 kilogram targets require a Very Easy roll; this unit has no effect on targets over 450 kilograms).

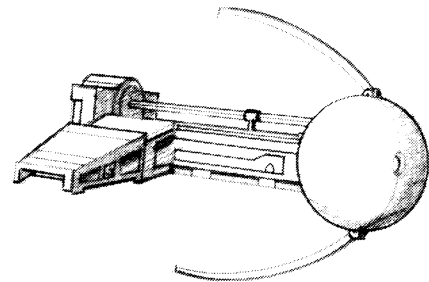
Failure results in an immediate -1D *Dexterity* penalty and 1D stun damage. Increase the *brawling parry* difficulty to escape by one level each additional turn and increase the *Dexterity* penalty by -1D and increase the stun damage by +1D. The target is fully cocooned when the *Dexterity* penalty matches or exceeds the character's *Dexterity* or the stun damage is sufficient to knock out the character.

## WHATEVER WORKS FOR YOU ...

Note that while this item is registered as a wild animal trap, many bounty hunters often employ this device for more “specialized” captures.

## ■ COPYCAT POD

A copycat pod is a specially designed, full spectrum electronic countermeasures (ECM) device mounted aboard a ship and disguised as a standard probe/launcher system. After tying into the ship's sublight drive and navigational systems, the copycat's onboard computer analyzes the parent craft's transponder signature and other flight dynamics.



When launched, the device goes active, immediately mimicking the parent vessel's flight characteristics in an



attempt to lure pursuing opponents off course.  
**Model:** Corellian Engineering Corporation Copycat Pod  
**Type:** Electronic countermeasures probe

**Skill:** Sensors  
**Cost:** 10,000 (plus permit fees)  
**Availability:** 3, F or R

**Game Notes:** This device mimics the performance of the parent vessel when used aboard a starfighter or small transport freighter (ship with a cargo hold of 100 metric tons or less); it has a maximum Space speed of 6.

Any person attempting to distinguish a copycat pod from a "live" vessel must make a Difficult *sensors* roll on passive or scan mode (Moderate on search mode and Easy on focus mode) to determine which ship is real and which is the decoy. If the roll fails, the sensor operator will perceive both ships as being "real."

**BE ADVISED ...**

While accepted as a piracy deterrent, stiff penalties are levied against those convicted of using this device to deceive Imperial or local law enforcement agents or to assist piracy, Rebel activity or in any other way contribute to violating Imperial law.

Local bureaucrats strictly scrutinize permit applications for copycat pods. Specific permit fees will vary by individual system (typically 500–2,500 credits), but a legitimate reason for the pod's necessity must be presented.

Unauthorized use of this device is a class three infraction under Imperial criminal regulations and subject to a fine of up to 3,000 credits, up to three standard months in jail, a one year suspension of the pilot's license and possible confiscation of the pilot's ship. Additional charges may result from any illegal activities conducted while in possession of a copycat pod.

Any orders of a copycat pod placed with Galladinium Exports will be expedited as soon as the appropriate permit registration has been filed and approved. Galladinium is authorized to accept fee payments with your original order. Contact your nearest Galladinium office for permit rates in your system.

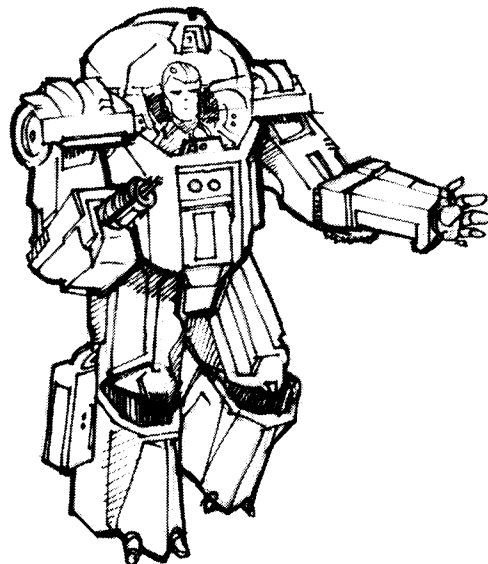
■ **EVA VACUUM POD**

When you have to face the vacuum of space to effect emergency ship repairs, make sure you have the best equipment for the job. That means using Regallis Engineering's extra-vehicular activity (EVA) vacuum pod, which uses a droid brain to carry out voice-activated commands to maintain a stationary position, adjust thrust for matching momentum and trajectory and monitor vital life signs. In other words, the droid brain handles the mundane tasks so you can concentrate on locking down that pesky alluvial damper and get back inside where you belong!

**Craft:** Regallis Engineering EVA vacuum pod  
**Type:** Droid-monitored space pod  
**Scale:** Character  
**Length:** 3 meters in height; 1.2 meters wide  
**Skill:** Powersuit operation: repair pod  
**Crew:** 1  
**Cover:** Full  
**Cost:** 15,000  
**Maneuverability:** 1D

**Move:** 55; 160 kmh  
**Body Strength:** 4D

**Game Notes:** Life support systems capable of functioning for 2 hours. Has full comlink system and a number of attachments for the two forward arms, plus an exterior "storage pouch" of additional attachments. An annual maintenance overhaul of each pod (Easy *powersuit repair* total) is required.



■ **OXIDIZER**

This oxidizer resembles a re-breather unit, except the larger filtration unit is worn at the waist and connects to a standard breather mask. The oxidizer enables oxygen molecules to be extracted from atmospheres principally formed of methane, ammonia and other gases. It is used primarily by scouts and planetary prospectors, but can easily function as part of any emergency survival kit. Providing local atmospheric pressure is not too great, the oxidizer's filtration system can extract oxygen molecules, working in principle like a miniaturized "ram-jet," drawing in the surrounding gas and filtering out unwanted elements. Normal operation is up to four hours on a full power pack charge.

**Model:** Gandorthral Atmospheric Oxidizer  
**Type:** Molecular oxygen extractor  
**Cost:** 350  
**Availability:** 2  
**Game Notes:** Power pack recharging takes one hour.

■ **LASER WELDER**

Whether making repairs to your starship or just doing some body work on the old speeder, no repair job is too big for the Borallis LSW-983 laser welder. Using two independently directed laser emitters to increase efficiency, this laser welder is powerful, yet safe to operate.

A built-in power cell provides for portability, while a standard adaptor hookup allows for direct access to most power systems. Each laser beam can be finely turned to provide a variable degree of surface contact, allowing for welds ranging from 0.2–20 centimeters in diameter.

**Model:** Borallis Metalworking & Materials LSW-983 Laser Welder  
**Type:** Laser welder  
**Skill:** Various repair skills  
**Cost:** 50  
**Availability:** 1



### ■ ILF-5000 LIFEFORM SCANNER

Exploration of any sort demands the highest quality equipment for maximum results. When you need to know what, how many and how fast those “somethings” are approaching from over the ridge, use the Idellian ILF-5000 lifeform scanner. The ILF-5000 is pre-programmed to distinguish among thousands of common animal lifeforms.

For more information on personal sensors, see *Star Wars Adventure Journal* #4, pages 260–264.

**Model:** Idellian Arrays ILF-5000 Lifeform Scanner

**Type:** Lifeform scanner

**Skill:** Sensors

**Cost:** 3,500

**Availability:** 2

**Range:** 500/1/1.5 km

**Game Notes:** A sensors roll is required to use the device; the difficulty depends upon the conditions as described in the sensors rules in the *Star Wars Adventure Journal*.

In addition to providing the number of lifeforms detected, and rate and direction of movement, the unit will inform the user if the body function parameters match or are similar to any of the lifeforms pre-programmed into the unit's database. The unit will inform the user of the detected targets' body temperature, mass and respiration rates. Users may make an *alien species* or *beast riding* total to determine which lifeform is detected if such an attempt is reasonable in the gamemaster's opinion.

### ■ MICRO FUSION REACTOR

If you're going to be out in the wilderness, you'll need something to power your perimeter shields ... and that portable entertainment system you packed in under the survival rations. This unit is a reactor that supplies the power of most “medium” generators in a backpack-sized unit.

**Model:** Lardanis Survival Systems MFCR-200 Power Generator

**Type:** Medium fusion power generator

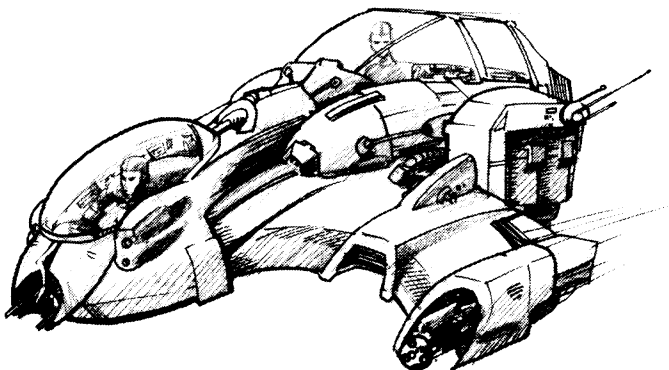
**Cost:** 750

**Availability:** 1

### ■ MINERAL EXTRACTOR

Prospecting seems like a romantic way to make a fortune. While the reality can be far harsher, if you're going to mine asteroids, you might as well do it the right way!

The Tagge Mining Co. AEA-500 mineral extractor is a two person self-contained mining extractor for use in low or zero-gravity environments. Localized magnetic fields anchor the vehicle in place while the dig operator selects the type of mineral to be extracted from beneath the surface. Tri-beam lasers chip away waste materials while scanners home in on those valuable minerals. Interior plasma units filter valuable minerals and ores out of the raw material fed into the unit.



**Craft:** Tagge Mining Co. AEA-500 Mineral Extractor

**Type:** Contained mining vehicle

**Scale:** Speeder

**Length:** 20 meters

**Crew:** 2 (driver, dig operator)

**Cargo Capacity:** 10 metric tons

**Cover:** Full

**Altitude Range:** Ground level–2 meters

**Cost:** 25,000

**Maneuverability:** 1D

**Move:** 30; 160 kmh

**Body Strength:** 2D

**Game Notes:** Mining lasers do 5D damage.

### ■ FUSION CUTTER

Trust your power cutting needs to the fusion cutter from Borallis Metalworking. This variable beam fusion cutter can shear through most metals, plastics and ceramics up to 25 centimeters thick in a matter of seconds.

**Model:** Borallis Metalworking & Materials PCW-876

**Type:** Fusion cutter

**Skill:** Various repair skills

**Cost:** 75

**Availability:** 1

**Game Notes:** Difficulty level when using this device is dependent on the project involved. Accidental exposure to beam causes 3D-6D (variable) damage.

### ■ REPULSORLIFT GRAPPLING GUN

This device combines traditional grappling gun technology with modern repulsorlift generators. In addition to using a rocket to propel the grapple up to its destination, the repulsorlift grappling gun uses a small repulsorlift drive to insure the target hits its target. The gun has two distinct modes.

**Mode 1:** The gun acts as a normal grappling gun in that it fires a grappling hook upward.

**Mode 2:** In this mode, the gun fires as normal, but the owner controls the rate of ascent and direction with a small thumb operated joystick built into the gun. The grappling hook can move up as fast or as slow as the owner desires. This allows the grappling hook to be placed where the owner really wants it. The charge on the grappling hook will only last 30 seconds.

A small automatic winch allows the owner to pull himself upward. The third setting on the selector switch allows the owner to adjust rate of ascent using the thumb joystick.

There are two versions of the repulsorlift grappling gun.

**Gun:** This version looks like an over-sized blaster. The joystick is located just above the handle. A standard blaster pack is good for 10 launchings. 200 meters of molecularly-reinforced line is stored in the gun. The automatic winch pulls the owner up at 20 meters per second. It is recommended that the optional harness also be used. The winch will support up to 200 kilograms.

**Wrist:** This version fits over the forearm of the owner. A snap-up handle swings out when activated. The handle contains the thumb joystick, mode selector switch, and launch toggle. The wrist version uses the same power pack as a hold-out blaster. It gets five launchers per power pack and contains only 100 meters of line, ascends at a rate of 10 meters per second and supports 150 kilograms. The major advantage is a smaller (almost concealable) unit.

**Model:** Zone Control Repulsor Grappling Gun

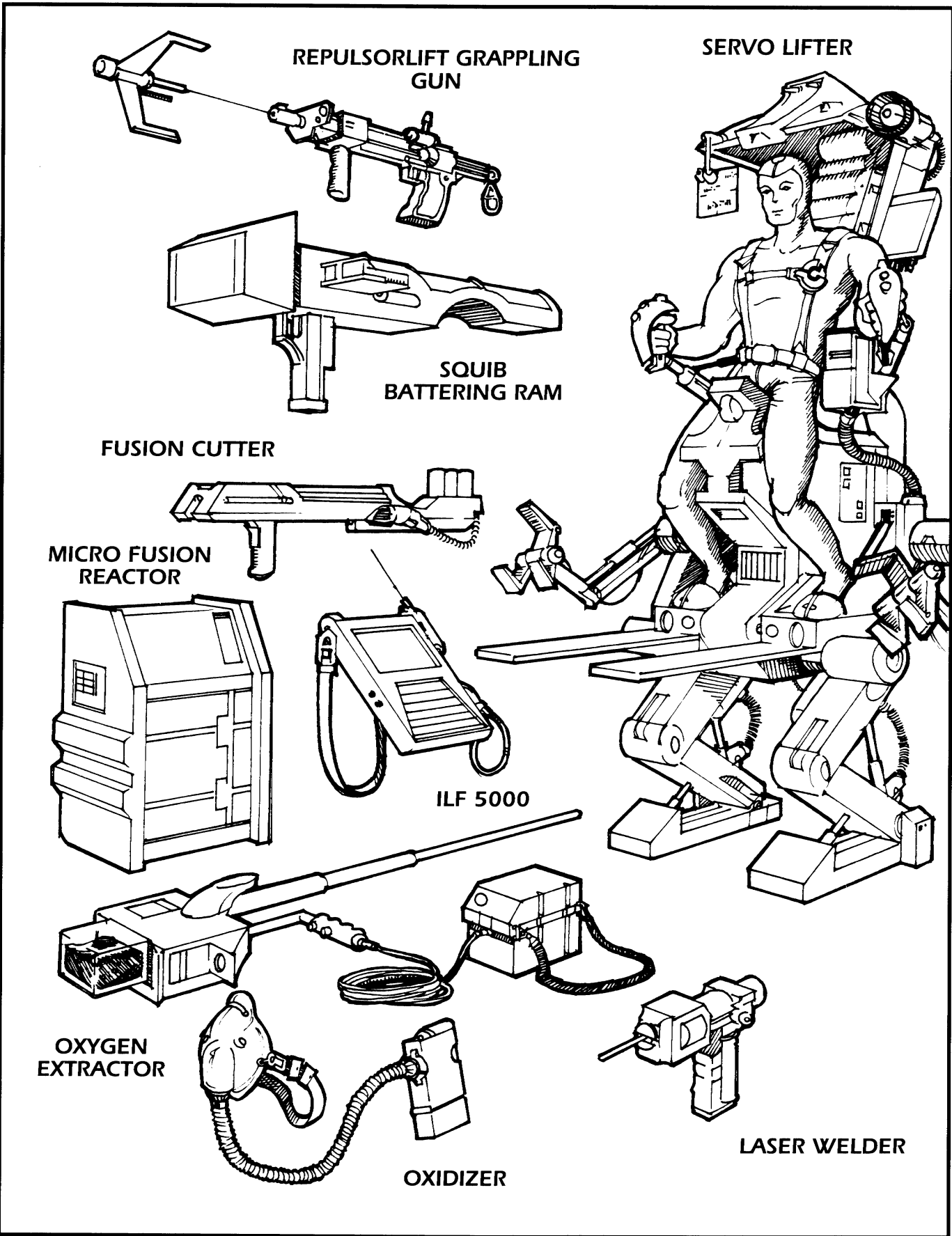
**Type:** Repulsor grappling gun

**Scale:** Character

**Skill:** Firearms

**Cost:** 1,200 (gun), 1,000 (wrist)







**Availability:** 2

**Design:** Michael Zebrowski (1st place)

### ■ SERVO-LIFTER

When you have a big job to do, there's no reason to break your back doing it. Whenever there is heavy lifting and short distance hauling to be done, let a Verekil servo-lifter take the strain off your shoulders.

**Craft:** Verekil Servo-Lifter V-2z

**Type:** Servo-enhanced exo-skeleton

**Scale:** Character

**Length:** 3 meters tall

**Skill:** Powersuit operation: servo-lifter

**Crew:** 1

**Cost:** 10,000 (new); 7,000 (used)

**Availability:** 3

**Maneuverability:** 1D

**Move:** 30; 90 kmh

**Body Strength:** 2D

**Game Notes:** Can lift up to 1.5 metric tons.

### ■ SQUIB BATTERING RAM

This device looks like a shoulder mounted weapon with a large, square plate at the muzzle end. This plate is clamped against the surface of the target obstruction. When activated, alternating energy pulsations batter away at the obstruction until, weakened at a molecular level, it eventually gives way.

**Model:** Fegegrish Heavy Industrials Battering Ram

**Type:** Structural weakener

**Cost:** 3,500

**Availability:** 3

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

## WE DIDN'T KNOW IT WOULD DO THAT!

Although the Squibs would never admit it, this battering ram is also a great way to get into a locked financial institution in order to make that all important, after-hours withdrawal.

### ■ OXYGEN EXTRACTOR

Useful in (but not limited to) desert environments, a Fabrennix oxygen extractor uses a meter-long probe to extract oxygen molecules from sub-surface water deposits or water vapor trapped in rock formations. Modulated wave pulses separate the water and oxygen from the surrounding rock, drawing it to the surface and into the unit's storage tank. The extractor can function in a vacuum and weightless conditions.

**Model:** Vercanne Mineral Technologies FOE-2000

**Type:** Oxygen extractor

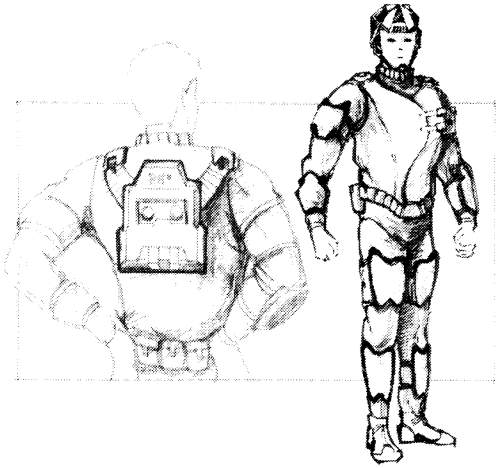
**Cost:** 350

**Availability:** 2

### ■ VERSATEX SURVIVAL SUIT

The Vectac Versatex survival suit is an all-purpose, all-terrain outfit. Made of Versatex (a thin, micro-capillared fabric), the suit can handle extremes of temperature, moisture and pressure. It is waterproof and tear resistant, yet in dry environments the suit's sensors will begin recycling the user's moisture and accept limited amounts of moisture in from the outside environment. A small heating, cooling and air filter-recirculation unit is in the unit's backpack, with controls on the belt. In cool environments, the micro-

capillaries circulate heated insulation fluids; these same fluids contain cooling agents for hot environments. The suit's protection ranges from temperatures as low as -30° Centigrade to as high as 100° Centigrade.



The suit's microcapillaries have a limited camouflage system. There is a color sensor on the belt: the wearer need only flip open the protective cover, expose the sensor to the desired color, and then custom tinted dyes will be injected into the micro-capillary liquids, allow the suit to change its outer color to match the environment. This change takes approximately two minutes. Replacement dye concentrate capsules are five credits each: there are five colors (black, white, red, blue and yellow) which can be blended and mixed for a specific color. The user can also purchased pre-mixed color dyes to guarantee a perfect match. The camouflage capability adds +1D to the wearer's *sneak* roll.

The suit's helmet can be open-faced, or sealed against the elements and patched into the cooling/heating system. The helmet has a built-in comlink, breath mask and glowlamp.

The suit also has optional, strap-on armor plating for the torso, legs and arms (this armor is also micro-capillared, so it retains the color-changing capability and provides +1D physical and +2 energy protection). The armor plates cost an additional 150 credits.

**Model:** Vectac Systems Inc. Versatex Survival Suit

**Type:** Personal survival suit

**Cost:** 900, 150 (armor plates)

**Availability:** 2

**Design:** Jim Tews (18th place)

### ■ VERPINE ASTEROID DIRECTOR

Designed by Verpine master technologists from the Roche system, the heart of this device is a 10-meter long, energy conversion thruster. Essentially, the Verpine asteroid director takes the dross (waste material from the initial mining process) and vaporizes it in a controlled fusion reaction, providing the thrust to move the asteroid to a central mining location.

This unit can also be set for a "pure conversion" process for asteroids where the objective is to merely move the asteroid rather than mine any material from it.

A single Verpine asteroid director is capable of moving a small body up to 50 metric tons in bulk. Multiple directors can be sequentially placed and remotely linked to maneu-



ver larger objects.

**Model:** SlaynRoche Co. Verpine Asteroid Director

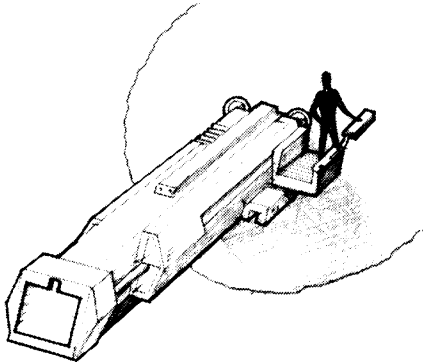
**Type:** Asteroid propulsion unit

**Cost:** 12,500

**Availability:** 2

**Space:** 1

**Game Notes:** *Mechanical* totals (skill is *thrust unit piloting*, a very rare skill) are required to keep asteroid on course (difficulty varies by specific task). Aside from mining, this unit can be used to move asteroids out of commercial shipping lanes, to build a "natural" defense network or to drop asteroids on unfortunate worlds without adequate shielding ...



animals is otherwise conscious and aware of its surroundings. In order to work properly, the collar must be fitted around the neck. Droids and lifeforms without a central nervous system are immune to these collars.

The neural control collar consists of two parts. The main part is an armored collar, which normally has a lock (the lock can be of any type, but is traditionally a six-digit combination mechanical unit). The collar is powered by a simple power cell.

The second part is the control computer. This is usually a wrist-mounted bracelet or a central computer in a major complex, but it can also be a droid modification. The computer is equipped with a keypad for giving instructions and sufficient memory to contain 400 words of common instructions such as, "Do not try to remove collar."

A central computer can control up to 50 collars that are keyed to it and the remote unit has a range of five kilometers. A collar that is moved out of range of its control unit will automatically make its wearer return to the control unit and inflict pain (6D damage). Many planets have outlawed neural control collars, especially in the Core.

**Model:** Cybersoft Corp. Neural Control Collar

**Type:** Animal control device

**Cost:** 600 (one collar and basic control computer), 300 (collar only), 1,000 (control computer for use with multiple collars)

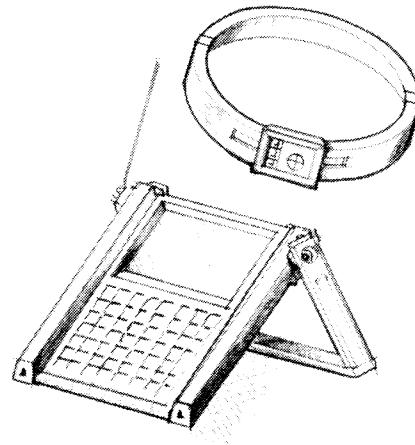
**Availability:** 2, R

**Design:** Douglas M. Burck (2nd prize)

## ■ NEURAL CONTROL COLLAR

The neural control collar is a preferred tool for working with dangerous beasts. These collars are routinely used by zoologists, animal handlers and big game capture specialists.

A neural control collar works by overriding an animal's control of voluntary muscles. This is done by making an attack against the animal's nervous system (causes 7D stun damage). This attack is resisted by the target's *Strength*. The





# SURVEILLANCE AND SUCH

In today's competitive business environment the need to know, obtain, and be able to protect valuable information is critical. Industrial espionage is, regrettably, a fact of life on many planets. Responsible persons must take steps to protect themselves and their data from unauthorized surveillance. Sometimes the best defense is a good offense! The following Galladinium offerings will provide the user with a competitive edge no matter how you play the game.

## ■ BITH COMPUTER RETINAL LOCK

The Bith computer retinal lock is a special retinal scanning system that provides authorized access to specific files only to those individuals whose pre-scanned retinal patterns match those in the system's database. Once installed, system activation proceeds with what is perceived to be a series of colorful displays based on various mathematical patterns. This fascinating start-up display disguises a series of composite retinal scans from a specially constructed, wafer-thin scanner that mimics part of the monitor display itself. These composite scans are compared with authorized patterns. While not denying access to the computer system as a whole, unauthorized users are denied access to any data previously coded for scanner lockout. This system also permits the transmission of a copy of the intruder's retinal pattern to the appropriate authorities.

