GURPS 4th Ed.

STAR WARS

SOURCEBOOK



BY DARK LORD AZAGTHOTH

GURPS®

FOURTH EDITION

STAR WARS

ROLEPLAYING GAME

The unofficial Star Wars Sourcebook for GURPS® fourth Edition
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A completely free unofficial sourcebook for GURPS 4th Edition set in the Star Wars Galaxy

GURPS Rules by Steve Jackson • www.sjgames.com

GURPS 3rd Edition Star Wars by Francis Martel

Star Wars Wiki from Wookieepedia • starwars.wikia.com

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STAR WARS DARK LORD AZAGTHOTH

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The Way of the Jedi

There is no emotion, there is peace.
There is no ignorance, there is knowledge.
There is no passion, there is serenity.
There is no chaos, there is harmony.
There is no death, there is the Force.



The Way of the Sith

Peace is a lie, there is only passion.
Through passion, I gain strength.
Through strength, I gain power.
Through power, I gain victory.
Through victory, my chains are broken.
The Force shall free me.



The Way of the White Current

Not to conquer, not to convert
but to find the place, where one belongs.

INTRODUCTION

WHAT IS GURPS - STAR WARS

A long time ago, in a galaxy far, far away…

Welcome to the universe of Star Wars within GURPS®. First of all, we have to tell you that this rulebook might not be about the Star Wars that you know and might not be what you expect to find.

This rulebook is designed with the idea of playing the Star Wars universe in a "realistic" fashion, not in a cinematic space opera type. To that purpose, the Star Wars technologies depicted in this book have been "modified" to reflect a more real science approach: In this book, the storm trooper armor cannot be pierced by Ewok arrows. In this book, it's not possible to navigate a speeder bike going 500mph through a dense forest. In this book, people usually die when hit by a blaster shot, and in this book Storm trooper usually hit what they aim for…

"In fact, no one on Tatooine fires and destroys with this kind of efficiency. Only Imperial troops would mount an attack on a sandcrawlers with this kind of cold accuracy."

Obi-Wan Kenobi

So, you say, what will I find in this book and what period does it cover?

We have decided to concentrate our efforts on no period in specific. The Star Wars timeline spans over more than 25,000 years and we did not want to exclude any period (be it the Ancient Era, the era of the Old Republic, the Golden Age of the Sith, the Clone Wars, The Galactic Empire, or the New Republic). Most of the information contained in this book has been designed by the authors of Star Wars novels, computer games, comics, and of course… the six epic Star Wars movies.

A great deal of effort has been made to make sure that this gaming variant respects the flavor of the Star Wars genre and its spirit. We hope we have succeeded.

GURPS stands for "Generic Universal RolePlaying System," however; the guidelines in this rulebook are derived from the fourth edition and specified towards the Star Wars universe.

Disclaimer

The material contained in this book is drawn from the works of George Lucas, his collaborators and other Sci-fi authors who have helped the Star Wars phenomenon to grow since its birth in the late 70s. Most of the material referred to in this book is owned under copyright laws by George Lucas (Lucasfilm Ltd) and/ or/ either 20th Century Fox. All names, trademarks and logos used in this book are used without permission either given or implied by the copyright owners.

About GURPS

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Feedback

If you have read this book and have any comments, criticisms, ideas or you even want to report errors, such as typos and consistency errors, please contact me. You can use the following link (Contact me). Especially in the phase in which this book isn't finished yet, the feedback is most welcome.

When all goes well, a new release will be uploaded as soon as possible but at least once every month. See page 1 of this book to determine which release you've got and when a new update will be released. You can download these newer versions with the p2p program "emule" or you can download it at my website using the following link (My website). Go to the forum for discussion of the GURPS Star Wars rules.

About the Author

Dark Lord Azagthoth is the alias of Willie van den Hurk. He lives in Helmond, The Netherlands. He's also the author of Dark World Battles and the supplemental Army books.

GLOSSARY

GURPS is a roleplaying game (RPG). Like any hobby, gaming has its own unique language. To help you understand the concepts and terms used in this game (and other RPGs), we'll start with a few definitions:

RolePlaying Game (RPG):

A game in which players take on the personalities of imaginary individuals, or characters, in a fictional or historical setting, and try to act as those characters would.

Game Master (GM):

The referee, who chooses the adventure, talks to the players through it, judges the results, and gives out bonus points.

Character:

Any being – person, animal, robot, etc. – that is played by the GM or a player.

Non-Player Character (NPC):

Any character played by the GM.

Player Character (PC):

A character created and played by one of the players.

Statistics:

The numerical values that describe a character, piece of equipment, etc., taken collectively. These are often called "stats".

Party:

A group of PCs taking part in the same adventure.

Game World:

A background for play; a setting. "World" might mean "planet", but it could also refer to a region and historical period… or even an entire universe.

Adventure:

The basic "unit" of play in a roleplaying game, representing a single mission or plot. It might require several sessions of play, or just one play session.

Encounter:

One "scene" of an adventure, usually a meeting between the PCs and one or more NPCs.

Campaign:

A continuing series of adventurers. A campaign will usually have a continuing cast of PCs, and the same GM (or team GMs). It may move from one game world to another, with a logical reason.

Race:

The species to which you belong. Nonhuman characters (Twi'lek, Wookiee, or Rodian, for example) are common in Star Wars RPGs.

Notation Conventions

The following mathematical and scientific constants have been used in the design of this book:

- pc (parsec) = 3.26 light-years or 19.234 x 10^{12} miles or 30.8572 x 10^{12}km
- ly (light-year) = 5.9 x 10^{12} miles or 9.461 x 10^{12}km
- ly = 186,000 miles/s or 298,262km/s
- AU (Astronomical Unit) = distance from Coruscant to its sun or 100 million miles.
- Mach 1 = speed of sound at sea level at 20°C; 760mph or 340m/s
- 1 G = 11 y/s² (33 feet/s²) or 10.1 m/s² (G of Coruscant)
- MGLT = Modern Galactic Light Time or megalight; 1m/s or 1y/s
- MGLT (2) = 1 m/s² (2 turns/45°) or 1y/ s²
- sV (spherical volume) = 4/3piR³
- t (ton) = 1m³ or 1,000kg or 2,000lbs
- Kt (Kiloton, vessels and ships)= 1,000m³ or 1,000,000kg
- 1 mile = 1,760 yards = 5,280 feet = 63,360 inches
- 1 mile = 1,609.34 meters
- 1 yard = 91.44 centimeters or 3 feet or 36 inch
- 1 feet = 30.48 centimeters or 12 inch
- 1 inch = 2.54 centimeters
- Star density: 1:1758.9 cubic pc
- Average distance between 2 stars: ±24 pc (±86 ly)

GURPS References

The GURPS Star Wars book is not a game in itself. Ownership of the Basic Set (GURPS 4th Edition Basic Set Characters & GURPS 4th Edition Basic Set Campaigns) is required. In this book, references are made to other books. The following abbreviations are used when referring to GURPS Books:

- GURPS 4th Edition Basic Set (BS)
- GURPS 4th Edition Fantasy (FA)
- GURPS 4th Edition Magic (MA)
- GURPS 4th Edition Powers (PO)
- GURPS 4th Edition Space (SP)
- GURPS 4th Edition Bio-Tech (BT)
- GURPS 4th Edition High-Tech (HT)
- GURPS 4th Edition Ultra-Tech (UT)
- GURPS 4th Edition Vehicles (VE)
- GURPS 4th Edition Traveler Interstellar Wars (IW)
- GURPS 4th Edition Martial Arts (MA)
- GURPS 4th Edition Spaceships (SS)

1: THE STAR WARS UNIVERSE CHRONOLOGY

The Galactic Calendars

During the many millennia, people have started counting and recalculating anew over and over again. Each race, planet or society has its own calendar. Therefore; we will only use the calendars that were used by the majority of the galaxy's space traveling population.

The first notable calendar was used by the free people after the reign of the Rakata Empire. Because of the sudden disappearance of the Rakata at 500 planets at the same time, the indigenous inhabitants started all a new reckoning, without knowing of other races doing the same at the exact same time.

Because no planet has the same length of day and year, the calendars became less synchronized. With the adaptation of the Rakata hyperdrive engine, systems came relatively closer to one another, colonies were established and a standardization of time was desperately needed. Each civilization wanted their calendar and timetable to be used across the galaxy and chaos arose.

In 7,308 BBY, the Galactic Republic introduced a new Galactic Standard Calendar with the foundation of the Galactic Republic and the Jedi Protectorate as the first year. Rather than using a planet's length of a day and year, the average bio-clock or natural cycle of all known sentient beings was used. This resulted in a 24-hour day. A year consisted out of 12 cycles. A cycle had 5 weeks which in its turn had 7 days. Though the Republic's calendar was widely used, planet's which had not been contacted by alien races still used their own, somewhat primitive time notification.

Only 25,000 years later, a new calendar was being introduced… by force. This was the time of senator Palpatine who declared himself Emperor and the birth of the Galactic Empire had started. After the fall of Emperor Palpatine, this calendar was kept intact. This was mostly because Palpatine made sure that every remnant of the Old Republic was forgotten. Libraries were destroyed, databases erased, memory banks of droid were swept and Jedi Holocrons which were found were destroyed.

Date markers are as follows:

- GSC – Galactic Standard Calendar
- GIC - Galactic Imperial Calendar
- BBY – Before Battle of Yavin
- ABY – After Battle of Yavin

Date notifications are as follows: Date Marker Year/CycleWeek.Day. For example: GSC 24,102/011.1, or GIC 04/125.7. Because BBY and ABY are players aids it is noted as 23,000 BBY.

A simple way to determine the correct year in another calendar is to add 25,000 towards the canon BBY calendar to get the Galactic Republic calendar or 19 to get the Galactic Imperial Calendar (or subtract 24,981 years from the Galactic Standard Calendar).

Historical Database

This history may deviate from official and other canonical sources. It was mostly developed through our personal studies of the phenomenon and whatever sources were available to us. Gaps and uncertainties have been filled with our interpretation. This will be revised once more information is available.

Because many other sites (especially the Star Wars Wiki from Wookieepedia), dates are primarily mentioned in BBY and ABY.

The Pre-Republic Era

13.7 billion years BBY

The universe is formed through the universal event called the Big Bang. Galaxies, stellar and globular clusters form out the spatial miasma of hot gasses and cosmic rays.

10 billion years BBY

The Vordarian Beltway Galaxy, 850 trillion light years away from our Milky Way Galaxy, planetary systems near the galactic core are slowly forming. Among the first ones to evolve into full planetary star systems is the Coruscant star system.

7.5 billion years BBY

The first star in the Cularin system, named Morasil, is formed.

5 billion years BRE

Korriban and the Yavin system are formed.

3 billion years BBY

The Sharu race begins to evolve in the Rafa system.

2 billion years BBY

The Oseon system is created. A rogue star is believed to have passed too close to the system, disrupting the planet formation and creating an abnormally large asteroid belt.

80 million years BBY

Life emerges on Coruscant and on other planetary bodies across the galaxy.

10 million years BBY

Volcanic activity on Esseles begins to end.

7.5 million years BBY

First sentient species in the galaxy begin to evolve.

4 million years BBY

The Valley of the Giant Oysters on Mon Calamari begins to form.

3 million years BBY

An asteroid collides with the planet Vinsoth, killing most life on its surface. The remaining survivors evolve into the Chevin.

2,006,200 BBY

The Columi first evolve.

2,004,200 BBY

The Columi take to the trees and begin to develop for arboreal life.

2,002,200 BBY

The Columi learn to use tools.

2,002,000 BBY

The Columi, with their newly acquired skill of mining for minerals, begin building tree spanning cities.

2 million years BBY

The Columi achieve interstellar travel.
Wookiees begin to evolve on Kashyyyk.
Beggar's Canyon is formed on Tatooine.
Sullustans evolve underground on Sullust.

1 million years BBY

Feeling threatened by the Celestials, the Sharu go underground and hide their cities in order to protect themselves.
The Corellian system is presumably formed by the Architects.
The Hutts leave Varl and settle on the planet they dub Nal Hutta.
The Bith undergo a terrible war.

999,989 years BBY

By this time, most sentient species have begun keeping historical records, though they prove indecipherable to modern historians.

999,975 years BBY

Sernpidal takes Dobido as its moon.

750,000 years BBY

Goroth begins to develop intelligent life.

500,000 BBY

The Devaronians achieve space travel.
Naboo undergoes an ice age.
The Gree evolve.

499,989 BBY

By this time, most sentient species have records decipherable to modern historians.

300,000 BBY

The Gree civilization enters its golden age.

200,000 BBY

The Taungs of Coruscant attempt to conquer the 13 baeline Human nations of the Battalion of Zhell.
A volcano on Coruscant erupts decimating the Taung.
The Taung flee to the planet Roon.

199,989 BBY

The sky over Coruscant is finally free of ash.

130,000 BBY

Sith society begins (that is, the Sith species, not the Sith religion).

100,000 BBY

The planet Coruscant is now covered entirely by its principal city, later known as Galactic City.
The Sith race begins to develop their culture and civilization.
The Columi survey Coruscant and Duro, dismissing them as "primitive" disappointments.
The Kwa construct the Infinity Gate and the Star Temples on Dathomir.
Civilization on Goroth begins with an agricultural society.

95,000 BBY

The last time the lower levels of Coruscant see sunlight.

80,524 BBY

Sith magic is created on Korriban.

57,000 BBY

Utapau is colonized by humanoid species that would later evolve into the Pau'an and Utai species.

50,000 BBY

The Gree develop hypergates.

49,000 BBY

The Infinity Empire of the Rakata is established using a special form of hyperdrive.

40,000 BBY

Felucia is colonized by the Gossam
The Civilization on Garos IV is wiped out by a ground quake.

35,000 BBY

The Castle Lands of Oroboro are built by the Killiks on Alderaan.

30,000 BBY

The Infinity Empire reaches its peak and constructs the Star Forge.
The Killiks are driven from Alderaan and Alsakan.

29,000 BBY

The Kashi Mer Dynasty reaches its height.

28,000 BBY

The Rakata arrive on Korriban, but are eventually defeated by King Adas.

27,700 BBY

Reign of King Adas over the Sith ends.

27,500 BBY

The first Human colonists land on Alderaan.

27,000 BBY

Human colonists first arrive in the Tion Cluster.

26,000 BBY

The Morodins colonize Varonat.
The Library of Xer is built on Crinton's Point.
The Cult of M'dweshuu is formed on the Nikto homeworld of Kintan.
Alsakan is colonized by Humans from Coruscant in the colony ship, Kuat Explorer.

25,970 BBY

Churabba the Hutt takes over Kintan.

25,200 BBY

A major plague sweeps through the galaxy that kills only Rakata. As a result of this, twinned with subject species rebellion, the Infinity Empire collapses.
The Kitel Phar dynasty is founded on Atrisia.

25,180 BBY

The Verpine colonize the Roche asteroid filed.

25,130 BBY

The reign of Xim the Despot begins. Xim the despot rules a large portion of the galaxy. Xim is equipped with a War Droid army.

25,105 BBY

The Battle of Ko Vari and the First Battle of Vontor are fought between the Hutt Empire and the empire of Xim the Despot.

25,100 BBY

Both the Second and Third Battles of Vontor are fought between the Hutts and Xim the Despot.
According to Tionese history, Xim the Despot is killed at Vontor, but he is actually captured and later dies as a slave in the dungeons of Kossak on Evocar.
The Treaty of Vontor is signed.
The Hutts gain control of the Si'Klaata Cluster.

The Old Republic Era

25,000 BBY (GSC 0)

The Rakatan hyperdrive is adapted, manufactured, and widely distributed by the Corellians.
The Unification Wars are fought.
The Galactic Constitution is signed.
The Galactic Republic is formed.
Coruscant becomes the Republic's capital.
Merk Quanto is the first elected Supreme Chancellor.
The Jedi Order arises from the ashes of the Force Wars of Tython.
Jedi Knights establish a school on Ossus.
The Perlemian Trade Route is founded, linking Coruscant with Ossus.

24,980 BBY (GSC 20)

Rana Mas Trehalt, legendary Queen of Duro, dies.
Dasid becomes King of Duro.

24,500 BBY (GSC 500)

The first war between the Jedi begins, when some of their number are drawn to the Dark Side, forming the Legions of Lettow.

24,400 BBY (GSC 600)

The Dark Jedi lose the war.

24,000 BBY (GSC 1,000)

Hosk Station is constructed on the surface of Kalarba's largest moon.
The Tionese War is fought between the Galactic Republic and the Honorable Union of Desevro & Tion.

23,900 BBY (GSC 1,100)

The former worlds of the Union, (with the exception of Desevro), join the Galactic Republic as a member sector with Tion as the capital.

22,000 BBY (GSC 3,000)

The planet Nubia is settled.

20,100 BBY (GSC 4,900)

The Inner Rim is settled.

20,000 BBY (GSC 5,000)

The Galactic Republic's Great Manifest Period begins.
The Etti flee persecution in the Core and eventually settle on Etti IV.

19,997 BBY (GSC 5,003)

An indigenous sapient species of Neona goes extinct.

18,000 BBY (GSC 7,000)

Bureau of Ships and Services is created.

17,522 BBY (GSC 7,478)

Haruun Kal is colonized for the first time.

17,000 BBY (GSC 8,000)

The Alsakan Conflicts begin.
The Great Manifest Period ends.
The Indecta era begins.

16,950BBY (GSC 8,050)

The Arkanians settle Xexto subjects on Quermia for a genetic experiment.

15,500 BBY (GSC 9,500)

The Duinuogwuin Contention.
The first portable high-energy blade is constructed (though unstable and inefficiently guzzled power from a belt-mounted power supply).
The University of Coruscant is founded by Borz'Mat'oh and Supreme Chancellor Fillorean.

15,100 BBY (GSC 9,900)

The Anomids of Yablari develop hyperdrive.

15,000 BBY (GSC 10,000)

The Indecta era ends.
Yablari joins the Galactic Republic
Neimoidia is finally considered a separate culture from Duro.
Ando joins the Republic.
The planet Dahrtag is settled.
The Aquala and the Quara fight in a civil war.
The Hutts take over Evocar

14,975 BBY (GSC 10,025)

Necropolis is colonized.

14,000 BBY (GSC 11,000)

Vulta joins the Galactic Republic.

13,975 BBY (GSC 11,025)

The Duros discover Sneeve.

13,720 BBY (GSC 11,280)

The Herglic Trade Empire collapses.

13,000 BBY (GSC 12,000)

Lan Barell is discovered.

12,720 BBY (GSC 12,280)

The Herglic establish contact with the human colonists of the nearby Tapani Sector and join the Galactic Republic soon after.

12,500 BBY (GSC 12,500)

The slave trade becomes an everyday part of life on Ryloth.

12,000 BBY (GSC 13,000)

Ord Mantell is colonized by Corellian colonists as an advanced military outpost for the Republic.
The Pius Dea Crusades begin.
The Galactic Museum is established on Coruscant.

11,975 BBY (GSC 13,025)

Morseer is settled.

11,720 BBY (GSC 13,280)

The Twelve Kingdoms Era in the Tapani Sector begins.

11,708 BBY (GSC 13,292)

First contact between the Mrlssi and Humans occurs.

11,500 BBY (GSC 13,500)

Female Jedi Knight Halbret brings together a contingent of Jedi Knights to defeat a powerful Dark Jedi who has enslaved the Kathol species.

11,000 BBY (GSC 14,000)

End of the Pius Dea Crusades.

10,019 BBY (GSC 14,971)

The Corellians discover New Plympto.

10,000 BBY (GSC 15,000)

Gravlex Med is briefly occupied by Shusugaunt conquerors.
The Lost City of the Jedi is constructed on Yavin IV.
Abregado-rae is discovered by Galactic Republic scouts.
Kinyen recorded history begins.
The Great Library of Ropagi II is built b the Ropagu.

9,997 BBY (GSC 15,003)

Fortress Barlos is built on Pochi.

9,990 BBY (GSC 15,010)

Lightsabers are invented.
Kaja Cinis, a Civian built the fist lightsaber using a very rare Kyber crystal. Only three of these crystals exist.

9,988 BBY (GSC 15,012)

Adumar is settled.

9,000 BBY (GSC 16,000)

The Rianitus Period begins.

8,296 BBY (GSC 16,704)

Start of the Sullustan Calendar.

8,000 BBY (GSC 17,000)

The Republic establishes an outpost on the planet Malastare's eastern continent. Gran colonists arrive over the following millennia and begin to displace the native Dugs.
The Rianitus Period ends.

7,720 BBY (GSC 17,280)

The Twelve Kingdoms Era in the Tapani Sector ends.

7,700 BBY (GSC 17,300)

The war between the Meris and Teltiors on Merisee begins.

7,600 BBY (GSC 17,400)

Gorothites develop hyperdrive.

7,500 BBY (GSC 17,500)

Goroth Prime joins the Galactic Republic.

7,328 BBY (GSC 17,762)

The Tapani Sector joins the Galactic Republic.
The Mrlsst Academy is established on Mrlsst.

7,308 BBY (GSC 17,782)

The Galactic Standard Calendar is developed.

7,299 BBY (GSC 17,701)

Ishanna is colonized.

7,032 BBY (GSC 17,968)

The "Elders" engage in warfare with the Gungans, forcing the Gungans to retreat underwater.

7,003 BBY (GSC 17,997)

The Second Great Schism occurs, and the Hundred-Year Darkness begins.

7,000 BBY (GSC 18,000)

A prophecy tells of a Chosen One who will bring "balance to the Force".

According to legend, the Mandalorian Crusaders were formed on the planet Mandalore by the Taung, Mandalore the First.

6,997 BBY (GSC 18,003)

Mrlsst joins the Galactic Republic.

6,950 BBY (GSC 18,050)

Quermia is rediscovered by the Galactic Republic.

6,900 BBY (GSC 18,100)

End of the Hundred-Year Darkness.
The Dark Jedi lose the war at the Battle of Corbos, and the survivors are exiled from the Republic.
The Dark Jedi found the Sith Empire, which remains unknown to rest of the galaxy for almost two thousand years.
The Golden Age of the Sith begins
Quermia joins the Galactic Republic.

6,300 BBY (GSC 18,700)

S'krrr is discovered by the Rabaanites.

6,000 BBY (GSC 19,000)

Manderon Period reaches its height.
The Miraluka migrate to Alpheridies.
Rheshalva Interstellar Armaments is founded.

5,975 BBY (GSC 19,025)

Dorin joins the Galactic Republic

5,689 BBY (GSC 19,311)

The Sidereal Period begins.

5,500 BBY (GSC 19,500)

The first leg of the Rimma Trade Route is established by Tapani Sector merchants.

5,100 BBY (GSC 19,900)

Marka Ragnos defeats Lord Simus and is crowned Dark Lord of the Sith.
In the next three millennia to come, the following Dark Lords of the Sith were: Marka Ragnos, Ludo Kresh, Naga Sadow, Freedon Nadd and Exar Kun.
The Golden Age of the Sith ends with the death of Marka Ragnos

5,033 BBY (GSC 19,967)

A Jedi crashes on Yashuvhu and ultimately establishes a Force tradition there through his descendants.

5,032 BBY (GSC 19,968)

An interstellar race colonizes Kooriva, and becomes known as the Koorivar.
The end of the "Elder" civilization on Naboo
Future Jedi, Odan-Urr, is born on Draethos.

5,020 BBY (GSC 19,980)

Gav and Jori Daragon are born on Koros Major.

5,007 BBY (GSC 19,993)

The symbol of the Republic Navy is carved in a moon.

5,002 BBY (GSC 19,998)

Nazzri's hereditary monarchy is replaced with a theocratic oligarchy.

5,000 BBY (GSC 20,000)

The Great Hyperspace War begins when Gav and Jori Daragon accidentally lead the forces of the Sith Empire to the Republic.
Battle of Coruscant
Battle of Koros Major
Battle of Kirrek

Battle of Primus Goluud
First Battle of Korriban
Second Battle of Korriban
The Republic wins the war, but Dark Lord of the Sith Naga Sadow escapes to Yavin 4.
The planet Tatooine is discovered.

4,996 BBY (GSC 20,004)

The Great Jedi Library is established by Jedi Master Odan-Urr on Ossus.

4,995 BBY (GSC 20,005)

The Klatooinian Trade Guild is founded on Klatooine.

4,990 BBY (GSC 20,010)

The dissolution of the First Sith Empire.

4,800 BBY (GSC 20,200)

The Gank Massacres take place, resulting in the extinction of the Porporites.

4,700 BBY (GSC 20,300)

A Jedi Assembly is established.

4,519 BBY (GSC 20,481)

Uueg Tching, The fifty-fourth Emperor of Kitel Phard, states three ways on how to defeat an enemy, which ultimately becomes a famous, oft-referenced quote.

4,500 BBY (GSC 20,500)

The Quarren make war on the Mon Calamari.

4,400 BBY (GSC 20,600)

The Jedi Knight Freedon Nadd falls to the dark side, learning the secrets of the Sith from the spirit of Naga Sadow.

4,350 BBY (GSC 20,650)

The Beast Wars of Onderon begin.

4,250 BBY (GSC 20,750)

The Third Great Schism.
The Vultar Cataclysm.

4,200 BBY (GSC 20,800)

Anchorhead is founded on Tatooine.

4,156 BBY (GSC 20,844)

Taris suffers a civil war.
Non-humans are banished from the Upper City of Taris.

4,150 BBY (GSC 20,850)

Hapes is settled by raiders from Lorell.

4,070 BBY (GSC 20,930)

Amanoa is born on Onderon.

4,050 BBY (GSC 20,950)

The Lorell Raiders are defeated by the Jedi, resulting in the hatred of the Jedi within the Hapes Consortium.

4,048 BBY (GSC 20,952)

Drokko Kira is cast out of the Onderon city of Iziz.

4,024 BBY (GSC 20,976)

Nallastia is settled by colonists from the Darpa Sector.

4,019 BBY (GSC 20,981)

Four Jedi Masters (two Warrior Masters and two Sage Masters) establish the ziggurat of the Jedi Temple over the Force nexus on Coruscant.

4,018 BBY (GSC 20,982)

Ulic Qel-Droma is born on Alderaan.

4,015 BBY (GSC 20,985)

The Great Droid Revolution begins and is ended.
The Old Sith Wars begin.

4,014 BBY (GSC 20,986)

Future Mandalore, Canderous Ordo, is born on Ordo.

4,002 BBY (GSC 20,998)

Onderon joins the Galactic Republic.

4,000 BBY (GSC 21,000)

Sidrona Diath becomes Supreme Chancellor of the Galactic Republic.
The Beast Wars end, but the Great Sith War begins at the Battle of Onderon.
The Tallaani Shipyards are established on Tallaan.

3,998 BBY (GSC 21,002)

Foundation of the Krath cult.
The Freedon Nad Uprising occurs on Onderon.

3,997 BBY (GSC 21,003)

Former Jedi Exar Kun is crowned the new Dark Lord of the Sith
The Krath Holy Crusade begins with the Battle of Basilisk.
The Mandalorians, led by Mandalore the Indomitable, engage the Republic and the Basiliskans.
Jedi Knights Ulic Qel-Droma and Nomi Sunrider fight for the Republic at the First Battle of Empress Teta.
Jedi Master Arca Jeth dies at the Battle of Deneba while saving his apprentice, Ulic Qel-Droma.
After the Second Battle of Empress Teta, Ulic Qel-Droma defects to the Krath.
Ulic Qel-Droma becomes the apprentice of Exar Kun.

3,996 BBY (GSC 21,004)

At the Battle of Kuar on the Plains of Harkul, Ulic Qel-Droma defeats Mandalore the Indomitable in combat, winning his loyalty.
Mandalore the Indomitable is defeated by the Republic at the Battle of Onderon and killed by the beasts of Dxun. He is succeeded by Mandalore the Ultimate.
Sith Lord Ulic Qel-Droma turns away from the Dark Side.
Exar Kun is defeated at the Battle of Yavin IV by Ulic Qel-Droma and the Republic.
Both the Great Sith War and the Krath Holy Crusade end with the Third Battle of Empress Teta.
Mandalore the Ultimate begins secretly summoning clans from across the galaxy, building up arms and ships on Dxun, working toward the day when a new crusade can be launched.

3,995 BBY (GSC 21,005)

The Great Hunt is started by the Jedi to exterminate the terentateks.

3,994 BBY (GSC 21,006)

Ulic Qel-Droma revisits Yavin IV.

3,993 BBY (GSC 21,007)

The Great Hunt ends.

3,990 BBY (GSC 21,010)

The Sith Holocron of Adas is uncovered by Queen Amanoa of Onderon.

3,986 BBY (GSC 21,014)

Ulic Qel-Droma dies on Rhen Var.
Conclave on Exis Station.

3,976 BBY (GSC 21,024)

The Mandalorian Neo-Crusaders, led by Mandalore the Ultimate, begin to conquer worlds in the Outer Rim.
Brianna and Mical are born.
Visas Marr is born on Katarr.

3,974 BBY (GSC 21,026)

Mira is born.

3,970 BBY (GSC 21,030)

Beginning of the Kanz Disorders.

3,965 BBY (GSC 21,035)

The Mandalorian Wars begin with the First Battle of Onderon.
The Galactic Republic enters the war, but the Jedi Council forbids involvement by the Jedi until the problem has been assessed.

3,964 BBY (GSC 21,036)

Battle of Flashpoint Station.
First Battle of Suurja.
Second Battle of Suurja.
Third Battle of Suurja.
Fourth Battle of Suurja.

3,963 BBY (GSC 21,037)

The Battle of Cathar is so brutal, that it is also referred to as the Genocide of Cathar.
In response, the Jedi Revan and Malak defy the Jedi Council and lead a large faction of the Jedi, including the Jedi Exile, to war.

3,962 BBY (GSC 21,038)

Eres III is nearly destroyed by Mandalorian hands, while at the same time the Xoxin plains are intentionally set on fire and continue to burn, even twelve years later.
The Mandalorians nearly devastate planet Duro, forcing the Duros to evacuate and relocate.

3,961 BBY (GSC 21,039)

The Exchange is driven off Taris for a time, thanks to Revan's intervention.
Juhani is freed from slavery.
Revan and Malak discover Star Maps on Kashyyyk and Korriban.
Brejik takes command of the Black Vulkar gang on Taris.
Cassus Fett becomes the most wanted man in the galaxy.
Mandalore the Ultimate is killed by Revan at the Battle of Malachor V.
The Mandalorian Wars end.
The Jedi Exile, who was serving as a general, loses all connection to the Force, returns to the Jedi Council, and is exiled from the Order for her crimes.
Revan and Malak disappear into unknown space with a third of the Republic fleet.

3,959 BBY (GSC 21,041)

The Jedi Civil War begins.
Revan and Malak declare themselves Sith and invade the Republic.
Only the Battle Meditation of Bastila Shan staves off certain defeat.
Battle of Foerost.
Bombing of Telos IV.

3,958 BBY (GSC 21,042)

Griff Vao leaves Taris with Lena, abandoning his young sister, Mission.

3,957 BBY (GSC 21,043)

Revan is defeated onboard his flagship, after Malak turns against him. Bastila Shan brings Revan back to the Jedi, who use the Force to strip his memories and create a new identity for him.

3,956 BBY (GSC 21,044)

Battle of Taris.
Attack on Dantooine.
At the Battle of Rakata Prime, Revan kills Malak in a lightsaber duel, and the Republic Fleet destroys the Star Forge.
End of the Jedi Civil War.
The First Sith Civil War begins.

3,955 BBY (GSC 21,045)

Revan disappears into the Unknown Regions to destroy the ancient Sith Empire.
The First Sith Civil War ends.
First Jedi Purge begins.
Supreme Chancellor Cressa starts the Telosian Restoration Project, for which Aratech launches the G0-T0 droid series.
The Conclave on Katarr is called to discuss the future of the Jedi Order.
The Sith Lord Darth Nihilus uses his massive Force powers to feed off of the life on Katarr, destroying all life on the planet, (except for the Miraluka Visas Marr), and virtually wipes out the Jedi Order.

3,951 BBY (GSC 21,049)

The Exile is discovered aboard the Ebon Hawk, by Darth Traya.
First Battle of Dantooine.
First Battle of Onderon.
Second Battle of Onderon.
Battle of Telos IV.
The Exile reestablishes connection to the Force, and then kills Darth Traya, Darth Nihilus, and Darth Sion, who have spent the last five years assassinating Jedi.
Destruction of Malachor V.
First Jedi Purge ends.
The Second Sith Civil War begins.
End of the Old Sith Wars.
The Exile departs to the Unknown Regions to find Revan.
The Czerka Corporation, through not entirely legal means, attempts to take control over the Telosian Restoration Project.

3,946 BBY (GSC 21,054)

Sixteen worlds in the Gordian Reach ruled by G0-T0 droids secede from the Galactic Republic to form the independent territory of 400100500260026.
The Republic, under the directive of Supreme Chancellor Cressa, retakes 400100500260026.

3,900 BBY (GSC 21,100)

The planet Naboo is colonized by settlers from Grizmallt.

3,670 BBY (GSC 21,330)

End of the Kanz Disorders.

3,600 BBY (GSC 21,400)

The Jedi free the Lorrdians from Argazdan control.

3,519 BBY (GSC 21,481)

An expansion to the Jedi Temple on Coruscant is made.

3,500 BBY (GSC 21,500)

The Iktotchi race is discovered by the Republic.

3,475 BBY (GSC 21,525)

Iktotch joins the Galactic Republic.

3,100 BBY (GSC 21,900)

The Hapan Consortium seals its borders with the rest of the Galaxy.

3,032 BBY (GSC 21,968)

The War of the Gungan Tribes.
The Gungans are unified under Boss Gallo.
Boss Rogoe dies.

Building of Otoh Gunga.

3,000 BBY (GSC 22,000)

Freia Kallea charts the Hydian Way.
Socorro is colonized by Corellian colonists.
The Alsakan Conflicts end.

2,996 BBY (GSC 22,004)

Saalo Morn fails to become a Jedi Knight and crosses over to the Dark Side.

2,992 BBY (GSC 22,008)

The planet Dathomir leaves the Paecian Empire.

2,989 BBY (GSC 22,011)

The Sayings, (an Atrisian reference), is stored in the Atrisian Imperial Historical Library.

2,979 BBY (GSC 22,021)

Jabiim joins the Galactic Republic.

2,973 BBY (GSC 22,027)

The Senate Rotunda is built.

2,700 BBY (GSC 22,300)

The city of Kala'din on Ryloth collapses.

2,519 BBY (GSC 22,481)

An expansion to the Jedi Temple on Coruscant is made, including the addition of the Jedi Archives.

2,200 BBY (GSC 22,800)

The beginning of the height of Saffa painting.

2,032 BBY (GSC 22,968)

Coruscant experiences its last major ground quake.
The Koorivar are expelled from Kooriva by an indigenous species.

2,019 BBY (GSC 22,971)

Durge is born.

2,000 BBY (GSC 23,000)

Jedi Master Phanius absconds from the order with a stolen Holocron.
The departure from the Jedi Order of Phanius and his followers becomes the Fourth Great Schism.
Phanius takes the name Darth Ruin and starts a New Sith Empire.
Darth Ruin is soon betrayed and killed by his followers.
The New Sith War begins.

1,998 BBY (GSC 23,002)

Ecclessis Figg is born.

1,991 BBY (GSC 23,009)

Jomark is colonized.

1,989 BBY (GSC 23,011)

The planet of Bespin is first colonized.

1,750 BBY (GSC 23,250)

The Dark Underlord becomes Dark Lord of the Sith.

1,550 BBY (GSC 23,450)

The end of the height of Saffa painting.

1,532 BBY (GSC 23,468)

The Koorivar win back control of Kooriva.
Battle of Gap Nine.

1,500 BBY (GSC 23,500)

Jaing and Durge are used as pawns in an unnamed Outer Rim cyberneticist's plot to start a war between the Mandalorians and the Sith.

1,489 BBY (GSC23,511)

The Sayings are printed for the Atrisian nobility.

1,466 BBY (GSC 23,534)

Battle of Mizra.

1,250 BBY (GSC 23,750)

Belia Darzu becomes Dark Lady of the Sith.
The Sictis Wars begin.

1,230 BBY (GSC 23,770)

Belia Darzu dies.
The Sictis Wars end.

1,196 BBY (GSC 23,804)

The civilization on Hathrox III is destroyed in a biochemical civil war.

1,100 BBY (GSC 23,900)

Tatooine is rediscovered by the Republic.
Start of the Republic Dark Age.

1,050 BBY (GSC 23,950)

Battle on Unknown World (Young Hoth).

1,043 BBY (GSC 23,957)

Darth Bane is born on Apatros.

1,025 BBY (GSC 23,975)

Hurst, father of Darth Bane, dies on Apatros.

1,020 BBY (GSC 23,980)

The planet Melida/Daan is colonized.
Battle of Phaseera.

1,015 BBY (GSC 23,985)

Darovit is born on Somov Rit.

1,010 BBY (GSC 23,990)

A Sith Lord creates the Behemoth from the World Below on Aduba-3.
Dannik Jerriko is born on Anzat.

1,001 BBY (GSC 23,999)

Spira is colonized.

Fall of the Republic Era

1,000 BBY (GSC 24,000)

Battle of Hoth.
Battle of Drom.und Kaas
Battle of Malrev IV.
Battle of Harpori.
Battle of Balowa.
First Battle of Ruusan.
Second Battle of Ruusan.
Third Battle of Ruusan.
Fourth Battle of Ruusan.
Fifth Battle of Ruusan .
Sixth Battle of Ruusan.
Seventh Battle of Ruusan.
The Battle of Ruusan. The remaining Sith are exterminated on Ruusan, with the exception of Darth Bane, who starts a new Sith Order with only one master and one apprentice at a time (this is

known as the Rule of Two). Each subsequent Sith would bear the title Darth, with few exceptions.
The Republic Dark Age comes to an end.
The Jafan Dynasty begins on Naboo.

990 BBY (GSC 24,010)

Darth Zannah fights and kills Darovit on Ruusan.

965 BBY (GSC 24,035)

Chiss Ascendancy passes the Non-Aggression Law.

920 BBY (GSC 24,080)

Aruk the Hutt is born.

915 BBY (GSC 24,085)

Sise Fromm is born.

896 BBY (GSC 24,104)

Yoda the Whill is born on Grentarik and later begins his training with Hysalrian Jedi Master N'Kata Del Gormo on an unknown swamp planet.

850 BBY (GSC 24,150)

A box containing a 10,000 year old lightsaber is discovered on Ossus.

800 BBY (GSC 24,200)

Yoda begins to train Jedi in the ways of The Force.

796 BBY (GSC 24204)

Yoda is granted the title of Jedi Master.

700 BBY (GSC 24,300)

B'omarr Monks construct the monastery on Tatooine that will eventually become Jabba's Palace.
An Alderaan Biotics operation is established on Borleias.

620 BBY (GSC 24,380)

The Antarian Rangers are established.

610 BBY (GSC 24,390)

Dewlannamapia is born on Kashyyyk.

600 BBY (GSC 24,400)

The Jedi Knight Allya is exiled to Dathomir.

596 BBY (GSC 24,404)

First Battle of Zeltros.
Jabba the Hutt is born on Nal Hutta.

595 BBY (GSC 24,405)

Gandle Ott is colonized by Humans.

571 BBY (GSC 24,429)

The Clatear and the Nhoras begin a large-scale species-based feud.

550 BBY (GSC 24,450)

The Bandit Alkhara moves into what will eventually become Jabba's Palace. His slaughter of a tribe of Sandpeople begins the centuries-long Tusken/Human blood feud.
The 222 fishing trawler is designed and produced by Ubrikkian Transports.

532 BBY (GSC 24,468)

Many Quarren and Mon Calamari were taken as laborers to Lamaredd.

529 BBY (GSC 24,471)

The Atrisian Parliament is formed.

519 BBY (GSC 24,481)

The species later known as the Polis Massans begin to investigate the remains of the Eellayin civilization on Polis Massa.

516 BBY (GSC 24,484)

Jabba the Hutt forces the bandit Alkhara out of his palace.

509 BBY (GSC 24,491)

Yaddle is born.

500 BBY (GSC 24,500)

The Jedi training vessel Chu'unthor, is built in orbit around the planet Abhean by Republic Fleet Systems.
The Federation of the Double Worlds is founded.
Plagen is discovered.
Tyvokka is born on Kashyyyk.

495 BBY (GSC 24,505)

Ikrit is born on the Outer Rim world of Kushibah.

491 BBY (GSC 24,509)

A civilization on Jandoon disappears.

490 BBY (GSC 24,510)

The Corporate Sector Authority, a free-enterprise fiefdom of the galaxy, is founded to free the Galactic Senate and corporate moneymakers from each other.

482 BBY (GSC 24,518)

Ikrit begins training under Master Yoda.

481 BBY (GSC 24,519)

Using the Force, Ikrit saves his village from Xinkra.

475 BBY (GSC 24,525)

Corellia unsuccessfully attempts to withdraw from the Galactic Republic, going so far as to utilize the Contemplanys Hermi clause for the first time in history.
Yinchorr is first charted by the Galactic Republic.

470 BBY (GSC 24,530)

Corellia, Selonia and Drall ally in a failed attempt to takeover the Federation of the Double Worlds.

439 BBY (GSC 24,561)

Spore is created by scientists on Ithor.

400 BBY (GSC 24,600)

The elitist Nomad's Retreat in the Nomad Mountains on Corellia expands its membership to become a public resort.
Susevfi is settled by Corporate Sector expatriates.

392 BBY (GSC 24,608)

Kal'shebbol is first settled by Twi'lek refugees.

380 BBY (GSC 24,620)

Kieran Halcyon defeats the Afarathau cult.

378 BBY (GSC 24,622)

Ikrit discovers the Golden Globe within the Palace of the Woolamander on Yavin IV.

350 BBY (GSC 24,650)

The Trade Federation is founded.
The Great Cleansing occurs on Fyodos, devastating the planet.
Attichitcuk is born on Kashyyyk.

340 BBY (GSC 24,660)

The Jedi training vessel Chu'unthor crashes on the surface of Dathomir.

332 BBY (GSC 24,668)

The Sheyfs of Clan Vos begin to rule Kiffu.

322 BBY (GSC 24,678)

The Annoo-dat conquer Gelefil.

321 BBY (GSC 24,679)

Ord Cestus becomes a prison planet.

320 BBY (GSC 24,680)

Rill is born.

319 BBY (GSC 24,681)

An embezzlement scandal results in twelve Cybot Galactica executives being imprisoned on Ord Cestus.

312 BBY (GSC 24,688)

Berethon e Solo establishes a democratic constitutional monarchy on Corellia, replacing the previous absolute monarchy.

300 BBY (GSC 24,700)

The Bothan Spynet is established.
Myrkr is discovered and settled.
The Ho'Din begin to industrialize and move down from the trees.
The Nozho-Weogar War between the Bith city-states of Nozho and Weogar devastates Clak'dor VII.

297 BBY (GSC 24,703)

The Kian'thar begin developing strong ties with Black Sun.

296 BBY (GSC 24,704)

The Tofs conquer the planet Nagi.

292 BBY (GSC 24,708)

Oon Tien is colonized by the Republic.

282 BBY (GSC 24,718)

The Houks colonize Sriluur.

275 BBY (GSC 24,725)

The Janguine language goes extinct, along with its users.

250 BBY (GSC 24,750)

Human colonists from Sallichecolonize Varonat, founding the settlements of Tropis-on-Varonat and Edgefields-on-Varonat.
Gelgelar is colonized.
Adarlon is colonized by Alderaanians.

247 BBY (GSC 24,753)

Bosbit Matarcher is born.

232 BBY (GSC 24,768)

The Jedi notice that the Force has begun to "flux", and fear that the dark side is growing again.
Worxer is destroyed when its sun goes supernova.

229 BBY (GSC 24,771)

The Gardaji Rift is surveyed by the Galactic Republic.

222 BBY (GSC 24,778)

A freighter from Geonosis crashes on Tatooine, leading to the domestication of the massifs by the Sandpeople.

220 BBY (GSC 24,780)

The Academy of Carida is founded.
The mining city of Tayana on Duro reaches its height.
Drongar is discovered by Nikto scouts.

219 BBY (GSC 24,781)

Gowix Computers is founded.

212 BBY (GSC 24,788)

Starting from his homeworld of Delemede, Bosbit Matarcher unintentionally time travels 190 years into the future, due to faulty relativistic shielding on his ship.

206 BBY (GSC 24,794)

Oppo Rancisis is born on Thisspias.
Quagga is born on Kashyyyk.

200 BBY (GSC 24,800)

A Wookiee named Chewbacca is born on Kashyyyk.
The Jedi Order feels that the Dark Side of the Force is growing strong again.
The star Carosi destroys the innermost five planets in the Carosus system.
Yperio Baobab creates Bab-Prime, precursor to Bab-Neo and modern-day droidspeak.
Memory wipes become common droid maintenance following a personality virus unleashed by a member of the Baobab Merchant Fleet.

195 BBY (GSC 24,805)

Glova is colonized.

194 BBY (GSC 24,806)

Birth of the Bab-Prime language.

192 BBY (GSC 24,808)

Recycling bacteria in a manner that revolutionizes waste management develops on Coruscant.

191 BBY (GSC 24,809)

The natives of Fere are wiped out by a plague.

190 BBY (GSC 24,810)

Vima-Da-Boda is born.

189 BBY (GSC 24,811)

Vortex joins the Republic.

188 BBY (GSC 24,812)

Kibh Jeen falls to the Dark Side of the Force.
Almas Academy is founded on Almas by the Jedi.
Qornah dies on Almas.

180 BBY (GSC 24,820)

The space station Tatoo III is constructed in orbit around Tatooine.

171 BBY (GSC 24,829)

Yoda travels to Ord Cestus and saves its natives, the X'Ting, from a disaster.

161 BBY (GSC 24,839)

The Tarasin Revolt begins on Cularin.

160 BBY (GSC 24,840)

Orn Belden, future Bakuran senator, is born.

157 BBY (GSC 24,843)

Chalmun is born on Kashyyyk.

155 BBY (GSC 24,845)

Tojjevvuk is born on Kashyyyk.

154 BBY (GSC 24,846)

The Tarasin Revolt on Cularin ends with the Cularin Compact.

150 BBY (GSC 24,850)

The Jafan Dynasty on Naboo ends and an elective monarchy begins.
The Bakur Corporation under Arden colonizes Bakura.
A coalition of corporations on Corellia overthrows its ruling constitutional monarchy, installing the office of Diktat to better steward business interests in the sector.

147 BBY (GSC 24,853)

Incom and Subpro enter into a partnership.

145 BBY (GSC 24, 855)

Brath Qella is discovered by the Galactic Republic's Third General Survey.

142 BBY (GSC 24,858)

The planet of Belasco begins a war with a neighboring planet.

140 BBY (GSC 24,860)

Brath Qella enters a deep ice age.

132 BBY (GSC 24,868)

The Republic first makes contact with the Elomin.

130 BBY (GSC 24,870)

The Potentium Heresy first appears amongst younger members of the Jedi Order.

128 BBY (GSC 24,872)

Eppie Antruse is born on Bakura.

124 BBY (GSC 24,876)

The Treaty of Trammis is orchestrated by Jedi Master Omo Bouri.
The Galactic Senate declares the Outer Rim to be a free trade zone.

121 BBY (GSC 24,879)

The armed conflict between the Human settlers and the Gungan natives of Naboo comes to an end.

120 BBY (GSC 24,880)

Ugloste is born on Gentes.

119 BBY (GSC 24,881)

The Republic discovers the planet Orax.

118 BBY (GSC 24,882)

A war between Garos IV and Sundari ends with a treaty.

115 BBY (GSC 24,885)

Jira is born on Tatooine.

112 BBY (GSC 24,888)

The 3PO-series protocol droid line begins production by Cybot Galactica.

110 BBY (GSC 24,890)

Batorine joins the Galactic Republic.

105 BBY (GSC 24,895)

Durga the Hutt is born on Nal Hutta.

104 BBY (GSC 24,896)

Xizor is born on Falleen.

102 BBY (GSC 24,898)

Count Dooku is born to an aristocratic family on Serenno. He is discovered by the Jedi, and begins his training in infancy.
Lorian Nod is born.
The Aqualish colonize Andosha II and the other Andoan Free Colonies.

100 BBY (GSC 24,900)

The Dowager Queen crashes on Tatooine, which is subsequently colonized by miners and farmers.
Fort Tusken is founded on Tatooine.
The corporate wing of the Bakur Memorial Building is built on Bakura.
Eixes Valorum is Supreme Chancellor.
Dreadnaught-class heavy cruisers vessels are first deployed.
The Prophets of the Dark Side colonize Kalakar Six from Dromund Kaas.
Eeth Koth is born on Nar Shaddaa.
Jaster Mereel is born on Concord Dawn.
Jocasta Nu is born.
An'ya Kuro is born.
An unnamed Mandalore is assassinated by the bounty hunter Durge and a group of rogue Jedi Knights.

99 BBY (GSC 24,901)

Survivors of the crash of the Dowager Queen found Bestine Settlement.

98 BBY (GSC 24,902)

The first attacks by Tatooine's Sandpeople occur at Fort Tusken, lasting three years.

97 BBY (GSC 24,903)

Droid Uprising occurs on Bakura.
Droid Uprising occurs on Tatooine.
Orn Belden and Eppie Antruse are married.

96 BBY (GSC 24,904)

Danoor is colonized by scientists studying in the Kathol Rift.

95 BBY (GSC 24,905)

Entechment is proposed with the election of a new Shreeftut on Lwhekk.
Fort Tusken on Tatooine is abandoned after three years of Sandpeople attacks.
Viszla is born.

94 BBY (GSC 24,906)

Famine on Telos.
The 21st Battle of Zehava on Melida/Daan.

93 BBY (GSC 24,907)

A second group of colonists found Motesta and re-establish Anchorhead on Tatooine.

92 BBY (GSC 24,908)

Qui-Gon Jinn is born on an unknown planet. He is discovered by the Jedi, and begins his training in infancy.
Ki-Adi Mundi is born.
Montross is born.
Tahl is born.
Plo Koon is born.

91 BBY (GSC 24,909)

Finis Valorum is born on Coruscant.

90 BBY (GSC 24,910)

Coveway is colonized.
The future Dark Jedi Maw is born.

89 BBY (GSC 24,911)

Dooku is apprenticed to Jedi Master Thame Cerulian.
The Potentium heretics are expelled from the Jedi Order, and colonize Zonama Sekot.
Lorian Nod is expelled from the Jedi Order.
Eol Sha is settled by the Republic.

88 BBY (GSC 24,912)

The Dark Woman takes Ki-Adi Mundi to Coruscant for Jedi training.
Plett builds Plett's Well on Belsavis.
Sio Bibble is born on Naboo.

87 BBY (GSC 24,913)

Civil war breaks out between Garos IV and Sundari over the destruction of a Garosian grain-processing factory.
Tem Chesko is born.

86 BBY (GSC 24,914)

Locus Geen, future General in the Army of the Republic, is born.

85 BBY (GSC 24,915)

Mos Eisley is founded around the wreck of the Dowager Queen.

83 BBY (GSC 24,917)

Mos Espa is founded on Tatooine.
The Galactic Games are instituted.

82 BBY (GSC 24,918)

Dantius Palpatine is born on Naboo.
Dooku passes the trials and is made a Jedi Knight.
Yoda takes Ki-Adi Mundi as his Padawan learner.
Doman Beruss is born on Illodia.
Cliegg Lars is born on Tatooine.

81 BBY (GSC 24,919)

Nejaa Halcyon is born on Corellia.

80 BBY (GSC 24,920)

Rune Haako is born on Neimoidia.
Iaco Stark is born.
Etahn A'baht is born.
Panaka is born.
Orn Free Taa is born.

79 BBY (GSC 24,921)

Anoon Bondara is born on Ryloth.

78 BBY (GSC 24,922)

Rostek Horn is born on Corellia.
Scerra is born on Corellia.
Ronhar Kim is born.

77 BBY (GSC 24,923)

The Second Galactic Games are held.
Dooku, along with his apprentice Qui-Gon Jinn, is reunited with Lorian Nod, who is now the leader of a band of space pirates.
Ruwee Naberrie is born on Naboo.
Senator Blix Annon dies of a heart attack.

75 BBY (GSC 24,925)

Longwind is colonized by criminals released from Republic prisons.
Drewwa, the third moon of Almania, is colonized.

74 BBY (GSC 24,926)

Bail Antilles is born on Alderaan.

73 BBY (GSC 24,927)

The planet of Kegan begins a period of isolation.

72 BBY (GSC 24,928)

Mace Windu is born on Haruun Kal.
Shmi Skywalker is born on Cardonas.
Ebenn Q3 Baobab is born on Manda.

71 BBY (GSC 24,929)

Xanatos is born on Telos at about this time.
Ric Olié is born on Naboo.

70 BBY (GSC 24,930)

The Kira Run is founded, connecting the Lazerian system to the Ropagi system.
The space station Tatoo III is destroyed over Tatooine.
Seti Ashgad is born.
Jorus C'baoth is born on Bortras.

69 BBY (GSC 24,931)

Bail Organa of Alderaan is born.
The ruins of Wiyentaah are discovered on Polis Massa.
The Third Galactic Games are held.
Clat'Ha is born.
Cin Drallig is born.

68 BBY (GSC 24,932)

Nejaa Halcyon is taken as a Padawan learner.

67 BBY (GSC 24,933)

Ki-Adi Mundi completes his Jedi training.
Essara Till is born.
Nym is born on Lok.

66 BBY (GSC 24,934)

Jango Fett is born on Concord Dawn.
Radiant VII is built and launched over Corellia.
Dooku and Qui-Gon Jinn embark on their last mission as Master and Padawan.
Shmi Skywalker is sold into slavery.
Jan Dodonna is born on Commenor.
Dorja is born on Coruscant.
Vanden Willard is born on Alderaan.

65 BBY (GSC 24,935)

Nute Gunray is born on Neimoidia.
The Hutts take control of Tatooine.
Gragra is born on Tatooine.

64 BBY (GSC 24,936)

Qui-Gon Jinn passes the Trials and becomes a Jedi Knight.
Tahl passes the Trials and becomes a Jedi Knight.
The H'kig arrive on Rishi.
Wilhuff Tarkin is born on Eriadu.

63 BBY (GSC 24,937)

Otto, future Imperial General, is born on Coruscant.

62 BBY (GSC 24,938)

The Flash speeder is developed on Naboo.
The Fourth Galactic Games are held.
The R3 series astromech droid is developed around this time.
Jocasta Nu joins the Jedi Council.
Vana Sage is born on Alderaan.
Coleman Trebor is born on Sembla.
Nee Alavar is born on Lorrd.
Obi-Wan Kenobi is born on the yellow rocky world of Pilegias.

61 BBY (GSC 24,939)

Followers of the H'kig religion, fleeing from persecution on their homeworld, settle the planet Rishi.

60 BBY (GSC 24,940)

The Millennium Falcon is constructed over Corellia.

The Corellian Security Force, or CorSec, is formed on Corellia.
Nejaa Halcyon becomes a Jedi Knight.
The Mandalorian Civil War begins.
Jaster Mereel becomes Mandalore.
Saun Dann is born.
Raith Sienar is born.
Bib Fortuna is born.

59 BBY (GSC 24,941)

Nejaa Halcyon and Scerra have a secret wedding on Corellia.
Qui-Gon Jinn's first apprentice passes the Trials and becomes a Jedi Knight. Qui-Gon becomes a Jedi Master and takes Xanatos as his second Padawan learner.
Shaak Ti is born on Shili.
Quinlan Vos is born on Kiffu.

58 BBY (GSC 24,942)

Jango Fett is orphaned when his family of simple farmers is murdered by the Mandalorian Death Watch. He is picked up by former Journeyman Protector Jaster Mereel.
Jabba the Hutt is sent to Tatooine to represent the Desilijic Clan.
Mace Windu is sent to Hurikane to negotiate with the insectoid-rock humanoids. He makes peace with them and receives purple Hurrikaine Crystals that he uses to build his lightsaber.
Darsha Assant is born on Alderaan.
The Yinchorri gain representation in the Galactic Senate.

57 BBY (GSC 24,943)

The Yinchorri join the Galactic Republic.
Bruck Chun is born on Telos IV.
Gilad Pellaeon is born on Corellia.
Nield is born on Melida/Daan.
Cerasi is born on Melida/Daan.

56 BBY (GSC 24,944)

Obi-Wan Kenobi begins training in the Jedi Temple under Master Yoda.
Nerra Ziveri turns control of the Jedi Academy on Cularin to Lanius Qel-Bertuk and disappears.

55 BBY (GSC 24,945)

The Fifth Galactic Games are held.
The Neimoidians become the leaders of the Trade Federation.

54 BBY (GSC 24,946)

Khameir Sarin (later known as Darth Maul) is born on Iridonia.
Bant Eerin is born on Mon Calamari.
Joclad Danva is born.

53 BBY (GSC 24,947)

Xanatos leaves the Jedi Order after Qui-Gon Jinn is forced to kill the boy's father, Crion, on Telos.
The opera, The Brief Reign of Future Wraiths, leaves Coruscant to tour the Galaxy.
Padawan Jorus C'baoth attends Mirnic University.
Bossk is born on Trandosha.
Aurra Sing is born on Nar Shaddaa.

52 BBY (GSC 24,948)

Palpatine's predecessor, Vidar Kim, is assassinated on Coruscant.
Palpatine is elected to the Galactic Senate as Senator of Naboo and the Chommell Sector.
Oppo Rancisis begins teaching at the Jedi Temple on Coruscant.
The Galactic Correctional Authority is formed, and establishes prisons on several worlds including Oovo IV.
Jaster Mereelis killed at the Battle of Korda 6.
Jango Fett becomes leader of the Mandalorians.
Jedi Master Dooku mediates an end to the Sevarcos Dispute.
Jocasta Nu steps down from the Jedi Council.
Jar Jar Binks is born on Naboo.
Garm Bel Iblis is born on Corellia.
Bolabo Hujaan is born on Sullust.
Gaen Drommel is born on Oplovis.
V-Davi is born on Kegan.
The Twi'lek twins Tann Gella and Ann Gella are born on Ryloth.
Zam Wessel is born on Zolan.

51 BBY (GSC 24,949)

Jorus C'baoth begins his service as the personal advisor to Senator Palpatine of Naboo.
The Dark Woman brings Aurra Sing to Coruscant for Jedi training.
Silya Shessaun is born on Thesme.

50 BBY (GSC 24,950)

Galladinium founds Galladinium's Galactic Imports on Lenthalis.
The Moddell sector joins the Galactic Republic.
Salt is introduced to the Arcona.
Annaj joins the Galactic Republic and becomes the Moddell Sector capital.
Young Anomids develop a nonconformist subculture.
Galactic Republic scouts discover Bosph and the Bosph species.
The Republic makes first contact with the Eloms.
Quarg and his pirates are exiled from the Korteen Belt to Drexel II.
The Arkanian Revolution is fought over the re-engineering of the Yaka.
Jorj Car'das is born on Corellia.
Charal is born on Dathomir.
Airen Cracken is born on Contruum.
Roblio Darté is born.
Gorm the Dissolver is born.
Valin Halcyon/Hal Horn is born on Corellia.
Owen Lars is born on Ator.
Schennt is born on Corulag.
Sola Naberrie is born on Naboo.
Sayer Mon Neela is born.

49 BBY (GSC 24,951)

Lorana Jinzler is born on Coruscant.
Breha Organa is born on Alderaan.
Rorworr is born on Kashyyyk.
Deel Surool is born on Ryloth.
Sylvn is born on Cerea.
Pter Thanas is born.

48 BBY (GSC 24,952)

Arani Korden is born on Naboo.
Beru Whitesun is born on Tatooine.
Mon Mothma is born on Chandrila.
Aayla Secura is born on Ryloth.
Toba is born on Naboo.
Maximilian Veers is born on an Unknown Planet.

47 BBY (GSC 24,953)

Sharad Hett leaves the Jedi Temple.
A'Sharad Hett is born on Tatooine.
Sia-Lan Wezz is born.

46 BBY (GSC 24,954)

Padmé Amidala (Padmé Naberrie) is born to Ruwee and Jobal Naberrie on Naboo.
The Marzoon Confederacy joins the Republic.
Garven Dreis is born on Virujansi.

45 BBY (GSC 24,955)

The Katana fleet is lost.
Qui-Gon Jinn chooses a young Obi-Wan Kenobi as his Padawan.
Byss is first charted by the Galactic Republic.
Veruna becomes King of Naboo.
Raymus Antilles is born on Alderaan.
Brandei is born on Mantooine.
Dormé is born on Naboo.

44 BBY (GSC 24,956)

Xanatos commits suicide on Telos by jumping into a pool of acid, rather than be captured by his former master, Qui-Gon Jinn.
The Stark Hyperspace War.

Tyvokka is killed by Trade Federation droids.
Plo Koon joins the Jedi Council.
Kol Huro Unrest.
Ackbar is born on Mon Calamari.
Tap-Nar-Pal is born on Cerea.

43 BBY (GSC 24,957)

The planet of Kegan ends its thirty year isolation.
Durnar is born.
Dean Jinzler is born on Coruscant.
Ferus Olin is born.
Xeltek is born.

42 BBY (GSC 24,958)

Anakin Skywalker, the Chosen One who will bring balance to the Force, is born to a slave named Shmi Skywalker on Thessius, a watery island world. She carries him and gives birth to him, but he has no father.
T'Bolton is born on Lorrd.
Omo Bouri dies.

41 BBY (GSC 24,959)

Jedi Master Tahl dies on New Apsolon.
Kit Fisto takes on Tahl's apprentice, Bant Eerin, as his own apprentice.
Shea Sadashassa is born on Herdessa.
Darra Thel-Tanis is born.
Kitster Banai is born on Tatooine.

40 BBY (GSC 24,960)

Finis Valorum is elected Supreme Chancellor of the Republic.
Barriss Offee is born on Mirial.
Fenn Shysa is born on Mandalore.
Sien Sovv is born on Sullust.
Catarine Towani is born.
Jeremitt Towani is born.
Future Jedi master Adaz Storey is born.

39 BBY (GSC 24,961)

Shmi and Anakin Skywalker come to live on Tatooine when they are purchased by Gardulla the Hutt. However, the Hutt ultimately loses her prize to a junk dealer named Watto.
The Republic makes its first known survey of the swamp world, Dagobah.
Firmus Piett is born on Axxila.

38 BBY (GSC 24,962)

A Republic survey team crashlands on Dagobah and begins a one-way battle to survive.
Professor Murk Lundi takes a sabbatical to scour Kodai for a lost Sith Holocron.
Wald is born on Tatooine.
Diric Wessiri is born.
Narro Sienar dies when his starship is destroyed near Dantooine.

37 BBY (GSC 24,963)

The Yam'rii are enslaved.
Liberal revolution on Pergitor
Tour Aryon is born on Treylon II.
Bene is born.
Dama Montalvo is born on Alderaan.
Naat Reath is born.
Orman Tagge is born on Tepasi.

36 BBY (GSC 24,934)

Finis Valorum is re-elected Supreme Chancellor.
The Yam'rii uprising.
Nenevanth Tion is born on Lianna.
Horton Salm is born.
Cassio Tagge is born on Tepasi.

35 BBY (GSC 24,935)

The Great Resynchronization occurs, in an attempt to harmonize different Galactic calendars.
Padmé Naberrie is made an Apprentice Legislator.
Jedgar is born.

34 BBY (GSC 24,936)

The Mandalorians are destroyed by a Jedi task force led by Count Dooku in the Battle of Galidraan. Jango Fett is the only survivor.
Mandalorian Myles dies on Galidraan.
Anakin Skywalker begins to build C-3PO out of the pieces of several broken protocol droids.

33 BBY (GSC 24,967)

The Yinchorri Uprising begins.
Ki-Adi Mundi joins the Jedi Council.
In response to a wave of Nebula Front attacks, the Senate grants the Trade Federation the right to arm its ships, in return for trade route taxation.
Eriadu Trade Summit.
Padmé Amidala becomes Princess of Theed.
Republic exploration ship Pathfinder III rediscovers Yashuvhu.

Rise of the Empire Era

32 BBY (GSC 24,968)

Padmé Amidala, former Princess of Theed, is elected Queen of Naboo.
The Trade Federation, under the influence of Darth Sidious, blockades, and eventually invades, Naboo at the behest of the Dark Lord of the Sith.
Obi-Wan Kenobi and Qui-Gon Jinn free Queen Amidala along with her political entourage and personal security force.
R2-D2 an astromech droid aboard the Queen's Yacht repairs the shield generator in the midst of danger while the ship attempts to escape the blockade. After the ship eludes the Trade Federation and lands on the remote world Tatooine, R2-D2 begins a longstanding relationship with the protocol droid C-3PO build by Anakin Skywalker.
Anakin Skywalker is discovered by Qui-Gon Jinn on the planet Tatooine. Qui-Gon wins Anakin's freedom by betting against Anakin's owner Watto in a podrace Anakin himself participates in.
Queen Amidala returns to Naboo and ends a period of disdain between the two predominant species on the planet: Humans and Gungans. The Gungans engage the droid army while the Queen and her security force capture the leaders of the Trade Federation. In the battle, Qui-Gon Jinn is killed by Darth Maul, who, in turn, is killed by Obi-Wan Kenobi. Daultay Dofine is killed when the Droid Control Ship is destroyed.
Following the Battle of Naboo, Senator Palpatine is elected Supreme Chancellor of the Republic, replacing Finis Valorum.
Count Dooku leaves the Jedi Order and disappears, secretly joining Darth Sidious.
The creation of a secret clone army begins on Kamino, under the order placed by Jedi Master Sifo-Dyas. Jango Fett a bounty hunter whose DNA is the specimen for replication, requests an unaltered clone be made for him; he names him Boba Fett.
Count Dooku murders Sifo-Dyas and becomes Darth Tyrannus, the Sith apprentice of Darth Sidious.
Kendal Ozzel is born on Carida.
The Yuuzhan Vong reach the Galaxy.

31 BBY (GSC 24,969)

Lando Calrissian is born.
The Nightsisters succeed in capturing a Star Temple and slaughter many Kwi.

30 BBY (GSC 24,970)

Adi Gallia, Ki-Adi Mundi and A'Sharad Hett begin the hunt for Aurra Sing.
Vergere is dispatched to investigate Zonama Sekot; she offers to go with the Yuuzhan Vong.
Kh'aris Fenn attempts a coup on the Twi'lek Clan Council.

Professor Rynalla attempts to excavate the Bracers of Najus on Leritor.
Anzati released from stasis by Aayla Secura overrun Kiffex.

29 BBY (GSC 24,971)

Raith Sienar presents the original concept for the Death Star to Wilhuff Tarkin.
Han Solo is born on Corellia.
Thracia Cho-Leem leaves the Jedi Order.
Preparations begin for the Outbound Flight Project.
Jedi master Ki-Adi Mundi chooses Adaz Storey to be his Padawan.
The Jamaane Coup occurs.

28 BBY (GSC 24,972)

The Vagaari are defeated by the Chiss Ascendancy.
Chancery election; Palpatine is re-elected Supreme Chancellor.
Radnor is struck by a bioplague; the nearby Avoni attempt to conquer it.
The Colicoids take over spice processing on Nar Shaddaa.
Aayla Secura is knighted on Coruscant.
Quinlan Vos is promoted to Jedi Master on Coruscant.

27 BBY (GSC 24,973)

Mon Mothma is elected Senator of Chandrila.
The Outbound Flight Project departs from Yaga Minor.
The Sepan Civil War begins.
Reija Momen becomes administrator of the Intergalactic Communications Center.
Master Yarael Poof is slain by Ashaar Khorda while protecting Coruscant from the Infant of Shaa.

26 BBY (GSC 24,974)

Yeorg Captison is elected to the Bakuran Senate.
Maxo Vista wins the Galactic Games.

25 BBY (GSC 24,975)

The Yuuzhan Vong establish an advance base on the planet Bimmiel.
The Jedi begin a campaign against the Pirates of Iridium.
Alderaanian scouts find the planet Isis, but keep it a secret.
Shaak Ti joins the Jedi Council, replacing Yaddle.

24 BBY (GSC 24,976)

Count Dooku reappears on Raxus Prime and alleges that the Republic has become too corrupt and pushes for citizens to break from the Republic and form a new government of their own.
Granta Omega plots two assassination attempts on Palpatine and though they are averted by the Jedi, 21 Senators are killed.
Ferus Olin resigns from the Jedi Order. He eventually ends up living on the world of Bellassa where he starts a good friendship with Roan Lands.
Palpatine reaches the end of his second term as Supreme Chancellor; the passage of the Emergency Powers Act allows him to stay in office until the crisis is dealt with.
Amidala, after serving two terms as Queen, is appointed by her successor Jamillia to be Naboo's Senator.
Start of the Virgilian Civil War.
The Commerce Guild takes control of Korriban.
Ister Paddie assumes Lanus Wrede's former seat in the Galactic Senate.

23 BBY (GSC 24,977)

Ludi Billane is born on Ord Thoden.
Judder Page is born on Corulag.
Battle of Antar 4.

22 BBY (GSC 24,978)

The Military Creation Act and the Battle of Geonosis.
Anakin Skywalker returns to his homeworld of Tatooine and meets his step brother Owen Lars and his girlfriend Beru. Shmi Skywalker is captured by the Tusken Raiders. Anakin Skywalker finds her; unfortunately it is too late and his mother dies in his arms. Driven by anger and rage, Anakin massacres the entire village of Tuskens while the force ghost of Qui-Gon Jinn tries to stop him.
Obi-Wan Kenobi discovers that Nute Gunray has been attempting to have Padmé Amidala assassinated as revenge for the Battle of Naboo. He also discovers that the Separatists under the leadership of Count Dooku are forming the Confederacy of Independent Systems.
Palpatine is given emergency powers by the Senate and authorized the creation of the Grand Army of the Republic to "counter the increasing threats of the separatists."
The Clone War begins with the Battle of Geonosis. Mace Windu kills Jango Fett in the fighting and many Jedi are killed attempting to rescue Obi-Wan Kenobi, his apprentice and Padmé Amidala.
Anakin Skywalker and Padmé Amidala marry in secret on Naboo.

22 – 19 BBY (GSC 24,978 – 24,981)

The Clone Wars begin.
Aayla Secura and Ylenic It'kla track down a Techno Union scientist on Corellia.
Padawan Adaz Storey reaches the rank of Jedi Knight, however he goes into hiding on the planet Tatooine due to his vision of the future.
A Dark Jedi named Asajj Ventress meets Count Dooku and proclaims herself as a Sith. However after fighting with Count Dooku she understands that her power is inferior to theirs and wishes to join the Sith, so Darth Sidious and Count Dooku use her for their dark plan against Anakin Skywalker.

20 BBY (GSC 24,980)

Two warships battle above the planet Honoghr. A Lucrehulk-class Core Ship, crashes into the planet, triggering massive earthquakes and releasing toxic chemicals, trihexalophine 1138, into the air. When the disaster is over, all of the surviving Noghri clans put aside their differences and migrate to the habitable truce ground in search of a way to live on the dying world.

19 BBY (GSC 24,981 or GIC 0)

Birth of the Galactic Empire
The Clone Wars end, Count Dooku is killed by Anakin Skywalker during the Second Battle of Coruscant and General Grievous is destroyed on Utapau. Chancellor Palpatine, revealed to be the Sith Master Darth Sidious and with Anakin's help kills masters Windu, Kit Fisto, Saesee Tiin and Agen Kolar.
Darth Sidious reorganizes the Galactic Republic into the Galactic Empire with himself as Emperor and Anakin Skywalker turns to the Dark Side and becomes Darth Vader, Palpatine's ruthless second-in-command and apprentice.
The Great Jedi Purge is orchestrated by Sidious and Vader and almost all Jedi are hunted down and killed.
Darth Vader kills all the Separatist leaders on Mustafar.
Luke Skywalker and Leia Organa are born to Padmé Amidala on Polis Massa. Padmé Amidala dies in childbirth. Obi-Wan Kenobi, who survives the Purge, leaves Luke with Anakin's step brother Owen Lars and Leia with Bail Organa, in order to protect them from the Emperor and their father.
Mon Mothma and Bail Organa along with other senators loyal to the Republic, discuss in secret plans for a Rebellion. This eventually leads to the Galactic Civil War.

18 BBY (GSC 24,982 or GIC 1)

The Ghorman Massacre occurs.
Jedi Master Plett turns his fortress in Plawal on Belsavis into a sanctuary for fugitives from the Emperor's purges.
Emperor Palpatine constructs the Eye of Palpatine.
Callista transfers her spirit to the Eye of Palpatine's computer system.
Han Solo meets his cousin Thrackan Sal-Solo, who sells him back to Garris Shrike.
Obi-Wan Kenobi finds Ferus Olin, (a former Jedi apprentice of Siri Tachi), on Bellassa and foils an Imperial plot to mass murder the residents of Bellassa's capital city, Ussa.
Ferus Olin finds Jedi Master Garen Muln in the Crystal Caves of Ilum.
Obi-Wan Kenobi stops Inquisitor Sancor from finding information about Padmé Amidala's death on the asteroid Polis Massa.

Ferus Olin and Trever Flume find Jedi Master Fy-Tor-Ana, now going by the name of Solace, in the underlevels of Coruscant, with the help of Dexter Jettster.
Ferus Olin is captured by Imperial stormtroopers in the Jedi Temple, and then interrogated by Inquisitor Malorum.
Ferus Olin, with the help of Queen Apailana and Boss Nass, defeats Malorum and temporarily rids Naboo of its Imperial presence.
R4-G9 meets R-3PO.
Kylantha succeeds the late Apailana as Queen of Naboo.

17 BBY (GSC 24,983 or GIC 2)

Darth Vader defeats all of the Sa Cuis clones and defeats the rebellious Dark Jedi Sheyvan in a lightsaber duel.

16 BBY (GSC 24,984 or GIC 3)

Skee and his family flee to an unknown jungle planet during the Rodian Clan Wars.