**Model:** Verdictas CompuTechnology Bith Computer Retinal Lock

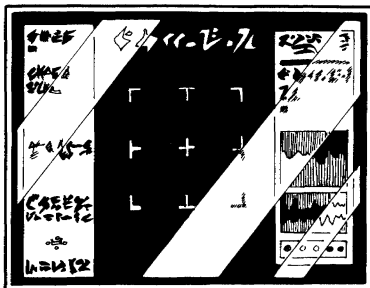
**Type:** Computer security system

**Skill:** Computer programming/repair

**Cost:** 1,200

**Availability:** 3

**Game Notes:** An Easy computer programming/roll roll is required for installation. Once in place, only a retinal falsification system will allow unauthorized users to access secured files.

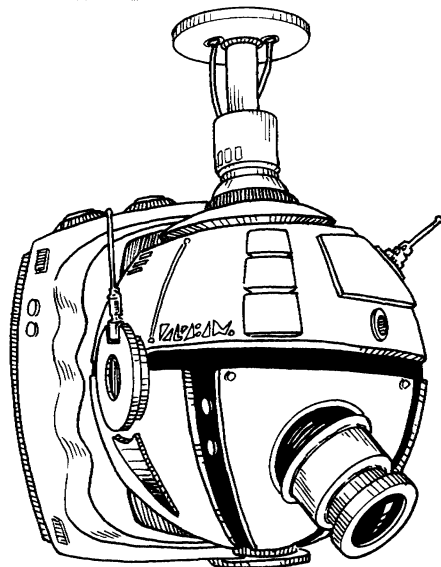


## ■ DALABAR SURVEILLANCE DETECTOR

For over two decades, Dalabar Micro-Electronics has been serving the needs of security conscious customers with a well-earned reputation for discretion and quality merchandise. Whether the need is corporate or personal, Dalabar restores peace of mind with the SDS-632, a palm-sized surveillance scanner that can effectively sweep an area of 30 cubic meters in under 60 seconds.

The SDS-632 can pick up even the faintest trace of a monitoring carrier wave, be that signal in the infrared, microwave, or even localized subspace bands. Where other detection devices track only for aural pickups, the SDS-632 also scans for the emission of signals used to relay motion tracking signals to a nearby receiver. Filters can easily be adjusted to accommodate scans in the upper regions of the electromagnetic spectrum. An optional noise inhibitor can be added to mask conversations without alerting eavesdroppers their efforts have been uncovered. With the SDS-632 you need never be afraid of others watching and listening in on private conversations again.

**Product Disclaimer:** It is possible for sensory devices used by Imperial Intelligence to operate within parameters this device is not as yet calibrated for. Thus, while security against commercial detection sources can be assumed, there is no guarantee of complete security.





**Model:** Dalabar Micro-Electronics SDS-632

**Type:** Personal surveillance detector

**Skill:** Sensors

**Cost:** 450

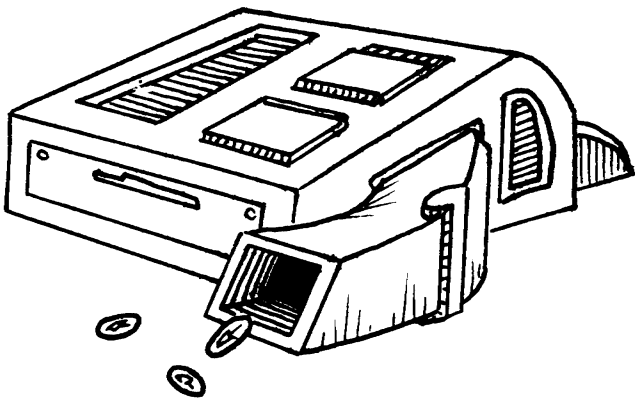
**Availability:** 2

**Game Notes:** The SDS-632 scans an area with a *sensors* skill of 5D. For an additional 175 credits, the optional noise inhibitor (NI-632) blocks aural receptors by blanketing a 10-meter diameter area with sonic disturbances to match the frequency of the sensors detected.

### ■ DATA BIO-ENCRPTOR

This small, palm-sized, chip encoding system provides a maximum level of data security when transferring data from one place to another; it is used by couriers throughout the Empire. This system can safely secure the equivalent of three full data chips. The data is written onto a micro-chip, which is then encased in a tiny jell-like capsule. The capsule is physically ingested by the owner. The capsule's surface contains a special chemical coating that prohibits normal digestion and has a mild time-released reactant that triggers regurgitation (time-release coating can be set for anywhere from 20 to 200 hours later).

Having arrived at one's destination, the capsule is expelled. The retrieved capsule can then be reloaded into a chip encoder and the contents accessed.



The advantage of such a system is the lack of any evidence of data transport. Only very sensitive scanners and trained personnel knowing exactly what to look for can

### ME? A SECRET AGENT? WHAT AN IDEA!

One of the many advantages of using the bio-encryption system is that just about anyone can use it. It is possible to use it on a given party without that person necessarily being aware of what is going on. Either by disguising the data capsule as a type of medicine or by hiding it as part of a larger meal, the unsuspecting courier can honestly say he or she knows nothing about any stolen documents and pass any lie detection testing.

At the other end, arrangements can be made to transport the unsuspecting agent to a nearby "medical facility." Despite what one might think, the retrieval of the datachip is far less discomforting than most people would suspect.

detect the presence of the packet.

**Model:** Servenidain Securities, Limited Data Bio-Encryptor

**Type:** Data transfer system

**Skill:** Computer programming/repair

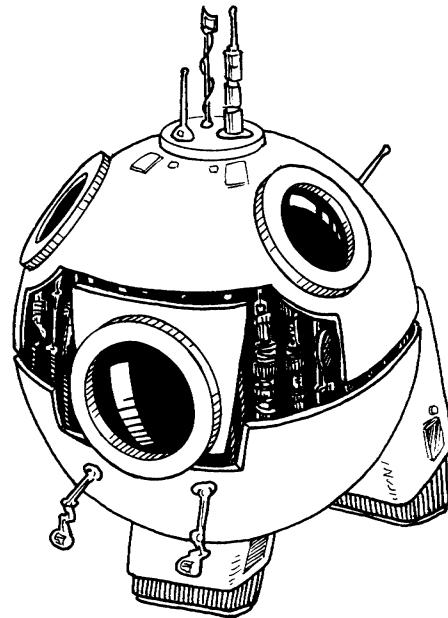
**Cost:** 25,000

**Availability:** 3, R

**Game Notes:** An *Easy computer programming/repair* roll is required to successfully download and encrypt the desired information or to safely upload data upon arrival at one's destination. Detection of ingested data capsule requires a *Heroic sensors* roll.

### ■ EYE IN THE SKY

Two heads are often better than one — and two extra eyes and ears to match. This is the reasoning behind the invention of the "Eye in the Sky" — a portable, free-flight monitor sphere from Kystallio Detection. With this nimble



little device at your disposal you can keep watch on any designated member of your family from a distance or maintain a panoramic watch over your surroundings. Pick from over a dozen specially modulated frequencies from which to tie audio and visual feeds into your host computer or portable datapad. The eye globe can be programmed for over 20 different flight patterns or can be set to automatically "heel" at a safe altitude, unobtrusively following you or your subject at a distance up to 100 meters away. See what you've been missing by trying an extra set of eyes and ears, courtesy of Kystallio.

**Model:** Kystallio Detection Plus RMD-20 Eye In The Sky

**Type:** Remote monitoring device

**Skill:** Sensors

**Altitude Range:** Ground level-200 meters

**Cost:** 800

**Availability:** 2

**Move:** 45; 130 kmh

**Game Notes:** An *Easy sensors* roll required for initial activation only. Free flight operation is automatic. The device appears as a 30-centimeter diameter sphere studded with sensory apparatus and micro-repulsorlift nodes. Maximum hover height is 200 meters, maximum range is 10 kilometers, and maximum flight before power cell recharge is 5 hours. Contains audio and visual sensors feeds to the user operate out to 100 meters radius.



## ■ GOTAL ELECTROMAGNETIC SCANNER

Every being with a central nervous system gives off a certain degree of electromagnetic radiation. With the right instruments, this radiation can be measured and some species, such as the Gotal, are particularly sensitive to this radiation. It is not surprising, therefore, that the Gotals devised a scanner attuned to this particular form of background radiation. The Gotal electromagnetic scanner can return a visual image of living beings (or other radiation sources) otherwise hidden behind or underneath layers of covering material. While information is limited to outline approximations, this short range scanning device is helpful in detecting the whereabouts of individuals trapped in mining accidents or as a security device.

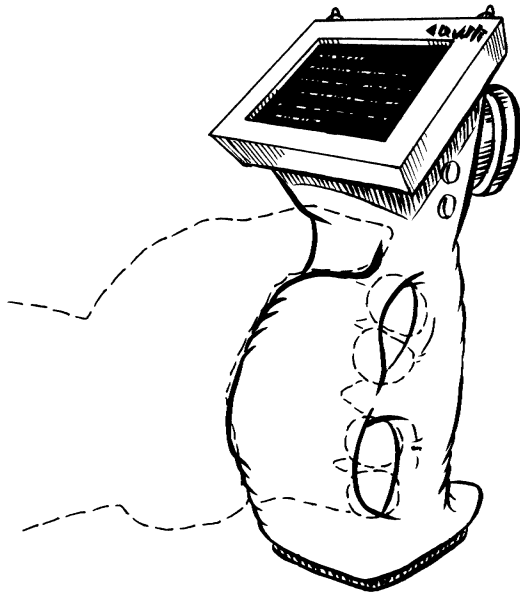
**Model:** Vreshann Electronics, Incorporated EMS Scanner

**Type:** Electromagnetic radiation scanner

**Skill:** Sensors

**Cost:** 2,500

**Availability:** 3



**Game Notes:** A Moderate *sensors* roll is required to detect electromagnetic emissions within a 100 meter radius. A Difficult *sensors* roll is required to detect life-forms behind walled enclosures or other blocking materials. Information readouts are limited to providing data on the number of persons present, approximate size and mass.

## ■ HEAT POD

One way to neutralize heat sensor systems is to give them more than they can handle. An easy way to accomplish this is through the use of a heat pod. Heat pods are grenade-sized heat generators which can be deployed manually or with grenade launchers. Once activated, they emit an ever-widening zone of light and heat, effectively blanketing an area up to 20 meters in radius. Once in place, the operator can slip under the cover of the more powerful generators. Each pods lasts for 15 minutes.

**Model:** Dalesepp Survival Apparatus HPD-100 Heat Pod

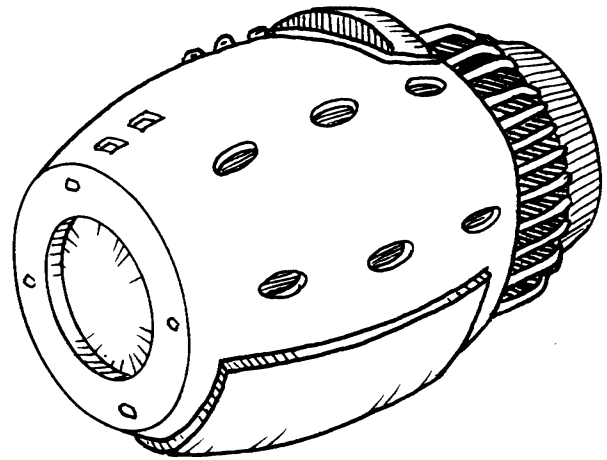
**Type:** Heat generator

**Skill:** Thrown weapons

**Cost:** 70

**Availability:** 3, F

**Game Notes:** Once employed, increases the difficulty of heat-based sensors or tracking systems by two levels (may vary depending upon type of information sought, distance from actual target and other factors).



## ■ HUSHER MIKE

By using the latest in cybernetic miniaturization, the husher mike offers a new approach to the discrete transmission of information. The husher mike implant works by amplifying vocal cord vibrations and converting them into electrical impulses. Short-range transponders (the only portion of the mike implant that's visible; they're located on either side of the neck) transmit these impulses along a pre-set frequency which is normally monitored by a receiver. In this manner, virtually silent, unobservable communication can be carried out in a crowded environment.

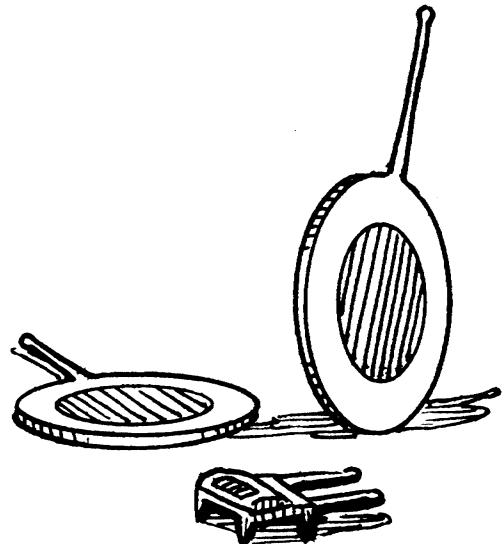
**Model:** Crozo Industrial Products At-cyb Husher Mike

**Type:** Vocal communications implant

**Cost:** 3,000 (mike and receiver; implantation surgery is extra)

**Availability:** 3

**Game Notes:** Effective operating range is 1 kilometer. This device offers one way transmission of voice only and does not cover reception of voice or data transmissions.





### ARE YOU SURE IT'S JUST A SORE THROAT ...

The husher mike offers a wide-range of espionage opportunities. Given the lack of any communication device in hand, this implant mike offers a very discrete means of sending information.

### POCKET SCRAMBLER

Privacy is the name of the game when you have the pocket scrambler on your side. Simply attach the Varge Corp. PS-xqt9s to any device using standard communications protocols (such as a comlink). The pocket scrambler works by modulating communication frequencies with scrambling signals that insure that your signal will not be decoded unless your authorized receiver has a PS-xqt9s scrambler and the right encryption code. With over five million possible codes, unauthorized decryption is virtually impossible!

**Model:** Varge Corp. PS-xqt9s Pocket Scrambler

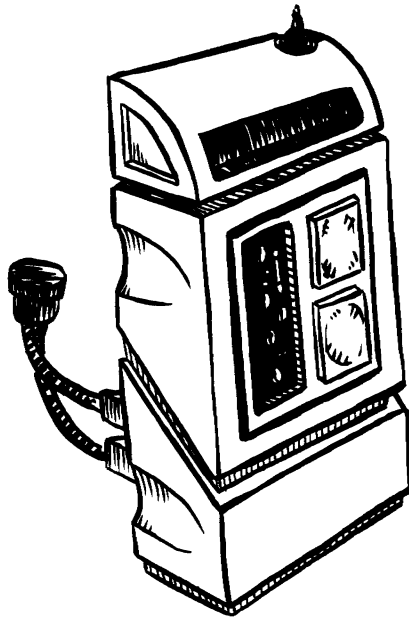
**Type:** Data encryption device

**Skill:** Security

**Cost:** 800

**Availability:** 4,F or R

**Game Notes:** An Easy *communications* roll is required for normal use. Without a similar device and the appropriate encryption code, a Very Difficult to Heroic *communications* roll is necessary to decrypt messages.



### TAGGER

What may appear at first to be an ordinary datapad stylus is, in reality, a convenient way of keeping tabs on important people. The tagger is a remote surveillance tracking device. The business end of the tagger is a small (5 millimeter diameter) transponder node dart. The tagger stylus has a small amount of pressurized gas to silently propel the transponder up to 5 meters.

Once attached to its target "host," the device sends out an intermittent high-frequency signal which the tagger receiver component can pick up to 1.2 kilometers away. As the tracking signal is broadcast only intermittently (approximately once every 5 minutes) it is hard for unauthorized

receivers to detect. The transponder dart operates for up to 40 standard hours.

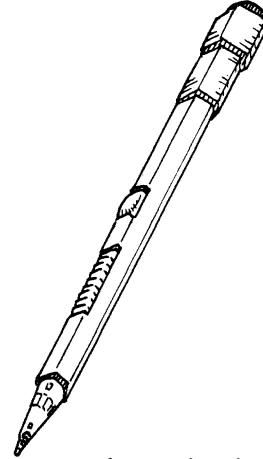
**Model:** Culcanis MicroInstruments Tagger

**Type:** Remote surveillance tracking tool

**Cost:** 250

**Availability:** 3,F

### ARATECH R82 JUMP BOOTS

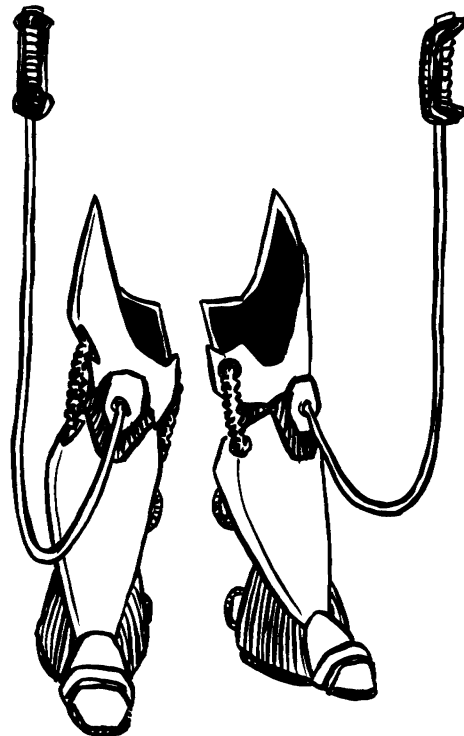


A combination repulsor and rocket unit, these boots are lighter than standard rocket packs and allow the user to make boosted jumps or use the repulsor pack for simple gliding.

Thin, strong cables are drawn to the knee and usually attached to the pants or leggings for additional support and to reduce strain on the feet and lower legs. Control cables are long enough to reach the user's hands. These boots are most commonly used for a number of games and sports, but they can have their uses in the field as well.

**Model:** Aratech R82 Jump Boots

**Type:** Repulsor boots





**Cost:** 150, 25 (fuel)

**Availability:** 2

**Game Notes:**

*Repulsorlift Engine:* Can operate up to one hour before power packs must be replaced. Has a flight ceiling of 35 meters and a Move of 18.

*Rocket Jets:* Holds enough fuel for five blasts, which can move the wearer up to 35 meters vertically or 50 meters horizontally.

**Design:** Mike Kogge (honorable mention)

## ■ VIEW MASKER

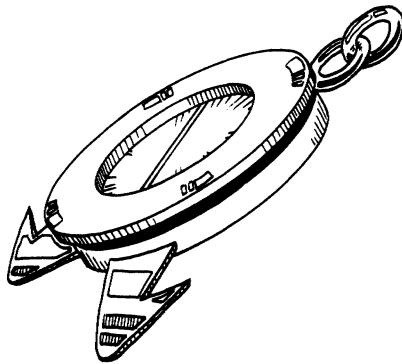
If you worry about people violating your privacy, consider purchasing the zZip PSG-8487 View Masker. With voice code activation, it creates a localized visual distortion field (1 meter in diameter) which makes visual or audio scans virtually impossible. To the outside viewer, waves of color and "visual static" makes it difficult to determine what is happening inside the field.

**Model:** zZip Product Concepts PSG-8487 View Masker

**Type:** Portable distortion field

**Cost:** 2,500, 50 (power cells), 100 (sensor alarm module)

**Availability:** 3,F,R or X



## ■ VOICE SCRAMBLER

Some things were never meant to be heard. When a private conversation needs to stay that way, try the latest in voice scrambling technology from Ulkop Securities. Cleverly disguised as an ornamental piece of jewelry, the Ulkop voice scrambler blocks reception by local surveillance devices by locally blanketing the wearer with a low-frequency distortion field. Normal voice patterns are modulated and broken up as they pass through different distortion layers so that the conversation is unrecognizable at a range of more than three meters. While the use of such ornamentation does not prohibit normal speech within close proximity, it nevertheless provides an added blanket of protection.

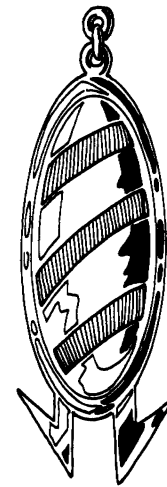
**Model:** Ulkop Securities SVC-700 Voice Scrambler

**Type:** Voice scrambler

**Cost:** 600

**Availability:** 3

**Game Notes:** The voice scrambler distorts conversation so that more than three meters away it is impossible to determine the content of the conversation.







# TRAVEL AIDS

Our galactic community is a mobile society. Interstellar travel is commonplace for the average Imperial citizen. But with such increased mobility there often comes a corresponding increase in frustration and confusion as cultures and customs clash. While travel mishaps are rare, they do happen and care must be taken to allow for such an unlikely event.

For these reasons, Galladinium has compiled a collection of travel aids to assist the interplanetary passenger in getting to their destination with a minimum of frustration and aggravation. Each item is ear-marked to meet with a specific travel need. Look over the selections presented and decide how we can make your next trip better.

## ■ REPULSORLIFT BAGGAGE CART

Mardig knew his was the last shuttle flight to Carsanza for another week. Miss this one and he might as well punch in his resignation before being fired. Racing through the crowded terminal, he reflected that no one would believe him when he told them the departure time had been moved up without warning. With his repulsorlift carrier in tow, Mardig dodged debarking passengers and narrowly avoided baggage carts with a deftness born of experience.

*There!* The portal gateway was dead ahead, just beyond the security scan point. *No! Don't close the gate yet! It's still four minutes to lift-off!* With a final curse against whatever galactic fates ruled the mystical process of scheduling orbital shuttles, Mardig threw his remaining bag, and then himself, onto the carrier.

With a shrill "Gang way!" echoing behind him, Mardig flew past the astonished security guards, gliding to a stop scant millimeters from the portal hatchway. Whatever she might have thought of Mardig's arrival, the Tri-Planetary Atmospheric attendant was professional enough to keep such comments to herself.

"Will that be oxygen or alternate cabin atmosphere, sir?"

Dismounting from his trusty carrier, Mardig nonchalantly removed a spec of lint from his tunic before handing over his boarding disk.

"Oxygen, if you please ..."

For over half a century, Falkenharn Repulsors has been the leader in producing quality repulsorlift cargo handlers for business and personal needs. Whatever you have to move, Falkenharn helps you get it there with a minimum of exertion.

One of the more commonly sought after items in the

extensive Falkenharn product line is their Mark V14 baggage handler. Built of lightweight, composite plastics with long-term use rechargeable power cells, this collapsible repulsor carrier can support up to 500 kilograms to an adjustable height of 1.8 meters above surface level. Built-in inertia dampeners allow for seemingly near-frictionless motion that can be guided manually or with the aid of a palm-sized infrared controller.

Once your goods have been safely secured at their destination, the Mark V14 conveniently folds down to reduce storage space and can be easily reassembled in minutes.

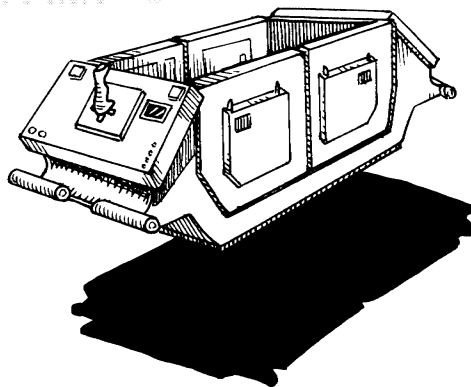
**Model:** Falkenharn Repulsors Mark V14 Baggage Handler

**Type:** Personal repulsor conveyer

**Cost:** 250, 50 (infrared guide stick)

**Availability:** 2

**Game Notes:** When fully extended and locked into place, the carrier is 1.75 meters long, 80 centimeters wide, and 65 centimeters tall. Left and right sections are hinged and can be folded back for storage. Manual steering handle (removable) and lift control studs are located at each end. Three miniaturized repulsor inducers and inertia dampeners are located along bottom surface layers and covered by a protective grill. When fully charged, this carrier provides continuous lift capability for 100 standard hours. Flotation height distance is adjustable up to 1.8 meters. An optional infrared guide stick allows for hands-off control of the carrier within an effective range of 10 meters.



## ■ DISTRESS BEACON

When the unfortunate happens, help will be quickly on the way if you use the dependable Saladar Systems emergency distress beacon. Operating with two long-life micro-power cells with a shelf life of over 10 standard years, the



Saladar PED-21 portable beacon transmits personal transponder codes along all major subspace frequencies at a range of up to five light-years.