15 BBY (GSC 24,985 or GIC 4)

The Rego Mineral Company contacts Altor 14.
The Fromm Tower Droid is created.

14 BBY (GSC 24,986 or GIC 5)

Syal Antilles runs away from home and changes her name to Wynssa Starflare.

13 BBY (GSC 24,987 or GIC 6)

The Renatasia system is re-discovered.

12 BBY (GSC 24,988 or GIC 7)

The Kamino Uprising.

11 BBY (GSC 24,989 or GIC 8)

Maridun is discovered by the Galactic Empire; slaving and mining operations are quickly established.
Soontir Fel is blackmailed from Corellia and enlists in the Imperial Academy of Carida.
The Confederate Remnant dissolves during the Battle of Mustafar.

10 BBY (GSC 24,990 or GIC 9)

Han Solo escapes from Trader's Luck and begins life on his own, apart from Garris Shrike's band of space gypsies.

9 BBY (GSC 24,991 or GIC 10)

Dash Rendar enters the Imperial Academy.
An groundquake crumbles Chadra-Fan civilization, converting those that survived into spacefaring nomads.
The HWK-290 light freighter that would become Moldy Crow is manufactured.
Sienar Fleet Systems purchases the patents and production rights to the Eta-2 Actis interceptor and Alpha-3 Nimbus V-wing from Kuat Systems Engineering.
Luke Skywalker contracts a case of Tatooine dust fever.
An entire village of settlers on Coveway is killed by the new Imperial garrison's commander.

8 BBY (GSC 24,992 or GIC 11)

On Falleen, two hundred thousand Falleen perish in a controlled Imperial bombardment of a city ruled by Xizor's father to quarantine the spread of a biological weapon.
Han Solo earns the nickname "Slick" from Lieutenant Badure when he safely lands a malfunctioning U-33 orbital loadlifter.
Emperor Palpatine discovers a method of transferring his consciousness into a new body in a Holocron retrieved from Jedi Master Ashka Boda.
The Mount Tantiss storehouse on Wayland completes construction. Its architects, V'Droz brothers are killed to keep it a secret.
Venthan Chass's Selonian nudes are displayed in the Coronet City Museum of Fine Art on Corellia.
Eib sells Gryseium Incorporated to Rigis Corazon.
The Mecetti government nationalizes its key industries.
Ken is delivered to the Lost City of the Jedi.

7 BBY (GSC 24,993 or GIC 12)

Soontir Fel is assigned the 6th Squadron of the 37th Imperial Fighter Wing.
Flirry Vorru is sent to Kessel after being framed by Prince Xizor.

6 BBY (GSC 24,994 or GIC 13)

Pooja Naberrie becomes Senator of Naboo at age 20.
Loka Hask is expelled from the Imperial Academy. Han Solo graduates from the same institution.
Xizor seizes control of Black Sun.
Lando Calrissian visits Trammis III.
Captain Hoffner and Talon Karrde discover the Katana Fleet.

5 BBY (GSC 24,995 or GIC 14)

Han Solo, now in a military academy, saves Chewbacca, now a slave, and is subsequently drummed out of the Imperial Navy. Chewbacca pledges a life-debt to Han Solo and remains his partner for the next three decades.
Lando Calrissian buys the Millennium Falcon.
Kyle Katarn enters the Imperial Academy of Carida.

4 BBY (GSC 24,996 or GIC 15)

Lando Calrissian discovers the Mindharp; its accidental activation causes massive changes in the Rafa system.
Jorj Car'das' starship is commandeered by a Bpfasshi Dark Jedi. The vessel crashes on Dagobah, where Yoda kills the Dark Jedi and heals Car'das.
The Service Special blaster pistol is developed.
Slyder moves onboard the Star of Empire.
Navik the Red attempts to slaughter Greedo's family, forcing them to flee to Nar Shaddaa.

3 BBY (GSC 24,997 or GIC 16)

Gallofree Yards goes bankrupt
Canna Omonda becomes senator of Chandrila, replacing Mon Mothma.
Lando Calrissian saves the Oswaft people.
Tavell Geen becomes Scrivinir of the Centrality.
The Rebel spy post, Ghost Base, is discovered and captured by Imperials.
The first recorded encounter with a Yarkora.
Narg is taken over by the Empire.
Han Solo wins the Millennium Falcon from Lando Calrissian during a sabacc tournament on Cloud City.
Tsoss Beacon constructed.

2 BBY (GSC 24,998 or GIC 17)

The Corellian Treaty is signed.
Emperor Palpatine creates the position of Grand Admiral.
Large phrikite deposits are located on Gromas 16.
The Cult of Varn is developed on Kamar.
Hart-and-Parn Gorra-Fiolla, Han Solo, Chewbacca and Odumin disrupted the Bonadan slave trade.
Greedo the Younger befriends Anky Fremp on Nar Shaddaa.
Demetrius Zaarin becomes Grand Admiral at New Year Fete Week.
Corellian Diktat Dupas Thomree dies.
Han Solo and Chewbacca attempt a clotheslegging scheme in the Cron Drift.

1 BBY (GSC 24,999 or GIC 18)

The Rebel Alliance takes shape.
Rebel spies steal the plans for the Empire's new Death Star battle station.
Dark Forces (Project "Dark Trooper," under the direction of Imperial Admiral Mohc, is foiled by Rebel agents).

The Rebellion Era

0 BBY (GSC 25,000 or GIC 19)

The Destruction of Alderaan and the Battle of Yavin.
The Imperial Senate is disbanded, giving Palpatine absolute power.
A squad of stormtroopers kills Owen and Beru Lars, Luke Skywalker's Uncle and Aunt, leaving him without any family that he knows of.
The Death Star destroys Alderaan and Obi-Wan Kenobi is killed by Darth Vader, but his spirit lives on.
The Battle of Yavin. Luke Skywalker, with the assistance of Obi-Wan Kenobi's spirit and Han Solo, destroys the Death Star before it can destroy the Rebel base on Yavin 4. Luke Skywalker and Han Solo join the Rebel Alliance. Grand Moff Tarkin dies in the destruction of the Death Star.
The Emperor decrees from his throne on Coruscant that another Death Star should be built.

0 ABY (GSC 25,000 or GIC 19)

The Super Star Destroyer Executor is launched under the command of Captain Kendal Ozzel. It is dispatched to destroy the Rebel base on Yavin. However, a miscalculation from Admiral Griff allows the Rebels to escape (after the Rebels are forced from Yavin IV, they briefly relocate to Thila before establishing Echo Base on Hoth).

1 ABY (GSC 25,001 or GIC 20)

Imperial forces seize Bakura.

2 ABY (GSC 25,002 or GIC 21)

An Imperial force led by Darth Vader catches up to some of the Rebels on Ord Mantell. It is here that Darth Vader learns the name of the Rebel who destroyed the Death Star, Luke Skywalker. While on Ord Mantell, Skorr, a bounty hunter working for Jabba the Hutt, nearly captures Han Solo.
Luke and Leia discover the Kaiburr crystal on Mimban.

3 ABY (GSC 25,003 or GIC 22)

The Battle of Hoth and the Subjugation of Bespin.
The Battle of Hoth. The Empire discovers the Alliance's secret base on Hoth and launches a successful attack on the Rebel base, with many Rebel casualties.
Admiral Ozzel is killed by Darth Vader for incompetence and Captain Piett assumes command of Vader's fleet.
Luke Skywalker discovers Yoda on Dagobah, and trains under him. When he receives disturbing visions of the future he halts his training but promises to return.
Boba Fett captures Han Solo to take him to Jabba the Hutt after Solo is frozen in carbonite on Cloud City. Lando Calrissian joins the Alliance.
Galactic criminal leader Prince Xizor plots the assassination of Luke Skywalker.
Luke Skywalker is seduced by the Dark Side of the Force.
Leia Organa, Luke Skywalker, and Lando Calrissian track Boba Fett to the Imperial enclave moon of Gall in the hopes of saving Han Solo. Boba Fett delivers Han Solo to Jabba the Hutt.
Bothan spies capture the plans to the Second Death Star.
Darth Vader reveals to Luke Skywalker that he is his father, but Luke is uncertain whether it is true or not.
Prince Xizor is killed by Darth Vader and Black Sun collapses.

4 ABY (GSC 25,004or GIC 23)

The Battle of Endor.
Han Solo is rescued from Jabba the Hutt and Jabba is killed by Leia Organa. Boba Fett is imprisoned in the sarlacc, but survives.
Yoda dies and Luke Skywalker discovers that he is truly the son of Darth Vader and that Leia Organa is his sister. He passes this information on to her.
The Battle of Endor begins, Luke Skywalker surrenders to Darth Vader and the Rebel Alliance successfully destroys the shield generator with the help of the Ewoks and Luke duels with Vader. Darth Vader/Anakin Skywalker is redeemed to the light side of the Force by the efforts of Luke Skywalker. Anakin Skywalker destroys Palpatine, saving his son's life, and dies on the light side of the Force. The prophecies of both the Chosen One and the Sith'ari are fulfilled.
The Battle of Endor. Lando Calrissian, Wedge Antilles and Nien Nunb destroy the second Death Star, virtually ending the Galactic Civil War. The Empire as the galaxy knows it is brought to an end and begins to tear itself apart through warlordism. Now-Admiral Piett dies when the Executor crashes into the Death Star.

4 ABY (GSC 25,004 or GIC 23)

A small Rebel task force responds to a distress call at Bakura. Converting into the Alliance of Free Planets, the Imperial and Alliance forces sign the Truce at Bakura, a ceasefire to work together to repel the invading Ssi-Ruuk.

The New Republic Era

5 ABY (GSC 25,005 or GIC 24)

The New Republic is established and Mon Mothma is Chief of State.
Luke Skywalker attains the rank of General. Six months later, after Imperial forces under the command of Lord Shadowspawn fought to the last man against his army, he retires from the military.
Ysanne Isard engages in a series of political maneuvers to damage the New Republic and seize control of the Empire.

6 ABY (GSC 25,006 or GIC 25)

Rogue Squadron reforms under Wedge Antilles.
New Republic forces switch from the guerilla tactics of the Alliance to a campaign of claiming important Core worlds as the Empire's grip crumbles.

7 ABY (GSC 25,007 or GIC 26)

The New Republic captures Coruscant from what remains of the Empire.
Ysanne Isard leaves an artificial virus called the Krytos Virus that infects all non-humanoids, behind on Coruscant to drain the New Republic's already strained resources and create an enmity between humans and non-humans. Together these are designed to tear the New Republic apart.
The New Republic secures the needed bacta from Thyferra in the Bacta War to eliminate the plague. Isard fakes her death and disappears.

8 ABY (GSC 25,008 or GIC 27)

Leia Organa marries Han Solo.
Prince Isolder allies the Hapes Consortium with the New Republic.
Imperial warlord Zsinj dies.

9 ABY (GSC 25,009 or GIC 28)

Jacen and Jaina Solo are born to Leia Organa and Han Solo.
Grand Admiral Thrawn's attempt to destroy the New Republic and restore dignity to the Galactic Empire fails.
Obi-Wan Kenobi's spirit moves.
The Noghri defect to the New Republic when they discover that the Empire has been manipulating them and polluting their world.
Ysanne Isard returns, and helps Rogue Squadron defeat her clone, who is using a warlord to do her dirty work. Isard is killed by Iella Wessiri on the Lusankya, while Wedge Antilles kills the clone and warlord.

10 ABY (GSC 25,010 or GIC 29)

The Imperial Remnant temporarily recaptures Coruscant, but splinters into two factions, and fights with each other. The New Republic is forced to hide at Pinnacle Base.
Emperor Palpatine is reborn in a clone body and makes Luke Skywalker his second in command, but Luke turns against him and kills Palpatine with Leia and destroys his flagship Eclipse.
The New Republic wins The Battle of Mon Calamari.

The Emperor returns again, but Empatajayos Brand destroys his life-force. Brand dies and Palpatine is ultimately dead. R2-D2 destroys Eclipse II and the Galaxy Gun, causing the destruction of the Imperial Fleet of Palpatine, and the planet Byss, where cloning machines of Palpatine are located.
Anakin Solo is born to Leia Organa and Han Solo.

11 ABY (GSC 25,011 or GIC 30)

Luke Skywalker establishes a Jedi academy on Yavin IV. Leia becomes the Chief of State of the New Republic.
Kyp Durron, under the influence of Exar Kun, uses the Sun Crusher to destroy Carida.
Corran Horn trains at the Jedi Academy on Yavin IV. He rescues his wife from Leonia Tavira, and destroys the Invids from the inside-out.
Exar Kun's spirit is destroyed.

12 ABY (GSC 25,012 or GIC 31)

The Darksaber is constructed.

13 ABY (GSC 25,013 or GIC 32)

Adumar joins the New Republic as a planetary government.

14 ABY (GSC 25,014 or GIC 33)

Lord Hethrir captures Han and Leia's children, but is defeated.
Rise and fall of the Disciples of Ragnos.

15 ABY (GSC 25,015 or GIC 34)

Tahiri Veila is orphaned.
Luke Skywalker confronts Brakiss for his Dark Side leanings. Brakiss flees Yavin 4.
Ailyn Vel concludes that her father, Boba Fett, is dead.
Sliven is injured badly during a battle between his tribe of Tusken Raiders and a group of smugglers.

16 ABY (GSC 25,016 or GIC 35)

The Black Fleet Crisis.
Under command of the Machiavellian Viceroy Nil Spaar the Yevethan forces conquer the Koornacht Cluster.
Luke meets the Fallanassi while in search for his mother.
Yevethan forces are defeated at the Battle of N'Zoth.

17 ABY (GSC 25,017 or GIC 36)

The Almanian Uprising.

18 ABY (GSC 25,018 or GIC 37)

The Corellian Insurrection.

19 ABY (GSC 25,019 or GIC 38)

The New Republic and the last fragment of the Empire sign a peace treaty ending all legalized conflict between the Empire and the New Republic.

20 ABY (GSC 25,020 or GIC 39)

Luke Skywalker marries Mara Jade.

21 ABY (GSC 25,021 or GIC 40)

GemDiver Station completes construction.

22 ABY (GSC 25,022 or GIC 41)

Jacen and Jaina Solo join the Luke Skywalker's Jedi Praxeum on Yavin IV.
Their younger brother Anakin Solo joins the Junior Jedi Class of the Academy months later and befriends a young Human girl named Tahiri Veila. The two young trainees have several adventures including discovering the Golden Globe and the ancient Jedi Master Ikrit, accompanying their Melodie friend Lyric to her homeworld of Yavin 8 to undergo an important ceremony, visits to Dagobah to discover Anakin's future and the discovery of Kenobi's lightsaber and an ancient Jedi Holocron at Bast Castle on Vjun. Anakin later returns to Coruscant where he attended school, developed his piloting skills, and studied under the careful tutelage of C-3PO.
Luke and Mara Jade Skywalker travel to the Unknown Regions where they join a Chiss/Empire of the Hand mission to locate the remains of the ill-fated Old Republic/Jedi expedition Outbound Flight. They discover it in an inaccessible region known as the Redoubt and also learn that the survivors of the Outbound Flight have founded a colony within the wreckage. This combined team also defeats a Vagaari attack.

23 ABY (GSC 25,023 or GIC 42)

Jacen and Jaina Solo fight against the Second Imperium which attempts to disrupt the peace between the New Republic and Imperial Remnant, as it has become known, and restart the Galactic Civil War.
Following the defeat of the Shadow Academy, the Academy is rebuilt. Anakin Solo also came to aid in the reconstruction efforts.
Leia resigns her post as Chief of State and the Bothan Borsk Fey'lya replaces her.

24 ABY (GSC 25,024 or GIC 43)

The Diversity Alliance, an extremist anti-human organization, is defeated by the Solo twins and their Jedi companions.
An attempt by Czethros to return Black Sun to its former glory is thwarted by the Solo twins and their Jedi companions.
Mon Mothma dies.

The New Jedi Order Era

25 ABY (GSC 25,025 or GIC 44)

The Yuuzhan Vong War begins.
The Yuuzhan Vong invade the galaxy
Chewbacca dies at Sernpidal.
The New Republic Historical Council sets the year of the Battle of Yavin to the year zero, adopting the current date system.

26 ABY (GIC 45)

Ben Skywalker is born to Luke Skywalker and Mara Jade.
Destruction of Kalarba, its moon Indoboc, and Hosk Station.
The Jedi Order is driven off Yavin 4 by the Yuuzhan Vong.
Sriluur is overrun by the Yuuzhan Vong.

27 ABY (GIC 46)

The Yuuzhan Vong conquer Coruscant.
Anakin Solo dies.
Chief of State Borsk Fey'lya is killed.
Cal Omas is elected Chief of State.
Tenel Ka Chume Ta'Djo becomes Queen Mother of the Hapes Consortium.
The Bothans declare a state of ar'kai for the first time in millennia.
First YVH 1 droid, YVH 1-1A, is released.

28 ABY (GIC 47)

The YVH-M droids are created by Lando Calrissian.
The New Republic is reorganized into the Galactic Alliance.
Nas Choka is escalated to Warmaster.
Ssi-Ruuk foiled attempt of a second invasion of Bakura.

29 ABY (GIC 48)

Radical, and still partially obscure, changes occur in the Chiss Expansionary Defense Force and Chiss society in general.

30 ABY (GIC 49)

Admiral Ackbar dies.
Coruscant is liberated from the Yuuzhan Vong.
Zonama Sekot forges a peace accord between the Galactic Alliance and the Yuuzhan Vong. The war ends after five years of fighting.

35 – 36 ABY (GIC 54 – 55)

The Dark Nest crisis.

35 ABY (GIC 54)

Efforts to rebuild galactic civilization after the Yuuzhan Vong war continue, with many war-torn worlds still under reconstruction.
The Jedi, struggling to come to terms with a new role in the galaxy and a new philosophy on the Force are called upon to act as police and diplomats by the Galactic Alliance, despite the wishes of Luke Skywalker.
Luke Skywalker sees an image of his mother for the first time through R2-D2.
A mysterious alien race called the Killiks with a leader very strong in the Force, who are ancient enemies of the Chiss return, with some of the younger members of the Jedi interfering, and becoming part of their alien "Hive", physically and mentally joined to each other.
Voren Na'al publishes the New Essential Chronology.

36 ABY (GIC 55)

The Swarm War occurs.
Luke Skywalker witnesses a hologram, kept by R2-D2, of his father leading the slaughter at the Jedi Temple, as well as another one in which Anakin was Force-choking his mother.
The Conclave on Ossus convenes.
Allana is born to Jacen Solo and Tenel Ka.

The Legacy Era

40 ABY (GIC 59)

Second Corellian Insurrection.
Jacen Solo and Ben Skywalker return from a dangerous covert mission on Adumar.
The Galactic Alliance, in an attempt to silence malcontent among its members, begins a deterrent campaign against Corellia, leaving the galaxy on the edge of a full-scale war.
Tensions begin to grow between members of the Skywalker-Solo clan.
Lumiya makes her first appearance in the galaxy in 20 years.
Jacen Solo becomes a Sith.
The first Civil War since the Galactic Civil War breaks out between the Galactic Alliance and the Corellian system and its allies.

104 ABY (GIC 123)

R2-D2 narrates his stories to a Shaman for the Journal of the Whills.

116 ABY (GIC 135)

Cade Skywalker is born.

127 – 130 ABY (GIC 146 – 149)

The Sith-Imperial War.

130 ABY (GIC 149)

Around that time, the Galactic Alliance, Jedi Order and Yuuzhan Vong initiate a successful terraforming of the war devastated planet Ossus. As a result, Yuuzhan Vong terraforming technology is implemented on a hundred other planets. The New Sith Order sabotages it.
The resurgent Galactic Empire (formerly the Imperial Remnant) starts a secession movement against the Alliance.
The Empire declares war on the Alliance at the Treaty of Anaxes.
The Sith form an alliance with the Galactic Empire through the Director of Imperial Intelligence Nyna Calixte.
After three years of fighting, the Alliance is defeated at Coruscant and its remaining territories are absorbed by the Empire which becomes the new galactic government. The Jedi Order is nearly destroyed during a massacre at Ossus, with Kol Skywalker as one of the causalities.
The Sith-Imperial War ends.
The New Sith Order turns against Emperor Roan Fel and his Imperial Knights.

137 ABY (GIC 156)

Cade Skywalker, descendant of Luke Skywalker, is trained as a Jedi but self-exiled of the Order to become a bounty hunter. He begins to rediscover his destiny as a Jedi Knight and as a member of the Skywalker family, and rises to fight the new Sith. He embarks in a series of adventures in his starship Mynock.

The saga continues…

Era Summary

The Pre-Republic era:	13.7 billion years – 25,000 BBY
The Old Republic era:	25,000 – 1,000 BBY
	GSC 0 – 24,000
Fall of the Republic era:	1,000 – 32 BBY
	GSC 24,000 – 24,968
Rise of the Empire era:	32 – 0 BBY
	GSC 24,968 – 25,000
Rebellion era:	0 – 5 ABY
	GSC 25,000 – 25,005
	GIC 19 - 24
The New Republic era:	5 – 25 ABY
	GSC 25,005– 25,025
	GIC 24 - 44
The New Jedi Order era:	25 – 40 ABY
	GSC 25, 025 – 25, 040
	GIC 44 – 59
The Legacy era:	40 ABY
	GSC 25,040
	GIC 59

Official Movie Database

32 BBY (GSC 24,968)

Star Wars Episode I: The Phantom Menace

22 BBY (GSC 24,978)

Star Wars Episode II: Attack of the Clones

22 – 19 BBY (GSC 24,978 – 24,981)

Star Wars Clone Wars

19 BBY (GSC 24,981 or GIC 0)

Star Wars Episode III: Revenge of the Sith

19 - 0 BBY (GSC 24,981 – 25,000 or GIC 0 - 19)

Star Wars Live Action TV Series

15 BBY (GSC 24,985 or GIC 4)

Star Wars: Droids

1.5 BBY (GSC 24,998/06 or GIC 17/06)

Star Wars: Ewoks

1 BBY (GSC 24,999 or GIC 18)

The All New Ewoks

0 BBY (GSC 25,000 or GIC 19)

Star Wars Episode IV: A New Hope

0 ABY (GSC 25,000 or GIC 19)

The Star Wars Holiday Special

3 ABY (GSC 25,003 or GIC 22)

Star Wars Episode V: The Empire Strikes Back
Caravan of Courage: An Ewok Adventure

4 ABY (GSC 25,004or GIC 23)

Ewoks: The Battle for Endor
Star Wars Episode VI: Return of the Jedi

AFFILIATIONS

Governments

Rakata Infinity Empire

(49,000 – 25,200 BBY)

The Infinite Empire was the first known government in the galaxy founded by the Rakata, a scientifically advanced species that used their knowledge to conquer and enslave other species throughout the known Galaxy. The empire expanded over a period of twenty thousand years and at its height, it consisted of 500 subject worlds with a population of ten billion Rakata and one trillion slaves. It produced technological innovations such as terraforming machinery, semi-sentient star maps and computers, and the transmogrifying Star Forge (built in 30,000 BBY). Among its many crimes were those of aggressive war, slavery on a massive scale, and the casual obliteration of member worlds such as Tatooine. The Infinite Empire collapsed due to a civil war and a virulent plague that affected only the Rakata in 25,200 BBY.

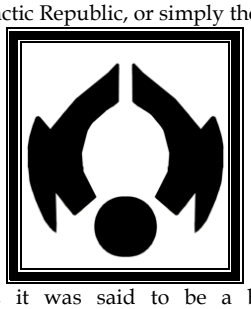


Due to the limitations of the Rakatan hyperdrive technology, the Infinite Empire consisted of only 500 worlds, but they were scattered far and wide over the entire length of the known galaxy.

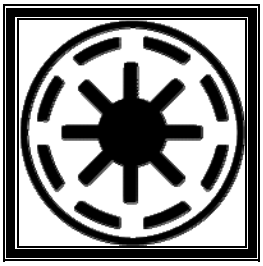
Galactic Republic

(25,000 – 19 BBY)

The Galactic Republic was the name of the galactic government prior to the establishment of the Galactic Empire in 19 BBY. Although it was commonly known as the Old Republic, this was not so until the establishment of the Empire; its name when it existed was the Galactic Republic, or simply the Republic.



In its latest years, it was said to be a benevolent—though ineffectual—democratic government tied up in layers of bureaucracy.



The Republic, as it was commonly known, had a highly democratic government that was able to sustain itself for over twenty-five thousand years. It is said that its complete history would "fill a thousand libraries".

The Galactic Republic was composed of a significant portion of the known Galaxy, stretching from the Core Worlds to Wild Space, though it was widely believed that the government held little power in the outlying regions, and preferred to focus its attentions on the Core Worlds.

The capital of the Galactic Republic was Coruscant, a planet considered to be the cultural and economical center of the Galaxy, despite being located outside of the Deep Core. To signify its importance in galactic affairs, Coruscant was given coordinates 0-0-0 in the standard galactic coordinate system.

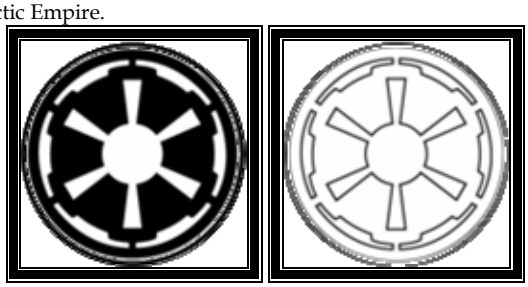
Galactic Empire

(19 BBY – now)

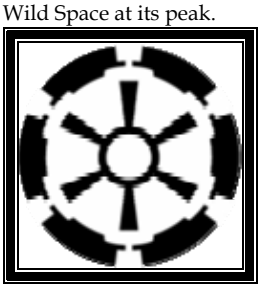
The Galactic Empire, also known as the New Order or Palpatine's New Order, was the galactic government established by Supreme Chancellor Palpatine to replace the Galactic Republic.



The Republic, which had lasted for almost 25,000 years, ended following a period of intense political turmoil and the devastation of the Clone Wars. After General Grievous was defeated at the Battle of Utapau, and while the leaders of the Confederacy of Independent Systems were being killed on Mustafar by Darth Vader, Supreme Chancellor Palpatine declared himself Emperor of the Galaxy and reorganized the Galactic Republic into the first Galactic Empire.



The Galactic Empire's territory consisted of over one million member worlds and fifty million colonies, protectorates, and governorships throughout the Galaxy stretching from the borders of the Deep Core to Wild Space at its peak.



The original name of the Empire's capital world was Coruscant; however, it was renamed Imperial Center by the Empire. Few outside the Empire's government used this name, and upon the capture of the planet by the New Republic, the name "Coruscant" was readopted.

Rebel Alliance

(1 BBY – 4 ABY)

The Rebel Alliance was founded during the reign of Emperor Palpatine by Senator Bel Iblis but left after a power struggle between him and senator Mon Mothma. The rebel Alliance made their first victory in 0 BBY, when they destroyed the first Death Star near Yavin IV.



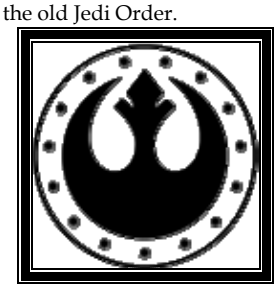
After the destruction of the second Death Star and the deaths of both Emperor Palpatine and Darth Vader near Endor, the Rebel Alliance transformed from a loose rebel resistance into a new Galactic government, the New Republic.

New Republic

(5 ABY – 28 ABY)

The New Galactic Republic was the name of the galactic government established by the Alliance to Restore the Republic to replace the Galactic Empire after the Battle of Endor.

Formed in 5 ABY, after the dissolution of the former Alliance of Free Planets (which was formed directly after the Battle of Endor as an intermediate government), it was to become the supreme governmental authority of the Galaxy. The "New" Republic was supposed to be a sort of continuation of the original Galactic Republic that had become known as the Old Republic at that time. The New Republic was founded on the same premise that the old Galactic Republic was a thousand generations earlier—to have a representative parliamentary body govern the Galaxy in a fair and equal manner—and it was designed to eradicate the shortcomings that brought about the Galactic Republic's downfall. The New Republic was protected by the New Jedi Order that was established by Luke Skywalker, just as the Galactic Republic was once protected by the old Jedi Order.



New Republic's territory varied in size a great deal during the course of its history. In 8 ABY over 600,000 worlds were members, and by 9 ABY three-quarters of the known Galaxy, including all of the Core Worlds except the Corellian Sector were under the control of the New Republic. Yet, subsequent wars against Thrawn and the reborn Emperor reduced the size of the Republic drastically. By 15 ABY the New Republic only consisted of eleven thousand planets throughout the Galaxy, due to many former New Republic worlds choosing neutrality until the war with the Empire reached an end. By 19 ABY, most of the Galaxy had once against allied with the New Republic, in light of the fact that the war against the Imperial Remnant was approaching the end.

The Borderland Regions separated the territories of the New Republic and the Imperial Remnant during the latter part of the Galactic Civil War. Presumably, this was continued even after the Galactic Civil War.

Coruscant was the capital world of the New Republic, as it was for the Galactic Empire and the Galactic Republic before it. Its membership included worlds from all regions of the Galaxy, stretching from the borders of the Deep Core to Wild Space.

Galactic Alliance

(28 ABY – now)

The Galactic Federation of Free Alliances, better known as the Galactic Alliance, was the galactic government directly following the New Republic. Incorporating most of the known Galaxy, the Galactic Alliance was the first government to achieve this since the Galactic Republic.

The Galactic Alliance was composed of a significant portion of the known Galaxy, stretching from the Core Worlds to Wild Space. Its membership was greater than that of the New Republic, due to the fact that other governments like the Imperial Remnant and Hapes Consortium were members as well. The capital of the Galactic Alliance was Coruscant, keeping in tradition with the previous galactic governments. The Galactic Alliance was also bordered by two smaller galactic powers, the Chiss Ascendancy and Hutt Space. It is not clear if Hutt space was a nominal member of the Galactic Alliance, as it was under the Empire. The status of the other minor governments, such as the Corporate Sector, Cron Drift, Senex Sector, Juvex Sector, Centrality, and so on, is also unclear, although it is known that the Mandalore Sector didn't joined the Galactic Alliance as of 40 ABY.

Bakuran Protectorate

(15 BBY - now)

A Bakuran was a Human from the planet Bakura. Most Bakurans were descended from the Bakur Mining Corporation's colonists, who arrived on Bakura in 15 BBY. Soon afterwards, the Bakurans became independent of corporate control, setting up a Bakuran Senate and electing Prime Ministers. The descendants of Arden, the leader of the Bakur Mining Corporation's expedition, were the heads of the Bakuran government.

Bakura was independent of the Galactic Republic for decades. They were used as a base during the Clone Wars by the Confederacy of Independent Systems, but only for a short period of time. They remained neutral during this conflict, more concerned with internal disputes. By 1 ABY, these disputes left Bakura open to conquest by the Galactic Empire. Though there was a short period of resistance, the Bakurans were subjugated until 4 ABY, when they joined with forces from the Alliance to Restore the Republic to expel both the invading Ssi-Ruuk and the Imperial forces during the First Battle of Bakura. The Bakurans became supporters of the fledgling New Republic, but reasserted their independence by 18 ABY. Even then, they supported the New Republic during the Corellian Crisis, sending the Bakuran Defense Fleet to fight on the New Republic's side during the Battle of Centerpoint Station. Though they also fought a renewed Ssi-Ruuk offensive alongside the Galactic Alliance during the Second Battle of Bakura, the Bakurans continued their tradition of independence.

Due to the isolation of their homeworld, Bakurans had little contact with non-Humans other than the Kurtzen, Bakura's indigenous people. This, combined with the invasion of the Ssi-Ruuk, brought out an unfortunate xenophobic streak in many Bakurans, especially towards the most alien-looking non-Humans. Bakurans were also uneasy around droids, as a result of a droid uprising in 97 BBY.

Most Bakurans followed the teachings of the Cosmic Balance, a religion that held that every action in the universe had an equal and opposite reaction elsewhere (for example, if one person's life improved, another's life would have to become worse.) This also led them to be suspicious of the Jedi order, whose power they believed created an imbalance in the universe which required great evil to correct it.

Djemsok Federation

Also situated within the New Republic territory, and far from Imperial influences, the Djemsok Federation is a quiet and peaceful place. They keep away from galactic politics and live their normal lives in peace. But not everything is idyllic for them: their worlds lack many important resources and many speculate that they will eventually petition for admittance in the New Republic. They do field a standing army and navy, in order to patrol their borders.

Sventorii Autonomous Region

The Sventor are the worst situated of all neutral states. Stuck squarely in the middle of the New Republic and the Imperial border, they are constantly implicated in political turmoil as each side accuses them of cooperating with the enemy. The Sventor are having difficulties keeping their freedom as they are often harassed by Imperial troops raiding their natural resources. Lacking the capacity to defend themselves against the mighty Empire, they must let them pillage their worlds. The New Republic, lacking the resources to protect the Sventor against the enemy, can only watch. The non-intervention of the New Republic is quickly creating a strain in the Sventor – Republic relations and might eventually drive the Sventor to let the Empire conquer them.

Due to constant Imperial piracy of their commercial structure, research and production have come to a halt. Their navy is equipped mostly with surplus ships from the Clone Wars and cannot efficiently face-up with the Imperial fighting craft.

Shindaarni Alliance

Also sharing their border with both the Empire and the New Republic, the Shindaarni are in a better position than the Sventor, because they have high technology and can easily defend their frontiers. The Shindaarni are a very old race, older than the Humans, populating 80% of the galaxy, are. Some scholars even propose that they are the lost Precursor colony that managed to survive the Extinction and reemerged at about the same time the Humans did.

Both superpowers leave them strictly alone, fearing intervention in the continuing conflict. The Shindaarni are protectionists and have very strict control of their borders, rarely granting access of their space to anyone.

The average Shindaarni Defense Force (SDF) personnel are usually very well equipped. All are linked and operated through implants in the brain.

The Neutral Zone

(19 - 34 ABY)

After the last major engagement that gutted both the New Republic Armed Forces and the Imperial Navy, diplomats met at Bakura and hammered a treaty that is mostly responsible for today's state of affairs. One of the provisions of the treaty was the establishment of a neutral zone separating two realms and a "non-aggression pact" for at least 15 years. The Neutral Zone varies in width from 2 parsecs to 4 parsecs and separates the two superpowers so that they do not touch directly in any places. The Neutral Zone only separates the New Republic and the Galactic Empire and thus not extend within the boundaries of other sovereign states, allowing free passage from one realm to the other through a 3rd party.

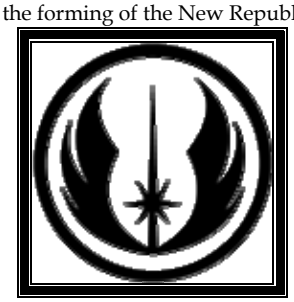
Religious Orders

Jedi Order

(25,000 – 19 BBY and 11 ABY – now)



Protectors of peace, these Force users are a military and political neutral law-enforcement, diplomats and judges. The Jedi Order, during the Rise of the Empire, was betrayed by one of their most gifted pupils, Anakin Skywalker and the order was completely destroyed. Only Obi-Wan Kenobi and Yoda survived the onslaught. Luke Skywalker managed to set up a new Jedi Academy during the forming of the New Republic.



Sith Order

(6,900 BBY – now)

The Sith was a race from the planet Korriban, behind the Sith nebula. Their Sith magic is the oldest art of using the Force but only after a twin, two merchants who jumped into hyperspace with good luck, landed on Korriban, the Sith became known to the rest of the galaxy. Even though the Sith have been slain, their believes and power still remains and once in a time, Force users are seduced by the Dark Side of the Force.



The Sith Order under Darth Bane was created as a result of the devastating Seventh Battle of Ruusan, which saw the annihilation of the previous Sith Order. Bane's Sith Order, known formally as the Order of the Sith Lords, was founded upon the principles of the Rule of Two, utilizing stealth and secrecy to achieve their means. It would be this Sith Order, and its principles, that would finally triumph over the Jedi and the Galactic Republic nearly 1,000 years later.



The Fallanassi

(? – now)

The Fallanassi are an ancient sect of Force adepts who refer to the Force as the White Current. Secretive in the extreme, they are believed to have wandered the galaxy for centuries little noticed by others, including the Jedi. They meditate on the workings of their bodies, minds and spirits; how those disparate elements form an individual; and how disparate individuals form eddies and whorls in the Current. They have little or no interest in manipulating the physical universe and apparently cannot use the Current to physically affect their surroundings.

This may seem like a weakness, but the Fallanassi have other strengths. They can use the Current to hide themselves and others from any known means of detection, and they are masters of creating illusions, which they can maintain for long periods of

time. Such skills, made more powerful by being used in cooperation, have served the order well, allowing its members to evade detection and remain detached from the societies within which they dwell.

Witches of Dathomir

Perhaps the best known of the non-Jedi who walk on the "Light" side of the Force, the Dathomir Witches are a clan-based matriarchy whose women are the sole Force users. Those Dathomir who turn to the Dark Side are referred to as: "Nightsister".

The Witches use the Force in a manner similar to several types of fantasy magicians. Their use of the Force is mystical in practice, and they call their abilities "spells". However, they do not have a large number of these spells, but their intensity when used often varies.

Most Witches can be found after the events of “Return of the Jedi”, although a few were known prior to the Clone Wars.

Sorcerers of Tund

An older order, some say as old as the Jedi, the Sorcerers of Tund also used the Force in a mystical manner. These Sorcerers often straddled the line between the Light and Dark sides, embracing the "Living" Force. The last known member of the order was killed during the eighteen year gap between “Revenge of the Sith” and “A New Hope”. It is possible that most of them had served with the Jedi during the Clone Wars and were subsequently eliminated alongside them when Order 66 was issued.

Like the Witches above, the Sorcerers used the Force to cast "spells". However, their spells were of the more traditional type.

H’kig

H’kig was a religious leader on the Core World of Galand martyred several centuries before the Battle of Yavin. About sixty years before that battle, some 50,000 of his followers, called the H’kig in veneration, left Galand and founded a religious colony on far-off Rishi. The colony quickly dissolved in religious schism, with the minority pulling up stakes once more settling on J’t’p’tan (Doornik-628E). The H’kig preach an ascetic code, valuing physical labor and rejecting all advanced machinery and demand strict standards about public dress, hair length and hair styles. Despite this they are tolerant of others, provided those others don’t interfere with H’kig practices.

Disciples of the Dark Side

This order of monks is descended from a Dark Lord of the Sith who broke off from that dark order over a difference of opinion. While remaining hidden, they sought to explore the power of the Force by looking inward instead of through conquest. Some claimed to "serve the balance of the Force", and that often meant opposing the light side which dominated the galaxy for so long.

The Disciples may learn many of the same Force abilities as the Jedi and Sith; however, their primary focus appears to be the powers of the mind.

The Brothers of Chaos

Out of their world of their fortified lair on Sarke, the fanatic faithful of Morgk, God of Chaos, terrorizes their Republican neighbors. The Brothers of Chaos (followers of Morgk) are a fanatical religious order that believes that the current bad situation of the Sventorii Autonomous Region is due to the “evil” and “decadent” New Republic. They believe that only the Jihad can deliver the peoples of Sventor from an eternity of hardship and poverty.

Large sums of money are spent each year by Republican worlds near the Sarke region for anti-terrorists activities and protection. Republic Rangers based nearby, all get extra training in anti-terrorism.

The Order of Aurora

History is fraught with stories of good Jedi turned to the Dark Side that revolted against those they were once sworn to protect. Thus, some ordinary peoples banded together and created the Order of Aurora, to protect the people’s interests against possible Jedi abuse. The Knights of Aurora are a secret organization that exists across the galaxy. It has existed for thousands of years and plans to exist for a thousand more. Members are accepted in the order based on their bloodlines and ties to existing members. No outsiders have been admitted in the past 500 years.

The Knight’s homeworld is unknown, as are their numbers.

The Group

The purpose of The Group remains mysterious to this date. They have been present in galactic affairs and history since the dawn of the Galactic Republic. From time to time, they have emerged with information that changed the course of history, while at other times their silence meant defeat rather than victory. No one can fathom The Group’s true purpose.

Of the little information available from The Group, only the following have been verified true time: All of their operatives appear to be females, they seem to have some Force Powers, they are extremely well informed about many subjects even some top secret operations and they seem to have access to a rather important source of revenues.

The leader and the homeworld of The Group remain a closely guarded secret.

Corporations

Some corporations have established themselves as political influential companies even to the point of being governments themselves.

BlasTech Corporation

BlasTech Corporation is one of the main corporations in producing handheld weapons. The Rebel Alliance was supplied illegally by BlasTech Corp. The most well know weapon was the BlasTech DLT 20A and the A280 Blaster Rifles.

Corellian Corporate Treaty

The CCT is a treaty between the major Corellian Corporations. Members are the Corellia Engineering Corporation, Corellia Mining Corporation, Corellia StarDrive, Corellian Chemical Corporation, Corellian MasterNav Incorporation and the Corellian Merchant’s Guilds.

Damage Incorporated

The largest mercenary company in known space, Damage Inc. has a reputation for quick decisive actions and highly professional soldiering. They have access to a large, unknown, source for funding that allows them to constantly upgrade and maintain a large weapon, vehicle and ship inventory. Signing a contract with Damage Inc. costs a lot of credits, but is worth it. Only the most famous mega-corporations or planetary governments can usually afford their combat rates.

Duros Corporate Alliance

The Duros Corporate Alliance is an entanglement of many small sub-corporations held together by a Corporate Government. They are well known for their droids with humanoid-looks. One of such sub-corporation manufactures protocol droids of the C-series. The

Duros Corporate Alliance was also the first to have a large order of JOG-0 by master Jè-Di for the newly founded Jedi Order.

Goliath Gmbh

Goliath Gmbh is the largest manufacturer of civilian and paramilitary weapons, armor and vehicles. It rules its multi-star system empire from its megalopolis HQ of David, on Balmorra.

Goliath is well known throughout the galaxy for the manufacture of the Artemis Mk IV Hand Blaster pistol, the most sold personal weapon of all time, with over 350 billion pieces on the market to date. Goliath is also the sole supplier of the Galactic Republic's Rangers armament and gear.

Incom Corporation

Incom Corporation is known across the galaxy for its main two products, the T-65B Aerospace Superiority Fighter and the Z-95 Planetary Dominance Fighter. Commonly referred to as the X-wing, the T-65B is the proud result of years of R&D by Incom.

Because of the superior engineering and design of the T-65B, Incom Corp has been selected as the sole supplier of fighters for the new Republic Armed Forces navy procurement division. Incom currently works on the next generation aerospace fighter (research code named Z-wing) technology, which will start replacing current X-, A- and Y-wings within the next 5 years.

Industrial Automation Corporation

IAC is known throughout the galaxy for its top-of-the-line astromech droids, among which the well known R2 series. From its HQ on Teltir (Inner Rim Territory, 3rd quadrant), IAC rules the largest droid manufacturing factories and research laboratories. Teltir itself is a corporate world, with over 60% of its population base involved in some way with IAC.

Beside the R1 through R7 series Astromech droids, IAC is reputed for its 1GD through 9GD Guard droid series.

InterGalactic Banking Clan

The monetary system is controlled by the Banking Clan based on the planet Muunilinst. They are the only ones who have banks and they are all linked together. Planets on which the Banking Clan has no influence still deal with hard currency. The Banking Clan itself only allows members of its own race, the Muun. Because of their long existence and mono-racial society, it is stated as an independent affiliation.

After their joining with count Dooku and the Separatists and, the defeat against the Grand Army of the Republic, they were put of commission; with the result of a wide spread inflation of the Republic credit. Only when the New Republic had been founded, the monetary system and the InterGalactic Banking clan were reinstalled.

Interstellar Transit Authority

The Interstellar Transit Authority is a permanent non-profit organization whose role is to regulate and maintain the conventions for use of stellar coordinates and mapping conventions regarding the use of hyperspace. The I.T.A. was created somewhere in 6,512 BBY and has always been respected by every nation and government. The I.T.A. is responsible for the seeding, maintenance and update of the hyperspace beacon network covering most of the galaxy. It owns a fleet of frigates to act as engineering centers and defense platforms.

The I.T.A. is based on Nekor in the Neutral Zone. From there, the I.T.A. Permanent Council and Assembly make their rulings about interstellar travel laws, and regulate the price of fuel production and distribution across known space.

Each of the major nations have a permanent representative on the council, is allowed a number of votes equal to the number of star systems they represent and owns a veto right on the council's decisions. Rulings made by the Council and the Assembly are final and must be obeyed by every nation.

Kuat Drive Yards

KDY is the largest manufacturer of spaceships and military technology in the known universe. At the time of the Empire, KDY manufactured the Victory-class, Imperial-class and Emperor-class Star Destroyers. During the New Republic, it sits in Republic space. KDY has re-tooled its production base to manufacture Mon Calamari MC80 Star Cruisers.

During peace time, KDY drops its production base from a war-driven economy to a peace-economy. Only 18% of its production facilities are in peace time geared for military production, the rest responding to civilian needs and other national interests. KDY shipyards and corporate HQ are located on Kuat.

Kyril & Darch

The most advanced AI and computers always bear the mark of K&D. Treated by some like species of art rather than tools, K&D's AI and computers are so advanced that they balance on the threshold between TL 12 en TL 13.

All of K&D production is done on their homeworld Vergesso.

Sienar Fleet Systems

This small Para-governmental outfit is the current manufacturer of the Imperial TIE ships and also supplies Strom trooper armors and rifles. The Imperial Household own 60% of Sienar's stocks with the other 40% distributed among some 20 influential Imperial families. Sienar's HQ and manufacturing facilities are located on Sluiss Van

Crime Syndicates

Black Sun

The Black Sun is the most prominent criminal syndicate in the Galactic Republic.



The Black Sun is the major source of illegal traffic related to guns, technology and drugs. Their web extends all across the republic and also deep in Imperial territory. The Black Suns are lead by prince Xizor. During the training of Darth Maul, many Black Suns have been killed by him in order of Darth Sidious.

Black Widow

The infamous Black Widow Company is a low-life mercenary band that borders on piracy. They have a reputation of unnecessary bloodshed, wanton mayhem and failure to complete contracts, sometimes even turning on their employers. The fact that they are a damn efficient fighting force and are seldom stopped during their mission is possibly the only reason why anyone would want to hire them. Their current HQ and staging world remains a closely guarded secret and is unknown.

Galactic Exchange

A prominent syndicate until the planet on which its HQ was based, was bombarded by Darth Malak's flagship.

Hutt Space

Nestled between Imperial and Republican space sits the region known as Hutt Space. A lawless bed of scum and villainy, Hutt Space is a haven for smugglers, criminals and anyone who's on the "most wanted" lists. Shortly after the downfall of the Empire, and before the Republic could consolidate too much power, many gang leaders flocked to Nar-Shaddaa and from there they instituted an autonomous region known as Hutt Space. It is a region devoid of "official" involvement (as it has always been) and where neither Republic nor Imperial forces are welcomed. Individual worlds are responsible for providing some of the police force, mostly to prevent major outbreak of violence.



At the head of those gang leaders sits always a Hutt. After Jabba the Hutt has been killed, many smugglers went their own way and 5 years later they teamed together, under leadership of Talon Karrde, to help the New Republic unofficially.

Shadow Wing

The Shadow Wing is a pirate syndicate which operates throughout the galaxy. This is only one of the pirate organizations, but one whose power is felt everywhere, even in the deep core systems. Their current HQ is located on a rogue asteroid which has been altered with a propulsion system and hyperdrive engine.

MONETARY SYSTEM

Throughout the galaxy, each civilization has its own currency. Each inhabitant of a modern society has a credit-chip or credit-stick. Merchants and traders also have an inter-chip. On the backwater planets, hard currency is still used.

Prices given in official GURPS books are the normal prices for a certain region with its appropriate currency. Outside the region, the value of a particular type of currency may vary (e.g., the Republic Dataries were less worth in the Outer Rim than inside the sphere of influence from the Galactic Republic.

Banking Systems

The Galactic Credit had many different values trough the 25,000 years of history. In general the GURPS $-sign is replaced by the Star Wars ₮-sign.

Galactic Banking Network

This is a collection of banks throughout the galaxy that have linked their assets together to allow free movement of funds. Up until the Rise of the Empire, this was solely run by the InterGalactic Banking Clan.

Credit-chip

This small memory device was developed to track a being's monetary value. Each chip was built with specialized memory algorithms to prevent tampering, and could be used to add or subtract credits from a being's account.

Credit-stick

This device replaced the traditional credit-chip as the preferred method for maintaining a being's monetary value. The credit stick was a pen-shaped device that performed the same functions as a credit-chip, with the same forms of memory algorithms and security checks, but in a smaller device.

Inter-chip

This small device processes the transfer from one party to another. When a being purchases something from a merchant, the merchant enters the cost into the inter-chip. The being then inserts their own credit-chip and the inter-chip debits their account in the correct number of credits before depositing them into the merchant's account. Payment between two individuals can also be accomplished the same way.

Currency

Alliance Credit

The Alliance credit as the official monetary unit used by the Alliance, it was exchanged on par with Imperial credits on most Alliance worlds. Other worlds would exchange 25 Alliance credits for a single Imperial credit.

Republic Credit

The Republic Credit, also called datary, was the standard monetary unit of the Galactic Republic. It was valid in all but the most remote systems.

Imperial Credit

The Imperial credit was the basis for all monetary transactions in the galaxy, during the height of the New Order. It defined a standard denomination around which all races and planets could easily interact in business and pleasure. During the Imperial reign, other monetary units were outlawed, except for those working as Imperial spies or mercenaries.

The Emperor issued a credit coin, the decicred, to celebrate his 10th anniversary as Emperor. The obverse of the coin displayed the visage of the Emperor, while the reverse displayed the Imperial emblem. This coin however, has more collectible value than real-life value.

Wupiupi, Peggat and Trugut

The wupiupi was a Huttese unit of money, and was in prominent use in the Outer Rim Territories during the Old Republic. There were sixty-four wupiupi in one peggat, which was worth four truguts (druggats) or about forty Republic dataries.

THE VORDARIAN BELTWAY GALAXY

The Galactic Map

The Vordarian Beltway galaxy is about 36,000 parsecs in diameter and approximately 3,600 parsecs in height. It contains just a hundred billion stars. Around half of these have planets which support some form of life. Some ten percent of these planets developed life on their own, and one in a thousand of these worlds developed sentient life. These rough calculations reveal that there are about 5 million forms of sentient life to be found in the Vordarian Beltway galaxy. To map such a vast space would consume enormous resources and a lot of space. Several maps have been sold but none of them look alike. The maps provided by West End Games, Wizards of the Coast, New Essential Chronology, and LucasArts have some similarities but also many differences. Therefore we have chosen not to make a galactic map for this game .

The Vordarian Beltway galaxy is divided into quadrants and density rings. The upper quart is called the Northern Quadrant. Going clockwise you have the Eastern Quadrant, the Southern Quadrant and finally on the left side the Western Quadrant.

The density rings are named (starting from the inside going outward): Galactic Centre (GC), Deep Core (DC), Core (C), Colonies (CO), Inner Rim (IR), Expansion Region (ER), Mid Rim (MR) and Outer Rim (OR). Beyond that there is only space. This surrounding area is called Wild Space (WS).

Because galactic coordinates can be confusing at first, the quadrant and density ring is noted before the coordinates.

Galactic Centre (GC)

At the very heart of the galaxy, the Galactic Centre is a small region with huge gravitational pull of the vast number of young, stars, clustering tight together and making hyperspace travel impossible.

Deep Core (DC)

Near the very heart of the galaxy, the Deep Core (a.k.a. Core Systems) was a small region that hid unusual worlds. Due to the gravitational pull of the vast number of stars, hyperspace travel is difficult at best. The region was thought inaccessible until Emperor Palpatine found several safe hyperlanes into the region. The area remained an imperial stronghold almost twenty years after the Battle of Endor.

Core (C)

An ancient region bordering the outlying areas of the Deep Core, the Core Worlds were some of the most prestigious, well-developed, well-known, and heavily populated planets in the galaxy. The Core Worlds were the original areas of Human occupation. The Galactic Republic and subsequently, all galaxy-wide governments were born in the Core Worlds and spread out over the galaxy.

Colonies (CO)

The Colonies was the name given to a region of the galaxy between the Core Worlds and the Inner Rim. It was among the first areas outside the Core to be colonized, and the worlds here are typically heavily populated and industrialized.

During its reign, the Galactic Empire was very forceful in controlling the Colonies, and as a result, the New Republic gained support quickly there.

Inner Rim(IR)

The Inner Rim was a region of the galaxy between the Colonies and the Expansion Region. It was originally just called "The Rim" as it was expected to be the farthest extend of the known galaxy for centuries, but the Expanded Rim (later renamed the Expansion Region) was opened within a hundred years of the Inner Rim.

During the reign of Palpatine, the Galactic Empire ruthlessly controlled the Inner Rim. Rather than rebel, many residents chose to flee to the Outer Rim territories.

Expansion Region (ER)

The Expansion Rim was an experiment in corporate-controlled worlds, with powerful corporations exploiting and profiting heavily from the planets for their raw materials, metals and ores. Inhabitants were oppressed while the corporations stripped entire stellar systems of all their resources. Eventually civil unrest spread from system to system. The Galactic Republic eventually took control of the systems due to the mounting pressure from its denizens by limiting or evicting corporate interests. The Expansion Region worlds continued to be producers of raw materials and ores. However, most natural resources were exhausted during the Imperial era.

Mid Rim (MR)

With fewer natural resources (and therefore a smaller population) than many neighboring regions, the Mid Rim is a territory where residents work hard for everything they have. Several planets have built up impressive economies, and pirate raiders often hide in the relative unexplored spaces far from major trade routes.

Outer Rim (OR)

The Outer Rim was the last widely settled expanse before Wild Space and the Unknown Regions. It was strewn with obscure worlds, and rugged, primitive frontier planets. Due to its distance from the Core, the region was home to many supporters of the Rebel Alliance. The Empire's Grand Moff Wilhuff Tarkin was assigned the difficult task of bringing the entire Outer Rim in line.

Wild Space (WS)

Wild Space was the frontier of galactic society. Wild Space was unexplored for a long time because it was considered to be empty space. One can encounter uncharted nebulae, global clusters, galactic halo and only a few million stars.

Spatial Anomalies

Although it's a huge galaxy, the fact that it is well traveled makes the notification of spatial phenomenon rather simple. One only has to notify the Interstellar Transit Authority, and the next engineering ship will update the beacon network accordingly. Among the most notable features known to traveler, the following are spectacular sights or grave dangers.

Badlands

The Badlands are an area about 350 cubic parsecs, located on the Mid Rim, on the Southern - Eastern quadrant border near Nar Shaddaa. The Badlands are a huge cloud of gases in a constant state of plasma fusion. It generates plasma fires of incredible magnitude, sometimes hot and big enough to swallow an Imperial-class Star Destroyer whole.

Certain paths exist to the 3 planets located inside the Badlands proper. These paths are not traveled often and are usually reserved to crazy bush pilots. No official carrier lands on any of the Three Sisters as the Badland's planets are known.

Of course, the difficulty traveling to the Badlands makes it a perfect area for pirate and smuggler's bases.

Cloak of the Sith Nebula

This huge cloud of proto-stars sits in the Outer Rim territories, Eastern quadrant and surrounds the Sith system and its planet Korriban. It is a spectacular sight due to its monstrous size (many cubic parsecs). The cloak of the Sith nebula always wreck havoc with the electronics of ships, often disabling those traveling to close to its borders.

Starforge Nebula

This area of the galaxy is a vast expanse of interstellar gas and is populated by a wealth of newborn stars. It is located in Ado Sector. The Starforge Station and the homeworld of the Rakata can be found deep within this nebula.

Resources

In the Vordarian Beltway galaxy, many natural resources can be found unknown to us. Crystals used in the construction of lightsabers are explained in detail in the chapter The Force concerning the construction of lightsabers.

Below are those specific materials described which are used in the Star Wars Galaxy. Most of them just add flavor to the setting and some of them have specific properties which can used for building and construction of armor, weapons or even spaceships.

Normal materials used on Earth (e.g., iron, copper, bronze) are also used in the Star Wars galaxy but as time goes by, these materials became inferior to the newly found elements and created materials and alloys. These new alloy became lighter, stronger and more durable but some application require old fashion heavy metals (e.g., wheeled and tracked vehicles rely on mass to gain stability, trust. When these vehicles are to light they may be blown away by even a light wind).

Crystals & Minerals

Adegan

Adegan is a type of crystal that comes in many different forms. Adegan crystals can be imbued by the Force. Lightsabers always contain at least one Adegan crystal.

Ore & Metals

Agrinium

This lightweight metal is used to create a coating which is used to repair solar sails. During the era of the Great Sith War, agrinium was used to create strong, lightweight grips for knives and other melee weapons.

Alantium

This natural ore is an important component in the formation of starship hull plating.

Allum

This ore is the primary component used by the Mandalorians to create their unique body armor. It is know to be resistant to lightsaber damage.

Anthracite

This was a substance that was used for starship fuel. It could be left in piles in the open. It is a hard, glossy coal that burns without much smoke.

Aurodium

This metal was considered a valuable commodity during the last decades of the Old Republic, and a large ingot could command more than 300 million Republic credits. The metal, especially in ingot form, appeared to burn with an inner light which refused to have a definite color.

This valuable ore was refined and used for currency by the Trade Federation, during the last decades of the Old Republic. The Federation would only accept bribes in the form of aurodium ingots, since they could be easily moved about without interference from the Republic.

Axidite

This strong metal is used to form control boxes and other protective coverings.

Bandorium

This unusual, liquid metal was found in the oceans of the planet Bandomeer, specifically long the path of the Gray Westerly. Scientists and engineers working for the major mining operations on Bandomeer discovered that bandorium seemed to move about in "tides," which seemed to be controlled by the winds of the Gray Westerly. The exact nature of these tides was not discovered. Bandorium was used in many starship counter-sensor systems, and it was believed that it was also used in the creation of cloaking devices.

Beryllius

This silvery metal was used to create antique-looking metal ware.

Bronzium

This metal is quite dense, and is often used in the creation of structures where radiation might be a threat. It is comparable to lead but has the appearance of bronze.

Burthan

This element is often extruded into thin threads, which are used to reinforce metals and ferrocrete structures. It is a light-weight material.

Chromium

This metal is one of the primary metals used in the creation of droid plating, which has to be as light as possible, yet provide modest durability.

Cortheum

This rock, present in the crusts of planets which have corthel-laden atmosphere, is mined for a number of uses. Among its primary use is in the manufacture of photo-receptors used as droid eyes.

Cortosis

This unusual ore is known to repel the energy of a lightsaber blade. Despite its resistance to the blade of a lightsaber, cortosis was unstable in the presence of explosives, and would shatter if hit with a grenade. However, cortosis is known to cause any lightsaber that struck it, to overload and shut down.

Cubirian

This metal is one of a few other metals which are considered acceptable substitutes for meleenium, in the process of making durasteel.

Desh

This natural element was combined with terenthium to produce a super-light alloy.

Diatium

This metal was used in the creation of miniature power sources, such as those used in the lightsabers of the Jedi Knights.

Ditanium

A natural element used in the armor-like plating that covers military buildings.

Doonium

A heavy metal, mined from asteroids and the planet Atraken, used for the construction of war machines.

Durelium

This ore, found in the Mestra and Tava Yagen asteroid field, is an essential material used in the construction of hyperdrives.

Kalonterium

This low-grade ore was used in the development of weapons and building materials, before higher-grade ore like doonium and meleenium were discovered.

Lommite

A chalky ore once thought to be found exclusively on Elom, it is one of the primary components used in making transparisteel, durasteel and dura-armor.

Meleenium

Meleenium is the primary component of durasteel.

Neuranium

This is one of the heaviest, densest metals found in the galaxy. Among its most useful properties is the fact that even a millimeter-thick piece of neuranium was impervious to sensors.

Quadranium

This incredibly strong and durable element is used in the manufacture of starship fuel tanks, and could be honed to create a makeshift blade if necessary.

Rubindum

A valuable ore used in the production of hyperdrive engines.

Synthetics & Alloys

Armorplast

Armorplast was an advanced ceramic version of the popular metal durasteel. Because of its expensive price it was only used for top priority subjects. It was used mainly by the Confederacy of Independent Systems to armor LM-432 Crab Droids. Grievous' mechanical body and mask employed Armorplast plates.

Armorweave

Armorweave was an armored cloth material. Bounty hunters, mercenaries, and the count Serenno traditionally wore capes made out of Armorweave. Take the nanoweave armor from Ultra Tech.

Baradium

A powerful but unstable synthetic element, baradium is used as the primary explosive in thermal detonators. When ignited, the baradium generates a particle field around the exploding particles which are being emitted from the detonator.

Duracrete

Duracrete is a building material that can be poured into forms. It then hardens into a nearly impervious surface.

Durafab

This is a strong fabric used to make tents and portable shelters.

Durafill

This dense, adhesive sealant was developed during the era of the New Republic for filling the micro pits and other small dents that were formed in a starship's hull as it moved through real space.

Duralloy

This is a composite metal that is used to plate starship hulls and heavy bulkheads.

Duranium

This expensive alloy is very hard and has a bony color. It is only used in the most vital parts (for example: the bone structure of general Grievous).

Durasteel

This strong, durable building material was created from Lommite, meleenium, neutronium, and zersium.

Ferrocrete

This is the first attempt to make concrete stronger and harder without using separate iron bars in it to hold it together. Most civilizations have abandoned the use of ferrocrete and are now using permacrete which is lighter and stronger.

Flimsiplast

Plastoid

Plastoid is made from compressed biological fossils. It is used for most household equipment, gear and other things. Cheap armors are made of plastoid.
Another type of plastoid is plastisteel. This is much harder and therefore more often used for armored suits, spacesuits and civilian vehicles.

Nanoweave

Nanoweave was a sort of armor. Electrotex was a type of nanoweave armor. It was gray, opalescent, being renowned more for its appearance than for its armor abilities. Take the monocrys armor from Ultra Tech.

Permacrete

Permacrete is the strongest type of concrete. Though it is heavy, it can easily carry its own weight even if it's stacked many miles high. Most buildings are made of permacrete. Without permacrete, the high buildings on Coruscant were not possible.
Another application for permacrete is in starships. It is an altered version called hydro foamed permacrete which attains the same strength of normal permacrete but weigh a lot less.

Polyplast

Transparisteel

This is a transparent variant of durasteel. It is used in most of the TL 11 buildings and starships. During the fabrication of transparisteel, a mineral named lommite is used which makes durasteel transparent.

Ultrachrome

Ultrachrome is a hardened chrome to make those shiny starships. Ultrachrome is much stronger than normal chrome. Ultrachrome is specially made for starships. It reflects light and in a lesser amount heat but it is useless as armor. Naboo ships are famous of their completely enclosed ultrachrome starships.

Ultrachrome is also used as a superconductor and some Force-users plated their lightsaber handles with ultrachrome.

2. SCIENCE & TECHNOLOGY

Basically, the setting of Star Wars is TL 11. That is considered the galactic average. Some worlds have evolved more slowly and are still in pre-space technologies (TL 7-). Other, more recluse worlds are above galactic average and can even reach up to TL 15. Unless specified otherwise, technologies described in this book are galactic average, TL 11.

As with spacecraft technologies, most equipment in GURPS Star Wars is galactic average of TL 11, unless specified otherwise. Most equipment available from GURPS is available in the setting of Star Wars. Some technology is forbidden and assumes that it has not yet been developed or has been banned. Past experiences have shown that too much automation and medical sciences can have devastating effects over a society. This is why the technology has evolved to "super-science", but remains somewhat bulky and simple, often requiring certified personnel to handle. A good example is aboard a starship: A large number of engineers are required for the ship's drives, because they are not heavily automated. Some races, namely Bakuran and Shindaarni, do not have the same taboo and use heavy computerization and automation in their design.

Star Wars technology compared to real-life technology may differ… a lot. Though I intended to clarify the mechanics of the technology used in Star Wars, it is by no means scientifically true. Real-life plasma weapons are non-existable, and high powered lasers require more than just power.

Bionics

The advantages of bionic reconstruction are well known and widely used in the galaxy. Bionics has evolved in a distinct branch of medicine. All bionic reconstruction is assumed to imitate the replaced part perfectly, unless the patient decides otherwise. Bionic is used only in cases where bacta regeneration is not possible, like when a hand was completely severed and lost. Base costs assume human-looking bionic parts, with standard attribute values (10).

Implants

Implants are a subcategory of bionics. These types of enhancements are forbidden within the Republic. Implants include any sort of package that enhances attributes, skills or give special advantages such as immunities, regeneration etc.

Implants are very expensive and inserting an implant might prove difficult and even dangerous to the patient if the body rejects the artificial enhancement. Mental disorders are not uncommon with patients who had inserted an implant.

The fact that it is available does not mean that everybody starts getting implants. A strong cultural trait exists in most races and 99% of the population prefers to rely on real body parts rather than bionics. They are used as medical replacements only, not as augmenting devices (exceptions: Mandalorians and Shindaarni). GM's may wish to impose a "social stigma: Cyborg" a 10 points disadvantage to players that wish to have bionic equipped PCs.

Cloning

Although cloning is technologically possible at the technological level attained by most worlds, very strong ethical rules forbid the creation clones. The events of the Clone Wars have taught scientists, governments and the public to be afraid of the miracle brought by that science. Scientists that actively pursue cloning research can be prosecuted by the states and are eligible to life sentences on the worst prison planets that the Galactic (New) Republic can offer to convicts. Some worlds, mostly in the neutral states, do practice cloning. Since those are outside of the Republican sphere of influence, there is little the super power can do about it.

The Empire does not condemn cloning. As well as Senator Palpatine as one of his Grand Admirals, Thrawn, used clones to seize power, or create clones of them to insure a sort of immortality.

Computers

Small computers are always expert systems, designed for a particular task or group of tasks. All computers are always designed as AI, except the smaller systems like those found in PDA's or equipment computers. Larger systems, like those found aboard starships, are multipurpose systems with multiple capabilities not restricted to a specific task. Such systems are usually a group of parallel processing computers, each with their own subset of tasks. Because computers are 99% of the time AI systems, they can FEEL someone trying t fool around in their "guts". Thus, the hacker is at greater risk when attacking a computer system. Many larger systems include efficient defenses such as electric current feedback and numerous safety subprograms. Computer Hacking skill is IQ/Very Hard and always roll at least at-3 on computer systems (see page 184 of GURPS 4th Edition Basic Set). Many hackers have had their brains fried when hacking while hooked in a neural interface. Prudent hackers, or those using standard interfaces (keyboard, voice, HUD, etc.) usually live longer lives, but eventually get caught when the AI notifies police that it is being "assaulted".

Defensive Capabilities

For complete game statistics on energy weapons, please refer to the Equipment chapter.

Armor

Most armor available for spaceships will be manufactured of high-tech composite materials (e.g., durasteel). Because of the dangers inherent to space travel, current regulations forbid the use of certain types of armor plating that might be considered a risk to navigation.

Shields

Shields gain its power from different types of force field generators. All shields and screens are legality class 1.

Navigational Shields

Navigational shields are weak. They do not block incoming attacks. They are only installed on starships in order to block space dust and natural radiation.

Deflector Shields

This section will be added after I have bought GURPS Vehicles 4th Edition.

Force Screens

This section will be added after I have bought GURPS Vehicles 4th Edition.

Phototropic Shields

This is a shielding system that uses transparent materials such as transparisteel, and turns them into light filters. Phototropic shields absorb or disperse incoming light above certain brightness, thus allowing the individual using the material to not be blinded by large amounts of incoming light.

Droids

Use of Droids

Droids are as common in the galaxy as are other biological lifeforms. Droids are everywhere and are used in all types of jobs. From the smallest messenger droids to the largest defender droids, they are an intrinsic part of the day-to-day life of every citizen in the galaxy. Droids are available from specialized shops or from private citizens used as gods. Although they are "self-aware" and imbued with their own personality and quirks, droids are considered property and can be treated as seen fit by their masters. The relationship between owner and droid is very similar to slavery, although it is not considered as such due to the obviously artificial life of the droids.

Some droids, for different reasons or fluke of destiny, are without masters. Such droids are always regarded as oddities and suffer from a major social stigma. On some worlds, "free' droids are illegal and are hunted down and destroyed. Most citizens will not approach or deal with a "free" droid, afraid that it might be defective and dangerous. There is no standard programming that prevents droids from harming their masters or sentient beings. Most droids, even if self-aware, are somewhat restricted by the original programming and the role for which they were created. Thus, most droids not designed for violence will not even conceive the possibility that they can do violence to others.

The Taboo of Automation

On many worlds and across the galaxy in general, strong cultural traits exist against over automation and the use of computer sand robots to replace humans to do certain jobs. Three major events have created this social taboo among the citizen and politicians of the galaxy. The first one was the occupation by the war droids of the despot Xim. The second one was the Outbound Flight Project (in 23,984) and the third the Naboo crisis (23,998).

The despot Xim used a massive droid army to conquer the galaxy. Due to the lack of hyperspace capability, conquests by biological lifeforms were impossible. Droids could overcome the stresses and time of sub-light space travel. After the rule of Xim, a new law rose, forbidding any government to equip itself with a droid army.

The Outbound Flight Project was a major undertaking to explore beyond wild space and possibly reach another galaxy. Scientists had fully automated over 200 Dreadnaught-class cruisers, called the Katana fleet, and slaved their systems together so that they could act as one single entity. The result was disastrous as the whole fleet jumped and disappeared together. Although it has been found and the mystery explained partially, the Outbound Flight experience proved that over automation could be dangerous.

The Naboo Crisis is more a rewind of the war droids of Xim. Although it involved much automation, its main problem was the usage of droids during the crisis. In 23,998, the Trade Federation invaded the planet Naboo with whole armies of combat droids, aerospace fighter droids and fully automated starships. With an almost limitless source of troops (they just had to build more if needed), there seemed to be nothing to stop the invasion from reaching completion. Many senators quickly saw there a possible danger for the whole galaxy: What if a tyrant appeared with planet full of battle droids? What if worlds banded together and started conquering their neighbors with armies of such droids and space ships. What could the Republic do? All these concerns brought the Senate to regulate the ownership and usage of droids (not just war droids like before). Needless to say, with the eruption of the Clone Wars, the same attitude would quickly grow towards clones as tyrants actually did with clones what was feared of droids…

Current Republican and Imperial laws ban the use of droids as crew complements (they are allowed if the total droid population aboard ship represents less than 15% of the total crew complement). Furthermore, all ship systems are designed without automation hook-ups and other similar communication protocols and devices. It is possible to jury rig automation systems in space ships. Certain states (like Bakura and the Shindaarni) have no qualms about automation or droid in general.

Restraining Bolt

The easiest way to stop a droid from performing actions is to shut it down. Doing this can be achieved in two ways: flipping the appropriate switch on the droid (assuming it has one and it lets you get access to if…), using a restraining bolt or collar, or disable it by shooting the droid with an ion gun.

The restraining bolt is a small piece of hardware that is installed on the exterior of the droid, near its main power source. When activated, it temporarily short-circuits the power conduits and blacks out the droid, effectively shutting it down. The bolt comes with an integrated sensor that can determine where it should be placed for best result. It also contains a powerful encroaching anchor that allows it to be placed without damaging the droid, while still preventing its removal by the same droid. A special key is used to remove the bolt.

Restraining collars are simpler gear that is basically a cuff sets for droids: They are placed around the main propulsion system, preventing the droid from moving.

Typical prices vary between ₹75 to ₹200 for a bolt and ₹50 to ₹100 for a collar. Restraining bolts and collars are legality 1.

Player Character Droids

Playing a droid can be as much fun as it can be a challenge to most players. With a universe as diversified as the Star Wars universe, and with droids so common across the galaxy, it will be tempting to play a droid, if using GURPS 3rd edition Robots rules, you will quickly realize that building a simple droid like R2-D2 will make it a very expensive PC. Instead, you create a character using the standard GURPS 4th Edition rules and take the appropriate racial template (see chapter 12 Droids in this book).

The player should be allowed to earn experience in the regular manner, and find ways to upgrade it and buy new programs and aptitude.

Electronics

Photon technology is still very bulky compared to ordinary copper wired hardware. Thus most electronic devices rely on microcircuits and copper and gold wiring for their normal operations. Optic fiber is in use, but only on very large spaceships like star destroyers. Because of this, spacecrafts engines remain bulky and require a large number of personnel to maintain them.

Gravity Technology

Repulsor Lift

Another very important bit of technology available in the Star Wars universe is the repulsor lift. This is treated as GURPS contragrav. It allows vehicles, ships, tools, and robots to cancel the effect of gravity and effectively float away from the ground. Without proper propulsion, the unit is left to drift on air current. With the use of vectored thrust, the unit can move about and even reach orbit. It is also possible, through manipulation of the gravity field surrounding a vehicle, to achieve some movement. This allows, as an example, a fighter to move away from the ground crews before engaging its thrusters.

It allowed Man to be freed from the enslaving of gravity. With the repulsor lift, spacecraft could depart silently and quickly toward space, some robots could go about their business in all kinds of terrain and mostly, ground vehicles were no longer restrained to paved roads. Quickly after the discovery of repulsor lift, the ability to manipulate gravity in other form was discovered. This allowed Man to travel in zero-G without loosing its footing and flying off into space. Today, passengers can go about their business on spaceships as if they were still on the ground. Because of this though, many space travelers do not know even the basics of Free Fall manhandling and would be helpless if their craft lost its gravitational field.

Spaceships willing to jump in to hyperspace must have its repulsor lifts disabled. Only the artificial gravity generated by the hull-plating does not need to be shut down.

Interdiction Fields

Interdiction fields are the bane of space pilots and navigators. Because of the physics behind FTL travel, gravity fields play a major role in the ability (or lack thereof) of a ship to enter hyperspace. Any large gravity field will prevent a ship from entering hyperspace and will bring one out off hyperspace with drastic results. Special ships, called Interdictor-class cruisers of the Galactic Empire, exist that are equipped with powerful gravity well generators. These large projectors are designed to create a large gravity shadow across a ship's path, preventing it from entering hyperspace.