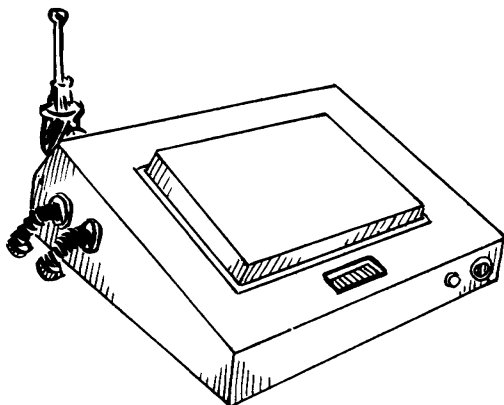
**Model:** Saladar Systems PED-21 Distress Beacon

**Type:** Portable emergency distress beacon

**Cost:** 200

**Availability:** 2

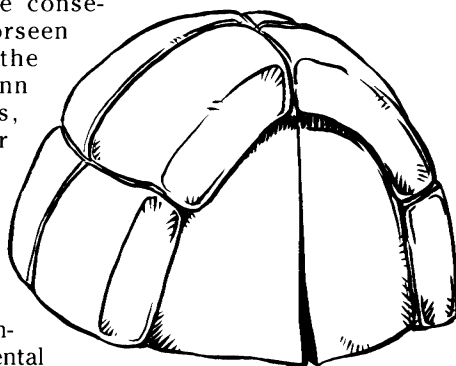
**Game Notes:** Normal operation is automatic upon activation. A Moderate *communications* roll is required, however, should the user attempt to calibrate the device for non-standard bandwidths, such as Imperial military, government-restricted or Alliance frequencies.



### EMERGENCY INFLATION SHELTER

No one likes to think about possible disaster before setting out on an important journey. There is no reason, however, why one cannot be prepared for the consequences of unforeseen mishaps along the way.

At Valerenn Environmentals, preparedness is our business. Topping the line of Valerenn survival equipment is the personal shelter capsule (PSC), an inflatable, self-contained, environmental protection shelter capable



of housing a humanoid up to 2.25 meters in length. Once activated, the PSC automatically inflates into a hemispherical shelter with a fully oxygenated and temperature-controlled environment. When the only thing you have standing between you and the elements comes from Valerenn Environmentals, you can rest assured you've been well provided for.

**Model:** Valerenn Environmentals Personal Shelter Capsule

**Type:** Personal environmental protection shelter

**Skill:** Survival

**Cost:** 500

**Availability:** 2

**Game Notes:** Prior to activation, the PSC is a flat, 1 meter square, 25 centimeter thick cube that houses an inflatable, highly reflective fabric shelter. Filaments running throughout the fabric draw solar energy to the shelter's batteries, allowing for up to 10 hours of continuous use. When fully inflated, the shelter expands to a

diameter of 2.5 meters and oxygen recycling and heating elements are automatically activated. A zippered entrance gives access to the interior. A Very Easy *survival* roll is required for activation.

### ENERGY CAPACITOR

This device is used to obtain energy from energy sources which can then be transferred to other devices. This device appears as a meter long tube with a number of collector plates at one end.

The capacitor's appropriate collector plate is attached to the energy interface for whatever device is providing the energy. The capacitor then collects energy into long-term high-capacity storage sources (maximum capacity is enough to power one personal landspeeder for three hours of constant operation; equivalent to power one blaster pistol for 100 shots or one personal comlink for 15 hours).

After the capacitor has collected the energy, it can then be attached to any device which is low on energy, powering it until the capacitor is drained of power.

**Model:** Dardrennis Survival Technology EMS-500

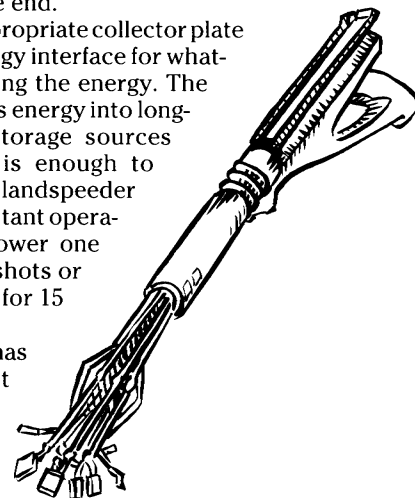
**Type:** Energy collection system

**Skill:** Survival

**Cost:** 1,500

**Availability:** 2

**Game Notes:** An Easy *Technical* roll is required for normal operation. The difficulty level may vary depending upon the type and amount of energy flow being accessed. Energy collection rates will vary from anywhere for an hour (from a large power source or generator) up to six days (such as from low power blaster power packs) for a full charge.

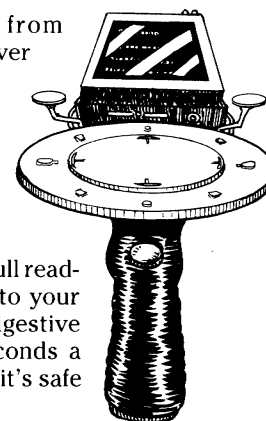


### FOOD ANALYZER

Ever been away from home and your host offers you a delicacy of questionable origin? What to do when you've been invited to dine at that posh restaurant uptown only to find that the delightful culinary experience you ordered is slowly slithering off your plate? Ever been unexpectedly caught in a wilderness zone with no way of knowing whether those nearby berries are tasty — or even safe — to eat?

With the latest advance from SuriTech Foodstuffs you need never be concerned about offending your host (or your digestive system) again. With a SuriTech food analyzer, food or drink can be quickly and easily examined. Simply place a small sample into the convenient receptacle and the analyzer's sensors will run a full reading on the item and compare it to your pre-loaded facts about your digestive needs and concerns. Within seconds a readout tells you whether or not it's safe to indulge.

The SuriTech food analyzer base model comes fully programmed to identify over





5,000 food and drink selections covering a wide selection of galactic cuisines. Additional data chips can be added to accommodate specific planetary environments or culinary tastes.

**Model:** SuriTech Foodstuffs Ez1 Analyzer

**Type:** Personal food analyzer

**Cost:** 250, 50 (additional data chips), 100 (customized datachips)

**Availability:** 2

**Game Notes:** A Very Easy *survival* roll is required for normal operation. The user will typically purchase additional data chips (up to a maximum of 5 can be added at any time) which provide information on additional entrees. Persons suffering from reactions to specific foods or food additives may purchase customized datachips designed to examine for specific components and warn against possible allergic reactions.

### ■ GALACTIC CURRENCY CONVERTER

With Bank of the Core's (BOC's) newest addition to their personal financial management product line, never again will you have to fumble for credit chips of varying local currencies or wonder if the conveyor pilot is making a little extra at your expense. This pocket-sized currency conversion computer can tell you in seconds exactly how much is owed at the current rate of exchange. Interface adaptor clips allow for easy tie-in to the BOC customer computer net at any one of thousands of BOC offices to upload exchange rate data at no extra charge. With reinforced shielded alloy construction, this device is built to resist severe radiation storms and savage baggage handlers and anything else between those two extremes.

**Model:** Bank of the Core GCC-1000

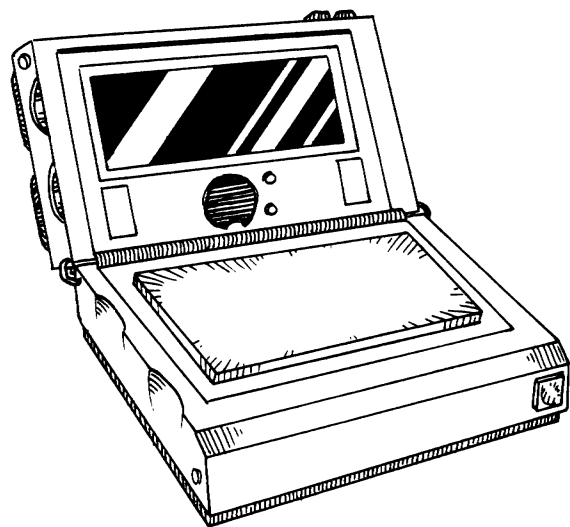
**Type:** Currency converter

**Skill:** Business

**Cost:** 300, 50 (additional sector modules)

**Availability:** 2

**Game Notes:** Base unit handles data for all major Core, Inner Rim and Colonies sectors. Additional program modules for additional sectors also available. An Easy *business* roll is required for normal operation.



### ■ GIVIN EMERGENCY VACUUM SEAL

One of the most dangerous threats of space flight is an unexpected hull breach. In such a crisis situation the need for a quick way to seal a starship's interior compartments is of critical importance. In searching for a solution to this potentially life-threatening situation, Galladinium turned to

the Givin, a species that thrives in a near-vacuum environment.

Givin scientists have produced a bio-mechanical device that is both portable and fast-acting. In appearance, the Givin Emergency Vacuum Seal (EVS) is a circular disk with control pad and placement handles on one side. In a crisis situation, the circular seal is slapped against the hull's interior wherever a breach has occurred.

When activated, micro-molecular grip-locks keep the seal in place. Next, a mild electrical current stimulates a layer of Givin micro-organisms that line the *outside* of the EVS. Once stimulated, these organisms, which normally live in a vacuum, begin to multiply. Within seconds they form a biological seal around the breach point, creating a temporary but extremely durable seal.

Once the breach has been contained, a neutralizing current is applied to prevent uncontrolled growth.

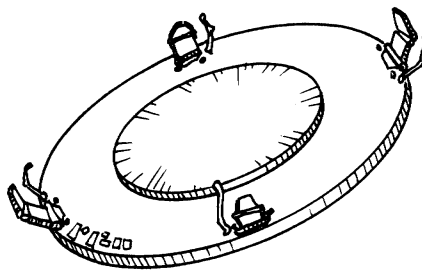
**Model:** Galvrosos Givin Interchanges, Limited EVS BBS-909

**Type:** Emergency vacuum seal

**Cost:** 750 (up to 50 centimeters in diameter); 1,000 (51-100 centimeters in diameter)

**Availability:** 3

**Game Notes:** Normal application requires a Moderate *Strength* total (to fight the pull of the atmosphere rushing out into space) and a Moderate *Dexterity* total (to reach and hit the controls while the character is fighting not to get pulled out into space). Seals come in different sizes ranging from 10 centimeters to 1 meter in diameter.



### ■ HEAT INDUCTION STAFF

In an emergency situation, especially on an arctic world or one where atmospheric conditions tend to be on the thin side, the gravest danger can be numbing cold. The heat induction staff is a by-product of Rodian weapon technology turned to other uses. This meter-long staff uses a multiple array of low-intensity heating lasers to excite the molecules of any material the point of the staff touches. While the outer surface of the target remains intact (except in the most energy-rich substances, such as petroleum products), internally excited atoms generate heat over several hours. The staff's power cells can last up to 40 hours of continuous use before requiring recharging.

**Model:** Salasetti Survival Systems, Incorporated Heat Induction Staff

**Type:** Emergency heat generator

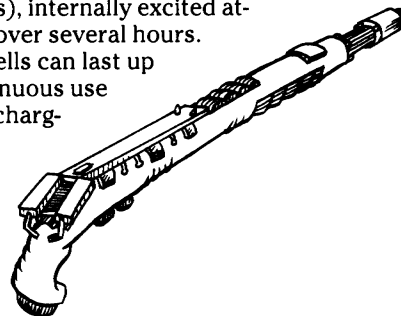
**Skill:** Survival

**Cost:** 300

**Availability:** 2

**Game Notes:** An Easy *survival* roll is required for normal operation.

Accidental contact with the heating point results in 3D damage.





■ **NAVIGATION/DIRECTION FINDER**

You'll never get lost if you have the most recent addition to the Celextrian line of personal outdoor survival technology. This handy device triangulates communications transmissions from orbital satellites to pinpoint your location to within 20 meters. Inclement weather does not hamper this device and in most cases triangulation can be performed at any time of day or night (provided the planet uses a network of satellites equipped with standard location protocol signals).

With a surface area map pre-programmed into the navigation/direction finder (NavDif), finding your way home will be as simple as looking up at the stars.

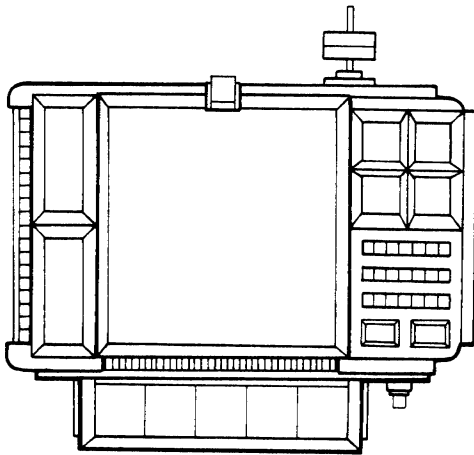
**Model:** Celextrian SADF-12

**Type:** Satellite Navigation/Direction Finder

**Skill:** Survival

**Cost:** 850

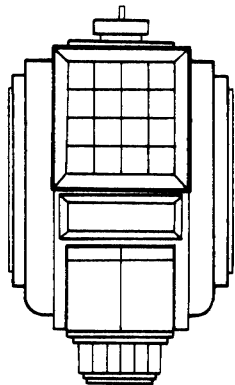
**Availability:** 2



**Game Notes:** An Easy *survival* roll is necessary for normal operation. In lieu of standard orbital satellite relay networks, coordinated broadcast signals may be received from local broadcast networks by adjusting reception band width (a Moderate *survival* roll).

■ **PORTABLE MESSAGE TRANSCIVER**

Now you can always stay in touch with those important people. Using recent advances in communication frequency technologies, Cirenian Communications can now offer expanded communications capabilities at your fingertips.



CC's latest offering uses modulated broadcast relays to dramatically extend broadcast and reception range. With this enhanced communications application, transmissions are receivable by host comm stations at distances over 2,000 kilometers by "piggy-backing" them along traditional mass media communication signals.

The result is performance previously available only with vehicle sized units ... now in the palm of your hand.

The manufacturer advises customers to check local conditions to insure that this service is available from an authorized Cirenian Communications licensee or franchise.

**Model:** Cirenian Communications Model SW-95

**Type:** Extended Range Message Transceiver

**Skill:** Communications

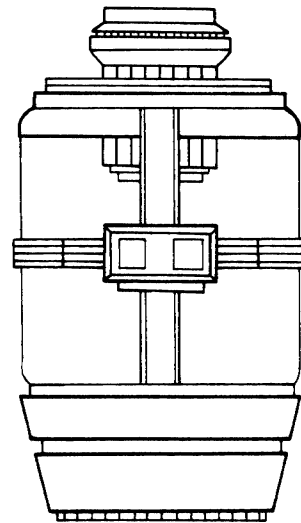
**Cost:** 400

**Availability:** 2

**Game Notes:** Maximum range dependent on local conditions: inadequate communications outlets in outlying areas or extreme weather conditions can greatly hamper or eliminate communications capability.

■ **WATER PURIFIER**

Wherever you are, you'll soon have safe drinking water if you've brought along your WPR-60 water purifier by Pretormin Environmental. Simply fill the external holding canister with water and let the WPR's cleansing action do the rest. Microbiological filtering agents, heating and radiation elements eliminate over 99% of known harmful bacteria, viruses or contaminants. The result is water suitable for cooking or drinking. Use it over and over: it's solar rechargeable, so there's never any worry about power cells running low!



**Model:** Pretormin Environmental WPR-60

**Type:** Water purification system

**Skill:** Survival

**Cost:** 100

**Availability:** 1

**Game Notes:** A Very Easy *survival* roll is required for normal use. The amount of time required to properly filtrate water samples is dependant on local sources. Average filtration time is 5 minutes. The unit will notify the user when cleansing process is completed.



# WEAPONS AND SELF-DEFENSE

*“Hokey religions and ancient weapons are no substitute for a good blaster at your side.”*

— Famous Corellian Smuggler

Need we say more?

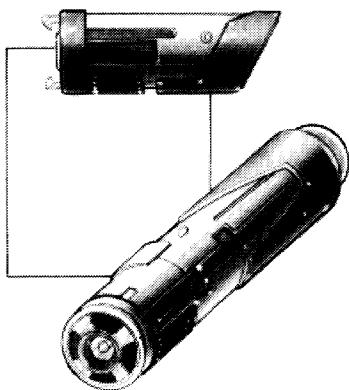
It's a dangerous galaxy — one where hostile aliens, pirates, Rebel terrorists or any number of other groups can bring your day-to-day routine to a deadly halt.

For those times when you find yourself in the wrong place at the wrong time, the following self-defense hardware is offered. Protect yourself and those you care about.

## MELEE WEAPONS: UNPOWERED

### ■ CONCUSSION STICK

When the local civil authorities are displeased by open displays of personal weaponry it's time to consider carrying a pair of concussion sticks. Easily disguised as small, cylindrical data probes or similar hardware, concussion sticks are hand-held, hand-activated packets of explosive firepower.



Concussion sticks work by keeping two chemical elements separate. Striking a concussion stick against a solid object mixes the two agents. Within seconds, the concussion stick heats rapidly — a tell-tale sign of imminent detonation. About 15 seconds after activation, the concussion stick will discharge, generating a stunning concussion blast several meters in diameter. Inert (until activated) and

totally unnoticed by all but the most sophisticated probes, the concussion stick offers maximum stopping power when it's needed.

**Model:** Sessian Armaments Concussion Stick Model 1-79

**Type:** Chemical explosive weapon

**Scale:** Character

**Skill:** Melee combat (for melee attacks), thrown weapons (for throwing attacks)

**Cost:** 200 per pair

**Availability:** 3, F, R or X

**Blast Radius:** 0-1/2/4

**Damage:** 5D/4D/2D (stun)

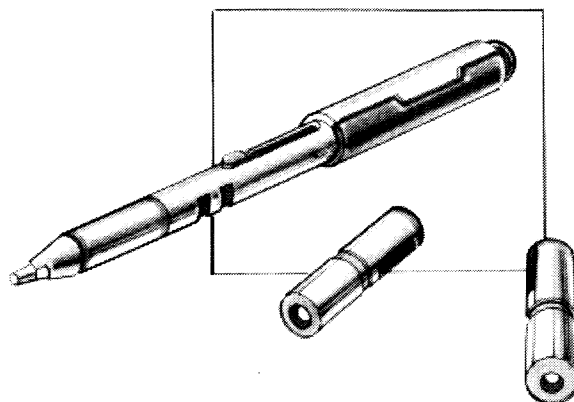
**Game Notes:** Concussion stick detonates 15 seconds after activation.

## MELEE WEAPONS: POWERED

### ■ FEAR STICK

To all appearances a normal writing stylus, the fear stick is in actuality a potent close-range self-defense weapon. The cartridges used by this device contain a special fast-acting neural-toxin which is injected into the target's central nervous system. This neural-toxin reacts with the specific portion of the victim's cerebral center governing emotional control, specifically fear and flight responses.

Emphasizing the non-lethal nature of this device, an effective application results in the attacker fleeing the scene, allowing the user to go about one's business without further harassment. This device is ideal for situations where local ordinances would otherwise prohibit more overt personal protection. Its non-metallic construction and a lack of any discernible power source make it readily concealable.

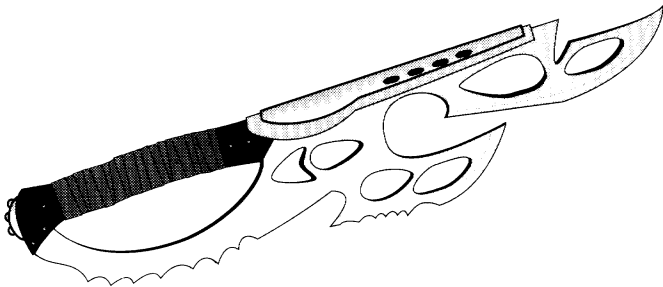




**Model:** Sabrashi Bio-Chemical Deterrents, Inc., FSI-200  
**Scale:** Character  
**Skill:** Melee weapon: knife  
**Ammo:** 2  
**Cost:** 600, 50 (refills)  
**Availability:** 4, F  
**Difficulty:** Moderate  
**Damage:** 2D stun damage (due to system shock)  
**Game Notes:** One round after injection, the recipient must make a Difficult *stamina or willpower* roll to avoid the onset of a severe panic attack resulting in immediate flight. This emotional state will continue until a Heroic *stamina or willpower* roll is made or one hour has elapsed.

■ **JENGARDIN DOUBLE-BLADED VIBROBLADE**

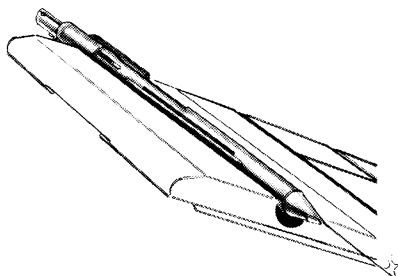
Sometimes just letting the other person know you have a particular weapon is enough to avoid having to make use of it. This is the rationale behind this authorized version of the famed double-bladed weapon of the Jengardin Millennial Warriors. Available for the first time to the general public, this weapon is truly an ominous sight to behold. Even sheathed and unpowered, its unique appearance will often stop an altercation in the making before it happens.



**Model:** Yalandross PowerMasters Jengardin Millennial Warrior Double-Bladed Vibroblade  
**Scale:** Character  
**Skill:** Melee weapon: vibroblade  
**Cost:** 6,000, 25 (power cells), 75 (front left-side holster sheath with waist and shoulder straps)  
**Availability:** 4, F, R or X  
**Difficulty:** Difficult  
**Damage:** STR+4D+1 (Maximum 8D)  
**Game Notes:** This is a two-handed weapon and requires the user's full concentration. Any attempt to use this weapon single-handedly increases the difficulty by two levels. Any attempt to do anything other than attack (*melee combat*) or defend (*melee parry*) with the weapon increases the difficulty of *all* actions by two levels (in addition to the one-handed penalty). If any attack roll while using the weapon misses by 10 or more points, the user inflicts damage on him or herself.

■ **MOLECULAR STILETTO**

When is a weapon not a weapon? When it looks like a datapad stylus!



The molecular stiletto from Xana Exotic Arms looks like a standard stylus ... until you activate a control stud along the tip of the stylus and release a 30 centimeter long mono-molecular blade as sharp as a vibroblade. Nimble and deadly in a close quarters situation, this stiletto is a particularly nasty surprise for anyone seeking to take advantage of an "unarmed" victim.

**Model:** Xana Exotic Arms MSW-9 Molecular Stiletto  
**Scale:** Character  
**Skill:** Melee combat  
**Cost:** 400  
**Availability:** 4, R or X  
**Difficulty:** Moderate  
**Damage:** STR+2D

■ **POWER CANE**

Locara had courage, you had to give her that. There were few people who would willingly march into Boss Gew'lek's office unannounced, sit themselves down, and start demanding that the boss fork over some hefty credits for a recent hit. But that's just what she did.

Marching in like she owned the place, Locara sat herself down in the boss's best chair, her hands resting on that fancy cane of hers, and looked the Boss dead in the eye to demand money!

"I understand you were the one who ordered the hit on the Cavalier Club tonight. You owe me 50,000 credits for that little indiscretion."

"You've got to be joking. Just who do you think you are barging in here at this time of night?"

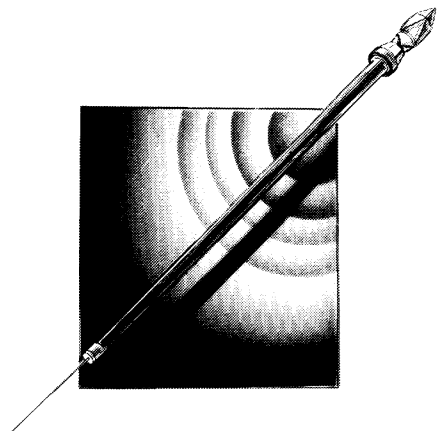
Slam! Down went her cane, ringing loudly against the parqueted wood floor.

"On second thought, make that 60,000 credits. My time is valuable, don't you know?"

"You've got a lot to learn about respectin' other people's privacy, Locara."

Slam! Down went the cane a second time, and now a strange light seemed to enter Locara's eyes. From where I was standing, it looked almost like anticipation.

"Throw another 10,000 into the pot for my cleanup costs."



"This was humorous for a moment or two, but I have business. Boys, show the 'lady' the way out."

Slam! Down went that irritating cane a third time. And a fourth, and a fifth! Having gotten everybody's attention, Locara removed her hands from the cane's top. Suddenly we could all see the ruby-red glow of a power point on maximum load. With the tip now resting a couple of millime-



ters from his face, the Boss was in an especially good position to see it as well. No one moved.

“That was 70,000, wasn’t it?”

Never let it be said that one cannot provide for personal defense while making a fashion statement at the same time. This is the idea behind Palandrix’s power cane. Constructed of the finest spun plastoids and layered with an attractive hardwood outer coating, the Palandrix power cane is 90 centimeters of beauty and protection in a single package. The power cane has a 30-centimeter long stiletto blade housed in a concealed, spring-activated compartment along the lower half of the cane. The ornamental gemstone-like top is a disguised power point capable of providing a nasty shock when one needs to make a point. Activation of the central power source is accomplished by a sharp tapping on the cane’s control stud, located at the base of the shaft. Subsequent tappings increase the discharge level — the cane has five different settings. Subtle, yet very sophisticated, this designer original goes with just about any ensemble and allows confidence and security no matter where the evening may lead to.

**Model:** Palandrix Personal Protection Gear Power Cane

**Scale:** Character

**Skill:** Melee combat: power cane

**Cost:** 400

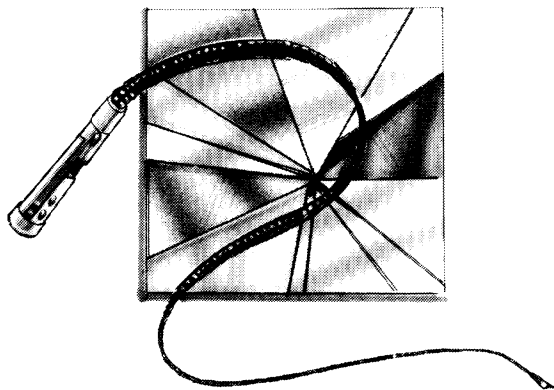
**Availability:** 3, F, R or X

**Difficulty:** Easy (stiletto blade), Moderate (power point)

**Damage:** 1D-5D (variable settings; not based on *Strength*), STR+1D (stiletto)

### RODIAN CRYOGEN WHIP

Never ones to let good technology be wasted on “mere” non-military applications, the Rodians have adapted cryogenic technology to produce the Rodian cryogen whip. The weapon appears to be a simple coiled whip with an outer coating of flexible metal panels. The core of the whip circulates super-cooled chemicals that chill the outer panels. As the tip of the lash strikes an object, the extreme cold of the metal panels causes a near-explosive chemical reaction, which generates a stunning blast and a loud crack.



**Model:** Sancretti Arms & Munitions, Interstellar Rodian Cryogen Whip

**Scale:** Character

**Skill:** Melee combat

**Cost:** 350

**Availability:** 3, F, R or X

**Difficulty:** Moderate

**Damage:** STR+1D (whip), plus 4D (stun damage due to extreme cold). Victim must also make a Moderate *stamina* roll after second and additional strikes to avoid a -1D penalty to *Dexterity* and all related skills due to system shock (penalties are cumulative).

### TOGORIAN SCIMITAR

Individually-forged Togorian scimitars have long commanded a substantial price on the galactic market. Each scimitar is a custom work of art crafted by a Togorian tribal hunter. Each tribe’s scimitars have unique design elements and the hunter will then add his or her own personal touches in any number of ways. While some scimitars are powered in the same way as most vibro-weapons, most Togorian scimitars are “simple” muscle-powered weapons.

Galladinium has contracted the famed Yil clan for the special scimitars offered below. This specific Togorian scimitar uses neither a metallic blade nor a vibroblade. Instead, the scimitar’s meter-long blade is actually a crystalline substance; the latticed structure is an extremely powerful conductor of electrical energy. It is both a work of art and a tool from a proud hunter society.



**Model:** Togorian Yil Tribe Scimitar

**Scale:** Character

**Skill:** Melee combat: Togorian Scimitar

**Cost:** 8,500

**Availability:** 4, F or R

**Difficulty:** Moderate

**Damage:** STR+2D

**Game Notes:** In addition to normal damage, the scimitar inflicts 4D stun damage from electrical shock.

## RANGED WEAPONS: BLASTER

### SPORTING BLASTERS

#### LUXAN PENETRATOR

At first glance, this tiny blaster might not seem to be all that much of a threat, but you’ll never hear that from someone who’s seen it in action. The Penetrator uses a series of precision galven circuits to focus a standard blaster beam into a highly concentrated beam with greater blast power. The net effect is a hand weapon that packs a punch far out of proportion to its physical dimensions.

**Model:** Luxan Personal Armaments, Ltd. Penetrator MB-450

**Scale:** Character

**Skill:** Blaster: sporting blaster

**Ammo:** 100



**Cost:** 600, 50 (power cell)

**Availability:** 4, F or R

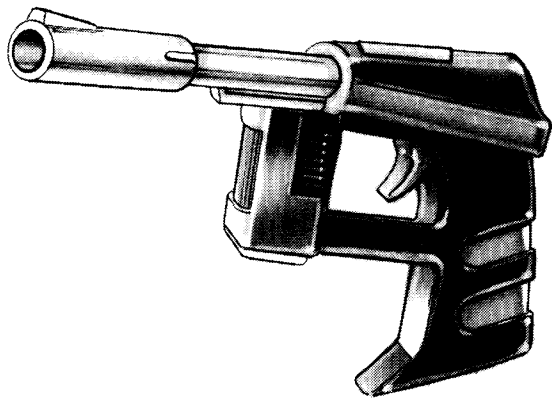
**Body:** 1D

**Fire Rate:** 1

**Range:** 5-20/40/60

**Damage:** 5D

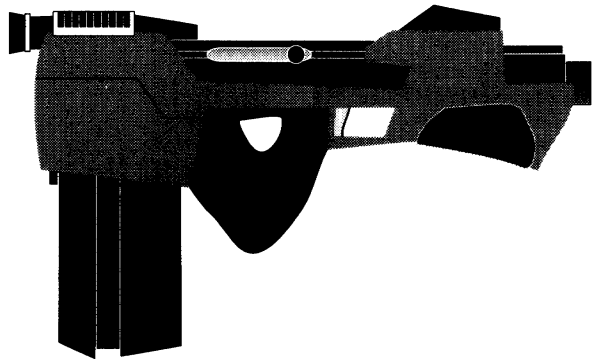
**Game Notes:** Increase normal *blaster* difficulties by one level due to the precise targeting needed to hit (due to the focused beam).



## BLASTER PISOLS

### ■ INTIMIDATOR

You'd be intimidated too if one of these were pointed in your direction. A departure from traditional blaster designs, the IR-5 sacrifices overall stopping power for rapid fire. Using a specially designed actuating blaster module and blast containment and recoil suppression elements, the IR-5 is capable of both full and semi-automatic firing.



**Model:** Merr-Sonn Munitions "Intimidator" IR-5

**Type:** Rapid-fire blaster pistol

**Scale:** Character

**Skill:** Blaster: blaster pistol

**Ammo:** 50

**Cost:** 1,250, 25 (power pack), 200 (retractable stock)

**Availability:** 3, X

**Fire Control:** 2D

**Range:** 3-7/25/50

**Damage:** 3D

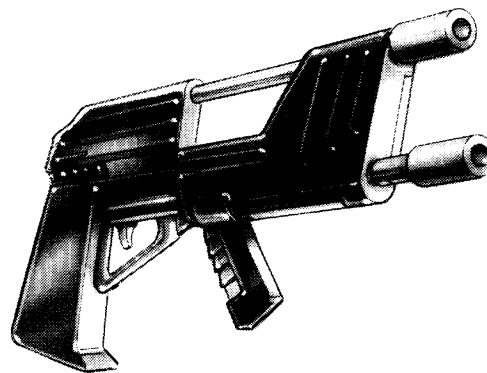
**Game Notes:** Fire control bonus applies only to multiple shots in the same round on *different* targets within a 90 degree field of fire; a single shot or shots at the same target grant no bonus. Addition of retractable stock gives adds +1D to *blaster* roll when aiming for one round.

## BLASTER CARBINES

### ■ BI-POLAR BLASTER CARBINE

SoroSuub's dual-barreled blaster carbine can be fired separately for normal fire or it can be fired simultaneously for a nasty surprise for the recipient of the blast.

The two blaster barrels generate opposite polarity blaster bolts. The bolts diverge slightly in flight. When the two bolts strike the same target, a connection is created between the two bolts — the energy of the reversed polarity bolts creates a blast of incredible power!



**Model:** SoroSuub Bi-polar Blaster BMC-150

**Type:** Dual blaster carbine

**Scale:** Character

**Skill:** Blaster: blaster carbine

**Ammo:** 50

**Cost:** 1,000, 100 (power pack)

**Availability:** 4, R or X

**Fire Rate:** 1

**Range:** 25-100/200/300

**Damage:** 4D (single shot), 6D (simultaneous bolts)

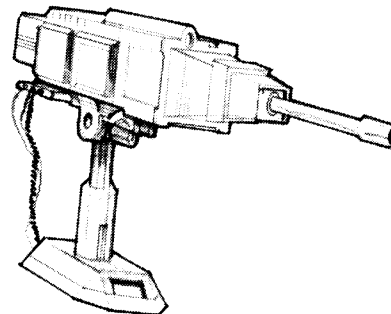
**Game Notes:** Use of bi-pod adds +1D to *blaster* roll.

**Additional Design:** Ron Seiden

## REPEATING BLASTERS

### ■ BI/A15 PICKET GUN

A simple automated auto-blaster, the picket gun helps bases short on personnel maintain a relatively secure perimeter. The auto-blaster is a stationary mount with a limited intelligence droid brain; it is programmed to search out moving targets. When a target is detected, it uses its visual and audio comlink to broadcast its data to an appointed command center; upon being granted approval, the auto-blaster will open fire on a given target.







Its sensor package can handle the visual, infrared and ultraviolet spectrums and is programmed with an integral motion detector and multiple target acquisition system. It can rotate 360 degrees for a full field of fire.

The picket gun can be programmed to automatically fire on any target not equipped with a specific broadcast identification badge.

The major problem with the unit is that the sensor array is left-mounted and the sensors themselves cover only a 45 degree arc; the unit rotates to get a full field of vision. People who move quickly and to the right side of the blaster may be able to move past the unit without being detected.

**Model:** Atgar Bl/a15 Picket Gun

**Type:** Automated auto-blaster

**Scale:** Character

**Skill:** Blaster

**Ammo:** 100

**Cost:** 5,000

**Availability:** 2, R

**Body:** 2D

**Fire Rate:** 5

**Range:** 3-50/75/100

**Damage:** 6D

**Game Notes:** Has *blaster* 5D, *search* 5D. Comlink has a range of five kilometers.

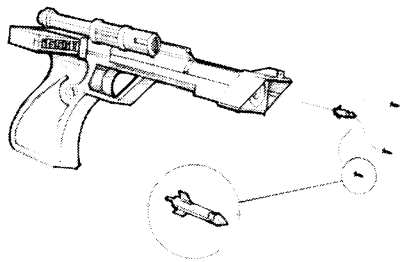
**Design:** Scot Eddy (honorable mention)

## RANGED WEAPONS: MISSILE WEAPONS, FIREARMS AND SPECIALTY WEAPONS

### MISSILE WEAPONS

#### ■ FLECHETTE SMART PISTOL

Noting the success of recent shoulder-fired flechette weapons, Malaxan Firepower has produced a hand-held flechette pistol that combines superior sensor tracking with lightweight lethality. The heart of the FWG-5 system is a miniaturized laser tracker that electronically "paints" a target with a homing signature when the contact stud is depressed. Each flechette cartridge has miniaturized sensors on the outer shell and carries scores of flechette micro-darts (each approximately 1.5 millimeters long). As the flechette cartridge is discharged, the sensor elements detect the laser signature and home-in on the target. Prior to impact, the cartridge ruptures, unleashing the micro-darts.



**Model:** Malaxan Firepower Incorporated FWG-5

**Type:** Flechette pistol

**Scale:** Character

**Skill:** Missile weapons

**Ammo:** 8 shots per clip

**Cost:** 500, 30 (ammunition clip)

**Availability:** 3, F or R

**Fire Rate:** 2

**Range:** 10-20/50/100

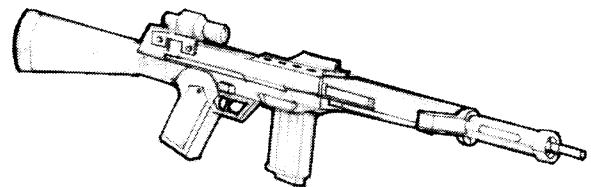
**Damage:** 3D (point-blank range)/5D (short range)/4D (medium range)/3D (long range)

**Game Notes:** Damage depends on range.

#### ■ PROJECTILE HUNTING RIFLE

Sure, you look at a big, lazy Dalef razorback lying around in the Imperial zoo and you think to yourself, "Gee, it's just an overgrown house pet." You wouldn't think that if you were out in the bush trying to tranq one and the creature took a notion to charge you. It's not the easiest thing to hold a weapon lock while 200 kilograms of muscle and fangs are bearing down on you at full speed. That just goes to show that it's not the weapon that makes the hunter; it's the person using the right weapon.

The HB-4 projectile hunting rifle uses a special wire-guided sensor system that assists the user in making a clean, one-shot attack. As the projectile is fired from the HB-4, a mono-filament trace-wire trails out. The HB-4 feeds flight adjustment information to the mini-missile. The trick is to maintain a steady hand, keeping direct line-of-sight on the quarry until impact. Not everyone is skilled enough to use this superior long-range targeting system, but then only the most discriminating shop Galladinium!



**Model:** Prax Arms HB-4 Projectile Rifle

**Type:** Long-range hunting weapon

**Scale:** Character

**Skill:** Missile weapons

**Ammo:** 6 (with individual wire-guided relays)

**Cost:** 1,500, 150 (ammo)

**Availability:** 4, F or R

**Fire Rate:** 1

**Fire Control:** 1D+1 (at ranges of 1 kilometer or more)

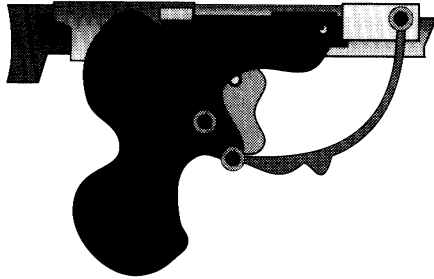
**Range:** 50-1/4/8 km

**Damage:** 5D

**Game Notes:** In order for fire control bonus, user must maintain line-of-sight contact with the target for the duration of projectile's flight (moves at 1 kilometer per round). Inside this minimum range there is no benefit from fire control. The wire-guide cut-off on the HB-4 releases shells.

#### ■ PRAX PROTECTOR

For the ultimate in concealed personal preservation, try the Prax Arms Protector. This palm-sized personal defense weapon uses no energy emitters or power cells that can be detected by sophisticated scanning equipment. The weapon itself is easily broken up into four individual components, each of which can be quickly and neatly disassembled to further disguise their function, yet the weapon can be reassembled at a moment's notice. The weapon has a spring-powered launcher that fires a 3-centimeter dart. Each hollow dart contains a mixture of volatile gases that react violently upon exposure to the atmosphere (in other words, upon impact).

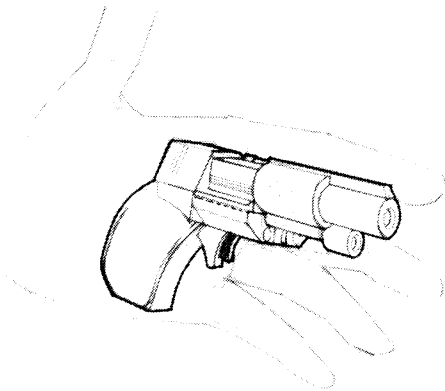


**Model:** Prax Arms Protector PRP-500 Hold-Out Dart Pistol  
**Type:** Anti-personnel weapon  
**Scale:** Character  
**Skill:** Missile weapon: dart shooter  
**Ammo:** 6 rounds per clip  
**Cost:** 250, 40 (ammo clip)  
**Availability:** 2, F or R  
**Fire Rate:** 2  
**Range:** 1-5/15/25  
**Damage:** 1D (impact), 3D-5D (chemical explosion, depending upon mixture)  
**Game Notes:** Ineffective in non-oxygenated atmospheres.

## FIREARMS

### ■ ADJUDICATOR

The Adjudicator is one of the few non-energy hold-out weapons commercially available in large quantities. Its small ammunition capacity is more than compensated for by the weapon's small size (for ease of concealment) and stopping power. A mechanical spring-activated wrist clamp allows for quick access in an emergency. For those times when you need a big punch in a small package, the Adjudicator will "even things out" a bit.



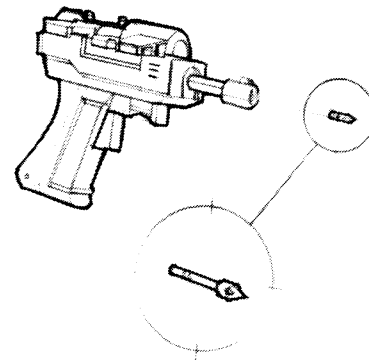
**Model:** Czerka Adjudicator  
**Type:** Slug throwing hold-out pistol  
**Scale:** Character  
**Skill:** Firearms  
**Ammo:** 4  
**Fire Rate:** 2  
**Range:** 1-5/10/25  
**Damage:** 3D+1  
**Cost:** 300, 50 (wrist clamp magnetic holstering lock), 10 (ammo)  
**Availability:** 2, F or R  
**Game Notes:** If optional spring-clamp is employed, user gains +1D

to the character's *firearms* skill to quickdraw against an opponent (for quickdraw rules, see the *Han Solo and the Corporate Sector Sourcebook*, page 122).

### ■ BLASTER BUSTER

As personal defense items go, the Blaster Buster from Oriolanis is nothing if not unorthodox in its application. Where other weapons are designed with stopping the attacker in mind, this palm-sized pistol is specifically designed to go after the attacker's weapon instead.

A combination telescopic, laser-guided targeting sight with heat-seeking ammunition means the Buster will do its job of disabling most hand blaster weapons. The Buster is activated by the pressure of a firm grip on the weapon. The sighting unit is used to "paint" the attacker's weapon with a laser signature which targets the particles of ionized gas that escape from a blaster muzzle when it discharges. This signature is a trail for the Buster's very special ammunition: projectiles that home-in on the laser signature. The user need not be accomplished in marksmanship. Once fired in the owner's general direction, the projectile locks onto the laser and finds its target. The result is a ruined blaster and a very surprised assailant.



**Model:** Oriolanis Defense Systems Blaster Buster  
**Type:** Anti-energy weapon  
**Scale:** Character  
**Skill:** Firearms  
**Ammo:** 4  
**Cost:** 350, 30 (ammo clip)  
**Availability:** 2, F or R  
**Fire Rate:** 2  
**Range:** 0-3/10/20  
**Damage:** 3D  
**Game Notes:** The user must make a *firearms* roll to successfully target the blaster weapon. Once targeted, as long as the blaster is in the same general area and is still in line of sight, the projectile will home in on the weapon. Damage is rolled against the blaster's body (normally 1D-2D). Laser targeting disperses after 10 seconds.

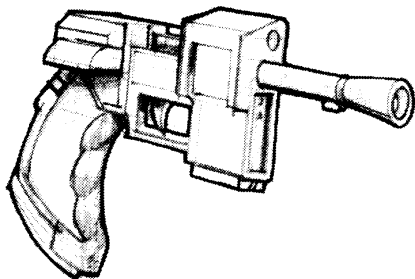
### ■ BLISTER BLASTER

Something of a lethal misnomer — the blister blaster is not a blaster at all, although in size and shape it resembles one. It is a high velocity slug thrower that shoots hollow rounds that contain a volatile petro-chemical reactant. When exposed to oxygen (on impact), the mixture spreads over a 10 centimeter area and immediately ignites. In addition to damage from kinetic impact, the target is also subjected to burning damage.

**Model:** Golon Arms Blister Blaster  
**Type:** Slug thrower

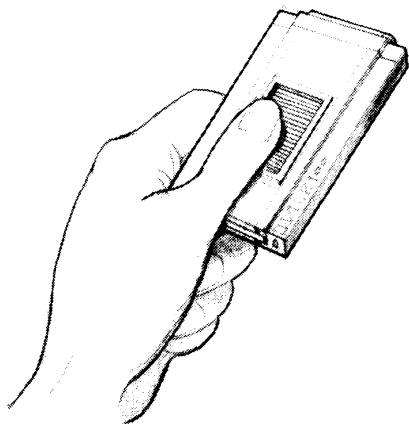


**Scale:** Character  
**Skill:** Firearms  
**Ammo:** 8  
**Cost:** 300  
**Availability:** 3, F or R  
**Fire Rate:** 3  
**Range:** 5-20/40/60  
**Damage:** 4D, 3D second round (due to burns), 2D in third round, continuing for 1D rounds (due to burns).



## ■ IONIC TINGLER

Easily disguised as a small currency pouch or similar container, the Aeramaxis PDW-50 Ionic Tingler offers a rude awakening for would-be assailants. With a range extending out to 10 meters and a standard clip of five soft-shell cartridges, this lightweight personal defense weapon offers maximum knock-down power without the jarring recoil associated with bulkier hand weapons.



A five round horizontal clip is attached to the base of the tingler. When attached, ionic pulse regulators within the unit begin to energize plasma particles in each of the shells. Full charge normally occurs within 10 minutes, although a partial charge on each cartridge can be obtained in as little as two minutes. Once fully charged, the tingler's pulse regulators keep the shells energized at maximum strength for as long as the unit's power cell lasts.

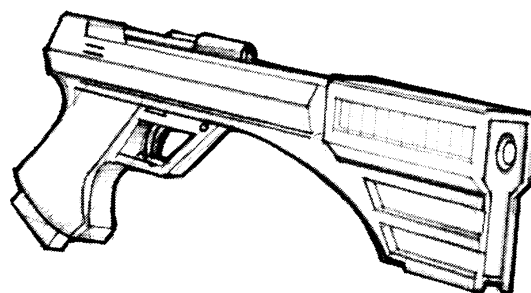
Upon striking its intended target, the tingler shell's covering disintegrates, allowing the charged plasma particles inside to come in contact with the surrounding atmosphere. The result is a near-instantaneous localized blast effect. Damage is distributed evenly along the target's surface

area, often leading to a severe shock to the assailant's central nervous system (hence the name "tingler"). A favorite of civilian couriers throughout the Core!

**Model:** Aeramaxis PDW-50 Ionic Tingler  
**Type:** Charged firearm  
**Scale:** Character  
**Skill:** Firearms  
**Ammo:** 5  
**Cost:** 300, 25 (power pack), 20 (ammo clip)  
**Availability:** 3, often F or R (may be illegal in some systems)  
**Fire Rate:** 1  
**Range:** 0-3/6/10  
**Damage:** 2D (projectile), 1-5D stun damage (depending on amount of charge)  
**Game Notes:** The tingler has a hollow cavity for the insertion of the special five-round clip.

## ■ KELVARLEK DISSUADER

Another non-energy weapon, but one that packs a particularly nasty bite to it. The Kelvarlek Dissuader forgoes the use of traditional solid rounds in favor of metal-jacketed cartridges filled with borless acid. The recipient not only takes damage from shot, but the acid's effects continue to dissuade the would-be attacker from further interest in you and yours. A built-in laser guided sighting mechanism makes this a small but very respectable piece of hardware to have in a bad situation.



**Model:** Kelvarek Consolidated Arms Dissuader KD-30  
**Scale:** Character  
**Skill:** Firearms  
**Ammo:** 6  
**Cost:** 400, 30 (ammunition clip)  
**Availability:** 3, F  
**Fire Rate:** 2  
**Range:** 50/75/100  
**Damage:** 3D; 3D acid burn damage for three rounds unless character has hardened materials which resist acids.  
**Game Notes:** Internal laser sighting system automatically adds +1D to *firearm* rolls if the user takes a full round to aim (in addition to the standard aiming bonus).

## SPECIALTY WEAPONS

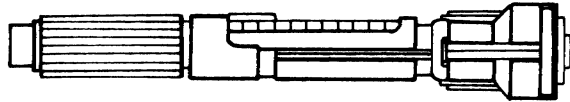
### ■ BACNOR HAND BATON

The Bacnor hand baton is the perfect personal defense tool. Sometimes referred to as the "Bacnor backoff stick," this slender, rod-shaped device is ideally suited for those tight situations when you don't have the time to fumble with larger, bulkier hand weapons. Each Bacnor baton comes complete with an ammo canister built into the framework of the device so there's never any need to worry if you reloaded before you left home.

The baton itself is simplicity itself to use. Simply point



the weapon and activate it by squeezing the baton. When activated, the baton's power cell emits a stream of plasma energy that liquefies the ammo canister's outer casing. The combination of the plasma and the ammunition particles creates a beam blast up to five meters long in a cone up to three meters across at maximum range: in other words, one baton can stop a group of attackers. Anyone on the receiving end of such a discharge will think twice about getting any closer.

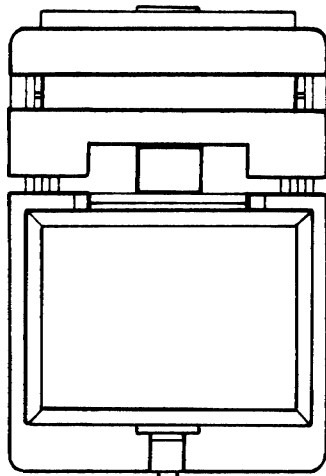


**Model:** Bacnor Armaments Hand Baton CPD-12  
**Type:** Anti-personnel defense weapon  
**Scale:** Character  
**Skill:** Blaster  
**Ammo:** 1  
**Cost:** 50, 5 (ammo canister)  
**Availability:** 2, F, R or X  
**Fire Rate:** 1  
**Range:** 0-2/3/5  
**Blast Cone Width:** 1/2/3  
**Damage:** 4D

■ **CREDIT CASE SURPRISE**

Rumor has it that a famous Corellian smuggler created this device in order to escape a particularly tenacious bounty hunter; hearing about the encounter, an entrepreneur began manufacturing the device as a self-defense item.