Medical Sciences

With the discovery of cloning and bionics, most doctors believed that most accidents and diseases could be cured. They were wrong. Cloning was rapidly outlawed in the galaxy, so that the venue of solution was closed to doctors and health officials. There remains only bionics, but in cases where the member was not to be amputated, bionics could do little. Many patients came to the hospital with degrees of ailments that required a more subtle level of intervention. The medical corps started researches in genetics and other parallel technologies issued from cloning. From there, they were able to create special viruses and molecules that could be tailored to a specific need and injected in the patient. Again, that was not sufficient to cure everything…

Kolto

During the Mandalorian War, the Galactic Republic was allowed to set up a temporary base on Manaan. There they learned from the local population the existence of kolto. Kolto was a fluid extracted from the soil of Manaan's vast oceans. This substance was, when it was pure and after it was refined, able to regenerate superficial damage. Somewhere in the year 3,960 BBY, the Sith also set up a base on Manaan. Because of the Selkath's blind neutrality and the animosity between the two camps, the soil of Manaan's oceans became its victim. The kolto became heavily polluted and could not be used for medical applications ever again.

Kolto is only available in ESU (Emergency Support Units). One ESU contains an injection gun and 10 ampoules which each regenerates 1 HP instantly. Such an ESU kit costs ₹300. A single ampoule costs ₹25.

Bacta

A few thousand years later, by a total fluke of chance, a group of colonists on Thyrferra discover bacta. Bacta is a serum issued from a plant (ambori) native of that planet and proliferating profusely in the dense jungles of the southern hemisphere. The colorless liquid from the ambori is mixed with the gelatinous, translucent red alazhi and kavam bacterial particles. That serum, when given the proper time to act, has the property to cure and regenerate almost any biological being. Quickly, the medical world started experimenting with bacta and induced-coma regeneration. It was discovered that bacta was the miracle cure…

Bacta is a universal medication available almost everywhere in the Star Wars universe from 4,000 BBY and later. Most hospitals and large ship's sickbays will be equipped with bacta-tanks to receive patients for treatment. Smaller ships will usually only carry ESU for lack of space and qualified resources. Bacta cannot bring back the dead. Bacta cannot fully regenerate a lost arm, but can help reattach one. A PC or NPC immersed in bacta will recuperate lost HT/HP at a rate of 2 per day. The following table should be used to determine additional recuperation time. Remember that a completely severed or destroyed member can only be replaced through the use of bionics.

Injury Level	Recovery Time*	Cost (₹)	Success Roll
HP to 0 HP	1HP/12 hrs	10/HP	HT+5
0 HP to –HP	1HP/18 hrs	15/HP	HT+3
-HP to –HPx2	1HP/24 hrs	25/HP	HT
-HPx2 to –HPx4	1HP/36 hrs	75/HP	HT-2
-HPx5	Dead	Burial	n/a
Crippled limbs	+24hrs/limb	+50/limb	As per above
Crippled organs	+24hrs/organ	+75/organ	As per above
Severed limbs (reattached)	+72hrs/limb	+150/limb	-1HT
Severed limbs (not reattached)	As per bionics	As per bionics	As per bionics

*Time required in induced coma in bacta-tank.

It is possible to do a field intervention with bacta. If used within 10 minutes, it will stop bleeding and restores 1 HP. This is in addition to any first-aid or physician rolls or any other mechanical or electronic devises used on that patient.

Offensive Capabilities

For complete game statistics on energy weapons, please refer to the equipment section.

Projectile Weapons

Projectile weapons ignore the DR bonus of ray shielding.

Proton Torpedo Launchers

The PTL is the basic launcher system for the popular Proton Torpedoes. It consists of a mechanical launch tube that ejects the torpedo from the tube at supersonic speeds (when firing in atmosphere, a sonic bang can be heard each time the weapon is fired). Once free of the tube, the torpedo operates on its own.

Proton Torpedo

The PTORP is a cased, energy, single shot weapon. The proton torpedo contains its own power source, which allows it to sustain the required speed (supersonic) and firepower to attack its target. The PTORP is catapulted out of the launch tube and ignites its own thrusters once cleared of the firing tube. The PTORP carries enough fuel to travel up to 30,000 yards (50,000 yards for the APTORP) in atmosphere. In space, maximum distance is unlimited, as the PTORP will continue on its vector even once its fuel is depleted. The explosive charge on the PTORP is made of a mix of proton and anti-protons that are synched to react together in stasis. Once the stasis is broken (due to impact), the protons and

anti-protons mix and thus create a small controlled anti-matter explosion.

Missile Launcher

The MSL is the most common weapon available, principally due to its low cost. It is the basic launcher system for the cheap and common concussion missiles sold across the galaxy. It consists of a mechanical launch tube that keeps the missile idle until needed. It does not eject or fire the missile per say, but simply holds it and guides it for launch. Most MSL are equipped with laser or neutrino guidance systems to assist the (A)CMIS in acquiring targets. Once free of the tube, the CMIS operates with its own fuel, thrusters, targeting-radar, and directional systems.

Concussion Missiles

The CMIS or the better ACMIS, along with its launcher, is the most common weapon available and that principally due to its low reload cost. It is a basic solid-fuel propelled explosive warhead (HEADPS). Most CMIS are equipped with laser or neutrino (ACMIS) guidance systems to assist them in acquiring targets. The information is usually fed to the CMIS by its parent MSL. Once free of the tube, the CMIS operates with its own fuel, thrusters, targeting-radar, and directional systems.

Heavy Rocket Launcher

The HRL can be found on the heavier bombers or attack fighters. These launchers are similar to the MSL but are slightly larger and greater in diameter to be able to support the Heavy Rockets. The HRL is equipped with laser or neutrino guidance system to assist the HROC in acquiring targets.

Heavy Rocket

The HROC are expensive, solid-fuel propelled warheads. The HROC are to slow and cumbersome and thus have no directional systems. Once free of the tube, the HROC operates with its own fuel and thrusters.

Space Bomb Launcher

The SBMBL differs from the other launchers in that they eject the projectile out of the tube.

Space Bomb

The SBMB are slow moving, short distance, high explosive warhead. The SBMB are ejected form the tube and thereafter cannot change speed or direction. Bombers and heavy attack fighters most enclose its target up to 0.5 miles before they can launch their bombs.

Energy Weapons

Energy weapons ignore the DR bonus of particle shielding.

Blasters

Blaster weapons all function in a similar way. The basic principle behind blaster technology is the plasma charge. The weapon uses its energy to heat a small amount of nitrogen (extracted from the atmosphere or from a small tank built into the weapon) into a semi-plasma state (gases at very high temperatures). The weapon then draws energy from the power cell to produce and emit a low-yield, charged particle field to support and compress the semi-plasma state of nitrogen. This "packet" of plasma is expelled from the weapon along the carrier particle field.

The overall effect gives the illusion that a "bolt" of orange/red energy is expelled from the barrel of the weapon. Because of the coldness of deep space, space-based blasters appear less efficient than their atmosphere-based cousins. This is due to the fact that the extreme temperature of deep space causes the semi-plasma state to loose heat (and thus power) rapidly. The end result is that space-based blasters do not provide anti-armor penetrating power. Because the bolt looses temperature rapidly it will only generate surface damage (crushing) rather than penetrating damage (impaling).

Laser Cannons

Most laser weapons function in the same way. LASER is an acronym for Light Amplification by Stimulated Emission of Radiation. The weapons fire a stream of high-energy ray-jacketed in an ionized particle field, creating the visual effect of a bolt rather than an invisible beam of radiation like a normal laser. Because of their high power yield, lasers do impaling damage. They are designed to penetrate armor and to keep on going once the target is breached. Direct hit damage from a laser weapon will often result in explosive decompression of the damaged ship section.

Turbolaser Batteries

Turbolasers are basically very powerful laser cannons operating in "boosted" or gatling modes. The principle remains the same as with regular lasers, except that turbolasers will use more power and concentrate the beam somewhat more than the regular cannons. The end result is a weapon that provides increased firepower, but at a greater energy consumption costs and at a greater size (due to added cooling and amplification gear).

Another facet of turbolasers versus cannons difference is in the turbo crew requirements. While a laser cannon may be fired automatically from a single gunner emplacement, turbolasers require a crew to man and fire the gun. STBL requires a crew of 3, MTBL a crew of 5 and LTBL a crew of 8. HTBL even require a crew of 25.

Super Lasers

A super laser is nothing more than multiple turbolasers firing at a special designed piece of equipment which combine, regulates and amplifies the separate beams into one massive shot. This weapon consumes a lot of energy and produces a lot of heat. Therefore, these weapons are only found on the large Death Stars build by the Empire. These where large enough to house the massive power reactors, cooling and amplification gear.

During the New Republic era, several capital ships where known to have smaller, keel-mounted versions of a Super Laser. These Super Lasers were not as powerful as that on the Death Stars, but was still capable of slashing through planetary shields, searing the crust and blowing apart entire continents.

Ion Cannons

Ion cannons are among the most common type of weapons found on civilian vessels. Mainly a defensive weapon, Ion cannons are used to disable, rather than destroy, the opponent. The principle is rather simple and has been known for tens of thousand years: The gun fires a bolt of ionized energy (photons or electrons) at a target in order to create an EMP pulse and thus disrupt the target's electronics and avionics.

If the bolt hits the target, the craft must make a HT roll in or take the appropriate effect. LIC attacks will make the roll at HT-3 (using size modifier as a bonus) or have 1d electronics-based systems disabled for HT turns. MIC will roll at HT-7 (using size modifier as a bonus) or have 2d electronic-based systems disabled for HT turns. HIC will roll at HT-12 (using size modifier as a bonus) or have 3d electronic-based systems disabled for HT turns. PIC will roll at HT-15 (using size modifier as a bonus) or have 4d electronic-based systems disabled for HT turns.

Power

Nothing beats a good old piston and air-cushioned shock absorber. The discovery of repulsor lift technology did not change the universe as much as it was initially feared. Most worlds still rely on mechanical forms of transport using wheels and tracks. The power systems have changed much, with a lot of cold fusion in use everywhere. The Supertec Gas Turbine, allowing a safe and environmentally friendly alternative to combustion of fossil fuels, also propels many ships and vehicles.

Corbana Gas Turbines

The Corbana Gas Turbine is similar to TL 9 deuterium – hydrogen fusion reactor. It uses a mix of corfaize and tibanna gases, and a fusion reactor to burn those two into plasma and expels it out of the engine assemble, producing thrust. The CTGT assembly contains its own internal fusion reactor to burn the mixed corfaize & tibanna into plasma. The main difference between the fusion air-ram and the CTGT is that the CTGT functions as a closed circuit and can thus be used in vacuum. The CTGT is more powerful than their equivalent fusion air-ram and provides a much higher thrust-to-mass ratio.

The most common form of power generation for building and large installation is the Cold Fusion Power Plant. Pollutant fossil fuels are almost extinct, except on very low-tech worlds (TL-5). The most widespread energy source is the Corfaize-Tibanna Gas Turbine. Although the CTGT is used mainly in vehicles and spaceships, it is sometimes found as the power source for larger droids and some older installations.

High tech nations such as the Bakuran and Shindaarni use anti-matter in their starships and in day-to-day use (Shindaarni only).

Sensors

Every ship needs sensor systems to ensure that the crew is aware of its surroundings and any potential threats. All ships have a mix of active and passive sensors.

An active sensor directs emissions, such as radar, at a target, then analyzes the energy that "bounces" back in order to learn about the distance, direction, size, composition, appearance, and other aspects of the target. Active sensors use the rules for Scanning Sense (BS page 81). The basic type is Radar, with the Multi-Mode and Targeting Enhancements

The ship's passive sensors use a combination of telescopes, cameras, and similar devices to take whatever electromagnetic radiation is already present in the environment. Passive sensors use the rules for Hyperspectral Vision advantage (BS page 60' with the Extended High-Band and Extended Low-Band enhancements. They also have Telescopic Vision (BS page 92) and Protected Sense (BS page 78).

A ship's sensor systems are given a Scan rating which is a measure of their range and power of resolution. The scan rating is used during space combat or when a ship simply wishes to detect or track another object.

Point Detectors:

These sensors are used to locate and pinpoint jump points or jump line entries. This is an active sensor type.

Tools & Industry

The tools used by industries and individuals are not really much different from those in use on earth today. Although the technology available in the Star Wars universe is very advanced, the material used and tools used are very simple in manufacture. The good old pipe wrench still is the major tool used by most star ports mechanics. The good old manual screwdriver still comes in handy once in a while. Thus, high tech devices such as nano-machines do not exist. This is a direct result of the lack of computerization and automation in the galaxy.

Translators

There are many races in the galaxy, and none of them really speak the same language. Because Humans are so prolific and have managed to expand to the far reaches of the galaxy (especially during the Clone wars) they can be found anywhere, and make up about 80% of the galactic population. The Humans have made up most of the galaxy wide ruling government for over fifteen thousand years, and have managed to impose their language as the "default" official language in the galaxy. As such, Galactic Basic" or simply Basic, is the most known and spoken language. Although the TL level is high, it still does not permit the design and manufacture of "translators" other than in the form of protocol droids, thus obliging sentient to learn other languages, if they need to communicate. Most space travelers will speak basic plus at least 1 or 2 other languages. People that do not travel will usually only speak their native tongue.



3. ADVANTAGES

Allowed Advantages

Advantages which are listed in the racial template (see Chapter 12: Alien Species) must be taken by the player. With the GM's approval, additional advantages may be taken. The player should always clarify what the basis is for a particular advantage (e.g., biological, technical, Force). Even the mundane advantages should be explained.

Anzati Sense Life

Points: 11
Prerequisite: Racial Template – Anzati
Modifier: Force -10%

Description:

The Anzati have focused this power to feed on their victims. The usage is very similar to the way Force-users use it, sensing strength in the Force, but with one important difference. Due to the thousand of years spent using this power, the Anzati have developed the ability to not only sense presence of the Force, but they can use it to determine the "life force or luck" of the target. Any target with the advantages Blessed and/or Luck will be considered tasty. Characters that are Cursed or have Unluckiness will be left alone.

Energy Reserves - Force

Points: ± 3 per 1 ER
Prerequisite: Force Sensitive
Modifier: Force -10%

Description

You are in harmony with yourself through your connection to the Force. For each 3 points spend you gain 1 ER. This ER can only be used to power Force abilities. This Force advantage may be bought multiple times. Energy Reserves - Force +2 simply means you have spent 6 points on 2 ER. See PO page 119.

Force Perception

Points: 50
Prerequisites: Force Sensitive; Racial Template - Miraluka

Description

You are blind to all wavelengths of light. However, your ability to see through the Force allows you to sense your surroundings as though you could see normally, allowing you to attack and make skill rolls without suffering penalties for blindness.

Force Perception includes the advantages 360° Vision (BS page 34), Dark Vision (BS page 47), See Invisible – Force (BS page 83) and limitation (Force), and the disadvantage Blindness (BS page 124) with Mitigator (Force).

You can enhance your Force Perception with Acute Senses for the normal cost. See FA page 128 and BS page 35.

Force Perception does not give you the ability to perceive the strength of Force users and auras. You need the Force Power – Force Sight. Force Perception is just a way of vision. Your brains will translate the information into visual images in the same way as the brain would with the information obtained by your eyes.

Force Sensitive

Points: 5

Description:

You can feel the Force. You must purchase this advantage before buying anything else (Force Powers, Force Talents, Force skills and Force Advantages).

You can only take this advantage at the creation of your character. Your character is either Force Sensitive or not. Taking this advantage does not mean your character is aware of his abilities.

The advantage Force Sensitive also grants the owner access to the more exotic advantages which are normally only available in the racial templates. These advantages are all subject to the limitation – Force and thus cost 10% less than normal.

Advantage	Prerequisite	Book
Absolute Direction	Force Sensitive	BS page 34
Absolute Timing	Force Sensitive	BS page 35
Combat Reflexes	Force Sensitive	BS page 43
Danger Sense	Force Sensitive	BS page 47
Destiny	Force Sensitive	BS page 48
Energy Reserves	Force Sensitive	Chapter 3
Enhanced Defenses	Force Sensitive; Trained By A Master or Weapon Master	BS page 51
Extra Attack	Force Sensitive	BS page 53
Fearlessness	Force Sensitive	BS page 55
Fit	Force Sensitive	BS page 55
Force Perception	Force Sensitive, Racial Template – Miraluka	Chapter 3
Force Training	Force Sensitive	Chapter 3
Longevity	Force Sensitive; Alter	BS page 66
Perfect Balance	Force Sensitive; Control	BS page 74
Recovery	Force Sensitive	BS page 80

Force Static

Points: 30

Description

You are "absent" in the Force. Force abilities cannot directly affect you or anything you are carrying or wearing. For instance, a Jedi could throw a rock at you, but he could not grab a sword from your hand or heal you using the Force.

For special limitations and enhancements see BS page 78.

Heat Dissipation

Points: +37 per level
Prerequisite: Racial Template – Dashade

Description:

Heat Dissipation contains three linked advantages. For each 4 levels of DR the character must have 2 levels Obscure and 2 levels of Temperature Control. A Dashade may use each absorbed heat damage to raise the temperature with 1 degree and as a side effect of this, others gain a penalty of 1 when they try to detect a Dashade by means of infra red based vision or scanning. Each level of Heat Dissipation costs 37 points.

Damage Resistance 4 (Absorption, +80%, Heat, Common, -40%)
Obscure 2 (Infravision/infrared scanning)

Temperature Control (Heat +2, -50%)

Proboscises

Points: 5
Prerequisite: Racial Template – Anzati

Description:

The Anzati proboscises are fairly useless in the average melee. For an Anzati to attack with the proboscises, they must somehow incapacitate the victim or attack while the victim is incapacitated. This can be done by knocking them unconscious, attacking them while sleeping, or restraining them in a way that the proboscises can reach into the victim's nostrils and pierce the brain.

For every 20 seconds the Anzati spends feeding on a victim, the victim loses 1 HT. If the victims HT ever drop below 0, he dies. If the attack is ceased before the victim is dead, the victim must somehow escape the Anzati in order to survive. For the next two days, he is physically, mentally, and spiritually exhausted suffering a -4 penalty to all his rolls (his "Luck" has been stolen). After that, he suffers a -2 penalty for the next week continuing to gain more strength back. For the final week, the character suffers a -1 penalty to all his rolls, until he regains his strength. Characters with any advantages of Luck, cannot use them during the recovery time.

Rank

Points: +5 per level
Prerequisites: Force Sensitive; membership of the Jedi Order or the Order of the Sith Lords.

Jedi

Padawan Novice:

These are the younglings. They have only started training as Jedi. It offers no Status.

Padawan Trainee:

These younglings have completed the first stage of the training. A training lightsaber is given to them by their Masters. Status is +1

Padawan Student:

These are pupils who have become of age and are allowed to go on assignments under close watch by their mentor. Status is +2.

Padawan Adept:

These are Jedi pupils who are at the final stage of their training. They must make a lightsaber at this stage before being ready for the trials. Their training lightsaber must be given back to his master. Their Status is +3.

Knight:

Jedi who succeeded their trials are known as Jedi Knights. They are the ones who are best known who fulfill assignments and complete many missions. Their Status is +4.

Grand Knight:

These are Jedi Knights granted a seat in the council but not granted the title of Master. Anakin Skywalker was a Grand Knight during the end of the Clone Wars. Status is +5.

Lord:

Jedi Lord should not be mistaken with a Sith Lord. During the Clone Wars, many Jedi were appointed as a commander, general, admiral or any other rank in the military. Their Status +4 or +5 added to the status obtained by the military rank they occupy. Mostly, the military rank is temporary (see BS page 29)

Master:

Jedi Knights can only be granted the title of Master by the Jedi Council. A seat in the Jedi Council is not necessary. Status is +6.

Grand Master:

Only one Jedi Grand Master at a time can exist. This is the highest rank a Jedi can achieve, and not many did. Status is +7.

Sith

Apprentice:

Force users who are being trained in the arts of the Sith are named Apprentice. They have access to lightsabers or any non-powered melee weapon. Sith Apprentices are sent on secret mission on an early stage. At the end of their training they must kill another Force user (e.g., Jedi Knight or higher or another Sith Apprentice or higher). Sith themselves have no rank or status. Their status mostly evolves as a result of the position they obtain (political, military, and administration).

Darth:

An original title of the Sith. Normally this title is paired with a Sith name other than the character's own name (e.g., Tyrannus, Vader or Maul). A Darth has killed at least one other Force user. More often, a Darth is called Lord or Dark Lord.

Master:

A Sith Master is the terror of the Jedi. Luckily, after the Golden Age of the Sith, there is only one Master at a time. A prerequisite to this rank is either having an apprentice or just being the last Sith alive.

Spirit of Battle

Points: +50
Prerequisites: Em'liy Racial Template

Description:

Once per day, by focusing on his or her mind on combat, an Em'liy can enter the Spirit of Battle. In this state, the Em'liy temporarily gains +2 ST, Enhanced Dodge +1, +2 Will, and +2 FP.

The Spirit of battle lasts for a number of turns equal to 5 + the Em'liy's HT score. An Em'liy can end the Spirit of Battle at any time voluntarily (as a free maneuver). Upon ending the Spirit of Battle, the Em'liy becomes fatigued (-2 ST, -2 DX, can't run, charge of make all-out attacks) for a number of turns equal to the time spent in the sprit of battle or the rest of the combat encounter, whichever is longer.

While in the Spirit of Battle, an Em'liy cannot use skills or abilities that require patience or concentration

PERKS

High Metabolism

High Metabolism allows characters to indulge themselves with food and drinks but keeping their appearance level and not gaining any weight.

MODIFIERS

Enhancements

Limitations

Cannot be Fixed

Points: -0%
This only states that the disadvantage chosen with this limitation cannot be fixed using the modifier Mitigator.

Dark Side

Points: -5%
Calling upon the Dark Side of the Force may have some negative effects. Each time when a Force ability with the limitation Dark Side is used, a Will test must be made. If the test is failed the character gains automatically another point of disadvantage.

These Dark Side disadvantages are: Bad Temper, Bloodlust, Bully, Callous, Compulsive Lying, Delusions, Fanaticism, Greed, Intolerance, Jealousy, Killjoy, Loner, Low Empathy, Manic-Depressive, Megalomania, Miserliness, Obsession, Overconfidence, Phobias, Reputation, Sadism, Secret, Selfish, and Uncontrollable Appetite, Unnatural Features, Appearance Penalty, or any other disadvantage that the GM and the player agrees with.

The points gained in this way must be put into Force Powers (e.g., improving the Force ability just used, improving Talents, taking new Force abilities, etc).

Depending on the campaign setting and the seriousness of the "evil act", modifiers may be added to reduce or enhance points cost. This way, a character can slide gradually towards the Dark Side when taking 1 point quirks and later on enhancing these quirks by altering the modifiers.

Author's note:

Although this limitation does not actually limit the use of Force abilities, it surely does prevent from characters learning that ability in order to stay on the Light Side of the Force. Characters who want to go the easy way, the quick one may be seduced to take this limitation for granted. The Force ability is cheap and the points gained by taking extra disadvantages improve the Force capability of the character in a much faster way than by earning CP.

Force

Points: -10%
All Force Powers have a counter. Some races are immune or resistant to some Force Powers (e.g., Hutt and Toydarian), other races are completely Force static (e.g., Yuuzhan Vong and Ysalamiri).

Some equipment might block or nullify some or all Force abilities (e.g., Lightsaber might block a Force Lightning).

Normally, Talents may be added freely (if one has already bought them) to your skill. The Force Talents may only be added to your Force ability if you have had any training in that particular ability and then you only add that much as the level of that Talent and the level of your Force training.

Author's note:

The combination of the three limitations described above explains the -10% modifier instead of the -5% modifier normally used by GMs as the Force Power modifier. This results in a 10% reduction of points cost for all Force abilities which, I think, reflect the overall superiority of a Force user over a mundane character.

Force Training

Points: -1 point per level/Force Ability
Prerequisite: Force Sensitive; Trained By a Master (Mastery & Harmony only)

Description:

This optional modifier comes in levels and must be Force-Sensitive to acquire this training from a Force using Master.

Note that high Force Training in combination with the appropriate Force Talent lets you produce powerful results with even the most basic Force skills. The GM sets the maximum and starting Force Training allowed to PCs.

The descriptions below are limited. The effect of Force Training will be described within the description of each Force ability but mostly lets you add extra enhancements. Sometimes an enhancement is not depended on Force Training. This enhancement is stated as being unlimited or irrespective of Force Training.

Attuned:

You have been taught to learn to use the Force. This lets you add, if allowed, add +1 level of any or all enhancements. Costs -4pts.

Adept:

You have extended knowledge of the Force. This lets you, if allowed, add +2 levels of any or all enhancements. Costs -3pts.

Mastery:

You have mastered the Force. This lets you, if allowed, +3 levels of any or all enhancements. Costs -2pts.

Harmony:

You have become almost one with the Force. This lets you, if allowed, add +4 levels of any or all enhancements. Costs -1pt.

Prophecy:

You are one with the Force. This lets you, if allowed, +5 levels of any or all enhancements. This 0-points Limitation might also require the Unique Disadvantage and gives the character the allowance of 5 Force Talents each.

Gesturer/Nonverbal

Points: -50%
Some languages are based solely on body movement, facial expressions, and other more subtle signs.

Light Side

Points: -5%
Some Force Powers are inherent good, like using the Force to aid others.

Force Users who are walking the path of the Dark Side might find it more difficult to use the Force for good (see the disadvantage Dark Side Taint).

Mitigator

Points: -60%
This limitation can only be applied to a disadvantage.

Shades:

Shades protect your eyes against bright light like sunlight or a brightly lit room. It does not protect against sudden flashes. Shades are vulnerable, easily stolen, broken or misplaced.

Not in Water

Points: varies

Your ability works only when not underwater. For aquatic/amphibious beings this is a -80% modifier. For non-aquatic/amphibious beings this is only a -20% modifier.

Poisons & Toxins Only

Points: -40%
This is a limitation to the Healing advantage. As the tile implements, the Healing advantage will only work against poisons and toxins.

4. DISADVANTAGES

Allowed Disadvantages

Disadvantages which are listed in the racial template (see Chapter 12 Alien Species) must be taken by the player. With the GM's approval, additional disadvantages may be taken. The player should always clarify what the basis is for a particular disadvantage (e.g., biological, technical, Force). Even the mundane advantages should be explained.

Code of Honor

Battle Honor

Points: -10
Prerequisite: Sludir Racial Template

Description:

Warriors eagerly show their battle prowess in close combat. Using ranged high-tech and ultra-tech weapons are dishonorable. Hiding and retreating are the tactics of a coward.

Clan or Family

Points: -5
Prerequisite:

Description:

The safety of your clan or family comes before all.

Jedi

Points: -15
Prerequisite: Jedi Order Template

Description:

The Jedi must stay at peace with the universe, and follow the Jedi code. The character may not use his powers for selfish or evil gains. Never break your word. Protects your Order, protect he Republic, and anyone weaker than yourself. Even in open war, sides and weapons must equal if the foe is also noble and chivalrous.

Nagai

Points: -5
Prerequisite: Nagai Racial Template

Description:

The Nagai hate and fear their extragalactic enemies, the Tofs. Whenever encountered a Nagai must attack a Tof after making a successful Fear roll with an -1 to Will for each Tof encountered at the same time.

Sith Rule of Two

Points: -5
Prerequisite: Order of the Sith Lords Template

Description:

There are only two Sith; a master and an apprentice. If there are more than two Sith at any time given, the chance is great infighting will occur when it is discovered.

Yuzzem

Points: -5
Prerequisite: Yuzzem Racial Template

Description:

A Yuzzem always pays his debts within the time agreed upon. A Yuzzem always has a strong sense of fair play.

Dark Side Taint

Points: -4 per level
Prerequisite: Force Sensitive; appropriate number of Dark Side Disadvantages

Description:

Tainted (-4): Your number of points with Dark Side disadvantages must be at least half of your Will score. All Dark Side Force abilities are used with a bonus of +1 and all Light Side Force abilities have a penalty of -2.

Devotee (-8): Your number of points with Dark Side disadvantages must be at least your Will score. All Dark Side Force abilities have a bonus of +2 and all Light Side Force abilities have a penalty of -4.

Dark Sider (-12): Your number of points with Dark Side disadvantages must be at least double to your Will. All dark Side Force abilities have a bonus of +4. All Light Side Force abilities have a penalty of -8 and all Neutral Force abilities have a penalty of -1.

In the Table below are all Force abilities listed and on what aspect the modifiers apply.

Force Ability	Aspect Modified
Beast Speech	Reaction Roll or Beast's IQ
Combat Precognition	attack roll, dodge, parry, or skill roll
Cure Another	IQ
Detoxify Another	IQ
Farseeing	Activation Number
Fear	Level of Terror
Force Grip	Level of Affliction
Force Jump	Level of Super Jump
Force Lightning	Innate Attack (Beam skill)
Force Move	Level of Enhanced Move
Force Pull	Fast Draw
Force Push	Push skill
Force Sight	Perception
Force Stealth	Force Sight
Heal Another	IQ
Heal Self	HT
Hyperspace Navigation	Piloting and Navigation (Hyperspace)
Mind Trick	Will
Sense Life	Perception

Disciplines of Faith

Jedi

Points: -10
Prerequisite: Jedi Order Template

Description:

You are complete devoted to the Jedi Orders pursuits, which often involves the denial of ego and self. You must spend at least 75% of your time completing tasks given by your Order, and cannot have above-poor Wealth, or Status beyond that granted by the Jedi Order, The Galactic Senate, or the Supreme Chancellor. After The Great Sith War it is forbidden to marry and maintain other family attachments.

Fragile

Dispersed Vital Parts

Points: -10
Prerequisite: Appropriate Racial Template

Description:

Your internal organs are laid out in long ribbons running the length of your body. For this reason, every part of your body is a critical part; a blaster bolt in the foot is as life threatening as a shot to the chest. If you have to amputate any part of his body will almost certainly die.

If you receive a Crippling Injury, threat it like a Mortal Wound and make a HT roll to avoid death.

Odious Racial Habits

Points: -5/-10/-15
Prerequisite: Appropriate Racial Template

Description:

Your race usually or always behave in a fashion repugnant to other species. An Odious Racial Habit (ORH) is worth -5 points for every -1 to reaction rolls made by other species who notice your problem. The behavior is specified by the Racial Template.

Technophilia

Points: -10*
Prerequisite: None

Description:

You are instinctively fascinated by technological devices, no matter how dangerous or frightening they appear to be or to get a hold on. Make a self-control roll whenever you see a technological device (or something) like this. If you fail, you assume control over it and start disassembling it immediately. A technophile finds himself often tempering with dangerous artifacts, studying new high tech apparatus, or stealing devices from dangerous villains.

As partial compensation, you get a bonus to Fright Checks when taking or defending a technological device.

Self-Control Number	Bonus
6	+4
9	+3
12	+2
15	+1

NPCs with this trait will react to high TL PCs carrying technological devices at a similar bonus.

Unnatural Features

Dark Channeling Eye

Points: -1 or -5
Prerequisite: Force Sensitive

Description:

Typically, when channeling the Dark Side of the Force, the user's eyes turn yellow. During this state all reaction rolls from non-Sith are at -1. If the visual effects do not wear off after stopping channeling the Dark Side of the Force it becomes a -5 point disadvantage.

QUIRKS

Pessimism

Description.

5. SKILLS

Armoury

Lightsaber/TL^ (IQ/Average)

Defaults: IQ-6 or Engineer (same) -4

Prerequisite: Force Sensitive

This is the ability to build, modify, and repair any lightsaber. It does not include skill at design; for tat, see Engineer (Lightsaber). A successful roll lets you find a problem, if it isn't obvious; a second roll lets you repair it. Time required is up to the GM.

Artist

Holo Art (IQ/Hard)

Defaults: IQ-6 or Artist-6

Creating beautiful holographic projections. You need Computer Operation if you use a different input device or another computer than that of the holo-projector itself.

Beam Weapons

Bowcaster/TL10 (DX/Easy)

Defaults: DX-4 or Beam Weapons -4 or Crossbow -4

This energy weapon looks much like an archaic crossbow. Instead it fires high energy quarrels.

Body Control

Force Trance (HT/Very Hard)

Defaults: None

Prerequisites: Trained By A Master; Meditation; Force Power – Control

You may enter a Force trance that slows your metabolism, allowing you to survive for extended periods of time with very little air, water, or food. You may enter a trance at will; doing this requires a minute. It also takes a minute to awaken from the trance. While in a trance, you heartbeat slows, your breathing all but cease, and you appear to be dead (use of the Sense based See Force power will identify the target as being in a trance). A character in a Force trance uses only 10% as much air as a sleeping person and needs no food or water for an extended period of time. For purposes of natural healing, a Force trance is equivalent of assisted healing.

You can also use this skill to flush poisons from your body (see BS page 181).

When entering a trance, the character must declare the circumstances under which the trance will end. Examples include a time limit or a certain stimulus (such as being touched)). A character in a trance is not conscious of his or her surroundings and may not use any skills or abilities.

A character can remain in a trance for up to one week in a dry climate or up to one cycle in a wet climate before succumbing to thirst. If a character can stay hydrated (via an intravenous drip, for example), he could remain in a trance for up to three cycles before dying of starvation.

Echani

Defaults: None

This skill represents the martial arts of the Echani Warriors which includes unarmed striking. This art was practiced without armor, weapons, and the use of the Force. Echani culture held the belief that combat was the only means to "know" someone. Echani fighting was not only self-defense, but a form of self-expression, a means of communication similar to art.

Roll against Echani to hit with a punch (at no -4 for the "off" hand), or Echani-2 to hit with a kick. Echani skill does let you make several special attacks, however; see Special Unarmed Combat Techniques (BS page 403 and Techniques in this book.).

Echani improves damage: if you know Echani at DX level, add +1 per die to basic thrust damage when you calculate damage with Echani attacks: punches, kicks, elbow strikes, etc. Add +2 per die if you know Echani at DX+1 or better! Work out damage ahead of time and record it on your character sheet.

Echani allows you to parry two different attacks per turn, one with each hand. Your Parry score is (skill/2) + 3, rounded down. This parry is not at the usual -3 for parrying a weapon barehanded, greatly reducing the likelihood of injury when you defend against an armed foe. In addition, Echani gives an improved retreating bonus when you parry; see Retreat (BS page 377). For more parrying barehanded, see Parrying Unarmed (BS page 376).

To use Echani, any hand with which you wish to strike or parry must be empty. Because Echani relies heavily on footwork, all Echani attacks and parries take a penalty equal to your encumbrance level. For instance, Heavy Encumbrance would give you -3 to hit or parry an enemy attack.

Engineer

Lightsaber/TL^ (IQ/Hard)

Defaults: Armory (same) -7

Prerequisite: Force Sensitive

This is the ability to design and build any lightsaber. A successful roll lets you design a new system, diagnose a glitch, identify the purpose of a strange device on a found lightsaber, or improve a lightsaber to solve a problem. Time required for each event is up to the GM.

Hidden Lore

Jedi Lore (IQ/Average)

Defaults: None

You know the tales and history of the Jedi, their deeds and possibly even the Force itself.

This knowledge may be acquired by Jedi Masters, Force Spirits, or Jedi Holocrons. During the era of the Old Republic, Jedi Lore is still counted as hidden for the mundane people.

Sith Lore (IQ/Average)

Defaults: None

You know the secrets of the Dark Side of the Force, the motivations of the Sith Lords and possibly even the history of the Sith Lords.

This knowledge may be acquired by your Sith Master or Sith artifacts such as the Sith Holocrons.

Innate Attack

Control Ability - Force Lightning (DX/Easy)

Default: DX-4

This skills is used in combination with the Advantage: Control Ability (Force Lightning). This skill is used to aim the lightning which sprouts out of your fingers towards the target or targets.

Melee Weapon

Arg'garok (DX/Average)

Defaults: Two-handed axe -2

This weapon favored by Gamorrean warriors consists of a heavy axe blade mounted on a simple wood handle. The arg'garok is perfectly balanced to take advantage of the Gamorrean's low centre of gravity and enormous strength.

A Gamorrean trained with this weapon does not need to make a Ready maneuver after an attack.

Double-Bladed Lightsaber (DX/Average)

Default: Staff -5

This type of lightsabers has a lengthened hilt from which sprouts two energy blades.

A double-bladed lightsaber must have one Force crystal and may contain up to three Force crystals.

Gaderfii (DX/Average)

Defaults: Polearm -2; Spear -4; Staff -4; Two-Handed Axe/Mace -4

Gaderfii are unbalanced pole weapons made of scrap materials. no two Gaffi sticks are identical. Some have smooth sharp blades, others feature pointed tips and hooks, while others have crude jagged edges.

Fencing Lightsaber (DX/Average)

Defaults: Rapier-5; Lightsaber-4; Short-Bladed Lightsaber -4

Any lightsaber with a curved hilt, such as Count Dooku has, requires this typical skill of handling. If you have a fencing lightsaber, you get an improved retreating bonus when you parry, see Retreat (BS page 377). Furthermore, you have half the usual penalty, for parrying more than once with the same hand (see Parrying, BS page 376).

Force Pike (DX/Average)

Defaults: Polearm -5; Spear -3

Force pikes are powered spear-like weapons which do extra damage (mostly stunning)

Lightsaber (DX/Average)

Defaults: Any sword -5; Short-Bladed Lightsaber -2; Fencing Lightsaber-4

Any sword with a blade made out of energy instead of matter. This refers to an ultra-tech weapon that projects energy from a powered hilt. Because of the lethal blade (even if touched lightly) the default to any sword skill is -5.

A lightsaber must have one Force crystal and may contain up to three Force crystals.

Short-Bladed Lightsaber (DX/Average)

Defaults: Any sword -5; Lightsaber -2; Fencing Lightsaber -4

This type of lightsaber has a shortened blade (as a short sword or large knife).

A short bladed lightsaber must have one or two Force crystals.

Stranglestick (DX/Average)

Defaults: None

This is the skill of using a stranglestick. Stranglesticks are spear-length rods with forked ends that a thin strip of leather is threaded through. The strap can be tightened to restrain a target quickly and quietly. The Stranglestick does damage if the victim struggles. If the victim cooperates, the Stranglestick does no damage, but merely acts like a harness

Thogk (DX/Average)

Defaults: Two-handed sword -2

This weapon is favored among the wealthier Gamorrean. It consists of a heavy blade set into a crude hilt. The Thogk is perfectly balanced to take advantage of the Gamorrean's low centre of gravity and enormous strength.

Vibro-Weapons (DX/Average)

Default: Variable

These weapons include many types of powered weapons. Simply use the Melee Weapon skill instead but ad Vibro to the front of the name. The following skills are available: Vibro-dagger (knife); vibro-axe (axe/mace); vibro-blade (shortsword); vibro-halberd (polearm); vibro-lance; vibro-spear; vibro-sword (broadsword).

The defaults listed in BS are the values of other vibro-weapons. Using defaults of none vibro-weapon, subtract one of the default value (i.e., Lance has defaults DX-5 or Spear-3 but Vibro-Lance has Defaults DX-6 or Spear -4 or Vibro-Spear -3).

For more information see UT page 164.

Parry Beam Weapons

(DX/Very Hard)

Defaults: Parry Missile Weapons -6

Prerequisites: Enhanced Time Sense; Melee Weapon – Any Lightsaber skill at +5

This skill lets you parry beam weapons (such as blaster bolts) with a ready lightsaber. Your Parry score is (skill/2) + 3, rounded down, but based on Parry Beam Weapons skill, not your Melee Weapon skill.

Thrown Weapon

Darkstick (DX/Hard)

Defaults: DX-6

This is the skill of throwing a Kerestian darkstick. A successful roll means the darkstick will return to the owner's hand. The thrower makes another darkstick roll for catching the weapon.

Lightsaber (DX/Average)

Defaults: Axe/mace throwing -2; Stick throwing -2; Knife throwing -4.

Lightsabers may be hurled towards the opponent (when the on switch can be locked).

TECHNIQUES

Here's a list of Techniques described in GURPS 4th Edition martial Arts and its counterpart in Star Wars. For ease of reference, only the GURPS names are used in the styles.

GURPS Technique	Book and Page	Star Wars Technique
Disarming	MA, p70	Sun Djem
Targeted Attack (Swing/Hand)	MA, p68	Cho Mai
Targeted Attack (Swing/Leg)	MA, p68	Cho Mok
Targeted Attack (Swing/Weapon Arm)	MA, p68	Cho Sun
Targeted Attack (Swing/Neck)	MA, p68	Sai Cha
Targeted Attack (Swing/Lower Body)	MA, p91	Sai Tok
Targeted Attack (Thrust/Vitals)	MA, p68	Shiak (Sith)
Targeted Attack (Thrust/Limbs)	MA, p91	Shiak (Jedi)
Spinning Strike	MA, p79	Shun

Echani

All techniques that are possible with the skill Karate are possible with Echani. These are: Aggressive Parry; Attack from Above; Axe Kick; Back Kick; Counterattack; Disarming; Dual Weapon Attack; Dual Weapon Defense; Ear Clap; Elbow Strike; Exotic Hand Strike; Eye-Pluck; Eye-Poke; Eye-Rake; Fighting while Seated; Flying Jump Kick; Grand Disarm; Ground Fighting Hammer Fist; Hand-Clap Parry; Head Butt; Jam; Jump Kick;

STYLES

Jar'Kai

Points:
Jar'Kai was originally the name of a city on Atrisia. Here were crafted the original Jar'Kai dueling sabers, which were wielded by the Yovshin Swordsmen. The Swordsmen, wielding one saber in each hand, invented the Jar'Kai style.

Jar'Kai relied on steel blades, as lightsabers had not yet been invented, but the style could be used with a great variety of weapons.

The Jedi incorporated this style as a sub-from of Form VI: Niman.

Skills: Saber

Techniques: Counterattack (Saber); Feint (Saber); Targeted Attack (Saber, Swing/Arm); Targeted Attack (Saber, Swing/Neck); Targeted Attack (Saber, Swing Skull); Targeted Attack (Saber, Swing, Legs); Targeted Attack (Saber, Thrust, Vitals)

Cinematic Skills:

Cinematic Techniques: Dual Weapon Attack (Saber); Dual Weapon Defense (Saber); Whirlwind Attack (Saber)

Perks: Off-Hand Weapon Training (Saber); Unusual Training (Dual Weapon Attack, Both attacks must target the same foe)

Optional Traits

Advantages: Ambidexterity; Combat Reflexes

Disadvantages: Bloodlust; Reputation (User of unconventional strategies)

Skills: Any melee weapon (also lightsabers)

Lightsaber Forms

Form I: Shii-Cho

Points: 2
Shii-Cho, or The determination Form, was the first of the seven forms of lightsaber combat.

As the weapons technology of the lightsaber was developed, the need for a form of combat arose. Thus From I, also called Way of the Sarlacc, was born. Shii-Cho was the most ancient style of lightsaber combat, developed by early Jedi Masters to incorporate key principles of ancient sword-fighting traditions. Existing as the simplest even four thousand years before the Battle of Yavin, Shii-Cho was among the many forms known to the Jedi. Due To its simplicity, it was often the first form taught, so almost all lightsaber duelists include some aspect of Shii-Cho in their swordplay.

One of the marks of contact, sun djem, was a goal of early Form I duelists, as disarming or destroying the opponents' weapon could ensure victory without causing injury, which was always a Jedi objective. However, with the rise of Form II, sun djem became nearly impossible as Makashi duelists were well trained to prevent their own weapons being taken or destroyed.

Skills: Lightsaber

Techniques: Back Strike (Lightsaber); Disarming; Targeted Attack (Lightsaber, Disarm/Weapon)

Cinematic Skills: Blind Fighting

Cinematic Techniques: Whirlwind Attack (Lightsaber)

Perks: Acrobatic Kicks; Grip Mastery (Lightsaber)

Optional Traits

Advantages: Force Pull; Combat Precognition

Disadvantages:

Skills: Double-Bladed Lightsaber; Fencing Lightsaber; Short-Bladed Lightsaber

Form II: Makashi

Points: 3
Makashi, or The Contention Form, was the second of the seven form of lightsaber combat.

After Form I's proliferation as a lightsaber combat technique, Form II, or Way of the Ysalamiri, came about as a means of lightsaber-to-lightsaber combat. It was described of being very elegant, powerful, and requiring extreme precision, allowing the user to attack and defend with minimal effort, while his opponent tires himself out, often wielding the blade one-handed for greater range of movement and fluidity. The form relied on parries, thrusts, and small, precise cuts, as opposed to the blocking and slashing of the other forms. Form II countered sun djem, the goal of early Form I masters, by being well trained in prevention of disarming and weapon destruction.

Feints would also be commonly used to confuse or set-up their opponents for a trap, a tactic that Count Dooku commonly used in his duels during the Clone Wars. Precise footwork and movements were required for maintaining proper distance from the opponent during defense and/or when moving in for an attack. The blade manipulation required for this form was very refined and required intense focus. Timing, accuracy, and skill, rather than strength, were relied on to defeat one's opponent, and with a skilled practitioner, the results were extremely potent.

The footwork of Makashi practitioners followed a single line, front and back, shifting the feet to keep in perfect balance as the practitioner attacked and retreated. Makashi was a style based on balance, on back-and-forth charges, thrusts, and sudden retreats. Elegance, gallantry, enchantment, finesse, artfulness, and economy were the core of Makashi. Makashi duelists trained themselves to avoid enslavement to form; as such enslavement opened the practitioner to be defeated by predictability and the unforeseen.

Makashi users were elegant, precise, calm, and confident to the point of arrogance (as befit Dooku's personality). Form II users were supremely confident in their chances for victory, and often looked so relaxed when they were fighting they even appeared to be dancing.

Despite its effectiveness, Makashi was not without its weaknesses. Among the first of these was the fact that it was somewhat harder to block against blaster fire with this style. Makashi was developed before blasters had become common place in the galaxy, and Form II training taught its practitioners to defend solely against blades. Skilled users could overcome this obstacle with minimal effort, however. Another drawback was that Makashi was most potent when used against a single opponent, and therefore was reduced in strength when fighting groups of adversaries. Exceptionally skilled users could still fare very well against multiple foes, however. Dooku, for example, could fight up to four adversaries at once with little difficulty.

But the greatest flaw with this system of combat was that it could not withstand strikes from later styles which emphasized more powerful strokes over Makashi's elegance and precision. As shown during Dooku's fatal duel with Anakin that Makashi simply did not generate the necessary kinetic energy to meet (Skywalker's preferred style) on an even footing. The sheer raw power of Form V wore down Dooku's defenses, physically exhausting him and draining his reserves of Force power.

Skills: Lightsaber; Precognitive Parry

Techniques: Counterattack (Lightsaber); Feint (Lightsaber); Retain Weapon (Lightsaber); Targeted Attack (Lightsaber Thrust/Face); Targeted Attack (Lightsaber Thrust/ Neck); Targeted Attack (Lightsaber Thrust/Vitals); Targeted Attack (Lightsaber Swing/ Arm); Targeted Attack (Lightsaber Swing/leg)

Cinematic Skills: Blind Fighting

Cinematic Techniques:

Perks:

Optional Traits:

Advantages: Perfect Balance; Combat Precognition

Disadvantages:

Skills: Fencing Lightsaber

Form III: Soresu

Points: 2
Soresu, also known as the Way of the Mynock, or The Resilience Form was the third of the seven forms of lightsaber combat that was recognized by the Jedi Council prior to and during the Clone Wars.

Originally, Form III was developed as a counter to blaster weapons used by multiple opponents. Due to the rise in distribution of blaster weapons, more and more Jedi were forced to adapt a fighting style which allowed them to combat enemies firing from several directions, mostly basing their "attack" on redirected blaster fire. Previous styles had allowed wide, sweeping strokes which left the Jedi open to blaster fire. Form III, however, required maintaining a constant shield of deflectionary strokes by making short, quick sweeps, close to the body, leaving the Jedi less exposed to ranged fire. Form III was the most defensive of the seven forms.

The philosophy of Soresu is described as "being within the eye of the storm." The practitioner maintained a centered frame of concentration, undisrupted by the conflict around them. They did this to maintain the calm center where the outer storm of combat could not harm them. Thus, Soresu commanded powerful defensive techniques that seemed to adapt to almost any circumstance, at the cost of never reaching past the figurative eye of the storm. The Soresu technique used little to none of the attack power needed by those who concentrate on the storm itself. Those who studied this style used the primarily defensive technique to wear down aggressive opponents by defending long onslaughts with minimal counter-attacking. They waited until their adversary spent most of their energy, and then employed an alternate, more aggressive attack. They waited for eventual lapses in their opponent's own defense.

The key to truly mastering Soresu may have come from a mastery of the concept and philosophy of Soresu. Jedi Master Obi-Wan Kenobi, despite his preference for Soresu, applied Shii-Cho elements and Ataru acrobatics into his swordplay, as evidenced by his recollection of his intense duel with the Sith Lord Count Dooku onboard the Invisible Hand. This, however, he did to confuse Dooku, as he later switched back to his true form, Soresu. In his duel against General Grievous, Kenobi used pure Form III swordplay.

The third form of lightsaber combat utilized motions that occurred very close to the body, in an attempt to achieve near-total protection and expend as little energy as possible while executing moves. Form III stressed quick reflexes and fast positional transition, in order to overcome the rapidity with which a blaster could be fired. This technique minimized the body's exposure, making a well-trained practitioner nearly invincible. Followers of Soresu preferred to remain on the defensive until their opponent left an opening that a Soresu practitioner could exploit. Observers

generally described Soresu as a passive form of combat. Jedi with extreme patience and reserved personality often employed the form - in fact, during the Clone Wars, Soresu was the most commonly used lightsaber form in the Jedi Order.

Form III involved preparation for prolonged battles where the user observed and learned as much as possible about their opponent's or opponents' technique while engaged in combat. Also, by being more capable in lengthy battles, a Soresu user had the ability to gain control of a combat situation, creating multiple options for the Jedi employing the form. A Form III user could choose to kill, disarm, or even reason with their opponent.

Many Soresu practitioners survived the lengthy Battle of Geonosis, owing to the endurance gained from the form and its specialization in fending off and deflecting blaster fire. Soresu's greatest power lay in the endurance and control a practitioner eventually developed.

Jedi Master Mace Windu noted that, unlike any of the other combat styles, Soresu was not an answer to a particular type of weakness. Vaapad was an answer to Windu's inner darkness; Ataru was Yoda's answer to his limited reach and advanced age; and Djem So helped Anakin release his own powerful emotions. Toward the end of the Clone Wars, Master Windu acknowledged Obi-Wan Kenobi as "The master of Soresu." It was because of this fact that Kenobi was chosen by the Jedi High Council as the Jedi best suited to defeat General Grievous. During their duel, the Jedi Master was capable of parrying all four of Grievous' lightsabers, gradually disarming the droid general. Earlier, during his duel with Count Dooku aboard the Invisible Hand, Kenobi's expertise in Soresu allowed him to parry the Count's elegant Makashi strikes.

Soresu was considered the consummate Jedi combat form in that it embraced a passive way of life and a literal expression of the Jedi tenet to defend rather than attack. Obi-Wan himself considered Soresu very simple, so restrained and defense-oriented that Form III was nearly passive. As a master, Obi-Wan could defend himself against any attack less than twenty strikes per second. Darth Vader used elements of Form III in his variant of Form V.

Soresu was a very favorable form of combat for Jedi until the Great Jedi Purge. The defense and control it allowed a practitioner made for suitable outcomes in favor of the user when faced with hurried opponents who left themselves vulnerable to counterattack. However, its defense required a very large amount of focus from the wielder and even a momentary fault in concentration could have meant the user's defeat. Jedi with less focused minds would usually abandon this style of combat to capitalize on the benefits of other styles that required less dedication to prolonged fighting. Soresu lightsaber combat utilized strikes/blocks with the lightsaber at very fast speeds, and very close to the wielders body. This form also utilized some acrobatics as seen in Form IV to make the wielder even harder to catch. Form III was effective against single powerful enemies, as well as big battles with multiple enemies. Form III was also the most effective form against Blaster bolts, since it was partially designed specifically to deflect them, and since the movements are very fast and close to the body, the wielder would have basically no open space between attacks that could leave the wielder open to Blaster fire. Jedi who mastered Soresu were known to have an unbreakable defense, and the most successful when dealing in situations when a quick victory was not favorable to total understanding and calculated action. Soresu users will only attack the enemy to deliver the disarming strike (unless fighting against Battle Droids), and will keep defending until they see an opening in the enemy. Soresu Masters (like Obi-wan Kenobi), had a unbreakable defense, as mentioned above, and could trap opponents in their own attacks, as demonstrated by Obi-wan Kenobi and his duel with General Grievous, as well as Darth Vader/Anakin Skywalker on Mustafar.

Truly focused masters of Soresu were very formidable due to their strong defense technique. Soresu, however, facilitated survival more than victory. Form III initiates were more than capable of defending themselves from attack, but they needed a large amount of experience to learn how to trap an opponent in their own offense. Masters had to maintain an incredibly strong focus on the center of the combat circle, since the defensive tactics of the form included guards and parries engaged very close to the body. Jedi who left small lapses in their otherwise strong defense left little room to avoid injury.

Form III did not favor Jedi Generals in a lengthy fight with troops left alone on the battlefield. Jedi found this situation usually inevitable during the Clone Wars. General Obi-Wan Kenobi provided a good example of this situation when he needed to leave his regiment of troops to conduct his reconnaissance search for General Grievous.

Skills: Lightsaber

Techniques: Evade (Acrobatics); Close Combat

Cinematic Skills: Blind Fighting

Cinematic Techniques: Timed Defense

Perks:

Optional Traits:

Advantages: Combat Precognition

Disadvantages:

Skills: Double-Bladed Lightsaber; Short-Bladed Lightsaber

Form IV: Ataru

Points: 3

Ataru, the Way of the Hawk-Bat, or the Aggression form was the fourth of the seven forms of lightsaber combat. The history of Ataru stretched back through the Old Republic, to at least as early as the Mandalorian Wars, where it was commonly employed by Jedi of that day. Ataru continued to be a common form among the Jedi in the latter stages of the Republic.

An aggressive style, Form IV was fast-paced and effective against single opponents, though weaker in prolonged combat and confined spaces. Ataru was characterized by Force-assisted acrobatics, both for attack and defense, and fast, powerful strikes. Notable users of this combat form included Yoda and Qui-Gon Jinn

Ataru was an aggressive combat form relying on a combination of power, speed, and grace. Practitioners of Ataru were always on the offensive, attacking with wide, fast, and powerful swings. Form IV practitioners constantly called upon the Force to aid in their movements and attacks. By allowing the Force to flow throughout their body, they could overcome their physical limitations (including old age, as was the case with Master Yoda), and allowed them to perform amazing feats of acrobatics, such as somersaults and back flips, not only for attack, but also to evade the attacks and strikes of their opponents.

Those who used Form IV could move at high speeds and could rain strong blows, jumping and attacking through the air. Powerful and quick spinning attacks could be utilized from all angles, either from ground or air. A master in Ataru combat could appear like a blur to their opponents, attacking from all directions—from the front, the sides, overhead, or behind. The Force not only allowed them to perform athletic feats not possible otherwise, but it also helped guide their actions and movements in combat.

The opening stance for Ataru was a balanced two-handed guard: holding the lightsaber vertically with both palms, either on the right or left side of the body.

Ataru proved to be an effective combat form when used properly, and was common among Jedi in the Mandalorian Wars. It was highly effective in close combat, particularly against single opponents.

Because it was such an aggressive style, Ataru did not work well against multiple opponents, and it was somewhat ineffective against blaster fire, particularly from multiple opponents. Despite these weaknesses, Obi-Wan Kenobi and Qui-Gon Jinn were able to employ this form with great success during the Battle of Naboo against numerous B-1 battle droids. This form was also probably not as effective for prolonged combat, as the nature of Ataru could greatly tax the body. Fatigue may have been a contributing factor in Qui-Gon Jinn's defeat at the hands of Darth Maul. Another contributing factor in Qui-Gon's death was the requirement of open space for the kinetic acrobatics of Ataru. Without ample space in the Theed Palace reactor core to move, Qui-Gon was deprived of the key element in his defense, and thus could only attempt to block Maul's incessant barrage of Juyo strikes. This event influenced Kenobi—after his master's death, he changed his preferred form to Soresu, the most defensive of all forms.

Through the Force, Yoda mastered Form IV to its highest level. He used it in almost all of his battles, and his mastery of the style made him virtually unstoppable against most opponents, including Separatist battle droids, despite his small size and advanced age. His astonishing moves in his duel against Count Dooku on Geonosis may be revealed on close examination to be a fast-paced demonstration of the standard components of Form IV. His moves flowed from one to another in the smooth transitions characteristic of Form IV. In addition, three kinds of rotation, called su ma, figured prominently in his style: jung su ma (spinning), ton su ma (somersaults), and en su ma (cartwheels). These three moves represented the three possible axes of rotation in three-dimensional space. Together with Force-enhanced jumps, the rotational su ma moves composed most of his style, making the Grand Master exemplary of Form IV mastery. Yoda also employed Ataru against the clone troopers on Kashyyyk and Coruscant. Despite its weaknesses to blaster fire and multiple opponents, Yoda's mastery of the form was such that he was able to defeat the clones.

Dooku stated that he understood "every weakness of the Ataru form, with its ridiculous acrobatics." Dooku's Makashi would counter Ataru by launching a series of thrusts toward the enemy's legs to draw the opponent into a flipping overhead leap, so that Dooku could burn through the enemy's spine from kidneys to shoulder blades with his Makashi attack. The Count applied this tactic against Obi-Wan Kenobi onboard the Invisible Hand, who blocked Dooku's blows with Soresu.

Skills: Lightsaber; Acrobatics

Techniques: Evade (Acrobatics); Jump Kick

Cinematic Skills: Blind Fighting

Cinematic Techniques:

Perks:

Optional Traits:

Advantages: Force Jump; Force Move

Disadvantages:

Skills: Double-Bladed Lightsaber; Short-Bladed Lightsaber

Form V: Shien/Djem So

Points: 4

Shien/Djem So, The Way of the Krayt Dragon, or The Perseverance Form was the fifth of seven forms recognized as canon by the last Jedi Council for lightsaber combat. It was developed by practitioners of Form III: Soresu, who felt that the defensively-minded form would unnecessarily extend time spent in combat by forcing its users to wait for an opportunity to strike, rather than creating their own openings.

Shien, considered the classical Form V, was more adept at blocking blaster bolts, whereas Djem So, developed later, was designed for lightsaber combat. Both Shien and Djem So were designed to use the opponent's attack against them, as evidenced by Shien's focus on returning blaster bolts to their origin.

Form V was created by Form III masters who preferred a more offensive style, since the defensive nature of Form III could lead to prolonged combat. It evolved into an accepted style by combining the defensive maneuvers of Form III with the more aggressive philosophy and tactics of Form II. Form V also required a higher level of physical strength than the other lightsaber forms, due to its focus on complete domination of opponents.

Form V had two distinct variations: Shien and Djem So.

Shien

To the Jedi of the ancient Republic who developed and employed the classical Form V, Shien, the form was known as the Perseverance Form. Shien was described as being well adapted to guarding against blaster fire and enemy strikes without compromising one's ability to launch powerful counterattacks, though was less effective against a single opponent. Shien was known to have existed at least as early as the Jedi Civil War. With its focus against blaster fire, Shien kept in mind that Jedi were often outnumbered by their opponents and needed to defend themselves while retaining offensive capability. The opening stance for Shien was a high guard position, with the hilt held in a two-handed grip above the user's head, and the blade angled upwards and behind the user. The dominant leg would be back, enabling powerful step-through strikes to be utilized.

Djem So

Djem So was the creation of a group of Form III masters who felt that Soresu was too passive. It addressed the shortcomings of Form III, in which a Jedi Master may have proved to be unbeatable but was likewise unable to overcome a skilled opponent. Utilizing a combination of blocks and parries, a Djem So user had a proper foundation in terms of defense against both ranged and melee attacks. While a Soresu user stayed on the defensive, however, and only counterattacked when necessary or when an opening appeared in his opponent's defense, a Djem So practitioner was not nearly so measured. Immediately after defending against an opponent's strike, a Djem So stylist would follow with an attack of their own, bringing the force of the opponent's blow against them and seeking to dominate the duel. Djem So placed a heavy focus on pure strength and power, with wide, powerful strikes and parries followed by a counterattack.

Despite its metaphorical and literal strength, Form V was not without its weaknesses. Shien was particularly weak against a single opponent and Djem So was known for having a lack of mobility. However, a skilled duelist in Form V was capable of compensating for these weaknesses and employing the form effectively in combat.

By the time of the Ruusan campaign, the Djem So variant of Form V had been developed. Djem So had an emphasis on strength and power, allowing a user to make good use of his or her own physical size and strength. Power attacks from a Djem So user could even knock an opponent back just through sheer kinetic force, throwing them off balance and leaving them vulnerable to further brute force strikes and power blows that sought not just to penetrate an opponent's defense, but push them back and leave them unable to counter-blow.

Unlike Soresu or Ataru, Djem So required the user to not only counterattack, but press the assault, combining Force-enhanced strength with powerful blade combinations to overpower and overwhelm an opponent's defenses. Djem So's sheer power, when combined with physical and Force-imbued strength, was more than a match for Makashi's finesse and elegance when employed by a skilled practitioner. Anakin Skywalker initially employed Shien in his defeat against Dooku on Geonosis, but throughout the Clone Wars, he developed his practice of both Shien and Djem So. The many engagements of the Clone Wars, against both

mechanical opponents and against lightsaber wielding Dark Jedi honed his skills. On the Invisible Hand, he deceived Dooku with a Shien opening stance and Ataru acrobatics, but partially through the duel, he returned to his powerful Djem So strokes. The Sith was barely able to deflect his blows and eventually was scorched by his own blade being forced back onto his own shoulder. Using Form V, Anakin pushed Dooku back with power blows, bolstered by use of rage in the fight, until he eventually disarmed and killed the Sith Lord.

After losing to Obi-Wan Kenobi on Mustafar, Darth Vader continued to employ a new variant of Form V, even more focused on sheer power, in his service to the dark side and quest to destroy the Jedi. Vader's again employed Form V on the Death Star versus his former master, and Kenobi sacrificed himself. Ironically, the same techniques used by him against his former master would be mirrored and used against him by his son.

On Bespin, Luke revealed that he was a gifted duelist; after only one brief session with Obi-Wan Kenobi three years previously and a short period of study with Yoda, the inexperienced youth was able to hold his own against Darth Vader for a time. Ultimately, he was unable to stand against Vader's aggressive barrage, being driven back and disarmed, losing his hand. After that fateful duel, Luke further studied lightsaber skills he'd found in a journal left to him by Obi-Wan Kenobi, and greatly advanced in his abilities.

Onboard the second Death Star, Luke was finally able to duel Vader on an even footing, mirroring Vader's Form V technique. When Vader attempted Dun Möch to weaken Luke, it backfired and provoked Luke into a fury and he was even able to defeat the experienced Sith Lord.

Skills: Lightsaber; Parry Beam Weapons; Power Blow

Techniques: Aggressive Parry; Targeted Attack (Lightsaber, Swing/ Face); Targeted Attack (Lightsaber, Swing/Neck); Targeted Attack (Lightsaber, Swing/Arm); Targeted Attack (Lightsaber, Swing/Leg)

Cinematic Skills: Blind Fighting

Cinematic Techniques: Flying Lunge (Lightsaber)

Perks:

Optional Traits:

Advantages:

Disadvantages:

Skills: Double-Bladed Lightsaber

Form VI: Niman

Points:
Niman was the sixth form of the seven forms of lightsaber combat.

The Way of the Rancor or The Moderation Form, Form VI was the standard style at and around the time period of the Clone Wars and the Great Jedi Purge. This combat discipline was often called the "Diplomat's Form." Unfortunately, all of the Form VI practitioners at the Battle of Geonosis were killed. As a result, full masters of other lightsaber forms sometimes considered Form VI to be insufficiently demanding.

Form VI attempted to balance all elements of lightsaber combat, combining the techniques from Forms that came before into a less intensely demanding combat style. In practice, Form VI was a combination of younger forms (Forms I, III, IV, and V), and all of them in moderation. In the blending, much of the individuality was lost, but the strengths were spread evenly, and there was little weakness in it. Due to its "jack-of-all-trades" nature, the success of this form was largely dependent on the practitioner's intuition, improvisation, and creativity in combat rather than the rote responses derived from other forms. This broad generalization made Form VI well suited for diplomats, as they could spend their time training in the areas of politics and negotiation instead of combat training.

Niman was, however, not a weak form. While many other lightsaber forms bolstered its wielder's abilities in one area, while leaving him vulnerable in others, Niman was strong in all situations but had no dramatic strengths. It provided no edge in battle, but achieved its worth in not leaving its wielder as exposed as some of the more aggressive forms. Its strength was its balance. It also provided a decent defense versus enemy Force powers and blaster fire.

The philosophy of Form VI was "the leaf swept in the winds of the Force." Users of this lightsaber form achieved a mindset of one who was not troubled by their surroundings, but simply rode the current of the surrounding turmoil, being well-balanced within.

Skills: Lightsaber; Precognitive Parry

Techniques:

Cinematic Skills: Blind Fighting

Cinematic Techniques:

Perks:

Optional Traits:

Advantages:

Disadvantages:

Skills:

Form VII: Juyo/Vaapad

Points:
Juyo/Vaapad was the seventh form of the seven forms of lightsaber combat.

Dubbed the Way of the Vornskr or The Ferocity Form, Juyo, a term from High Galactic, was originally considered an incomplete form for millennia. Generally viewed as undeveloped and rarely used by the Jedi and the Sith, Juyo was not seen as one of the main forms for generations of Jedi. Jedi Master Mace Windu developed his own Form VII, which was nicknamed Vaapad after a creature from Sarapin which moved with speed similar to Windu. In 22 BBY, Palpatine stated that he had only ever heard of six forms; Yoda said there were only 6 forms for generations of Jedi, and Mace indicated that he invented Vaapad (It should be noted that Darth Maul, Palpatine's apprentice, was a Juyo practitioner.) The nickname, Vaapad, came from students likening it to a predator, the vaapad, which used its tentacles in lightning-fast whipping attacks. It was said to be impossible to tell how many tentacles a vaapad had until it was dead.

The most challenging and demanding of all forms, Form VII required intense focus, a high degree of skill, and mastery of other forms. Only two Jedi ever mastered Vaapad fully: Mace Windu and Depa Billaba. Sora Bulq helped Windu develop Vaapad, but Bulq proved unable to master the flow of the light and dark sides of the Force generated by the use of the technique, and fell to the dark side. Sora instructed Quinlan Vos in a few of its basics. Mace Windu noted that Vaapad mastered Bulq, not the other way around. Depa Billaba, Windu's Padawan, similarly fell to the dark side when the Vaapad mindset, combined with the horrors of the war, drove her insane. Before her fate was sealed, Mace noted that Depa's bladework had already surpassed his Vaapad. General Grievous used his technical prowess to copy Vaapad to a degree when he fought Mace Windu on Coruscant, though due to his lack of Force sensitivity, he could not truly master it. But it was possible that Grievous had already learned the moves of Juyo, as Dooku noted that Grievous and his guards mastered all the seven classic combat forms.

Intrepid, somewhat direct movements were used in combination with advanced techniques involving Force-powered jumps and motions. Form VII did not appear as fancy as Form IV, as there were not moves like twirling and flipping, but the technical requirements were much higher. Vaapad used seemingly free-wheeling and open movements, but with utter control on the part of the wielder. The end result, if practiced correctly, was a very unpredictable lightsaber style. The staccato swings and flow of the form made it seem as if the attacks were not linked—but in reality, it was merely confusing the opponent.

Form VII demanded the emotional and physical intensity of Form V, but it much more effectively controlled it—if mastered. Form VII, when fully mastered, resulted in extraordinary power.

Vaapad bordered on the edge of falling to the dark side, as it channeled one's enjoyment of fighting into the attack. Only Windu's mastery and concentration on the light side prevented him from succumbing to his own anger, which is why Vaapad was rarely practiced and very dangerous. As noted above, the only other known practitioners of Vaapad, Sora Bulq and Depa Billaba both fell to the dark side of the Force. Darth Maul, a Sith Lord who appeared to have mastered Juyo, was so immersed in the dark side, yet so much in control of his anger that he could employ his own deadly variant of Juyo without fear. Coupled with his martial prowess, Darth Maul used this variant to defeat several skilled Jedi, including Master Qui-Gon Jinn. However, Darth Maul only devoted to the Form's physical focus, thus he remained silent during the duels on Tatooine and Naboo. Maul desired pure physical victory, rather than the "higher" Sith tradition of Dun Möch, which could dominate the opponent's spirit through taunts that expose inner doubts and weaknesses.

With that said, Vaapad was not just a fighting style. It was a state of mind and a power.

The state of mind required that a user of Vaapad allow themselves to gather thrill from a battle. The power of Vaapad was simple: it was a channel for one's inner darkness; and it was a reflecting device. With strict control, a Jedi's own emotions and inner darkness could be changed into a weapon of the light.

Vaapad was also described as "a superconducting loop," with the user on one end and the opponent on the other. It was able to take the powers of the opponent and reflect it back at them. In his fight with Palpatine, Mace Windu used the Chancellor's own speed and hatred against him, reflecting it back against the Sith Lord and using it as his own power. Also, when Palpatine unleashed his Force lightning on Mace, the Jedi was able to use his lightsaber, with the power of Vaapad, to reflect the lightning back at him. However, because Palpatine was possibly a master of the Sith variant of Juyo as well, he fed the power of Force lightning with his own pain, thus intensifying the energetic attack with his suffering.

The power of Vaapad was quite incredible: it was at once a form of lightsaber combat, a state of mind, and an actual tangible power. To use it required great mastery, discipline and, above all else, purity of heart and spirit. Vaapad users were intense, focused and introverted. There were even signs of pent-up hostility in them.

Skills: Lightsaber

Techniques:

Cinematic Skills: Blind Fighting

Cinematic Techniques:

Perks:

Optional Traits:

Advantages:

Disadvantages: Berserk (Battle Rage)

Skills: Double-Bladed Lightsaber

6. THE FORCE

Introduction

The Force is an energy that occurs naturally in the galaxy, it springs from all forms of life. It has two "sides," a good side and a Dark Side, although this is a great oversimplification of the Force's existence. The Jedi Knights believed that the Force had many sides, including a living element and a unifying element, and it binds all things together in a great web of existence. In this way, the Jedi saw the Force as its own end. The modern Sith, while acknowledging that they learned of the Force through the Dark Side teachings of the ancient Sith, simply saw the singular power of the Force, which to them was a means to an end. The Jedi Knights discovered that the Force was accessible to all living beings through the presence of midi-chlorians in their cells. The more midi-chlorians that inhabited a being's cells, the more the being was able to contact the Force. However, a high concentration of midi-chlorians did not guarantee a being control of the Force. Only through intense study and dedicated training could a being become proficient in harnessing the power of The Force. The Jedi Council discovered that younger beings had an easier time of learning the techniques required to touch and control the Force, and eventually developed a system that actively sought out and identified beings with high midi-chlorian counts at their birth. With, or sometimes without, the permission of the parents, the Jedi took children no more than one year old away for training. Children and older beings, who had already established a set pattern of mental and physical usage, often were unable to complete the necessary training, and were deemed too wasteful of Jedi resources. The Jedi Knights have historically been the most powerful users of The Force, having trained with and learned the three basic techniques: control (the manipulation of one's internal Force strength), sense (detection of the Force in the external world), and alter (manipulation of matter with the Force). These techniques, used by them or in combination, allow the Jedi to perform many different activities with the Force. The Sith, on the other hand, gained strength from the Force by focusing their emotional energies - especially strong emotions like anger and hatred - which gave the quick mastery but didn't take much discipline. During the Yuuzhan Vong invasion of the galaxy, some twenty-five years after the Battle of Endor, the foundations on which the Jedi Knights based their knowledge of the Force were suddenly altered. There were several forms of life - primarily the ysalamiri of Myrkr - which could push back against the Force, but these creatures were assumed to live within the Force in some fashion. The Yuuzhan Vong, however, appeared as a void in the Force, neither projecting nor absorbing or repelling it. Many of the new Jedi Order struggled with the concept of a race of beings which seemed to lack any contact with the Force, since it was believed that the Force was contained within all forms of life, even if it was in trace amounts. Jacen Solo was one of the first Jedi to discover that the Force acted in many ways, without a true light or dark side, and that there were ways in which it could be attuned to at least recognize the alien invaders. The former Jedi Knight Vergere was instrumental in guiding Jacen to this realization, having spent more than thirty years in their presence. After the surrender of the Yuuzhan Vong at Coruscant some five years after their invasion began, Jedi Master Skywalker contemplated his new understanding of the Force. It was not a simple delineation between light and dark, but a more profound definition of the ways in which good and evil fight for control of an individual. Ultimately, he chose not to return the Jedi to their roles as an unbiased police force. Luke reasoned that the Jedi Knights of the Old Republic were once a meditative order that was drawn deeper and deeper into the machinations of the Republic when its Chancellors called for their help in mediating disputes. As this call for help escalated into the battle legions of the Clone Wars, the Jedi became less interested in the nature of the Force and more interested in separating good and evil into light and dark halves to the Force. The Jedi of the Old Republic, according to Skywalker, lost sight of the fact that the Force moved through an individual, not from them.

Living Force (Control)

This was the facet of The Force which connected a Jedi Knight to the living beings which surrounded him. This facet complimented the Physical Force, which allowed a Jedi to use the Force to manipulate objects around him, and the Unifying Force, which focused on the future and its bearing on a Jedi's place in the present. During the last decades of the Old Republic, the Jedi Council stressed a certain detachment from the Living Force, to help prevent attachment to other beings.

Physical Force (Alter)

This was the facet of The Force which allowed a Jedi to use the Force to manipulate objects around him. This facet complimented the Living Force, which connected a Jedi Knight to the living beings which surrounded him, and the Unifying Force, which focused on the future and its bearing on a Jedi's place in the present. It was this aspect of the Force which garnered the most attention during the training of most Jedi during the last decades of the Old Republic, a trend that moved the Jedi farther and farther away from understanding exactly what the Force was.

Unifying Force (Sense)

This was the facet of The Force which focused on the future and its bearing on a Jedi's place in the present. Those Jedi who studied the Unifying Force understood that the future was constantly in motion, but sought to understand this motion and develop an understanding of their place within achieving the highest of ideals. This facet complimented the Living Force, which connected a Jedi Knight to the living beings which surrounded him, and the Physical Force, which allowed a Jedi to use the Force to manipulate objects around him. It was this aspect of the Force that was perhaps the least understood of the three, a fact that was all the more obvious after the Jedi Purge. As Luke Skywalker set out to rebuild the Jedi Knights after the Battle of Endor, his own training led him to concentrate on the Living Force and Physical Force. It wasn't until the Yuuzhan Vong invaded the galaxy, and the Fosh Jedi Vergere returned from her self-imposed exile among them, that Luke began to consider what the Unifying Force meant to the new Jedi Knights.

The Force in GURPS

The Force allows the use of special advantages, disadvantages, talents and skills not allowed to other PC's. The prerequisite for becoming a Force user or simply having some link into the Force is the advantage Force-Sensitive.

Magic and Psionics

The Force replaces all Magic rules and Psionics rules given in the GURPS 4th Edition Basic Set. Those who are called wizards, mages, sorcerers or witches are in fact Force users. Psionics, super heroes, Gods, demons or whatever supernatural beings you can think of are all connected to The Force.

Powers

Powers, such as given in GURPS 4th Edition Powers still exists. Powers can be either based upon technology, biology or as in this case based upon the Force.

Fatigue

Using the Force requires concentration and can exhaust the user. This is reflected by expending FP when applying a Force ability. On a failed roll, no FP is expended and the Force ability does not work. On a critical failure, full FP must be paid while the Force skill doesn't work. On a critical success, no FP is paid at all.

Force users may have additional FP which can only be used to power Force abilities (see Energy Reserves - Force).

Range of Force Abilities

Some Force skills have a limited range such as 10 yards. If the range limitation is within communication range, you must be able to talk to the target (and he must be able to hear it, and understand it of course). Others may have the only range limitation of sight. This can be any kind of sight (e.g., direct sight, or live holo-transmission). Only a few Force skills have no range limitation at all.

THE DARK SIDE

The Dark Jedi's Code

There is no peace, there is anger.
There is no fear, there is power.
There is no death, there is immortality.
There is no weakness, there is the Dark Side.
I am the Heart of Darkness.
I know no fear, but rather I instill it in my enemies.
I am the destroyer of worlds.
I know the power of the Dark Side.
I am the fire of hate.
All the universe bows before me.
I pledge myself to the Darkness.
For I have found true life, in death of the light.

The Force may be used for either good or evil. Some Force abilities are created by the Sith and are inherent evil. Anyone who uses Force abilities listed as Dark side gains a Dark Side disadvantage. Some Force abilities are inherently good, although they might not give you Light Side advantages or reduce the number of disadvantages you've already acquired, these abilities are harder to use by tainted or Dark Siders.

Note that dark side Force skills are easier to use.
Each time a Dark Side Force ability is used, the character must make a Will roll modified with the total number of FP or HP paid as a penalty and the level of Force Training as a bonus. If the Will roll is successful, nothing happened. Is it a failure, another Dark Side disadvantage is gained. This reflects the joy a character has for doing his evil deed.

The nature of the Dark Side is a naturally corrupting one. The actual Force ability used does not matter; what matters is intent and action. Embracing the Dark Side enables characters to more readily commit unspeakable acts. By tapping into his darker emotions - anger, fear, and hate - a character may slip into the Dark Side. Should a Force-using character use a power while experiencing one of these emotions, the sudden surge of adrenaline gives him a slight initial bonus.

Several disadvantages may lead to the Dark Side. Anakin Skywalker, before he became Darth Vader, exhibited the following traits which, either directly or indirectly, led to his giving into temptation: Guilt Complex, Impulsiveness, Nightmares, On The Edge, Overconfidence, and Stubbornness. He was also quite arrogant, as was Count Dooku; while not a Disadvantage - at best a Quirk - his arrogance certainly aided in his downfall. He also, arguably, had a Dependent he lost: his mother, who died in his arms less than a minute after he freed her. He had also made a Vow; he would do everything he could to keep Padmé from dying in childbirth. (Ironically, he was the reason she died.)

In addition to these, acts of murder will certainly aid in a character's slide into the Dark Side. To kill in combat is not murder, but to cut off an unarmed opponent's head is. Despite this, the fall to the Dark Side is not punctuated by one single murder, or by killing a group of defenseless people in anger. The slide is punctuated by the complete lack of remorse over these acts. Once a Force-using character shows a complete lack of remorse in killing others will he truly have embraced the Dark Side.

If a number of points with Dark Side disadvantages reaches double the character's Will score he will automatically gain the disadvantage Dark Side Taint.

A character of which a number of points with Dark Side disadvantages reach quadruple his Will becomes a full Dark Sider and gains another level of Dark Side Taint.

The last level of Dark Side Taint is gained when the character has a number of points with Dark Side disadvantages equal to or higher than eight times his Will score.

These Dark Side disadvantages are: Bad Temper, Bloodlust, Bully, Callous, Compulsive Lying, Delusions, Fanaticism, Flashbacks, Greed, Impulsiveness, Intolerance, Jealousy, Lifebane, Loner, Low Empathy, Manic-Depressive, Megalomania, Miserliness, Obsession, On the Edge, Overconfidence, Paranoia, Phantom Voices (like the Emperor's voice telling Mara Jade to kill Luke Skywalker), Reputation (if your status as a Dark Sider is revealed), Sadism, Secret (if you want to keep your Dark Nature secret), Selfish, and Uncontrollable Appetite (typically for enhancing your connection to the Force), Unnatural Features, Appearance Penalty, or any other disadvantage which you, the GM, thinks fit the character to his journey to the Dark Side.

Benefits

The benefits of the Dark Side may not be obvious at first glance. However, the Dark Side of the Force does give some benefits, at least at first.

During the character's slide into the Dark Side, the pull is intensified by the bonus to the Dark Side Force abilities. Should a Force ability not require a dice roll, the character gains a 50% increase in its use. The drawback to this is that it is hard to maintain these emotions for very long; roll against the higher of IQ or HT once per minute of time experienced by the character. A success indicates that the character has expanded his darker emotions. This should model the surge of raw power a Force user feels when using his powers when angry or charged with hate.

Another benefit is one that goes against the standard GURPS rules. When acquiring one of the Dark Side disadvantages in play, the points that would be given by that disadvantage may be spent on additional Force abilities or on enhancing current ones. This should effectively model the rapid increase in power the Dark Side offers.

Dark Side Disadvantages

The following table lists all Dark Side disadvantages and modifications. These modifications are intended to enable characters to have Dark Side disadvantages but only in a mildly form. When the character transgresses deeper into the Dark Side, these modifications will change and make the disadvantages worth more negative points.

Disadvantage	Modifier	Point Cost
Appearance	Transcendent	+20
	Very Handsome/Beautiful	+16
	Handsome/Beautiful	+12
	Attractive	+4
	Average	+0
	Unattractive	-4
	Ugly	-8
	Hideous	-16
	Monstrous	-20
	Horrific	-24
Bad Temper	16 or less	-2
	15 or less	-5
	14 or less	-6
	13 or less	-8
	12 or less	-10
	11 or less	-11
	10 or less	-13
	9 or less	-15
	8 or less	-16
	7 or less	-18
	6 or less	-20
	5 or less	-21
	4 or less	-23
Bloodlust	16 or less	-2
	15 or less	-5
	14 or less	-6
	13 or less	-8
	12 or less	-10
	11 or less	-11
	10 or less	-13
	9 or less	-15
	8 or less	-16
	7 or less	-18
	6 or less	-20
	5 or less	-21
	4 or less	-23
Bully	16 or less	-2
	15 or less	-5
	14 or less	-6
	13 or less	-8
	12 or less	-10
	11 or less	-11
	10 or less	-13
	9 or less	-15
	8 or less	-16
	7 or less	-18
	6 or less	-20
	5 or less	-21
	4 or less	-23
Callous		-5
Oblivious		-5
Low Empathy		-20
Delusions	Minor	-5
	Major	-10
	Severe	-15
Fanaticism		-15
Flashbacks	Mild	-5
	Severe	-10
	Crippling	-20
Greed	16 or less	-3
	15 or less	-7
	14 or less	-10
	13 or less	-12
	12 or less	-15
	11 or less	-17
	10 or less	-20
	9 or less	-22
	8 or less	-25
	7 or less	-27
	6 or less	-30
	5 or less	-32
	4 or less	-35
Impulsiveness	16 or less	-2
	15 or less	-5
	14 or less	-6
	13 or less	-8
	12 or less	-10
	11 or less	-11
	10 or less	-13
	9 or less	-15
	8 or less	-16
	7 or less	-18
	6 or less	-20
	5 or less	-21
	4 or less	-23
Intolerance	Mundane, reaction-1	-1
	Mundane, reaction-2	-2
	Mundane, reaction-3	-3
	Jedi, reaction-1	-1
	Jedi, reaction-2	-2
	Jedi, reaction-3	-3
	Jedi, reaction-4	-4
	Jedi, reaction-5	-5
	Other Force users, reaction-1	-1
	Other Force users, reaction-2	-2
	Other Force users, reaction-3	-3
	Other Force users, reaction-4	-4
Jealousy		-10
Lifebane		-10
Loner	16 or less	-1
	15 or less	-2
	14 or less	-3
	13 or less	-4
	12 or less	-5
	11 or less	-5
	10 or less	-6
	9 or less	-7
	8 or less	-8
	7 or less	-9
	6 or less	-10
	5 or less	-10
	4 or less	-11
Manic Depressive		-20
Megalomania		-10
Miserliness	16 or less	-2
	15 or less	-5
	14 or less	-6
	13 or less	-8
	12 or less	-10
	11 or less	-11
	10 or less	-13
	9 or less	-15
	8 or less	-16
	7 or less	-18
	6 or less	-20
	5 or less	-21
	4 or less	-23
Nightmares	16 or less	-1
	15 or less	-2
	14 or less	-3
	13 or less	-4
	12 or less	-5
	11 or less	-5
	10 or less	-6
	9 or less	-7
	8 or less	-8
	7 or less	-9
	6 or less	-10
	5 or less	-10
	4 or less	-11

No Sense of Humor		-10
Obsession	Short, 16 or less	-1
	Short, 15 or less	-2
	Short, 14 or less	-3
	Short, 13 or less	-4
	Short, 12 or less	-5
	Short, 11 or less	-5
	Short, 10 or less	-6
	Short, 9 or less	-7
	Short, 8 or less	-8
	Short, 7 or less	-9
	Short, 6 or less	-10
	Short, 5 or less	-10
	Short, 4 or less	-11
	Long, 16 or less	-2
	Long, 15 or less	-5
	Long, 14 or less	-6
	Long, 13 or less	-8
	Long, 12 or less	-10
	Long, 11 or less	-11
	Long, 10 or less	-13
	Long, 9 or less	-15
	Long, 8 or less	-16
	Long, 7 or less	-18
	Long, 6 or less	-20
	Long, 5 or less	-21
	Long, 4 or less	-23
On the Edge	16 or less	-3
	15 or less	-7
	14 or less	-10
	13 or less	-12
	12 or less	-15
	11 or less	-17
	10 or less	-20
	9 or less	-22
	8 or less	-25
	7 or less	-27
	6 or less	-30
	5 or less	-32
	4 or less	-35
Overconfidence	16 or less	-1
	15 or less	-2
	14 or less	-3
	13 or less	-4
	12 or less	-5
	11 or less	-5
	10 or less	-6
	9 or less	-7
	8 or less	-8
	7 or less	-9
	6 or less	-10
	5 or less	-10
	4 or less	-11
Paranoia		-10
Phantom Voices	Annoying	-5
	Disturbing	-10
	Diabolical	-15
Reputation	See BS, pages 26-28	-1 to -25
Sadism	16 or less	-3
	15 or less	-7
	14 or less	-10
	13 or less	-12
	12 or less	-15
	11 or less	-17
	10 or less	-20
	9 or less	-22
	8 or less	-25
	7 or less	-27
	6 or less	-30
	5 or less	-32
	4 or less	-35
Secret	Serious Embarrassment	-5
	Utter Rejection	-10
	Imprisonment or Exile	-20
	Possible Death	-30
Secret Identity		-5 to -40
Selfish	16 or less	-1
	15 or less	-2
	14 or less	-3
	13 or less	-4
	12 or less	-5
	11 or less	-5
	10 or less	-6
	9 or less	-7
	8 or less	-8
	7 or less	-9
	6 or less	-10
	5 or less	-10
	4 or less	-11
Stubbornness		-5
Supernatural Features	Pallor	-10
Uncontrollable Appetite	16 or less	-3
	15 or less	-7
	14 or less	-10
	13 or less	-12
	12 or less	-15
	11 or less	-17
	10 or less	-20
	9 or less	-22
	8 or less	-25
	7 or less	-27
	6 or less	-30
	5 or less	-32
	4 or less	-35
Unnatural Features	Dark Channeling Eye, temporary	-1
	Dark Channeling Eye, permanent	-5
Proud		-1

Note: Some Dark Side Disadvantages (i.e., Appearance) might cost points. These can only be acquired if they already had a more expensive version. In fact, it becomes a downgrade of what they had. (i.e., a Beautiful female Jedi becomes Attractive).

Redeeming to the Light Side

It is not uncommon in the Star Wars Universe for characters to redeem themselves and return to the Light Side of the Force. Luke Skywalker, Jaina Solo, and Anakin Solo have all spent time in the Dark Side, as have several characters in the computer games... Bastilla Shan, Kyle Katarn, the Jedi Exile, etc ... and returned to the Light Side. Please note that in each case the characters who returned to the Light did so with the aid of those who cared for them; even Vader needed help from his son to return.

This should only be done with great care; not only should the player spend points to remove the "Dark Side Disadvantages", but there should also be a serious undertaking by the character to walk the side of the Light. The road to redemption is never easy; GMs should not make it easy for the characters to do so. On the other hand, they should reward any player who makes a serious effort to redeem his character. The Force is not a roller coaster, nor is it a coin to be flipped at a whim.

THE FORCE AND GAMEPLAY

Using The Force

Gestures

As with magic, Force-users require to make gestures when using Force abilities. However, these gestures are only minor. Examples are., a small wave with your hand (like Obi-Wan and Qui-Gon make when trying to affect the minds of a storm trooper or a poor blue merchant); pointing with your hand and guiding with your arm or hand (as Dart Maul does with an object to hurl it against the controls for opening a door).

Although these gestures are more cinematic than necessary for the game, the character must be able to move something in order to use a Force ability actively. A Force-user frozen in carbonite won't be able to use his Force ability other than meditative Force skills like Farseeing.

Alternative Gestures

A stricter rule of using gestures can be applied by giving the player certain modifiers to what kind of gesture they make. Attuned, Adept, Mastery and Harmony offer more subtle movements and while a Force users acquired more training, his power behind gestures increases. Use the following chart to see what effect a gesture has and what modifiers to the Force Skill roll it has. The Skill modifiers have the same effect as an extra level of Force Power. The effect modifiers grants an extra level of the Advantage on which the Force Ability is based upon.

Why the subtle movements when there are fewer bonuses? First of all, you must have the room to make those movements. Second, the detection of making a more subtle movement is more difficult than with an excessive movement. For each movement greater than none, the opposition gains a +1 to detect the movement.

	No Training		Attuned		Adept		Mastery		Harmony	
	Skill	Effect	Skill	Effect	Skill	Effect	Skill	Effect	Skill	Effect
Excessive	0	0	+1	+1	+2	+2	+3	+3	+4	+4
Huge	NA	NA	0	0	+1	+1	+2	+2	+3	+3
Normal	NA	NA	NA	NA	0	0	+1	+1	+2	+2
Subtle	NA	NA	NA	NA	NA	NA	0	0	+1	+1
None	NA	NA	NA	NA	NA	NA	NA	NA	0	0

Distraction and Injury

If you use an active defense against an attack, or are knocked back, knocked down, injured, grappled, or otherwise distracted while concentrating, make a Will roll at -3 to continue using your Force ability. On a failure, your efforts are spoiled and you must start over.

If you are stunned while concentrating, your Force ability is automatically spoiled.

If you are injured but not stunned while concentrating, and succeed on the roll to avoid distraction, you may use your Force ability. The shock penalty for your injury is applied as normal but since the Force is not bound by crude matter, it does not affect the usage of the Force. See GURPS 4th Edition page 419.

Gaining Force Abilities

You can use earned points to add enhancements to your Force advantages, or to buy higher levels of advantages that come in multiple levels. You cannot buy additional Talent with any Force power you possess as these are inborn. Finally, if you already have a Force power or Talent, you may buy new abilities within that power.

However, Force abilities are ever existent and the connection with it is inborn. Under normal circumstances, you cannot add abilities in powers you do not possess. The GM might allow you to gain new Force powers through hard study under supervision of another Force user or even watch other Force users and imitate them. Some Force users might even use ancient Holocrons from long past Jedi or Sith Masters as a training and information tool. For further information about Improvement through study see BS page 292 – 294.

Having Talents in a particular Force Talent will help the learning curve for all Force Abilities within that Force Power. Having no Talent will make it more difficult for a character to improve his Force Abilities.

Talent Level	Time Spend (hours)	Count As (hours)
0	2	1
1	1	1
2	1	2
3	1	3
4	1	4

This modification is cumulative to the time given in BS pages 292 – 294.

Force Related Advantages

Force users may acquire certain advantages which are unavailable to mundane characters. These advantages can be gained either by training or they might come gradually as the character becomes more strongly connected to the Force during the game. Each of these advantages gain the -10% points cost for being an extension to the Force. The points described below do not include this modifier.

Advantage	pts	Note
Combat Reflexes	+15	
Danger Sense	+15	
Enhanced Defenses (Dodge)	+15	
Enhanced Defenses (Parry)	+10	
Enhanced Time Sense	+45	Replaces Combat Reflexes
Extra Attack	+25/attack	
Fearlessness	+2/level	
Fit	+5 or +15	
Hard to Kill	+2/level	
Hard to Subdue	+2/level	
High Pain Threshold	+10	
Intuition	+15	
Longevity	+2	
Perfect Balance	+15	
Weapon Master	+20 or +25	

FORCE POWERS

Before any character can take a Force Power, he must already have the Advantage – Force Sensitive.

The abilities are named following the Star Wars naming convention. In the ability the dis.- advantages and modifiers are already included. These may not be altered by the player unless stated otherwise. They are inherent to that particular Force ability. The Force Training advantage however, may give the player the opportunity to improve (lessen the weight of the disadvantage) an ability.

Alter

Source: Force
Focus: Manipulation
Alter Talent: 10 points per level
Power Modifier: Force, -10%

This Force Power grants the character to use the Force in order to Alter the things and beings in the universe. You can change the distribution and nature of the Force in your environment. All Force abilities of the power Alter become available.

Alter Abilities:

Cure Another

Healing (Xenohealing – All Carbon-based life +60%; Disease only -40%; Light Side -5%)
Base: IQ
Enhancement: None
Cost: +32pts

You have the ability to cure others. You must be in physical contact with the subject. To activate your power, concentrate for one second and make an IQ + Alter Talent roll. Roll at -2 if the subject in unconscious.

Further modifiers are determined by the GM, from +1 for the common cold to -15 for the Blue Shadow Virus. The FP cost is equal to twice the penalty, minimum 1 FP. For instance, it would cost 6 FP to cure a disease that calls for an IQ-3 roll.

If used more than once per day on a given subject, apply a cumulative -3 per successful Cure Another on that same target. This penalty accumulates until a full day has passed since the most recent Cure Another.

Detoxify Another

Healing (Xenohealing – All Carbon-based life +60%; Poisons & Toxics only -40%; Light Side -5%)
Base: IQ
Enhancement: None
Cost: +32pts

See Cure Another. With this ability you are able to remove the effects of poison & toxics and the poison & toxic itself from the body. This requires an IQ roll at a modifier determined by the GM, from +1 for common poisons or toxics to -15 for the most exclusive poisons used by expert assassins.

Fear

Terror – On Sight (Costs Fatigue -5%; Dark Side -5%)
Base: Victim's Will
Enhancement: 1 to 4 Extra levels of Terror
Cost: +24pts +8pts/level

You can manipulate the Force to frighten others and use their fear against them, making them more susceptible to the lure of the Dark Side.

When you activate this ability, anyone who sees you must roll an immediate Fright Check (see Fright Checks, BS 360). The Alter Talent level and the level of Terror gives a penalty to the victim's Will.

To activate this ability costs 1 FP.

You must have visual contact with the target in order to affect him.

"Fear…fear attracts the fearful. The strong, the weak, the innocent. Fear is my ally."

Darth Maul

Force Stealth

Obscure (Defensive +50%, Stealthy +100%, Costs Fatigue -5%, Preparation Required – Meditation -20%)
Base: Force Sight Targeter
Enhancement: 1 to 4 Extra levels of Obscure; 1 to 4 Extra levels of Duration
Cost: Variable

With this ability, your character can meditate and lose himself in the Force, avoiding Force-based detection. You Force Stealth roll is opposed by the Force Sight roll of another Force-user. Whenever a Force-user wants to mask his presence in the Force, for whatever reason, he gathers the Force around him, meditates, and attempts to hide his connection to the Force. Although this ability is mostly used by Dark Siders (to stay hidden from the Jedi), it is a neutral ability.

Once activated, Force Stealth remains in place to counter Force Sight rolls until the time limit expires or until you use any Force ability. Using another Force ability solidifies your connection to the Force and makes masking your presence impossible.

This ability works invisible. There is no bonus to detect the absence of Force presence of your area.

The base penalty towards the Force Sight ability or Force Perception advantage is 1 + Alter Talent (max of Force Training) + Extra levels Obscure (max of Force Training). Subtract this from the size, thus decreasing the Force Sight's (Perception's) effective range.

Heal Another

Healing (Xenohealing – All Carbon-based life +60%; Injuries Only -20%; Light Side -5%)
Base: IQ
Enhancement: IQ
Cost: +38pts

On a success, you can heal any number of HP. This costs you 1 FP per 2 HP healed (round up). A critical failure causes the target 1d damage. Even 1 HP of healing will stop bleeding. By rolling at -6, you can repair a crippled but whole limb if you completely heal the HP lost tot eh crippling injury. For instance, to heal a hand crippled by 4 points of damage, make an IQ-6 roll and spend 2 FP. Each Force User gets only one attempt per crippled limb. Heal Another cannot restore lost limbs or bring back the dead.

If used more than once per day on a given subject, apply a cumulative -3 per successful Heal Another on that same target. This penalty accumulates until a full day has passed since the most recent Heal Another.

Heal Self

Regeneration (Slow; Costs Fatigue -5%; Preparation Required 8 hours; -60%)
Base: HT
Enhancements: Regular, Fast, Very Fast, Extreme
Cost: +3pts (+7pts, +13pts, +25pts, +38pts)

Your wounds heal quickly. You heal extra HP, in addition to the normal recovery. Heal Self will not restore lost limbs. To activate this ability, make a Will roll modified by the Alter Talent. Although low levels of Heal Self takes a long time, you only pay for the activation. This ability come in five levels:

Slow: You recover 1 HP every 12 hours, in addition to normal healing.
Regular: You recover 1 HP per hour.
Fast: You recover 1 HP per minute.
Very Fast: You recover 1 HP per second.
Extreme: You recover 10 HP per second.

Note that this Force ability does not hasten recovery from the short-term effects of injury, such as stunning and knockout.

Force Training allows you to regenerate faster.

Mind Trick

Mind Control (Sense Based – Hearing, -20%, Takes Extra Time 1, -10%, Suggestion, -40%)
Base: Victim's Will
Enhancement: 1 to 4 suggestions
Cost: +10pts

You are able to make an otherwise unpalatable suggestion seem completely acceptable to the target. You must be able to communicate with the target, and the suggestion can't obviously threaten the target's life. The target won't realize later that what he did was unreasonable.

If the target wins the Will versus Mind Trick contest, you can attempt to affect the mind of the same character in another situation after time has passed.

Force Training lets you make multiple suggestions at the same target quickly after another (e.g., Obi-Wan makes multiple suggestions to a storm trooper in Mos Eisley). Each level of Force Training adds one additional suggestion. Still each suggestion made takes 2 seconds. If you fail a Mind Control contest, you normally can't control the victim again within 24 hours. The enhancement 1 to 4 suggestions gives you the ability to try again immediately up to the maximum number of extra suggestions you are allowed.

Control

Source: Force
Focus: Connection
Control Talent: 10 point per level
Power Modifier: Force, -10%

This advantage grants the character to use the Force in order to Control the things and beings in the universe. All Force skills of the power Control become available.

Control Abilities:

Beast Speech

Speak with Animals (Accessibility – Only on creatures -30%; Costs Fatigue -5%; Sense-Based -20%)
Base: Creature's IQ or Reaction Roll

Enhancement: None
Cost: +9pts

You can use the Force to speak with animals (BS page 87).

Force Grip

Affliction (Incapacitation – Choking +100%; Cost Fatigue -5%; Dark Side -5%)
Base: Victim's HT
Enhancements: 1 to 4 levels of Range; 1 to 4 extra levels of Affliction
Cost: variable

You can use the Dark Side of the Force to injure a single living opponent within sight by finding the lines of energy that connect all things together and using them to grip an organ or crush a larynx. See BS page 436. This is a ranged attack with 1/2D 10, Max 100, Acc 3, RoF 1, Shots N/A, and Recoil 1

The DR of any armor is ignored. If the target wears any kind of inflexible armor he continues to take damage.

As soon as the Force Grip is lost the effect is also lost and the victim may recover.

The range is only an indication. The victim must be in line of sight (either directly of via a com screen or holographic projection).

Force Jump

Super Jump (Costs Fatigue -5%)
Base: Basic Move & Jumping (DX/Easy)
Enhancement: 1 to 4 extra levels of Super Jump
Cost: variable

You can make super Human jumps (see BS page 89).

Force Lightning

Innate Attack – Burn (Damage Modifier - Surge +20%; Jet +0%; Cost Fatigue -5%; Dark Side -5%)
Base: Innate Attack – Force Lightning (Default DX-4; DX/Easy)
Enhancement: 1 to 4 extra levels of Innate Attack; Unlimited extra levels of Innate Attack – Beam skill.
Cost: +5pts +5pts/level + cost of Innate Attack – Beam skill

You draw upon the Dark Side of the Force to blast one or more targets with deadly bolts of energy. This is a ranged attack with 1/2D 5, Max 10, Acc N/A, RoF 1, Shots N/A, and Recoil 1.

This Force ability consists out of two kinds Innate Attacks. One is the advantage (BS page 61) and the other is the skill (BS page 201). The skill is only used to direct the attack and its points must be paid separately.

The damage dice must be declared at which target they were directed. (e.g., A Sith Lord attacking a Jedi and a trooper with Force Lightning must declare before damage dice are rolled how many dice are directed towards the Jedi and how many towards the trooper. For example, if the Sith Lord could do 4d+1, he may decide to damage the Jedi with 3d+1 and the trooper with 1d.

Force Move

Enhanced Move (Costs Fatigue -5%)
Base: Basic Move & Running (HT/Average)
Enhancement: 1 to 4 extra levels of Enhanced Move
Cost: variable

You can draw upon the Force to enhance your top speed. You may only choose ground and/ or water but all restriction mentioned in BS page 52 still apply.

Force Pull

Telekinesis (Costs Fatigue -5%, Attraction Only, -60%)
Base: Fast Draw (DX/Easy)
Enhancement: 1 to 4 extra levels of Telekinesis; 1 to 4 extra levels of Range; unlimited levels of Fast Draw skill.
Costs: variable

This ability lets you quickly pull a small object or weapon from its holster, sheath, or hiding place at a maximum distance of 10 yards. A successful roll means you ready the weapon immediately. If you pull a weapon out of someone's hands, your margin of success must be higher than the target's strength and higher than the target's strength +2 if he holds if with both hands. On a failure, the weapon stays were it is (maybe it trembles a little). You don't need to specialize in an object in order to pull it towards you, however, you must be acquainted with weapons which require some handling in order to activate it. For these weapons, if you don't have the appropriate skill, take an extra turn before you can ready the weapon.

Because the Fast Draw skill is part of a Force ability, the modifier due to Combat Reflexes or Ham-Fisted don't apply.

Force Push

Innate Attack – Crushing (Damage Modifiers - Double Knockback +20%; Jet +0%; Costs Fatigue -5%)
Base: Push (Defaults: None; DX/Hard)
Enhancement: 1 to 4 extra levels Innate Attack – Crushing; unlimited levels of Push skill.
Cost: variable

You are able to direct the Force in a single powerful push resulting in a knockback (BS page 378). This is a ranged attack with 1/2D 5, Max 10, Acc N/A, RoF 1, Shots N/A, and Recoil 1.

The skill Push added with Talent determines whether you hit your targets or not and how hard the Push is. Its points must be paid separately.

Move Object

Telekinesis (Costs Fatigue -5%)
Base: Will
Enhancement: 1 to 4 extra levels of Telekinesis; 1 to 4 extra levels of Range.
Costs: variable

You can move objects and living beings using the Force.

Sense

Source: Force
Focus: Future and Bearing
Sense Talent: 5 point per level
Power Modifier: Force, -10%

This advantage grants the character to use the Force in order to Sense the Force and surroundings in the universe. All Force skills of the power Sense become available.

Sense Abilities:

Combat Precognition

Precognition (One Event Only -40%; Costs Fatigue -5%)
Base: IQ
Enhancement: None
Cost: +12pts

You can use Combat Precognition to gain a Force bonus after you fail an attack roll, dodge, parry, or skill roll. If successful, you can check to gain a re-roll to use immediately. Consider that the Force-user had an earlier vision that he or she is now taking advantage of to change the course of events. Though the vision took place earlier, you spend the FP cost when you make the roll.

Farseeing

Precognition (Costs Fatigue -5%; Preparation Required -20%)
Base: IQ
Enhancements: None
Cost: +17pts

You can use the Force to gain vague impressions of events happening in other places or times. These are impressions only and usually focus on strong imagery and emotions.

The past and present can't change, so viewing such events relies on your getting the correct perceptions. The future is fluid, however, always in motion, and therefore subject to change. With the Farseeing ability, you can detect when your friends are in danger, examine significant details of a past event, or determine the probable outcome of a stated course of action.

You must declare what kind of vision you seek to experience – the time, place, and/or person of the vision.

Since the future is mutable, the accuracy of such visions can be far from perfect. The higher the Force Training, the more chance of succeeding you have.

In addition to entering a trance and seeking your own vision, the GM can use this skill to provide clues and visions to progress the campaign. As long as you have at least 1 level in the Sense Talent, the GM can aid your character in this way. Of course, the more levels you have in the ability, the better the quality of the vision.

Force Sight

Detect (Occasional – Force-users, Affects Insubstantial +20%, Costs Fatigue -5%, Vague -50%)
Base: Sense
Enhancement: 1 to 4 levels of Acute Sense (Force Sight)
Cost: +6pts

You can detect a Force-user or Force-aura, even when it is shielded from the five human senses. This requires one second of concentration after which the GM will secretly make a Force Sight (sense) roll for you (see Sense Roll, BS page 358). The range modifiers from the Size and Speed/Range Table (BS, page 550) apply, but ignore speed. Add 1 to size if the target used a Force ability during this or last turn. If the target Force-user used the Force Stealth ability, subtract his effective Force Stealth ability from the size (see Force Stealth). You may buy a Special Acute Sense (BS, page 35) to improve the roll thereby increasing your effective range.

On a success you can detect the presence of a Force-user or Force-aura. Direction, Force-power and Force Training are revealed only on a critical success, and you cannot analyze what you detect.

Hyperspace Navigation

Absolute Direction – 3D Spatial Sense (Hyperspace Only)
Base: Piloting and Navigation (Hyperspace)
Enhancement: 1 to 4 levels
Cost: +9pts

This gives a +1 to Piloting (Low-Performance Spacecraft & High-Performance Spacecraft) when flying to a hyperspace jump point and +2 to Navigation (Hyperspace). Successful rolls means you can decrease the inaccuracy or minimum jump distance while attempting a hyperspace jump with a spaceship.

Sense Life

Detect (Very Common – All Life, Costs Fatigue -5%, Vague -50%)
Base: Sense
Enhancement: 1 to 4 levels of Acute Sense (Force Sight)
Cost: +11pts

You can detect life forms, even when it is shield from the five human senses. This requires one second of concentration after which the GM will secretly make a Sense Life (sense) roll for you (see Sense Roll, BS page 358). The range modifiers from the Size and Speed/Range Table (BS, page 550) apply, but ignore speed. Subtract 1 to size if the target has 0 or less HP left or is unconsciousness (2 if both). You may buy a Special Acute Sense (BS, page 35) to improve the roll thereby increasing your effective range.

On a success you can detect the presence of a life form. Direction, and quantity are revealed only on a critical success, and you cannot analyze what you detect.

FORCE-BASED ORGANIZATIONS

"The Force is a river from which many can drink, and the training of the Jedi is not the only cup which can catch it."

Luke Skywalker

The Jedi and the Sith are not the only Force-based traditions in the galaxy. Many others also existed, some with unique philosophies on the Force. About sixty of these organizations existed throughout the Star Wars history. Some of these organizations will give its members certain Advantages and Disadvantages of which some of them are optional.

Jedi

"For over a thousand generations the Jedi Knights were the guardians of peace and justice in the Old Republic. Before the Dark times. Before the Empire."

Obi-Wan Kenobi

The Old Jedi order was an ancient and noble monastic peacekeeping organization unified by its belief and observance of the Force. Throughout the galaxy the Jedi were the most famous of the various organizations that relied on the Force for their power. Wielders of a mystical energy and the vibrant signature lightsaber, the Jedi Knights were revered as august guardians. Ideal brokers of peace, Jedi took swift, decisive action, possessed a calming demeanor, and were equal parts thinker and warrior; they were the epitome of serene power, wisdom, and patience. The Jedi Order, with its long, involved history, saw its members come to be the protectors of the Galactic Republic over the millennia in which that democratic union rose to prominence. The sworn enemy of the Sith, the Jedi Order was virtually destroyed by them during the Great Jedi Purge, but rebuilt as the New Jedi Order during the New Republic era.

Since the beginning and most likely before the Galactic Republic, scientists had been studying the Force and its connection to midi-chlorians. This research was most notably by the Paladins of the Chatos Academy, The Followers of Palawa and the Order of Dai Nedu, on planets like Ondos and Had Abbadon. The Jedi Order itself, however, began on Tython, where the brightest and best philosophers, priests, and warriors came together long ago to discuss their discoveries involving the enigmatic, mystical positive energy called the Ashla. Those who wanted to use the Bogan, the negative energy of the Force for their personal gain ignited a century long conflict called the Force Wars, from the ashes of which arose the Jedi Order. Some of these Jedi left Tython to defend the Galaxy, and became known as Jedi Knights.

Initially the Jedi were a contemplative order, but over time they began to take a more direct and active role in galactic affairs. The Jedi followed the "light" side of the Force, using their power for unselfish and beneficial acts. In the ensuing millennia, the history of the Jedi was intertwined with both the Republic they served and the Sith they fought.

The order suffered many Schisms—the first was the Great Schism, which produced Xendor's Legions of Lettow, but the most

consequential was the subsequent Hundred-Year Darkness in 7,003 BBY, where the Dark Jedi, once again defeated, were banished from known space.

They arrived on Korriban, the home of the Sith people, a primitive but Force-sensitive species. The Dark Jedi impressed the Sith with displays of Force power, and became the rulers of the planet and formed the Sith Empire. Over time, the Dark Jedi intermarried with the Sith, and the two identities merged. The term 'Sith' would later come to refer not only to the Sith species but also to the Dark Jedi who followed the codes of these ancient Jedi.

In 5,000 BBY the Jedi and the Sith Empire clashed in the Great Hyperspace War. The Sith were defeated, but would return to haunt the Jedi in the Old Sith Wars and the New Sith Wars.

Sometime over the next one thousand years, the Republic granted the Jedi land over a Force nexus: a sacred mountain on Coruscant. The Jedi eventually centralized themselves here, founding the Jedi Temple in 4,019 BBY, which would stand for four thousand years.

Between the end of the Great Sith War in 3,996 BBY and the beginning of the Mandalorian Wars in 3,965 BBY, some Jedi traditions and organizational structures seem to have changed quite radically. Jedi of the period prior to the Great Sith War were openly allowed to marry and raise families. Each Jedi apprentice would be trained at a local Praxeum run by individual Jedi Masters, each of whom had a number of students. Governance of the Jedi Order was handled by a large-scale temporary gathering called a Jedi Convocation or Jedi Assembly.

After the Great Sith War, the Jedi seem to have adopted a stricter monastic code, forbidding marriage and other family attachments. The looser Jedi Convocation gave way to a permanent Jedi Council on Coruscant, made up of 12 respected Jedi Masters. Regional enclave councils, such as the one on Dantooine, handled day-to-day issues in more remote areas, and ultimately answered to the Jedi High Council on Coruscant. This is the earliest point at which the term Padawan is verified as having been in wide use, and more individualized one-on-one relationships between Masters and Padawans replaced the larger classes of the Praxeum system. It is also possible that this was the point at which the revised version of the Jedi Code as established by Master Odan-Urr began to be accepted as the canonical version.

Becoming a Jedi required the most profound commitment and astute mind. The life of a Jedi was one of sacrifice. To hinder transgression, those who showed an aptitude for the Force were taken directly from birth (or soon afterward) to train in the Jedi Temple headquarters on Coruscant. From the beginning of their training a Jedi was expected to adhere to a strict Code that included concepts such as rational thought, patience, and benevolence. Emotions such as hate, anger, and fear were thought to be destructive and lead to the dark side, so such things were banned from Jedi practice.

The templates below should be applied onto your character in the same way as a racial template.

Jedi Order Template

Some (Dis)Advantages are era dependent and some are Rank dependent.

Prerequisites:

Being a member of the Jedi Order; Force Sensitive

Advantages:

Independent Income+1 [+1pt]: From 3,996 BBY until 19 BBY; 25 ABY to now; Legal Immunity (Galactic Republic, Padawan Novice) [+5pts]: Not from 19 BBY to 25 ABY or Legal Immunity (Galactic Republic, Padawan Trainee) [+10pts]: Not from 19 BBY to 25 ABY or Legal Immunity (Galactic Republic, Padawan Adept) [+15pts]: Not from 19 BBY to 25 ABY or Legal Immunity (Galactic Republic, Diplomatic, Knight or higher,) [+20pts]: Not from 19 BBY to 11 ABY; Patrons (The Jedi Order) [+20pts]: Not from 19 BBY to 25 ABY; Rank (Jedi) [+5pts/level]; Signature Gear (Lightsaber) [+1pts/50% of Average Campaign Starting Wealth]: Must have a self-made lightsaber to become a Knight; Trained By A Master (Adept or higher) [+30pts]

Optional Advantages:

Patrons (Your Master) [+10pts]

Disadvantages:

Code of Honor (Jedi) [-15pts]; Disciplines of Faith (Jedi) [-10pts]; Duty (Jedi, Almost all the Time, Extremely Hazardous) [-20pts]; Selfless [-5pts]; Wealth (Poor); 3,996 BBY – 19 BBY) [-15pts]: from 3,996 to 19 and 25 ABY to now.

Optional Disadvantages:

Dependent (Any Knight or Master may have a pupil, no more than 50%) [-5pts]; Enemies (Sith during the Old Republic era, Quite Rarely, x½) [-10pts] or (Sith during the Fall of the Republic era, Unknown, Watching, x¼, Quite Rarely, x½) [-3pts] or (Sith during The Rise of the Empire era, Unknown, Hunter, Fairly Often) [-25pts] or Enemies (Sith during the Rebel Alliance era, Hunter, Fairly Often) [-40pts]

Author's Note:

The optional disadvantages are entirely up to then GM. He may disallow having pupils or even may saddle you up with a pupil.

Sith Enemies may be disallowed by the GM entirely if he wishes so. He may instead corporate these into his scenario instead of random rolling the appearance of a Sith encounter. If Sith enemies are allowed, remember that after Darth Bane, the Sith waited patiently and did not actively intervene with Jedi business. Instead they waited, observed, trained and planned until the time was ripe for a powerful Sith to overthrow the Jedi.

Sith

"Two there should be; no more, no less. One to embody power, the other to crave it."

Darth Bane

The Sith Order under Darth Bane was created as a result of the devastating Seventh Battle of Ruusan, which saw the annihilation of the previous Sith Order. Bane's Sith Order, known formally as the Order of the Sith Lords, was founded upon the principles of the Rule of Two, utilizing stealth tactics and treachery to achieve their means. It would be this Sith Order, and its principles, that would finally triumph over the Jedi and the Galactic Republic nearly 1,000 years later.

Order of the Sith Lords Template

There are two distinctive templates. One for being the pupil and one for being the master.

Advantages (Pupil):

Alternate Identity (Legal) [+5pts]; Patrons (Your Master) [+10pts]; Rank (Sith Apprentice or Darth) [+5 or +10pts]; Signature Gear (Red Lightsaber) [+1pts/50% of Average Campaign Starting Wealth]: Must have a self-made red lightsaber to become a Darth

Disadvantages (Apprentice):

Code of Honor (Sith Rule of Two) [-5pts]

Optional Disadvantages:

Dependent (A Sith may have a pupil) [-1 to -15pts] and Enemies (Another Sith, Hunter, Fairly often) [-20pts] or Secret (Possible Death) [-30pts]

Advantages (Master):

Alternate Identity (Legal) [+5pts]; Rank (Sith Master) [+15pts]; Signature Gear (Lightsaber) [+1pts/50% of Average Campaign Starting Wealth]

Disadvantages (Master):

Code of Honor (Sith Rule of Two) [-5pts]; Dependent (A Master must have a pupil) [-1 to -15pts]; Enemies (Your pupil, Watching, x¼, All the time, x3) [-15pts]

Author's Note:

If you acquire an apprentice while there were still two Sith alive, the Dependent becomes a Secret. If the Secret is revealed, and thus lose the disadvantage Secret, you will also gain the disadvantage of Enemies. If your Dependent's total Force Talents are higher than yours, it will be you who is hunted down. If your total Force Talents are higher than your apprentice's, it will be the apprentice who will be killed. If your apprentice's Force Talents are higher than that of the other Sith, you may decide to hunt him down (but it will still become your enemy).

Because treachery is one of the aspects of the Dark Side, it is quite possible to have a Patron or Dependent who is at the same time your enemy.

LIGHTSABERS



The Way of the Blade

The crystal is the heart of the blade.
The heart is the crystal of the Jedi.
The Jedi is the crystal of the Force.
The Force is the blade of the heart.

All are intertwined,
the crystal, the blade, the Jedi.
You are one.

Introduction

Having a Jedi character in the party can be a great asset to any group of adventurers. Especially in combat, the amazing skill with which one can wield a lightsaber.

Lightsabers are rare and highly prized weapons of Force users such as Jedi Knights and Sith Lords. Lightsabers are small, hand-held weapons that project an energy blade capable of cutting through the densest of materials. Each weapon was custom-made by a Jedi and no two are alike. Because the energy blade produces no resistance and has virtually no weight, it is very dangerous for beginners to use, and those without any formal training are as dangerous to themselves as to their opponents. In the hands of a Jedi Knight, these weapons are truly formidable, capable of deflecting blaster bolts in addition to their formidable melee combat capabilities. The weapons are extremely rare artifacts, they are very rarely found for sale and possession of a lightsaber was highly illegal during the Galactic Imperial reign.

Lightsaber Technology

The technology of lightsabers is even older than the order of the Jedi Knights themselves, and the Jedi, as is well known, has served as the guardians of peace and justice throughout the galaxy for over 25,000 years. However, the Jedi Great Library on Coruscant contains information about the first energy blade build in 15,500 BBY. In 9,990 BBY these energy blades have slowly been improved into the lightsaber we know today. Although the exact details of lightsaber operation remain shrouded in mystery for the non-Force users, the general technology is known. All the controls and components fit into a compact handle. When the Jedi activates the lightsaber, a tremendous charge of pure energy flows from the Diatium power cell. A series of multi-faceted gems focus the energy into a tight parallel beam. Each saber beam has a unique frequency which determines the "feel" of the blade, how it handles when cutting something or when coming in contact with another energy field or another saber. The frequency of each saber blade can be calculated from its color and pitch it generates. Lightsabers use between one and three gems to give their beam a specific frequency

Sabers with a single gem have a fixed amplitude, which does not allow the blade to be altered in length. Other sabers with multiple gems can alter their amplitude, and thus the blade length by rotating or varying the separation between the gems. Te best sabers use natural gems, but evidently, the Sith can forge synthetic gems with a small furnace and a few base elements.

The beam emits from a positively charged continuous energy lens at the center of the handle. The beam then arcs circumferentially back to a negatively charges high-energy flux aperture, usually set in a disk that also serves as a hand guard. The power amplitude determines the point that forms a blade of amazing strength.

A superconductor transfers the power from the flux aperture to the power cell. Almost no energy is lost in the process, the beam does not even radiate noticeable heat, though it does fluoresce and hum. The saber looses power only when it cuts through something, but not when contacting another blade; no lightsaber can cut another's beam.

Controls at the hilts of the saber adjust the power cell capacity and allow periodic recharging. Though exact duration figures are not

known, it is clear that Jedi can use their sabers for years at a time before recharging becomes necessary. For gaming purposes, the durability of the Diatium power cell is set at 3000 hits divided by the number of crystals set in the handle (the more powerful the blade, the more energy it drains when cutting something).

Saber Construction

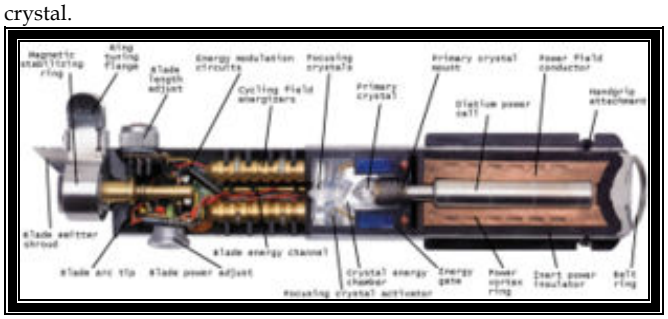
One of the Rites of Passage for a Jedi is for him to construct a lightsaber. The lightsaber acts as a focusing device, allowing the Jedi to reach a state of attunement with the Force which enhances his combat capabilities.

Jedi Padawans spend a great deal of time and effort constructing lightsabers, an elegant weapon of ancient technologies. The blade helps the Jedi focus, attuning him to the Force so that it more easily flows through him. It is used for combat only when other methods of conflict resolution have ended in failure.

Most Jedi build several lightsabers over a lifetime, each saber more powerful and well-balanced than the last. These improvements reflect the Jedi's increasing prowess in his use and understanding of the Force. The loss of a lightsaber can so demoralize a Jedi that he momentarily stumbles in his ability to access the Force (losing -2 in Force Powers until he constructs a new blade).

Mandatory Components

A lightsaber must have the following parts: a Diatium power cell, a handgrip, an activation plate, a safety, an emitter matrix, a recharge socket, a lens assembly, a power conduit, and a focusing crystal.



Diatium Power Cell

Cost: ₮2,000
Space: 1
Weight: 0.1 lbs.
Effect: 3000 hits/ number of crystals
Description: Diatium power cells can only be found in lightsabers. They produce a very high output of energy and are the only type of power cells which are strong enough to power a lightsaber. Diatium power cells are cosmic C-cells.

Handgrip

Cost: See table
Description: The handgrip is the hull of the lightsaber made of steel. The handgrip does not need to be a fine piece of manufacturing. For example: in "I Jedi" by Michael Stackpole, Coran Horn constructs a lightsaber from the handlebar on an old swoop. The Jedi of the Old Republic, however, construct much more aesthetically pleasing and complex, saber handles.

Material	Cost (₮)	Weight (lbs.)	Break
Bronzium	10	0.20	+2
Iron	20	0.15	+1
Steel	100	0.10	-
Composite Steel	140	0.15	-1
Plastoid	200	0.05	+1
Durasteel	800	0.05	-2
Duralloy	1000	0.10	-2
Electrum	2500	0.15	-

The next thing which modifies the cost and weight of the handgrip is the length.

Length (inches)	Cost Modifier	Weight Modifier	Space (Units)
8	80%	80%	7
9	90%	90%	8
10	100%	100%	9
11	110%	110%	10
12	120%	120%	11
13	130%	130%	12
14	140%	140%	13
15	150%	150%	14
16	160%	160%	15
17	170%	170%	16
18	180%	180%	17
19	190%	190%	18
20	200%	200%	19

Activation Plate

Cost: See table
Space: 0.5
Weight: 0.1 lbs.
Effect: See table
Description: An activation switch to turn the lightsaber on/off is connected to an electronic device within the lightsaber. There are different types of switches. A double-bladed lightsaber may have two activation plates though this is not necessary.

Type	Effect	Construction Skill Penalty	Cost (₮)
Standard	One click activates, one click deactivates	0	10
Double Off-click	One click activates, double click deactivates; this is so that the lightsaber does not accidentally shut off during combat.	-1	12
Lock-on	The lightsaber's on/off switch can be locked into the "on" position and can't be turned off with one click.	-2	15
Force Activated	The wielder must use the Force within the handle to turn the lightsaber on/off.	-3	5

Safety

Cost: ₮10
Space: 0.5
Weight: 0.1 lbs.
Description: The safety switch prevents accidentally activation of the lightsaber when not in use.

Emitter Matrix

Cost: ₮500
Space: 1
Weight: 0.1 lbs.
Description: The emitter matrix produces a positively charged energy towards the lens assembly. One emitter matrix is needed for each blade. The outer hull of the emitter matrix is made of a super conductor which enables the negatively charged energy which returns from the flux aperture to go back to the power cell with no energy loss.

Recharge Socket

Cost: ₮50
Space: 1
Weight: 0.1 lbs.
Description: A recharge socket enables the lightsaber's power cell to be recharged on a power socket. It takes 50 minutes to fully recharge a Diatium power cell.

Lens Assembly

Cost: ₮500
Space: 1
Weight: 0.1 lbs.
Description: The lens assembly focuses the positively charged energy into a parallel beam. The lens assembly is tightly packed into a high-energy flux aperture.

Power Conduit

Cost: ₮100
Space: 1
Weight: 0.1 lbs.
Description: The power conduit transfers the energy from the power cell towards the emitter matrix, from the flux aperture to the super conductor and from the super conductor back to the power cell.

Force Crystals

The type of crystal used to focus the energy from the power cell determines the harmonic resonance and lethality of the weapon. Jedi Knights use Adegan crystals almost exclusively, as they have done for millennia. Sith Lords use synthetic crystals. All crystals use up 1 space and weigh around 0.1 lbs. The following crystals (listed in alphabetical order) can be used in lightsaber construction:

Adegan

Cost: ₹4,000
Rarity: Very Common
Effect: Damage 8d(5) burn; Force Powers+1
Description: A facetted crystal mined in the mountains of Dantooine is used in the construction of a lightsaber. It glows faintly with an inner blue, green, orange, violet, white or yellow light. Lightsabers can only contain one Adegan crystal per blade. Trying to power a blade with two Adegan crystals, results in an explosion (1d cr burn ex) upon activating the lightsaber. A double-bladed lightsaber may have two Adegan crystals (one for each blade) but this is not necessary.

Adegan (Synthetic)

Cost: ₹4,000
Rarity: Very Common
Effect: Damage 8d+3(5) burn
Description: A red crystal manufactured mostly by Sith followers. It glows faintly with an inner red light. Lightsabers can only contain one Adegan crystal per blade. Trying to power a blade with two Adegan crystals, results in an explosion (1d cr burn ex) upon activating the lightsaber. A double-bladed lightsaber may have two Adegan crystals (one for each blade) but this is not necessary.

Ankarres Sapphire

Cost: ₹160,000
Rarity: Unique
Effect: ST+2; DX+1: Rapid Healing
Description: The crystal may have been found by the Jedi Exile at some point in 3,951 BBY. It was also held on board Kuari Princess by Dom Pricina until stolen by 4-Lom sometime before the Battle of Yavin.

Barab Ore Ingot

Cost: ₹2,000
Rarity: Common
Effect: Damage+1d rad
Description: Barab ore was a resource to Barab I. It actually lay on the planet's surface, meaning it was exposed to high doses of radiation and torrential downpours daily. This ore could be found in concentrated ingots that actually stored and magnified radiation.

Bondar

Cost: ₹500
Rarity: Very Common
Effect: Stun (HT+1)
Description: This crystal was mined on a far-orbit asteroid circling the Alderaan system. It produces a volatile lightsaber beam that pulses on contact, discharging part of its energy into an opponent. Trainings lightsaber are known to have only a Bondar crystal in it without any other.

Corusca Gem

Cost: ₹9,000
Rarity: Ultra Rare
Effect: Damage+1d; +1 step Armor Divisor; Break+2
Description: Corusca Gems were extremely rare and valuable crystals. They were produced by a combination of the extreme pressures present in the atmosphere of Yavin, pressures great enough to crush elements together, and the scraping of the liquefied air of the planet against its metallic core. They could be found in no other place in the galaxy, and their vibrancy resulted in the namesake of the galactic capital: Coruscant.

Despite their well known strength, Corusca Gems had shatterpoints, miniscule points where multiple edges and facets would come together, forming an extremely weak spot.

Damind

Cost: ₹3,000
Rarity: Uncommon
Effect: To Hit+3
Description: Found on the desert world Daminia, this crystal can be used in lightsaber construction to produce a clearly defined beam of subtly wider width and length.

Danite

Cost: ₹1,000
Rarity: Uncommon
Effect: Force Power – Sense+1
Description: Mined on Dantooine, this crystal is a focusing point for all Force users.

Dragite

Cost: ₹6,000
Rarity: Uncommon
Effect: HT+1; Affliction Sonic
Description: Dragite crystals were found on M'haeli, in the D'olop Mountain Range. The beam they created resonated loudly when it struck, inflicting a minor amount of damage.

Eralam

Cost: ₹20,000
Rarity: Very rare
Effect: To Hit+2; Damage+2
Description: Once mined on the third moon of Erai, ancient Sith bombardment shattered much that remained. If they can be found, these crystals produce a clear, superior lightsaber beam.

Firkran

Cost: ₹3,000
Rarity: Uncommon
Effect: To Hit+2; Surge
Description: This heavy crystal is collected by the natives of Rafa V. If used in lightsaber construction it produces an electrically charged beam that is devastating to droids.

Hurrikaine

Cost: ₹10,000
Rarity: Ultra Rare
Effect: Opponent's Parry/Block -3
Description: Found on the planet Hurikane. Lightsabers including this crystal are very good at penetrating defenses.

Jenruax

Cost: ₹8,000
Rarity: Rare
Effect: Enhanced Parry+1; Damage+2
Description: The refined form of Opila. This crystal has been cleansed of all impurities. When used in lightsaber construction it produces a blade of unerring quickness.

Kaiburr or Kiber

Cost: ₹310,000
Rarity: Ultra Rare
Effect: Damage+3d; Force Powers+3; Very Rapid Healing
Description: This crimson colored crystal was found on the planet Mimban. Local legend said that this crystal had the ability to enhance the Force Powers a thousandfold.

Kasha

Cost: ₹1,500
Rarity: Common
Effect: To Hit+1; Will+2
Description: The Kasha was a crystal traditionally used by the Cereans as a meditation tool. Patterns were scribed on each face of the crystal to harness its full energy potential, possibly created by Bi-Dar Tyunda thousands of years before. When used as a lightsaber crystal, it helped clear the wielder's mind of distractions, even during tense combat.

Krathracithe

Cost: ₹30,000
Rarity: Ultra Rare
Effect: Force Abilities – Dark Side+2; Dark Side only
Description: Found on the home world of the Krath, this crystal is a focusing point for Dark Side Force users. Only strong willed Jedi may be able to use a Krathracithe crystal in its lightsaber without being seduced to the Dark Side of the Force. Jedi Masters tend to keep these crystals out of any Padawan's reach

Kontarite

Cost: ₹20,000
Rarity: Ultra Rare
Effect: Silence+1
Description: Some Jedi Holocrons from the days of the Sith War indicate that certain Sith warriors had perfected the art of effectively silencing a lightsaber blade by adding a Kontarite Force crystal to reduce noise. Some lightsabers have been reduced to a nearly noiseless blade, making only the faintest whisper of noise when activated. After the Sith Wars these crystals have not been encountered again. Normally a lightsaber gives you a penalty of 5 towards Stealth. This crystal negates a penalty of 2 towards Stealth versus listening devices, blind creatures, and other who rely on hearing to find you.

Krayt Dragon Pearl

Cost: ₹110,000
Rarity: Ultra Rare
Effect: To Hit+3; Damage+2d
Description: Taken from the gullet of a Krayt Dragon, this crystalline "pearl" appears to have refractory qualities that might allow it to function as a lightsaber crystal once properly adapted.

Lorrdian Gemstone

Cost: ₹8,000
Rarity: Rare
Effect: Parry Beam Weapons+3; Enhanced Parry+1
Description: Lorrdian gemstones originated during the Kanz Disorders, when the enslaved Lorrdians were forced to develop kinetic communication to communicate with another. This gave the Lorrdians the ability to better predict the action of others, including their Argazdan overlords, by careful observation of subtle changes in body language.

A few Force-Sensitive Lorrdians imbued certain gemstones with similar abilities. When these gems were installed in a lightsaber, the user was better able to read the action of their opponents. This enhanced the wielder's overall defenses and ability to deflect blaster bolts.

Luxum

Cost: ₹8,000
Rarity: Rare
Effect: To Hit+2; Damage+1d vs. Droids; Surge
Description: Ambria was a world in the grip of the dark side. Through years of mental battle, strange Jedi Master Thon contained the evil to Lake Natth. Long meditation can form this powerful crystal from the tainted water.

Mephite

Cost: ₹1,000
Rarity: Uncommon
Effect: Force Powers – Alter+1
Description: Found in the deep seas of Manaan, these crystals produce a fluctuating pulse through the beam.

Nextor

Cost: ₹2,000
Rarity: Uncommon
Effect: To Hit+1; +1 step Armor Divisor
Description: This crystal is mined in the mountains of M'haeli, and when used in lightsaber construction it produces a volatile blade that can cause surprising amounts of damage. Armor Divisor steps are in order: 1 (no divisor), 2, 3, 4, 5, 10, 100, and "ignores armor"

Obsidia

Cost: ₹25,000
Rarity: Very Rare
Effect: Damage+3; Damage+1d vs. Light Side; Dark Side only
Description: This dark crystal is found on the homeworld of the Sith, Korriban. It produces an intense and volatile beam which sears on contact. Within some Dark Lord's tomb, such crystals may be found, but not without any danger.

Opila

Cost: ₹5,000
Rarity: Uncommon
Effect: Damage+3; Damage+2d on Critical Success
Description: Found in the asteroid fields of the Fyrth system, this crystal can be used in lightsaber construction to produce an intense beam that seems extraordinarily quick to the cut.

Phond

Cost: ₹2,000
Rarity: Common
Effect: Damage+1d
Description: The strange byproduct of rare impurities bonding during the making of certain alloys and some random external condition, this crystal produces a fiercely burning lightsaber beam.

Pontite

Cost: ₹1,000
Rarity: Uncommon
Effect: Force Power – Control+1
Description: This crystal clearly marks the edges of the beam. These types of crystals are mostly found on rogue planets.

Qixoni

Cost: ₹90,000
Rarity: Ultra Rare
Effect: Damage +5; Energy Reserves – Force+5; Dark Side only
Description: These powerful gems were formed when a certain planet was consumed by its stars supernova. The power of a Qixoni crystal could only be harnessed by one with great strength in the Dark Side of the Force.

Relacite

Cost: ₹12,000
Rarity: Rare
Effect: Force Powers+2
Description: Refined from the magma of Mustafar. This is the top line of focusing crystals.

Rubat

Cost: ₹2,000
Rarity: Uncommon
Effect: To Hit+1; Damage+1

Description: Used in lightsaber construction. Rubat crystal is mined Phemis. It produces a clearly defined blade which the Jedi can easily focus on.

Ruusan

Cost: ₹3,000
Rarity: Common
Effect: Will+1; Charisma
Description: Ruusan crystals come from the Mid Rim planet of the same name. While not directly affecting a lightsaber's effectiveness, they aided a Jedi in focusing the Force.

Saphit

Cost: ₹50,000
Rarity: Ultra Rare
Effect: To Hit+3; Damage+2
Description: This crystallized material was excreted once every 11 yeas by the ancient Volice worm of Lwhekk, now extinct. It produces a more intense lightsaber beam, granting better control.

Sigil

Cost: ₹18,000
Rarity: Rare
Effect: To Hit+1; Damage+2d
Description: Mined in the Sigil system, this crystal is a costly but valuable addition to a lightsaber. It produces a fiercely bright beam that sears on contact, inflicting great damage.

Solari

Cost: ₹70,000
Rarity: Ultra Rare
Effect: To Hit+3; Damage+3; Damage+1d vs. Dark Side
Description: There are many famous lightsaber crystals spoken of in the history of the Jedi Order, though none is as powerful as the legendary Solari Crystal. An artifact of true light side power, only those Jedi who are pure in spirit can wield a lightsaber equipped with this gleaming white gem. When the great Jedi Master Ood Bnar initiated his life-cycle change after a thousand years of serving the Order, he bequeathed the Solari Crystal to his most promising student, a young female Jedi named Shaela Nuur. When Shaela disappeared shortly after the time of the Great Hunt, the Solari Crystal vanished with her.

Stygium

Cost: ₹12,000
Rarity: Rare
Effect: To Hit+1; DX+1; Stealth Skill+4
Description: In its pure, crystal form it was known to be suitable for use as a lightsaber crystal. It was known that when refined Stygium was mounted on a personalized lightsaber and wielded by a Force-Sensitive, the natural cloaking attributes of the crystal would augment the power of a stealth-minded Jedi in remaining unseen.

Ultima-Pearl

Cost: ₹6,000
Rarity: Uncommon
Effect: To Hit+3; Damage+2; Damage+1d on Critical Success; Armory (Lightsaber-2)
Description: Ultima-Pearls were uncommon, silvery, lustrous, spherical pearls found on Dac. They were used as lightsaber crystal, and were extremely potent in modifying the damage dealt by a lightsaber. Yet, for all its benefits, it required considerable skill to properly install an Ultima-Pearl.

Upari

Cost: ₹7,000
Rarity: Uncommon
Effect: To Hit+3; Damage+1d
Description: Strangely, this crystal is usually encountered scattered in the orbit of primarily forest worlds. It is brittle but versatile, and a Master Jedi can get it to produce many effects.

The process of creating a lightsaber varies depending on who the craftsman is, with each artisan giving the saber his own personal style. Most Jedi use Adegan crystals, usually flawless. Taking these naturally-occurring crystals, they build the lightsaber to their own personal tastes, in perfect harmony with nature through the crystal. The Sith, however, use a special furnace to artificially craft crystals in an intense heat, using the Dark Side of the Force to shape the crystals' growth so that when its time to remove it from the furnace it is already shaped to perfectly suit the Sith Lord's needs. Regardless of whether or not natural crystals or synthetic crystals are used, the process of creating a lightsaber is one of the most essential lessons the Jedi (and Sith) teach their students.

Velmorite

Cost: ₹4,000
Rarity: Rare
Effect: DX+1; +1 step Armor Divisor
Description: Velmorite was a crystal found on the planet Velmor. This crystal created a fine thin blade for wielding.

Optional Components

These components are not necessary for a lightsaber to function but the greatly enhance the ease of use.

Belt Ring

Cost: ₹10
Space: 0
Weight: 0.05 lbs.
Effect: enables Fast Draw - Lightsaber
Description: A belt ring is accompanied by a hook or d-ring attached to the lightsaber. You can easily put the lightsaber in the belt ring when not in use while it keeps nearby. Mostly the belt rings are attached to the wielders belt. A belt ring enables the wielder to use his Fast Draw skill.

Cell Recognizer

Cost: ₹1,150
Space: 1
Weight: 0.1 lbs.
Effect: Prevents unauthorized activation
Description: This device is used to modify a lightsaber such that it will not function for anyone except certain people. A small sensor array (₹800) and recognition chip (₹350) are installed in the handle of the lightsaber, which reads the cell patterns of whoever is holding the weapon. If the cell patterns do not match that of designated "safe" users, the weapon's power cells shut down, and any failsafe devices are activated. Failsafe devices can range from electrocution to a loud warble to a quiet beacon which alerts the owner via comlinks that the weapon is in the hands of an unauthorized bearer.

Length Adjuster

Cost: ₹100
Space: 1
Weight: 0.1 lbs
Effect: Adjust blade length
Description: A length adjuster enables the wielder to switch between variations of different lengths for the blade. The lightsaber must have more than one Force crystal for that particular blade installed. The blade can be lengthened or shortened effectively changing a lightsaber into a short bladed lightsaber and vice versa. Other lengths are pure cinematic and have no game statistics though the weight, space and cost should still be applied.

Pressure-Grip

Cost: ₹600
Space: 0.5

Weight: 0.05 lbs
Effect:
Description: This adapter for the handle of a lightsaber allows for what is, in essence, a "deadman" switch on a lightsaber. The lightsaber activates and deactivates as normal, but automatically deactivates should the pressure on the handle be removed. This is also good when combined with the Lock-on switch mentioned above. A pressure grip also prevents the user from throwing the lightsaber when activated.

Call Beacon

Cost: ₹1,000
Space: 1
Weight: 0.1 lbs
Effect: Call slave circuit
Description: This device will summon a ship with a slave circuit like a regular call beacon, only the button is embedded in the handle of the lightsaber.

Concealed Compartment

Cost: ₹100
Space: 1
Weight: 0
Effect: Payload 0.1 lbs per space used.
Description: A Jedi may create a hidden compartment in his lightsaber which can only be accessed if you know what to look for. The margin of success while constructing the concealed compartment is the penalty towards searching for it.

Water-Proof Casing

Cost: ₹200
Space: 0
Weight: 0.1 lbs.
Effect: Sealed against water
Description: When constructing a lightsaber, some Jedi (particularly those at home in a moist environment, like Mon Calamari) add a secondary water-proof casing to the handles of their lightsabers in order to protect the power cell inside. While still not reliable in functioning underwater, this will allow a lightsaber to be carried normally on aquatic journeys, without the necessity of removing the power cell. A water-proof must be crafted at the same time as the lightsaber itself to fit properly over the handgrip.

Trapped Handle

Cost: ₹500
Space: 1
Weight: 0.1 lbs
Effect: Trap causing 1d damage
Description: Typically reserved for Dark Jedi, some lightsabers have special traps in their handles to prevent unauthorized use. The handle may have spikes (1d impaling damage) or blades (1d cutting damage) which burst forth from the handle and damage the user, or electrocute the user instead (1d burn). Whatever the trap, they are triggered typically through incorrect cell recognition (see Cell Recognizer above), or by a dummy activation switch which trigger the trap.

Creating the Lightsaber

The steps given below are intended for newly created basic lightsabers only whether it is a short-bladed lightsaber, double-bladed lightsaber, or a normal lightsaber. Extra gadgets and functions are explained in Modifying the Lightsaber.

Step 1

Require the following items: special welding tools (₹50); gem-cutting tools (₹1,200); special tool kit (₹1,200). These tools may be available at any specialized shop in any TL11 or higher worlds. Alternatively, a Master may lend his tools to his student for the creation of his first lightsaber.

Step 2

Gather all components needed to construct your lightsaber. The majority of the parts that are found in a lightsaber are pretty common, the major exception being the crystal and the Diatium power cell, and can be purchased in most major towns or starports. A basic short lightsaber costs ₹7250 to build. By selecting all components and adding the space required by these components enables you to select the right size of handgrip. If you plan to modify the lightsaber later on by adding extra functions, keep in mind you pick a handgrip with enough space.

Step 3

Create a design for your lightsaber. Make a blueprint design using your Engineer (Lightsaber) skill. This skill roll determines the quality of the lightsaber. Consult the following table for the result:

Result	Quality	Break	Effect	Value
Critical Failure	Cheap	+2	-1 Acc	20%
Failure	Normal	-	-	30%
Success (margin 0)	Good	-	-	40%
Success	Fine	-1	+1 burn	100%
Critical Success	Very Fine	-2	+2 burn	400%

Step 4

Assemble the handgrip with all its components (power cell, recharge socket, safety, emitter matrix, power conduit and activation plate. This requires an Armory (Lightsaber) skill roll and takes about one day's precision work. A failure means one of the items is broken and should be repaired (increase of cost by 10%). A critical failure means an item is broken beyond repair. To determine which item is affected roll on the following table:

D6 roll	Component
1	Diatium Power Cell
2	Emitter Matrix
3	Power Conduit
4	Recharge Socket
5	Activation Plate
6	Safety

If you use an activation plate other than standard, apply the appropriate penalty.

If a water-proof casing is applied over the handgrip, add another penalty of 1 to the skill roll.

Step 5

Assemble the lens assembly with all its components. This requires an Armory (Lightsaber) roll and takes about one day's precision work. Failure means one of the lenses is damaged and should be repaired (increase cost by 10%). The lens assembly must be replaced if a critical failure is rolled.

Step 6

The focusing crystal must be chipped to your liking. A Jeweler/TL^ must be rolled. This phase of lightsaber construction can be very costly if you don't know how to chip a crystal correctly. The slightest failure renders the crystal unusable and a new crystal must be obtained. Most remarkable students are gifted an Adegan crystal by their Master which is already chipped.

Synthetic Adegan crystals are grown to perfection and need not to be chipped.

Step 7

When the crystal is perfectly chipped it should be imbued with the Force. The time required to perform this depends on the number of Force Talents and the listed costs of the Force crystal for each aspect (round up). An Adegan crystal cost₹4,000. If the creator has 4 Alter Talents, 6 Control Talents and 7 Sense Talents it would take him 1000 hours + 667 hours + 572 hours = 2239 hours or 94 days.

While imbuing a Focusing crystal with the Force you are in complete meditation. Roll for each aspect: Living Force (Will + total number of Control Talents); Physical Force (Will + total number of Alter Talents); Unifying Force (Will + total number of Sense Talents). Failure of one of these rolls means you have to start all over again with the meditation.

Step 8

At the final stage you have three components. These three components must be assembled to acquire one piece. Make an Armory (Lightsaber) roll. A failure means the lightsaber does not work properly and must be repaired (cost +1%). A critical failure indicates the lightsaber explodes upon assembly (1d cr burn ex).

When the lightsaber's construction has been completed, plug it in a power connector that will be used to charge the Diatium power cell for the first time.



Modifying the Lightsaber

There are several ways to modify a lightsaber. You can add extra functions or gadgets to it or you can try to join two lightsabers together. Modifying a lightsaber takes a day's precision work.

Adding Optional Components & Crystals

Each optional component requires an Engineer (Lightsaber) skill roll. For each modification a penalty of 1 is added to your skill (e.g., the first modification has a -1, the second modification a -2, etc.). A failure means the part has been damaged and must be repaired (cost +10% of that part). A critical failure means the part has been broken beyond repair and should be replaced with a new one.

Each additional crystal should be chipped first (see Step 6 above) and be imbued with the Force (see Step 7 above). Adding the first additional crystal gives a penalty of 2 to your Engineer (Lightsaber) skill. The second additional crystal gives a penalty of 3.

The tools needed to modify a lightsaber are the same as for creating a new one with the exception of the gem-cutting tools. These tools are only needed if you add or replace a crystal with a new uncut one.

GM's may create new crystals. The cost of these crystals can be calculated as follows:

Effect	Cost (₹)	Rarity	Cost Multiplier
Damage +1d	4,000	Very Common	/10
Damage +1	1,000	Common	/2
Damage effect	1,000	Uncommon	x1
Attribute +1	1,000	Rare	x2
Limitation/enhancement	1,000	Very Rare	x5
Attack +1	1,000	Ultra Rare	x10
+1 Parry	1,000	Unique	x20
Advantage/Disadvantage	5,000		

Joining Sabers

Two (short-bladed) lightsabers may be joined together at the base of each saber to create a double-bladed lightsaber. In order to accomplish this you must have the following items: a magna lock for each saber (₹200 each), a release switch (₹50), and a power connector (₹150). The tools you need are the same as for adding new functions to the lightsaber (see above). Once obtained these items, a Jedi may attempt, with a penalty of 4 to the Engineer (Lightsaber) skill. Failure to make this roll results in one of the sabers being damaged (cost 10% of that particular lightsaber). A critical failure results in an exploding lightsaber (1d cr burn ex). If the roll is a success, they are joined by a powerful electromagnetic field which can only be unlocked by hitting the release switch.

7. COMBAT

STARSHIP COMBAT

Scale and Definitions

Space battles are fought in 1-second combat rounds without the use of maps. Movement is measured in yards per second and acceleration is measured in yards per second^2.

DR and HP are not scaled. This is done because even in large space battles with large spaceships, smaller ships are present. In the Star Wars Universe, these small crafts have a large impact on the outcome of the battle (e.g., a small starfighter can blow up a Death Star or crush the bridge of a Super Star Destroyer).

Preparation

Keep all the statistics of the spaceships, which are involved in the battle, by hand as well as its equipment and any equipment of the characters which might result in skill modifiers.

The GM also keeps the statistics of enemy ships and nearby celestial bodies.