On the outside, the "credit case surprise" is a standard credit case, although it has a small activation switch near the rear of the case (not readily visible on casual inspection, but easy to find for those who know what they're looking for). Inside the case is a high power arc-light spotlight; when the switch is flipped, the spotlight is activated when the case's lid is opened. When opened, it emits a blindingly intense flash of light.



**Model:** Synnt-ovations, Inc. Credit Case Surprise  
**Type:** Personal defense item  
**Cost:** 75

**Availability:** 2

**Range:** 0-3/6/9/12

**Damage:** 5D/3D/2D/1D stun damage (rolled against *Strength* or *stamina*)

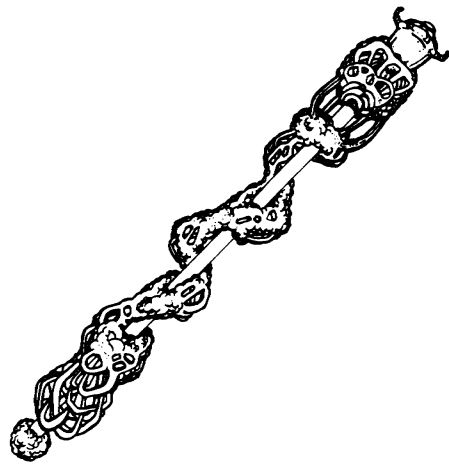
**Game Notes:** Easy *Technical* roll to build or repair. Anyone in a 60-degree arc in front of the light and within range must make a Moderate *Perception* roll not to be affected by the unit (they closed their eyes or looked away in time).

**Design:** Scot Eddy (8th place)

■ **ISHI TIB CORAL SCEPTER**

A favorite personal defense weapon among the Ishi Tib, the coral scepter is a staff-like weapon that uses spherical razor-sharp coral pellets (6 millimeters in diameter) propelled by highly compressed, oxygenated water (essentially a high-power water jet).

Each pellet is coated with an abrasive chemical adhesive that "sticks" and imbeds inside targets, causing additional bleeding damage. Rapid blood loss quickly leaves a would-be assailant too weak to continue, allowing the stereotypical Ishi Tib hunter a "feast."



**Model:** Tibrin Kish'nol ("Tibrin Exotic Armaments") Ishi Tib Coral Scepter

**Type:** Anti-personnel weapon

**Scale:** Character

**Skill:** Archaic weapons

**Ammo:** 12 (self-contained weapon, no reloads available)

**Cost:** 1,200

**Availability:** 4

**Body:** 1D+1

**Range:** 2-10/20/30

**Damage:** 3D+1; with a wound or worse, the victim must make a Moderate *stamina* total each round for 1D rounds to resist the effects of blood loss; a failed *stamina* roll means the victim is at an additional -1D to all actions until healed. If the penalty equals or exceeds the target's *stamina*, the victim passes out and will bleed to death in 6D minutes.

■ **MAGNA CASTER**

Sometimes a step back in technology is the best way to get a refinement. A case in point is the Magna Caster. The Magna Caster uses magnetic acceleration technology to enhance a weapon that's been around for centuries. The Magna Caster uses a closely-aligned set of coils to dramatically increase the speed of a metal-tipped quarrel as it races along the barrel. The result is a projectile weapon that is tremendously powerful, ranking alongside the Wookiee bowcaster for stopping power. Moreover, the Magna Caster



is whisper-quiet — a plus when hunting easily startled prey. Each Magna Caster comes complete with a side-loading clip of 10 15-centimeter-long quarrels. Each is individually hand-loaded during manufacture so there is never a danger of accidental injury. The Magna Caster provides a long range hunting weapon that successfully merges the best of the old with the new. See for yourself why today's hunters are enthusiastic about this new twist on an old idea.

**Model:** Frohad's Galactic Firearms Magna Caster-100

**Type:** Magnetically-enhanced missile weapon

**Scale:** Character

**Skill:** Missile weapons

**Ammo:** 10

**Cost:** 2,000, 150 (quarrel clip)

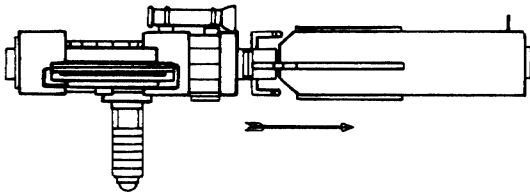
**Availability:** 3, F

**Body:** 2D

**Fire Rate:** 2

**Range:** 5-50/75/100

**Damage:** 6D/5D/4D



### ■ MERR-SONN DISRUPTOR

A controversial device if ever there was one, potential buyers are strongly encouraged to investigate local laws before attempting to purchase this weapon.

The Merr-Sonn disruptor works by interrupting molecular bonding. With the Merr-Sonn MSD-32, instead of overcoming molecular bonds with a single massive burst of energy, this weapon's blast combines a series of energy pulses to accomplish the desired effect. The result is a weapon that is just as effective as other disruptors, but has double the ammunition capacity of other disruptor models.

**Model:** Merr-Sonn Munitions MSD-32 Disrupter Pistol

**Type:** Anti-personnel weapon

**Scale:** Character

**Skill:** Blaster: disruptor

**Ammo:** 10

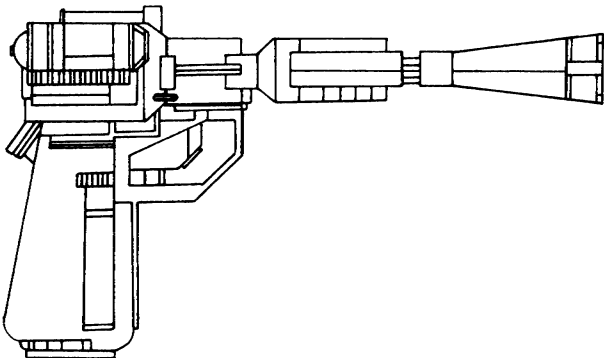
**Cost:** 4,000

**Availability:** 4, X

**Fire Rate:** 2

**Range:** 0-3/5/7

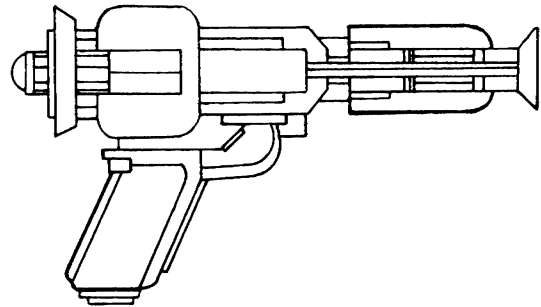
**Damage:** 5D+2



### ■ SLEEP INDUCER

Not every weapon needs to fire a blast of charged particles or expel a high velocity cartridge to disable an opponent. Specializing in non-lethal weapons systems, Pacnorval has sought to use more humane forms of defense. The company's latest advancement is the SIL-50, which uses a focused cone of hypersonic wave energy emitted along frequencies coinciding with those generated by specific portions of the central nervous system in Humans. The net effect of this wave of energy is to artificially induce fatigue and bring about a sleep-like state.

Though limited in range, it is surprisingly effective. Soundless and fast-acting, often the recipient never knows what has happened until revived several hours later. While this unit is specifically calibrated for Humans, additional hypersonic frequency chips can be bought for Sullustans, Rodians, Wookiees and a number of other species; Pacnorval's scientists are hard at work on frequency chips for other species.



**Model:** Pacnorval Defense Systems, Limited SIL-50

**Type:** Sleep inducing stun weapon

**Scale:** Character

**Skill:** Blaster

**Ammo:** 15

**Cost:** 2,000, 100 (additional chips)

**Availability:** 4, F

**Fire Rate:** 1/2 (due to time needed for power recharge)

**Range:** 0-3/5/10

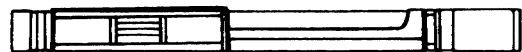
**Damage:** 5D (stun damage)

**Game Notes:** Damage is rolled against the target's *stamina*; if the target is stunned or worse, the recipient must make a Moderate *stamina* roll not to pass out due to the sleep inducing frequencies. Sleep lasts for 1D hours. Frequency chips will only work against one specific species; changing a chip requires an Easy *blaster repair* roll and 3 minutes.

### ■ BIO-GUARD

Personal sidearms require a certain level of proficiency while melee weapons mean you have to get close to your assailant for effective defense. If neither option is desirable, Bio-Guard is just right for you.

Other chemical agent defenses use a single compounded which may or may not be effective against a given species. A confrontation is hardly the time to find out your chemical defense doesn't work against an alien assailant! Bio-Guard uses a unique combination of multiple chemical agents to stop an attacker in mid-stride. With Bio-Guard, your chances of escape are greatly increased no matter who you are facing. It's cheap at twice the price.



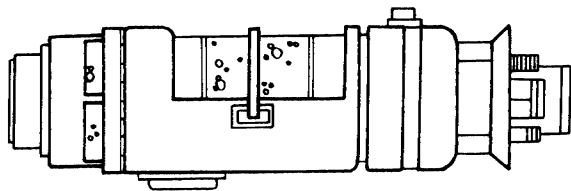


**Model:** Xerithin Chemical Combinations BGA-900 Bio-Guard  
**Type:** Personal defense device  
**Skill:** Missile weapons  
**Cost:** 100, 10 (ammo)  
**Availability:** 3, possibly F or R  
**Range:** 0-2/3/5  
**Game Notes:** Bio-Guard is a cylindrical tube measuring 12 centimeters in length by 2 centimeters in diameter. It is operated by firm pressure on a control stud; once fired, it must be replaced. When activated, emitters spray a concentrated stream of four different chemical components, each in rapid succession. As alien biologies differ dramatically, the effects of the device's individual agents may not always prove equally effective with every species.  
**Reactive Agents:**  
*Agent BG1:* 5D stun damage. Stunned result inhibits motor functions in humanoid life-forms.  
*Agent BG2:* 4D stun damage. Stunned result produces extreme irritation to skin, meaning -2D to all *Dexterity* or *Strength* related skills for 1Dx10 minutes.  
*Agent BG3:* 4D stun damage. Stunned result means blindness for 1D minutes, with a -2D penalty to all actions involving sight.  
*Agent BG4:* 4D stund damage. Stunned result causes the victim to pass out for 1D minutes.

■ **BIO-TRACTANT REPULSOR**

A decidedly different type of personal defense item, the bio-tractant uses a powerful chemical spray based on pheromones. This highly concentrated spray has been chemically enhanced to produce a calming and soothing reaction on the part of anyone of a particular species. Once a person is sprayed with the repulsor, the result is often a sense of calm and peace (or at the very least, confusion), giving the attack victim the chance to escape.

This device will only work on a specific species — e.g., a calming potion for Humans will have no effect on that Gamorrean that's about to throttle you!



**Model:** Brisallon Chemical Consolidated Bio-Tractant Repulsor  
**Type:** Anti-personnel weapon  
**Scale:** Character  
**Skill:** Firearms  
**Cost:** 200, 5 (1 dose; many different species available)  
**Availability:** 4  
**Ammo:** 6 (individual canisters)  
**Body:** 1D  
**Range:** 0-5 (Moderate difficulty)  
**Damage:** Special damage (see below)  
**Game Notes:** The recipient of a successful hit (if of the appropriate species) must make a Difficult *willpower* roll to continue any attacks or hostile actions against the user. If the victim makes the roll, he or she is unaffected.

■ **DROID DISABLER**

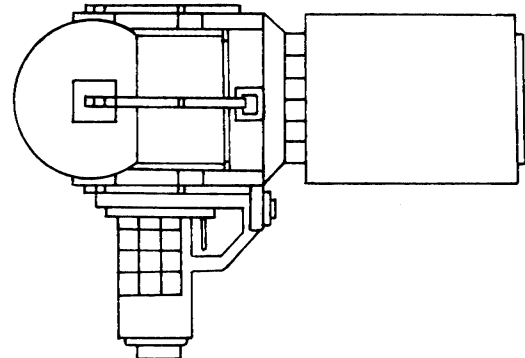
While time and again droids have proven to be reliable tools in our galactic society, there is still the very real chance of a serious and possibly dangerous malfunction. Never fear with a droid emergency shutdown controller!

Unlike standard droid restraining devices that need be physically attached to the droid, this hand-held device unleashes an ion-accelerated energy blast that ionizes the

droid, preventing further operation. Meanwhile, anyone standing nearby notices only a slight tinge from the energy surge.

The droid can usually be reactivated without loss of memory or ability, but it sometimes needs a complete system restart.

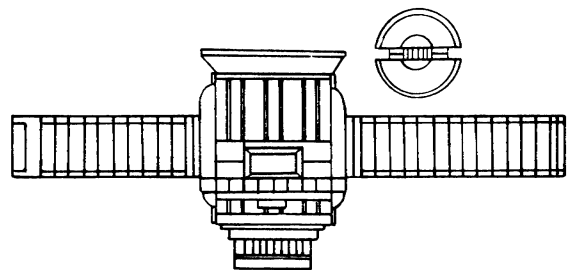
**Model:** Felebreck Electrical Defense Systems Droid Disabler  
**Type:** Droid ionizer  
**Skill:** Blaster  
**Ammo:** 5; uses standard power packs  
**Cost:** 700, 25 (power pack)  
**Availability:** 3  
**Range:** 0-5/7/10  
**Damage:** 4D ionization damage



■ **WRIST VAC BLADES**

Prized for its silent precision and dependability, a pair of wrist vac blades will cause even the most hardened criminal to think twice before confronting you in a dark alley.

Each band sports two vacuum sealed containment slots, each of which holds a trio of 3-centimeter diameter circular alloyed metal blades. By pressing a release-stud, the trio of sharp blades spins off in the desired direction. A separate control stud can modify the width of the discharge pattern. Replacement container clips hold a single blade load.



**Model:** Golon Arms Vac Attack Mk-127  
**Type:** Anti-personnel weapon  
**Scale:** Character  
**Skill:** Missile weapon: vac blade  
**Ammo:** 2 (3 blades per shot)  
**Cost:** 700, 30 (blade clip)  
**Availability:** 3, F  
**Fire Rate:** 2  
**Range:** 10-20/30/50  
**Damage:** 5D (combined)  
**Game Notes:** Fire arc can be spread up to 60-degrees, allowing for separate attacks at 3D damage, but each separate target means a separate *missile weapons* roll.



### AN OVERVIEW OF BLASTER REPAIR PROCEDURES ...

Individuals wishing to make proper use of their blaster repair kits are encouraged to review the "How Blasters Work" (on page 63 of *Cracken's Rebel Field Guide*). The following notes explain how parts in the blaster repair kit are employed.

All bonuses for repair operations are for damaged devices and apply only to *restoring* lost dice of damage. Repair procedures do not add bonuses to damage.

(References below are specifically for the *BlasTech DL-44 heavy blaster pistol* but reflect repairs that can be made with other blaster models)

**Pulse Adaptor Module Tester:** A testing unit designed to record the amount of resistance charge that has built up in the barrel chamber due to damaged static pulse adaptors. This test is a Very Easy *blaster repair* difficulty; success on the test offers the user a +1D bonus to *blaster repair* totals when using the collimator beam focuser for repairs and allows the repair time to be cut to 20 minutes.

**Collimator Beam Focuser:** A probe-like device, the collimator beam focuser is inserted along the barrel length to realign the prismatic crystal housing and recalibrate static pulse adaptors. If the crystal housing is damaged, the whole unit will have to be replaced using the prismatic crystal aligner (below). A successful adjustment requires a Moderate *blaster repair* total and takes 30 minutes.

**Prismatic Crystal Aligner:** This device is used to remove and replace the entire prismatic crystal housing if the crystals are cracked or the unit is damaged. This task requires a Difficult *blaster repair* total and takes three hours.

**Static Pulse Adaptor Modules:** Refers to one of several static pulse adaptor circuitry modules (blasters have a variable number of modules, normally four for pistols and six for blaster rifles and heavy blaster pistols; there are many different types of modules). Replacing a single module is an Easy *blaster repair* difficulty and takes 15 minutes. After new adaptor modules are installed, the collimator beam focuser must be used to calibrate the adaptors.

**Energy Converter Valve:** Refers to the Heter-Valve (commonly called the energy converter valve) and replaces a damaged Heter-Valve. A damaged Heter-Valve can allow too much gas to flow into the XCiter (increasing a weapon's damage by 1D, but on a roll of 1 on the Wild Die the weapon overloads, causing 1D-3D "blast-back" damage to the user and destroying the weapon). Easy *blaster repair* total and one hour to replace

**Multiple Gas Valve Nozzles:** Refers to the use of a standard gas refill valve. Multiple valve nozzles of differing sizes and shapes are required to accommodate different blaster designs. Replacing a damaged gas valve requires an Easy *blaster repair* total and takes 30 minutes.

**Power Pack Recharger:** This is a generic interface to the internal power pack and is used to recharge the unit from external sources. The power pack must be partially released by using the power pack release lever, then the cable can be plugged into a socket on the bottom of the power pack. Attaching the cable requires a Very Easy *blaster repair* roll and about three minutes; the actual recharge takes about one hour.

**Universal Power Pack (with adaptors):** If no external power source is available for use with the power pack recharger, then a generic replacement for the original power pack can be used (with appropriate adaptors). Replacement with this universal a power pack takes five minutes and requires an Easy *blaster repair* difficulty, but the weapon's damage is reduced by -1D because of the energy lost by the adaptors.

**Power Pack Cable:** This cable runs from the power pack to the XCiter and will differ from weapon to weapon; several types of replacements are in the repair kit. Replacing the cable requires an Easy *blaster repair* roll and takes an hour (due to the need to take apart the weapon for repairs).

**Spare Gas Container:** The canister of tolium gas in the repair kit is one of several common blaster gases used for blaster weapons. Refilling a blaster's gas chamber is a Very Easy *blaster repair* task and takes 10 minutes.

**Spare Trigger Cable:** The blaster trigger cable is normally well-protected but damage or superheating can cause fraying, leading to intermittent weapon failures and misfires. Replacing the cable is an Easy *blaster repair* difficulty and takes 10 minutes.

**Variable Pressure Adjustor:** This small adjustor on the XCiter regulates how much excited blaster gas leaves the XCiter and enters the actuating blaster module. Improper setting can cause too much gas to be fed into the actuator, causing overloads, misfires or a loss of firepower over time. Calibrating a misaligned adjustor is an Easy *blaster repair* difficulty and takes 10 minutes; replacing a damaged adjustor is a Moderate *blaster repair* difficulty and takes 30 minutes.

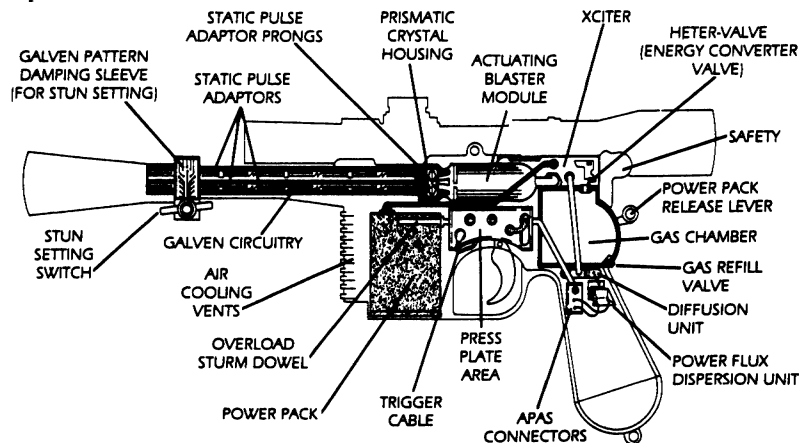


Illustration by Stephen Crane



## ACCESSORIES

### ■ BLASTER REPAIR KIT

Being stuck alone in the field, kilometers from civilization, is not the ideal place to find yourself saying, "I wish I had ..."

Be prepared.

**Model:** BlasTech Blaster Repair Kit

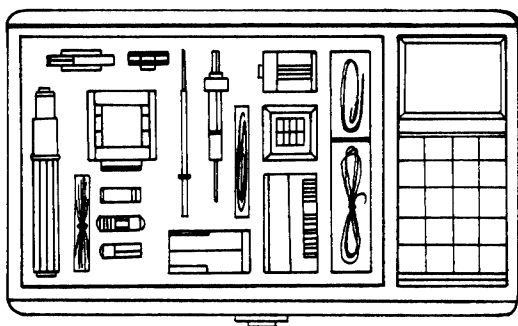
**Type:** Deluxe blaster repair kit

**Skill:** Blaster repair

**Cost:** 500

**Availability:** 2

**Game Notes:** Each repair kit contains the following: pulse adaptor module tester, collimator beam focuser, prismatic crystal aligner, static pulse adaptor modules, energy converter valve (Heter-Valve), multiple gas valve nozzles, power pack recharger, universal power pack, power pack cables, spare gas container, spare trigger cable and a variable pressure adjustor



### ■ PORTABLE CLIP RECHARGER

Military units on the go seldom have the time to wait for their power packs and clips to be recharged, nor do they have the room to carry a large number of spare clips. The portable clip recharger goes a long way toward solving the problem.

The recharger is a long, thin metal box with six slots. The soldiers merely need to jam their clips into the appropriate slots (adaptors are provided for many common power pack types). In two minutes, the clips are charged and ready for action (a red indicator lights when a clip is fully charged). Each recharger can charge 30 clips before it needs recharging from a power generator (which takes three hours).

Three different companies manufacture essentially the same device: BlasTech produced the "Ramtek," Capris Technologies ("CapTech") makes the "CapTech Stealthpak," and Power Products, Ltd. makes the "Ultrapaq."

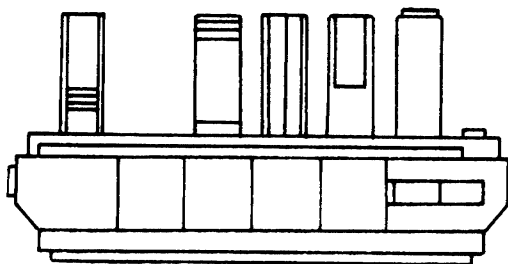
**Model:** BlasTech Ramtek

**Type:** Portable clip recharger

**Cost:** 750

**Availability:** 4, F or R

**Design:** Scot Eddy (honorable mention)



### ■ BLASTER TARGET BOARD

Finding a place for target practice can be difficult, especially aboard a starship. CapTech's blaster target board helps solve that problem. The primary part of the board is a thin, flexible sheeting 2.5 by 2.5 meters. The second part of the board is the small targeting computer, which is attached to the sheet by traditional scomp links.

The computer projects a series of targets which can vary in number, size and speed. The user sets his or her blaster for stun. A standard sighting coupling (available for about 50 credits in most weapons shops) should be mounted on the end of the blaster barrel. The user then simply completes the target fire sequence.

**Model:** Capris Technologies Blaster Target Board

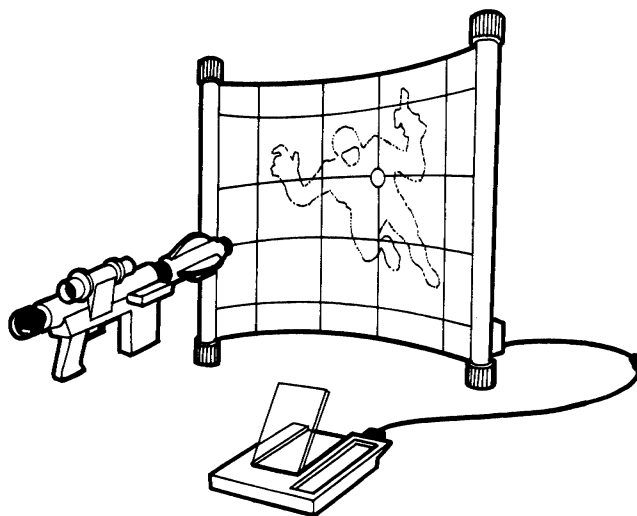
**Type:** Personal target practice board

**Cost:** 450

**Availability:** 2

**Game Notes:** While this device offers no immediate benefit, gamemasters may choose to allow characters who take target practice regularly to advance their *blaster* skill at a reduced Skill Point cost.

**Design:** Scot Eddy (honorable mention)



### ■ ULTRASONIC SIGHTING SYSTEM

There's a long-running joke that gun control means being able to hit your target. This is where Novaless's latest sound imaging targeting scope comes into play.

Conventional blaster scopes generally fall into one of three different categories: scopes that magnify available light, devices that use a form of laser guidance system to signature "paint" their target, and those that track their target through a heat source. In any of these instances, too many heat sources can confuse tracking systems and what works well in one situation may not work well in others.