8. GAMEMASTER'S SECTION

9. EQUIPMENT

WEAPONS

Weapon Statistics

Weapon tables provide the items of information explained below. A given column will only appear on a table if it is germane to the weapons on that table. In all cases, "-" means the statistic does not apply, "var." means the value varies, and "spec." means to see the relevant weapon skill in BS Chapter 4 or applicable section for special rules.

Although these rules have not been modified, they are described here so you don't have to swap books when going through the weapon tables.

TL (Tech Level)

The tech level at which the weapon first becomes widespread. You may only buy weapons of your campaign's TL or less, unless you have the High TL trait (BS page 23).

Weapon

The general class of weapon in question: e.g., "vibro-dagger" or "Bowcaster". Each entry represents a wide range of individual types.

Damage

For muscle-powered melee and missile weapons, such as swords and bows, damage is ST-based and expressed as a modifier to the wielder's basic thrusting (thr) or swinging (sw) damage, as given on the Damage Table (BS page 16). For example, a spear does "thr+2"", so if you have ST 11, which gives a basic thrusting damage of 1d-1, you inflict 1d+1 damage with a spear: note that swung weapons act as a lever, and so do more damage.

For firearms, grenades, and some powered melee weapons, damage is given as a fixed number of dice plus adds: e.g., a 9mm auto pistol lists "2d+2", which means that any user would roll 2d and add 2 to get damage.

Armor Divisors:

A parenthetical number after damage, e.g., (2) is an armor divisor. Divide the target's DR from armor or other sources by this number before subtracting it from your damage (or adding it to the target's HT roll to resist an affliction). For instance, an attack with a divisor of (2) would halve DR. A fractional divisor increases DR: (0.5) multiplies DR by 2; (0.2) multiplies it by 5; and (0.1) multiplies it by 10.

Damage Type:

An abbreviation indicating the type of injury or effect the attack causes.

A victim loses HP equal to the damage that penetrates his DR. Halve this for small piercing attacks; increase it by 50% for cutting and large piercing attacks; double it for impaling and huge piercing attacks. Subtract fatigue damage from FP instead of HP. Afflictions cause no injury, but impose a particular affliction on a failed HT roll, as specified in the weapon's notes. See Damage ad Injury (BS page 377) for additional rules.

Explosions:

An "ex" after crushing or burning damage indicates the attack produces an explosion. This may injure those nearby: divide damage by three times distance in yards from the centre of the blast. Some explosions scatter fragments that inflict cutting damage on anyone nearby (see Fragmentation Damage, BS page 414). Fragmentation damage appears in brackets; e.g., "3d(2d) cr ex" means an explosion that inflicts d crushing damage and throws fragments that do 2d cutting damage. The "danger radius" for fragments is five yards times the dice of fragmentation damage; e.g., 10 yards for (2d). If an explosive attack has an armor divisor, this only applies to the DR of a target that takes a direct hit, not to those caught in the blast radius or hit by fragments.

Afflictions:

Some special weapons don't list dice damage. Instead, they give a HT modifier; e.g., HT-3". Anyone who is hit must attempt a HT roll at the listed penalty to avoid the effects of the affliction (e.g., unconsciousness). For example, a BlasTech E-11 blaster rifle calls for a HT-6(3) roll to avoid being stunned for (20 - HT) seconds. Note that DR (modified by any armor divisor) normally adds to the victim's HT; for instance, a DR 6 vacc suit would give +2 (after divided by the blaster rifle's armor divisor of 3) to your HT roll to resist that blaster rifle.

Other Effects:

A few weapons have additional linked or follow-up effects, noted on a second line. These occur simultaneously with the primary attack on a successful hit. For details see Linked Effects (BS page 381) and Follow-Up Damage (BS page 381).

Some weapons have multiple setting or can be used in different ways; e.g., a gaffi stick can be either used as a swinging or thrusting weapon or an omni blaster's setting can be switched from lethal to stunning.

Abbreviation	Damage Type
aff	affliction
burn	burning
cor	corrosion
cr	crushing
cut	cutting
fat	fatigue
imp	impaling
pi-	small piercing
pi	piercing
pi+	large piercing
pi++	huge piercing
spec	special, see weapon's notes
tox	toxic

Reach

Melee weapons only. This is the distance in yards at which a human-sized or smaller wielder can strike with the weapon. For example, reach "2" means the weapon can only strike a foe two yards away, not a closer or more distant one.

"C" indicates you can use the weapon in close combat; see Close Combat (BS page 391).

Some weapons have a continuum of reaches; e.g., a spear with reach "1, 2" can strike targets either one or two yards away. An asterisk (*) next to reach means the weapon is awkward enough that is requires a Ready maneuver to change reach (e.g., between 1 and 2). Otherwise you can strike at foes that are at any distance within the weapon's reach.

Parry

Melee weapons only. A number; such as "+2" or "-1" indicates the bonus or penalty to your Parry defense when using that weapon (see Parrying, BS page 376). For most weapons this is "0" meaning "no modifier".

"F" means the weapon is a fencing weapon (see BS page 404).

"U" means the weapon is unbalanced: you cannot use it to parry if you have already used it to attack this turn (or vice verse).

"No" means the weapon cannot parry at all.

ACC (Accuracy)

Ranged weapons only. Add Accuracy to your skill if you took an Aim maneuver on the turn prior to your attack. If the weapon has a built-in scope, the bonus for this appears as a separate modifier after the weapon's base Acc; e.g., "7+2".

Range

Ranged weapons only. If a weapon has only one range number; this is the Maximum Range (Max) in yards at which it can attack a target. If two numbers appear; separated by a slash, the first is the Half-Damage Range (1/2D) and the second is Max. Damaging attacks on targets at or beyond 1/2D inflict half damage, and those that require a HT roll to resist are resisted at +3.

Muscle-powered weapons usually list 1/2D and Max as multiples of the wielder's ST, not as a fixed range. For example, "x10/x15" means 1/2D is 10xST and Max is 15xST, so someone with ST 10 would have 1/2D 100 and Max 150. For crossbows and mechanical artillery, use the weapon's ST in these formulas.

A few weapons have a minimum range, given in their Notes. The weapon cannot attack a target closer than this range, usually because it fires in a high arc, or has safety, fusing, or guidance limitations.

RoF (Rate of Fire)

Ranged weapon only. The maximum number of shots an ordinary shooter can fire in a one-second turn. A weapon can normally fire fewer shots (to a minimum of 1), if you wish, but some special notes apply:

"!" means the weapon can only fire on "full auto" (full automatic mode) like many machine guns and repeaters. Minimum RoF is ¼ the listed RoF, rounded up.

"mxn" (e.g., 3x9) means the weapon can fire a number of shots per attack equal to the first number (m) and that each shot releases smaller projectiles equal to the second number (n); see Shotguns and Multiple Projectiles (BS page 409).
"Jet" means the weapon shoots a continuous stream of fluid or energy, using the jet rules (BS page 106).

Shots

Ranged weapons only. The number of shots the weapon can fire before you must reload or recharge it. "T" means the weapon is thrown. To reload, pick it up or ready a new weapon!

The parenthetical number following Shots indicates the number of one second Ready maneuvers needed to reload all of the weapon's shots (e.g., by changing magazines) or, or a thrown weapon, the time needed to ready another weapon. An "i" next to this means you must load shots individually: the time listed is per shot rather than for all shots.

A crossbow or prodd takes the indicated time to ready (4 turns) only f its ST is no greater than yours (see Crossbows and ST, below) Double this if the bow's ST is 1 or 2 greater. If its ST is 3 or 4 greater, you need a "goat's foot" device to cock it; this takes 20 turns and requires you to stand. If its ST is 5 or more above yours, you cannot reload it at all.

Cost

The price of a new weapon, in ϟ (credits used in that particular era or location). For swords and knives, this includes a sheath or a scabbard. For firearms, this includes the minimal necessary cleaning kit. For ultra-tech weapons, this includes a power pack, energy cell or similar device. Power generators needed for some heavy weapons must be bought separately.

Weight

The weight of the weapon, in pounds; "neg." means "negligible". For missile weapons with shots 2+, this is loaded weight. The weight of one full reload appears after a slash.

Exception: If the weapon has Shots 1 (like a bow or guided missile launcher) or has backpack power supply (noted with a "p"), the unloaded weight is given. The weight after the slash is that of one shot (e.g., one arrow or guided missile) or the backpack.

ST (Strength)

The minimum Strength required to use the weapon properly. If you try to use a weapon that requires more ST than you have, you will be at -1 to weapon skill per point f ST you lack and lose one extra FP at the end of any fight that lasts long enough to fatigue you.

For a melee weapon, your effective ST for damage purposes cannot exceed triple the weapon's minimum ST. For instance, a large knife has minimum ST 6, so its "maximum ST" is 18; if you were ST 19+, you would compute your damage as if you has ST 8.

Natural weapons (e.g., a punch or kick) have neither minimum nor maximum ST.

"†" means the weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes unready after you attack with it. If you have at least twice the listed ST, you can wield it one handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pomp shotgun, it always requires two hands, regardless of ST.

"‡" means the weapon requires two hands and becomes unready after you attack with it, unless you have at least 1.5 times the listed ST (round up). To use it in one hand without it becoming unready, you need at least three times the listed ST.

"R" indicates a firearm that uses a musket rest. The weapon's weight includes that of the rest. It takes a Ready maneuver to balance the weapon on the rest, but after that, any aimed shot fired while stationary and standing up is automatically braced (see Aim, BS page 364).

"B" indicates a firearm with an attached bipod. When firing from a prone position using the bipod, treat the weapon as if it were braced and reduce ST requirement to ⅔ of the listed value (round up); e.g., ST 13 becomes ST 9.

"M" means the weapon is usually mounted in a vehicle or gun carriage, or on a tripod. Ignore the listed ST and Bulk when firing

the weapon from its tripod or mount; the ST requirement only applies when firing the weapon without its mount. Removing the weapon from its mount (or reattaching it) takes at least three one-second Ready maneuvers.

Crossbows and ST:

Crossbows and prodds have their own ST value. Use this instead of your ST to determine range and damage. You must specify the ST of such a weapon when you buy it. You van always use a bow that is weaker than you. If you use a stronger bow, it does more damage but take longer to cock (see Shots above).

Bulk

Ranged weapons only. Bulk is a measure of the weapon's size and handiness. Bulk modifies your weapon skill when you take a Move and Attack maneuver (see Move and Attack, BS page 365). It also serves as penalty to Holdout skill when you attempt to conceal the weapon.

Rcl (Recoil)

Firearms and beam weapons only. Rcl is a measure of how easy the weapon is to control when firing rapidly: the higher the value, the less controllable the weapon. Rcl 1 means the weapon is recoilless, or nearly so.

When firing at RoF 2+, every full multiple of Rcl by which you make your attack roll means you score one extra hit, to a maximum number of hits equal to total shots fired; see Rapid Fire (BS page 373). (Firearms and beam weapons with RoF 1 still list Rcl, for use with certain rules).

LC (Legality Class)

Ignore LC for "weapons" intended as tools, and for those that are completely improvised (like a wooden stake).

LC4 - Open:

The item is openly available in most societies, but tightly controlled societies might restrict access or use. Examples: Computer; thogk; sporting blaster pistol; swoop bike.

LC3 – Licensed:

The item requires registration with the authorities in most societies. Registration might involve a fee or examination, and might be denied to criminals, minors, etc. Examples: Speeder; blaster pistol; starship.

LC2 – Restricted:

Only military, police, or intelligence agencies may possess the item in most societies, although some licensed civilians might be permitted to keep it on their own property. Examples: Lightsaber; heavy blaster rifle; armored vehicles and starships.

LC1 – Military:

The item is available only to armed forces or secret spy agencies in most societies. Examples: Holdout blaster; vibro-weapons; fighting vehicles; turbo lasers.

LC0 – Banned:

The item is restricted to the armed forces of certain governments, who will go to extremes to keep it out of the hands of individuals and "have-not" governments. Examples: Super lasers; Sith artifacts.

Notes

The numbers listed here refer to applicable footnotes (if any) at the end of the table.

Melee Weapons

Blade Composition

The tip or blade of any muscle-powered melee or thrown weapon that inflicts cutting or impaling damage (excluding wooden stakes) is assumed to be stone at TL0, bronze at TL1, iron at TL2, steel at TL3, composite steel at TL4, kalonterium at TL9, and durasteel at TL11. For instance, a knife would be stone at TL0, bronze at TL1, iron at TL2, steel at TL3, kalonterium at TL9 but durasteel at TL11, while a vibro-sword would always be durasteel, as vibro-swords don't exist before TL11. Blade composition modifies effective quality when parrying a very heavy weapon.

Weapons made from outdated materials are usually available at cheap-quality prices.

Stone (TL0):

A stone blade has an armor divisor of (0.5) on its cutting and impaling damage, and receives no damage bonus for being fine or better quality. Regardless of actual quality, treat a stone blade as cheap for breakage purposes when parrying a swung weapon made of metal or other high-tech materials.

Obsidian (TL1):

A blade made of volcanic glass is very sharp, but easily broken or blunted. Treat as a good quality stone blade, but with +1 to cutting and +2 to breakage (as if cheap). It loses its damage bonus if used to parry any weapon (but not an unarmed attack) or to strike DR 2+.

Bronze (TL1):

A bronze blade receives no damage bonus for being of fine or better quality. Regardless of actual quality, treat a bronze blade as cheap for breakage purposes when parrying a swung weapon made of superior materials (e.g., iron or steel).

Iron (TL2):

An iron blade receives no damage bonus for being of fine or better quality. Regardless of actual quality, treat an iron blade as cheap for breakage purposes when parrying a swung weapon made of superior materials (e.g., steel, composite steel).

Steel (TL3):

Steel is the default material for blades. Use all rules as written.

Composite steel (TL4):

A Blade made of different kinds of steel to obtain hard, sharp cutting edges but keep the flexibility to withstand breakage. Treat as a good quality steel blade but add 50% to the weight.

Plastoid (TL7):

Plastoid includes carbon composites, plasteel, highly bonded poly-layered ceramic and other advanced, nonmetallic materials. Halve weight and double cost. Blades cannot exceed good quality (and are often cheap). Treat them as equivalent to steel for breakage, but their low weight means they're more likely to encounter a heavier weapon. Weapons that do only crushing damage (clubs, batons, etc.) are also available, in the usual quality grades. The primary benefit of plastoid weapons is that metal detectors cannot detect them.

Durasteel (TL11):

The best weapons one can find in the galaxy. Treat as fine quality composite steel with a +1 cutting and will cost 400% more. Durasteel is the only material which can withstand the enormous stress produces by the ultrasonic vibrators used in vibro-weapons.

Super-science

Some weapons are classified as TL^. This means the weapon counts as super-science. They cannot be bought in a whole or as parts. They can only be acquired with the approval by the GM and should be role played. A player should put a considerable amount op CP in his character before he can make or acquire such a weapon.

Like the lightsaber, only Jedi, Sith or other Force users are able to acquire them by rightful means.

Weapon Descriptions

Arg'garok:

This weapon favored by Gamorrean warriors consists of a heavy axe blade mounted on a simple wood handle. The arg'garok is perfectly balanced to take advantage of the Gamorrean's low centre of gravity and enormous strength. Arg'garoks are often acid-etched with jagged runes that supposedly inspire courage, honor, and strength.



A Gamorrean trained with this weapon does not need to make a Ready maneuver after an attack.

An arg'garok costs ₹100 on Gamorr and Pzob but ₹1000 on any other planet. A Gamorrean will receive this weapon for free from his own clan's females.

Thogk:

Every Gamorrean appreciates the simple effectiveness of the traditional Thogk, which literally translates to "log with a spike in it". These cheap, heavy clubs are available anywhere Gamorrean males congregate. Gamorreans who craft their own Thogks take great pride in pounding the weapon's metal spike through the meter-long chunk of gorgt wood with their bare hands. Lacking gorgt wood, Gamorreans might make Thogks out of any available lumber.

Many Gamorrean slaves are forbidden to make, use, or buy Thogks. Some masters find them unsavory weapons.

Gaderffii:

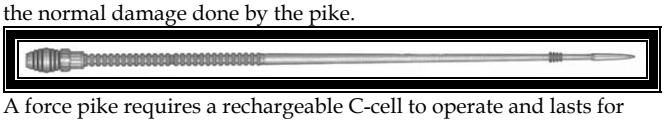
The gaderffii stick or gaffi stick is the traditional weapon of the Sandpeople of Tatooine. Because these weapons are often assembled from freighter plating or scrap allows and composites scavenged from wrecks in the harsh Tatooine deserts, no two Gaffi sticks are identical. Some have smooth sharp blades, others feature pointed tips and hooks, while others have crude jagged edges. The terms "gaderffii" and "gaffi stick" has become a popular slang term used to any crude looking non powered melee weapon.



When using this weapon as a crushing or cutting weapon, it takes one turn to ready. The Gaffi stick in the example above is just one example of Tusken Raiders crude weapon.

Force Pike:

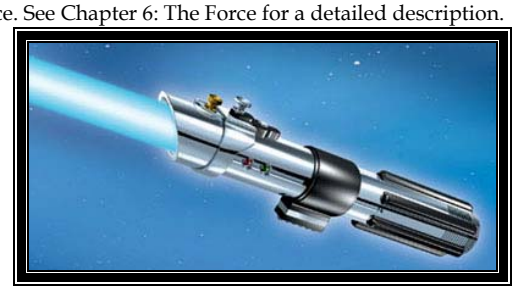
Force pikes do, when turned on, stunning damage in addition to the normal damage done by the pike.



A force pike requires a rechargeable C-cell to operate and lasts for 60 seconds continuous use.

Lightsabers:

Lightsabers are powered melee weapons which produce a small tight energy blade. Because its construction requires the knowledge of the Force these weapons are considered to be super-science. See Chapter 6: The Force for a detailed description.



A lightsaber requires a Diatium power cell (cosmic power C-cell) to operate and must be recharged after 3000 hits divided by the number of crystals in the lightsaber of continuous use. The Diatium cell can then be recharged.

Stun Baton:

Manufactures by Merr-Sonn, the stun baton is a short, weighted club with a power pack in the handle, which can be activated to produce a stunning charge when it strikes a target.

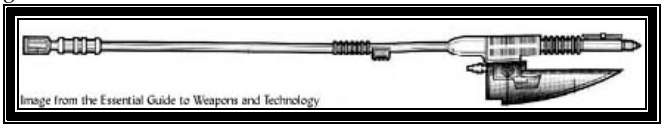


A stun baton requires a rechargeable B-cell to operate and lasts for 20 hits.

Vibro-Weapons:

Vibro weapons come in all sorts and shapes, from vibro knuckles, knives, blades, lances, spears, swords, rapiers and even axes. A vibro-weapon holds a power cell which powers an ultra-sonic generator. A tremendous amount of vibration is sent to the blade or tip. Vibro-weapons are always considered to be made of durasteel (other types of cheaper metal would simply break under the extreme stress produces by the ultra-sonic vibrations).

Vibro-weapons are too unbalanced for throwing but if thrown, a safety device is triggered which shuts down the ultra-sonic generator.



Vibro-weapons use a rechargeable C-cell to operate and last for 300 seconds divided by the weapon's weight. For more information about vibro-weapons see UT page 164.

Melee Weapon Table

ARG'GAROK (Two-Handed Axe -2)									
TL	**Weapon**	**Damage**	**Reach**	**Parry**	**Cost (₮)**	**Weight**	**ST**	**LC**	**Notes**
1	Arg'garok	sw+3 cut cor	1, 2*	0U	100	12	13‡	4	[13]

DOUBLE-BLADED LIGHTSABER (Staff -5)									
TL	**Weapon**	**Damage**	**Reach**	**Parry**	**Cost (₮)**	**Weight**	**ST**	**LC**	**Notes**
^	Double-bladed lightsaber	8d(5) burn	C, 1	+2	Variable	Variable	4†	2	[15]
	or	8d(5) burn	1, 2	0	-	-	-	-	[15]

FENCING LIGHTSABER (Rapier -5; Lightsaber -4, Short-Bladed Lightsaber -4)									
TL	**Weapon**	**Damage**	**Reach**	**Parry**	**Cost (₮)**	**Weight**	**ST**	**LC**	**Notes**
^	Lightsaber (Adegan) One-Handed	8d(5) burn	1, 2*	0F	Variable	Variable	3†	2	[15]

FORCE PIKE (Polearm -5; Spear -3)									
TL	**Weapon**	**Damage**	**Reach**	**Parry**	**Cost (₮)**	**Weight**	**ST**	**LC**	**Notes**
11	Force Pike	thr+3(4) imp	2, 3*	0U	1172	5	9	1	[14]
	or	thr+4(4) imp	2, 3*	0	-	-	-	-	[14]
	and	HT-1(0.5) aff	2, 3*	0U	-	-	-	-	[5, 14]

GADERFII (Polearm -2; Spear -4; Staff -4; Two-Handed Axe/Mace -4)									
TL	**Weapon**	**Damage**	**Reach**	**Parry**	**Cost (₮)**	**Weight**	**ST**	**LC**	**Notes**
10	Gaderfii	sw-2 cr or cut	1, 2	+1U	10	3	10†	4	
	or	thr-2 imp	1, 2	0U	-	-	-	-	

LIGHTSABER (Any Sword -5; Short-Bladed Lightsaber -2)									
TL	**Weapon**	**Damage**	**Reach**	**Parry**	**Cost (₮)**	**Weight**	**ST**	**LC**	**Notes**
^	Lightsaber (Adegan) One-Handed	8d(5) burn	1, 2*	0	Variable	Variable	3†	2	[15]
	Or Two-Handed	8d(5) burn	1, 2	0	-	-		-	[15]

SHORT-BLADED LIGHTSABER (Any Sword -5; Lightsaber -2)									
TL	**Weapon**	**Damage**	**Reach**	**Parry**	**Cost (₮)**	**Weight**	**ST**	**LC**	**Notes**
^	Short-Bladed Lightsaber	8d(5) burn	C, 1	-1	Variable	Variable	2	2	[15]

STUN BATON									
TL	**Weapon**	**Damage**	**Reach**	**Parry**	**Cost (₮)**	**Weight**	**ST**	**LC**	**Notes**
11	Stun Baton	HT-3(0.5) aff	C, 1	0	100	1	2	4	[5]

THOGK (Two-Handed Sword -2)									
TL	**Weapon**	**Damage**	**Reach**	**Parry**	**Cost**	**Weight**	**ST**	**LC**	**Notes**
1	Thogk	sw+3 cut cor	1, 2*	0U	10	8	13†	4	[13]
	or	thr+3 imp cor	2*	0	-	-	13†	-	

Notes:

[1] Can be thrown. See Muscle-Powered Ranged Weapon Table (BD page 275).

[2] May get stuck; see Picks (BS page 405).

[3] Brawling (BS page 182) increases all unarmed damage; Claws (BS page 42) and Karate (BS page 203) improve damage with punches and kicks (Claws don't affect damage with brass knuckles or boots); and boxing (BS page 182) improves punching damage.

[4] If you miss with a kick, roll vs. DX to avoid falling.

[5] On a failed HT roll, victim is stunned for as long as weapon is in contact plus (20 - HT) seconds longer; and then can roll vs. HT-3 to recover.

[6] Attempts to parry flails are at -4, and fencing weapons ("F" parry) cannot parry at all! Attempts to block flails are at -2. A nunchaku is small, and gives half these penalties.

[7] This is an energy blade. Take a Ready maneuver to activate/deactivate. The blade cannot break, and damages any weapon or body part it parries or with which parries or blocks it. Extra energy cells cost ₮100; weigh 0.5 lb., and last 300 seconds.

[8] A piece of rope used to strangle; see Garrotes (BS page 405).

[9] Damage increases in a mounted charge; see Cavalry Weapons (BS page 397).

[10] Hilt counts as brass knuckles in close combat.

[11] Noisy! Runs for two hours on half a gallon of petrochemicals.

[12] Specify maximum reach (up to 7 yards) when bought. Cost and weight are per yard. ST is 5, +1 per yard. Many special rules apply; be sure to see Whips (BS page 406).

[13] Creatures with low centre of gravity and skilled at this weapon do not need to make a Ready maneuver after an attack.

[14] This is a powered weapon. Take a ready maneuver to activate/deactivate. Extra energy cells cost ₮80; weigh 0.5 lb., and last 200 seconds.

[15] This is an energy blade. Take a Ready maneuver to activate/deactivate. The blade cannot break, and damages any weapon or body part it parries or with which parries or blocks it. Extra energy cells cost ₮2000; weigh 0.1 lb., and last 3000 hits per Force crystal installed. This weapon may contain any number of Force crystals (must fit in the handgrip) of which the first one is always an Adegan Crystal. Other crystals may allow the weapon to give extra properties. The damage given is its base damage (only one Adegan crystal). Lightsabers are always custom made weapons and therefore its price and weight varies. Further details are given in Chapter 6 The Force – Lightsabers.

Muscle Powered Weapons

Muscle powered ranged weapons are considered to be archaic but on some backwater planets these weapons are the only ones you can buy. Add 10% to the cost for each TL the planet/merchant is higher than the TL of the weapon.

Weapon Descriptions

Darkstick:

The Kerestian darkstick is much like a boomerang except the darkstick is made out of two parts; a handle and a cutting blade.



Muscle-Powered Ranged Weapon Table

DARKSTICK (DX -6)												
TL	**Weapon**	**Damage**	**Acc**	**Range**	**Weight**	**RoF**	**Shots**	**ST**	**Bulk**	**Cost (₩)**	**LC**	**Notes**
10	Darkstick	thr+1 cut	2	x1.5/x3	4	1	T(1)	11	-3	50	4	
11	Lightsaber	8D(5)	1	-/3.5-wgt	Variable	1	T(1)	3†	0	Variable	2	

THROWN WEAPON (Lightsaber) (DX -6)												
TL	**Weapon**	**Damage**	**Acc**	**Range**	**Weight**	**RoF**	**Shots**	**ST**	**Bulk**	**Cost (₩)**	**LC**	**Notes**
11	Lightsaber	8D(5)	1	-/3.5-wgt	Variable	1	T(1)	3†	0	Variable	2	

Notes:

[1] Follow-up drug or poison attack if damage penetrates DR. Effects depend on the poison used; see Poison (BS page 437).

[2] Requires two hands to ready, but only one hand to attack.

[3] An arrow or bolt for a bow or crossbow is ₩2. A dart for a blowpipe, or a lead pellet for a prodd or sling, is ₩0.1. Sling stones are free.

[4] May entangle or ensnare the target; see Special Ranged Weapons (BS page 411).

[5] Cocking lever to reload a high-ST crossbow or prodd. You can reload a weapon up to 4 ST over your own with 20 one-second Ready maneuvers.

[6] A net has no 1/2D range. Max range is (ST/2 + Skill/5) for a large net and (ST + Skill/5 for a melee net.

[7] Can fire stones (TL0) or lead bullets (TL2). Lead bullets give +1 damage and double range.

[8] Tethered. Requires a Ready Maneuver and a successful ST roll to pull out (if you fail, you may try again next turn). Does half the damage coming out that it did going in.

Fire Arms & Beam Weapons

Fire arms are also considered to be archaic. All weapons listed in BS will cost 10% more for each TL the planet/merchant is higher than the weapon. However, in the age of beam weapons and ray-shields fire arms, called slugthrowers, have made a tremendous come-back on the backwater planets.

Beam Weapons in the Star Wars universe do not automatically have built in "smartgun" electronics. Subtract ₩500 from the prices given in the Ultra-Tech Firearm Table (BS page 280). The range has also been decreased to reflect a more Star Wars approach (these weapons are cheaper of course than their counterpart listed in GURPS Ultra Tech).

To reflect a more real Star Wars approach, the most common weapons appearing in the movies and computer games are listed below. For more weapons see UT pages 112 – 166. In the table below is a comparison from the Star Wars weapons and its GURPS Ultra-Tech counterpart from which it was derived from.

Star Wars Weapons	GURPS Ultra-Tech Weapons
Blasters	
Bowcaster	-
Holdout Blaster	Holdout Blaster
Sports Blaster Pistol	-
Blaster Pistol	Blaster Pistol
Heavy Blaster Pistol	Heavy Blaster Pistol
Blaster Carbine	Blaster Carbine
Blaster Rifle	Blaster Rifle
Heavy Blaster Rifle	Heavy Blaster
Omni Blaster	Omni Blaster Rifle
Blaster Cannon	Blaster Cannon (TL10)
Ion Guns	
Ion Gun Pistol	EMP Gun
Ion Gun Carbine	Pulse Carbine
Powered Slug Throwers	
Flechette Launcher	-
Light Repeater	Gauss PDW, 4mm
Repeater	Gauss LSW, 4mm
Heavy Repeater	Gauss HMG, 7mm

Power Packs

Power packs (or power cells) are needed to power most weapons (see UT page 19 – 20).

The cost listed in the Ultra-Tech Firearm Table is the weapon including a power pack, energy cell, slugs, bullets or whatever the weapon needs with the exception of weapons which have the notation "p" added to its weight.

Weapon Descriptions

Bowcaster:

The Bowcaster, or "laser crossbow", is crafted exclusively by the Wookiees of Kashyyyk. Made of a fusion of modern and ancient technologies, it appears to fire blaster bolts. Actually, the weapon hurls an explosive energy quarrel at incredible speed, much like an ancient rail gun.



A Bowcaster must be cocked between each shot. This act resets the metal bowstring and loads another quarrel onto the firing rail. Cocking and reloading a Bowcaster requires a Ready maneuver.

A Bowcaster requires an energy clip (C-cell) to operate. After 40 shots, the energy clip must be replaced.

Holdout Blaster:

Small, palm-sized blasters see widespread use in weapon-restricted areas. Most aren't large enough to use regular power packs. Holdout blasters are commonly found in the possession of undercover agents, gamblers and other scoundrels, or nobles seeking to protect themselves. They are sometimes carried by more lethal characters for back-up firepower.




A holdout blaster requires a B-cell to operate. After 6 shots, the energy cell must be replaced.

Sports Blaster Pistol:

Also called target blasters, sporting blasters fill the gap between holdout and standard blaster pistols. They are common among both nobility and rural inhabitants throughout the galaxy. Sporting blasters tend to be long-barreled and difficult to conceal, but they have a more graceful appearance than the standard blaster. Also, target blasters easily obtained and are free from the regulations that plague most heavy blaster pistols and holdout blasters. This lack of regulation is chiefly due to the weapon's lack of firepower.



A sporting blaster pistol uses a small rechargeable B-cell.

Blaster Pistol:

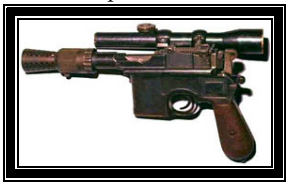
The common blaster pistol doesn't exist. The word blaster is a blanket term for literally thousands of different designs from hundreds of manufacturers, such as the popular BlasTech DL-18. Blaster pistols are popular with urban police forces, traders, and anyone who needs to pack respectable firepower in an easily carried package. Ownership of blaster pistols is regulated in many systems. Visitors may be required to leave their weapons aboard their ships or to secure special carrying permits while on a planet with such restrictions, and regulations (such as Coruscant).




A blaster pistol requires a C-cell to operate.

Heavy Blaster Pistol:

Heavy blaster pistols were invented to provide the sort of firepower one expects from a blaster rifle, but in a compact, more easily carried handgun. The heavy blaster pistol produces additional "punch" at the cost of weight en bulk..




The heavy blaster pistol is illegal or heavily restricted in most systems. Han Solo uses a heavy blaster pistol, the BlasTech DL-44.

A heavy blaster pistol requires 2 C-cells to operate.

Blaster Carbine

A blaster carbine is a weapon similar too, but generally shorter and less powerful than a rifle. The shorter length and lighter weight of carbines makes them easier to handle in close quarter combat situations, or when deploying from vehicles. The disadvantages of carbines, compared with their longer counterparts, are generally poorer long-range accuracy and shorter effective range.



The blaster carbine requires 2 C-cells to operate..

Blaster Rifle:

The blaster rifle is standard issue to soldiers across the galaxy. It features a retractable stock and is illegal for civilians to own in most planetary systems.



A blaster rifle requires 2 C-cells to operate.

Heavy Blaster Rifle:

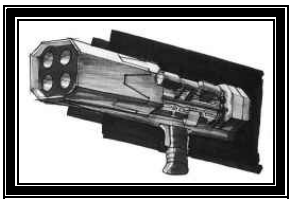
These are oversized blaster rifles mostly used by mounted troops or used on vehicles. In a platoon there is generally one trooper equipped with a heavy blaster rifle. Imperial troops were often accompanied by a heavy weapon trooper carrying a BlasTech DLT-20A.



A heavy blaster rifle requires a portable D-cell to operate.

Flechette Launcher

A flechette launcher was a ranged weapon that fired canisters and small missiles containing hundreds of razor-sharp flechettes. The projectiles would explode, releasing the flechettes at high velocity in a wide spread.

A single antipersonnel canister could eliminate an entire squad of soldiers, while anti-vehicle rounds, consisting of eleven-centimeter-long missiles, could affect a concentrated area of five meters in diameter. The flechettes contained within were strong enough to rip through ten millitimeters of durasteel and were effective counter-measures against airspeeders and other light repulsorcraft.

Omni Blaster Rifle:

This is a standard blaster rifle but with a second setting. When set to this setting the rifle can be used to stun people. The Imperial storm troopers were equipped with the BlasTech E-11.



The omni blaster requires 2 C-cells to operate.

Light Repeater:

The light repeater blaster is the most effective weapon against angry mobs. Relatively cheap and it blasts the opposition into oblivion in seconds. Because repeater blaster bolts are so small, there is very little chance of hitting crucial elements in droids or vehicles. This weapon only operates in full automatic mode.

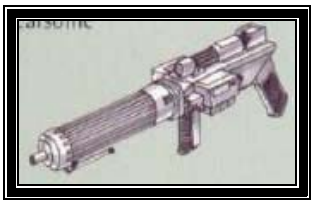


A light repeater blaster requires a C-cell and 4mm ammunition to operate.

Repeater:

The repeater blaster is the largest rifle-style weapon carried by military personnel. The weapon is highly restricted and only operates in full automatic mode.

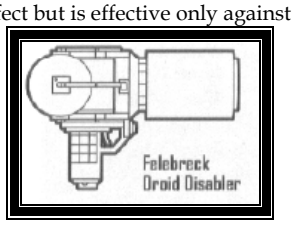




A repeater blaster requires two C-cells and 7mm ammunition to operate.

Ion Gun Pistol:

The personal ion gun pistol fires a stream of energy that wrecks havoc on electrical systems, making it effective against droids. Normally, an ion gun deals damage that fries a droid's circuits and disables its internal components. The ionization effect works like any other surge effect but is effective only against droids.



The blast from an ion gun has no effect on organic opponents unless those opponents have some amount of cybernetic equipment, such as a cybernetic limb.

An ion gun pistol requires a C-cell to operate.

Ion Gun Carbine:

This is a larger version of the ion gun pistol. The difference between the pistol version and the carbine is the weapon's casing. The carbine's casing a thicker and the longer barrel concentrates the ionization blast longer than the pistol resulting in a narrower beam which retains its power a little.



An ion gun carbine requires 2 C-cells to operate.

Small Arms Table

Beam Weapons (Bowcaster) (DX-4; other Beam Weapons -4; or Crossbow -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (₮)	LC	Notes
10	Bowcaster	5d(2) burn, imp	12	60/180	11/0.5	1	40(3)	10†	-8	1	900	3	

Beam Weapons (Projector) (DX-4; other Beam Weapons -4; or Guns – Shotgun -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (₮)	LC	Notes
11	Ion Gun Pistol	HT-3 aff (1 yard)	6	9/27	1.8/C	1	33(3)	4	-2	1	650	2	[2]
11	Ion Gun Carbine	HT-4 aff (1 yard)	12	16/48	5/2C	1	28(3)	5†	-3	1	2,000	2	[2]

Beam Weapons (Pistol) (DX-4; other Beam Weapons -4; or Guns – Pistol -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (₮)	LC	Notes
11	Holdout Blaster	2d(5) burn, sur	3	13/50	0.33/B	3	6(3)	3	-1	1	60	1	
11	Sports Blaster Pistol	2d(5) burn, sur	6	20/60	1.2/B	1	6(3)	3	-3	1	300	4	
11	Blaster Pistol	3d(5) burn, sur	5	30/90	1.6/C	3	20(3)	4	-2	1	220	3	
11	Heavy Blaster Pistol	4d(5) burn, sur	5	50/150	3.3/2C	1	33(3)	6	-3	1	560	2	

Beam Weapons (Rifle) (DX-4; other Beam Weapons -4; or Guns – Rifle -4; or Guns – SMG -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (₮)	LC	Notes
11	Blaster Carbine	5d(5) burn, sur	10+1	50/150	5.6/2C	3	17(3)	5†	-3	1	920	2	
11	Blaster Rifle	6d(5) burn, sur	10+2	70/210	10/2C	3	10(3)	7†	-4	1	1,800	2	
11	Heavy Blaster Rifle	8d(5) burn, sur	10+4	120/360	20/Dp	3	20(5)	10†	-6	1	4,000	2	
11	Omni Blaster Rifle	6d(5) burn, sur	10+2	70/210	12/2C	3	10(3)	8†	-5	1	3,600	2	[4]
	or	HT-6(3) aff	12	10/30	-	1	-	8†	-	-	-	-	
11	Long Range Blaster Rifle	6d(5) burn, sur	10+3	150/450	14/2C	1	10(3)	10†	-5	1	3,500	2	

Guns (Shotgun) (DX-4; most other Guns -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (₮)	LC	Notes
11	Flechette Launcher	8d pi++	2	20/100	8/0.8	4x4	4+1(3i)	10†	-5	2		3	
	Or	2d pi++	3	20/100	-	4x1	16+1(3i)	10†	-	-		-	

Guns (Pistol) (DX-4; most other Guns -2; or Beam Weapons – Pistol -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (₮)	LC	Notes

Guns (SMG) (DX-4; most other Guns -2; or Beam Weapons – Rifle -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (₮)	LC	Notes

10	Light Repeater	4d(3) pi-	6+1	70/290	4.6/1	16	80(3)	9†	-3	2	360	2	[5c]

Guns (LMG) (DX-4; most other Guns -2; or Beam Weapons – Rifle -4)													
TL	**Weapon**	**Damage**	**Acc**	**Range**	**Weight**	**RoF**	**Shots**	**ST**	**Bulk**	**Rcl**	**Cost (ϟ)**	**LC**	**Notes**
10	Repeater	6d+2(3) pi-	7+2	120/480	20/7	20!	300(5)	12B†	-5	2	1,300	1	[5d]

Notes:

[1] Weapons requires atmosphere to function. No effect in trace atmosphere or vacuum!

[2] The damage has the Surge modifier (BS page 105). As well, whether or not any damage penetrates, the target must make a HT roll at -4, plus half the DR on the location struck (due to armor divisor). On a failure, the electrical shock stuns him. He may roll against HT every turn at the same penalty (but without DR bonus) to recover.

[3] Smoke, for, rain, cloud, etc. give the target additional DR equal to the visibility penalty. For instance, if rain gives a penalty of -1 per 100 yards, a laser firing through 2,000 yards of rain must penetrate an extra DR 20.

[4] In super-science game, an "omni-blaster" cost twice as much, but has "stun" setting: damage becomes HT-3(3) aff for a pistol, HT-6(3) aff for a rifle. On a failed HT roll, the victim is unconscious for minutes equal to his margin of failure. In the table above, these weapons are already listed separately so the price is already doubled.

[5] The weapon uses a power cell as well as 4mm, 7mm, or 10mm ammunition.

- [A] Powered by a B-cell
- [B] Powered by two B-cells
- [C] Powered by a C-cell
- [D] Powered by two C-cell
- [E] Powered by a D-cell
- [F] External power

The power cell provides enough energy for firing its specific number of Shots, and is included in the weight.

Heavy Weapons

Power Packs

Power packs (or power cells) are needed to power most weapons (see UT page 19 – 20).

The cost listed in the Ultra-Tech Firearm Table is the weapon including a power pack, energy cell, slugs, bullets or whatever the weapon needs with the exception of weapons which have the notation "p" added to its weight.

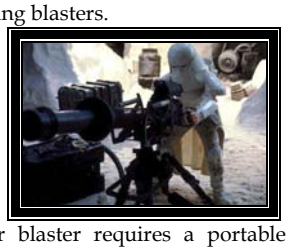
Power Generators

Weapons which require a power generator still have a number of Shots listed. This is the maximum number of shots which can be fired before the barrel must cool down. The firer may decide to cool down the weapon before it has fired its maximum shots. For example; the heavy repeater blaster has Shots 200(5) which means for each 40 shots the weapon must cool down 1 second. After 200 shots fired continuously, it must cool down 5 seconds. If you fired 120 shots and you let the weapon cool down for three seconds, it means you have again 200 shots left before reaching maximum shots, even though another more powerful energy source and continuous supply of ammo is available.

Weapon Descriptions

Heavy Repeater Blaster:

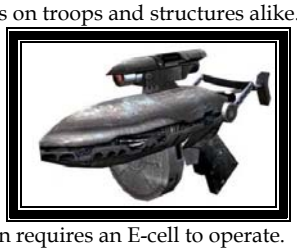
The heavy repeating blaster is a fearsome weapon typically operated from a bunker emplacement or mounted on a combat vehicle. The heavy repeating blaster only operates in full automatic mode. Snow troopers on Hoth were equipped with E-web heavy repeating blasters.



A heavy repeater blaster requires a portable D-cell or power generator to operate as well as 10mm ammunition.

Blaster Cannon:

Portable blaster cannons (about the size of real-world bazookas) fire powerful bolts of energy. Often used as an anti-vehicle weapon, the blaster cannons have the range and power to inflict devastating effects on troops and structures alike.



The blaster cannon requires an E-cell to operate.

Heavy Weapon Table

Gunner (Beams) (DX-4; other heavy weapons -4)													
TL	**Weapon**	**Damage**	**Acc**	**Range**	**Weight**	**RoF**	**Shots**	**ST**	**Bulk**	**Rcl**	**Cost (ϟ)**	**LC**	**Notes**
11	Blaster Cannon	5dx10(5) burn, sur	15	3,000/9,000	4,000/10Fp	1	20(5)	160M	-10	1	200K	2	[6]

Gunner ((Machine Gun) (DX-4; other heavy weapons -4)													
TL	**Weapon**	**Damage**	**Acc**	**Range**	**Weight**	**RoF**	**Shots**	**ST**	**Bulk**	**Rcl**	**Cost (ϟ)**	**LC**	**Notes**
11	Heavy Repeater	16d(3) pi	8	300/1,200	64/20	20!	200(5)	20M	-8	2	4,400	1	[7E]

Notes

[1] Weapons requires atmosphere to function. No effect in trace atmosphere or vacuum!

[2] The damage has the Surge modifier (BS page 105). As well, whether or not any damage penetrates, the target must make a HT roll at -4, plus half the DR on the location struck (due to armor divisor). On a failure, the electrical shock suns him. He may roll against HT every turn at the same penalty (but without DR bonus) to recover.

[3] Smoke, for, rain, cloud, etc. give the target additional DR equal to the visibility penalty. For instance, if rain gives a penalty of -1 per 100 yards, a laser firing through 2,000 yards of rain must penetrate an extra DR 20.

[4] Burn damage has the Surge damage modifier (BS page 105).

[5] In super-science game, an "omni-blaster" cost twice as much, but has "stun" setting: damage becomes HT-3(3) aff for a pistol, HT-6(3) aff for a rifle. On a failed HT roll, the victim is unconscious for minutes equal to his margin of failure. In the table above, these weapons are already listed separately so the price is already doubled.

[6] Detachable tripod weighs an extra 44 lbs.
[7] The weapon uses a power cell as well as 4mm, 7mm, or 10mm ammunition.
- [A] Powered by a B-cell
- [B] Powered by two B-cells
- [C] Powered by a C-cell
- [D] Powered by two C-cell
- [E] Powered by a D-cell
- [F] External power

The power cell provides enough energy for firing its specific number of Shots, and is included in the weight.

Grenades

All grenades described in BS page 277 are all available on planets with the appropriate tech level. In addition to the grenades described in BS page 277, the grenades described below are also known in the Star Wars universe.

Weapon Descriptions

Chemical:

These specially made custom grenades are filled and prepared at the factory and clearly labeled as to their content. Each grenade contains a specific chemical payload, which affects targets within the grenade's burst radius depending on its type. The shell of a chemical load grenade disintegrates upon use; chemical load grenades cannot be refilled.



Agent T-238 is a debilitating nausea-inducing chemical. Those within the burst radius must make a HT-4 roll or be stricken with nausea for the next d4 hours (treat as exhausted). Cost ϟ65.

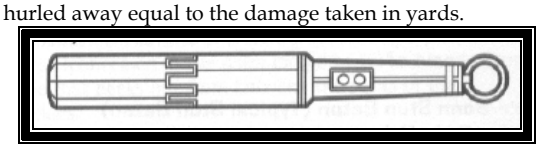
Fex-M3 is a deadly nerve toxin released in aerosol from. It is an inhaled poison (HT-4), initial damage 1d, secondary damage 2d. Cost ϟ105.

Smoke payloads produce smoke in the burst radius in gray, white, or various colors. Those within that area suffer the effects of (BS page 436) and gain one-half concealment. Cost ϟ15.

Plank Gas is a corrosive chemical that deals 1d points of damage to all targets and objects in the burst radius each second for 3 seconds. Cost ϟ85.

Concussion:

Concussion grenades cause damage by mere blast force and a fast pressure built up. In addition to the crushing damage, the victim Is also hurled away equal to the damage taken in yards.



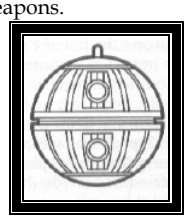
Fragmentation:

Fragmentation grenades, like most explosives, are highly restricted. Even combat units prefer to rely on blasters instead of these toss-and-forget one-shots. The standard frag grenade unleashes metal shrapnel with explosive force, slicing up anyone within the blast radius.



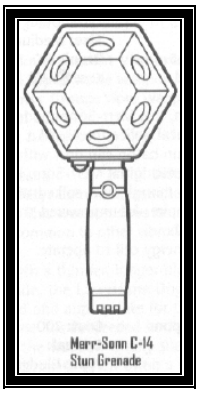
Plasma:

Plasma grenades use an ionized plasma gas to create a localized detonation. Although stated in BS page 277 as super-science, plasma grenades are not uncommon in the Star wars universe and are counted as TL11 weapons.



Stun:

When the object of a mission is to detain or subdue rather than kill, mercenary units, military personnel, and local law enforcement agencies use stun grenades. The standard stun grenade unleashes concussive energy that knocks out anyone within the blast radius. A stun grenade can't inflict a critical hit.



Anyone caught in the blast radius must make a HT-8 roll. Failure means you are stunned.

Thermal Detonator:



The thermal detonator is a fist-sized sphere containing baradium, a powerful radioactive explosive. Outlawed throughout known space, the thermal detonator produces a fusion reaction that generates a rapidly expanding field of searing heat and blast energy. Anything out of the blast radius is unaffected thanks to a built in ionization field.

Hand Grenade and Incendiary Table

TL	Weapon	Damage	Weight	Fuse	Cost (ϟ)	LC	Notes
11	Chemical	spec. (10 yd.)	1	2	50	2	[2, 4]
11	Concussion	7dx2 cr ex	1	4	80	2	[2]
11	Fragmentation	6dx4 cr ex (7d)	1	4	80	2	[2]
11	Plasma	6dx4 (2) burn ex	1	2	100	1	[2]
11	Stun	HT-8 (10 yd.)	1	2	70	2	[2, 5]

11	Thermal Detonator	8dx5 burn ex (10yd)	1	2	2000	1	[2, 6]

Notes

[1] Takes a Ready maneuver to light the fuse (impossible in rain, etc.) or five Ready maneuvers if you must insert the fuse first! A Molotov cocktail shatters on impact; a black Powder grenade detonates 3-5 seconds later; depending on fuse length.

[2] Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Grenades detonate 2-4 seconds later; depending on grenade type.

[3] A glass bottle filled with gasoline, lit by a burning rag. See Molotov Cocktails and Oil Flasks (BS page 411).

[4] Fills a spherical volume with a radius specified at the damage column. The space is filled with smoke, teargas, etc; see Poison Examples (BS page 439) and Weapon Descriptions above. The cloud lasts about 80 seconds under normal conditions. Exotic chemical may cost more or have a lower LC.

[5] A Vision and Hearing-Based affliction that affects a 10-yards radius. The protected Hearing and Protected Vision advantages give +5 to the HT roll. If you fail to resist, you are stunned; roll against HT-weapon damage +1 each turn to recover. Does not create smoke in the area of effect.

[6] A thermal detonator causes radiation damage as well as burning damage. For each damage rolled, the victim also receives 1 rad (see BS page 435 en 436). Luckily, a thermal detonator does only damage within a 10 yards radius. Outside that radius, the damage is nullified by an ionization dampening field built within a thermal detonator.

Mounted Weapons

Weapon Descriptions

Triple Blasters

The oldest and most venerable of blaster technology was the triple blaster. It worked by using three separate blasters connected to the same targeting system. By the Rise of the Empire, triple blasters had become exceedingly rare.

Light Blaster Cannon

The LBC is the smallest blaster available for vehicles. It provides low-yield firepower and is used mainly as a deterrent of defensive weapon.

Medium Blaster Cannon

The MBC (by many simply called the BC) is a good compromise between firepower and cost. MBCs are most often used as vehicle weapons.

Heavy Blaster Cannon

This heavier version of the BC provides added firepower through a larger energy output. It is mostly relegated to support or defensive fire.

Repeater Blaster Cannon

The RBC is a favored weapon by most vehicle crewmembers as it provides gatling strength firepower against targets. It is often found in a defensive role against infantry.

Gatling Blaster Cannon

The GBC is more expensive because it is multi-barreled. It provides an even faster ROF than the RBC with less chance of malfunction by overheating.

Small Laser Cannon

The SLC is the main weapon of choice for most small military crafts in space today. It provides a decent yield of damage, while remaining light and affordable enough.

Medium Laser Cannon

MLCs are the larger brothers of the SLC (found mostly in military vessels or on larger civilian ships) the MLC operates on a balanced design of good firepower and sensible energy consumption. Although it is a somewhat bulky weapon, its firepower compensates for its largish size.

Large Laser Cannon

The LLC are the top of the laser cannons family. They are considered heavy weapons and generate high amount of firepower. The LLC are found mostly on military ships as secondary weapons.

Gatling Laser Cannon

The GLC is better known by its more common name of “Quad Laser”. That name comes from the fact that the GLC is equipped with 4 barrels, each able to fire 2 shots per second, giving the weapon its overall ROF of 8. The “Quad” is favored weapon among civilian merchant ships, as it provides great firepower in both offensive and defensive roles, especially when used in anti-aircraft barrages.

Small Turbolaser Battery

The smallest of the three members of the turbolaser family, the STBL (often dubbed Killer Baby) provides great firepower (over twice that of the LLC) in both offensive and defensive roles. The STBL is the weapon of choice on many military patrol crafts such as Carrack Light Cruisers.

Medium Turbolaser Battery

The most common heavy weapon in space, the MTBL equips most military vessels as the main gun type. The MTBL is a powerful weapon, able to shoot down and destroy most types of aerospace fighters with a single salvo. Its heavier firepower also makes it the weapon of choice in such roles as naval warfare (heavy ship against heavy ship) and siege warfare.

Large Turbolaser Battery

The largest weapon available for naval ships, the LTBL is feared by most ship captains and pilots. Able to destroy many small ships with a single shot of its powerful barrels, the LTBL is found mostly on capital warships such as Mon Calamari cruisers and Imperial Star Destroyers.

Heavy Turbolaser Battery

This is the largest turbolaser available, the HTBL and can be found only on Starbases, and as planetary defenses. The HTBL is able to destroy medium sized capital ships with a single shot from its massive barrels. Because of their heavy weight, they perform poor as anti-aircraft guns.

Planetary Turbolaser

Along with the planetary ion gun, the planetary turbolaser is part of major planets defensive grid. It is a beefed up version of the large turbolaser found on capital warships.

Super Laser Mark I

The SL Mk 1 is the first super laser and could be found on the first Death Star. The SL Mk 1 is the only one which had the chance to destroy an entire planet.

Super Laser Mark II

The SL Mk 2 could be found on the next two Death Stars of which one was destroyed during the battle of Endor. It has the same destructive power as the mark I but its firing rate is a little higher and lighter. Because of the reduced weight the weapon can be

mounted on slight maneuverable mounts. The mounts can be directed against its opponents instead of turning the entire station.

Super Laser Mark III

A newer version of a weapon is normally more powerful, has greater range, or penetrates armor more quickly. None of these is true with the new SL Mk III, better known as the axial laser. This weapon can be found, mounted on the Eclipse Class Star Destroyers.

Light Ion Cannon

The smallest EMP gun available on the ship's market, the LIC provides a good protection-to-cost ratio to its owner. Easy to maintain and not requiring any gunner (can be fired by a dedicated computer), it is a perfect buy for small operators or single-crew ships like the T-38s or the BTL-S3 Y-wing.

Medium Ion Cannon

A common design, the ion cannon is just a larger version of the LIC. It provides greater disabling power, but at a greater cost. It is mostly used aboard medium-sized ships or planetary patrol boats.

Large Ion Cannon

The LIC is a standard design for large capital ships. It is often used to disable other large capital ships, or even space stations.

Heavy Ion Cannon

The largest pulse weapon available on ships, the HIC is mostly used on space stations as a capture system, in conjuncture with tractor beams.

Planetary Ion Cannon

The largest ion cannon in existence, the PIC can only be used as a planetary defense system so its massive power generators can be installed under the construction of the gun.

Mounted Weapons Table

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Rcl	Cost	LC	Notes
10	TB	6dx3(5) burn, sur	10	500/1,500		3	3x20(5)	1		4	[5]
11	LBC	6dx20(5) burn, sur	10	900/2,700		4	20(5)	1		4	[5]
11	BC	6dx30(5) burn, sur	11	1,300/3,900		3	20(5)	1		4	[5]
11	HBC	6dx50(5) burn, sur	12	1,300/3,900		1	20(5)	1		3	[5]
11	RBC	6dx20(5) burn, sur	8	900/2,700		8	20(5)	1		4	[5]
11	GBC	6dx20(5) burn, sur	7	900/2,700		10	100(5)	1		3	[5]
9	SLC	6dx20(2) burn, imp	15	1,500/4,500		5	20(2)	1		4	[3, 5]
10	MLC	6dx30(2) burn, imp	18	1,800/5,400		4	20(2)	1		4	[3, 5]
11	LLC	6dx40(2) burn, imp	21	2,100/6,300		3	20(2)	1		3	[3, 5]
10	GLC	6dx20 burn, imp	13	1,500/4,500		12	100(2)	1		3	[3, 5]
11	STBL	8dx20(10) burn, imp	18	2,400/7,200		1	10(5)	2		2	[5, 7]
11	MTBL	8dx30(10) burn, imp	21	2,700/8,100		1	10(5)	2		2	[5, 7]
11	LTBL	8dx40(10) burn, imp	24	3,000/9,000		1	10(5)	2		2	[5, 7]
11	HTBL	8dx50(10) burn, imp	27	3,300/9,900		1	10(5)	2		2	[5, 7]
11	PTBL	8dx60(10) burn, imp	250	250,000		1	1(5)	2		2	[6]
^	SL Mk I	8dx10,000(100) burn, imp	500	500,000		1	1(25)	1		0	[7]
^	SL Mk II	8dx10,000(100) burn, imp	500	500,000		1	1(20)	1		0	[7]
^	SL Mk III	8dx1,000(10) burn, imp	400	400,000		1	1(5)	1		0	[7]
11	LIC	HT-5 aff	15	600/1,800		4	25(2)	1		4	[2]
11	MIC	HT-6 aff	18	900/2,700		3	25(2)	1		3	[2]
11	LIC	HT-7 aff	21	1,200/3,600		2	25(2)	1		2	[2]
11	HIC	HT-8 aff	24	1,500/4,500		1	25(2)	1		1	[2]
11	PIC	HT-10 aff	210	210,000		1	1(4)	2		1	[6]

Notes:

All Mounted weapons are powered by a power generator, either from the vehicle or ship, or from an independent power generator. See Heavy Weapons section for detailed rules.

[1] Weapons requires atmosphere to function. No effect in trace atmosphere or vacuum!

[2] The damage has the Surge modifier (BS page 105). As well, whether or not any damage penetrates, the target must make a HT roll at -4, plus half the DR on the location struck (due to armor divisor). On a failure, the electrical shock stuns him. He may roll against HT every turn at the same penalty (but without DR bonus) to recover.

[3] Smoke, for, rain, cloud, etc. give the target additional DR equal to the visibility penalty. For instance, if rain gives a penalty of -1 per 100 yards, a laser firing through 2,000 yards of rain must penetrate an extra DR 20.

[4] If the weapon is used within an atmosphere, ignore the number of Shots. In vacuum the weapon must be supplied by shells containing plasma in addition to power or use the corbana gas from the vehicle's fuel tanks.

[5] If the weapon is used in vacuum, ignore the half-damage range and multiply the maximum range by 10.

[6] Planetary guns can only hit objects in space and have no half-damage range.

[7] Cannot aim at targets closer than a quarter of the maximum range.

ARMOR

Armor Statistics

Only one armor table is given (High- and Ultra-Tech Armor Table). Furthermore, some examples are given of complete suits of armor commonly worn in the six Star Wars movies, used in Star Wars games, etc.

Armor tables provide the items of information explained below. A given column will only appear on a table if it is germane to the armors on that table. In all cases, "-" means the statistic does not apply, "var." means the value varies, and "spec." means to see the relevant armor skill in BS Chapter 4 or applicable section for special rules.

Although these rules have not been modified, they are described here so you don't have to swap books when going through the armor tables.

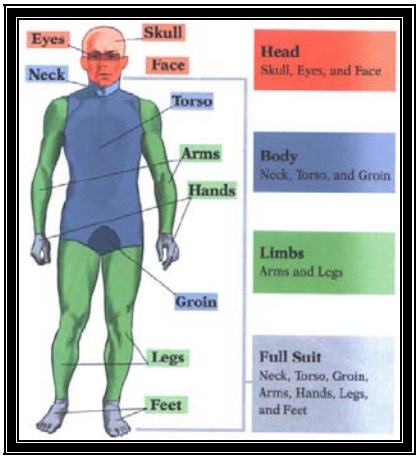
TL (Tech level)

The tech level at which the armor is commonly available.

Armor

This is the item's name.

Location



The area the armor protects on a humanoid wearer. Individual locations are skull (top of the head), face (the face, excluding the eyes), neck, eyes, arms, hands, torso (the abdomen and chest), groin, legs, and feet. Limbs cover the arms and legs, but not the hands or feet. Head covers skull, face, and eyes. Body is neck, torso, and groin. Full suit is everything but the head, unless stated otherwise.

DR (Damage Resistance)

The amount of damage Resistance the item gives. Subtract this from any blow that strikes the armored location. For instance, if you're wearing a DR 6 corselet and are hit in the torso for 8 points of damage, only 2 points penetrate and affect you. Some armor has a split DR: e.g., "4/2". This means DR varies by location or by type of attack: see notes for that piece of armor.

"*" means the armor is flexible. Flexible armor is easier to conceal or wear under other armor and quicker to don or remove, but it is more vulnerable to blunt trauma damage.

"F" means the DR only protects against attacks from the front.

Cost

The items price, in ϟ (credits). "K" is thousands; "M" is millions.

Weight

This is the item's weight, in pounds.

LC (Legality Class)

The item's Legality Class; see Legality Class (BS page 267).

Notes

Many items have special features or restrictions; see the notes after the table. Some advanced armor has built-in features that effectively grant the wearer advantages.

High- and Ultra-Tech Armor

Armor Descriptions

Clone Trooper Armor: Phase I

With some design assistance from Jango Fett, it became composed of twenty form-fitting plates of lightweight plastoid-alloy composite, sealed to a black bodysuit and weighed just under 44 lbs.. Because the armor would be used by an army of physically identical clones, only one size was needed. It loosely resembled Mandalorian shock trooper armor. The austere sensibilities of Kaminoan society resulted in the blindingly pristine white state of each set of armor, although command units originally had stripes of different colors, depending on their rank (yellow meaning commander, red meaning captain, blue meaning lieutenant, and green meaning sergeant).



However, as the Clone Wars progressed, some troopers customized their armor to show their individuality- examples of this are CC-2224 and CC-7567 changing their armor to an orange and blue respectively. A light source can also be attached to the helmets to illuminate dark areas.

The armor was heavy, uncomfortable, and not very well liked by clone troopers; it was also not very resilient against concentrated fire or shrapnel—hence it being often referred to by non-clone GAR personnel as a "body bucket". Its inconvenience was due to the Kaminoans' knowledge, or lack thereof, of Human anatomy. It did, however, have coolant systems to prevent overheating, and also included enhanced breathing filters inside the T-visor. The armor could take some modular attachments, like a bacta pack for a medic or small flamethrower for Advanced Recon Commandos.

During the later part of the Clone Wars, it was mainly replaced by Phase II armor. However, some clones chose to keep their Phase I armor. Even after the Declaration of a New Order, Phase I armor was still worn by some units of the newly-christened Stormtrooper Corps.



The armor was heavily decorated with ranks, completed missions and decorations. Heroism was desperately needed in the war against the Separatists.

Notes:
Thermal Bodysuits:

- DR2 Flexible: Full Suit
- +1 Temperature Tolerance 1
- Limited Defenses: Physical

Armor:

- DR50: Torso
- DR30: Arms, Legs, Groin
- Semi-Ablative

Helmet:

- DR:18: Skull
- DR10: Face
- +1 Protected Senses (Vision, Hearing, Smell/Taste)
- +1 Night Vision
- +1 Diagnostic Skill
- +1 Telescopic Vision (No Targeting)
- HUD
- Needs 2 B-cells

Boots:

- DR18: Feet
- Semi-Ablative

Clone Trooper Armor Phase II

It incorporated all of its predecessor's systems in addition to polarized lenses, padding, sensors, and stronger, lighter armor

plates. It could also support more modular attachments, making it infinitely superior to its predecessor. It was far more comfortable to wear than its predecessor, since the Kaminoans had become more familiar with Human anatomy. Unlike the Phase I armor, color was used to denote unit affiliation, not rank.

Different variations of Phase II armor. Phase II armor was introduced roughly around 20 BBY, and slowly replaced Phase I armor in the months following. Phase II armor was the basis of the stormtrooper armor later worn by the soldiers of Emperor Palpatine's Empire. Another variant of the Phase II armor was the Katarn armor.

The new armor incorporated a more advanced air filtration and oxygen supply system, polarized lenses, an annunciator to make speech more comprehensible, and a wrist comlink. In addition, the boots were magnetized and incorporated a grav-field alternator to ensure stability. Camouflage was sometimes used on Phase II armor.



A version of Phase II armor was still available for sale during the Galactic Civil War and was known as Katarn armor.

The Phase II armor, unlike the Phase I armor, had many different variations. Some armor was modified to suit the individual clone, while some armor was made for specialized clone troopers, such as the clone paratroopers. It is known that some clones, like Faie, had more than one set of armor.

Notes:
Thermal Bodysuits:

- DR5 Flexible: Full Suit
- +1 Temperature Tolerance 1
- Limited Defenses: Physical

Armor:

- DR50: Torso
- DR30: Arms, Legs, Groin
- Semi-Ablative
- Wrist Comlink (100 miles, Universal)
- Needs 1 B-cell

Helmet:

- DR18: Skull
- DR10: Face
- +1 Protected Senses (Vision, Hearing, Smell/Taste)
- +1 Per
- +1 Night Vision
- +1 Diagnostic Skill
- Radio (10 miles)
- +1 Telescopic Vision (No Targeting)
- Polarized Lenses
- HUD
- Needs 2 B-cells

Boots:

- DR18: Feet
- Semi-Ablative
- Magnetized
- Grav-field Alternator
- Needs 1 B-cell each.

Darth Vader's Armor

Darth Vader's armor was a mobile life support system that Anakin Skywalker was forced to wear to compensate for the serious injuries he suffered after his duel with Obi-Wan Kenobi on Mustafar in 19 BBY. It was designed to maintain and protect the young ex-Jedi's charred body while exuding an air of intimidation and control. His suit followed an ancient Sith tradition, in which the warriors of the dark side of the Force would adorn themselves in heavy armor. The suit was constructed using various methods of Sith Alchemy which served to augment Vader's severely diminished physical strength and vitality.

The suit provided a wide variety of life-support systems, the most important among them a complex breathing apparatus, and gave Vader relatively free movement without having to use a hoverchair. It was damaged or broken several times during its use, facilitating upgrades and repairs. The suit was finally irreparably broken by Emperor Palpatine's powerful Force lightning aboard the second Death Star after Vader saved his son, Luke Skywalker, from near death. After Vader's death soon thereafter, the suit was ceremoniously burned by Skywalker on the forest moon of Endor in 4 ABY.



The armor encased Vader completely, leaving no burned flesh exposed. Vader slowly learned to live in this kind of isolation and anonymity, finding ways to cope with his situation, though the suit was not made with the peak technology of its day and was uncomfortable to wear. As a way of overcoming its limitations, Vader was forced to change his lightsaber style. Additionally, to escape the armor's claustrophobic nature, Vader had built several meditation chambers in which he could remove his mask and suit and still survive. However, Vader longed to be less dependent on his armor, and tried at times to function without it, but he labored in vain.

Like traditional Sith armor and formed after the ancient Sith droids, Darth Vader's suit was made to be both intimidating and fearsome. His helmet was a highly polished black upside-down rounded cone with the front carved out to fit around his head and show his "face." This helmet had a raised ridge that ran from between his eyes to the back of his head, where it merged into the durasteel, obsidian, and plasteel of the helmet itself. Two less jagged ridges swept, curving, over the eyes of Vader's mask proper and served to accent them. This helmet locked into the mask.

The mask itself went halfway around Vader's head. The top of this mask was crowned with a circular interface dotted with a pattern of squares around a disc of silver. This disc had several holes punched into it, and seemed to serve as an interface between the mask and the helmet. Around the unseen part of the mask, the part covered by the helmet, were wires arranged in a design. Also hidden beneath his mask were four grill-like squares of red, accented by ridged crisscrosses of yellow wire. The face of the mask was somewhat exaggerated and angular, with two ridges above his eyes that fit in with those of his helmet. The eyes were large and protuberant, like those of a fish. This front part of the mask was of a more highly polished black material than that of the back, which seemed more rubbery. The ridged bridge of the nose seemed lost in the largeness of the eyes, but suddenly jetted out into a harsh caricature of a nose. The mask's cheekbones were boxy and angular until they curved slightly to join the nose at its base. The base of the nose offered one of the only hues presented other than black—silver—on the mask. This silver piece was in the shape of a half-oval, with a triangular grill growing out from beneath it that served as an air filter, giving him a skull-like appearance.



A hermetic collar wrapped around Vader's neck and slanted forwards in the front to meet the mask at the bottom of its triangular grill. The back, which sloped slightly outward at the base of his neck, was speckled with metal studs and interfaces. The two sides of the front were edged by two tubes that followed the mask's edge until it reached the base of the triangular grill. At the end of these tubes were two silver studs. On top of the slanted front of this collar were several interfaces, with wires running back from it to the back of the collar. From the sides of the collar came two sideways-facing metal stems capped with a horseshoe-like fixture. These, when worn, touched the outer corners of Vader's mouth.

Vader's pauldrons and chest armor appeared to be one piece that protected his entire upper torso. The durasteel material was of a gray hue with several black vertical stripes. Around the neck of the full-shoulder pauldron was a black chain, and connected to the upper seam of the armor was Vader's black, flowing, nearly floor-length armorweave cape. Coming from beneath the pauldron was a black tabard that was open in the front and reached down to his knees.

Vader wore a ribbed, padded, multi-ply body glove that covered everything below his neck. This flexible, quilted suit was blast-dampening. On his hands he wore black gloves, the right glove being a Mandalorian crush gaunt fitted around one of Lord Kaan's indestructible Sith amulets. Around his entire abdominal area, he wore a plastoid girdle that protected his organic and synthetic internal organs, and on his back, hidden by his cloak, he wore a flat black backpack. Over his solar plexus, he wore a chest unit that served to regulate many of the life-support functions of the suit; this had three slots and several rectangular buttons adorning the unusually vulnerable piece of machinery. His belt, which went over his tabard, and also was mostly black, had three metal boxes around the front. The middle one had a silver mechanism adorning it, and the other two were symmetrical blocks decorated with several green, yellow, and gray buttons. Vader's shiny black all-terrain combat boots contained shin armor of durasteel that hinged on the sides of the foot of the boot to allow him to walk.

The inside of Vader's mask. Though the extent of Vader's injuries remained concealed by his foreboding armor, it was known that he required an advanced life-support system to stay alive.[6] This life-support system was integrated into his armor, thus freeing Vader of the limitations inherent in external life-support equipment. Circuitry throughout the suit monitored pulmonary, respiratory, and neural systems, and three slot-like data ports located on Vader's chest unit allowed access to collected diagnostic information. Like stormtrooper armor, the suit was equipped with a sensitive temperature-regulation system, which could be controlled by a function box on his belt. This unit was powerful enough to allow Vader to walk the surface of icy Hoth without any additional protection. Impulse generators lacing the armor provided electrical impulses to stimulate Vader's muscles, providing him with great mobility and strength despite his destroyed muscles and nerves. To amplify this even more, Vader's strength and constitution were boosted by chemicals created with Sith Alchemy. These were provided by the life-support apparatus in his armor, and were constantly injected into him.



Vader's mask was one of the most important pieces of Vader's armor, and was vital to his survival. Without it, he would die unless in the pressurized, controlled atmosphere of one of his specially-made meditation spheres. Inside the mask were many needles that poked into his flesh to interface with him. The pressurized helmet monitored and regulated Vader's body temperature, contained radiators to diffuse heat generated by the suit's electrical systems, and contained a primary environmental sensor that continually evaluated Vader's surroundings for potential hazards. When piloting a starship, such as his personal TIE Advanced x1 prototype starfighter, Vader could slide a second layer of eye shields across the mask's eyepieces.

On his belt, Vader wore two small system function boxes: the one on his right featured a temperature regulation system and the one on his left contained a respiratory sensor matrix. The center buckle featured an audio enhancement unit built into the electromagnetic clasp of the system status belt. As well, included in the belt buckle was an audio-enhancement unit, small tool kit, spare energy cell, and backup comlink.

As the suit doubled as armor, the life-support system was made to be somewhat tough, though the electrical systems themselves were delicate. Vader's armor was built around a plastoid girdle that protected the organic and synthetic internal organs in his abdomen. Though Vader's heart still functioned, his pulse was machine-regulated so that it could not quicken unless directed by the suit. More visible durasteel armor plates covered his shoulders, upper body and shins. His gloves and the padding on his chest and arms consisted of blast-dampening armor, and were made to be impervious to fire and well-protected against explosions, piercing, and poisoning. In addition, his helmet and mask kept light from blinding him. When damaged, Vader's pressure suit self-sealed against wounds and burns.

Once sealed, Vader's mask and armored suit could serve as an airtight spacesuit for at least a short time. He relied on an internal oxygen supply when he flew his TIE fighter in the Battle of Yavin, and he had survived surprise exposure to space during assassination attempts by mutinous Imperial officers.

Vader's right arm in 0 ABY. Vader's prosthetic limbs and all of the armor's functions were powered by dozens of rechargeable energy cells located throughout the suit that allowed Vader to travel for long stretches without recharging his armor. Even when the energy cells were depleted, he could maintain basic life-support functions through replaceable backup power cells. Typically, however, Vader recharged his suit within a meditation sphere, such as the one located aboard his personal Star Dreadnought, the Executor—although he could access any standard fusion furnace for this purpose.

Senses

Because of his injuries, most of Vader's senses were irreparably damaged, and thus were replaced by his armor. The dark hemispherical goggles that covered his eyes filtered out light that might have caused further injury to his damaged corneas and retinas and enhanced his vision; however, in enhanced mode the optical sensors in the half-globes reddened the light and prevented him from being able to see the toes of his boots without inclining his head almost ninety degrees. The mask's eyes had red tinting that was visible from the outside in certain lighting conditions.

Various displays inside Vader's helmet supplied the Sith Lord with a steady stream of data, amplifying his already formidable connection to the Force. His helmet's eye coverings provided infrared and ultraviolet vision, allowing Vader to see clearly even

in complete darkness, and dampeners offered limited defense against sonic attacks.

The medical droids had rebuilt the cartilage of his outer ears, but his eardrums, having melted in Mustafar's heat, had been beyond repair. Sound waves had to be transmitted directly to implants in his inner ear. Also, Vader could still smell naturally, but the mask he wore amplified his olfactory senses.

Vader could take food through his mouth, but only when he was inside a hyperbaric chamber, since he had to remove his triangular respiratory vent. It was therefore easier for Vader to receive nourishment through liquids, intravenous and otherwise, and to rely on catheters, collection pouches, and recyclers to deal with liquid and solid waste. Though liquids were preferable, he still had the capacity to chew if he wished, though a nutrient feed provided Vader with all the nourishment he required.

Limbs
Vader, leaping, using his powerful new legs. What remained of his real limbs ended in bulbs of grafted flesh, inserted into machines that triggered movement through the use of modules that interfaced with his damaged nerve endings. His mechanical appendages provided him with more strength than that of an ordinary man; he could adjust the servo drivers and pistons in his forearms to provide his hands with enough strength to crush nearly anything they could grasp. With the power of his arms alone, he had the ability to lift an adult being off the ground, though he had always been able to do so with the Force, especially in moments of rage. When put to use, his mechanical legs would allow him to leap a considerable distance, and kept his knees fit enough to kneel and rise at a normal rate. His gloves were made with a unique micronized iron that could deflect anything short of a lightsaber blow.