Novaless's imaging system uses a pair of ultrasonic beam emitters operating at different frequencies to sight on a selected target. As collectors receive the slightly different wave patterns returned from a target, a small data analyzer constructs a three-dimensional "sound pattern" the user sees through the scope. The sound pattern is unaffected by the level of light or heat present that might otherwise render more conventional sighting systems ineffective.





**Model:** Novaless Soni-Optics Target Imager

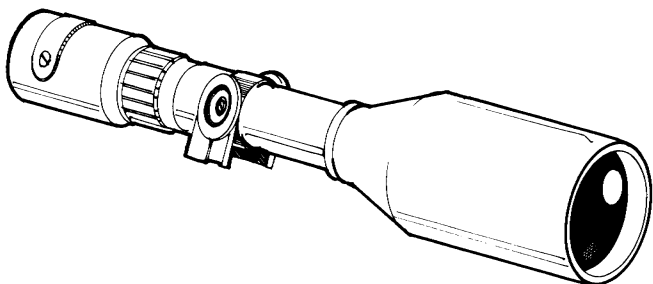
**Type:** Sonic targeting system

**Skill:** Blaster

**Cost:** 800

**Availability:** 2

**Game Notes:** Device adds +1D+2 to *blaster* rolls when firer takes one round to aim (this is in addition to the normal aiming bonus). Maximum effective range is 50 meters.



**Model:** A/KT Tuff1 Combat Jumpsuit

**Type:** Combat jumpsuit

**Cost:** 500

**Availability:** 2

**Game Notes:** Provides +1D physical, +2 energy protection.

**Design:** Dennis F. Belanger (honorable mention)

## ARMOR

### ■ DAMPENER AEROSOL

For those who don't want to wear bulky armor but want that added bit of protection, there is the Passive Defender PD-0943. The PD-0943 is a hand-held, easy to operate device that sprays a gas mixture of courenth and ves, which disperses blaster bolts on contact. The result is concentrated personal protection that's dependable in an emergency.

**Model:** Zemphyr Defenders, Incorporated Passive Defender PD-0943

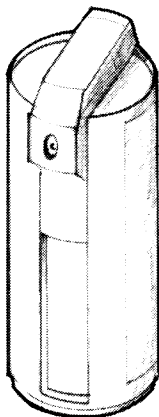
**Type:** Blaster dispersion system

**Skill:** Missile weapons

**Cost:** 600

**Availability:** 3, F or R

**Game Notes:** The PD Canister is a cylinder 10 centimeters long by 4 centimeters in diameter; it has three charges. Each charge produces a visible cloud that covers a one meter cubical area. Any blaster bolt entering the cloud loses -1D of damage. The cloud lasts for one minute (barring heavy winds or precipitation). Additional charges in the same area have no additional benefit.



### ■ COMBAT JUMPSUIT

The combat jumpsuit is a one piece outfit that can be tailored to fit most individuals. While not as good as full-fledged armor, it provides modest protection with a minimum of weight. It can be combined with blast vests and other armor types or concealed beneath "street clothes."

The jumpsuit is durable, with padding around the torso, elbows and knees. Though tight-fitting, the material breathes well and dries quickly. A number of hooks, rings and other attachments are placed around the suit to hold tools and weapons. When reinforced with gloves, boots and a standard blast helmet, the suit provides excellent protection from minor abrasions.

### ■ AV-1 POWER ARMOR

AV-1 power armor fills the need for portable, sturdy armor. Three models of AV-1 armor are available: AV-1S (scout), AV-1C (combat), and AV-1A (assault).

When rolling for damage to AV-1 power armor, use the charts below.

#### AV-1 ARMOR DAMAGE CHART

### ■ LIGHTLY DAMAGED ARMOR

Roll	Result
1	-1D from <i>Strength</i> enhancements
2	-5 from Move of repulsorlift engine
3	On board weapon hit and destroyed
4-6	Armor loses one pip off its effectiveness

### ■ HEAVILY DAMAGED ARMOR

Roll	Result
1	Power loss for 1D rounds
2-3	-2D from <i>Strength</i> enhancements
4-5	-2D to <i>Dexterity</i> and all related skills
6	Armor loses -1D off its effectiveness

### ■ SEVERELY DAMAGED ARMOR

Roll	Result
1	Power loss for 2D rounds
2	Power overload or power generator destroyed; wearer suffers 5D damage in explosion
3	Overloaded power generator will explode in 1D rounds
4	All weapons disabled
5	Armor loses all protection bonus at location of hit (head, torso, arm or leg)
6	Armor toppled in assault, all power lost, suit non-functional

**Design:** Dennis F. Belanger (22nd place)

### ■ AV-1S (SCOUT)

AV-1S scout power armor is a battle suit with servo enhancement and a built-in repulsorlift engine. The unit can operate for up to 36 hours before replenishing supplies. It takes five minutes to put on the suit.



**Model:** GTU AV-1S Armor  
**Type:** Powersuit  
**Skill:** Powersuit operation  
**Cost:** 7,500  
**Availability:** 3, F  
**Game Effect:**

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

*Enhanced Strength:* +1D to *Strength* for all skills, including melee and unarmed combat damage.  
*Repulsorlift Engine:* Move of 20, flight ceiling of 100 meters. Maneuver rolls are made with the *powersuit operation* skill.

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

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

*Power Lamp:* 100 meter range

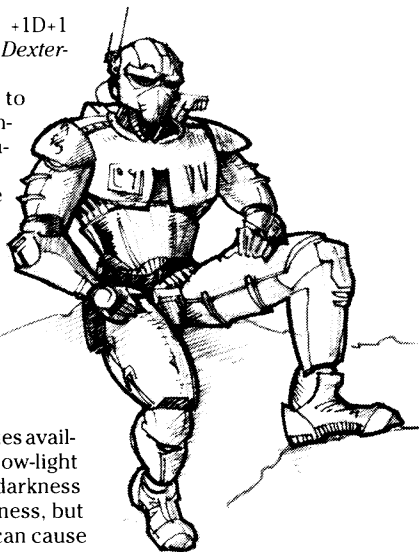
*Multi-channel Comm Unit:* Includes comlink encoder, ranged up to 50 kilometers, and external amplifier

*Macrobinoculars:* Standard rules as for macrobinoculars

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

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

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



### ■ AV-1C (COMBAT)

An armored battle suit with a comprehensive weapon integration and targeting system (WITS). It can operate for 24 hours without replenishing supplies and takes 10 minutes to put on.

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

**Type:** Powersuit

**Skill:** Powersuit operation

**Cost:** 12,000

**Availability:** 4, X

**Game Effect:**

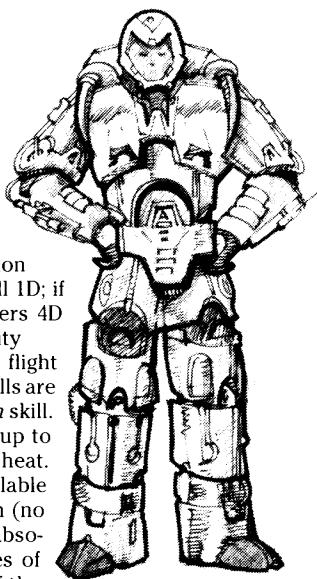
*Battle Suit:* Provides +2D physical and energy, -1D to *Dexterity* and related skills

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

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

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

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



*Power Lamp:* 100 meter range

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

*Macrobinoculars:* Standard rules as for macrobinoculars

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

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

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

### ■ AV-1A (ASSAULT)

The most expensive and powerful suit GTU makes, it is among the most sophisticated suits available. It can operate for 12 hours without replenishment of resources and takes 15 minutes to put on.

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

**Type:** Powersuit

**Skill:** Powersuit operation

**Cost:** 50,000

**Availability:** 4, X

**Game Effect:**

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

*Strength Enhancement:* +3D to *Strength* and related skills, but any failed *Strength* or related roll strips the servos, causing a full malfunction of the suit for 1D rounds; also roll 1D; if the result is 1-2, the wearer suffers 4D stun damage from arcing electricity

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

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

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

*Power Lamp:* 100 meter range

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

*Macrobinoculars:* Standard rules as for macrobinoculars

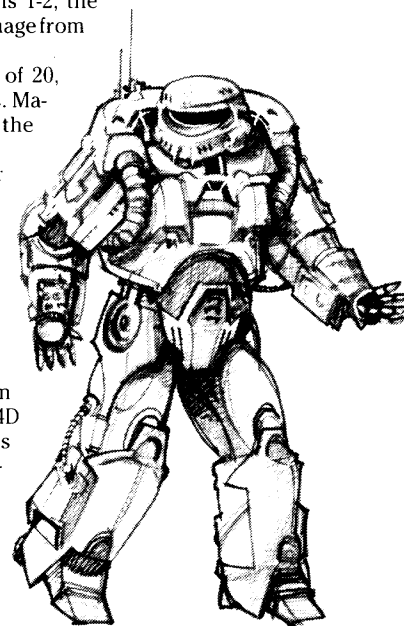
*5 Sureseal Patches:* Automatic patches against suit leaks.

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

*WITS:* Allows the wearer to link three weapons into the suit's battle computer, getting +2D+2 to hit for each weapon.

*Integrated Medpac System:* Has *first aid* skill at 4D.

*Rocket Ejection System:* Ejects occupant if suit suffers heavy damage on a roll of 1-2 on 1D.



## Weapon Datachart

Galladinium maintains a large stock of arms. The following chart lists weapons currently in stock. Each section opens with a listing of "standard" weapons, which correspond to averages for the category and can serve as a benchmark for the creation of new weapons.

### Melee Weapons

Item	Where	Cost	Damage	Difficulty
Staff/club <sup>23</sup>	1	15	STR+1D	Very Easy
Spear <sup>23</sup>	1	60	STR+1D+1	Easy
Gaderffii <sup>23</sup>	3	50	STR+1D	Very Easy
Knife <sup>23</sup>	1	25	STR+1 to STR+1D	Very Easy
Hatchet <sup>23</sup>	1	35	STR+2	Easy
Bayonet <sup>23</sup>	2, F	75	STR+1D	Easy
Sword <sup>2</sup>	1	125	STR+2D	Moderate
<hr/>				
Ekkar Arms coyn'skar <sup>1</sup>	3	400	STR+2D (blade), STR+2 (hook)	Moderate (blade), Very Difficult (disarm with hook)
Ekkar Arms sat'skar <sup>1</sup>	3	700	STR+3D+1	Difficult
Ekkar Arms d'skar <sup>1</sup>	3	150	STR+1D+1	Moderate
Ekkar Arms ar'gor <sup>8</sup>	3	175	STR+1D+2	Moderate
Rodian ceremonial dagger <sup>6</sup>	3	160	STR+1D+1	Easy

### Powered Melee Weapons

Item	Where	Cost	Damage	Difficulty
Vibro-ax <sup>23</sup>	2, R	500	STR+2D to STR+3D+1	Moderate
Vibroblade <sup>23</sup>	2, F	250	STR+1D+2 to STR+3D	Moderate
Vibrobayonet <sup>23</sup>	2, F	300	STR+1D+2	Easy
Vibro-shiv <sup>28</sup>	2, F	200	STR+1D	Easy
Force Pike <sup>23</sup>	2, R	500	STR+2D	Moderate
Powerstaff <sup>5</sup>	2, F or R	300	STR+1D+2	Easy
Buzz-knuck <sup>29</sup>	2, R	550	STR+1D, 6D/Stun	Difficult
Neuronic Whip <sup>29</sup>	2, R	450	STR+1D, 4D/Stun	Moderate
Power Sword <sup>29</sup>	2, R	600	STR+3D	Difficult
Stun Baton <sup>29</sup>	2, F or R	500	STR+1D, 5D/Stun	Moderate
<hr/>				
Koromondain PDS Model SVT-300 Stun Cloak <sup>34</sup>	2	1,500	5D/Stun	Moderate
Merr-Sonn Stun Baton <sup>31</sup>	R	300	STR+2D+2	Difficult
Palandrix Power Cane	3, F, R or X	400	STR+1D, 1D-5D	Easy, Moderate
Sancretti Rodian Cyrogen Whip	3, F, R or X	350	STR+1D, 4D/Stun	Moderate
Sabrashi FSI-200 Fear Stick	4, F	600	2D/Stun	Moderate
SoroSuub Controller FP Force Pike <sup>27</sup>	2, R	500	STR+2D	Moderate
Torgorian Yil Tribe Scimitar	4, F or R	8,500	STR+2D, 4D/Stun	Moderate
Yalandross Jengardin Vibroblade	4, F, R or X	6,000	STR+4D+1	Difficult
Xana MSW-9 Molecular Stiletto	4, R or X	400	STR+2D	Moderate

### Ranged Weapons

#### Hold-Out Blasters

Item	Where	Cost	Damage
Hold-Out Blaster <sup>23</sup>	2, R	300	3D+1
Palm Blaster <sup>11</sup>	2	200	2D
BlasTech HSB-200	2, R	300	3D+1
Czerka 411 <sup>25</sup>	2, R	300	3D+1
Merr-Sonn Happy Surprise <sup>14</sup>	2, R	325	3D+1
Merr-Sonn Munitions Q2 <sup>23</sup>	2, R or X	275	3D
Imperial Arms Model 22T4 <sup>17</sup>	X	375	3D+1
Soro-Suub Q-2 <sup>19</sup>	2, R or X	350	3D+2

#### Sporting Blasters

Item	Where	Cost	Damage
Sporting Blaster <sup>23</sup>	2, R	300	3D+1
Drearian Defense Conglomerate Defender <sup>23</sup>	1, F	350	3D+1
Luxan Penetrator MB-450	4, F or R	600	5D
Merr-Sonn "Quick" <sup>625</sup>	2, R	325	3D+2

### Blaster Pistols

Item	Where	Cost	Damage
Blaster Pistol <sup>23</sup>	1, R	500	4D
BlasTech DL-18 Blaster Pistol <sup>23</sup>	1, F, R or X	500	4D
Elmainin Armaments SBP-200	1, F	400	3D+2
Galinolo XiX <sup>19</sup>	1, F or R	500	4D
Merr-Sonn Intimidator IR-5	3, X	1,250	3D
Merr-Sonn Model 44 <sup>16</sup>	1, F or R	500	4D
Merr-Sonn Model 434 DeathHammer <sup>15</sup>	1, F or R	850	5D+1
Merr-Sonn Munitions DD6 <sup>20</sup>	1, F or R	550	4D+1

### Heavy Blaster Pistols

Item	Where	Cost	Damage
Heavy Blaster Pistol <sup>23</sup>	2, X	750	5D
BlasTech DL-44 <sup>23</sup>	2, R or X	750	5D
BlasTech DY-225 <sup>14</sup>	2, R or X	750	5D
Merr-Sonn "Flash" 4 <sup>25</sup>	2, R or X	750	4D+2
SoroSuub Model Kylan-3 <sup>21</sup>	2, R or X	750	5D+1
Calban Model X <sup>22</sup>	2, R or X	750	5D+1

### Hunting Blasters

Item	Where	Cost	Damage
Hunting Blaster <sup>23</sup>	2, F	500	4D
Drearian Defense Conglomerate "Light Sport" <sup>23</sup>	2, R	900	4D+1
Herloss HBt-4 Hunting Blaster	3	500	5D

### Blaster Rifles

Item	Where	Cost	Damage
Blaster Rifle <sup>23</sup>	2, X	1,000	5D
Blaster Rifle <sup>3</sup>	2, X	2,000	6D
BlasTech A280 <sup>25</sup>	3, R or X	1,400	5D+2
BlasTech E-11 Military Issue Blaster Rifle <sup>31</sup>	4, R or X	1,000	5D
BlasTech EKX-10 <sup>20</sup>	3, R or X	1,100	5D
Merr-Sonn G8 <sup>25</sup>	2, R or X	1,250	4D+1
SoroSuub "H.Tracker" 16 <sup>25</sup>	2, R or X	1,000	5D
SoroSuub Stormtrooper One <sup>23</sup>	2, X	1,000	5D
SoroSuub Stormtrooper Two <sup>15</sup>	2, X	1,600	5D+2

### Blaster Carbines

Item	Where	Cost	Damage
Blaster Carbine <sup>23</sup>	1, R	900	5D
BlasTech Sharpshooter V <sup>27</sup>	2, X	1,200	4D+1
BlasTech StarSlasher <sup>31</sup>	2, X	900	5D
SoroSuub Bi-Polar Blaster BMC-150	4, R or X	1,000	4D, 6D
SoroSuub QuickSnap 36T <sup>23</sup>	2, F, R or X	900	5D
SoroSuub QuickSnap 36T/I <sup>9</sup>	2, R	900	4D+1
SoroSuub Stormtrooper Two <sup>18</sup>	2, R or X	2,400	6D+2

### Repeating Blasters

Item	Where	Cost	Damage
Repeating Blaster <sup>23</sup>	2, X	2,000	6D
Medium Repeating Blaster <sup>23</sup>	2, X	3,000	7D
Heavy Repeating Blaster <sup>23</sup>	2, R	5,000	8D
Atgar BI/a15 Picket Gun	2, R	5,000	6D
BlasTech T-21 <sup>23</sup>	2, X	2,000	6D

### Missile Weapons

Item	Where	Cost	Damage
Rocket Dart Launcher <sup>24</sup>	3, R or X	2,000	6D
Concussion Grenade Launcher <sup>24</sup>	3, R or X	2,200	6D
Dart Shooter <sup>31</sup>	1, F	350	Varies
Portable Rocket Launcher <sup>33</sup>	3, X	2,600	6D
Aeramaxis Concussion Missile Launcher <sup>3</sup>	2, F, R or X	2,000	7D
BlasTech CSPL-12 "Caspel" <sup>27</sup>	2, X	3,000	Variable
Golon Arms FC1 Flechette Launcher <sup>31</sup>	2, F, R or X	800	Varies
Locris Syndicates Model MGL-1 Micro-Grenade Launcher <sup>34</sup>	3, F	2,500	4D
Locris Syndicates Model RDP-12 Rocket Launcher <sup>34</sup>	3, F or R	1,500	4D or 5D/Stun
Loronar ABX-110 Tube-Launched ABC Scrambler <sup>34</sup>	2, R or X	3,000	8D/Stun
Malaxan FWG-5	3, F or R	500	3D-5D
Merr-Sonn PLX2 "Plex" <sup>27</sup>	2, X	4,000	6D
Mon Cal Defenses Mini-Torpedo Launcher <sup>30</sup>	3, X	1,250	6D
Prax HB-4 Projectile Rifle	4, F or R	1,500	5D

## Missile Weapons Continued

Item	Where	Cost	Damage
Prax Protector PRP-500 Hold-Out Dart Pistol	2, F or R	250	1D, 3D-5D
Salus DF-D1 Flechette Rifle <sup>30</sup>	3, R or X	1,000	5D
Soro-Suub Firestorm-1 Mini-Missile Launcher <sup>30</sup>	3, R or X	1,500	5D
Zone Control Viper Grenade Launcher <sup>35</sup>	32, R	500	Variable

## Firearms

Item	Where	Cost	Damage
Black-Powder Pistol <sup>23</sup>	2, R	200	2D+2
Musket <sup>23</sup>	2, R	250	3D
Slugthrower <sup>23</sup>	2, R	275	3D
Rifle <sup>23</sup>	2, R	300	3D+1
Submachinegun <sup>23</sup>	2, R	600	4D
Slug Pistol <sup>1</sup>	2, F or R	450	4D
Adostic Arms 8-guage shotgun <sup>7</sup>	3, R	500	5D
Aeramaxis PDW-50 Ionic Tingler	3, F or R	300	2D, 1D-5D/Stun
Czerka Adjudicator	2, F or R	300	4D
Golon Arms Blister Blaster	3, F or R	300	4D, 3D/Burns
Kelvarlek Dissuader	3, F	400	3D, 3D/Burns
Oriolanis Blaster Buster	2, F or R	350	3D
Sevari Flashpistol <sup>12</sup>	4	50-500	4D+2

## Specialty Weapons

Item	Where	Cost	Damage
Stun Pistol <sup>23</sup>	1, F	200	3D/Stun
Riot Gun <sup>23</sup>	2, R	750	8D/Stun
Disruptor Pistol <sup>31</sup>	4, X	3,000	6D+2
Flame Projector <sup>24</sup>	4, R or X	2,500	5D
Bacnor Hand Baton CPD-12	2, F, R or X	50	4D
BlasTech Firearc49 Speargun <sup>13</sup>	3, X	300	5D, 4D
BlasTech Riot Gun <sup>31</sup>	2, R	1,500	5D+1
BlasTech ST-90 Stun Pistol	1, F	200	6D/Stun
Brisallon Bio- Tractant Repulsor	4	200	Special
Connor APNG3 Net Gun <sup>30</sup>	2, R or X	750	5D, 5D/Stun
Corondexx VES-700 Pulse Rifle <sup>34</sup>	4, X	5,000	6D
Denelex Neuro-Pistol	3, X	500	4D/Stun
Felebreck Droid Disabler	3	700	4D/Ionization
Frohad Magna Caster-100	3, F	2,000	6D/5D/4D
Golon Arms RGL-80 Electronet <sup>34</sup>	2, F	2,000	1-10D
Golon Arms Vac Attack Mk-127 Vac Blades	3, F	700	5D

## Specialty Weapons Continued

Item	Where	Cost	Damage
Koromondian PDS Model RLW-77 Wrist Lasers <sup>34</sup>	2, F	2,000	4D
Mennotor DAS-430 Neural Inhibitor <sup>34</sup>	4, R or X	5,000	3D+1, 6D/Stun
Merr-Sonn Anti-Riot Tangle Gun <sup>7 35</sup>	3, X	300	4D
Merr-Sonn DEMP Gun, Handgun <sup>27</sup>	2, R	500	2D-4D
Merr-Sonn DEMP Gun, Carbine <sup>27</sup>	2, R	750	3D-5D
Merr-Sonn MSD-32 Disruptor	4, X	4,000	5D+2
Pacnorval SIL-50 Sleep Inducer	4, F	2,000	5D/Stun
Prax Arms Model AXM-50 "Blast and Smash" <sup>34</sup>	3, F or R	4,500	5D, 4D
Salus Tangler Elite 1 <sup>30</sup>	3	900	2D, 4D/Stun
SoroSuub Equalizer Ion Cannon <sup>27</sup>	2, X	5,000	3D/Ionization
Stokhli Spray Stick <sup>26</sup>	3, F or R	800	6D/Stun
Synnt-ovations Credit Cast Surprise	2	75	5D/3D/2D/1D/Stun
Thalaxxian Corodex Snare (Slaver Snare Gun) <sup>32</sup>	3, F or X	1,200	2D/Stun
Tibrin Kish'hol Ishi Tib Coral Scepter	4	1,200	3D+1
Xerithin BGA-900 Bio-Guard	3, F or R	100	Varies

<sup>1</sup>Pages 140–141 of the *Star Wars Planets Collection*

<sup>2</sup>Page 38 of *Wanted by Cracken*

<sup>3</sup>Page 55 of *Wanted by Cracken*

<sup>4</sup>Page 83 of *Wanted by Cracken*

<sup>5</sup>Page 84 of *Wanted by Cracken*

<sup>6</sup>Page 41 of *Cracken's Rebel Operatives*

<sup>7</sup>Page 46 of *Cracken's Rebel Operatives*

<sup>8</sup>Page 47 of *Cracken's Rebel Operatives*

<sup>9</sup>Page 60 of *Cracken's Rebel Operatives*

<sup>10</sup>Page 71 of *Cracken's Rebel Operatives*

<sup>11</sup>Page 79 of *Cracken's Rebel Operatives*

<sup>12</sup>Page 71 of *Star Wars Adventure Journal #2*

<sup>13</sup>Page 69 of *Star Wars Adventure Journal #1*

<sup>14</sup>Page 9 of *Galaxy Guide 9: Fragments from the Rim*

<sup>15</sup>Page 11 of *Galaxy Guide 9: Fragments from the Rim*

<sup>16</sup>Page 14 of *Galaxy Guide 9: Fragments from the Rim*

<sup>17</sup>Page 26 of *Galaxy Guide 9: Fragments from the Rim*

<sup>18</sup>Page 27 of *Galaxy Guide 9: Fragments from the Rim*

<sup>19</sup>Page 35 of *Galaxy Guide 9: Fragments from the Rim*

<sup>20</sup>Page 54 of *Galaxy Guide 9: Fragments from the Rim*

<sup>21</sup>Page 56 of *Galaxy Guide 9: Fragments from the Rim*

<sup>22</sup>Page 63 of *Galaxy Guide 9: Fragments from the Rim*

<sup>23</sup>Page 99 of *Star Wars Sourcebook, Second Edition*

<sup>24</sup>Page 141 of *Star Wars Sourcebook, Second Edition*

<sup>25</sup>Page 100 of *Rebel Alliance Sourcebook, Second Edition*

<sup>26</sup>Page 112 of *Heir to the Empire Sourcebook*

<sup>27</sup>Pages 121-129 of *Imperial Sourcebook, Second Edition*

<sup>28</sup>Page 112 of *Dark Force Rising Sourcebook*

<sup>29</sup>Page 42 of *Dark Empire Sourcebook*

<sup>30</sup>Pages 239–241 *Star Wars Adventure Journal #3*

<sup>31</sup>Pages 116–118 of *Han Solo and the Corporate Sector Sourcebook*

<sup>32</sup>Page 81 of *Galaxy Guide 11: Criminal Organizations*

<sup>33</sup>Page 67 of *Galaxy Guide 10: Bounty Hunters*

<sup>34</sup>Pages 82–86 of *Galaxy Guide 10: Bounty Hunters*

<sup>35</sup>Pages 72–74 of *Cracken's Rebel Field Guide*



# SPECIAL OFFERINGS

In recognition of your status as a Galladinium Preferred Customer, the following items are being offered to you exclusively through this special datalog edition. These items will not appear in our standard merchandise datalog available to the general public.