When Vader first had to walk with his new legs, he had to take slow, deliberate, thudding steps. By the time he was accustomed to his new legs, however, he retained the noisy gait, as it "announced" his coming, though he soon walked more naturally. Vader's alloy lower legs were bulked by strips of armor similar to those that filled and gave form to the long glove that Vader had worn over his right-arm prosthesis; these leg prostheses were protected by Vader's shin armor. Vader's boots also adhered to his artificial limbs and the soles could magnetically adhere to bulkheads if Vader wished—during an assassination attempt in which Vader was put into an open airlock, his boots remained planted to the floor while his companions were sucked out of the breach. Later, however, he jumped into the void willingly.

Spine
Vader's back, specifically his spine, was not whole. Vader at some time had suffered serious spinal injury in the upper neck by only a few months after his transformation, as his injuries on Mustafar did not affect the spine. This forced Vader to wear a thick electrode-studded collar that supported his helmet to safeguard the cybernetic devices that replaced the uppermost of his vertebrae. The first few vertebrae of his neck were not natural and their sharp-edged regularity suggests that they were cybernetic replacements. Bone was broken at the second and third vertebrae, and possibly the first and fourth. The spinal cord itself was not broken until the third or fourth vertebra. The severance must have been nearly but not totally complete, as he retained the ability to breathe weakly for at least a few seconds unaided.

Breathing
Vader's helmet was the center of the life-support system. It was fitted with an air pump, which was connected to a flat filter system worn on Vader's back. Together, the backpack and the air pump continuously cycled purified air through Vader's ravaged lungs. A small, back-up air-processing filter was located in his distinctive mouth grill, which also doubled as a respiratory intake system. Vader's life-support system also included a chest-worn, computerized control panel unit that regulated his respiratory functions. From this chest panel, a thick cable entered his torso, linking to a breathing apparatus and heartbeat regulator. The ventilator was implanted in his terribly scarred chest, along with tubes that ran directly into his damaged lungs, and others that entered his throat, so that should the chest plate or belt control panels develop a glitch, he could breathe unassisted air for a limited time.

A belt-mounted function box housed the respiratory sensor matrix responsible for controlling Vader's breathing. Using it, Vader could easily adjust the controls on his armor to increase or decrease his supply of oxygen.

Vader, having his suit and breathing apparatus installed for the first time. Vader's breathing was machine-regulated, but his pace of breathing quickened during physical exertion and could be overridden by involuntary emotional reactions. The respirator slowed down or sped up in response to changes in his remaining body's functions, but Vader was unable to stop it or hold his breath, nor could he slow it. Vader's breather functioned even while Vader was speaking. However, he must have used some kind of dampener or otherwise tinkered with the suit by 3 ABY, as he was able to surprise Luke Skywalker in a dark passage near the carbon-freezing chamber on Bespin. Vader's ambush was only possible because he could temporarily quiet his loud breathing.

Lord Vader's breather was seriously damaged by Force lightning during his struggle with the Emperor. Although it continued to operate to some extent, the sound of the mechanism was reduced to a strained rasp, implying that the respirator was broken. The labored breathing sound persisted until his final unmasking.

His signature, labored mechanical breathing was the sound of the iron lung Vader was forced to wear. The med droids that had made the suit had inserted the redundant breathing tubes low enough so that, with the aid of an enunciator, his scorched vocal cords could still form sounds and words through a voice synthesizer in the mask. Absent from the enunciator in Vader's mouth grill, which imparted a synthetic bass tone, his own voice was little more than a whisper. Though limited by what the respirator could do, Vader could still make his respirator approximate a laugh or a sigh.

Vader was able to speak even when unmasked shortly before the destruction of the second Death Star. The weakness of his voice was probably partly due to his breathing difficulty and the internal mortal wounds and damage to his cybernetic systems inflicted by the Emperor.

Notes:
Body Glove:
- DR15 Flexible: Full Suit
- Hardened 1: Sith Alchemical Imbued
- Sealed
- +1 Temperature Tolerance 1

Armor:
- DR75: Body
- Hardened 2: Sith Alchemical Imbued
- Semi-Ablative
- Computerized Control Panel
- Needs 1 B-cell

Mask
- DR15: Face
- Hardened 2: Sith Alchemical Imbued
- +2 Protected Senses (Vision, Hearing, Smell/Taste)
- +2 Per
- +2 Night Vision
- +2 Diagnostic Skill
- +2 Telescopic Vision (No Targeting)
- Sealed
- Full Life Support
- Polarized Lenses
- HUD
- Needs 2 B-cells

Helmet:
- DR45: Skull
- Hardened 2: Sith Alchemical Imbued

- Semi Ablative
- Sealed
- Radio (500 miles)

Cape:
- DR10 Flexible: Back
- Ablative

Gloves
- DR15: Hands
- Hardened 1: Sith Alchemical Imbued
- Semi Ablative

Boots:
- DR75: Feet
- Hardened 2: Sith Alchemical Imbued
- Semi-Ablative
- Magnetized
- Grav-field Alternator
- Needs 1 B-cell each.

High- and Ultra-Tech Armor Table

TL	Armor	Location	DR	Cost (₹)	Weight	LC
9	Clone Trooper Armor (Phase I)	Torso, Groin, Arms, Legs	50/30	8,000	44	2
9	+Thermal Bodysuit	Full Suit	2*	160	3	2
9	+Helmet	Head	18/10	1,600	5	2
9	+Boots	Feet	18	120	3	2
9	Clone Trooper Armor (Phase II)	Torso, Groin, Arms, Legs	50/30	8,800	40	2
9	+Thermal Bodysuit	Full Suit	5*	200	3	2
9	+Helmet	Head	18/10	1,680	4	2
9	+Boots	Feet	18	400	3	2
10	Darth Vader's Armor	Body	75(2)	10,000	30	2
10	Body Glove	Full Suit	15*(1)	3,000		2
10	Mask	Face	15(2)	500		2
10	Helmet	Skull	45(2)			2
10	Cape	Back	10*			4
10	Gloves	Hands	15*(1)			2
10	Boots	Feet	45(2)			2

SHIELDS

MISCELLANEOUS EQUIPMENT

The following equipment list should include most items seen in the Star Wars movies. The GM is free to add items!

Camping & Survival Gear

Aquata Breather (TL11)

Cost: ₹350
Weight: 0.4 lbs.
Description: An aquata breather can provide 2 hours of breathable air through its mouthpiece. Characters typically use it underwater or in hazardous environments. Aquata breathers are a standard part of many high-end utility belt and field kit packages. Some consider them more reliable than breath masks, since they consist of a single part rather than several linked components.

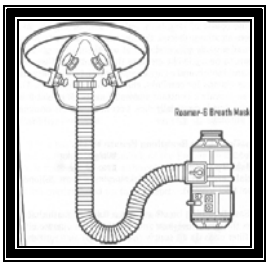


It folds down for storage and can be easily concealed in a sleeve or pocket. The breather's only drawback is that it is designed to be disposable, and once used it cannot be refilled; instead, a whole new breather must be purchased.

Qui-Gon Jinn and Obi-Wan Kenobi use aquata breathers on several occasions in Episode I – The Phantom Menace.

Breath Mask (TL11)

Cost: ₹200 (incl. canister & filter for ₹25)
Weight: 8.8 lbs. (incl. canister & filter of 4.4 lbs.)
Description: This personal atmosphere-filtering system consists of a mask that fits over the nose and mouth and a hose connecting the mask to a portable life-support system. The breath mask provides approximately 1 hour of breathable atmosphere before the filter and atmosphere canister must be replaced. The breath mask offers no protection from extreme temperatures or vacuum.



A breath mask system can also be built into an armored suit.

To replace the filter and atmosphere canister, the user must make a Mechanic/TL11 skill roll. The GM makes this roll for the character. If the roll fails, the mask ceases to function 4d minutes after it is activated.

Kel Dor Antiox Breath Mask (TL11)

Cost: ₹2,000 (₹500 on Dorin)
Weight: 4.4 lbs.
Description: Made to fit Kel Dor respiratory organs and fitted with filters composed of Dorin isotopes, Kel Dor antiox breath masks costs hundreds of credits more than similar devices. The unit fits snuggly onto a Kel Dor's face, and non-Kel Dor occasionally mistake the antiox breath mask for insectoid mandibles or even gills.



The antiox breath mask's unusual attachments and isotopes can kill a non-Kel Dor foolish enough to try one on. Any non-Kel Dor who attempts to breathe through the mask will suffocate. The mysterious Kel Dor assassin Yem Nemnin is rumored to use his own breath mask to kill his victims, not the recommended use, but effective nonetheless.

A one year-supply of filters for the antiox breath mask cost 50 credits on Dorin and 200 credits elsewhere.

Communications and Information Gear

Anomid Vocalizer Mask

Cost: ₹ 100
Weight: 0.5 lbs.
Description: The Anomid Vocalizer mask enables the Anomid to speak. It is worn over the mouth and against the throat. This negates the Taboo Language (Spoken).



Credit-chip

Cost: ₹
Weight: negligible
Description: This small memory device was developed to track a being's monetary value. Each chip was built with specialized memory algorithms to prevent tampering, and could be used to add or subtract credits from a being's account.

Credit-stick

Cost: ₹
Weight: negligible
Description: This device replaced the traditional credit-chip as the preferred method for maintaining a being's monetary value. The credit stick was a pen-shaped device that performed the same functions as a credit-chip, with the same forms of memory algorithms and security checks, but in a smaller device.

Inter-chip

Cost: ₹
Weight: 0.2 lbs.
Description: This small device processes the transfer from one party to another. When a being purchases something from a merchant, the merchant enters the cost into the inter-chip. The being then inserts their own credit-chip and the inter-chip debits their account in the correct number of credits before depositing them into the merchant's account. Payment between two individuals can also be accomplished the same way.

Law-Enforcement, Thief and Spy Gear

Code Cylinder

Cost: ₹500
Weight: 0.2 lbs.
Description: Compact encoded security devices are issued to many military, political, or corporate officials. A code cylinder accesses computer data via a droid's scomp link or provides entry into restricted facilities. Each cylinder features the user's personal clearance data. High-ranking personnel may carry more than one cylinder, each with different access codes encrypted within them. Republic citizens, Imperial officers, and New Republic personnel use them to facilitate security measures.

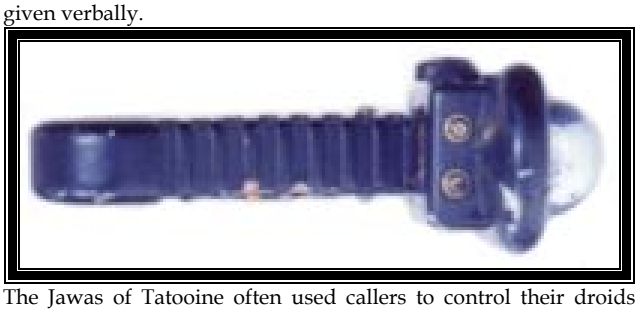
Code cylinders can be programmed at properly equipped computers by rolling a Computer Programming/TL11 with a, or without such systems by making a Computer Operation/TL11 roll with a -3 penalty. Failure to properly reprogram a code cylinder ruins the cylinder.

Droid Caller

Cost: ₹10
Weight: 0.04 lbs.
Description: The droid caller is a handheld transmitter. It transmits a signal to any droid equipped with a restraining bolt. The droid caller overrides a droid's motor function and impels it toward the caller for as long as the device is activated.



Callers were designed with three basic commands: "COME" called a droid forward, "STOP" forced it to halt, and "ORDERS" caused it to enact any commands, within the droid's operating parameters, given verbally.



The Jawas of Tatooine often used callers to control their droids before selling them on. Luke Skywalker and Han Solo both carried callers around 0 BBY. Luke used his caller to bring C-3PO out of hiding after R2-D2 departed to find Obi-Wan Kenobi.

An independent droid fitted with a restraining bolt can resist the droid caller with a successful Will-10 roll.

License

Cost: Variable
Weight: 0.001 lbs.
Description: Weapons and other equipment may be restricted to be used by civilians. Items with a Legality Class 3 need a license or permit to be carried. Items with a Legality Class 2 are normally not permitted. Though some civilians might acquire a license for this items for use on their own property. Some companies are able to obtain LC 2 licenses when operating in the Outer Rim, colonies or within hostile territory.

To acquire a license costs credits. An annual amount of credits must be paid to keep the license. This is about 10% of the item's value for LC 3 items and 20% for LC 2 items.

Restraining Bolt

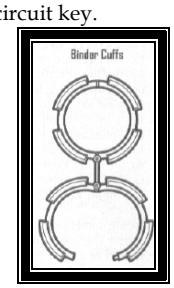
Cost: ₹5
Weight: 0.02 lbs.
Description: A restraining bolt, also known as a restraining separator bolt, was a small device that could be attached to most droids used to ensure their obedience. More specifically, when fitted with a restraining bolt, droids could not leave the area designated by their owner, and were forced to obey commands given from a small remote device (such as "COME" and "STOP"). When activated, the restraining bolt turned off a droid's motor impulse without actually shutting down the droid. Restraining bolts had to be secured to specific locations on the droid.

Restraining bolts could also be used to shut down a droid, and power it back up again. This could be used to force a restart when there was an error in the droid's memory. The shut down could be accomplished with a switch on the bolt, or through the use of a caller. Kell Tainer helped Myn Donos restart his droid Shiner using this method after Empion mines had disabled the squadron.

The astromech droid R2-D2 tricked his new owner Luke Skywalker into removing his restraining bolt, so that he could leave the Lars Homestead and seek out Obi-Wan Kenobi. R2-D2 and C-3PO were also fitted with restraining bolts during the Bakuran Crisis. The assassin/protocol droid HK-47 also had a restraining bolt so that he could not leave the droid shop until he was purchased and collected. Whistler, Corran Horn's R2 unit, had a unique mechanism which shifted control points internally, allowing the astromech to avoid being controlled by restraining bolts at all.

TaggeCo MagnaCuffs (TL11)

Cost: ₹600
Weight: 1.1 lbs.
Description: Magnacuffs are binder cuffs equipped with magnolocks. The cuffs have breakage number +35, 20 HP, and require a Computer Hacking skill with an imposing penalty of 10 to remove without the circuit key.



MagnaCuffs can be seen in Episode III – Revenge of the Sith on the wrists of Palpatine and in Episode IV – A New Hope on the wrists of Chewbacca.

Medical Gear

Bacta-Tank (TL^)



Cost: ₹100,000 + ₹350 per gal.
Weight: 1100 lbs. + 1.7 lbs. per gal. (Total: 1237 lbs.)
Description: This large, specialized tank is filled with the powerful healing agent, bacta, which promotes rapid healing. A bacta-tank and a supply of bacta is expensive, so much medical equipment is usually found only in hospitals, on board capital-class vessels, and within major military bases.

A patient must be equipped with a breath mask and fully submerged within the bacta for the healing agent to do its job. Bacta is a synthetic chemical that consists of gelatinous, translucent red alazhi and kavam bacterial particles mixed within the colorless liquid extracted from the plant ambori found within the jungles of Thyrferra. The bacterial particles seek out wounds and promote exceedingly fast tissue rejuvenation without scarring.

Any character who has suffered damage can benefit from a bacta-tank treatment, but its miraculous properties are most in evidence when used on severely wounded patients. Bacta treatment is the best method for reviving characters that have been reduced to ⅓ or less of your HP.

Patients undergoing bacta-tank treatment heal at the following rates:

Injury Level	Recovery Time*	Cost (₹)	Success Roll
HP to 0 HP	1HP/12 hrs	10/HP	HT+5
0 HP to –HP	1HP/18 hrs	15/HP	HT+3
-HP to –HPx2	1HP/24 hrs	25/HP	HT
-HPx2 to –HPx4	1HP/36 hrs	75/HP	HT-2
-HPx5	Dead	Burial	n/a
Crippled limbs	+24hrs/limb	+50/limb	As per above
Crippled organs	+24hrs/organ	+75/organ	As per above
Severed limbs (reattached)	+72hrs/limb	+150/limb	-1HT
Severed limbs (not reattached)	As per bionics	As per bionics	As per bionics

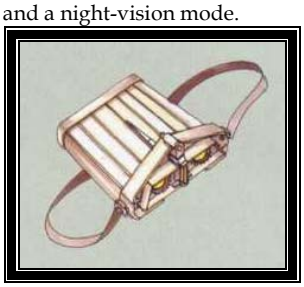
*Time required in induced coma in bacta-tank.

It takes 80 gal. to fill a bacta-tank

Optics & Sensors

Electrobinoculars

Cost: ₹1000
Weight: 2 lbs
Description: This device magnifies distant objects in most lighting conditions. An internal display provides data on range, relative and true azimuths, and elevation. Viewing options include zoom and wide-vision observation. Electrobinoculars also feature radiation sensors and a night-vision mode.



Tools

Transportation

Weapon and Combat Accessories

Blaster Repair Kit (TL11)

Cost: ₹125
Weight: 4.4 lbs.
Description: This handy kit provides most of the small tools necessary for the upkeep, repair, and customization of blaster pistols and rifles. The tools include a pulse adapter module tester,

a collimator beam focuser, a prismatic crystal aligner, static pulse adapter modules, an energy converter valve, multiple gas valve nozzles, a spare gas container, a spare trigger cable, and a variable pressure adjuster. A full kit has enough space left over to hold three spare power packs. Due to incompatibility with other brand blasters, these kits can only be used with one brand and type of blaster weapons only. BlasTech and Merr-Sonn are such brands.

Slugthrower Maintenance Kit (TL6)

Cost: ₮7
Weight:
Description:

10. VEHICLES

Vehicle Statistics

The tables in this section and section 11: Starships, give statistics for common vehicles which appear in the Star Wars universe. The definitions of these statistics are listed below so you don't have to swap books. For further details see BS, page 462 and up.

ST/HP (Strength/HitPoints)

The vehicle's ST and HP. These are equal for a powered vehicle: the vehicle's mass determines both how powerful its engine must be (ST) and how hard it is to destroy (HP). Powered vehicles have the Machine meta-trait (BS page 263), which includes Injury Tolerance (Unliving).

Hnd/SR (Handling/Stability Rating)

The first number is Handling, the second is Stability Rating. See Control Rolls (BS, page 466) for details.

HT (Health)

The vehicle's HT, a measure of reliability and ruggedness. Fragile vehicles have an additional code:

"c" is Combustible.

"f" is Flammable.

"x" is Explosive.

Move

The first number is Acceleration and the second is Top Speed, in yards/second (double this to get mph). The statistics are equivalent to a character's Move and his top speed with enhanced Move. For ground vehicles, a * indicates a roadbound vehicle, while a ‡ indicates one that must follow rails. For pre-hyperspace spacecrafts, divide Acceleration by 10 to find it in Earth gravities (G), and note that c means the speed of light.

LWt. (Loaded Weight)

This represents the Loaded Weight, in tons (1 ton = 2,000lbs.), with maximum payload and a full load of fuel. Actual weight is often lower.

Load

The weight, in tons, of occupants and cargo the vehicle can carry, including the operator. To find cargo capacity, subtract the weight of occupants (for simplicity, assume 0.1 ton/person, including gear). To find "curb weight" (with fuel but no other payload), subtract Load from LWt.

SM (Size Modifier)

The vehicle's Size Modifier.

Occ (Occupants)

The number of occupants the vehicle can carry in reasonable comfort, given as "crew + passengers": e.g., 2+6 means two crew and six passengers.

"A" indicates a vehicle built for long-term accommodation, with room to sleep, cook, etc. If the vehicle affords the occupants special protection, there is an additional code:

"S" for Sealed (BS, page 82).

"P" for Pressure Support (BS, page 77).

"V" for Vacuum Support (BS page 96).

DR (Damage Resistance)

The vehicle's DR. Some vehicles have different DR on various faces or locations.

Range

Range is the travel distance, in miles, before the vehicle runs out of fuel.

"F" means the FP of the rowers or draft animals, and stored provisions, limit range.

Spacecraft either omit this statistic or use the entry to give the hyperdrive capabilities.

Cost

This lists the vehicles cost, in ϟ. "K" means thousand; "M" means millions.

Locations

The vehicle's hit locations, besides its body. If a vehicle has multiple instances of a location, a quantity precedes the abbreviation: e.g., "3T" for a three-turreted ship. A vehicle's hit location determine both how it moves (see Basic Vehicle Movement, BS page 63) and what parts can be hit in combat (see Vehicle Hit Location Table, BS page 554).

Draft

For a watercraft, the minimum depth of water, in feet, it can safely operate in.

Stall

For an aircraft, the minimum speed, in yards/second, it must maintain to take off and stay airborne. "0" means it can hover.

Notes

This reflects any special capabilities or problems the vehicles has. If the vehicle has complex systems, footnotes or a separate description will detail weapons and equipment.

Wheeled & Tracked

Wheeled and tracked vehicles can be found anywhere but especially on those planets which lack the needed technology for repulsorlift drive technology.

Wheeled & Tracked Table

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	DR	Range	Cost	Locations	Draft/Stall	Notes

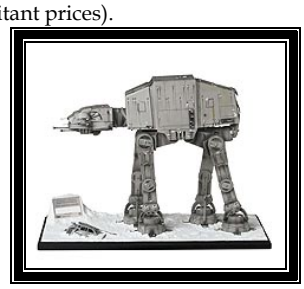
Notes:

Walkers

Walker Descriptions

AT-AT (All-Terrain Assault Tank)

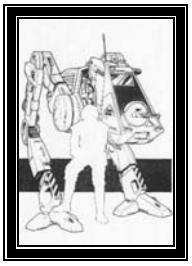
The 66 foot tall All-Terrain Armored Transport (AT-AT) is an imposing, four legged behemoth that shakes the ground as it plods toward enemy fortifications. In addition to its built-in weapons, an AT-AT carries as many as forty troopers or two AT-STs. During the Rebellion era, the Empire had firm control of the Kuat Drive Yards and sole access to the AT-STs and AT-ATs. Only after the fall of the Empire might these vehicles appear on the black market for sale (at exorbitant prices).



The AT-AT is armed with 2 LLCs, mounted on the cockpit and 2 MBCs mounted on the sides of the cockpit.

AT-PT (All-Terrain Personal Transport)

This was Kuat Drive Yards' All-Terrain Personal Transport vehicle, built from plans and designs originally developed by Rothan Heavy Engineering. A squat, single-pilot transport which was developed about the same time as the Katana fleet but which was never mass produced, it as similar to the At-ST, only smaller in stature. It was armed with a twin BC and a concussion grenade launcher. The AT-PT measured 12 foot 10 in length and stood 9 foot 8 tall, and could accommodate up to 200 pounds of cargo. The primary mission of the AT-PT was to give an individual all the firepower of an assault vehicle, while remaining extremely maneuverable and fast. Because the New Order was implemented before the At-PT could be put into production, it never became available to the civilian market. The Empire later rejected the AT-PT in favor of the larger AT-ST.



AT-RT (All Terrain Reconnaissance Transport)

This small, one-trooper walker was the predecessor to the AT-PT and the AT-ST. The All-Terrain Reconnaissance Transport was originally created for the use by the Grand Army of the Republic during the height of the Clone Wars, and could be configured in a variety of ways, depending on the environment into which it was deployed. Armaments were usually mounted to the "chin" of the AT-RT, and included a SLC or a SML. The primary drawback of the AT-RT was its lack of a sealed cockpit, thus exposing the pilot to enemy fire. Many felt that this was not a drawback at all, since it provided the pilot with a 360-degree view of the battlefield. Regardless, the AT-RT was often used in localized policing or mop-up actions in the wake of the main battle.



AT-ST (All-Terrain Scout Transport)

The 20 foot tall All-Terrain Scout Transport (AT-ST) is a nimble, two-legged mobile weapons platform that rapidly moves across battlefields and through cramped urban environments, providing reconnaissance and quick response fire support for ground troops.



The AT-ST is armed with two twin RBCs mounted on both sides of the cockpit and a twin MBC mounted in the front.

AT-TE (All-Terrain Tactical Enforcer)

The 40 foot All-Terrain Tactical Enforcer assault walker (AT-TE) was developed for mining companies on world troubled by raider activity or political turmoil. The standard AT-TE is armed only with six anti-personnel laser cannons in the form of RBCs. However, to increase their effectiveness during the Battle of Geonosis, Rothana Heavy Engineering technicians installed heavy assault cannons on the AT-TEs en route to Geonosis. The AT-TE carries up to twenty passengers and can travel up to four hundred miles before refueling. The vehicle is self-contained and can support a full complement of crew and passengers for two weeks without ever opening the doors. In medical emergencies, the AT-TE even provides a medical droid in an emergency storage locker, which folds down to double as an operating table.



The AT-TE's six-legged construction enables it to crawl efficiently. However, it has considerable difficulty maneuvering over tightly packed obstacles.

Wheeled & Tracked Descriptions

Walker Table

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	DR	Range	Cost	Locations	Draft/Stall	Notes
11	AT-AT	180			4/19	80	1	+7	5+40	150	500		4L		[1]
11	AT-PT	58	+2/1	12	4/18	1.73	0.25	+2	1	50	300	18K	G2L		
11	AT-RT	27	+2/1	10	2/23	0.25	0.1	+2	1	25	250	5.6K	E,2L		
11	AT-ST	58	+1/0	11	4/21	1.74	0.25	+3	2	50	250	18K	G2L,T2t		
11	AT-TE	160			3/18	110	60	+5	7+20	150	400		6L		[1]

Notes:

[1] The vehicle is Sealed but not intended for use in vacuum

Speeders

Groundspeeders, or more often simply called speeders, are the most common vehicles found on the civilized worlds of the galaxy. Operating on repulsorlift drive technology, they can achieve remarkable speeds. The classification can be somewhat misleading, though; this category includes some rather slow-moving speeders as well as the fast moving swoops but all are bound the low-altitude off a few inches to several yards.

Speeder Descriptions

AAT

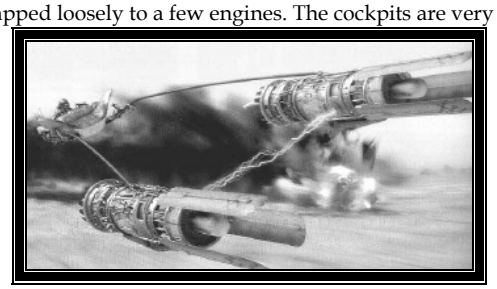


Landspeeder



Podracer

Equipped with powerful ion thrust engines, these dangerous pods are strapped loosely to a few engines. The cockpits are very small.



Speeder Table

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	DR	Range	Cost	Locations	Draft/Stall	Notes
11	AAT														
11	Landspeeder	50	+3/3	12	10/100	2	1	+4	1+5	4	2,000	400K	0	0	
11	Podracer	50	-5/1	12 f, x	50/1,500	1.1	0.1	+4	1	12			E,2s	0	

Notes:

[1] Armed vehicle with a fixed weapon mount.

Air Speeders

Airspeeders are transports that fly as high as 250 miles above ground level. Most models have flight ceilings of less than 1 mile, however, all that's necessary to provide quick and easy short-distance transportation. Airspeeders are not capable of space travel, and require an atmosphere to function. They are meant to be utility craft but can be converted for battle.

Air Speeder Descriptions

Air Speeder Table

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	DR	Range	Cost	Locations	Draft/Stall	Notes

Notes:

Speeder Bikes

Speeder bikes are small, one-man needle-shaped transports, these are like fast repulsorlift motorcycles. The front of the bike holds the maneuvering systems, while the rear holds the power source. A seat and rider controls are located over the power source. They were built as cheap, quick, personal transports and recreational vehicles, they can be easily adapted to law enforcement and military purposes.

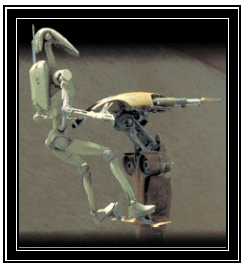
Speeder Bikes Description

Racing Swoop



Speeder Bike





STAP (Single Troop Aerial Platform)

Speeder Bike Table

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	DR	Range	Cost	Locations	Draft/Stall	Notes
11	Mil. Speeder Bike	30/35	+3/2	11	19/76	0.5	0.2	0	1+1	4	900	850K	E,X	0	[1]
11	Racing Swoop	35/25	+5/3	10	25/100	0.3	0.1	0	1	2	1,000	950K	E	0	
11	Speeder Bike	30/30	+4/2	11	20/80	0.5	0.2	0	1+1	3	1,000	825K	E	0	
11	STAP												E		

Notes:

11. STARSHIPS

A starship is a very complex piece of technology, composed of many component systems. Some of the most important of these systems are described here.

No shipbuilding system is used. Due to the inconsistency of the ships used in the movies, I could not find a suitable design system which covers (even after adapting it to the Star Wars Universe) all the aspects of the ships, weapons and technology. Therefore I converted the information of each starship as close as possible to the rules given in the Basic Set, Space, Spaceships, and Traveler Interstellar wars. The guidelines used are summarized here.

The ships will be listed in alphabetical order per category of ship. The order of ships added to this book will be as much as possible as they appeared in the 6 Star Wars movies, starting with Episode I – The Phantom Menace.

STARSHIP DESIGN

As mentioned above, this is not a system which enables you to design a starship. These are merely conversion guidelines to make statistics for a starship out of the information you have from Wookieepedia or the Star Wars Databank of the starship.

Converting a Ship

The conversion system involves a step-by-step procedure. Calculations are very simple.

Step 1:
Determine the design concept.

Step 2:
Design the ship's hull.

Step 3:
Propulsion

Step 4:
Bridge

Step 5:
Sensors

Step 6:
Communication

Step 7:
Offensive Systems

Step 8:
Defensive Systems

Step 9:
Small Craft

Step 10:
Power

Step 11:
Fuel

Step 12:
Crew

Step 13:
Infrastructure

Step 14:
Special Features

Step 15:
Attributes

Step 1 – Design Concept

First, decide on the general concept and mission for the ship. Who is building it and for what purpose? Is it a starship, or a craft intended only for in-system travel? Is it a merchantman or a warship? Does it have specialized functions that most ships do not have?

Type

Below is a list of generic ship types used in most navies. The starships which appeared in the Star wars movies and games defer many times of its original type. A hull is a cruiser one time and a frigate another. Also the size of ship types varies a lot. During the years, capital ships tend to get bigger and bigger and what once was consider a large cruiser, in later era's it is considered a light cruiser.

Capital Ships

Capital ships are the ships used by the military. These are armed, often with weapons not available to civilians.

- Monitor: Well, you can't talk about ships anymore with this size. Monitors are more like large space stations with engines. They are costly, slow and cumbersome but they can mount a lot of firepower not available even on the largest battleships.
- Battleship: These are the biggest starships in existence. They are well armed, armored and shielded. The only purpose is to punish other ships. They are slow and cumbersome and therefore not well suited for escort or intercept missions.
- Dreadnought: Packing heavy armor but lacking the firepower of a battleship and the maneuverability of the cruiser. These ships are often used as shields for more precious ships until they jump into hyperspace.
- Cruiser: Cruisers are large combat vessels with multiple target response capability. Cruisers are well armed and well equipped. The largest cruisers are as well armed as battleships but have less armor for protection.
- Frigate: Frigates are the most versatile starships. Though a frigate is armed its main function lies elsewhere. It is quite capable of supporting a fleet with its facilities like medical support and sensor scanning.

- Destroyer: These fast warships provide multi-mission offensive and defensive capabilities, and can operate independently or as part of a carrier battle group or interplanetary action groups. Destroyers are small, heavily armed, shielded combat orientated ships. Because of their small size and limited operations theater, destroyers require regular re-supply and maintenance at a starbase. Destroyers tend to be inexpensive to produce, but draining in maintenance.
- Corvette: Corvettes or blockade Runners as they are called are fast lightly armed ships. These ships are often used for diplomatic mission, specialized cargo transfers or as personal ships or whenever there is need for speed with a bit of protection.
- Carrier: Carriers only took their place in the Navy when the Empire had to build a lot of cheap ships, capable of countering the Rebel threat of their hit-and-run attacks. Carriers lack proper armaments and tend to keep out of the fire zone. The Rebel Alliance already employed light carriers for several years with great success.

Fighters

- Bomber: Bombers are small crafts like fighters with the addition of an ordnance payload capability. It makes them slower and less maneuverable than fighters.
- Superiority Fighter: Most fighters are the superiority fighters. They are fast, light maneuverable, heavily armed, armored and sometimes shielded.
- Attack Fighter: Fighters armed with missiles are known as attack fighters.
- Interceptor: Interceptors are faster and mostly lightly armed fighters.

Civilian & Utility Crafts

Many different types are known to be built by many different factories. Most civilian ships are unarmed and meant for work, pleasure, or research.

- Yacht: A starship used primarily for recreational purposes. Most yachts were similar in size to light freighters, though a few were as large as small capital ships. They tended to be relatively fast and fairly expensive vessels, with highly luxurious accommodations.
- Escape Pod: Small emergency pods to ensure safe evacuation. Escape pods have no hyperdrive and only limited food and oxygen supplies.
- Lifeboat: Larger than the escape pod. Some ship captains have their own lifeboat which has a hyperdrive.
- Launch, Gig, or Ship's Boat: A large, multi-person, but less luxurious lifeboat. Mostly used on commercial transports.
- Cutter: A utility craft used for many various engineering and space mining tasks.
- Shuttle: Shuttles are dedicated to deliver personnel. Shuttles come in all sizes, from small shuttles to deliver diplomatic personnel to large for carrying an invasion force.
- Scientific Scout: Deep space explorers will need specialized ships with the appropriate modules onboard.
- Courier or Transport: These are a hybrid between shuttles and light freighters. They are most commonly used as long range shuttles. The Empire converted harmless transports into assault transports which contained a small number of troops as a boarding party.

Class

A ship class is a group of ships similar in design. In the course of building a class of ships, design changes might be implemented. In such a case, the ships of different design might not be considered of the same class; each variation would either be its own class, or a subclass of the original class. If ships are built of a class whose production had been discontinued, a similar distinction might be made

In the Republic Navy a class is always named after the lead ship, that is, the first ship of the class to be approved by the Republic Senate. Due to numbering conventions the lead ship almost always has the lowest SID-Transponder number of her class.

In the Imperial Navy a class is named after the first ship commissioned regardless of when she was ordered or laid down.

Step 2 – Hull

A ship's hull is its frame made of durasteel and hydro foamed permacrete. It also provides its basic infrastructure (decks, cables, stress bracing, and so on). A hull is rated for its SM, which determines the spacecraft's mass, ST/HP, dimensions, and the base Handling and Stability Rating. To design the ship's hull, choose its size, shape, and degree of streamlining.

Most of the times, the most significant dimension of a ship is given. Find the SM by looking up its longest dimension. If a starship's longest dimension falls between two entries on the table, base its SM on the higher value. Box-, sphere-, or blob-shaped starships add +2 to SM when determine Loaded Mass, ST/HP and Hnd/SR. Calculate Loaded Mass, ST/HP as appropriate while keeping the aspect ratio of its longest dimension. For example, A Star Destroyer's longest dimension is 1 mile (1,760 yards). It would have:

- SM+18
- Loaded Mass 66.4M tons [30,000,000+((100,000,000-30,000,000)/500)*260]
- ST/HP 25,200 [20,000+((30,000-20,000)/500)*260]
- Hnd/SR -4/6.

Hull Size Table

SM	Loaded Mass (tons)	Length yards (feet)	ST/HP	Hnd/SR
SM+2	1	5 (15)	70	+1/4
SM+3	3	7 (21)	100	+1/4
SM+4	10	10 (30)	150	0/4
SM+5	30	15 (45)	200	0/4
SM+6	100	20 (60)	300	0/4
SM+7	300	30 (90)	500	-1/5
SM+8	1,000	50 (150)	700	-1/5
SM+9	3,000	70 (200)	1,000	-1/5
SM+10	10,000	100 (300)	1,500	-2/5
SM+11	30,000	150 (450)	2,000	-2/5
SM+12	100,000	200 (600)	3,000	-2/5
SM+13	300,000	300 (900)	5,000	-3/5
SM+14	1,000,000	500 (1,500)	7,000	-3/5
SM+15	3,000,000	700 (2,000)	10,000	-3/5
SM+16	10,000,000	1,000 (3,000)	15,000	-4/6
SM+17	30,000,000	1,500 (4,500)	20,000	-4/6
SM+18	100,000,000	2,000 (6,000)	30,000	-4/6
SM+19	300,000,000	3,000 (9,000)	50,000	-5/6
SM+20	1,000,000,000	5,000 (15,000)	70,000	-5/6
SM+21	3,000,000,000	7,000 (20,000)	100,000	-5/6
SM+22	10,000,000,000	10,000 (30,000)	150,000	-6/6
SM+23	30,000,000,000	15,000 (45,000)	200,000	-6/6
SM+24	100,000,000,000	20,000 (60,000)	300,000	-6/6
SM+25	300,000,000,000	30,000 (90,000)	500,000	-7/7

Configuration and Shape

Hulls come in different configurations as well as sizes. Each configuration defines the hull's shape and affects the layout of internal and external features. The available configurations are needle/wedge, flattened sphere, cylinder, close structure, sphere, and dispersed structure.

Needle:

A long, sleek shape with very clean lines. "Needle" hulls are very long and narrow. The SM modifier from the front or rear are SM-3.

Wedge:

Wedge" hulls are somewhat shorter and wider. Most Imperial warships are built on this shape. The SM modifier from the flanks, front or rear are SM-2.

Flattened Sphere:

A round, flat shape, reminiscent of the classic "flying saucer" configuration. The SM modifier from the flanks, front, and rear are SM-1.

Cylinder

A long, rounded shape, suitable for ships that don't need the best atmospheric performance. Most Mon Calamari cruisers are built with this shape. The SM modifier from the front or rear are SM-2.

Close Structure:

A generic shape, generally cylindrical in structure but with various pods, nacelles, and other substructures attached. Many civilian and Old Republic ships are built with this shape (i.e., the Corellian Corvette). The SM modifier from the front or rear are SM-1.

Sphere:

A standardized spherical shape, with few or no attached substructures. The Yevethan Aramadia-class thrustships are built with this shape as are the command section of the Trade Federation's battleships.

Box:

A standardized cube, with few or no attached substructures. There are o known structures in the Star Wars Universe as we know it. But to give an example…. A Borg Cube.

Dispersed Structure:

A generic classification for ships built as open frameworks rather than compact hulls. Very few ship classes are built with this shape, although aliens using this configuration may still be encountered. The SM modifier from all sides is at least +1.

Streamlining

Every hull has one of three levels of streamlining: unstreamlined, streamlined, or airframe.

Unstreamlined vessels may have dispersed structures, or they may have more standard hull shapes but with no concessions to airflow. An unstreamlined vessel must remain below supersonic speeds in any atmosphere denser than Trace or it risks destruction. This makes atmospheric landings and takeoffs very difficult and dangerous for such vessels. Meanwhile, unstreamlined vessels typically have no landing gear ort other facilities to relieve the stresses on the hull when set on the ground. Spaceports may have special docking clamps to support these ships. An unstreamlined ship may be able to land on a world once, but is likely to be unable to ever lift off again without repulsorlifts.

Streamlined vessels are generally cylindrical, spherical, or block-shaped. Sharp edges may have been rounded off, but the hull does not generate lift and there are no aerodynamic control surfaces. A streamlined ship may skim gas-giant atmosphere for hydrogen fuel (IW page 192), but they must exercise caution when landing on or taking off from worlds with substantial atmospheres. However, they normally have retractable landing gear and are unlikely to be damaged by simply landing on a planetary surface.

Airframe vessel are sleek, usually needle-, wedge-, or disk-shaped. An airframe ship is designed for atmospheric performance and smooth airflow over the hull. It has full atmospheric maneuverability, and generates lift in any substantial atmosphere. Airframe ships may skim for fuel and can safely re-enter any atmosphere. An airframe hull is assumed to include retractable landing gear. Nubian ships, for example, are airframe ships.

Step 3 - Propulsion

Every mobile ship needs a maneuver drive, or "M-drive", to propel it through space. Every starship needs a hyperdrive, or "H-drive", to permit it to make hyperspace transitions from one star system to the next. Starships entering atmospheric flight often have repulsorlift which provide cost-effective planetary travel.

Maneuver Drives

Maneuver drives are devices used to propel spaceships through "normal" space from world to world. They are most often used to move between an inhabited world and a nearby point where the hyperdrive can be used. They are also used to move between worlds in a single star system; this is less common, since few star systems have more than one inhabited world. Finally, maneuver drives can be used for interstellar travel, but this is extremely rare since the distances are so long and the hyperdrive is a much more convenient method for crossing them.

Most civilizations (before 50,000 BBY) begin their exploration of space using reaction drives, "rockets" that eject mass backward in order to propel a vehicle forward. The main drawback of such drives is that they require vast quantities of reaction mass. This makes them expensive, and strictly limits the velocities they can reach.

Fortunately a better alternative is possible. At late TL9, new drives use power to generate forward thrust using cold fusion reactors (see Corbana Gas Turbines in Chapter 2 - Power) without ejecting reaction mass (except for a small mount of waste in the form of ion particles). Such near reactionless thrusters violate the laws of physics as understood in our society, but they make cheap, convenient space travel possible. These new drives drawback was its speed limitations and constant need for active propulsion. Reactionless thrusters are the standard maneuver drives used by all known spacefaring civilizations since 50,000 BBY. Some examples of these engines are the fission ion engine (better known in pairs called TIE) and fusial thrust engines (such as used on an x-wing).

The Hyperdrive

The hyper jump drive, or simply hyperdrive, is the only known way to travel between star systems without spending years doing it (like with sub-light engines). Hyperspace is a parallel dimension to ours. In this dimension, the speed of light is not the ultimate limit. With the help of the hyperdrive motivator, spaceships "jump" through the barrier between worlds and enter this alternate dimension. Traveling through hyperspace is tricky, and is subject to two major laws.

The first law is that ships must enter hyperspace through a jump point. With the help of navigational computers (navcom), the pilot can calculate the nearest jump point that will propel him in his desired direction of travel. There are some very rare individuals or races that have a natural knack for hyperspace navigation: Those are highly praised as navigator and usually worth a lot to starships captains. Force users also have the ability to indistinctively calculate hyperspace jumps by using their Force abilities.

The second law is gravity. For some unknown reason, gravity plays a major role in the direction of travel and the capacity of a ship to enter hyperspace. A hyperdrive motivator cannot jump into hyperspace if it is within a gravity field of a planet, star, or even an artificial gravity field. Any object more massive than a given starship has the potential to disrupt the ship's hyperdrives. If the hyperdrive is actuated within the diameter of such an object, it may malfunction disastrously. Thus, navcom must take account the gravitational field of stellar bodies before jumping the spaceship into hyperspace. Special spaceships have been designed with large gravity generators. Those ships disrupt the hyperspace dimension and can bring a traveling spaceship prematurely out of hyperspace, or block one from jumping into hyperspace. The results of an unwanted or premature sortie out of hyperspace usually result in damage to the hyperdrive system.

Normally, the speed of a hyperdrive is represented by its class.

Hyperdrive Class Table

Generic Class	Speed (parsecs/hour)	Custom Class	Speed (parsecs/hour)
x20	5	x1.8	55½
x10	10	x1¾	57

x8	12½	x1½	66⅔
x5	20	x1¼	80
x4	25		
x3	33⅓	x¾	133⅓
x2	50	x½	200
x1	100	x¼	400

Hyperspace Disadvantages

During a hyperspace travel the course, speed or destination cannot be changed. Once the ship enters hyperspace it is bound to execute it projected route. However, a ship can still be pulled out of hyperspace by external causes such as shadow gravity wells and artificial interdiction fields.

The picture below shows a hyperspace collision between an Y-wing and a gravity shadow.



During hyperspace travel, the crew is isolated from the rest of the galaxy. No communications (incoming and outgoing) are possible.

Sensors don't work. The crew of a ship in hyperspace has no means of all to scan the area of arrival before they enter normal space again. Then again, they cannot be scanned by others as well.

Repulsorlift

The repulsorlift provides cost-effective planetary travel. Repulsorlifts only worked within a gravity well, as the technology required mass to push against. For a typical habitable planet such as Coruscant, "antigrav range" was approximately 1 mile. Repulsorlifts used minimal power and were reliable enough to be left on continuously. The further away a repulsor lift is from the mass it is pushing against, the power requirements become drastically higher.

Repulsorlifts could be assembled in arrays, clusters, or vanes studded with micro-coils of gravitic knots. These units were then mounted on a vehicle or spacecraft, usually on the underside. The many repulsorlifts needed for a large ship were typically powered by a dedicated "antigrav generator."

Ships as massive as the Clone Wars era Venator-class Star Destroyers and Lucrehulk-class Core Ships were only able to make planetfall with the aid of massive ventral repulsorlift suspensor units. In fact, the landing legs of a Core Ship could not long support the ship's immense weight without the aid of repulsorlifts.

Due to the high energy cost at high heights, many ships start their maneuver drives at the height in which the power requirement of the repulsor lift exceeds the power requirement of the maneuver drives (although for unstreamlined ships this may be risky).

Ships equipped with sufficient repulsor lifts do not stall within an atmosphere.

Repulsorlift systems come in various designs and in various sizes and capabilities.

Soft-Landing Repulsorlift:

These repulsorlift systems are particularly used to safely land from low orbit. It does not have enough power to lift the ship.

Small Repulsorlift:

These repulsorlifts only maintain the vessel a few feet above the ground. They have not sufficient power to lift the ship.

Standard Repulsorlift:

These repulsorlifts are able to lift the ship to approximately 1 mile in height.

Huge Repulsorlift:

Some vessels are built fragile and need special systems so they don't fall apart. Using huge repulsorlift systems takes away the stress on the hull caused by gravitation. They tend to be activated as soon as the vessel enters an atmosphere. Otherwise, they act like normal repulsorlifts.

Step 4 – Bridge

Every manned ship needs at least one bridge to serve as a command center for the ship. In this compartment, the leading officers and crew work and manage ship's systems. Many ships have secondary control rooms as well. In particular, warships often have an emergency bridge in case the main bridge is damaged, or a "flag-bridge" for the use of flag officers in command of whole squadrons.

Select at least one bridge system for the ship. A bridge is assumed to include the ship's main computer, workstations for the bridge crew, mechanical and electronic controls for other ship's systems, communications equipment, image processing equipment for the ship's sensors, and so on.

Cockpit:

A cockpit is either single-seat, twin-seat or triple-seat cockpit, typical of short-range, unarmed craft or fighters. It includes limited life support (3 to 9-man days per seat) and a computer system with complexity 5 for non-jump capable ships and complexity 6 for jump capable ships.

Control Station:

Some small ships have a combined bridge with other functions such as an engineering room. All the ship's functions are handled from this control room instead of separate, specialists, rooms. It includes Full Life Support and a computer system with complexity 5 for non-jump capable ships and complexity 6 for jump capable ships.

Small Bridge:

A small bridge is typical of small jump capable or large but non-jump capable ships such as interplanetary shuttles and the smaller cruisers and destroyers. It has up to three crew stations and enough room for the crew to get up and walk around. It includes Full Life Support and a computer system with complexity 5 for non-jump capable ships and complexity 6 for jump capable ships.

Standard Bridge:

A standard bridge is typical of small warships and most civilian starships. It has up to five crew stations and plenty of walking-around room. It includes Full Life Support and a computer system with complexity 6 for civilian ships and complexity 7 for warships and research vessels.

Command Bridge:

A command bridge is usually found on large warships. It has at least 6 crew stations and plenty of walking-around room. It includes Full Life Support and a computer system with complexity of at least 7.

Step 5 – Sensors

Every ship needs sensor equipment in order to remain aware of its environment. Install at least one sensor system in each ship; multiple sensor systems can be installed as backup in case of battle damage.

For a more detailed description see UT, p60 to 66.

Most common passive sensors are: scope; imaging sensor array; infrared imaging sensor array; PESA sensor array; (tactical) ESM detector; chemsniffer; gravscanner; radscanner; aural sensor array.

Common active sensors are: ladar; multi-mode radar.

Note that neuranium is impervious to sensors.

Step 6 – Communication

All ships have several different communications systems installed. These systems operate using the rules for the Telecommunication advantage (BS page 91).

- Radio: Shipboard radios use the standard rules for that Telecommunication type, and may have the Video enhancement. A cockpit has one radio, a small bridge has two, a standard bridge has five, and a command bridge has 10. A cockpit radio's range is 186,000 miles. A bridge radio's range is 1 parsec.
- Laser: Shipboard laser communicators use the standard Telecommunication rules, with the laser and Video enhancements. A cockpit or small bridge has one laser communicator, a standard bridge has two, and a command bridge has four. A laser's range is 50 miles and a line-of-sight is required.
- HoloNet: Starships may be equipped with HoloNet Transceivers and emitters. A HoloNet can only be used freely during the Old Galactic Republic era (25,000 BBY) and The New Republic era (5 ABY) until the Yuuzhan Vong destroy the HoloNet grid in 25 ABY. After 30 ABY the HoloNet grid comes back online gradually using shuttles carrying HoloNet emitters and transceivers. During the Galactic Empire, only Imperial ships are able to use the HoloNet grid. A small bridge has one HoloNet transceiver and emitter, a standard bridge has 2, and a command bridge has four. A HoloNet emitter's range is 1 parsec and is relayed by the HoloNet grid (if within range) to its destination, and thus nearly limitless within the Republic's or Imperial's territory.
- Hyperwave Transmitter: A Hyperwave transmitter was an extension to the radio device used aboard starships to send ultra-fast messages through hyperspace. This resulted in any message send to be received in one second. For each radio emitter present on a starship, a separate hyperwave transmitter is needed. The receiver does not need a hyperwave receiver.
- SID Transponder: Every ship is required by law to install and SID-transponder system. This system sends out an automatic identification code by radio communicator. On a civilian ship this system comes factory-sealed; it can be turned on or off, but the identification code can't be altered easily. Military systems can be reprogrammed to give false identities to enemy ships, or not to respond at all. Cockpits install one SID-transponder system. Bridges install two to give a backup.

Step 7 – Offensive Systems

The Star wars universe is a dangerous place, and most ships mount some sort of armament.

Mounts

Fixed Mounts

Fixed mounts permit the installation of light weapons without the ability to rotate them to cover different field of fire. In order to aim a weapon in a fixed mount, the whole ship must be turned.

One weapon may be placed upon a fixed mount. Weapons placed on a fixed mount draw power and corbana-gas (in case of the blaster cannons) directly from the power plant.

Fixed mounts are mostly built on small craft like fighters.

Weapon Bays

Weapon bays are large spaces allocated for heavy weapons on the skin of the ship's hull. They are rarely found on, even very large, civilian craft, but they are quite common on medium and large warships until the Rise of The Empire. Bay weapons have limited arc of fire, requiring the ship to maneuver to face them toward the enemy. Bay weapons are larger versions of turret weapons systems but they are also weapons that can be loaded using shells or power packs and need not to be dependent on the ship's power and ammo.

As with turrets and fixed mounts, bay weapons need not be installed when the ship is built. Empty bays can be set aside at construction and filled later. Warships may use empty bays to store "deadfall ordnance" (i.e. missiles, bombs, and corbana shells). Empty bays can also be used to store cargo or small craft.

Turrets

Turrets are rotating superstructures mounted on the hull, used to hold weapons. They have considerable flexibility in arc of fire, since they can rotate on the hull to aim in any direction. As long as the ship's hull or appendages aren't in the way, the turret can fire at any target, regardless of the ship's current attitude. Turret weapons are the universal tools of space combat which made its entry during the end of the Clone Wars. Even on large vessels, they fulfill valuable point-defense roles against missiles and capital ships.

Turret armament need not be specified when a vessel is designed, as shipyards can leave turrets empty for the owner to customize. Warships built in peacetime may have empty turrets, or may mount only one or two rather than the full complement of weapons. Although empty or partially filled turrets cannot be used to store cargo, crews often find creative uses for the extra space, like illicit stills.

Launcher

This is the basic launcher system for the popular proton torpedoes, concussion missiles, heavy missiles, and space bombs. It consists of a mechanical launch tube that ejects the projectile from the tube at the maximum speed available for the projectile. Once free of the tube, the torpedo operates on its own. The launchers itself a small compared to the storage room needed for the projectiles.

During the Galactic Civil War, the launcher were upgraded to an advanced version which was capable of ejecting advanced proton torpedoes and advanced concussion missiles while still being able to launch heavy missiles and space bombs.

Spinal Mount

A spinal mount is a large weapon mount used only for massive beam weapons. In effect, the ship (or space station) is built around the weapon, which is fixed inside the ship's hull and is considered its main structural member. Spinal mounts have a limited arc of fire, so in order to aim a spinal mount weapon the whole ship must be turned.

Spinal mount weapons are almost never found in ships built at early TL11 or smaller than SM+25, and are never found in civilian ships. Most ship designs will not need to consider them. A ship may only include one spinal-mount weapon.

Only one spinal mount weapon can be installed in any ship. The weapon must be specified and installed at the design stage; a spinal mount forms an integral part of the ship's structure, and the ship cannot operate without the weapon in place.

The Empire used spinal mount weapons on the Prototype Death Star, Death Star I and II and later some axial super lasers (though

less powerful) were built in the Eclipse-class Star Destroyers (Eclipse I and II), on Durga the Hutt's Darksaber battle station and on the ship of Booster Terrik.

Weapon Types

For weapon statistics, see chapter 9 – Mounted Weapons.

Energy Weapons

Energy weapons are classified by its size and output. Size classifications are small, medium, large, and heavy. Output types are blaster, laser, ion, and turbolaser. A separate class super weapons is added to catch all other unorthodox energy weapons. In the Space Energy Weapons Table all stats are given.

Some abbreviations are used in this table: fm (fixed mount), st (small turret), mt (medium turret), lt (large turret), ht (heavy turret), b (bay), and sm (spinal mount).

Space based weapons differ from atmospheric based weapons in that they provide a larger output. Range is the half-damage and maximum range in space and atmospheres. If a space ship is equipped with atmospheric as well as space weapons than an "a" (atmospheric) or "s" (Space) may be added in front of the weapon abbreviation for your convenience.

Energy weapons can either user the ship's power or power packs. Blaster weapons can also either use the ship's corbana gas or shells. Weapons mounted on fixed mounts or light turrets always use the ship's resources.

Launcher

This is the basic launcher system for the popular proton torpedoes, concussion missiles, heavy missiles, and space bombs. It consists of a mechanical launch tube that ejects the projectile from the tube at the maximum speed available for the projectile. Once free of the tube, the torpedo operates on its own. The launchers itself a small compared to the storage room needed for the projectiles.

During the Galactic Civil War, the launcher were upgraded to an advanced version which was capable of ejecting advanced proton torpedoes and advanced concussion missiles while still being able to launch heavy missiles and space bombs.

Tractor Beam

A tractor beam is an invisible force beam that drags objects from place to place. Tractor beams are used for cargo handling, starport traffic control, and for capturing starships. Also known informally as grappling rays or magnetic beams, tractor beams are common armaments aboard military vessels.

A tractor beam itself usually cannot disable a ship, but it can reduce target maneuverability, increasing the likelihood of gunnery attacks connecting with vital systems. Effectively, by decreasing the maneuverability in this way, the acceleration is also decreased. As long as the ship remains at least more than half its acceleration, it has a chance to escape. A ship attempting to break free of a tractor beam lock may suffer crippling engine damage due to system strain.

The ones controlling the tractor beam may set dictate what to do with the acceleration "stolen" from its target.

Imperial vessels such as Star Destroyers and the Death Star were equipped with powerful tractor beam projectors used to capture and reel in craft suspected of subversive affiliation.

Tractor beams use large amounts of power and are more common on larger ships than on smaller ones, though not unknown.

Tractor beams are also used as a defensive countermeasure by decreasing the speed of incoming projectiles.

Step 8 - Defensive Systems

Armor

Armor not only adds a Damage Reduction but it can also offer protection against other hazards. Armor might be made out of one material but it can also be a composite. All armor is considered to be Ablative. It can also be Semi-Ablative, Hardened, Reflection, Directional, Partial, and Layered. Some armor types might also offer certain Resistances or Immunities.

Material	DR Properties	Special Properties
Low Tech metal (<TL11)	Ablative	Any appropriate
Durasteel	Semi-Ablative	Hardened
Transparisteel	Semi-Ablative	Transparent
Bronzium	Semi-Ablative	Radiation Tolerance
Neuranium	Ablative	Impervious to active sensors
Ultrachrome	Ablative	Reflection (Laser)
Duralloy	Semi-Ablative	Any appropriate

Force Fields

Force fields are installed on ships that need to be light and maneuverable. Armor is heavy and needs to be repaired. Force fields are light but consume power and the field generator can malfunction in time of need. There are two distinctive type of force fields but the majority of the populous does not know the difference and are used indifferently.

Force Screens

Some weapons might be used as defensive fire against small craft and missiles and armor protects the ship at any incoming attacks. Armor is sufficient in most cases as the primary defensive measure, it can be bulky and heavy which makes the ship slower and less maneuverable. Another option became available during the Great Hyperspace War. The first deflector screens only offered limited protection at a high cost of power but gradually the power usage dropped and screen became more resistant. At the beginning of the Rise of the Empire era, conformal force screens became common on military crafts.

In order to save power consumption or when a screen should be able to let through particles, radiation, or energy but nothing else, new type of screens were invented. Some screens offer protection against the vacuum of space but when enough pressure is applied by an object, it is able to pass through. This can set as one-way or both-way. For Force screen option see UT, p190-192.

Force Shields

Force shields or not often used on the outside of a starship but they can be found at the inside to protect the crew against hazards, to quarantine certain parts of the ship, or even to capture two Jedi Knights who have boarded the ship. Force shields cannot be conformal but may have other properties in the same way as force screens.

Force Field Generators

These are the generators which produce the force screens or force shields. A force field generator can apply its field to the complete ship. Multiple force field generators can be installed so each field covers a certain part of the ship. Warships and sometimes armed civilian ships have at least two force field generators. When these generators are linked, they can transfer power to another generator to increase the output on that particular part of the ship.

A force field generator recharges up to 10% of their normal maximum output per second.

Countermeasures

There a various types of countermeasures and camouflage technologies. Each give a penalty to the sensor/perception roll for being detected from 1 to 10 in which 10 means complete obscured.

Stealth Technology

Stealth technology incorporates everything that obscures sensors but never completely conceals the ship. Using radar absorbent paint, no round edges, no shiny windows, and so on. Stealth technology cannot be turned of easily but it is a cost-effective way to camouflage a starship without the need of power. Stealth technology offer up to a +9 to Stealth rolls for one particular type of vision. For each additional stealth technology added to maximum bonus for all will drop by 1.

Cloaking Device

A cloaking device renders a starship completely invisible. An active cloaking device gives the starship a +9 to Stealth rolls. Only when the ship is moving, an ion-trail may be detected with a Vision-6, and target in combat at -6 to hit If the starship also has stealth technology, it offers a second roll when they obscure the same vision.

Gravscanners could detect the gravitational fluctuations created by a large mass in space. Though these scanners were only used for the first time during the blockade of Coruscant by Admiral Thrawn using cloaked asteroids.

Cloaking devices have Legality Class 1.

Between the Battle of Yavin and the destruction of the planet Aeten II, the cloaking devices main worst drawback was perhaps the "double-blind" nature of the cloaking shield, which also blocked the host ship's scanners, shield systems, weapons and communication systems. The cloaking device did nothing to impair senses dependent on the Force, however, Force users could direct cloaked ships into battle.

Darth Maul's Sith Infiltrator was equipped with a cloaking device. Early cloaking devices could only be mounted on large ships but later even fighters, like the Tie Phantom, could be equipped with smaller versions.

Shield Camouflage

Shield camouflage was a sensor-masking technology. Though not as effective as a true cloaking device, it had it uses in areas of stellar disturbances like nebulae, where it blended a starship in with interstellar dust and gas. Unfortunately, the ship's regular defensive shielding needed to be deactivated for the system to function properly.

The Universal Jammer

The universal jammer was a countermeasure to most types of sensors. It could foil most types of detectors, but was vulnerable to certain specialized scanners. They are highly expensive and only work in a short distance.

Universal jammers have legality class 2.

Step 9 – Small Craft

Ships often carry various vehicles and small craft, air/speeders, shuttles for the crew's use, light freighters to permit cargo offloading from unstreamlined ships, fighter squadrons, and so on. Any such vehicles or small craft should be selected at this point.

Small craft can be carried in several different ways.

Vehicles Bays

A vehicles bay is a small space recessed into the larger ship's hull, custom-designed to snugly hold a single, specific small craft. It cannot be used for any other type of vehicle. To access the small craft, crewmen use a hatch that directly connects the larger and smaller vehicles. Any maintenance to be performed on the small craft must be done from inside unless the two vehicles are in spacedock.

Hangar Bay

A hangar bay is a large space inside the ship in which a variety of smaller craft can be stored for use. Unlike a vehicle bay, a hangar bay is not specific to one class of small craft. Any small craft that does not exceed a specified size may use it, indeed, large hangar bays may provide sufficient space to store many small craft. Such large hangar bays have bay doors, and may include elevators or ramps to move the small craft into launch position.

There is no limit to the size of hangar bays within a large ship. When hangar bays are being designed, the exact nature of small craft to be carried need not be specified but the normal complement of vehicles are often given. Decide whether the systems form one large hangar bay or several smaller ones.

Hangar bays are normally sealed against vacuum, and can be provided with air pressure and life support while the ship is not engaged in launch or retrieval operations.

Launch Tubes

Ships that carry many similar small craft (such as carriers or "mother ships", which carry fighter squadrons) sometimes install launch tubes in order to launch the small craft as efficiently as possible. A launch tube is a low-powered mass driver, which uses electromagnetic induction to propel the launched craft quickly away from the larger ship's hull. There is usually a "reloading" mechanism, a set of elevators used to bring new craft into the launch tube very quickly.

Before The Rise of the Empire era, launch tubes are not available.

Step 10 – Power

Power Plant

Before The Old Republic era, almost all starships use a fusion power plant design. Some isolated civilizations may even use the older fission power plant. With the invention of the Corfaize-Tibanna Gas Turbine (CTGT) or better known as the Corbana Gas turbines, most starships were equipped with the CTGT which provided cheap and safe power but uses large amounts of space.

A ship may have more than one separate power plant, to provide redundancy in case of systems failure or battle damage.

Batteries

Short range ships, ships which use low power most of the time but high power in certain circumstances (like combat) may have batteries installed in place of a power plant or as an extra power source. Batteries are rechargeable by either the on board power plant or via a connection to the mother ship when docked. Batteries use no power unless recharging.

Step 11 - Fuel

Corbana gas (a mix of corfaize and tibanna gas) was the most common fuel used since the Rise of the Empire era. Before, other types of fuels were used. Peragian fuel was one such. Mined from the Peragus Mining Facility on Peragus II, it was notorious for wrecking havoc with engines. It was, however, admitted to "get the job done". Another such fuel was anthracite, which occasionally left exposed in piles.

Hypermatter was an exotic form of matter used in the hypermatter annihilators of the Death Star and starships. Its unusual properties allowed vessels to produce the phenomenal amounts of energy necessary for their operation.

Despite its high efficiency, hypermatter still required massive amounts of fuel to power the great starships of the spacelanes. For example, at peak power, the Venator-class Star Destroyer's main reactor annihilated the equivalent of 40,000 tons of matter each second. Even small starfighters required significant fuel supplies. The Utapaun P-38 starfighter consumed over 12 lbs of hypermatter each second at full power.

Hypermatter instability was a great risk to any process using it.

Fuel Tanks

Starships use power, provided by the power plant, which uses large quantities of fuel and some ships are equipped with blaster cannons which, when not using shells, also use large quantities of corbana gas with each shot. Much of a starship's volume will be devoted to the storage and processing of this fuel.

Fuel Processors

Starships sometimes perform "wilderness refueling", refilling their fuel tanks from materials found on backwater worlds or out-of-the-way moons. The most common method is for a starship to skim the outer atmosphere of a gas giant planet, scooping up corfaize and tibanna gas. These gases cannot be found in many places. Corfaize and tibanna gasses that are skimmed must be processed and purified before it can safely be used as fuel.

Step 12 – Crew

Now that almost all of the ship's systems have been installed, consider how many crewmen will be needed to man them.

Typical crew requirements are given below, but these are averages; actual requirements can vary a great deal, and every individual ship may have a different crew roster. Military ships will have larger crews to allow for multiple shifts and to replace loses in combat. Transports often run with a bare minimum of crew to save money. A civilian yacht might not have any permanent crew, but when the yacht is in operation somebody needs to do each job. Ships with minimal crews call for talented people, since several jobs are doubled up.

In general, crew should have a skill level of at least 12 in the skill(s) appropriate for their positions. If the GM feels that a ship is under-crewed, he should assess penalties to appropriate skill rolls, especially in stressful situations when one crewman has to be in three places at once.

Crews, especially on large ships, are divided into sections; each section has a specific function and is usually commanded as a unit. For the purpose of these rules, we divided the various sections into core crew (the crewmen required to operate the ship's functions) and the support crew (the crewmen whose primary job is to support the core crew). The core crew includes the command section, the gunnery section, the flight section, the passenger service section, the cargo service section, the ship's troops, and the specialists. The support crew includes the maintenance section, the life support section, the medical section, and the general services section.

Before allocating the crew, decide how many passengers the ship can expect to carry; the size of several crew sections depends on the passenger capacity of the ship. Passengers can travel by low passage, standard passage, first-class passage, or luxury passage; although passenger accommodations can be shuffled from one trip to the next, the expected number of passengers in each class should be determined.

Aside from dividing crew into sections, the crew allocations listed here also classify crew into officers, petty officers, and crewmen. These terms are very specific to the Republic or Imperial navy, but every starship service tends to divide its crew in some fashion into "commanders", "experienced crewmen", and "ordinary crewmen". In services other than the navy, feel free to apply different labels to each level of the crew as appropriate.

On many vessels, droids fulfill many tasks normally done by ordinary crewmen. Some affiliations even rely on a full occupation of droids instead of crewmembers of their own species. On small craft even the entire crew may consist solely of droids. Treat droids as crewmen with their own rank or specialty.

Note that for many ships the total number of crewmen is already given. In that case, use these rules to divide the crew into sections and officers

Command Section

The command section includes "bridge crew", the officers and support staff who coordinate all of the ship's activities.

Small craft usually run with only one to three crewmen in the cockpit. All of these crewmen are to be considered to be apart of the small craft's "command section".

Very small starships often get by with as few as three crewmen in the command section; a commanding officer, a pilot who also serves as navigator, and an officer who runs sensors and communications systems.

Slightly larger vessels will usually split the available work among more officers. A five-man command section, would include: commanding officer, executive officer (who also serves as command pilot), navigator, sensor officer, and a communications officer.

Medium sized ships will often have a 10-man command section: a commanding officer, an executive officer (command pilot), an additional pilot, two navigators, two sensor officers, two communications officers, and a computer officer.

On large ships, the command section often expands beyond the bridge, including more officers and a support staff that work elsewhere on the ship.

On any starship, up to the first 10 members of the command section will all be officers. After that, about 50% of the section will be officers, 25% will be petty officers, and 25% will be ordinary crewmen.

Engineering Section

The engineering section includes technicians who operate the ship's drives and power plant. It also includes technicians who perform routine maintenance and repairs on the drives.

The engineering section requires one engineer for every hyperdrive, maneuver drive, or power plant systems during any era for all known species and civilizations. The Bakuran and Shindaarni do not have the same taboo for automation and therefore only need one engineer. The number of engineers is rounded down, although large ships almost always have at least one engineer. Small craft don't normally carry an engineering section, relying instead on maintenance technicians carried by the parent ship.

The first two crewmen in the engineering section are always officers, the chief engineer and the second engineer, or "chief engineer's mate". After these two, the engineering section will have about 10% officers, 20% petty officers, and 70% ordinary crewmen.

Gunnery Section

The gunnery section includes not only the "gunners" who operate ship's weapons in combat, but also the fire-control and tactical specialists who coordinate weapon fire in accordance with orders from the ship's captain.

Spinal mount weapons need one gunnery crewman. Bay weapons need at least two crewmen, and turret weapons need at least one crewman per turret.

Small craft don't normally carry a gunnery section. The gunnery functions are usually taken over by the pilot or another command crewmember.

The gunnery section will usually have about 10% officers, 30% petty officers, and 60% ordinary crewmen. On warships, there is usually at least one officer or petty officer to serve as a chief gunnery officer; if the gunnery section is large, there will be at least one petty officer per type of weapon on board.

Flight Section

The flight section includes pilots and crew for the ship's attached small craft, including personal vehicles, gigs, shuttles, fighters, and even subsidiary. It also includes "flight control" officers, who coordinate the traffic of such smaller vehicles.

Each small craft needs its own pilot, as well as any other crew that is needed when the craft is in operation. Each craft also needs at least one technician to provide regular maintenance. If the ship has at least four small craft on board, then the launch facilities themselves (hangar bays, launch tubes, and so on) will need at least one crewman for every four small craft. Finally, if the ship has at least 10 small craft on board, then it needs at least one flight control crewman for every 10 small craft.

The pilot for each small craft of will be an officer, as will any flight control crewmen. After that, the flight section usually includes 10% officers, 30% petty officers, and 60% ordinary crewmen.

Passenger Service Section

The passenger service section includes crewmen whose primary job is to tend to the comfort and entertainment of passengers. Crewmen in the passenger service section are also called stewards.

Ships designed to carry passengers always require at least one crewman dedicated to passenger care. A ship needs one extra steward for every 50 low passengers, one for every 20 standard passengers, one for every 10 first-class passengers, and one for every two luxury passengers.

If the passengers consists solely out of military units, or other troops, there will be no need for a passenger service section. These troops will divide the duties amongst themselves.

The passenger service section's first crewman is usually an officer called the chief steward; this officer often acts as the ship's day-to-day accounts and running the ship's store. After the chief steward, the passenger service section usually consists of 10% officers, 20% petty officers, and 70% ordinary crewmen.

Cargo Service Section

The cargo service section includes crewmen whose primary job is to handle cargo loading and unloading operations, and to monitor and care for a cargo when a ship is in transit. Cargo handlers are also called stevedores.

Even many ships that make a living carrying freight have no specific cargo service section. Such ships press other crew into service to help with cargo handling, or they rely on cargo handlers working at each port of call. The major exception is Rebel Alliance merchant vessel working inside Imperial territory; such ships cannot usually call on port stevedores, so they carry their own cargo-handling crew instead.

Any starship that carries cargo for pay must have at least one crewman dedicated to cargo handling. Small merchant ships will usually press other crewmen into service during cargo loading or unloading. Large merchant ships are likely to have dedicated teams of stevedores (and appropriate cargo-handling equipment).

The cargo service section is led by a crewman called cargomaster. This individual supervises loading and unloading operations, and double-checks the cargo manifest. If the cargomaster is the only stevedore on board, he is usually a petty officer reporting to the ship's purser. If there are multiple stevedores on board, then the cargo service section usually consists of 10% officers, 20% petty officers, and 70% ordinary crewmen.

Ship's Troops

Some ships have an armed contingent on board, the ship's troops. On a warship, these are marines or navy troopers; on a civilian ship, they are usually security forces organized in a paramilitary fashion. The ship's troops contingent varies in size from a single fire team up to a whole regiment. They often fill the role of security forces aboard their ship and take part in military exercises when required by the ship's commanding officer. They are also used for damage-control parties, for manning some ship's weapons, and for boarding actions.

Ship's troops contingent vary in size. They are armed and organized according to the standards of the service from which they are drawn.

Specialists

Large ships, especially military vessels, will carry full-time officers and specialists for a variety of tasks: communications, sensors, landing teams, security staffs, science crew, and so on. Allocate as many specialists as appear to be needed to fit the ship's functions, considering all the crew that were assigned to other core-crew sections.

Total up all of the crewmen allocated thus far, these are the core crew.

Maintenance Section

The maintenance section includes technicians who perform generalized maintenance and damage control on all of the ship's systems (the drives, power plants, life support, and other systems as well).

The maintenance section includes one full-time mechanic if there are at least eight core crewmen on board; one more for every full 40 core crewmen. Maintenance crewmen usually report to the chief engineer. The section normally consists of 10% officers, 20% petty officers, and 70% ordinary crewmen.

Life Support Section

The life support section includes technicians who specialize in performing maintenance and damage control on the ship's life support systems.

The life support section includes one full-time technician if there are at least 15 core crewmen and passengers. Life support technicians usually report to the chief engineer. The section normally consists of 10% officers, 20% petty officers, and 70% ordinary crewmen.

Medical Section

The medical section includes fully certified medical doctors, nurses, and medical technicians to care for crew and passengers.

The medical sections includes one full-time medic if there are at least 15 core crewmen and passengers on board; one more for every full 40 core crewmen and passengers. A ship should have at least one medic per sickbay system.

On a small ship, the first medic is usually a petty officer reporting to the ship's chief steward or directly to the captain. On large ship, the first medic is usually an officer. A large medical section usually consists of about 20% officers, 30% petty officers, and 50% ordinary crewmen.

General Service Section

The general service section includes a number of different specialties, all of whom provide basic services to the crew and passengers. These run shops and storage, provide ship's security (especially if there are no ship's troops aboard), provide food service, handle cargo, and perform other operations.

All ships require service crewmen to take care of the crew's general needs, as well as to provide services that both crew and passengers share. Allow one such crewmen if there are at least 15 core crewmen and passengers on board; one more for every full 40

core crewmen and passengers. Increase the size of the general service section by 50% if there are no ship's troops on board, both to perform security duties and to reflect the fact that the ship's troops often act as supplementary service crew when not on combat duty.

The general service crew usually consists of about 10% officers, 20% petty officers, and 70% ordinary crewmen.

Step 13 – Infrastructure

Once the crew size has been determined, quarters and other working spaces can be installed.

Quarters

Crew and passengers need quarters to live in during travel. Several classes of accommodation are available. The space taken up by these systems is only about 50% allocated to living space; the rest is taken up by common areas (corridors, galleys, lounges, and so on) and life support equipment.

Cell or Cage:

Spartan accommodations equivalent to a bunk, but with fewer amenities. Includes a barred door; electronic lock, and surveillance camera.

Bunkrooms:

A bunkroom is a room with 10 bunk beds (each with a small locker), intercom, controls for light and temperature, and shared sanitary facilities. Bunkrooms are generally used only on warships, where space is at a premium. One bunkroom can accommodate up to 10 crewmen.

Cabin:

Quarters for one person in comfort or shared by two occupant.

Luxury Cabin:

A suite with very comfortable quarters for one or two occupants.

Stateroom:

A stateroom is a cabin capable of housing one or two people. It contains beds, chairs, desks, closets, and sanitary facilities. There is an intercom and controls for temperature.

Luxury Stateroom:

A luxury stateroom is a spacious cabin capable of housing one or two people in great comfort. Its fittings are similar to those of a standard stateroom, but are much more expensive and attractive.

Briefing Room:

A conference room with a table and up to 10 chairs.

Office:

An office contains a desk and display terminal for use by one or two administrators, analysts, etc. Useful for skills such as Administration, Computer Operation, Computer Programming, Intelligence Analysis, Market Analysis, or Strategy skill tasks. A habitat with 10 or more offices devoted to the same activity can be classed as an "ops center" with +1 bonus to these tasks, or a "large ops center" with +2 bonus if 100 or more.

Low Berth:

A low berth is a suspended-animation system, capable of housing up to two passengers for long periods of time without drawing on ship's supplies or life support. So long as the ship's power plant continues to operate, the low berth will maintain its occupant in good health. A low berth can be designated as an emergency low berth with the same volume, mass, and cost; an emergency low berth will carry four passengers, but it is too dangerous for routine passenger transport (see IW page 166).

Small Craft Seating:

A unit of small craft seating provides moderately comfortable seating for 12 passengers for a short period of time (up to 12 hours). It is normally installed only on small craft intended for short-term operations (orbital shuttles, for example).

A flag officer will normally have his own luxury stateroom. A ship's commanding officer normally has his own stateroom, as does any officer commanding the engineering, gunnery, or flight sections, or the ship's troops. Other officers and petty officers live two to the stateroom. Ordinary crewmen and ship's troops may share staterooms, although on warships (especially Imperial warships) they are often housed in bunkrooms. Each luxury passenger should have his own luxury stateroom, while standard and first-class passengers should have their own staterooms; couples or groups traveling together may share staterooms, but this should not be assumed when installing quarters.

Establishment:

A facility such as a bar, brothel, casino, gym, massage parlor, nursery, salon, classroom, or retail store. Each has standing or seating room for up to 20 patrons, usually manned by one or three staffers.

Workshops

Many ships need built-in workshops to support the engineering and maintenance staff. Machine parts often need to be repaired or replaced, and if a needed component isn't immediately available it may need to be fabricated by hand.

Workshops at an later era will have better equipment. Up to three personnel at a time can work in each workshop.

One workshop should be installed for every 60 full personnel in the engineering, maintenance, and life support sections. On exploration ships, especially those likely to be in unexplored space for long periods, this requirement is often exceeded.

If a workshop is available, any penalty for not having one is negated. A workshop also provides a +2 bonus to the user's skill on any task involving the diagnosis or repair of ship's systems.

Laboratories

Ships intended for exploration, survey, or other scientific work need laboratory space for the science specialists on board. Each laboratory system is dedicated to a single scientific skill and cannot be used to support other skills.

One scientist at a time can work in each laboratory. One laboratory should be installed for every science specialist in the crew, unless some of the scientists are working in a survey module (see below).

A laboratory gives a +2 skill bonus in any situation where the associated scientific skill is being used and lab equipment would be a benefit.

Survey Modules

Exploration and survey ships often carry specialized astronomical instruments and sensor arrays. These sensors are not useful for ship-combat situations and can't be used to target ship's weapons. Instead, they are used to detect astronomical object at multi-parsec distances, and to survey planetary surfaces in detail from orbit.

At the GM's discretion, a survey module can count as laboratory space for skills like Astronomy, Cartography or Geology. It provides space for four scientists. A ship will rarely need more than one survey module, unless it is likely to have many survey specialists working at the same time.

For rules regarding the use of a survey module see Interstellar Exploration IW p182-186.

Sickbays

Any ship carrying medical personnel may have sickbays where the sick and injured can be treated under controlled conditions. A sickbay includes medical beds with special instruments and storage for drugs and surgical equipment. A large sickbay can include a motion-controlled theater for surgical procedures.

One medical specialist at a time can work in each sickbay, and there is room for two patients per sickbay. Multiple sickbay systems can be combined into one larger medical facility (with a kolto-tank, up to 3960 BBY, or bacta-tank, from 4,000 BBY). One sickbay should be installed for every two people in the medical section. If there is only one medic on board, but that medic is an officer, he is usually given a sickbay to work in.

Factories

This is an industrial system capable of fabricating spare parts or other goods. Use Machinist skill to operate it. Factories are unavailable for small SM+5 craft.

Fabricator:

A high-tech machine shop. Requires component parts equal in mass and costing 40% of the good's value.

Robofac:

As above, but faster and capable of self-operation with its own Machinist-14 skill.

Cargo Space

Cargo space is given in tons. Necessary cargo doors, ramps, tie-downs, and other equipment are included. The cargo hold can either represent a single large hold or a number of smaller holds.

Step 14 – Special Features

Many ships appearing in the Star Wars movies, computer games and novels may have unique features not included in the ship design rules described here. Such features may include s-foils, ion engines, lack of artificial gravity, and so on. These special features will be added to this section when encountered during the ship design.

Airlocks:

Airlocks for entering the vessel. The airlock can be pressurized or depressurized. A spacecraft can be assumed to have SM-4 airlocks, with each airlock capable of admitting SM-4 persons per cycle.

Central Core Computer

A separate computer core for other duties than the normal control room computer. The Trade Federation Droid Control Ship was equipped with such system to control the vast amounts of droids on the planet's surface.

Clamp

This is a system of clamps or grapples that allows the vessel to attach itself to another spacecraft or object the vessel has rendezvoused with. Attachment takes at least 20 seconds; the subject must be cooperative or drifting. A lamped spacecraft can be towed or pushed. To calculate performance, divide the total mass by the mass of the ship which executes the acceleration. Divide the acceleration by the outcome. The two vessels may also combine their acceleration. Add their acceleration together before dividing times the number of ships providing the thrust.

External Systems:

In order to conserve space on a ship, some systems may be placed outside of the ship's hull. Imperial Star Destroyers are known for their external shield generators, many Alliance starfighters have external maneuver drives, and the Millennium Falcon has external sensors, and so on. Although this saves space, the external systems can be targeted by enemy gunners within their arc of vision and only -6 to hit. If the external system is heavily armored or shielded, the gunner might consider targeting a sub-system.

Inertial Dampeners:

Inertial dampeners negate the forces of gravitational pull due to accelerating, decelerating and turning. To dampen the acceleration to hyperspeed has never been completely succeeded.

Imperial cockpits lack inertial dampeners. Imperial pilots preferred the pulls of gravitational forces to get to feel the ship.

Landing Gear:

Landing gear in the form of retractable runners or landing legs.

Robot Arm:

This system is a hand- or gripper-equipped arm, proportionally sized to the spacecraft, that can grab and manipulate spacecraft or other objects using the vessel's ST.

A robot arm can also function as an clamp.

Rotating Cockpit:

The cockpit is surrounded by a gyro-stabilization system. The pilot always remain stationary, even as the rest of the ship rotates during flight. This system offers the pilot the advantage 3-D Spatial Sense but it makes the Piloting skill Hard instead of average.

S-foils

S-foil motivators divide the wing into two separate wings. While the s-foils were closed, higher speeds were possible (although the acceleration was lower). When the s-foils were extended, the top speeds dropped but the maneuverability, as a direct effect of the increased acceleration, increased.

Solar Panel

Some ships, like the TIE series, have large solar panels installed. These solar panels supply power to the ship's propulsion system.

Transform System

Some spaceships are able to transform themselves into something other than a spacecraft without external help. For example, a Vulture Droid Starfighter is able to transform itself into a four-legged droid.

Vacuum Cockpit:

Their cockpit does not have life support. This reduces the price, mass and space of the ship. For example, Imperial pilots always had to wear spacesuits due to the lack of life support.

Winged:

It has a wing (and perhaps a tail) and structural strengthening, providing extra lift and better handling when flying in atmosphere. Winged ships gain Hnd+4 and SR+1.

Step 15 – Attributes

At this point, the ship design is complete and a number of important attributes can be determined.

Strength/Hit Points

Use the Hull Size Table to determine the ship's Hit Points. Cargo ships tend to have less Hit Points and compact warships have more Hit Points.

The Strength of the ship is also determined by the same table. Strength may drop due to battle damage or after years of service, or increase due to customization.

Handle/Stability Rating

The Hnd/SR is also determined by the Hull Size Table. Ships are considered to have full flight control.

Health

Starships don't all operate to the same standard. Some are built by skilled craftsmen applying the best tools and resources, while others are built in ramshackle civilian shipyards by contractors who are engaging in wholesale fraud and embezzlement. Even a well-constructed ship will end to decay over time as wear and tear accumulates.

A vessel's general condition is indicated by its HT attribute (see BS page 483). In the Star Wars universe, a vessel just out of the shipyard will have a HT of 8-13. The vast majority of new ships will have a HT of 10, while only the most exceptional ships will have HT as low as 8 or as high as 13 (indicating truly atrocious or remarkably sound workmanship, respectively).

A vessel's HT attribute declines by one level every 50 years. Once a ship's HT drops below 8, it is too unreliable for use and is normally scrapped. Thus a typical starship can expect to have a 150-year operating lifespan.

A spacecraft's purchase cost is naturally related to its workmanship and state of repair. The GM may choose to tie a ship's purchase cost to its HT attribute, permitting adventurers to buy old or ramshackle ships for a bargain price, or superbly built ships for a premium. A suggested scheme is as follows. Multiply the base cost for the ship (as given by the ship attributes) by the Price Multiplier for its current HT score.

Ship HT and Cost Table

Vessel HT	Price Multiplier
+2	5.0
+1	2.0
Standard	1.0
-1	0.5
-2	0.1

Move

The speed given in various sources differ a lot. Some give the speed in MGLT which could mean 1MGLT is 100 m/s but also as an acceleration. Sometimes the maximum speed in an atmosphere is given and the acceleration in G (earth based). The G's are given keeping in mind that the spaceships reach near light speed.

Acceleration

If the acceleration is given in several thousand G's. Divide it by 1,000 and multiply it by 11 (gravitation of Coruscant).

If no acceleration is given then divide the Move by 5 and subtract the Size Modifier ((Move/5+SM)-SM.)

Speed

Use the maximum atmospheric speed. Multiply the speed given in km/h by 0.458 to get the movement in yards/second. Cruising speed in mph is the movement multiplied by 1.6 and the top speed in mph is the movement multiplied by 2.

The definition of MGLT value is inconsistent. If only the MGLT is given simply multiply it by the sum of 4.5 and the SM/10). Move = MGLT * (4.5+SM/10)

Mass

Loaded Weight

If the weight isn't given in other sources Then it be found at the Hull Size Table. Because the cargo capacity, speed and acceleration are specified most of the time, there is no need to know exactly how much the ship weighs. Calculation for determining speed and acceleration are not necessary.

Load

If the cargo capacity isn't given, it can be determined using the following guidelines:

- The mass of crew and passengers. Assume 0.1 ton per person. As a rule of thumb, this can be simplified to one ton per bunkroom, 0.2 tons per stateroom or luxury stateroom, 0.2 tons per space of low berths, 0.4 tons per space of emergency low berths, or 1.2 ton per unit of small craft seating.
- The empty mass of any small craft or vehicles carried in vehicle bays or hangar bays.
- The mass of ammunition like shells, torpedoes, missiles.
- The mass of fuel.

Size Modifier

This is determined in step 2 by the largest dimension of the ship.

Occupants

This is determined during step 11. Also add the abbreviations:

- A – Long term accommodation.
- S – Sealed
- P – Pressure Support
- V - Vacuum Support

Damage Reduction & Fire Arc

Some ships have different DR (either for armor of force screens) for locations. Note which side or system is protected by that particular DR value.

Weapons can only fire towards a certain direction unless they are built into a turret. Note to which side the weapon is capable of firing.

- F – Forward
- A – Aft
- D - Dorsal
- V – Ventral
- P – Port
- S – Starboard
- T – Turret
- E - Exhaust

Range

The range is divided into two values.

Normal Space

This is the time given for a maneuver drive to operate at maximum acceleration. Because many ships depend on the hyperdrive for long distances, this time is relatively short.

Hyperspace

This is the range of one jump. The complexity of the ship's computer and its software determines how many jumps it can make.

Cost

The cost is given in various sources, although different, but it enables you to have an fair average price. Cost depends on quality, size, equipment, and production technique. Expensive ships on the drawing table might be cheaper on the market because they are mass produced. Custom made ships are extremely expensive. For example, Prince Xizor paid an enormous amount for his Virago.

Locations

Note each location other than the main hull.

- G – Large transparisteel windows
- g – Small transparisteel windows
- R – Runners or skids
- r – Retractable
- S – Large superstructure
- s - Small superstructure
- T – Main turret
- t – Independent turret
- Wi – A pair of wings
- X – Exposed weapon mount
- E – Engine exhaust

Draft/Stall

Starships with repulsorlift technology don't stall. They can hover on place, lift and descend vertically.

Notes

Footnotes which direct you to the description of any special features installed on the ship.

Other Attributes

Asig

This is the ship's active sensor signature. It is equal to SM, minus (TL-4) if the ship has stealth.

Life Support Capacity:

Only Limited and Full Life Support are available.
Waste is not recycled. It is instead stored in trash compacters where it will be pressed into smaller compact objects which can be sold, thrown into space or dropped onto a planet.

STARSHIP TEMPLATE

Starship Name

Manufacturer:

Era:

Type:

Class:

Configuration & Shape:

Length:

Propulsion:

Maneuver Engines:
-

Hyperdrive Engines:
-

Repulsorlifts:
- Standard Repulsorlift Array

Sensors:

Passive:
-

Active:
-

Offensive Systems:

Defensive Systems:

Armor:
-

Shielding Systems:
-

Countermeasure Systems:
-

Complement:

Small Craft:

Crew:

Passengers:

Infrastructure:

Quarters:
-

Cargo Capacity:
- Consumables

Extra Systems:

Special Features:

Description:

Notes:

Starship	ST/HP	Hnd/SR	HT	Move	LWt (tons)	Load	SM
	Occ	DR	Range	Cost	Locations	Stall	Notes

FIGHTERS/BOMBERS

Delta-7 Aethersprite-class Light Interceptor



Manufacturer:

Kuat Systems Engineering

Era:

22 BBY
Rise of the Empire era
Rebellion era

Type:

Fighter - Interceptor

Class:

Aethersprite-class

Configuration & Shape:

Wedge, Airframe

Length:

8.75 yards (26 feet 3 inches)

Propulsion:

Maneuver Engines:

- 2 Maneuver engines (Top speed 746 mph; Cruise speed 596 mph)

Hyperdrive Engines:

- Syluire-31 hyperspace docking ring (hyperdrive-class x1)

Repulsorlifts:

- Standard Repulsorlift Array

Sensors:

Passive:

- Searchlight
- Imaging Sensor Array
- Aural Sensor Array
- Tactical ESM Detector

Active:

- Small Tactical Multi Mode Radar

Offensive Systems:

Fixed Mounts

- 2 Taim Co. sds8/5 twin laser cannons (2x2 LLC)

Defensive Systems:

Armor:

- Durasteel 100 (Semi-Ablative, Hardened 2)
- Transparisteel 10 (Semi-ablative)

Shielding Systems:

- Force Screen 300 (Ablative, Recharge Rate/sec 30, Generator 1)

Countermeasure Systems:

-

Complement:

None

Small Craft:

None

Crew:

Flight Section

- Pilot: 1

Passengers:

None

Infrastructure:

Control Room:

- Cockpit (1 person)
- Droid Socket

Cargo Capacity:

- 120 lbs.
- Consumables: 5 hours of air

Extra Systems:

CTGT 1; Batteries 6; Fuel Tank; Asig 4; Radio; HoloNet Transmitter and Receiver; SID Transponder

Special Features:

External Systems (Astromech Droid); Inertial Dampeners; Landing Gear;.

Description:

The Delta-7 Aethersprite-class light interceptor, more commonly known as the Jedi starfighter due to its extensive use by Jedi, was an interceptor commissioned just before the outbreak of the Clone Wars in 22 BBY.

The starfighter was highly advanced and carried sophisticated equipment, but it was expensive to produce. The ship was armed with four laser cannons, and an advanced communication and sensor array kept the pilot of the ship well-prepared in firefights as well as peacetime.

The Delta-7 fighter was fairly prominent in the Clone Wars, mainly through its use by Jedi. One of the most famous encounters and tests of the Delta-7 was the tracking of bounty hunter Jango Fett by Jedi Knight Obi-Wan Kenobi through the asteroid fields of Geonosis.

Due to their visual similarities, the Delta-7 appeared to be an evolutionary descendant from the ancient Aurek fighter; it was a small, sleek interceptor used by the Jedi Knights for reconnaissance missions. However, the starfighter was fitted with two twin-barrel laser cannons allowing the pilot to fight when necessary. As part of the Republic's Judicial Department, the starfighters owned by the Jedi Order were colored in the red and white hues that represented the diplomatic immunity that the Jedi enjoyed. However, some would be painted in other colors as the Clone Wars progressed.

Designed by engineer Walex Blissex, who would later design the Alpha-3 Nimbus-class V-wing starfighter and work on the Rebel Alliance's RZ-1 A-wing interceptor with Jan Dodonna, the Aethersprite was originally too small for a hyperdrive and instead relied on other spacecraft or an external hyperdrive ring for faster-than-light travel. The Aethersprite had very powerful sublight engines, driving it to a maximum acceleration of 5 G.

The size of the craft also would not allow for a factory model astromech droid navigator, as future starfighters such as the T-65 X-wing starfighter used. Instead, astromech droids were integrated directly into the starfighter, with only the droid's truncated heads visible. There were at least two models of these droids, the R3-D series, which was used primarily for targeting, needed because the starfighter was so fast that most pilots would not be able to fire correctly, and the R4-P series, which was used more for navigation than targeting.

The Delta-series predated the Jedi's use of the Delta-7, which began testing at around 27 BBY, and came into service shortly before the Clone Wars. The Delta-6 starfighter was used around the time of the Invasion of Naboo, and the Delta-12 Skysprite was released on the civilian market following the launch of the Outbound Flight project; it would seem that this starfighter was also tested by the Jedi as Obi-Wan Kenobi flew one himself just before the launch.

Saesee Tiin, not pleased with vessel's already impressive performance, modified a pair of the starfighters to better suit his needs. He managed to increase the starfighter's weaponry by adding four quad-pulse laser cannons to its usual complement of two dual cannons, which were fitted behind breakaway panels until the pilot chose to enter "fight mode"; this was only done when it was deemed absolutely necessary. In addition to these weapons, Tiin also managed to fit a small class 3 hyperdrive of his own making, negating the need for a hyperdrive ring unless time was of the essence. He also replaced the regular pilot seat with a more comfortable meditation chair, allowing for a Jedi to enter into their meditations much more easily during long hyperspace journeys.

Jedi Master Adi Gallia flight-tested one of these Delta-7 prototypes when faced with Captain Cavik Toth and his Trihexalon fleet, taking it to the Karthakk system shortly before the Battle of Geonosis; the resounding success of this mission meant that many of the existing Delta-7's were modified to Tiin's specifications. It was here that she also learned to use several Force powers in conjunction with the starfighter, both offensive and defensive.

Obi-Wan flew the other of these prototypes on his mission to Albecus, also shortly before the Battle of Geonosis, and was attacked by Jango Fett in his Slave I en route. He managed to fight him off thanks to the hidden weaponry and continued on his journey; it seems that the next time Kenobi faced Fett, he was in a regular Delta-7. It is possible that the result would have been very different if he had been in the same prototype.

Stationed in the hangar bays of the Jedi Temple on Coruscant and other facilities, Aethersprites were assigned to all field Jedi. General-use starfighters were colored in turquoise, and starfighters coded for use by specific Jedi were colored red. Other hues emerged due to individual customization during the Clone Wars. Anakin Skywalker extensively modified his Delta-7, adding large turbine engines, an internal hyperdrive, and a paint scheme reminiscent of that used on his podracer on Tatooine. Plo Koon also flew a customized Delta-7. Some Delta-7s even included a bomb chute in the rear or a forward seismic charge launcher, although these were rare.

Towards the end of the Clone Wars, manufacturer Kuat Drive Yards developed a more refined starfighter—the Eta-2 Actis-class interceptor—based on experience gained from the Delta-7 Aethersprite. These fighters were used in large numbers during the Clone Wars, including the Battle of Coruscant. A number of Delta-7 starfighters remained in use by the Jedi after the introduction of the Eta-2, including Plo Koon's personal starfighter. Several years after the Clone Wars ended, Kuat sold the entire Delta line to Sienar Fleet Systems. Afterwards, the Delta-7 would be phased out.

Wedge Antilles would later retrieve a Delta-7 after crashing on Geonosis sometime after the Battle of Hoth in the Second Battle of Geonosis during the Galactic Civil War. As he needed a way to escape the planet, the exterior was relatively undamaged, and his R5 unit re-powered it. It was later stored in a starfighter hangar.

The design of the Delta-7 later evolved into the R-22 Spearhead and the RZ-1 A-wing interceptor of the Galactic Civil War.

Notes:

A Delta-7 Aethersprite-class can be seen in Episode II – Attack of the Clones.

Starship	ST/HP	Hnd/SR	HT	Move	LWt (tons)	Load	SM
Delta-7 Aethersprite-class light interceptor	128	0/4	12	55/373	6.9	120lbs	+4
	Occ	**DR**	**Range**	**Cost**	**Locations**	**Stall**	**Notes**
	1 SP +1	100 FADVPS 300 FADVPSE	5 hours/4.600 pc	180,000	g2E3Rr	-	

N-1 Starfighter



Manufacturer:

Theed Palace Space Vessel Engineering Corps.

Era:

Rise of the Empire era
Rebellion era

Type:

Superiority Fighter

Class:

N-1 class

Configuration & Shape:

Needle, Airframe

Length:

12 yards

Propulsion:

Maneuver Engines:

- 2 J-type Nubian 221 (Top speed 684 mph; Cruise speed 547 mph)

Hyperdrive Engines:

- Nubian Monarc C-4 (Hyperdrive class x1)

Repulsorlifts:

- Standard Repulsorlift Array

Sensors:

Passive:

- Searchlight
- Imaging Sensor Array
- Aural Sensor Array
- Tactical ESM Detector

Active:

- Small Tactical Multi Mode Radar

Offensive Systems:

Fixed Mounts:

- Twin small laser cannons (F)
- 2 launchers (2x5 torpedoes, F)

Defensive Systems:

Armor:

- Chromium 20 (1st layer, Ablative, Reflecting)

- Durasteel 80 (2nd layer, Semi-Ablative, Hardened 2)
- Durasteel 100 (Semi-Ablative, Hardened 2)
- Transparisteel 10 (Semi-ablative)

Shielding Systems:

- Force Screen 300 (Ablative, Recharge Rate/sec 30, Generator 1)

Countermeasure Systems:

- None

Complement:

None

Small Craft:

None

Crew:

Flight Section

- Pilot: 1

Passengers:

None

Infrastructure:

Control Room:

- Cockpit (1 person)
- Droid Socket

Quarters:

- None

Cargo Capacity:

- 130 lbs.
- Consumables 7 days (1 week)

Extra Systems:

CTGT 1; Batteries 6; Fuel Tank; Asig 5; Limited Life Support; Radio; SID Transponder

Special Features:

External Systems (Hot Maneuver Engines; Heat Sinks; Astromech Droid); Inertial Dampeners; Landing Gear; Winged

Description:

The Naboo Royal N-1 starfighter, simply known as the Naboo starfighter, was a starfighter used by the government of Naboo during the late years of the Galactic Republic and early days of the Galactic Empire for defense, patrol, and escort duties.

The sleek vessel was manufactured by Theed Palace Space Vessel Engineering Corps, the group responsible for manufacturing Naboo royal starships.

The Royal N-1 starfighter featured the best elements of Naboo design, being aesthetically sound and adhering to the Naboo's love for curves and aerodynamic shapes.

A chromium finish on the front of the vehicle would gleam in the sunlight during parades and celebratory fly-bys. This chromium was purely decorative and reserved for starships serving the Naboo Royal House. Once, the chromium was used to deflect rays from Naboo's sun, and all starships were fitted with it. The finish contrasted sharply with rest of the N-1, which was yellow in color.

The citizens of Naboo were dedicated to the defense of their ecologically sensitive world, and the N-1 was an example of this commitment. Its specialized engine system ensured that fuel would burn hotter in order to reduce harmful emissions.

An advanced cooling system which incorporated several heat sinks along the engine finials prevented overheating. The rear finial could be connected to special outlets in the Theed Hangar to recharge the craft and transmit important data, even coded mission profiles.

The N-1's roles included reconnaissance/patrol missions, escort duty, system defense, and ceremonial functions. While its light, fast, and agile characteristics made it an ideal dogfighter, it was a poor ground-attack craft and it suffered in tight spaces, as these situations robbed it of all its advantages. However, it could still perform the tank-buster job in pinch, as Rhys Dallows found when he had to defend a Resistance base hidden in his old training canyon. In order to accompany the Queen's starship to Coruscant or other distant planets, each N-1 was fitted with a Nubian Monarch C-4 hyperdrive with a range of 1,000 light years.

When this was insufficient, the escort fighters could recharge in transit via the J-Type diplomatic barge's under-wing docking sockets.
The pilot was protected by advanced life-support systems and deflector shields, aided by an astromech droid that would help the pilot with repairs and adjustments.

The N-1 starfighter was also equipped with an advanced autopilot that could receive navigational information from hangar outlets or from Naboo flight control. In a crisis, the autopilot could bring the craft to the site of an emergency or pilot the ship home safely.

The N-1's weapons were twin laser cannons and a full complement of 10 proton torpedoes. These were powerful enough to allow the N-1 to engage even the superior numbers of Vulture droids of the Trade Federation Droid Control Ship as was required during the Battle of Naboo.

The N-1 entered Naboo service, replacing its predecessor, the N-1L light starfighter, sometime before the Battle of Naboo, where it quickly became the standard starfighter among Naboo pilots.

Two Naboo fighters, piloted by Esarra Till and rookie Rhys Dallows were escorting the Queen's cruiser near an asteroid field to preliminary discussions with the Trade Federation when they were ambushed by mercenaries in various starfighters, including MorningStars, Dianogas, and Daggers. The two pilots fended off the marauders in their N-1s while the Queen returned to Naboo.

Later, N-1s would be used to resist the Trade Federation invasion of Naboo, but they were no match for the might of the Droid Army. However, a squadron of these fighters, Bravo Squadron, would be scrambled to attack the Droid Control Ship over Naboo to shut down the droid army fighting the Gungans. They were able to penetrate the swarms of droid starfighters and attack the vessel, but even their proton torpedoes could not penetrate the heavy shields. Largely thanks to Anakin Skywalker's accidental destruction of some of the vessel's reactors, they were successful.

Naboo N-1s remained in use for many years, even as late as 4 ABY, where they flew across the skies of Theed during an uprising against the Empire. Some were seen in use by the Rebel Alliance, but it is unknown how they obtained them.

By 40 ABY, the N-1 was described as an 'antique'.

Notes:

N-1 Starfighters can be seen in Episodes I and II.

Starship	ST/HP	Hnd/SR	HT	Move	LWt (tons)	Load	SM
N-1 Starfighter	170	0/4	10	41/342	18	0.065	+5
	Occ	**DR**	**Range**	**Cost**	**Locations**	**Stall**	**Notes**
	1 SP + 1	100 FADVPS 300 FADVPSE	1 hour/306 pc		gWi2E	0	

Vulture Droid Starfighter



Manufacturer:

Haor Chall Engineering

Era:

Rise of the Empire era
Rebellion era

Type:

Superiority Fighter

Class:

-

Configuration & Shape:

Close Structure, Streamlined

Length:

4 yards

Propulsion:

Maneuver Engines:
- Solid Fuel Igniter (Top Speed 746mph; Cruise Speed 596mph)

Hyperdrive Engines:
- None

Repulsorlifts:
- Standard Repulsorlift Array

Sensors:

Passive:
- Searchlight
- Imaging Sensor Array
- Aural Sensor Array
- Tactical ESM Detector

Active:
- Small Tactical Multi Mode Radar

Offensive Systems:

Retractable Fixed Mount
- 4 Small Blaster Cannons (F)

Fixed Mount
- 2 Launchers (2x4 torpedoes, F)

Defensive Systems:

Armor:
- Durasteel 100 (Semi-Ablative, Hardened 2)

Shielding Systems:
- None

Countermeasure Systems:
- None

Complement:

None

Small Craft:

None

Crew:

Integrated droid brain.

Passengers:

None

Infrastructure:

Quarters:
- None

Cargo Capacity:
- Fuel for 35 minutes

Extra Systems:

Batteries 6; Fuel Tank; Asig 2; Radio; SID Transponder

Special Features:

Transform System

Description:

The Variable Geometry Self-Propelled Battle Droid, Mark **I**, or Vulture droid starfighter, was a droid starfighter used by the Trade Federation. Later, in much vaster numbers, it was utilized by the Confederacy of Independent Systems. It would participate heavily in the Clone Wars, at battles such as Haruun Kal and Coruscant.

Like most of the Trade Federation's armed forces, it carried no living pilot, but rather a droid brain that was linked to a Droid Control Ship. Each Trade Federation battleship carried 1,500 droid starfighters. It was designed by Haor Chall Engineering, which was founded by the fanatical Xi Char, a religious order dedicated to high-precision manufacturing. As a result, it represented classic Xi-Char design—a compact body that offered only a small target for enemy fighters, multiple weapons emplacements, and an insectoid appearance.

The starfighter carried four blaster cannons and two energy torpedo launchers, and could reach 1,932 miles per hour. When not in flight, the ship could transform into a walking weapons platform, used for ground patrol and troop support. While in this walking mode, a droid starfighter could also latch onto surfaces in zero gravity, allowing the fighters to patrol from the outside hulls of capital ships. When docked in a hangar, they would often flex their components as part of self-maintenance. Vultures were also programmed to self-destruct if their link with their host control ship was severed.

A droid starfighter was capable of maneuvers that would kill an organic pilot, but they lacked the resourcefulness and cunning of living pilots, although they were capable of responding much faster. Vulture droids had an unusual fuel system, relying on solid-fuel concentrate slugs that provided propulsion upon ignition. However, they could only function for 35 minutes before having to be refueled. The Trade Federation solved this issue by sending Vulture droids into battle in timed, rotating swarms. Although they could react quicker to new situations than organic pilots, they had trouble responding to friendly units firing on them, a weakness Mace Windu exploited on Haruun Kal and the Battle of Coruscant. Vulture droids were also capable of communication with one another, normally with chattering. Vulture droid starfighters were usually named by a six-digit designation number, consisting of DFS- and a three-digit alpha-numeric combination, as illustrated by the fighters DFS-1VR and DFS-4CT.

Droid starfighters were launched in overwhelming numbers and excelled in both atmospheric and space combat. The droid starfighter's weapon systems consisted of four blaster cannons with two per wing. In standard flight format, the drone's wings were collapsed to conceal its blaster cannons. In combat, these wings split up to reveal these blaster cannons. In addition, the droid possessed two energy torpedo launchers that would weaken enemy targets before the starfighter delivered a laser cannon barrage. In walker-mode, the starfighter could only use its two

torpedo launchers as its cannons were situated on the legs and pointed downwards.

The droid starfighter endured rigorous testing before being deployed in the Trade Federation invasion of Naboo in 32 BBY. Droid starfighters saw action during skirmishes with Degan pirates in the Elrood Sector and were responsible for defeating the pirate Nym's forces on Lok. The Naboo first encountered these drones when Echo Flight pilots led by Essara Till battled them during an assault on Station TFP-9, not long before the assault on Naboo. The droid starfighter saw action in the Invasion of Naboo, during which they at first provided general air superiority, and later swarms of them combated Naboo N-1 starfighters in the battle above the planet and were ultimately neutralized when Anakin Skywalker disabled the Droid Control Ship.

After the battle, droid starfighters commanded by Raith Sienar participated as part of the Trade Federation Defense Fleet alongside Republic forces during the attack on the living world Zonama Sekot. They would also be part of the Trade Federation force sent to destroy Outbound Flight, but were neutralized thanks to the Chiss Admiral Thrawn, who exploited their reliance on the droid control signal by jamming its entire spectrum, nullifying the entire force. They also saw action during the Trade Federation's occupation of the Karthakk system.

During the Clone Wars, many Vulture droids were painted with the blue and white hexagonal insignia of the Confederacy of Independent Systems, although many were seen in the early and middle stages of the war with Trade Federation brown coloring, and were upgraded with buzz droid missile launchers, which they opened their wings to launch. They were also produced by manufacturers such as Baktoid rather than their original Xi Char developers. They were deployed by the Confederacy against the Republic in numerous battles and conflicts including the Battle of Geonosis and the Battle of Coruscant, although the Confederacy also made substantial use of other fighters, such as the Geonosian starfighter. However, they did not overly pose a challenge for Jedi aces such as Anakin Skywalker, as demonstrated in the Battle of Terra Sool. During the Coruscant attack, Mace Windu was able to ride a Vulture by tugging on its cranial wires. General Grievous often used them for suicide attacks designed to sow chaos, by making them perform kamikaze attacks on civilian targets. An advanced model was deployed prior to and during the Clone Wars. Throughout the war, Vultures were augmented by droid tri-fighters, which were sturdier but less common. Despite the deactivation of the droid armies, Vultures were apparently being used by some parties by 18 BBY.

Years after the Clone Wars, Vultures were utilized by Gizor Dellso in defense of his facility on Mustafar. However, the Galactic Empire uncovered his plan, and the stormtroopers of the 501st Legion stormed the planet, destroying the orbiting defense ships and decimating the facility. Even after this, Vultures would continue to be used by various parties, such as smugglers

Notes:

The Vulture Droid Starfighters of which the profile is given can be seen in Episode I – The Phantom Menace.

Starship	ST/HP	Hnd/SR	HT	Move	LWt (tons)	Load	SM
Vulture Droid Starfighter	56	+1/4	10	43/373	0.8	0	+2
	Occ	**DR**	**Range**	**Cost**	**Locations**	**Stall**	**Notes**
	-	100 FADVPS	35 min	19,000	E4Xr	0	

CAPITAL SHIPS

Lucrehulk-class Battleship




Manufacturer:

Hoersch-Kessel Drive, Inc.

Era:

Rise of the Empire era
Rebellion era

Type:

Battleship

Class:

Lucrehulk-class

Configuration & Shape:

Flattened Sphere; Unstreamlined

Length:

3467 yards

Propulsion:

Maneuver Engines:

- 3 Rendili Stardrive Proton 3 (Top speed: 457mph, cruise speed 366mph)
- Backup 3 Rendili Stardrive Proton 12 (Top Speed 114mph, cruise speed 92mph

Hyperdrive Engines:

- Hyperdrive class: x2
- Backup hyperdrive class: x10

Repulsorlifts:

- Standard Repulsorlift Array

Sensors:

Passive:

- Searchlights
- Imaging Sensor Array
- Electro-Optical Scope
- Aural Sensor Array
- Tactical ESM detector

Active:

- Large Tactical Ladar
- Large Tactical Multi-Mode Radar
- Radio Jammer
- HoloNet Jammer

Offensive Systems:

Retractable Turrets:

- 42 Quad turbolaser batteries (T, 7 to each side)

Defensive Systems:

Armor:

- Duralloy 600 (Semi-Ablative; Hardened 2; Radiation Tolerance 2)
- Transparisteel 10 (Semi-Ablative)

Shielding Systems:

- Force Screen 18,000 (Ablative; Recharge Rate/sec 60; Generators 3)

Countermeasure Systems:
- ECM 3

Complement:

Hangar Bay:
- 1,500 troop carriers
- 550 multi troop transports
- 6,250 armored assault tanks
- 329,600+ B1 battle droids

Small Craft:

Hangar Bay:
- 50 C-9979 landing crafts
- 1,500 Vulture droid starfighters

Crew:

- Skeleton Crew: 150

Command Section
- Commanding officer: 1
- Executive officer: 1
- Pilot: 2
- Co-pilot: 4
- Navigator: 2
- Communication officer: 2
- Sensor officer: 4

Engineering Section
- Technician: 138

Gunnery Section
- Gunner: 42
- Fire control: 42

Flight Section
- Pilot: 50 (Vulture droid starfighters don't need pilots)
- Technician: 9850
- Flight control: 150

Passenger Service Section
- Steward: 15As needed

Cargo Service Section
- Cargo handlers: 50,000

Ship's Troops
- Officially: 0
- Reality: Battle droids: 329,600 (serve at other sections)

Specialists:
- Communications: 25
- Sensors: 25
- Landing teams: 25
- Security Staffs: 25

Maintenance Section:
- Technicians: 1282

Life Support Section
- Technicians: 3

Medical Section
- Doctor: 1
- Medical crew: 3
- Medical Technician: 1

General Service Section
- Crewman: 3

High ranking officers consist solely out of Neimoidians. All sub-ordinates are droids.

Passengers:

100,000+

Infrastructure:

Control Room:
- Flag Bridge
- Command Bridge
- Emergency Bridge

Quarters:
- Bunkroom 5 (10 person)
- Office 20 (5 person)
- Briefing Room 7 (10 person)
- Stateroom 50 (2 person)
- Luxury Stateroom 5 (2 person)
- Luxury Stateroom 2 (1 person)

Workshops:
- Engine Room 3
- Life Support Control Room 2
- Sensor Room 2
- Weapons Room 2
- Shield Room 2

Cargo Capacity:
- 5 million tons
- Consumables 500 days

Extra Systems:

CTGT 2; Batteries 9; Fuel Tanks 2; Asig 20; Full Life Support; Artificial Gravity Generators

Special Features:

External Systems (Sensors; Radio Transmitters and Receivers); Inertial Dampeners; Landing Gear (Coreship).

Description:

The Lucrehulk-class battleship was the primary capital ship of the Trade Federation's Trade Defense Force. Most Lucrehulks were modified from enormous cargo haulers. Upgraded versions would be used by the CIS Navy and, eventually, the Alliance to Restore the Republic.

At over three kilometers in diameter, the enormous vessels resembled flattened disks with a central sphere containing the ship's bridge and reactor assemblies. The disk was broken at the front of the craft, revealing two mammoth docking bays lined with forward docking claws. These gigantic cargo vessels had been built for many years by the Trade Federation and were an important asset to their enterprise.

Housed in the stern of the main disk-shaped body were the main reactors, each connected to one of the three main engines, as well as to secondary engines and each other. The central sphere housed its own reactor/power generator assemblies.

Lining the equatorial bands in batteries of three, were quad turbolaser cannons capable of rotating inwards when not in use. Their limited coverage of the hull made the early battleships vulnerable, and made them rely more on the massive number of starfighters carried, to defend the ships against enemy starfighters. This was, however, rectified with later ships whose armor and shields proved too strong for starfighter firepower, the fact becoming quickly apparent at the battle of Naboo.

Battleships fighting in the Clone Wars had less trouble with weak spots, as they were augmented with gun batteries. Each ship was now as powerful as a whole flotilla of Republic Venator-class Star Destroyers.

When the Trade Federation began creating its military, the Executive Board realized the need for large cruisers to transport their weapons across the galaxy, battleships to defend against starfighter attacks, and flagships for controlling their vast legions of battle droids. Reluctant to spend the credits necessary to construct and purchase a fleet of military vessels, the Trade Federation began modifying its existing Lucrehulk-class freighters into warships.
The Trade Federation used a substantial fleet of Lucrehulk-class battleships to enforce the invasion of Naboo, led by the flagship Saak'ak.

The most important vessel in the Trade Federation's blockade was the Droid Control Ship. When the rest of the blockade dispersed after Naboo was successfully occupied, the Neimoidians left the Droid Control Ship in orbit to coordinate their droid forces. The Control Ship was later destroyed by the young Anakin Skywalker, resulting in the deactivation of the Droid Army.

After the Invasion of Naboo, the Republic ordered the Trade Federation to disband its military forces. The crafty Trade

Federation pretended to comply with this command by apparently disassembling most of its battleships, only to transform their centrospheres into detachable core ships capable of carrying supplies.

Later, some of these vessels were used to try to destroy Outbound Flight. Chiss Commander Thrawn destroyed all but one of the Lucrehulks, allowing it to surrender.

Core ships were seen during the Battle of Geonosis where they carried legions of battle droids. In retreat, the Core Ships were found to be able to reattach themselves to the outer ring. These vessels saw continued use during the devastating Clone Wars, transporting military equipment and troops to countless worlds, and engaging Republic fleets in combat.

During the wars, the Lucrehulk-class received a massive upgrade in terms of firepower, with the addition of hundreds of long guns, quad guns, and heavy guns dotting the surface of both the core ship and the surrounding cargo arms. They, along with the other capital ships of the Confederate Navy, also proudly wore the colors and insignia of the Confederacy. A few dozen participated in the attack on Coruscant.

During the Imperial Period, some Lucrehulks remained in operation, fighting on the side of Separatist holdouts and early Rebel units. At least one Lucrehulk, Fortressa, served as a carrier for the Rebel Alliance. It participated in an assault on the first Death Star and was destroyed by the battle station's super laser.

Notes:

Lucrehulk-class battleships can be seen in Episodes I, II, and III.
In Episode I, these ships have the Trade Federation markings and in Episode II and III with the CIS markings.
The profile given here is for the pre-Clone Wars version.

Starship	ST/HP	Hnd/SR	HT	Move	LWt (tons)	Load	SM
Lucrehulk-class Battleship	5,4670	-5/6	10	33/229	463,450,000	5,000,000	+20
	Occ	**DR**	**Range**	**Cost**	**Locations**	**Stall**	**Notes**
	350+100,000+ ASPV	600 FADVPS 18,000 FADVPSTE	3 hours/3000 pc	NA	g42Tr	0	

Lucrehulk-class Droid Control Ship



Manufacturer:

Hoersch-Kessel Drive, Inc.

Era:

Rise of the Empire era

Type:

Cruiser

Class:

Lucrehulk-class

Configuration & Shape:

Flattened Sphere, Unstreamlined

Length:

3467 yards

Propulsion:

- 3 Rendili Stardrive Proton 3 (Top speed: 457mph, cruise speed 366mph)
- Backup 3 Rendili Stardrive Proton 12 (Top Speed 114mph, cruise speed 92mph

Hyperdrive Engines:

- Hyperdrive class: x2
- Backup hyperdrive class: x10

Repulsorlifts:

- Standard Repulsorlift Array

Sensors:

Passive:

- Searchlights
- Imaging Sensor Array
- Electro-Optical Scope
- Aural Sensor Array
- Tactical ESM detector

Active:

- Large Tactical Ladar
- Large Tactical Multi-Mode Radar
- Radio Jammer
- HoloNet Jammer

Offensive Systems:

Retractable Turrets:

- 42 Quad turbolaser batteries (T, 7 to each side)

Defensive Systems:

Armor:

- Duralloy 600 (Semi-Ablative; Hardened 2; Radiation Tolerance 2)
- Transparisteel 10 (Semi-Ablative)

Shielding Systems:

- Force Screen 18,000 (Ablative; Recharge Rate/sec 60; Generators 3)

Countermeasure Systems:

- ECM 3

Complement:

Hangar Bay:

- 1,500 troop carriers
- 550 multi troop transports
- 6,250 armored assault tanks
- 139,000+ B1 battle droids

Small Craft:

Hangar Bay:

- 50 C-9979 landing crafts
- 1,500 Vulture droid starfighters

Crew:

- Skeleton Crew: 150

Command Section

- Commanding officer: 1
- Executive officer: 1
- Pilot: 2
- Co-pilot: 4
- Navigator: 2
- Communication officer: 11
- Sensor officer: 4

Engineering Section

- Technician: 138

Gunnery Section
- Gunner: 42
- Fire control: 42

Flight Section
- Pilot: 50 (Vulture droid starfighters don't need pilots)
- Technician: 9850
- Flight control: 150

Passenger Service Section
- Steward: 15As needed

Cargo Service Section
- Cargo handlers: 50,000

Ship's Troops
- Officially: 0
- Reality: Battle droids: 139,000 (serve at other sections)

Specialists:
- Communications: 25
- Sensors: 25
- Landing teams: 25
- Security Staffs: 25

Maintenance Section:
- Technicians: 1282

Life Support Section
- Technicians: 3

Medical Section
- Doctor: 1
- Medical crew: 3
- Medical Technician: 1

General Service Section
- Crewman: 3

High ranking officers consist solely out of Neimoidians. All sub-ordinates are droids.

Passengers:

10 (typically Neimoidian trade negotiators)

Infrastructure:

Control Room:
- Flag Bridge
- Command Bridge
- Emergency Bridge

Quarters:
- Bunkroom 5 (10 person)
- Office 20 (5 person)
- Briefing Room 7 (10 person)
- Stateroom 50 (2 person)
- Luxury Stateroom 5 (2 person)
- Luxury Stateroom 2 (1 person)

Workshops:
- Engine Room 3
- Life Support Control Room 2
- Sensor Room 2
- Weapons Room 2
- Shield Room 2

Cargo Capacity:
- 4 million tons
- Consumables 500 days

Extra Systems:

CTGT 4; Batteries 9; Fuel Tanks 2; Asig 20; Full Life Support; Artificial Gravity Generators

Special Features:

External Systems (Sensors; Radio Transmitters and Receivers; Droid Control Transmitter and Receiver array); Inertial Dampeners; Central Core Computer; Landing Gear (Coreship).

Description:

The ship was similar in appearance to the standard Lucrehulk-class battleship—a flattened ring shape with engines in the stern, docking claws at the bow, and a detachable core ship in the center.

The major addition to the Droid Control Ship was an array of transmitters and broadcasting equipment, which allowed it to control a large battle droid army on a planetary surface.

Equally important, the Droid Control Ship was equipped with 16 signal receivers, located around the perimeter of the vessel, to pick up transmissions from droid units. The ship was fitted with an extremely powerful Central Control Computer to sort through and process incoming information, formulate commands, and broadcast them to the surface.

To compensate for this additional power drain, Droid Control Ships were equipped with additional reactor units; providing more energy but also increasing the vessel's vulnerability to internal explosions.

This vulnerability would ultimately prove to be the downfall of early Trade Federation military strategy: with all commands emanating from a central control ship, destruction of that ship would essentially shut down every droid under its control. Enemy forces would capitalize on this weakness, destroying the orbital platform and thereby leaving the planetary-bound droid armies helpless.

During the Battle of Naboo, Bravo Squadron launched from Theed in the hopes that they could take out the orbital warship.

All their efforts proved to be for naught since the ship's deflector shield was too strong for the Naboo starfighters to break through. Eventually, however, the Droid Control Ship was destroyed when Anakin Skywalker—escaping from a number of droid fighters—flew into the ship's hangar, and inadvertently hit one of the reactors. The ship went down after a short while, but Anakin Skywalker still managed to steer his starfighter out of the hangar, and escape with the rest of the Naboo pilots.

After the Battle of Naboo, the Trade Federation modified the Droid Control Ship, along with the standard battleship, so that its core ship could detach and land on a planet's surface. This was part of a ruse meant to trick the Republic into thinking that the Federation was dismantling all its warships.

They would be used in the Clone Wars as the Trade Federation was assimilated into the CIS. Unlike the main battleship variant, the Control Ships did not get any weapons upgrades.

Notes:

A Lucrehulk-class Droid Control ship can be seen in Episode I – The Phantom Menace.

Starship	ST/HP	Hnd/SR	HT	Move	LWt (tons)	Load	SM
Lucrehulk-class Droid Control Ship	5,4670	-5/6	10	33/229	463,450,000	4,000,000	+20
	Occ	**DR**	**Range**	**Cost**	**Locations**	**Stall**	**Notes**
	35+10+ ASPV	600 FADVPS 18,000 FADVPSTE	3 hours/3000 pc	NA	g42Tr	0	

FREIGHTERS/TRANSPORTS

C-9979 Landing Craft



Manufacturer:

Haor Chall Engineering

Era:

Rise of the Empire era

Type:

Transport

Class:

Landing Craft

Configuration & Shape:

Close Structure, Unstreamlined

Length:

405 yards

Propulsion:

Maneuver Engines:
- 2 Standard Maneuver Engines (Top Speed 364mph, Cruise speed 291mph)

Hyperdrive Engines:
- None

Repulsorlifts:
- Huge Repulsorlift Array

Sensors:

Passive:
- Searchlight
- Imaging Sensor Array
- Aural Sensor Array
- Tactical ESM Detector

Active:
- Small Tactical Multi Mode Radar

Offensive Systems:

Fixed Mount:
- 2x2 small laser cannons (F)

Turret:
- 2x2 small laser cannons (T, D)

Defensive Systems:

Armor:
- Durasteel 140 (Semi-Ablative, Hardened 2)
- Transparisteel 10 (Semi-ablative)

Shielding Systems:
- None

Countermeasure Systems:
- None

Complement:

Vehicle Bay
- 28 troop carriers
- 11 multi-troop transports
- 114 armor assault tanks

Small Craft:

None

Crew:
- Skeleton Crew: 88 (droids) or 140 (sapient)

Command Crew
- Commanding officer: 1
- Executive officer: 1
- Pilot: 1
- Copilot: 1
- Navigator: 1
- Communication officer: 2
- Sensor officer: 1

Engineering Section:
- Repair Droids: 30

Gunnery Section
- Gunner: 4
- Fire Control: 4

Flight Section:
- OOM Pilot battle droids: 39

Ship's Troops:
- OOM Command battle droids: 40

Maintenance Section:
- Technician: 3

Life Support Section:
- Technician: 1

General Service Section:
- OOM Security battle droids: 15

Passengers:

124

Infrastructure:

Control Room:
- Small Bridge
- Staging Area

Workshop:
- Engineering Room 4

Cargo Capacity:
- 1,800 tons
- Consumables 1 day

Extra Systems:

CTGT; Batteries 6; Fuel Tank; Asig 14; Limited Life Support; Artificial Gravity Generators; Radio; SID Transponder

Special Features:

Inertial Dampeners; Landing Gear; Winged

Description:

The C-9979 landing craft was a medium-sized landing craft built by Haor Chall Engineering for the Trade Federation's military forces, and later for the Confederacy of Independent Systems. When the Trade Federation began planning to create its military forces, Haor Chall Engineering produced a design for a landing craft that would carry troops and ground vehicles from warships down to planets.

The C-9979 configuration was chosen due to its close resemblance to the commercial barges used by the Federation's merchant fleet. The ship had four wings with a wingspan of 370 meters. These wings were removable so that they could be stored away easily aboard the massive battleships. They were bound by powerful tensor fields to the fuselage when the craft was assembled for use. The massive wings of the landing craft were strong enough to bear even the strongest and heaviest metal alloys, thus making tensor fields essential for the craft.

A series of maintenance and repair stores were located along the front of these wings and service the assault force components, particularly battle droids needing servicing after battles. Forward tensor fields connected the wing mounts firmly to the fuselage and

wing-mounted tensor fields prevented the span of the wings from collapsing under pressure.

These wings were used to carry vehicles racked in garage channels for maximum loading capacity. When deployed, these vehicles were guided along repulsor tracks to a staging platform. Since the maneuvering equipment on-board was not precise enough to negotiate the cramped confines of the garage zones without causing damage, they required the assistance of the repulsor tracks. At a staging area, the vehicles were rotated into position and grabbed by transport clamps, which brought them aft and lead them down the deployment ramp in the landing craft's foot.

Because of its heavy cargo, the landing craft had a huge antigravity lifting capacity. The landing craft was manned and operated by B1 battle droids. Landing craft were stored in the hangars of warships where they were assembled, serviced, and repaired. When ready for deployment, they were loaded with ground vehicles. Landing craft were always stored in an unloaded condition to prevent structural stress and so that their vehicles could be serviced and repaired.

During the Invasion of Naboo, the Trade Federation deployed large numbers of C-9979 landing craft to transport troops and equipment to the major cities of Naboo, thus furthering the invasion. Jedi Knights Qui-Gon Jinn and Obi-Wan Kenobi were able to sneak down to the planet on C-9979s.

During the Clone Wars, when the Trade Federation pledged its forces to the Confederacy, they were used to transport troops and equipment from orbiting Lucrehulk-class battleships down to countless battlefields such as Rhen Var and Thule.

During the Battle of Coruscant, large numbers of C-9979 landing ships participated in the raid on the capital world of the Republic that saw the kidnapping of Supreme Chancellor Palpatine. There, they unloaded hundreds of millions of battle droids. Some were destroyed by Yoda using the Force.

These ships also deployed the Kashyyyk invasion force during the Battle of Kashyyyk. There, they were seemingly initially camouflaged with netting.

Notes:

C-9979 Landing Crafts can be seen in Episode I – The Phantom Menace.

Starship	ST/HP	Hnd/SR	HT	Move	LWt (tons)	Load	SM
C-9979 Landing Craft	4,050	-3/5	10	18/182	667,500	1,800	+14
	Occ	**DR**	**Range**	**Cost**	**Locations**	**Stall**	**Notes**
	140+124 ASPV	140 FADVSP	2 hours	200,000	2T2X	0	

Consular-class Star Cruiser





Manufacturer:

Corellian Engineering Corporation

Era:

Manufacture Date: 66 BBY
Rise of the Empire era
Rebellion era
The New republic era
The New Jedi Order era

Type:

Star Cruiser

Class:

Consular-class

Configuration & Shape:

Close structure; Unstreamlined

Length:

125 yards

Propulsion:

Maneuver Engines:

- 3 Dyne 577 radial atomizer (Top speed 559mph; cruise speed 447mph)

Hyperdrive Engines:

- Longe Voltrans tri-arc CD-3.2 hyperdrive (Hyperdrive class: x2)

Repulsorlifts:

- Standard Repulsorlift Array

Sensors:

Passive:

- Searchlights
- Imaging Sensor Array
- Electro-Optical Scope
- Aural Sensor Array

Active:

- Medium Ladar
- Medium Multi-Mode Radar

Offensive Systems:

None standard but can be refitted with various configurations.

Defensive Systems:

Armor:

- Duralloy 400 (Semi-Ablative; Hardened 2; Radiation Tolerance 2)
- Transparisteel 10 (Semi-Ablative)

Shielding Systems:

- Force Screen 7,200 (Ablative; Recharge Rate/sec 18; Generators 2)

Countermeasure Systems:

- None standard but can be refitted with various configurations.

Complement:

Varies, based on modular configuration.

Small Craft:

- Vehicle Bay (Salon pod)
- Vehicle Bay (2 Consular escape pods)

Crew:

- Skeleton Crew: 2

Command Section

- Pilot: 1
- Co-pilot: 1
- Navigator: 1
- Communication officer: 2

Engineering Section

- Technician: 4

Passengers:

16 (varies, depends on modular configuration)

Infrastructure:

Control Room:
- Small Bridge

Quarters:
- Stateroom 8 (1 person)
- Luxury Stateroom (1 person)
- Stateroom 7 (2 persons)
- Luxury Stateroom (2 persons)

Cargo Capacity:
- 1,000 tons (varies, depends on modular configuration) includes Small Craft
- Consumables 210 days (6 cycles)

Extra Systems:

CTGT 1; Batteries 10; Fuel Tank; Asig 11; Full Life Support; Artificial Gravity Generator; Radio's 2; HoloNet Transmitters and Receivers 2 each; Hyperwave Transmitters 2; SID Transponder.

Special Features:

External Systems (Sensors, Radio Transmitters and Receivers); Inertial Dampeners; Landing Gear.

Description:

The Consular-class space cruiser was a starship designed and manufactured by the Corellian Engineering Corporation and used by the Galactic Republic to transport Jedi and diplomats to troubled spots across the galaxy.

The Consular-class cruiser was painted red to declare its diplomatic immunity and to also serve as a warning not to attack. Red was the color of ambassadorial relations and neutrality for capital ships of the Republic, and had been so for many centuries. Any ship hailing from Coruscant would be painted entirely red; any others would only have stripes.

The Republic cruiser was equipped with a salon pod that served as a secure meeting area for Republic representatives and leaders of groups in conflict. There was also a variety of salon pods that catered to different alien species.

In emergency situations, the entire salon pod could eject from the mother craft, and with its own sensors, life support equipment, and engines, protect the diplomatic crew on board. The craft also carried a number of escape pods.

The cruiser's total capacity was 8 crew and 16 passengers. For increased security on diplomatic missions, the organic crew was kept to a minimum, with many ship functions attended to by droids.

Although the diplomatic versions were unarmed, various cruisers were modified to have double turbolaser cannons and two concussion missile launchers installed and to serve in the Judicial Forces and regional security forces, at least some of which were then re-designated as Republic light assault cruisers. Others were modified to serve as troop carriers and command ships.

Consular cruisers entered service late in the time period of the Republic. An early version of the ship was built after the Ruusan Reformation and in service by 990 BBY. They were created due to budget cuts that required the building of new utilitarian and unostentatious starships; it was that quality of them that attracted the Jedi to their use.

Militarized Consulars served the Republic Navy in the Stark Hyperspace War, the Yinchorri Uprising, and the Clone Wars.

During the prelude to the Invasion of Naboo, it was a Consular-class cruiser, Radiant VII, which transported Qui-Gon Jinn and Obi-Wan Kenobi to the Trade Federation battleship Saak'ak orbiting Naboo. The ship was assigned a skeleton crew of one pilot and a captain. Both died when the Trade Federation destroyed the vessel.

The tradition of painting diplomatic vessels red continued even into the days of the Galactic Empire. Princess Leia Organa's vessel, the Tantive IV, was striped in red to indicate diplomatic immunity.

A handful of armed cruisers were still in operation throughout the galaxy during the Galactic Civil War. The smuggler Rif Taranu aided the Rebel Alliance by using his modified cruiser Dead Reckoning to transport goods for them. Several were seen at the Jubilee Wheel early in the Yuuzhan Vong War, and participated in the Battle of Yag'Dhul.

Notes:

A Consular-class Star Cruiser, Radiant VII, can be seen in Episode I - The Phantom Menace.
The profile given here is for the unarmed diplomatic version.

Starship	ST/HP	Hnd/SR	HT	Move	LWt (tons)	Load	SM
Consular-class Star Cruiser	1,750	-2/-5	10	22/279	20,000	1,000	+11
	Occ	**DR**	**Range**	**Cost**	**Locations**	**Stall**	**Notes**
	8+16 ASPV	400 FADVPS 7,200 FADVPSE	3 hours/2500 pc	1.250K	g, 3E	0	

Firespray-31-class Patrol and Attack Craft



Manufacturer:

Kuat Systems Engineering

Era:

Rise of the Empire era
Rebellion era
New Republic era
New Jedi Order era
Legacy era

Type:

Transport

Class:

Firespray-31-class

Configuration & Shape:

Close Structure, Unstreamlined

Length:

23.5 yards (70 feet 6 inches)

Propulsion:

Maneuver Engines:
- 3 Drive Engines(Top speed 652 mph; Cruise speed 521 mph)

Hyperdrive Engines:
- Hyperdrive class x3
- Backup hyperdrive class x15

Repulsorlifts:
- Standard Repulsorlift Array

Sensors:

Passive:
- Searchlight
- Imaging Sensor Array
- Aural Sensor Array
- Tactical ESM Detector

Active:
- Small Tactical Multi Mode Radar

Offensive Systems:

Turrets
- 2 Light Blaster Cannons

Fixed Mount
- Tractor Beam

Defensive Systems:

Armor:
- Duralloy 200 (Semi-Ablative, Hardened 2)
- Transparisteel 10 (Semi-ablative)

Shielding Systems:
- Force Screen 1,200 (Ablative, Recharge Rate/sec 60, Generator 2)

Countermeasure Systems:
- ECM 2

Complement:

None

Small Craft:

None

Crew:

Flight Section:
- Pilot: 1
- Co-pilot: 1

Ship's Troops:
- Guard: 2

Passengers:

4 (Prisoners)

Infrastructure:

Control Room:
- Cockpit (2 person)

Quarters:
- Bunk (2 person)
- 4 Cells

General Service Section:
- Security Station

Cargo Capacity:
- 70 tons
- Consumables: 1 cycle

Extra Systems:

4 CTGT; Batteries 6; Fuel Tank; Asig 7; Artificial Gravity Generator; Radio; SID Transponder

Special Features:

External Systems (2 stabilizer fins; 2 turrets); Inertial Dampeners

Description:

The Firespray-31-class patrol and attack craft, or Firespray-class starship, was a patrol and transport starship designed by Kuat Systems Engineering initially for use by the Oovo IV security forces.

As a prisoner transport, the ship featured numerous holding cells and devices made for the most exotic of creatures. A trademark of the ship was that it landed horizontally with the drive engines facing the surface and the cockpit facing upward. To transition to normal flight mode, the ship rotated so that the cockpit faced forward while the drive engines faced rearward.

The stock ship was well armed and armored for its size, with on-board storage space and room for several passengers and/or cargo. Roughly as fast as Koensayr's Y-wing starfighter/bomber, the ship had more than enough speed and maneuverability to intercept smugglers and other renegades.

Kuat Systems Engineering produced several prototypes shortly before the Battle of Naboo. However, all but one were destroyed when Jango Fett staged a prison break on Oovo IV. Jango kept the sole remaining Firespray, renaming it Slave I. Kuat Systems Engineering, suffering from the financial loss of the prototypes, eventually mothballed the project and concentrated instead on starship upgrades.

Many years later, K.S.E. found themselves on a more secure financial footing, and again desired to enter the starship market. The company then re-introduced the Firespray-class, hoping to build upon the reputation of the remaining prototype and its legendary pilot, Boba Fett.

The new Firesprays were, like the original prototypes, designated as patrol and attack ships and perfectly suited for law enforcement and interdiction missions. With Kuat Systems Engineering keen to expand the market for the ship, they had started to promote how easily the ship could be customized and upgraded to fulfill a myriad of roles.

At least ten were used by the Mandalorian Protectors during the Yuuzhan Vong War.

Notes:

The profile given here is for an un-modified Firespray-31-class starship.

Starship	ST/HP	Hnd/SR	HT	Move	LWt (tons)	Load	SM
Firespray-31-class Patrol and Attack Craft	370	-1/5	10	20/326	170	70	+7
	Occ	**DR**	**Range**	**Cost**	**Locations**	**Stall**	**Notes**
	4+4 SVP	200 FADVPS 1,200 FADVPSE	4 hours/1,400 pc	120,000	g3E2TX	-	

H-Type Nubian Yacht



Manufacturer:

Theed Vessel Engineering Corps & Nubia Star Drives Incorporated

Era:

Rise of the Empire era

Type:

Yacht

Class:

-

Configuration & Shape:

Needle, Streamlined

Length:

52 yards 1 feet

Propulsion:

Maneuver Engines:

- 2 Nubian Sossen-3 Ion drives (Top speed 698mph; cruise speed 558mph)

Hyperdrive Engines:

- Nubian 150 hyperdrive core with Nubian S-5 hyperdrive generator (hyperdrive class x0.9)

Repulsorlifts:

- Standard Repulsorlift Array

Sensors:

Passive:

-

Active:

-

Offensive Systems:

None

Defensive Systems:

Armor:

- Chromium 20 (1st layer, Ablative, Reflecting)
- Durasteel 60 (2nd layer, Semi-ablative, Hardened 2)
- Transparisteel 10 (Semi-ablative)

Shielding Systems:

- Force Screen 1,600 (Ablative, Recharge Rate/sec 16; Generators 2)

Countermeasure Systems:

- ECM 2

Complement:

None

Small Craft:

Escape pod

Crew:

- Skeleton Crew: 1 + astromech droid

Command Section:

- Pilot: 1
- Copilot: 1
- Navigator: 1

Engineering Section:

- Sensor/Shield Technician: 1
- Astromech Droid: 2

Passengers:

1

Infrastructure:

Control Room:

- Cockpit (3 person)
- Control Station (3 person)

Quarters:

- Luxury Cabin (2 person)
- Cabin 4 (1 person)

Cargo Capacity:

- Consumables

Extra Systems:

Redundant Power Generator; Batteries 2; Fuel Tank; Asig 9; Full Life Support; Artificial Gravity Generator; Radio; HoloNet Transmitter and Receiver; Hyperwave Transmitter; SID Transponder.

Special Features:

Inertial Dampeners

Description:

The vessel was unarmed in accordance with the peaceful culture of Naboo. The yacht only required a small crew and Padmé could pilot the ship on her own from the cockpit in the central area of the yacht's upper section. Below the cockpit were maintenance consoles, the Class 0.9 Nubian 150 hyperdrive core and stores to contain supplies and astromech droids.

The lower and upper levels were connected by a turbolift platform, situated before the lounge and crew bunks on the upper level. At the front section of the lower level was Padmé's bedroom which could serve as a portable throne room. The ship featured a powerful shield system, an array of electronic countermeasures, a slim, narrow profile and sheltered engines giving a small sensor signature for evading pursuits. It also featured a breakaway escape pod.

Though originally constructed for the Royal House, the yacht was not assigned to a member of Naboo's royalty. Instead, it was given to Senator Padmé Amidala after a failed assassination attempt on Coruscant resulted in the destruction of her Naboo Royal Cruiser.

The Naboo Yacht was the smallest non-fighter craft in the Theed Hangars, and it was primarily employed as a getaway vessel as it was much faster than most civilian ships. With Senator Amidala at the helm, even the N-1 starfighters of the Royal Naboo Security Forces had difficulty keeping pace with the yacht.

On the eve of the Clone Wars, Amidala had returned to Naboo in secret, escorted by Jedi Padawan Anakin Skywalker. Skywalker was compelled to leave Naboo to return to his home planet of Tatooine, and Padmé joined him, both traveling in the Naboo Yacht. Following his mother's death and his retaliation against the Sand People, R2-D2 received a distress signal from Obi-Wan Kenobi.

Amidala and Skywalker traveled to Geonosis in a failed attempt to rescue Kenobi. It was on Geonosis that the opening battle of the Clone Wars was fought, plunging the Galaxy into three years of warfare.

The yacht continued to serve Amidala during the early years of the Clone Wars, transporting her to such places as Ilum. Captain Gregar Typho, Yoda, and the Senator journeyed there to rescue

two Jedi from the crystal temple and prevent a Confederacy conspiracy at the Battle of Ilum.

By the end of the Clone Wars, the H-type yacht had been replaced by the J-Type Naboo star skiff.

Notes:

A modified H-Type Nubian Yacht van be seen in Episode II – Attack of the Clones.

Starship	ST/HP	Hnd/SR	HT	Move	LWt (tons)	Load	SM
H-Type Nubian Yacht	735	-1/5	10	30.8/349	1,233	0.7	+9
	Occ	**DR**	**Range**	**Cost**	**Locations**	**Stall**	**Notes**
	4+1 SVP	80 FADVPS 1,600 FADVPSE	2 hours/6134 pc		g2E3Rr	-	

J-Type 327 Nubian Royal Starship



Manufacturer:

Theed Vessel Engineering Corps & Nubia Star Drives Incorporated

Era:

Introduced: 38 BBY
Rise of the Empire era
Rebellion era
New Jedi Order era

Type:

Yacht

Class:

Royal-class

Configuration & Shape:

Needle, Airframe

Length:

83 yards

Propulsion:

Maneuver Engines:

- 2 Headon-5 sublight engines (Top speed 572mph; cruise speed 457mph)

Hyperdrive Engines:

- Nubian 327 core with T-14 hyperdrive generator (hyperdrive class x1.8)

Repulsorlifts:

- Standard Repulsorlift Array

Sensors:

Passive:

- Searchlight
- Imaging Sensor Array
- Electro-Optical Scope
- Aural Sensor Array

Active:

- Medium Ladar
- Medium Multi-Mode Radar

Offensive Systems:

None

Defensive Systems:

Armor:

- Chromium 20 (1st layer, Ablative, Reflecting)
- Durasteel 80 (2nd layer, Semi-ablative, Hardened 2)
- Transparisteel 10 (Semi-ablative)

Shielding Systems:

- Force Screen 3,600 (Ablative, Recharge Rate/sec 36; Generators 2)

Countermeasure Systems:

- None

Complement:

None

Small Craft:

Escape Pod

Crew:

- Skeleton Crew: 2

Command Section:

- Pilot: 1
- Co-pilot: 1
- Navigator: 1
- Communication officer: 1

Engineering Section:

- Technician: 1
- Astromech droids: 8

Ship's Troops:

- Security officer: 1

Specialists:

- Diplomatic aide: 1

General Service Section:

- Bosun: 1

Passengers:

10 (Although capable of carrying ten passengers for three almost three cycles, the starship was intended as a ship for short jaunts. Thus it lacks extensive sleeping facilities.)

Infrastructure:

Control Room:

- Small Bridge
- Forward Station
- Tech Stations

Quarters:

- Bunk 1 (8 person)
- Cabin 1
- Luxury Cabin 2
- Stateroom
- Droid Holder 8

Workshops:

- Engine Room

Cargo Capacity:

- 4 tons
- Consumables 90 days

Extra Systems:

CTGT 1; Batteries 8; Fuel Tank; Asig 10; Full Life Support; Radio; Laser Communicator; HoloNet Transmitter and Transceiver; Hyperwave Transmitter; SID Transponder

Special Features:

External Systems (Hot Maneuver Engines, Heat Sinks); Inertial Dampeners; Landing Gear; Winged

Description:

An example of the marriage between art and design, the craft was designed to embody the glory of Naboo royalty which represented the noble spirit of the citizens of Naboo. It was, in fact, reserved only for use by the Naboo sovereign.

Naboo engineers claimed that the royal starship was actually composed of two major components: the spaceframe and all the other components. This spaceframe, created by the skilled engineers of the Theed Palace Space Vessel Engineering Corps was a single, long supple hull. The frame was covered in chromium, formerly used to shield starships from radiation but later used simply in a time-honored tradition. Only the Queen's own vessel could be entirely chromium-covered, but royal starfighters, such as the Naboo N-1, had chromium on the front of their engines. Non-royal Naboo ships were forbidden to wear chromium.

The rest of the ship's component's were provided by Nubian Design Collective, including the impressive T-14 hyperdrive generator. The T-14 was compact and accessible, unlike most other hyperdrives, and was powerful enough to take the ship from Naboo to Tatooine in a single jump even when damaged. It could also be raised from a compartment in the floor to allow easy checking, repairs and even complete replacement.

The royal starship had no weapons since it was designed as a peaceful ambassadorial ship. The Headon-5 sublight engines, which had been modified by the Naboo to be environmentally friendly, could exceed the speed of most starfighters. Its powerful deflector shields could withstand large amounts of damage, including bombardment by turbolaser emplacements. Intricate sensors built into the craft reported damage instantly, allowing the crew to locate trouble spots immediately. When the starship was damaged, up to 8 astromech droids could be automatically deployed. These droids would even venture onto the surface of the ship's outer hull during flight, braving the vacuum of space and enemy fire to make emergency repairs.

The royal starship was normally accompanied by a small wing of Naboo N-1 Starfighters. This elite squadron, known as Bravo Squadron, was handpicked from the most dedicated and talented pilots in the Royal Naboo Security Forces. During Queen Amidala's term in office, the royal starship was piloted by Ric Olié and a well-trained crew of technicians, engineers, navigators and diplomatic aides.

The ship was furnished to accommodate the Queen's entourage, including handmaidens and bodyguards. The vehicle also had large climate-controlled wardrobes that provided Padmé with clothes for all occasions.

This ship was used to carry Amidala on formal state visits to other planetary rulers and to the Galactic Senate in Coruscant. After Amidala retired her position, the royal starship was decommissioned and another craft was handcrafted for her successor Queen Jamillia.

By 25 ABY, it was described as "quite the collector's item".

Notes:

A J-Type 327 Nubian Royal Starship can be seen in Episode I – The Phantom Menace.

Starship	ST/HP	Hnd/SR	HT	Move	LWt (tons)	Load	SM
J-Type 327 Nubian Royal Starship	1217	-2/5	13	26/286	6033	4	+10
	Occ	**DR**	**Range**	**Cost**	**Locations**	**Stall**	**Notes**
	16+10 SV	100 FADVPS 3,600 FADVPSE	2 hours/7,500 pc	1,365,000	g2E3Rr	0	

J-Type Diplomatic Barge



Manufacturer:

Theed Palace Space Vessel Engineering Corps & Nubia Star Drives Incorporated

Era:

Rise of the Empire era

Type:

Yacht

Class:

Diplomatic-class

Configuration & Shape:

Needle, Airframe

Length:

100 yards

Propulsion:

Maneuver Engines:

- 4 J-Type sublight engines (Top speed 1,136mph; cruise speed 908mph)

Hyperdrive Engines:

- 2 Nubian S-6 hyperdrive generators (hyperdrive class x0.7)

Repulsorlifts:

- Standard Repulsorlift Array

Sensors:

Passive:

- Searchlight
- Imaging Sensor Array
- Electro-Optical Scope
- Aural Sensor Array

Active:

- Medium Ladar
- Medium Multi-Mode Radar

Offensive Systems:

None

Defensive Systems:

Armor:

- Chromium 20 (1st layer, Ablative, Reflecting)
- Durasteel 80 (2nd layer, Semi-ablative, Hardened 2)
- Transparisteel 10 (Semi-ablative)

Shielding Systems:

- Force Screen 4,000 (Ablative, Recharge Rate/sec 40; Generators 2

Countermeasure Systems:

- None

Complement:

Recharge Sockets
- 4 N-1 Royal starfighters

Small Craft:

Escape Pod

Crew:
- Skeleton Crew: 2

Command Section:
- Pilot: 1
- Co-pilot: 1
- Navigator: 1
- Communication officer: 1

Engineering Section:
- Astromech droids: 5

Ship's Troops:
- Security guard: 6

Specialists
- Shield operator: 1

Passengers:

4

Infrastructure:

Control Room:
- Small Bridge
- Forward Station
- Tech Stations

Quarters:
- Cabin 6
- Luxury Cabin 4
- Stateroom
- Droid Holder 5

Cargo Capacity:
- 74.6 tons
- Consumables 30 days

Extra Systems:

CTGT 1; Batteries 8; 2 Fuel Tank; Asig 10; Full Life Support; Radio; Laser Communicator; HoloNet Transmitter and Transceiver; Hyperwave Transmitter; SID Transponder

Special Features:

External Systems (Hot Maneuver Engines, Heat Sinks); Inertial Dampeners; Landing Gear; Winged

Description:

The J-type diplomatic barge was a starship used by the royalty of Naboo for diplomatic transport. Designed by the Theed Palace Space Vessel Engineering Corps, the craft succeeded the J-type 327 Nubian royal starship as primary transport for Naboo's queen and royal entourage.