## ■ ABYSSIN GRAFTING PATCH

While a medpatch is fine for most applications, sometimes extensive injuries can occur that require additional cellular reconstructive efforts. Here, an Abyssin grafting patch (AGP) can be a healthy application. An AGP has a number of regenerative cells derived from Abyssin biochemical extracts. When applied to the surface of a wound, the regenerative properties of these extracts immediately begin to work on surrounding skin tissues. The result is not unlike immersion in a bacta tank. Within minutes, newly formed skin cells begin to grow in and around the damaged area, eventually covering and closing the wound area completely.

While not available in standard emergency med kits, many medical facilities are beginning to use these patches.

**Model:** Kirgalis Pharmaceutical Exports Abyssin Grafting Patch

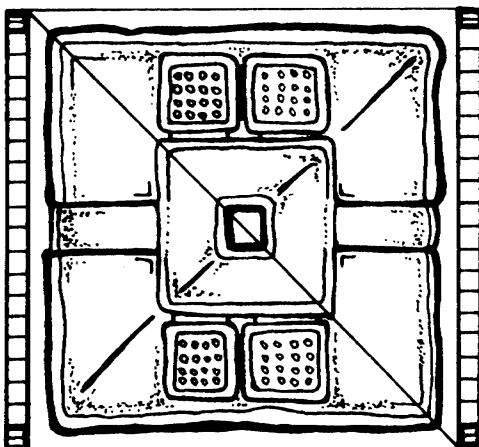
**Type:** Regenerative grafting patch

**Skill:** First aid or medicine

**Cost:** 5,000

**Availability:** 3

**Game Notes:** A Difficult *first aid* or Easy *medicine* roll is required for normal application. As with bacta tanks, the patient *will* heal if allowed to rest, but the healing time depends upon the severity of the injury:



### Character is:

Wounded

Incapacitated

Mortally wounded

### Treatment time:

2D hours

8D hours

2D days

After a patch is used once, it is all used up and new patches must be bought. Many lifeforms with natural regenerative abilities have a high resistance to the effects of this patch.

## A WORD TO THE WISE ...

At present an agreement for cellular extractions exists with only one of the Abyssin tribes; most other tribes remain actively hostile to off-worlders. Additionally, a reversal of tribal policy could result in a return to hostilities and the loss of future shipments of Abyssin extracts for the patches. Indeed, there may be a very limited supply of these units. We encourage our customers to act now while supplies last.

## ■ BARABEL MICROBE ARMOR

This piece of protective clothing looks much like a sleeveless vest with inflated pouches along its exterior. The armor vest is filled with a variety of microscopic organisms in a saline solution inside a protective, ablative shell. The microbes thrive on some forms of radiation, such as those generated by a blaster discharge. Practically speaking, these microbes lie dormant until they are given a dose of blaster energy. They then absorb the blaster energy as it is diffused by contact with the vest's outer layer, using the high energy radiation to rapidly reproduce (their short lifespan is measured in seconds, however, preventing growth from exceeding design limitations). Additional microbe generations add to the overall effectiveness of the vest itself. The wearer is thus presented with a protective garment that actually improves its effectiveness with continued exposure to energy weapon blasts.

**Product Note:** While capable of absorbing large doses of radiation, the native microbes used in this unique protection system are particularly susceptible to cold. The wearer is therefore advised not to expose the vest to temperatures below 0° Centigrade. If exposed to frigid temperatures for as little as 15 minutes, the vest is destroyed.

**Model:** Creshaldyne Industries Barabel Microbe Armor

**Type:** Biological blast vest



**Cost:** 30,000

**Availability:** 4

**Game Effect:** Vest initially gives +1D to resist damage from blaster attacks to front and back torso. With each subsequent hit by a blaster bolt, the vest goes up by one pip (+1D, +1D+1, +1D+2, +2D, etc.) up to a maximum of +3D. The vest drops by one pip for every three minutes the vest is not hit by a blast. If a blast penetrates the vest enough to allow the user to be wounded, the vest is destroyed.



■ CHESTRASHI VOID SPEAR

The void spear is a biological construct characteristic of the ruthless Chestrashi (a species with a particularly nasty love of biological warfare). Available in extremely limited quantities, the one-of-a-kind weapon is a 2-meter long metal spear with a hollow center. Upon striking the intended victim, the spear tip breaks down, releasing thousands of microbes that attack the bone and central nervous systems. The result is a rapid debilitation that far exceeds the initial damage caused by impact with the weapon itself.

**Model:** Charendohl Exports, Limited Chestrashi Void Spear

**Scale:** Character

**Skill:** Thrown weapons: spear

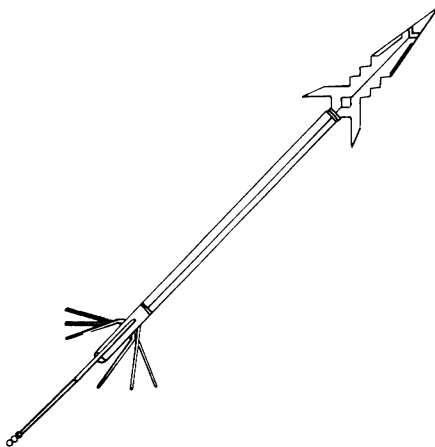
**Cost:** 5,000

**Availability:** 4, F, R or X

**Ammo:** 5 (biological injections only)

**Difficulty:** Moderate

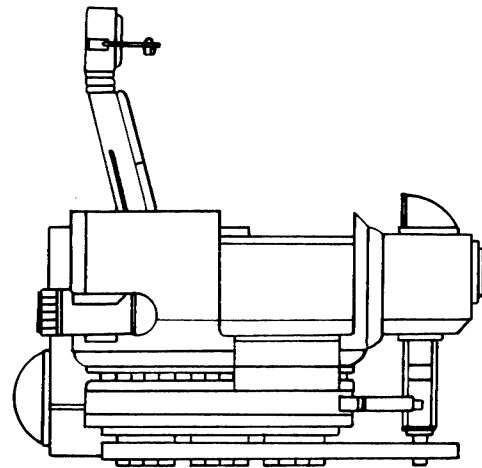
**Damage:** STR+1D plus special



**Game Notes:** Following a successful strike in which the victim is stunned or worse, the victim must make a Difficult *stamina* roll once every five minutes to resist the effect of the biological assault. If the *stamina* roll fails, the user must resist a 6D damage roll (the effect of the biological weapon). The biological weapon is counteracted by exposure to high electromagnetic fields or the injection of small amounts of radioactive trace elements into the bloodstream.

■ COLUMI MENTAL HOVERPOD

Experts at the art of developing machines that can obey mental commands, the Columi developed a mental hoverpod that can be directed by non-Columi. While cerebral incompatibilities between other species slowed the development of this technology, recent scientific breakthroughs have enabled engineers to adapt these devices to the brainwaves of Humans, Hutts, Duros, Sullustans and Bith; future developments should enable a far larger number of species to use these units.



The Columi hoverpod looks like a floating metal chair that encases the lower half of the body. Movement and vertical lift are controlled by mental commands and the unit is powered by a standard fusion power generator.

**Craft:** Columi Mental Hoverpad

**Type:** Personal conveyance

**Scale:** Character

**Length:** 3 meters

**Skill:** Hover vehicle operation

**Crew:** 1

**Cargo Capacity:** 50 kilograms

**Cover:** 1/2

**Altitude Range:** Ground level–3 meters

**Cost:** 15,000

**Availability:** 4, R

**Maneuverability:** 1D

**Move:** 30; 120 kmh

**Body Strength:** 1D

**Game Notes:** While existing stabilizing serums assist users in controlling this unit, some beings can experience bouts of nausea and other unpleasant side effects. A user must make a Difficult *stamina* check every half hour; failing the roll means the user will have to stop using the device for 1D hours.

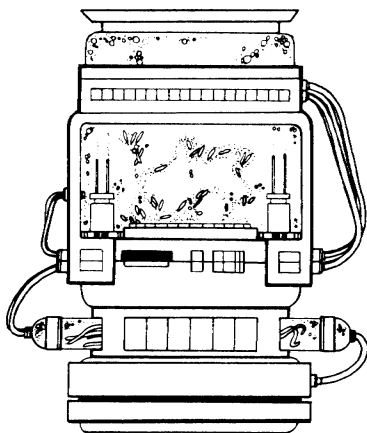


### FINANCIAL OPPORTUNITY

It should come as no surprise that the Hutts are taking a particularly keen interest in this new form of personal conveyance. Distribution franchises to Hutt worlds are available now! With minimal cost and licensing fees, a large return on your initial investment is possible. Both standard and luxury models custom-designed to meet Hutt specifications are available. Contact your local Galladinium representative today for more information on this special opportunity.

### ■ DUROS BIO-COMPUTER

The Duros bio-computer is a high-performance, personal computer that successfully integrates biological elements replicating what would otherwise be standard functions carried out by electrical components. The Duros bio-computer uses microscopic life-forms in a fluid culture mix that reacts to electrical impulses; the result is a living means of mass data storage. Power is derived from another series of biological entities that mimic photo-synthesis. Hybrid organic compounds in a liquid-display unit feed off this photosynthetic process, providing for data imaging in both two dimensional and holographic formats. Actual data processing is accomplished through composite bio-chemical fiber that can store encoded instructions by modifying specific protein combinations.



While considerably larger than the average personal computer, the Duros bio-computer offers a maintenance-free performance standard with virtual independence from any external power source.

**Model:** MerenData Duros Bio-Comp 1000

**Type:** Biological personal computer

**Skill:** Computer programming/repair

**Cost:** 35,000

**Availability:** 4

### ■ IMPLANT COMMUNICATOR

Jabot watched as his partner, Dereth, nervously eyed his opponent from beyond the ornamental guide rails that separated the spectators from the last remaining players. Resisting the urge to acknowledge his partner's presence, Jabot focused instead on the person seated across from him. Merex's open sneer conveyed his contempt for Jabot;

their rivalry had been quite "healthy" over the years.

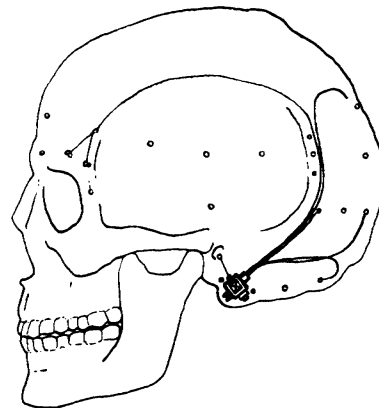
"I think you're bluffing, Jabot."

"Well, I guess you'll just have to pay to find out, Merex. Card?"

"One."

"That all?"

Jabot concentrated, "thinking" aloud in his mind. *Okay Dereth, what's he got?*



From behind the velvet ropeguards, a nondescript alien in a green jumpsuit squinted hard against the bright lights. Despite the distance, Dereth could see Merex's cards with crystal clarity. His felinoid slit pupils widened in astonishment, his thoughts echoing his amazement.

*He's got garbage, Jabot! Two low-grade power cards, a scout, one knight and a lone baron — he's got nothing!*

Jabot looked at his own hand: three trusty knights supporting a baron and baroness. He waited until Merex added the latest circular card to his hand. Soundlessly he queried his partner a second time.

*And now?*

An equally soundless reply from across the room was forthcoming. *He ditched a power card and got — zip — another power card. Still trash!*

*Thank you, Dereth. You'd best leave the area now to avoid arousing any suspicion. This will be over soon enough.*

"Well, Jabot?" Merex was getting anxious, posing as if he was going to make a big kill.

"Let's make this sporting, Merex. I wager 10,000 credits."

*Show off!* echoed in the back of his brain

*Hush, Dereth.*

"You're bluffing, Jabot. But I'll show you who's the better Helcos player. I'll match your wager and I'll triple it."

Dereth was already on his way out, but couldn't help sending one last, triumphal comment into his partner's head. *He's totally bluffing, Jabot! You've got him! We'll have enough to get our ship back!*

*We will, assuming you stop shouting long enough for me to finish him off! Okay, so you were right about the implants after all. But I still say I it gives me a splitting headache.*

*So, I'll buy you a pharmaceutical production plant with my share of the take, Jabot!*

*Fine Dereth, fine. Now off with you!*

Jabot had to admit he was going to enjoy what came next.

"I must acknowledge, Merex, you are indeed a good player. However, my Borlorian friend ..." Jabot paused, his webbed hands already extended to rake in his winnings, "...





I'm afraid this time, not good enough."

With that, Jabot laid down his cards and began scooping up his earnings. Glasses around the room shattered as the Borlorian howled his discontent to the universe at large.

Recent advances in communications technology have redefined how personal access to information may be handled in the years to come. One possible avenue of approach is the use of personal communication implants. Small transmitters (averaging approximately 10 millimeters in diameter) are implanted for sub-vocalized transmission; mastoid process receivers are used to intercept broadcasts from a matching transmitter (in Humans; of course, receivers will be placed in appropriate locations for aliens).

Once in place, a transceiver relay picks up coded frequency transmissions and converts them into electrical impulses that are perceived by the brain as "voices in one's head." Likewise, sub-vocalized sentences can be broadcast with the user merely "thinking aloud."

Transmission frequencies can include normal electromagnetic carrier waves, digital microwave transmissions and specially coded ultrawave linkages for automatic business datafeeds. Safe and dependable, the implant can remain in place for several standard years without removal for maintenance or replacement.

**Model:** Traxes BioElectronics Implant Communicator

**Type:** Implant personal communications unit

**Cost:** 12,500 (operation costs and license requirements will vary)

**Availability:** 4, F, R or X

**Game Notes:** Maximum broadcast range is 1 kilometer.

### DID YOU NOT HEAR THE ONE ABOUT...

Implant communication was originally intended for use in situations where conventional modes of communication were impractical (i.e., underground mining operations or as an emergency back-up system for ship repair personnel). While acknowledging these obvious and legitimate applications, this particular technology is ideal for use in any situation involving clandestine operations — especially espionage activities! Such silent communication (traceable only by appropriate communications monitoring gear) makes for some interesting possibilities — at least until the authorities figure out what is going on and start broadcasting heavy jamming signals on appropriate frequency bandwidths! Woe to the operative who is a victim to jamming, since she'll suffer a high-pitched, high-volume, piercing blast and no way to turn it off — a "splitting" headache indeed!

### MON CALAMARI AQUATIC COMPUTER

Unlike standard computer designs designed for dry climates, the Mon Calamari aquatic computer is specifically designed for use in a liquid environment. This self-contained unit incorporates rare mineral elements found in the Calamari seas that interact with the salinity of the water to induce electrical generation. The computer requires no external power source. Other, non-corrosive elements native to this world are used to construct all internal circuitry and exterior input systems. The display module incorpo-

rates organic microorganisms that react to electric stimulation, providing detailed, full-spectrum displays up to 200 meters deep. Calamari crystalline structures are also used as external data receptors.

Prized not only for its functionality on water worlds, the Mon Calamari aquatic computer is also viewed as a work of art in its own right. It will no doubt become a prized collectible for those who enjoy exotic technology.

**Model:** Kee-Piru Computronics ACCA-1dx000

**Type:** Aquatic environment computer

**Skill:** Computer programming/repair

**Cost:** 8,000

**Availability:** 4

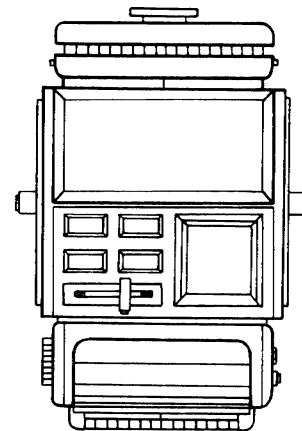


**Game Notes:** Internal battery cell allows for continued use out of water up to 10 standard hours. As an advanced portable computer with powerful artificial intelligence modules, this computer adds +1D to the user's *computer programming/repair* rolls.

### PERSONAL COMBAT THREAT ANALYZER

Imagine this situation: someone — you don't know who, you don't know where — has just taken a blaster pot-shot at you. While blasted plasticrete masonry crumbles to the ground half a meter away, you hunker down in a shallow doorway, peering into the darkness, knowing someone out there definitely doesn't like you.

Problem is, you have no idea where the attacker is located or where the next attack will come from. You hear the sounds of movement, but you can't pinpoint the source. What to do?





Pull out your personal combat threat analyzer (PCTA) and scan the area. The PCTA is a customized scanning device with a dedicated function: to identify the location of potential attackers, determine the number and types of weapons that are being used, evaluate the situation and suggest where the next attack will most likely come from. While not a substitute for a few good bodyguards, this device can give you a fighting chance.

**Model:** Golan Personal Combat Threat Analyzer

**Cost:** 4,500

**Availability:** 4

**Game Notes:** This device provides a +1D bonus to *tactics* or *search* rolls pertaining to a specific combat situation. The gamemaster can use this device to give characters hints about a given combat situation without having to divulge all the facts pertaining to the situation: the results are given as a percentage probability of a certain attack's type, origin and predicted future action.

### I KNOW THEY'RE OUT THERE SOMEWHERE ...

Some of the best examples of technology are the ones the gamemaster can get involved with! In the case of the PCTA, the gamemaster must decide if a given situation warrants all the credits the characters invested in the device in the first place. There is no way for the PCTA to be 100% accurate—there are just too many variables involved. The device is programmed to estimate the most likely avenue of attack, based on available data, and relay information about the number of opponents, types of weapons detected, relative cover on hand, and whether an attack can be made from differing height locations and so forth.

In many cases, simple readouts (like a directional indicator flashing on a simple scale map of the area) will be available to the user, and these will typically only be correct about 70-80% of the time.

While not inhibited by climate or vision constraints, be advised that the PCTA works best when the assailants are stationary. If too many people are moving around, the PCTA simply cannot process all the variables fast enough. In such cases, the gamemaster should present the characters with a very frustrating, "Working ... working ... working ..." message and nothing else!

This is a nice device that can be used to give characters a much needed edge (especially inexperienced characters!) or get them out of a tough scrape once in awhile. Should they rely on it too often, they will quickly discover there is no substitute for good intuition!

### ■ REPULSOR RODIAN THROWING-RAZOR

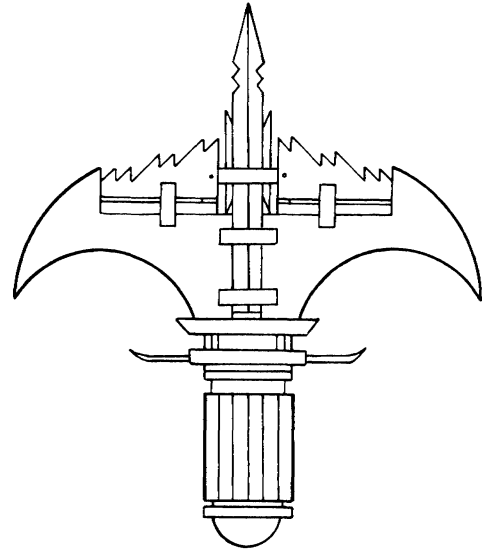
A favorite of Rodian bounty hunters, this weapon is now available to Galladinium's select clintele. Each throwing-razor has a serrated blade opposite the handle.

Each throwing-razor is balanced and has a micro-repulsorlift motor; the throwing-razor also has a small homing beacon for automatic retrieval.

The homing signal originates from a homing transpon-

der (normally worn on the user's belt or clipped to a tunic) and is coded to the owner's genetic pattern (prior to use, a genetic sample, such as a skin sample, is loaded into the homing unit). This system means the weapon can only be used by the owner.

The weapon is simply thrown by the attacker. While the repulsorlift motors enhance the range and angle of curve, the user's throw is vital for attack accuracy and range. The owner can activate an auto retrieval stud on the homing transponder, activating the throwing-razor's motors and retrieving it for the owner.



**Model:** Rhesalva Interstellar Armaments Repulsor Rodian Throwing-Razor

**Type:** Thrown weapon

**Scale:** Character

**Skill:** Thrown weapons: Rodian throwing-razor

**Cost:** 3,000 (pair)

**Availability:** 4, F, R or X

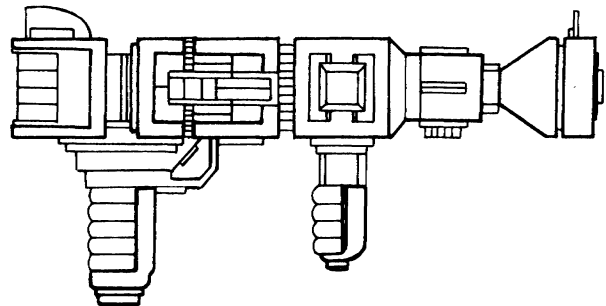
**Range:** 25-50/150/300

**Damage:** STR+1D+2

**Game Notes:** After initial attack, victim must make a Difficult *stamina* roll for three minutes to avoid 3D additional damage due to excessive blood loss.

### ■ SQUIB TENSOR RIFLE

As acknowledged masters of tractor beam technology, it is not unusual to find Squib-constructed weapons based on that technology. The Squib tensor rifle uses a rapid series of compressed tractor beam waves to strike a target with a near-continuous bombardment of tractor energy, resulting in cell disruption. The beam is invisible, but extremely loud.





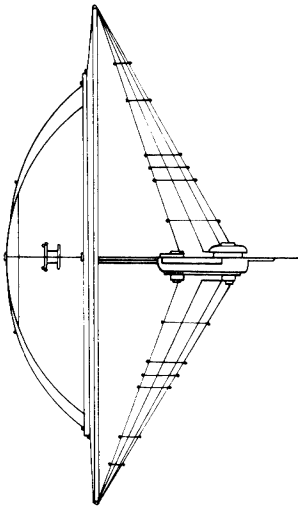
**Model:** Amberlandrax Armaments Squib Tensor Rifle  
**Scale:** Character  
**Skill:** Tensor weapons: rifle  
**Ammo:** 50 with replaceable power generator  
**Cost:** 15,000  
**Availability:** 4, F, R or X  
**Range:** 25-75/150/250  
**Damage:** 4D

**Game Notes:** The tensor rifle does 3D damage for the first hit; subsequent hits to the same target within 30 seconds cause increasing damage: 4D for the second hit, 5D for the third, etc. Due to the great difficulty of targeting and handling this rather bizarre weapon, double the normal penalty for multiple actions in a round (two actions would be a -2D penalty; three actions would be a -4D penalty, four actions would be a -6D penalty, etc.)

### ■ SUN JAMMER

Sun jammers have enjoyed a resurgence in recent years, both as racing ships and recreational vehicles. The use of these solar wind-driven craft harkens back to an earlier age of exploration. For the adventurous, a sun jammer is a great way to pit one's ingenuity against nature. For others, sun jamming is an excellent way to match one's skills against other enthusiastic competitors. Even spectators can enjoy the grand spectacle of jammers racing across system space, such as is found at the annual Chandrilan Cometary Games.

See for yourself what the flap's all about. Chances are you'll be hooked!



**Craft:** Modified Starshipwrights and Aerospace Engineers Incorporated (SAEI) Sun Skipper 2000 Sun Jammer  
**Type:** Sun jammer  
**Length:** 1,000 meters wide (solar collector dish), 450 meters long (command pylon)  
**Scale:** Starfighter  
**Skill:** Archaic starship piloting: sun jammer  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Passengers:** 1  
**Cargo Capacity:** 300 kilograms  
**Consumables:** 1 week  
**Cost:** 250,000 (new); 150,000 (used)  
**Availability:** 4  
**Maneuverability:** +1  
**Space:** 2  
**Hull:** 1D (command pylon), 0D (solar collector)  
**Sensors:**  
*Passive:* 35/0D

### RACING FOR FUN AND (ILLEGAL) PROFIT ...

Sun jammer races are becoming an increasingly popular source of entertainment, especially in the wealthier and heavily populated regions of the Empire.

While the ships are expensive, maintenance is simple, making them ideal for hobbyists or those in outlying systems where spare parts are likely to be in short supply.

This rise in popularity has paralleled the increase in betting on sun jammer competitions. This increase has not gone unnoticed by criminal elements, who have found a way to "modify" race results for their financial benefit.

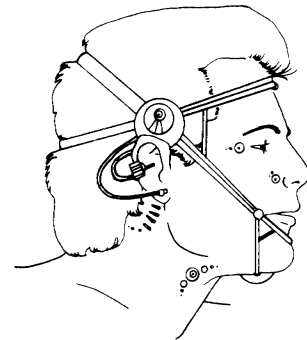
Any potential adventure surrounding corrupt officials, money-laundering activities, fixed gambling events, or similar situations can involve sun jammer racing.

Operating under the principle that the best way to hide something is out in the open, some sun jammers have begun smuggling contraband goods into heavily patrolled areas — who would suspect a sun jammer of being a smuggling vessel?

### ■ TRANTHEBAR RACING HARNESS

The air was alive! In his mind's eye, Joraaz could see the avian's telescopic view of the mountain ahead. His brain tingled with the beast's eagerness; the anticipation he felt was shared by his mount.

A shadow fell on his left wrist, signaling impending danger. Almost too late, Joraaz swerved down and to the right. Scant meters away, the massive outline of another red- and blue-feathered mount swerved left. Joraaz noted that the beast's talons had been extended. As anger rose inside him, his own mount screamed a matching cry of anger; he felt the creature projecting a desire for revenge.



*All right, Mithran, if that's the way you want to play it ...*

Joraaz projected his thoughts toward the great beast beneath him. With an anticipation that rivaled his own, the creature lunged up and after the attacker.

*Frehjak, don't try to get above him. He'll be expecting that. Stay below him. I've got an idea.*

Joraaz's tranthebar bucked the wind currents to slowly



cross the meters to the other tranthebar and her rider. With the sun behind them, Joraaz knew he might be able to approach undetected.

Any minute now, Joraaz expected to see Mithran spot him and end this grudge race once and for all. But luck, and the sun, was with Joraaz and his tranthebar mount Frehjak that morning.

Joraaz maneuvered the giant avian underneath his enemy's own mount. *One final sacrifice*, he thought to his mount. In response to his silent request, Frehjak tossed his head once. Smiling his thanks, Joraaz bent down and plucked a single fresh feather from just below the fourth harness strap.

Careful to avoid the other avian's huge talons, which could rip him apart with a single swipe, Joraaz reached up to the one vulnerable spot on his enemy's mount.

*Tickle, tickle, tickle!*

A sharp plummet narrowly saved Joraaz from the creature's reflex swipe with its claws. As he leveled out, Joraaz smiled to himself as he watched Mithran fighting to regain control, his mount in an ungainly tailspin as it clawed at itself to be rid of an unseen irritant.

*It doesn't matter if you win or lose ... better luck next time, Mithran!*

Lovers of exquisite avian tranthebar racers will be pleased to hear that now they can own a cybernetic control harness, just like those used in tranthebar races. While the sport is certainly not for everyone, you're not just anyone, are you? While you might not be ready to become a professional rider tomorrow, there's no disputing that a single tranthebar race is the thrill of a lifetime! So what are you waiting for? Experience the majesty and the blood-pounding surge of excitement!

**Disclaimer:** Before purchasing a tranthebar control net, it is advised that all potential riders receive full physical and mental examinations to insure they can withstand the stress of tranthebar flights. Mishaps occur even among experienced riders. Amateur racers are required to undertake a four week training program before certification as an amateur racer is issued. Consult the Tranthellix Commerce and Travel Bureau nearest you for more information.

**Model:** Leisure Mechanicals TRHA-300 Control Harness

**Type:** Cybernetic avian symbiotic control harness

**Skill:** Beast riding: tranthebar

**Cost:** 12,500; the tranthebar, training fees, and registration fees are separate

**Availability:** 4, F

**Game Notes:** Adds +2D to the user's *beast riding: tranthebar* skill. The TRHA control harness is a series of external cyber-attachments that links the minds of the tranthebar mountain ripper and the rider, allowing them to share emotions and exchange thoughts.

## ■ TRANTHEBAR MOUNTAIN RIPPER

**Type:** Avian predator

**DEXTERITY 3D**

**PERCEPTION 1D+2**

Search 6D, sneak 5D

**STRENGTH 2D+1**

Stamina 4D

**Special Abilities:**

*Beak:* Beak does STR+1D+2 damage

*Vision:* Rippers have exceptional vision and can spot an object as small as 10 centimeters from a distance of 200 meters (this is reflected in their *search* skill)

*Silent Movement:* Rippers glide with minimal noise, riding mountain thermal currents to their advantage.

**Speed:** Rippers can make dives at speeds approaching 200 kilometers per hour

**Talons:** Talons do STR+2D damage

**Move:** 40 (flying), 70 (diving)

**Size:** 2.2-2.8 meters tall at the shoulder, up to 5-meter wingspan

**Orneriness:** 5D



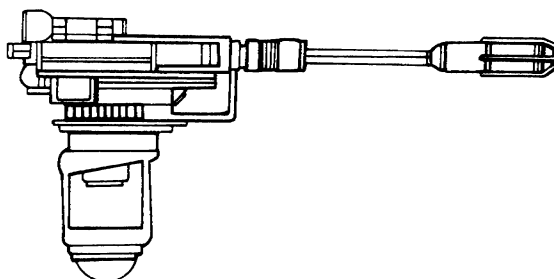
**Capsule:** Tranthebar mountain rippers are large avians; solitary predators with a taste for flesh, they are intelligent and cunning. They have never been completely domesticated, although some raised from hatchlings by humanoids have been known to submit to riders for extended periods of time. However, these creatures can never be completely trusted, and stories abound of tranthebars turning on their riders or keepers. A tranthebar invariably reverts to its wild form and even the most domesticated of beasts has to eventually be released into the wild.

Tranthebar racing is a relatively new sport which is becoming popular in certain regions of the Core (thanks to live HoloNet broadcasts). Currently, tranthebar races are restricted to the mountains of Tranthellix, the creature's homeworld. Tranthellix has strict export regulations regarding the animals and it is expected the government will never allow a sizeable number of tranthebars to be shipped off-world.

## ■ VERPINE SHATTER GUN

The Verpine shatter gun is built around a miniature and highly advanced magnetic coil. Miniature alloy projectiles are accelerated through the coils, dramatically increasing their velocity. The result is a virtually soundless weapon that produces kinetic damage far out of proportion to the size of the ammunition being used.

The drawbacks to this remarkable invention are its cost and the delicacy of the weapon's components. This specialized weapon is especially vulnerable to breakdown if not handled correctly. Still, in the right hands it is a devastatingly powerful weapon with a very long effective range.





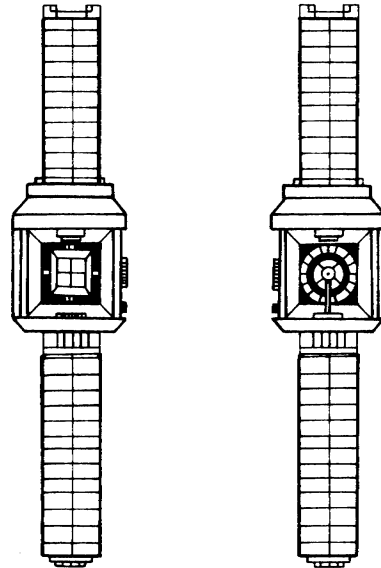
**Model:** Verpine Shatter Gun  
**Type:** Magnetic accelerator weapon  
**Scale:** Character  
**Skill:** Firearms: Verpine shatter gun  
**Ammo:** 100  
**Cost:** 30,000, 1,000 (ammo)  
**Availability:** 4, F, R or X  
**Body:** 1D  
**Range:** 50-400/900/1.5 km  
**Damage:** 6D  
**Game Notes:** If the shatter gun is jarred, dropped or otherwise banged in any significant manner, roll damage against the weapon's body.

### ■ MAGNAFORCE SECURITY SHIELD

One answer to today's crime problem is Simcronic's newest development, the MagnaForce security shield system. Sold in pairs, this wrist-worn defense system generates a localized defensive field capable of stopping low to medium power blaster bolts. Miniature defensive force field systems remain extremely expensive, but they are a suitable last-ditch defense.

**Model:** Simcronics MagnaForce Security Shield  
**Type:** Personal defensive field generator  
**Skill:** Melee parry  
**Cost:** 25,000 pair, 2,500 (custom power cells)  
**Availability:** 4, F, R or X

**Game Notes:** This unit is used much like starship shields, except that it is character scale. Initial activation requires an Easy *melee parry* roll, which generates a round shield 50 centimeters in diameter. A character may make a *melee parry* round — if the roll is higher than the firer's *blaster* roll (as per normal shield rolls), the wearer has placed the force shield in the way. If the roll is lower than the attacker's *blaster* roll, the character didn't get the shield in place in time and was hit by the blast. If the defender got the shield in place, the blaster bolt must roll against the shield's defensive field of 4D to see if it penetrates the field (use the protection rules on page 63 of *Star Wars, Second Edition*). Any further damage affects the target as indicated in the chart "Cover Modifiers." The power cell will work for two minutes before being drained.





# NON-CATALOG OFFERINGS

The following items are not part of the Galladinium catalog, but are included here because of their adventure potential. The items might be unique (and therefore extremely expensive or not available for sale) or so restricted that only the most elite military installations might have them. Characters captured by the Empire with these items in their possession could face a life sentence on Kessel.

Characters interested in acquiring the following devices would have to go through any number of adventures to have any hope of success. The gamemaster is encouraged to make the characters truly *earn* such items because of their potential to unbalance a *Star Wars* campaign ...

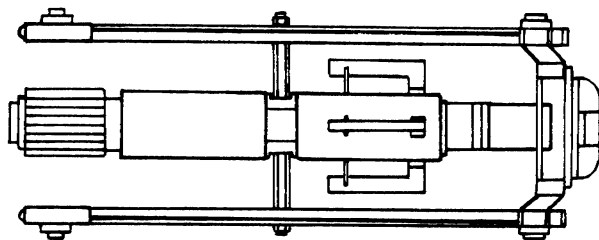
## CONVEYANCES

### ■ HYPERDRIVE BOOSTER

This is a dangerously experimental device which increases a hyperdrive's speed by forcing more energy through the engine than would normally be allowed. While *in theory* the booster helps moderate the engine's power output, in practice there is a very real chance of an overload and serious system failure.

Only one hyperdrive booster can be placed on any given hyperdrive engine and once a booster has been activated, it cannot be reconfigured for a different engine. If a pilot attempts any further hyperdrive modifications after attaching a hyperdrive booster, double all mishap modifiers (or, at the gamemaster's discretion, a truly catastrophic failure of some kind happens).

If the installation roll is successful, the ship's hyperdrive multiplier is reduced as follows:



Current Hyperdrive Multiplier	New Hyperdrive Multiplier
x10+	x4
x9-x6	x3
x5-x3	x2
x2	x1
x1	x1/2

If the installation roll is unsuccessful, roll a catastrophic mishap for the ship's hyperdrive (which happens immediately or the next time the hyperdrive is used, depending upon the result). The booster is also ruined.

The HD 5-D has limited use. In addition to the mishap rules, when activated, roll a die. If the number rolled is less than the number of times the compressor has been used, then the whole hyperdrive shuts down and has suffered a serious malfunction (Very Difficult *repair* roll to get operating again).

**Model:** HD 5-D Booster

**Type:** Hyperdrive booster

**Skill:** Space transports repair (to install)

**Cost:** 16,500+

**Availability:** 4, X

**Game Notes:** Reduces a ship's hyperdrive as noted, but risks a severe system ship failure. Roll for a hyperdrive mishap as described on pages 34-36 of *Galaxy Guide 6: Tramp Freighters, Second Edition*, with a +2 mishap modifier. Works only on freighters with a 100 metric ton cargo capacity or less.

**Design:** Dennis F. Belanger (7th place)

### ■ NAV COMPUTER BYPASS

Has this ever happened to you? You're zipping through hyperspace and everything is running smoothly. Then, that mysterious passenger that paid you 10,000 credits to bring her to Dantooine "no questions asked" says she's changed her mind and wants to go to Ord Mantell. She will pay you another 20,000 credits if she arrives by tomorrow.

You explain to her that you just can't throw the brakes on and turn around. Dropping out of hyperspace and getting a fix on the ship's current position will add hours to the trip, not to mention calculating and traversing a probably uncharted route.

"No way, sweetheart," you say with a frown. "This ship is fast and I'm the best freighter pilot you've ever seen, but you just can't change the laws of hyperspace physics."

With a cold sneer she produces a heavy blaster pistol. "That's your problem ... *sweetheart*."

To stay on the cutting edge of galactic technology (and



your business), you have to take chances. The Nav Computer Route Astrogation Bypass (or N-CRAB) is a tool that can help make those chances less risky.

Simply put, the N-CRAB duplicates the computation of your existing nav computer and configures a new route based on your original destination. When a pre-determined point in your jump is reached, the N-CRAB begins to integrate the new route over the old one in your ship's nav computer. The result is a smooth transition to a new route without the need to exit hyperspace.

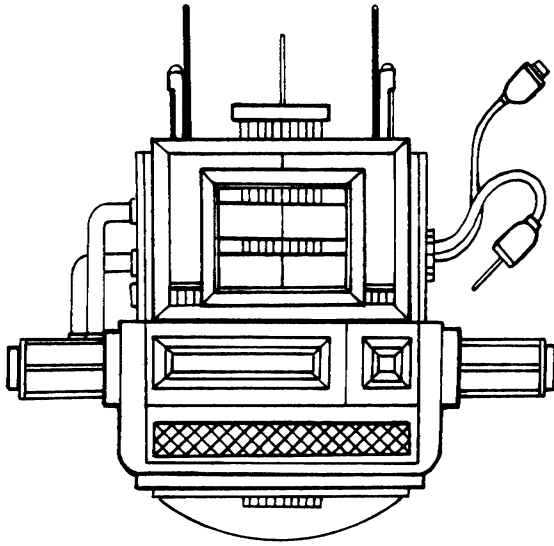
**Model:** Kuat Drive Yards Nav Computer Route Astrogation Bypass

**Type:** Prototype navigation computer bypass

**Skill:** Astrogation

**Cost:** Not available for sale

**Availability:** 4, X



**Game Notes:** Using the Nav-Computer Route Astrogation Bypass (N-CRAB) requires three *astrogation* rolls. The first is programming into the N-CRAB a duplicate of the original course (one difficulty level lower than the original course difficulty). The second roll is to chart a course from an upcoming point in the course to the new destination (the difficulty can vary dramatically, from Very Easy to Heroic). The final roll is to properly feed the course through the N-CRAB into the nav computer (this roll is one difficulty level lower than the second roll).

Missing the first or second roll simply means that the N-CRAB will not function. Failing the third roll by any amount causes a mishap as described on page 111 of *Star Wars, Second Edition*.

The whole programming procedure takes one-tenth the time of the new hyperspace travel route.

Unfortunately, the N-CRAB has a tendency to interfere with a ship's nav computer. The nav computer must be "cleaned" via programming (a Moderate *astrogation* or *computer programming/repair* roll). For a second use of the N-CRAB without cleaning *all astrogation* difficulties are one difficulty level higher. For the third use, all difficulties are two levels higher. Additional uses incur higher penalties (difficulties above Heroic are rated as Heroic+10, Heroic+20, Heroic+30 and so forth).

**Design:** Dennis F. Belanger (14th place)

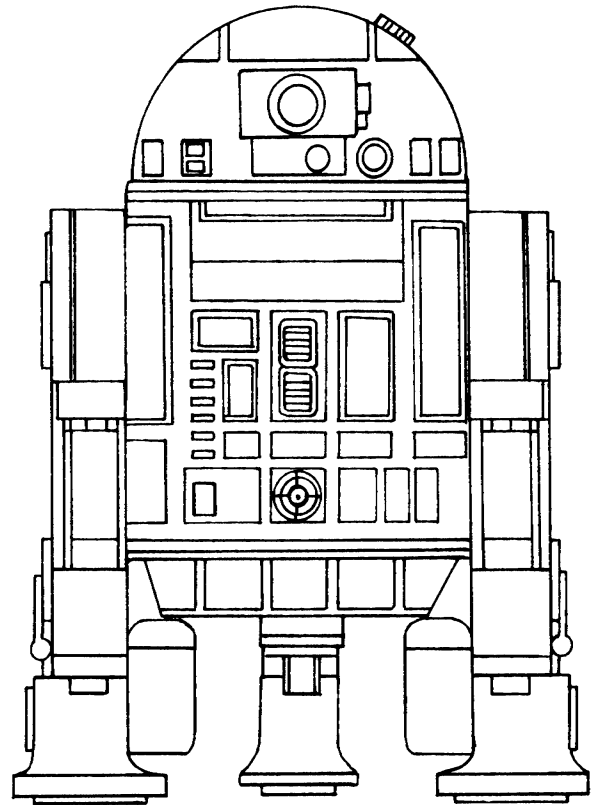
## DROIDS

### ■ SB-20 SECURITY BREACH DROID

Similar to MerenData's espionage droids, "Illicit Electronics" has modified ordinary Industrial Automaton R-series droids (particularly R1 and R2 units). They have retained the unit's original shell (so the droids appear to be ordinary units), but highly illegal espionage and encryption/decryption gear and programming has been added. As one might suspect, Illicit is an underground company and has marketed the units quietly and only to select "organizations" with similarly shadowy backgrounds.

The SB-20, due to its nondescript appearance, can generally get easy access to sensitive computers. With its computer skills, it excels at slicing through systems to retrieve the data it was sent for with very little chance of detection. After its job is completed, the droid can just roll right through security checkpoints, merrily tweeting away ...

Although illegal throughout the Empire, Imperial Intelligence has gotten its hands on a few SB-20s for its own uses. It is known that an SB-20 was vital in the retrieval of information prior to the Empire's attack on the Rebel base at Pkhantri.



**Type:** Illicit Electronics SB-20 Slicer Droid

**DEXTERITY 1D**

**KNOWLEDGE 1D**

**MECHANICAL 1D**

Communications 5D

**PERCEPTION 1D**

Forgery 4D

**STRENGTH 1D**

**TECHNICAL 1D**

Computer programming/repair 7D, security 5D



**Equipped With:**

- Three wheeled legs (one retractable)
- Retractable heavy grasper arm (*lifting* skill at 2D)
- Retractable fine work grasper arm
- Extendable 0.3-meter-long video sense (360° rotation)
- Small electric arc welder, 1D to 5D damage (as fits the situation), 0.3-meter range
- Small circular saw (4D damage, 0.3-meter range)
- Video display screen
- Holographic projector/recorder
- Fire extinguisher
- Small (20 cm by 8 cm) internal “cargo” area
- CodeRifter Encryption Equipment
- SecurityViolator security programming

**Move:** 5

**Size:** 1 meter tall

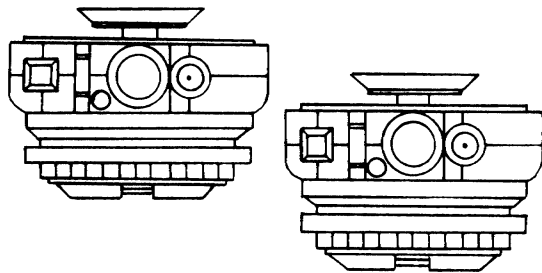
**Cost:** 12,000

**Availability:** 4, X

**Design:** Mike Kogge (16th place)

■ **RLG GUARDIAN DROID SYSTEM**

The RLG guardian droid is referred to as a system because it is actually two droids. By using two identical units, the system provides constant protection. There are many beings in the galaxy who feel that a droid is superior to a living bodyguard: the RLG was created to prove that. The RLG’s attention never falters, nor can its loyalty be swayed by bribes or even the prospect of its own destruction. The RLG is perfect for situations where a cumbersome, full-sized mechanical bodyguard is unsuitable.



To use the system, a small pouch is worn around the waist. It holds one of the droids in a recharging unit. The other droid uses its repulsorlift unit to hover around its master. Its sensor package covers the visual, infrared and ultraviolet range, with a full motion package. Its programming includes specific information to detect ambushes, hidden weapons and suspect behavior, and it can be programmed to recognize specific threats, such as certain individuals. If a threat to its master is detected, the droid sounds an alarm and, if given permission by its master, attacks with its blaster. If its master is injured, the droid moves as close as possible to the attacker and self-destructs. The droid’s power cell is good for 12 hours of continuous operation, but the droids are supposed to be exchanged every 10 hours to prevent the droid from running critically short of energy; recharging the droid takes two hours. The droid’s recharging unit must itself be recharged from a power generator at least once a week; recharging takes 12 hours. Both droids can be activated simultaneously if necessary.

For an extra 300 credits, the user can get a remote unit, allowing the user to control the droid and its sensors up to 500 meters away; the droids visual and audio sensors broadcast to the remote, allowing the user to see and hear

what the droid sees and hears. In this way, the droid can be used as a forward scout.

While the RLG was intended for legitimate purposes, it has found its way into many criminal circles. Many crimelords, knowing enough not to trust their hired hands, have begun using RLGs as a last line of personal defense.

**Type:** Arakyd RLG Guardian Droid System

**DEXTERITY** 2D

Blaster 4D

**KNOWLEDGE** 1D

Tactics 2D

**MECHANICAL** 1D

Sensors 3D

**PERCEPTION** 2D

Search 4D

**STRENGTH** 1D

**TECHNICAL** 1D

**Equipped With:**

- Internal blaster pistol (4D damage, range 0-5/15/25)
- Repulsorlift drive unit
- FullSpec sensor package (passive: 25/0D, scan: 35/1D; search: 40/1D+2; focus: 3/2D+2)
- Self-destruct mechanism (8D, 0-2; 6D, 3-4; 4D, 5-6; 2D, 7-9)

**Move:** 10

**Size:** 15 centimeters tall

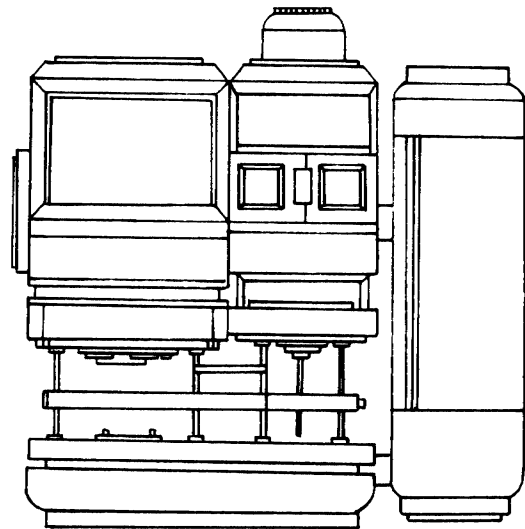
**Cost:** 3,000 (new), 1,000 (used), 300 (remote unit)

**Availability:** 3, F, R or X

**Design:** Jim Tews (honorable mention)

■ **FLESH CAMOUFLAGE**

This is an advanced disguise system. The computer for this disguise kit can only be programmed by programmers who know the parameters of the security system to be infiltrated and have a complete computerized record of the individual’s retina, fingerprint and genetic scans. With this computer information the specialized computer will produce:



**Retinal Contacts:** These will produce thin plasticized membranes which replicate the retina pattern of the target to be impersonated.

**Chemical Security Card (SecCard):** This will store 10 image sheets, which can contain pictures, text information or identification with proper code sequences. The SecCard has no electronic parts. To change to the next identification screen, one presses the “advance” button. Once an image





sheet is used the information cannot be retrieved.

*Flesh Disguise:* These are replicas of the face, hands, and feet of another person. Once fitted into place, the replications are extremely effective at a distance. The mouth of the disguise has a small electronic link to modify the pitch and tone of the voice (if the recorded voice is available).

The operator must make a *computer programming/repair* roll.

Roll	Result
Very Easy	Contacts, SecCard and flesh are all unusable
Easy	Contacts: +2 to <i>security</i> for retinal scans SecCard: +2 to <i>security</i> for card scans Flesh: +2 to <i>con.</i>
Moderate	Contacts: +1D to <i>security</i> for retinal scans SecCard: +1D to <i>security</i> for card scans Flesh: +1D to <i>con.</i>

Difficult	Contacts: +1D+2 to <i>security</i> for retinal scans SecCard: +1D+2 to <i>security</i> for card scans Flesh: +1D+2 to <i>con.</i>
Very	Contacts: +2D to <i>security</i> for retinal scans SecCards: +2D to <i>security</i> for card scans Flesh: +2D to <i>con.</i>
Difficult	Contacts: +3D to <i>security</i> for retinal scans SecCards: +3D to <i>security</i> for card scans Flesh: +3D to <i>con.</i>

**Model:** Illicit Electronics Flesh Camouflage  
**Type:** Personal disguise device  
**Skill:** Computer programming/repair  
**Cost:** 11,000 (computer), 500 (per retinal contact pair; non-reusable), 500 (per SecCard taker), 250 (per flesh concealment kit, non-reusable)  
**Availability:** 4, X  
**Design:** Mike Kogge (6th place)

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