To remedy prior design flaws, the new vessel was fitted with improved deflector shield generators and multiple backup S-6 hyperdrive generators, ensuring hyperspace ability and crew safety while retaining the high speed and sleek aerodynamics that exemplified its predecessor.

In accordance with Naboo custom for diplomatic ships, the barge was unarmed, instead relying on its high speed, powerful shields, and fighter escort to escape enemy fire. Because of the limited range of most escort fighters, the barge was equipped with four under-wing recharge sockets for use by N-1 starfighters during long voyages.

Being a luxury vessel, the barge was equipped with many of the same amenities that marked other high-level diplomatic ships: spacious crew stations, four large luxury chambers, and six cabins for guards.

The vessel was used to transport Senator Padmé Amidala to Coruscant in 22 BBY on the day of the vote of the Military Creation Act. On that gloomy day, the starship was destroyed seconds after landing by Zam Wesell, a bounty hunter, in an attempt to assassinate the senator. Zam failed, because Senator Amidala used a decoy on the barge to fool any potential assassins. The Senator survived the attempt, but her handmaiden Cordé perished in the blast.

Notes:

A J-Type Diplomatic Barge can be seen in Episode II – Attack of the Clones.

Starship	ST/HP	Hnd/SR	HT	Move	LWt (tons)	Load	SM
J-Type Diplomatic Barge	1,500	-2/5	13	27/568	10,000	74.6	+10
	Occ	**DR**	**Range**	**Cost**	**Locations**	**Stall**	**Notes**
	16+4 SV	100 FADVPS 4,000 FADVPSE	2 hours/24,540 pc		g4E3Rr	0	See Ep2 to count the number of skids

Sheathipede-class Transport Shuttle



Manufacturer:

Haor Chall Engineering

Era:

Rise of the Empire era

Type:

Shuttle

Class:

Sheathipede-class

Configuration & Shape:

Cylinder; streamlined

Length:

21 yards and 10 feet

Propulsion:

Maneuver Engines:
- 2 Solid Fuel Igniter (Top Speed 746mph; Cruise Speed 596mph)

Hyperdrive Engines:
- None

Repulsorlifts:
- Standard Repulsorlift Array

Sensors:

Passive:
- Searchlight
- Imaging Sensor Array
- Aural Sensor Array

Active:
- Small Ladar

Offensive Systems:

None

Defensive Systems:

Armor:
- Durasteel 75 (Semi-Ablative)
- Transparisteel 10 (Semi-Ablative)

Shielding Systems:
- Force Screen 700 (Ablative, Recharge Rate/sec 35, Generators 2)

Countermeasure Systems:
- None

Complement:

None

Small Craft:

None

Crew:

Flight Section:
- Pilot: 1 (or automated)

Passengers:

12 (or 13)

Infrastructure:

Control Room:
- Cockpit (1 person)

Quarters:
- Small Craft Seating 12 (or 13)

Cargo Capacity:
- 1 ton

Extra Systems:

Batteries 4; Fuel Tank; Asig 7; Limited Life Support; Artificial Gravity Generator ; Radio; HoloNet Transmitter and Receiver; SID Transponder

Special Features:

External Systems (Sensors, Radio Transmitters and Receivers); Inertial Dampeners; Landing Gear; Winged (Tail)

Description:

The Sheathipede-class transport shuttle, also known as the Neimoidian shuttle, was a craft manufactured by Haor Chall Engineering and used by high-ranking officials of the Trade Federation to visit potential clients and marketplaces.

A Neimoidian shuttle. They were shaped like soldier beetles, and their claw footed landing legs could only settle down on hard surfaces. This was due to the businessmen's distaste for dealing with poor, underdeveloped worlds.

These shuttles often had their cockpits removed and replaced by automated pilots, so that cabin space could be increased. The Sheathipede-class shuttle was a short-range ship, used only for planetary travel or to ferry passengers to and from an orbital starship.

The personal shuttle of Trade Federation Viceroy Nute Gunray was named Lapiz Cutter. This ship had no weapons, although it was protected by powerful deflector shields.

The shuttle bore a resemblance to the Neimoidian trader.

Sheathipede-class shuttles were used by Neimoidian officials to land on Naboo after they had invaded the planet. Later, when the Battle of Geonosis appeared to go in favor of the Republic, the Neimoidian representatives took off in one of these craft.

General Grievous also used one of these shuttles to land on the planet Utapau following the Battle of Coruscant. His shuttle had an unaltered cockpit, due to the General's distrust of automated systems.

After the Clone Wars ended, few Neimoidians would venture outside their systems unless on business trips. When doing so, they still used Sheathipede-class shuttles.

Notes:

The Sheathipede-class shuttle can be seen in Episodes I, II, and III.

Starship	ST/HP	Hnd/SR	HT	Move	LWt (tons)	Load	SM
Sheathipede-class Transport Shuttle	336	-1/5	10	28/335	137	2.5	+7
	Occ	**DR**	**Range**	**Cost**	**Locations**	**Stall**	**Notes**
	1+12 SV	75 FDVPS 700 FADVPS	2 hours	-	(g)4Rr2E	-	

Sith Infiltrator



Manufacturer:

Republic Sienar Systems

Era:

33 – 19 BBY

Rise of the Empire era

Type:

Courier

Class:

Scimitar-class

Configuration & Shape:

Wedge, streamlined

Length:

30 yards

Propulsion:

Maneuver Engines:
- Sienar X-C2 ion drive array (Top speed 734mph; cruise speed 587mph)

Hyperdrive Engines:
- Sienar SSDS 11-A (Hyperdrive class 1.5; Backup class 12)

Repulsorlifts:

- Standard Repulsorlift Array

Sensors:

Passive:

- Searchlight
- Imaging Sensor Array
- Infrared Imaging Sensor Array
- Electro-Optical Scope
- Aural Sensor Array
- Tactical ESM Detector

Active:

- Small Tactical Ladar
- Small Tactical Multi Mode Radar
- Radio Jammer
- HoloNet Jammer

Offensive Systems:

Retractable Fixed Mount

- 6 laser cannons

Defensive Systems:

Armor:

- Duralloy 50 (Semi-ablative; Hardened 2; Radiation Tolerance 2
- Transparisteel 10 (Semi-ablative)

Shielding Systems:

- Force screen 300 (Ablative; Recharge Rate/sec 5; Generators 2)

Countermeasure Systems:

- Stealth Technology 9 (vs. Radar and Ladar)
- Stygium cloaking device
- Universal Jammer

Complement:

Cargo Bay:

- Speeder bike Bloodfin
- 3 DRK-1 Dark Eye probe droids
- Up to 2 security/interrogation droids

Small Craft:

Escape pod

Crew:

Flight Section

- Pilot: 1

Passengers:

6 (or 6 captives)

Infrastructure:

Control Room:

- Cockpit (1 person)

Quarters:

- Ready room
- Cabin or cell (2)
- Small craft seating (6)

Workshops

- Maintenance crawlspace
- Engineering access chamber

Cargo Capacity:

- 2.5 tons
- Consumables: 30 days

Extra Systems:

4 Heavy CTGT; Batteries 10; Fuel Tank; Asig 0; Full Life Support; Artificial Gravity Generator; Radio; Laser; HoloNet Transmitter and Receiver; Hyperwave Transmitter; SID Transponder

Special Features:

Airlock; Inertial Dampeners; Landing Gear; S-foils (Radiator Panels)

Description:

The Scimitar (or Sith Infiltrator) was a prototype stealth-ship used as the personal starship of the Sith apprentice, Darth Maul prior to the Invasion of Naboo around 32 BBY.

The Scimitar had a pair of folding wings around a round cockpit; a design which was used on T-class long-range personal cruisers like the Valcyn which were used by Sith Lords like Darth Bane during the New Sith Wars about a millennium earlier and would later resurface in the famous TIE series of starfighters used primarily by the Galactic Empire.

In front of the round cockpit (the whole forward-center section of the spacecraft) of the vehicle was a rare stygium crystal-powered cloaking device which was capable of creating an invisibility field which could sneak through even the most advanced of security technologies and allowing its master to evade pursuit while on his missions.

Built beneath the cloak field generator was a series of compartments containing various equipments for Darth Maul's missions including three DRK-1 Dark Eye probe droids, his speeder bike Bloodfin, several interrogation and security droids, spying equipment, torture devices, bombs and mines.

The Infiltrator was protected by six low-profile laser cannons which could extend and fire several laser bursts in the blink of an eye. It was also equipped with an experimental high temperature X-C2 ion drive array which would resurface in future Sienar designs while the ship's hyperdrive was an unmodified Sienar SSDS 11-A system. It could also carry six passengers while its total capacity was 2.5 metric tons.

The Scimitar was an extensively modified version of a Sienar Design Systems prototype for an advanced star courier and was allegedly designed by Raith Sienar himself (though he would later dispute his involvement) for a mysterious client, later revealed to be Darth Sidious.

Having survived a dangerous training session with deadly combat droids, Darth Maul was sent on a mission by Lord Sidious to kill the leading Vigos of the powerful Black Sun crime syndicate which dominated a significant amount of crime in the Galaxy. For this mission, Maul was equipped with a Sith Infiltrator which he would christen Scimitar. The Sith apprentice then left his master's base in the galactic capital of Coruscant itself cloaked by its powerful stygium powered-cloaking device and passed over the Jedi Temple itself which only caused a slight disturbance in the Force for Jedi Master Qui-Gon Jinn and his Padawan Obi-Wan Kenobi.

After disposing of the Black Sun vigos including Master Alexi Garyn on Ralltiir, Darth Maul was assigned by his master to track down the missing Queen Amidala of Naboo, along with her entourage and her pair of Jedi guardians Qui-Gon and Obi-Wan. After breaking through the Trade Federation blockade on Naboo, Amidala and her guardians made their way to the remote desert planet of Tatooine. It was to this locale that Darth Maul finally tracked Master Qui-Gon, who only narrowly escaped.

However, Darth Maul would later meet his foes again during the battle for Naboo. During the fight, the Sith Lord was slain by Obi-Wan Kenobi, though he managed to defeat Qui-Gon Jinn before that. Following that, the Scimitar passed into the hands of the Republic.

The first technicians to inspect the craft were killed by automated defenses, so Jedi Master Saesee Tiin had to help secure the craft. While he found a large amount of equipment, including torture devices and other less-sinister pieces of technology, the onboard computers had been erased. The ship was going to be transferred over to Kuat Drive Yards for study, but disappeared somewhere en route (at least officially). In reality, as of 19 BBY, the Republic was storing it in a clandestine hangar in Theed. At some point, however, the Scimitar was recovered by Palpatine, who kept it during his reign as emperor of the Galactic Empire. At some point

during the Clone Wars, it was apparently in the possession of Darth Tyrannus.

It is probable that the Scimitar was designed using concepts later used to create the T.I.E. starfighter, judging from its similarity in appearance to the later TIE Fighters of the Galactic Civil War.

Notes:

The Sith Infiltrator can be seen in Episode 1 – The Phantom Menace.

Starship	ST/HP	Hnd/SR	HT	Move	LWt (tons)	Load	SM
Sith Infiltrator	500	-1/5	12	41/367	300	2.5	+7
	Occ	**DR**	**Range**	**Cost**	**Locations**	**Stall**	**Notes**
	1+6 ASV	50 FADVPS 300 FADVPSE	4 hours/3,500 pc	-	gE3Rr2Wi	-	

Slave I



Manufacturer:

Kuat Systems Engineering

Era:

32 BBY – 40 ABY
Rise of the Empire era
Rebellion era
New Republic era
New Jedi Order era
Legacy era

Type:

Transport

Class:

Firespray-31-class

Configuration & Shape:

Close Structure, Unstreamlined

Length:

23.5 yards (70 feet 6 inches)

Propulsion:

Maneuver Engines:
- 3 F-31 Drive Engines (Top speed 620 mph; cruise speed 496 mph)

Hyperdrive Engines:
- Hyperdrive class x1
- Backup hyperdrive class x8

Repulsorlifts:
- Standard Repulsorlift Array

Sensors:

Passive:
- Searchlight
- Imaging Sensor Array
- Aural Sensor Array
- Tactical ESM Detector

Active:
- Small Tactical Multi Mode Radar
- Small Tactical Ladar
- Radio Jammer
- HoloNet Jammer

Offensive Systems:

Turrets
- 2 Light Twin Blaster Cannons
- 2 Gatling Laser Cannons

Fixed Mount
- Tractor Beam
- 2 Launchers (2x3 Proton Torpedoes)
- Minelayer (9 Void-7 Seismic Charges)

Defensive Systems:

Armor:
- Duralloy 400 (Semi-Ablative; Hardened 2; Radiation Tolerance 2)
- Transparisteel 10 (Semi-Ablative)

Shielding Systems:
- Experimental Combat Shield System 1,400 (Ablative, Recharge Rate/sec 70, Generator 2)

Countermeasure Systems:
- ECM 3

Complement:

None

Small Craft:

- Vehicle Bay (1 escape craft)

Crew:

- Skeleton Crew: 1

Flight Section:
- Pilot: 1
- Co-pilot: 1

Passengers:

8 (6 prisoners + 2 passengers)

Infrastructure:

Control Room:
- Cockpit (2 person)

Quarters:
- Bunk (2 person)
- Small Craft Seating (2 person)
- 5 Cells
- 1 Force Cage

Cargo Capacity:
- 40 tons
- Consumables: 1 cycle

Extra Systems:

4 CTGT (X-F-16 Power Generators); Batteries 6; Fuel Tank; Asig 7; Radio; SID Transponder

Special Features:

External Systems (2 stabilizer fins; 4 turrets); Inertial Dampeners

Description:

Slave I was a modified prototype Firespray-31-class patrol and attack craft used by famed bounty hunters Jango Fett and his cloned "son", Boba Fett. It was greatly modified with advanced weapons systems by both Fetts during their respective use.

Originating from Oovo IV, the ship was stolen by Jango Fett, replacing his previous ship, Jaster's Legacy. After Jango's death on Geonosis in 22 BBY, the ship was inherited by Boba Fett and used on several missions during and after the Clone Wars. It was subsequently replaced by the Slave II, Slave III, and Slave IV.

Originally, Slave I was a prototype police vehicle from the asteroid prison Oovo IV. There were only six of the model in the entire galaxy, all on Oovo IV.

While on the trail for the Dark Jedi and Bando Gora leader, Komari Vosa, Jango Fett captured Bendix Fust for the crime lord Sebolto. Fett was beaten to Fust on Oovo IV by another bounty hunter, who then began a prison riot. After fighting his way through armed guards and prisoners, Jango made it back to his ship, Jaster's Legacy. Unfortunately, the rival bounty hunter attempted to slice into the old ship. After helping Zam Wesell defeat a horde of guards, a Firespray-class starship fired upon Jango's ship, destroying it.

Acting on a tip from the elevator manager, Jango made his way into the asteroid prison's hangar bays and stole a Firespray-class vessel along with Wesell. During their escape, Jango launched several missiles into the hangar bay housing the other Firespray vessels to deny any chance of being pursued, leaving his the only ship of its type in existence. Sometime later, Jango would name his new ship, Slave I. It was not until Kuat Systems Engineering reintroduced the Firespray line several decades later that other examples of the class would again be seen.

Like all Firesprays, Slave I sat flat on its bottom surface when idle, although during flight the ship rotated 90 degrees to maneuver vertically. Boba later added a unique stabilization system which always kept the cockpit oriented "up".

Slave I was a well-armed starship, and to keep it from becoming obsolete, it was endlessly modified. It was stolen during the Vosa bounty, near the time of the creation of the Grand Army of the Republic and the end of Jango's life. While under Jango Fett's ownership, its weaponry included two heavy twin blaster cannons, as well as two rapid firing laser cannons. Rounding out the ship's armament were two projectile launchers, each holding a magazine of three homing missiles or various other payloads, and a naval minelayer equipped with seismic charges.

Slave I also possessed special dummy proton torpedoes mounted with homing beacons and S-thread trackers. By tagging a ship with one of these beacons, Fett could then utilize his contraband HoloNet transceiver to track ships through hyperspace. Most of these weapons were hidden beneath the hull; the armor plating would slide away during the ship's attacks.

Jango added a spartan crew quarters since the original Firespray was suited for short-term patrols. On top of all this, Jango devoted two-thirds of the entire ship's interior to the powerful upgraded Kuat drive engines and power generators, giving Slave I the sublight speed of an Alliance BTL Y-wing starfighter—a remarkable feat for a ship of Slave I's size.

After Jango's death in the Battle of Geonosis, Boba took the ship. Slave I was stolen in 22 BBY by Gjon on Bogg 2, but Boba and a thief named Aia took it back. When the boy was captured by Aurra Sing, Dooku gave her the ship as a payment, but Boba eventually recovered it. Later, it was damaged in a dogfight with Asajj Ventress, and was saved from destruction only by the intervention of Anakin Skywalker, who also repaired the ship. At some point after the destruction of the first Death Star, Slave I was attacked by Prince Xizor.

Sometime after Boba took over Slave I, he took it to Kuat Drive Yards to have it re-modified to fit his profession more suitably. The two rapid fire laser cannons were replaced with an ion cannon and a concussion missile launcher. A miniature tractor beam projector was added to assist in capturing bounties. A stolen sensor masking and jamming array made the ship invisible to sensors, allowing Fett to enter any planet, even Imperial Center, without hassle. He topped the armament off by changing the main ordinance of the projectile launchers to proton torpedoes. Fett routinely stored a swoop bike aboard to make himself more mobile once on-world, and devoted a piece of the living area to holding cells.

During his delivery of Han Solo to Jabba Desilijic Tiure, Fett engaged in a dogfight with two IG-88 assassin droids. IG-88C was destroyed the moment Fett emerged from hyperspace when, rather than inquiring about the other hunter's presence, he fired every weapon aboard Slave I. IG-88D followed Fett seconds after the destruction of his counterpart and began to pummel Fett's shields with laser fire.

However as the IG-2000 followed Boba into Tatooine's atmosphere, Fett activated his inertial dampers shedding his momentum and frying his hyperdrives. This move brought the IG-2000 directly into his sights, where he disabled the ship with his ion cannon, pulled it in with a tractor beam and launched a full bank of concussion missiles into it.

After his escape from the Sarlacc, Boba stole the "Hound's Tooth" from the Trandoshan Bossk, using it to travel undetected. The Slave I was left in Tatooine's orbit, where it was discovered by a Rebel scout patrol. It was left in a shipyard for several years until it was recovered by Boba, during which time he used the ship Slave II.

However, this powerful ship would eventually meet its end. During the "reborn" Emperor's attack on the New Republic, Boba Fett ambushed Han Solo on Nar Shaddaa. Fett damaged the Millennium Falcon, but still continued to chase after it. The Falcon managed to escape and be repaired, but Fett was still patiently waiting for his quarry to return. Soon enough, Solo appeared, and he demonstrated his new "lightning gun," which tore into parts of Slave II, although Fett managed to escape.

It is probable that Fett escaped through Slave II's onboard escape pod. The ship was replaced with Slave III—the second had already been used and discarded—then finally Slave IV. However, some time before the Yuuzhan Vong invasion, Fett had managed to repair Slave I and used it once more after he lost Slave IV on Shogun.

When Briika Jeban was mortally wounded tackling a Yuuzhan Vong warrior, one of the spikes on his vonduun crab armor piercing her suit's plating, it was revealed that Slave I was equipped with an emergency medical droid. Despite its efforts, the droid was unable to save Briika.

Notes:

The profile given here is Jango Fett's configuration as seen in Episode II – Attack of the Clones.

Starship	ST/HP	Hnd/SR	HT	Move	LWt (tons)	Load	SM
Slave I	370	-1/5	11	27.5/310	170	40	+7
	Occ	**DR**	**Range**	**Cost**	**Locations**	**Stall**	**Notes**
	2 + 8 SVP	200 FADVPS 1,400 FADVPSE	4 hours/1,400 pc	726,500	g3E2TX	-	

UTILITY CRAFTS

Consular Escape Pod



Manufacturer:

Corellian Engineering Corporation

Era:

Rise of the Empire era
Rebellion era
The New republic era
The New Jedi Order era

Type:

Escape Pod

Class:

-

Configuration & Shape:

Cylinder; Streamlined

Length:

7 yards

Propulsion:

Maneuver Engines:
- 4 Retro Thrusters
- 1 Maneuver Jet

Hyperdrive Engines:
- None

Repulsorlifts:
- Soft-Landing Repulsorlift

Sensors:

Passive:
- Searchlight
- Electro Optical Scope
- Chemsniffer
- Radscanner
- Gravscanner

Active:
- None

Offensive Systems:

None

Defensive Systems:

Armor:
- Duralloy 100/20 (Heat only)

Shielding Systems:
- None

Countermeasure Systems:
- None

Complement:

None

Small Craft:

None

Crew:

None

Passengers:

8

Infrastructure:

Quarters:
- Small Craft Seating 1 (8 person)

Cargo Capacity:
- 400lbs. + 8 passengers
- Consumables 14 days (2 weeks)

Extra Systems:

Batteries 5; Fuel Tank; Asig 3; Limited Life Support; Radio Beacon;

Special Features:

None

Description:

The two escape pods carried aboard Consular-class space cruisers carried 8 passengers each. They could only be activated from the inside.

The pod is completely automated. The autopilot controls all piloting, navigational, and sensory equipment. The maneuver jet has just enough fuel to orient the pod toward the nearest habitable planet and the thrusters assist in emergency breaking during landing.

The interior compartments carried up to two weeks of rations, including food, water, survival shelters, medpacs, breath masks, glow rods, and comlinks.

For more information, see the Consular-class Space Cruiser.

Notes:

Starship	ST/HP	Hnd/SR	HT	Move	LWt (tons)	Load	SM
Consular Escape Pod	100	-5/1	10	11/340	3	1	+3
	Occ	**DR**	**Range**	**Cost**	**Locations**	**Stall**	**Notes**
	8SV	100 FDVPS 20 A	-	-	5E	-	

Consular Salon Pod



Manufacturer:

Corellian Engineering Corporation

Era:

Rise of the Empire era
Rebellion era
The New republic era
The New Jedi Order era

Type:

Lifeboat

Class:

-

Configuration & Shape:

Cylinder; Streamlined

Length:

20 yards

Propulsion:

Maneuver Engines:
- 4 Maneuver Drives (Top Speed 148 mph; cruise speed 118mph).

Hyperdrive Engines:
- Hyperdrive class x20

Repulsorlifts:
- Soft-Landing Repulsorlift

Sensors:

Passive:
- Searchlight
- Electro Optical Scope
- Aural Sensor Array
- Chemsniffer
- Radscanner
- Gravscanner

Active:
- Small Ladar
- Small Multi-Mode Radar

Offensive Systems:

None

Defensive Systems:

Armor:
- Duralloy 200 (Semi-Ablative; Hardened 2; Radiation Tolerance 2; Heat)

Shielding Systems:
- None

Countermeasure Systems:
- None

Complement:

None

Small Craft:

None

Crew:

Flight Section
- Pilot: 1

Passengers:

4

Infrastructure:

Control Room:
- Cockpit

Quarters:
- Luxury Stateroom 2 (2 person)
- Office 2

Cargo Capacity:
- 1.200lbs. + 4 passengers
- Consumables 35 days (1 cycle)

Extra Systems:

Battery 1; Fuel Tank; Asig 3; Limited Life Support; Radio Beacon;

Special Features:

Description:

A salon pod was the lower forward section of a Consular-class Star Cruiser.

It contained amenities for diplomats and passengers during long space voyages, and in emergencies could be detached from the cruiser to serve as an escape pod. Salon Pods were heavily armored and sealed against all sorts of probing or bugging, and so were often used as an ideal location for direct negotiations and diplomacy.

The salon pod had full flight control but a pilot might override these controls from on of the seats.

The interior compartments carried up to 1 cycle of rations, including food, water, survival shelters, medpacs, breath masks, glow rods, and comlinks.

For more information, see the Consular-class Space Cruiser.

Notes:

Starship	ST/HP	Hnd/SR	HT	Move	LWt (tons)	Load	SM
Consular Escape Pod	300	0/4	10	11/74	100	1	+6
	Occ	**DR**	**Range**	**Cost**	**Locations**	**Stall**	**Notes**
	4ASV	200 FADVPS	4 hours/100pc	-	4E	-	

12. DROIDS

There are many variations of droids. Some resemble humanoid appearance while other tend have the looks of a box on legs. In this first sourcebook, a selection has been made to enter only those droids which can be seen in the six Star Wars movies.

Droid Classification

For millennia, droids have been classified according to their purpose, and these classifications provide droid manufacturers with guidelines for droid design (few have attempted to create true multipurpose droids). The five classifications of droids roughly correspond to their complexity.

First-Degree Droids

First-degree droids are the common laborers, cheap, predictable, and in most cases, disposable. They are mainly employed for carrying heavy loads or performing repetitive tasks. Typical examples include the ubiquitous ASP Series labor droid and the J9 worker drone.

Second-Degree Droids

Second-degree droids are effectively mobile computers. They are programmed to solve scientific problems quickly and accurate and put those solutions to effective use. These droids are often found in roles relating to physics, mathematics, and medicine. Examples include the 2-1B medical droid and the 1T-O interrogation droid.

Third-Degree Droids

Third-degree droids are often found in the engineering and technical science fields. Like second-degree droids, their main function is solving complex equations specifically related to their field. They're generally equipped with appendages and control ports to allow them to interact with other machines. Examples include the popular R2 Series astromech droids.

Fourth-Degree Droid

Fourth-degree droids are programmed to perform social services: translation, protocol, teaching, housekeeping, and secretarial work. Many are also programmed to act as controllers of complex system and are found in spaceports and emergency-services stations throughout the galaxy. The most widely recognized third-degree droids are the 3PO protocol droid and the M-TD Series translator droid.

Fifth-Degree Droid

Fifth-degree droids are nearly all employed in security or military applications. They are generally quick. Often strong, and not usually very intelligent, almost always requiring supervision for tasks outside their core programming (which rarely includes the usual prohibition on killing sentients). Classic examples include the Baktoid Combat Automata B1 battle droid, B2 super battle droid, and the E522 Series assassin droid.

Sixth-Degree Droid

Sixth-degree droids are fully aware AI units which think their mission through. They are mainly droids who haven't had their regularly memory sweep, are given a fully aware AI, or went berserk at some time. Examples are the droids IG-88 and 4-LOM which became fully aware and acted as real individuals.

Droid Designation

Droids often are programmed for specific tasks. A forth-degree droid can be designated for defense, offense or as a gladiator. These designations are very variable. The R1 to R7 Series could have a designation such as Navigations Astromech. Some droids may have multiple designations after a time of service (and without having a memory sweep). For example, R2-D2 has is originally an astromech droid but was also capable of damage control. In Episode VI, R2-D2 was even assigned to as servant to Jabba's sail barge. Below are some examples of designations within a classification:

First-Degree Droids:

- Decon droid
- Messenger droid
- Patrol droid

Second-Degree Droids:

- Interrogator droid
- Medical droid

Third-Degree Droids:

- Astromech
- Combat Communications Astromech
- Damage Control Astromech
- Engineering droid
- Navigations Astromech
- Security Droid

Fourth-Degree Droids:

- Communications droid
- Protocol droid
- Supervisor droid

Fifth-Degree Droids:

- Attack droid
- Battle droid
- Defense droid
- Gladiator droid
- Guard droid

Sixth-Degree Droids:

- Assassin droid
- Probe droid

Droid Template Format

The following is a sample of the format that was used in designing the templates for this book. Next to each heading is a short definition that describes what that heading includes. By following this format, you should be able to create your own droids with ease.

Secondary Characteristic Adjustment:

Some droids are stronger or weaker than human norm, while others are faster or keener. In the GURPS 4th Edition system, a droid's inherent strengths or weaknesses are shown by modifying

the secondary attributes of the droid type. These modifications are only added once, during the character creation.

Attribute Adjustment:

Some droids are stronger or weaker than human norm, while others are smarter or dumber. In the GURPS 4th Edition system, a droid's inherent strengths or weaknesses are shown by modifying the attributes of the droid type. These modifications are only added once, during the character creation.

Origin:

The planet, system, corporation or facility the droid type originally was invented or manufactured. This does not mean that the character is activated on the same planet, system, corporation or facility that the type originates.

Tech Level:

The TL, or technological advancement of the droid type. This represents the technological advancements of the droid's components.

Classification:

The droid's classification as shown above.

Designation:

What is the droid's purpose (see above). Some droids may have more than one.

Droid Advantages:

These are the special abilities, which distinguish the character from other droid types.

Droid Disadvantages:

These are the "handicaps", which also distinguish the character from other droid types.

Free Skills:

Skills such as Area Knowledge and Binary language in that droids who grew up on their homeworld would receive. A character receives these skills at the highest free default level unless otherwise noted. These skills are free of cost and should not be added into the character's point total.

Several story factors must be considered when adding these free skills. The first thing to take into consideration is that many characters may have been created and activated away from their home factory. In this case, simply change the area knowledge to the area the character was assigned to.

Droid Programmed Skills and Droid Skill Bonuses:

Droids often have skills at which they excel. These skills will either be represented as Droid Skill Penalties or Bonuses, a +/- to a skill level, or they will receive a Droid Programmed Skill, a certain skill at a specified level. The character's total cost has been adjusted to reflect the presence of these skills.

Names:

The most common way the inventors named their droids (mostly reflecting the series and type), and also a few sample names.

Description:

This gives a description of the droid type and its history. Some descriptions cannot be tracked back in their character profile. If the player is experienced enough, he may take these descriptions as perk or quirks.

Notes:

The notes to the reader.

CP:

Point cost of the droid type to use during character creation. I have attempted to keep the point cost low, to allow versatility during character creation.

Meta-Trait Droid

All droids have the meta-trait Droid for -49 points. This means your body is completely mechanical, composed of non-living materials. This meta-trait includes:

Advantages [+135pts]

- Digital Mind [+5pts]
- Doesn't Breathe [+20pts]
- Doesn't Sleep [+20pts]
- Immunity To Metabolic Hazards [+30pts]
- Injury Tolerance (No Blood; Unliving) [+25pts]
- Pressure Support [+15pts]
- Sealed [+15pts]
- Vacuum Support [+5pts]

Disadvantages [-184pts]

- Dependency – (Lubricants, Common; Weekly) [-20pts]
- Electrical [-20pts]
- Fragile (Explosive) [-15pts]
- Hidebound [-5]
- Low Empathy [-20pts]
- Maintenance (Electronics Repair, once per cycle) [-2pts]
- Maintenance (Mechanic Repair, once per cycle) [-2pts]
- No Sense of Smell/Taste [-5pts]
- Numb [-20pts]
- Reprogrammable [-10pts]
- Restricted Diet (Power Cell, Very Common) [-10pts]
- Restricted Vision (No Peripheral Vision) [-15pts]
- Social Stigma (Robot) [-10pts]
- Unhealing (Total) [-30pts]

In the droid template, the above will be noted as an Advantage: Meta-Trait Droid [+135pts] and a Disadvantage: Meta-Trait Droid [-219pts].

Variable traits:

Droids, just as sentient species, vary from each other. Below are some dis- advantages which are not uncommon to droids.

Advantages

- Ambidexterity – multi-armed droids only. [+5pts]
- Damage Resistance – droids can purchase any amount of DR available with the GM's approval.
- Extra Arms (BS page 53)
- Extra Legs (BS pages 54 & 55)
- Flight [+40pts]
- Modular Abilities (Computer Brain) (BS page 71)
- Payload (Cargo) - up to 5 levels (BS page 74)
- Reduced Consumption – up to 5 levels (BS page 80)

Disadvantages

- Cannot Float [-1pts]
- No Legs (BS page 145)
- Sense of Duty – The owner or related to the owner (BS page 153)
- Slave Mentality – Mostly only for combat orientated droids [-40pts]

The following rules also apply:

- You have an eight-hour energy reserve and need refueling three times a day unless the droid has the advantage Reduced Consumption.
- You neither have nor can spend fatigue Points; see Machines and Fatigue (BS page 16)
- Your body does not age. Instead it wears out, with effects similar to aging.

Note that your Unhealing disadvantage means that the only way for you to regain lost HP is through repairs with Mechanic or Electronics Repair skill (as appropriate).

Playing an Droid

Playing a droid is a lot more complicated than just a compilation of traits written down on a character sheet. Some droids have such simple programs that these droids are not recommended as PCs. Some GM might even set a base droid CP limit. A good starting point is a base droid CP limit of half the total CP limit.

Droids, especially those with complex personalities and those which worked in close partnership with organic beings, such as protocol droids and astromech droids, were often programmed to have stereotypically masculine or feminine personalities. Thus, even mechanical beings were usually designated as he or she.

Create Your Own Droids

Below is given a blank sheet to make your own template of a droid. This is the same format with which this nook designed its droids.

DROID TEMPLATE

Droid Type

Attribute Adjustment:

Secondary Characteristic Adjustment:

Origin:

Tech Level:

Classification:

Designation:

Droid Advantages:

Droid Disadvantages:

Free Skills:

Programmed Skills and Droid Skill Bonuses:

Description:

Notes:

CP:

Type	CP
Attribute Adjustment Secondary Characteristic Adjustment Tech Level Droid Advantages Droid Disadvantages Programmed Skills and Droid Skill Bonuses	
TOTAL	

FIRST-DEGREE DROIDS

SECOND-DEGREE DROIDS

2-1B



Attribute Adjustment:
DX+4 [+80pts]; IQ+2 [+40pts]

Secondary Characteristic Adjustment:
FP=0 [0pts]

Origin:
Geentech Corporation (design); Industrial Automaton (manufactory); State Medical Academy (programming)

Tech Level:
11

Classification:
Second-Degree Droid

Designation:
Medical Droid

Droid Advantages:
Meta-Trait Droid [+135pts]; Ambidexterity [+5pts]; High Manual Dexterity DX+2 [+10pts]; Hyperspectral Vision (Extended Low-band, +30%, Extended High-band, +30%) [+40pts]; Microscopic Vision 5 [+25pts]; Modular Abilities (Computer Brain 1 (1) [+10pts]; Payload 1 (Bacta) [+1pt]; Talent (Healer+1) [+10pts]; Accessory (Computer Interface Socket and tether) [+1pts]

Droid Disadvantages:

Meta-Trait Droid [-184pts]; Code of Honor (Professional, Hippocratic Oath) [-5pts]; No Sense of Humor [-10pts]; Pacifism (Total Nonviolence) [-30pts]; Dislike (FX-7) [-1pts]

Free Skills:

Language (Binary, Native)

Programmed Skills and Droid Skill Bonuses:

Language (Basic, Native) [+6pts]; Computer Operation/TL11 at IQ [+1pts]; Diagnosis at IQ [+4pts]; First Aid/TL11 at IQ+2 [+4pt]; Pharmacy/TL11 at IQ [+4]; Phycisian/TL11 at IQ [+4]; Physiology/TL11 (choose one race) at IQ [+4pts]; Surgery/TL11 at IQ+1 [+12pts]

Description:

Programmed by some of the finest medical minds in the galaxy, Industrial Automaton's 2-1B Series was the first commercially successful surgical droid. It was designed by the now-defunct Geentech Corporation and manufactured by Industrial Automaton, and its medical knowledge matrices were fine-tuned at the State Medical Academy on Rhinnal. Being tended by a 2-1B is much like having the finest physicians in the galaxy standing by to assist. Each 2-1B is equipped with a computer interface socket and tether; what it doesn't know about a patient's species or medical history, it can be downloaded from any medical mainframe.

The 2-1B's servogrip pincer hands are precision-engineered for smooth, steady action. The core programming of 2-1B surgical droids includes the "physician's code". This prevents the droid from refusing medical aid to any being (unless specifically ordered otherwise by an authorized operator), as well as preventing it from deliberately inflicting harm on an organic creature (except as defined by extensive guidelines for saving a live). This includes a stricture against engaging in combat.

A 2-1B is 4 foot 11 tall and costs ₹4,300

Notes:

None

CP:

Type	CP
Attribute Adjustment	+120
Secondary Characteristic Adjustment	0
Tech Level	0
Droid Advantages	+237
Droid Disadvantages	-230
Programmed Skills and Droid Skill Bonuses	+39
TOTAL	+166

THIRD-DEGREE DROIDS

R2 Series Astromech Droid



Attribute Adjustment:

ST-1 [-10pts]; DX+2 [+40pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

PER+3 [+15pts]; FP=0 [0pts]; BM-4 [-20]; SM-1

Origin:

Industrial Automation

Tech Level:

11

Classification:

Third-Degree Droid

Designation:

Astromech Droid

Droid Advantages:

Meta-Trait Droid [+135pts]; 3D Spatial Sense [+10pts]; Absolute Timing [+2pts]; Affliction (Electric Arc Wielder; Reduced Range, -30%; Irritant: Moderate Pain, +20%) [9pts]; Ambidexterity [+5pts]; Darkvision (Color, +20%) [+30pts]; Enhanced Move 4 (Ground; Road Bound, -50%) [+40pts]; Extra Arms 4 (Weapon Mount; -80%, Short, -50%; No Physical Attack, -50%) [+8pts]; Extra Legs (Three Legs; Cannot Kick, -50%) [+3pts]; Flight (Low Ceiling 30', -10%) [+36pts]; Innate Attack (Circular Saw; Cannot Parry, -5%; Melee Attack Reach C, -30%; Takes Extra Time, -10%) [+4pts]; Lightning Calculator (Intuitive Mathematician) [+5pts]; Payload [+1pt]; Talent (Mathematical Ability+1) [+10pts]; Telecommunication 10 miles (Radio) [+10pts]; Accessory (Computer Interface; Fire Extinguisher; Holo Recorder; Holo Projector; Search Light) [+4pts]

Droid Disadvantages:

Meta-Trait Droid [-189pts]; One Arm [-20pts]; Short Arms [-10pts]; One Eye [-15pts]

Free Skills:

Language (Binary, Native)

Programmed Skills and Droid Skill Bonuses:

Language (Basic, Understanding Only); Computer Hacking/TL11 at IQ-3 [+1pt]; Computer Programming/TL11 at IQ-2 [+1pt]; Electronics Repair/TL11 (Communications) at IQ-1 [+1pt]; Electronics Repair/TL11 (Electronic Warfare) at IQ-1 [+1pt]; Electronics Repair/TL11 (Force Shields) at IQ-1 [+1pt]; Electronics Repair/TL11 (Sensors) at IQ-1 [+1pt]; Mathematics/TL11 (Applied) at IQ-1 [+1pt]; Navigation/TL11 (Hyperspace) at IQ+2 [+2pts]; Navigation/TL11 at IQ+2 [+2pts]

Description:

The R2 astromech is Industrial Automation's most successful series of diagnostic and repair droids, largely due to the compact design that enables it (unlike its predecessors) to fit precisely into the astromech sockets of starfighters. An R2 unit performs all of the most complex astrogation, flight data, technical diagnosis, and power management tasks, freeing fighter pilots to concentrate on staying alive.

The R2 astromech droid is surprisingly versatile for its size. R2s boast an overwhelming array of tools and sensors, all tucked away behind various access panels, keeping the housing largely free of obstructions. Industrial Automation's designers even found a way to include "wasted space" in the chassis, allowing internal storage, easy upgrades, and modifications. Even the four standard appendages (two main manipulator arms, an electric arc wielder, and a circular saw) can be quickly and easily switched out with a number of specialty arms available. The two empty slots are typically filled with a fire extinguisher and a computer interface probe (for an additional cost).

Because these droids are quick witted, sincere, and often insightful, many owners are reluctant to have their memories wiped, resulting in headstrong independent astromech droids.

An R2 is 4 foot tall and costs ₹4,500

Notes:

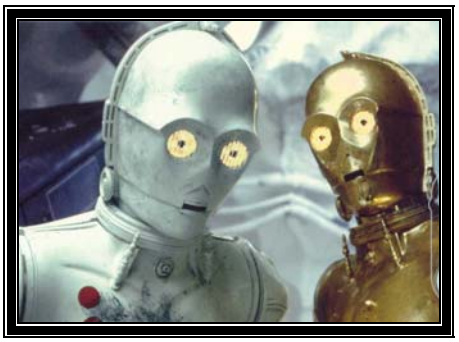
R2 Astromech droids can be seen in every episode.

CP:

Type	CP
Attribute Adjustment	+50
Secondary Characteristic Adjustment	-5
Tech Level	0
Droid Advantages	+305
Droid Disadvantages	-209
Programmed Skills and Droid Skill Bonuses	+11
TOTAL	+152

FOURTH-DEGREE DROIDS

3PO Protocol Droid



Attribute Adjustment:

IQ+4 [+80pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

Basic Move -1 [-5pts]; FP=0 [0pts]

Origin:

SynthTech

Tech Level:

11

Classification:

Fourth-Degree Droid

Designation:

Protocol Droid

Droid Advantages:

Meta-Trait Droid [+135pts]; Ambidexterity [+5pts]; Language Talent [+10pts]; Lightning Calculator [+2pts]; Modular Abilities (Super Memorization 3 (4, 4, 4), Languages only, -20%) [+33pts]; Reputation+1 (Trustworthy, Almost everyone, x1, All the time, x1) [+5pts]; Accessory (Olfactory sensor) [+5pts]

Droid Disadvantages:

Meta-Trait Droid [-184pts]; Bad Grip-1 [-5pts]; Pacifism (Total Nonviolence) [-30pts]; Truthfulness (Resist quite rarely, x2) [-10pts]

Free Skills:

Language (Binary, Native)

Programmed Skills and Droid Skill Bonuses:

Language (Galactic Basic, native) [+4pts]; Diplomacy at IQ [+4pts]; Gesture at IQ+1 [+2pts]; Linguistics at IQ+4 [+20pts]

Description:

Supplied with a SynthTech AA-1 Verbobrain, the 3PO protocol droid is capable of storing huge amounts of information, enabling it to understand over six million forms of communication and respond in nearly all of them. It also has a tremendous capacity for analyzing previously unknown languages and translating them into whatever language its master desires. The 3PO even includes an olfactory sensor for translating pheromonal communication. The 3PO's additional memory storage is generally used to keep specific communication modes in active memory, avoiding lengthy delays while searching for linguistic information in mid-translation.

Each 3PO comes with a factory-installed restraining bolt mount. They are also programmed for passive behavior; a typical 3PO droid never attacks under any circumstances. If the droid becomes a problem, the 3PO's shutdown switch is conveniently located at the back of its neck.

Built to resemble humanoids, 3Pos come in a wide variety of colors. The 3PO can be prone to corrosion, however.

A 3PO protocol droid is 4 foot 11 tall and costs ₹3,000

Notes:

The Modular Abilities slots can be filled with 3 native Languages. The GM may decide that a language is too alien and therefore it must be learned in the normal way using the Linguistic skill. Roll once for recognition of the language. If the language is recognized, roll for learning once every second instead of once every month.

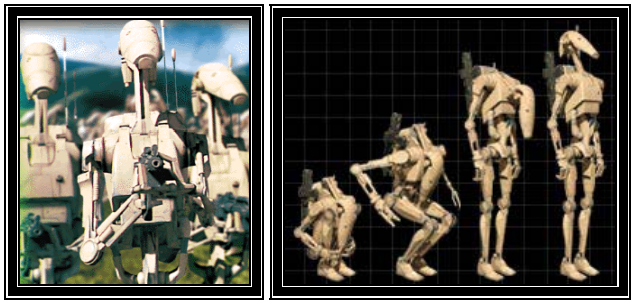
If the droid is a PC then the player must keep track of all the languages memorized.

CP:

Type	CP
Attribute Adjustment	+90
Secondary Characteristic Adjustment	-5
Tech Level	0
Droid Advantages	+200
Droid Disadvantages	-229
Programmed Skills and Droid Skill Bonuses	+30
TOTAL	+96

FIFTH-DEGREE DROIDS

B1 Battle Droid



Attribute Adjustment:

ST+1 [+10pts]; DX-1 [-20pts]; IQ-2 [-40pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

FP=0 [0pts]

Origin:

Baktoid Combat Automata

Tech Level:

11

Classification:

Fifth-Degree Droid

Designation:

Battle Droid

Droid Advantages:

Meta-Trait Droid [+135pts]; Ambidexterity [+5pts]; Damage Resistance 20 (Can't wear armor, -40%) [+60pts]; High Pain Threshold [+10pts]; Language (Binary, Native); Language (Galactic Basic, Native) [+6pts]; Military Rank 0 [0 pts]; Payload (Basic Lift/10 lbs) [+1pt]; Telecommunication 10 miles (Radio) [+10pts]; Telecommunication 5000 miles (Laser, Receive only, -50%, Increased Range x100, +60%) [+17pts]

Droid Disadvantages:

Meta-Trait Droid [-184pts]; Cannot Learn [-30pts]; No Sense of Humor [-10pts]; Slave Mentality [-40pts]; Bowlegged [-1pt]

Programmed Skills and Droid Skill Bonuses:

Beam Weapons/TL11 (Rifle) at DX+2 [+4pts]. A Battle Droid also has one of the following skills: Forward Observer/TL11 at IQ+1 [+4pts]; Gunner/TL11 (Beams or Rockets) at DX+2 [+4pts]; Guns/TL11 (Grenade launcher) at DX+2 [+4pts]; Leadership at IQ+1 [+4pts]; Piloting/TL11 (Aerospace or Contragravity or High performance spacecraft or low-performance spacecraft) at DX+1 [+4pts]

Description:

Frail in appearance but deadly in intent, Baktoid Combat Automata's battle droid is a metal skeleton with a blaster. Built by the Geonosians to the Trade Federation's specifications, battle droids are designed to resemble Geonosians, or perhaps desiccated Neimoidian corpses. Most intelligent beings regard them as startling, but Neimoidians see battle droids as positively ghoulish.

Drones, controlled by a remote processor, battle droids take commands from the Central Core Computer, which operates several thousand battle droids, destroyer droids, and droid starfighters simultaneously. It communicates with its drones via comlinks, transmission antennae, and encryption computers, making for a control signal that is nearly impossible to jam.

A B1 series Battle Droid is 5 foot 10 tall and costs ₹1,800. The Trade Federation managed to purchase these droids for only ₹800 each.

Notes:

A B1 Battle Droid's initial reaction has a delay of 2 seconds due to the communication delay.

CP:

Type	CP
Attribute Adjustment	-60
Secondary Characteristic Adjustment	0
Tech Level	0
Droid Advantages	+244
Droid Disadvantages	-265
Programmed Skills and Droid Skill Bonuses	+8
TOTAL	-73

B2 Super Battle Droid



Attribute Adjustment:

ST+2 [+20pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

FP=0 [0pts]

Origin:

Baktoid Combat Automata

Tech Level:

11

Classification:

Fifth-Degree Droid

Designation:

Battle Droid

Droid Advantages:

Meta-Trait Droid [+135pts]; Ambidexterity [+5pts]; Combat Reflexes [+15pts]; Damage Resistance 50 (Can't wear armor, -40%) [+150pts]; Indomitable [+15pts]; High Pain Threshold [+10pts]; Innate Attack (Built in blaster, 6D Burn, Accurate+7, +35%, Armor Divisor 5, +150%, Increased Range 2x, +10%, Surge, +20%, Takes Extra Time+1, -10%, Rapid Fire 3, +50%) [+107pts]; Language (Binary, Native); Language (Galactic Basic, Native) [+6pts]; Military Rank 0 [0 pts]; Telecommunication 10 miles (Radio) [+10pts]; Telecommunication 5000 miles (Laser, Receive only, -50%, Increased Range x100, +60%) [+17pts]

Droid Disadvantages:

Meta-Trait Droid [-184pts]; Cannot Learn [-30pts]; No Sense of Humor [-10pts]; Slave Mentality [-40pts]

Programmed Skills and Droid Skill Bonuses:

Brawling at DX [+1pt]; Innate Attack (Beam) at DX+3 [+8pts]; Intimidation at Will+1 [+4pts]; Jumping at DX [+1pt]

Description:

The B2 Super Battle Droid is a marked improvement in the original B1 battle droid design. Larger and more heavily armored, the super battle droid relies on a central control computer for guidance, but it doesn't deactivate when it loses contact with the remote processor thanks to a backup internal processor, a droid brain that takes over when the droid loses communication with the

central computer. This second brain allows the droid to store its last set of orders and continue acting on them even after the remote processor has shut down.

A B2 series Super battle Droid is 5 foot 11 tall and costs ₹3,300.

Notes:

Mounted Barreled Blaster: 6D(5), Burn, Surge; Acc 10; Range ½D 20/200; RoF 3; Shots NA; Recoil 1

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Droid Advantages	+470
Droid Disadvantages	-264
Programmed Skills and Droid Skill Bonuses	+14
TOTAL	+220

Droideka Destroyer Droid



Attribute Adjustment:

ST+2 [+12pts]; DX+1 [+12pts]; IQ-2 [-40pts]

Secondary Characteristic Adjustment:

Basic Move -2 [-10pts]; FP=0 [0pts]

Origin:

Phlao-Arphocc Automata Industries

Tech Level:

11

Classification:

Fifth-Degree Droid

Designation:

Defense Droid

Droid Advantages:

Meta-Trait Droid [+135pts]; Ambidexterity [+5pts]; Combat Reflexes [+15pts]; Damage Resistance 40 (Can't wear armor, -40%) [+120pts]; Damage Resistance 200 (Light Force Screen; Accessibility – Only in Unfolded Mode, -10%; Force Field, +20%; Semi-Ablative, -20%) [+900pts]; Enhanced Move 3 (Road Bound, -50%, Temporary Disadvantage – No Legs (Wheeled), -20%) [+18pts]; Extra Legs (3 legs) [+5pts]; High Pain Threshold [+10pts]; Indomitable [+15pts]; Innate Attack (Two mounted Twin blasters, Linked, +20%, 8D Burn, Accurate+7, +35%, Armor Divisor 5, +150%, Increased Range 5x, +20%, Surge, +20%, Takes Extra Time+1, -10%, Rapid Fire 10, +100%) [+174pts]; Language (Binary, Native); Military Rank 0 [0 pts]; Radiation Tolerance /5 [+10pts]; Reduced Consumption 5 [+10pts]; Telecommunication 10 miles (Radio) [+10pts]; Telecommunication 5000 miles (Laser, Receive only, -50%, Increased Range x100, +60%) [+17pts]

Droid Disadvantages:

Meta-Trait Droid [-184pts]; No Manipulators [-50pts]; No Sense of Humor [-10pts]; Slave Mentality [-40pts]

Programmed Skills and Droid Skill Bonuses:

Innate Attack (Beam) at DX+3 [+8pts]

Description:

Designed and built by the Geonosians of Geonosis and the Colicoids of Colla IV, destroyer droids reflect the savage ferocity of their makers.

The main propulsion method of destroyer droids is a microrepulsor-assisted wheel mode that allows a destroyer droid to fold itself into a roughly wheel-shaped package and roll along at high speeds. Though lightning-swift in this mode, destroyer droids are considerably more ponderous when unfolded in combat.

Destroyer droids have two heavy repeating blasters that can lay down a devastating barrage. To augment its Bronzium armor shell, a destroyer droid also comes equipped with a deflector shield generator. The tremendous energy drain of the blasters and shields necessitates that the destroyer droid be equipped with a mini-reactor. The shields and weapons are only operational when the destroyer droid is unfolded.

The Destroyer droid reaches a height, in unfolded mode, 4 foot 11 and costs ₹21,000

Notes:

Mounted Twin Blaster: 8D(5), Burn, Surge; Acc 10; Range ½D 50/500; RoF 10; Shots NA; Recoil 1. These two blasters can be used separately or linked.

CP:

Type	CP
Attribute Adjustment	-16
Secondary Characteristic Adjustment	-10
Tech Level	0
Droid Advantages	+1444
Droid Disadvantages	-284
Programmed Skills and Droid Skill Bonuses	+8
TOTAL	+1142

SIXTH-DEGREE DROIDS

DRK-1 Dark Eye Probe Droid



Attribute Adjustment:

ST-2 [-20pts]; DX+1 [+12pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

FP=0 [0pts]

Origin:

Sith Holocrons, Arakyd Industries

Tech Level:

11

Classification:

Sixth-Degree Droid

Designation:

Probe Droid

Droid Advantages:

Meta-Trait Droid [+135pts]; Combat Reflexes [+15pts]; Damage Resistance 10 (Can't wear armor, -40%) [+6pts]; Enhanced Defenses (Enhanced Dodge, +1) [+15pts]; Enhanced Tracking 1 [+5pts]; Flight [+40pts]; Infravision [+10pts]; Night Vision 9 [+9pts]; Obscure 9 (Radar; Defensive; Stealthy; Always on) [+18pts]; Scanning Sense (Radar; LPI, +10%; Multi-Mode, +50%; Targeting, +20%) [+36pts]; Silence 1 [+5pts]; Telecommunication (Radio) [+10pts]; Telescopic Vision 2 [+10pts]

Droid Disadvantages:

Meta-Trait Droid [-184pts]; No Manipulators [-50pts]; No Sense of Humor [-10pts]; Slave Mentality [-40pts]

Free Skills:

Language (Binary, Native)

Programmed Skills and Droid Skill Bonuses:

Fast Draw at DX+1 [+2pts];Hidden Lore (Jedi) at IQ [+2pts]; Innate Attack (Beam) DX+1 [+2pts]; Innate Attack (Projectile) DX+1 [+2pts]; Observation PER [+2pts]; Shadowing IQ+1 [+4pts]; Stealth DX+2 [+8pts]

Description:

The DRK-1 Dark Eye probe droid was a repulsorlift probe droid used by the Sith prior to the Clone Wars.

Developed by Arakyd Industries, the DRK-1 probe droid was a small, spherical automaton equipped with sophisticated sensor and communications packages. The design dated back centuries to early Dark Eye models based on schematics provided by Sith Holocrons. The DRK-1 version featured a trio of imaging sensors: a central photoreceptor, a magnetic imaging device, and a thermal imager. An antenna atop the Dark Eye's dome allowed its master to relay commands to the probot, programming it to seek out individuals or information. Data was then sent back to headquarters via the transmission antennae.

Dark Eye probe droids were designed as passive spy units, and were plated with energy-absorbing stealth armor that baffled most sensor scans. However, weaponry could be mounted on the DRK-1 in many configurations. Armaments adopted by the Sith included blaster cannons, stun blasters, and dart launchers loaded with poison needles.

Darth Maul carried three Dark Eye probe droids aboard Scimitar during his time as the apprentice of Darth Sidious. Maul used his probots to spy on a Black Sun meeting on Ralltiir, and later used them to track down Qui-Gon Jinn on Tatooine, where the Jedi struck down one of the spying probes. The act resulted in a misunderstanding that cost the life of Pa'lowick pilot Aneesa Dym at the hands of Maul.

Following Maul's death at the hands of Obi-Wan Kenobi, the Sith Infiltrator, presumably along with the last two remaining probe droids, was taken into custody on Naboo by the Jedi.

The Dark Eye closely resembled the R-1 recon droid, which were used by snipers from the Invasion of Naboo to the Battle of Endor.

During the Galactic Civil War, many bounty hunters found droids of this model very useful and effective in tracking their prey throughout the Galaxy. However, because of their size and communications range, they were only useful in planetary surface tracking.

A DRK-1 probe droids is 1 feet in diameter (excluding the antennae and costs ₹10,000.

Notes:

DRK-1 Dark Eye probe droids can be seen in Episode 1 – The Phantom Menace.

CP:

Type	CP
Attribute Adjustment	+12
Secondary Characteristic Adjustment	0
Tech Level	0
Droid Advantages	+314
Droid Disadvantages	-284
Programmed Skills and Droid Skill Bonuses	+22
TOTAL	+64

13. ALIEN SPECIES

There are roughly 5 millions forms of sentient beings in the Vordarian Beltway galaxy. These cannot be listed and described in this book (not even when adding a few supplements). In this first sourcebook, a selection has been made to enter only those species which can be seen in the six Star Wars movies. This only should describe over 220 different alien species.

In this book a few examples of alien species are given. For more alien species see the book GURPS 4th – Star Wars Sentient Species.

Racial Template Format

The following is a sample of the format that was used in designing the templates for this book. Next to each heading is a short definition that describes what that heading includes. By following this format, you should be able to create your own alien races with ease. The templates given in the Sentient Species book are guidelines. If the GM or the player thinks they have a character on which the template does not fit, feel free to change it. But remember to give it an explanation why the template has been changed and role-play this out.

Attribute Adjustment:

Some aliens are stronger or weaker than human norm, while others are smarter or dumber. In the GURPS 4th Edition system, a race's inherent strengths or weaknesses are shown by modifying the attributes of the race. These modifications are only added once, during the character creation. Example: A player wants to create an Arcona character. The Arcona get a +1 to HT. The player spends 10 points on HT, raising it to 11. Some GMs set limits on attributes during creation. If the limitation is +/- 2 than a Human would have attributes varying from 8 to 12. The Arcona would have a HT of 9 to 13.

Secondary Characteristic Adjustment:

Some aliens are stronger or weaker than human norm, while others are faster or keener. In the GURPS 4th Edition system, a race's inherent strengths or weaknesses are shown by modifying the secondary attributes of the race. These modifications are only added once, during the character creation. Example: A player wants to create an Anzati character. The Anzati get a +2 to Per. The player spends 10 points on Per, raising it to 12. Some GMs set limits on attributes during creation. If the limitation is +/- 2 than a human would have attributes varying from 8 to 12. The Anzati would have a Per of 10 to 12 (not counting in any other modifiers from e.g., IQ).

Note: The Size Modifier is based upon the average height of the species. Creating a character of a different height and gains another SM than normally, will also be reflected in the points cost of other attributes such as ST. Take this into consideration when altering the size while shifting into another SM.

Origin:

The planet or system the race originally hails from. This does not mean that the character has to be from the same planet or system that his or her race originates.

Tech Level:

This is the TL or technological advancement of the alien race. The TL of the Empire and the Rebel Alliance/New Republic is 11. Please note that this is the racial average. Spaceports, for example, would have a higher TL than the wilderness areas. Keep this in mind when creating characters, and adjust the point cost accordingly.

Racial Advantages:

These are the special abilities, which distinguish the character from other races.

Racial Disadvantages:

These are the "handicaps", which also distinguish the character from other races.

Free Skills:

Skills such as Area Knowledge and Native language that species who grew up on their homeworld would receive are free Skills. A character receives these skills at the highest free default level unless otherwise noted. These skills are free of cost and should not be added into the character's point total.

Several story factors must be considered when adding these free skills. The first thing to take into consideration is that many characters may have been born and raised away from their home planet. In this case, simply change the area knowledge to the area the character grew up around.

Also if the character grew up away from his species he may not know his racial language. If this is the case simply replace the native language with the language the character grew up speaking.

Racially Learned Skills and Racial Skill Bonuses:

Alien races often have skills at which they excel. These skills will either be represented as Racial Skill Penalties or Bonuses, a +/- to a skill level, or they will receive a Racially Learned Skill, a certain skill at a specified level. The character's total cost has been adjusted to reflect the presence of these skills.

Please note that if the character was raised away from his race, that he or she may not have certain skills. Physical skills will never differ, but the character may not have skills that represent the character's culture.

This is also the area where suggested skills for the race will be listed. These skills will be listed in parenthesis.

Features/Taboos:

A "feature" is a not on how the race differs from humanity when that difference does not grant an advantage or a disadvantage. Features cost 0 points.

A "taboo trait" is an attribute level, advantage, disadvantage, or skill that is off limits to members of the race. This, too, is worth 0 points. Normally, only mundane traits are labeled "taboo", as exotic or supernatural traits require the GM's permission in any case.

Names:

The most common way the alien race names their characters, and also a few sample names.

Description:

This gives a description of the alien race and their history. Some descriptions cannot be tracked back in their character profile. If the

player is experienced enough, he may take these descriptions as perk or quirks.

Notes:

Notes to the reader.

CP:

Point cost of the alien race to use during character creation. I have attempted to keep the point cost low, to allow versatility during character creation.

Playing an Alien Species

Playing an alien species is a lot more complicated than just a compilation of traits written down on a character sheet. Some aliens are so strange to our human understanding and philosophy that these races are not recommended as PCs. Some GM might even set a base race CP limit. A good starting point is a base race CP limit of half the total CP limit. Alien species are covered in the Sentient Species book.

Create Your Own Species

Below is given a blank sheet to make your own template of an alien species. This is the same format with which this nook designed its species.

GMs and players should feel free to create their own species or recreate a species listed in the Star Wars Databank or Wookieepedia. If you want to create a new species but are uncertain how to define its statistics, feel free to contact me or post on the Steve Jackson Games' forums.

ALIEN SPECIES TEMPLATE

Species Name

Attribute Adjustment:

Secondary Characteristic Adjustment:

Origin:

Tech Level:

Racial Advantages:

Racial Disadvantages:

Free Skills:

Racially Learned Skills and Racial Skill Bonuses:

Features/Taboos:

Names:

Description:

Notes:

CP:

Type	CP
Attribute Adjustment	
Secondary Characteristic Adjustment	
Tech Level	
Racial Advantages	
Racial Disadvantages	
Racially Learned Skills and Racial Bonuses	
TOTAL	

Human

Attribute Adjustment:

None

Secondary Characteristic Adjustment:

None

Origin:

Any

Tech Level:

11

Racial Advantages:

None]

Racial Disadvantages:

None

Free Skills:

Language (Galactic Basic, Native); Area Knowledge (Any)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Examples of names are Dantius Palpatine, Exar Kun, Han Solo, Jango Fett, Lando Calrissian, Leia Organa, Luke Skywalker, Mace Windu, Obi-Wan Kenobi, Padmé Amidala, Qui-Gon Jinn, Revan, Sio Bibble, Xim.

Description:

Humans were the galaxy's most numerous and politically dominant sentient species with millions of major and minor colonies galaxy wide. Believed to have originated on the galactic capital of Coruscant, they could be found anywhere, engaged in many different pursuits: spacers, mercenaries, smugglers, merchants, soldiers, assassins, farmers, crime lords, laborers, slavers, slaves and many others, including Jedi. Since Humans were the most common sentient species, they were often considered to be a standard or average to which the biology, psychology, and culture of other species were compared.

Like most of the galaxy's sentient species, Humans had a torso, two legs, two arms, and one head. Other sentient species with a body type roughly similar to Humans were often referred to as humanoid, since Humans were the most common example. Their heads had two eyes, one nose for breathing and smelling, and a mouth for eating, breathing and communicating. Human arms had five-fingered hands for manipulation, mirrored by their legs' five-toed feet. Also, like most species, they came in two sexes, male and female.

Unlike other mammalian species (such as Wookiees or Ewoks), they had only a light covering of body hair, with males being hairier than females. Most of their body hair was concentrated on the head and (in the case of adult males) face. This hair was grown, cut, and styled for aesthetic or ritualistic reasons (as with the elaborate hairstyles of the Royal Naboo and the traditional braids of Human Jedi Padawans). Older Human males often demonstrated loss of the hair on their head. The facial hair grown by adult males could be grown, styled, or shaved completely.

Despite overall physiological uniformity, baseline Humans varied greatly in appearance. Their hair color ranged from blond to dark, sometimes with hues of red or brown, changing to gray or white as years passed. Their hair could be straight, wavy, or curly. Their eyes came in shades of blue, green, gray, or brown.

Gradation of skin tone was also seen among baseline Humans, usually limited to various shades of brown, ranging from pale yellowish brown (e.g.: Bana Breemu), to light brown (e.g.: Luke Skywalker), and dark brown (e.g.: Lando Calrissian). Diversity in appearance was seen on many Human populations, and no particular features seemed to have been traceable to specific isolated communities on any locations. The planet Socorro could have conceivably been an exception, as most of its known Human inhabitants seemed to possess dark skin and hair.

Luke Skywalker was catalogued by Mistress Mnemos as a "10th Degree" Human, though it remains unknown what this classification entailed.

Having a recorded and civilized history reaching back far beyond the beginning of space travels, before 200,000 BBY, the origin and early history of Humans was lost to their scientists in the depths of millennia. There were at least five planets that claimed to be the Human homeworld.[source?] Whatever the original homeworld was, it is universally accepted that Humans evolved on one of the Core Worlds near the galaxy's center. Humans were among the few sentient species in the galaxy whose homeworld was unknown (the Ryn and the Baragwins being two other examples.)

It was believed by many Humans of the galaxy that their species' planet of origin was Coruscant, and that they therefore descended from the ancient Zhell species. Coruscant's ground had been several kilometers below its inhabitants' feet for millennia, with the lowest depths of its planet-wide city dating back to 100,000 BBY. Thus, it was impossible to carry out the historical study and archaeological research on the planet's prehistory necessary to prove or to disprove that theory. In addition, Coruscant's natural climate was said to be too cold to support Human life, a claim difficult to be reconciled with the theory that it was the original Human homeworld.

According to an inscription found by archaeologists Dr. Xathan and Fem Nu-Ar on Seoul 5 around 4 ABY, Humans originated on Notron. While this answered the question, it raised others, since no other sources mention that planet. It is possible that Notron could have been an early name for Coruscant, though the two have never been linked.

Whatever their original homeworld, it is possible that some ancient civilization, such as the Celestials or even the Rakata, transported early Humans from their original home planet to others. Some of the far-flung 'colonies' eventually diverged genetically from the Human baseline, giving rise to various Near-Human races and species.

During the Jedi Civil War, the Jedi Revan discovered evidence in the oral traditions of the Sand People on Tatooine that the human species may have originated as slaves taken from that planet by the Rakata, the Sand People being the genetically distinct species that evolved from those who were left behind. The fact that the Sand People's legends indicated that the planet had once been far more temperate and habitable before an ancient war with the Rakata adds credence to this possibility. However, millennia of distortion introduced into the historical record combined with the Sand People's extreme hostility to the idea of introducing new interpretations into their oral tradition made it impossible for Revan to investigate this further.

Expansion

Except the phenomenon of assentless transportation, however, Humans discovered space travel themselves, early in their history; in fact, they were already present on a few scattered colony planets of the Core Worlds even before the development of hyperdrive, thanks to the use of sleeper ships. Coruscant had grown to a planet-wide city and from there, they spread to such Core Worlds as Alderaan, Corellia, Corulag, and Chandrila.

During their early history, Humans seem to have been subjugated by the Rakatan Infinite Empire. Though some sources indicate that they were enslaved workers on Rakatan projects such as the Star Forge, the fact that the droids and computers Rakatan ruins on Dantooine dating from that era did not recognize the Basic language or the Human species points to the contrary.

After the fall of the Infinite Empire circa 25,200 BBY, the Humans of the Core used Rakatan technology to set up a true interstellar civilization. At first, a network of hyperspace cannons linked Coruscant with other Human-populated worlds, as well as the Duros civilization. Corellian Humans were one of the first societies to develop hyperdrive starships sometime before 25,000 BBY, spreading the technology to other Core Worlds. With the hyperdrive, their scouts and explorers traveled and met with other species, in a time known as the Expansionist Era.

The Human colonies, which had expanded through the Core Worlds through slower-than-light travel, later established daughter colonies of their own in what became the Colonies region. During the last pre-Republic years, Humans reached the Outer Rim and populated planets as far away as the Tion Cluster. The Tionese warlord Xim the Despot, whose conquests reached from the Cronese Sweeps to the Si'Klaata Cluster at the edge of Hutt Space, was one of the most prominent Humans of the pre-Republic period.

The Republic

Two siblings, male and female during the Great Hyperspace War. During the Expansionist Era, Humans began to play a dominant role in the development of the galaxy and in galactic politics. These Humans were eventually responsible for the Unification Wars, which resulted from their expansionistic views. The wars themselves led to the formation of the Galactic Republic, a galaxy-spanning affiliation of worlds and species. Though the Republic had many member species, most of the Republic's political, military, and economic leaders were Humans. Humans also made up a large proportion of the Jedi Order, and eventually came to dominate the Jedi's constant enemies, the Sith Order. By the end of the Old Sith Wars, Humans also made up the majority of the Mandalorian warrior culture.

Most Humans under the Republic lived on predominantly Human worlds, although many Humans lived alongside aliens on their homeworlds, or together with several other species. Humans were more likely to live among nonhumans on the cosmopolitan Core Worlds, or on frontier worlds at the Outer Rim of the galaxy such as Tatooine. Predominantly Human worlds outside of the Core included Eriadu, Naboo, Socorro, and Bakura.

Human population levels and significance inevitably led to a Humanocentric galaxy. Humanocentrism was pervasive and in many cases, subconscious. Humanocentrism was the source for

the Human use of the term "alien" to describe nonhuman species. In some cases, this led to overt and even violent outbreaks of speciesism. Although explicit Humanocentrism was outlawed by the Rights of Sentience clause of the Galactic Constitution, Human-led companies such as Czerka enslaved entire nonhuman species, while planets such as Taris reserved the best sections of the world for Humans and forced nonhumans into ghettos. The majority of slaves in the galaxy were nonhumans.

At the end of the Galactic Republic's history, the Clone Wars worsened relationships between Humans and aliens, since the Republic was led by Humans while the Confederacy of Independent Systems was led by aliens. This was evident by the formation of several pro-Human groups within the Republic, including the Commission for the Protection of the Republic (COMPOR) and its chapter SAGroup. COMPOR pressured the First Minister of the Coruscant Ministry of Ingress, Tannon Praji, into deporting all members of species whose homeworld had joined the CIS, thus decreasing the nonhuman presence in the Galactic capital.

Galactic Empire

At the time of the foundation of the Galactic Empire in 19 BBY, there were several large populist groups active on Coruscant that advocated concepts of Human supremacy, or Human High Culture. These were quickly assimilated into the nascent Commission for the Preservation of the New Order (COMPNOR).

A COMPNOR rally, supporting Human High Culture and the Empire's New Order. The tenets of Human High Culture were that Humans were the only truly intelligent and productive members of any society. Believers in this ideology pointed out that, it was almost exclusively Humans who had formed and led the Old Republic, and the Human worlds of the Core were some of the oldest, richest, and most advanced in the galaxy. The contributions of nonhumans were overlooked, with later Imperial propaganda spreading misinformation which claimed such ancient civilizations as the Columi and the Mon Calamari were insignificant, recent additions to the Galactic community.

As such, through the repealing of such laws as the Rights of Sentience and the creation of new acts, most nonhumans were made second-class citizens. Slavery was re-legalized, with the majority of slaves being nonhumans. Only 'pure' works of art (such as operas, holovids, books, etc) were allowed to be produced, viewed, and spread, since only Human culture was worthy enough to be allowed to prosper in the New Order. Non-Humans were "actively discouraged" from participating in government or joining the Imperial military, and Human governors and moffs were placed in command of nonhuman worlds and sectors.

Later in the Imperial era, an anti-Human organization known as the Alien Combine was formed as a result of the injustices inflicted. However, since the Alien Combine was unwilling to take drastic actions (terrorism), it was wiped out by the Empire.

Despite this, there were many Humans who opposed the Empire's policies, most notably Mon Mothma, Bail Organa, his daughter Princess Leia, Jan Dodonna and Garm Bel Iblis. These individuals, along with notable nonhumans like Admiral Ackbar, and Borsk Fey'lya, founded and led the Alliance to Restore the Republic, or Rebel Alliance. One of the main principles of the Alliance was the reversal of the Empire's discriminatory policies, and the liberation of enslaved species.

New Republic and Galactic Alliance

Humans and non-Humans meeting as equals to end the Galactic Civil War. Following the Battle of Endor in 4 ABY, the Empire splintered into various warring states. The Rebel Alliance became known as the Alliance of Free Planets and eventually the New Republic, the new dominant Galactic government. However, the outbreak of the deadly Krytos virus, which affected only nonhumans, following the liberation of Coruscant in 7 ABY drove a wedge between the New Republic's Human and alien populations. This would be resolved when the New Republic acquired bacta from Thyferra following the Bacta War. Though the New Republic reversed the Empire's discriminatory policies and gave power to oppressed nonhuman species, three of the six Chiefs of State who led the New Republic were Human: Mon Mothma, Leia Organa Solo, and Cal Omas.

The views of Human High Culture were still kept alive in the New Republic for years after the Empire's defeat, by fringe groups such as the Human League which initiated the First Corellian Insurrection in 18 ABY. Slavery of aliens also continued in remote parts of the galaxy and some Imperial fortress worlds. In 12 ABY, Admiral Daala strongly weakened this concept within the Imperial Remnant by allowing aliens of all kinds to join the Imperial military.

After the signing of the Bastion Accords in 19 ABY which ended the war between the New Republic and the Imperial Remnant, the fanatical anti-Human Diversity Alliance attempted to destroy all Humans in retaliation for the oppression inflicted by the Empire. However, their uprising was stopped as soon as it had begun by the Jedi and the New Republic in 24 ABY. Following the collapse of the Diversity Alliance, the Cooperative Council of Independent Planetary Governments was formed to promote cooperation between the species of the New Republic.

During the Yuuzhan Vong War (25 ABY–30 ABY), the various species and governments of the galaxy were forced to unite to defeat the invasion of the extragalactic Yuuzhan Vong. In the war's aftermath, the New Republic was reorganized into the Galactic Federation of Free Alliances. Under Cal Omas, the former government's policies of cooperation between Humans and nonhumans continued.

The Second Galactic Civil War which started in 40 ABY created an upsurge of anti-Corellian feeling even amongst their fellow Humans. On Coruscant, Corellians were regarded with suspicion by fellow citizens and many were interned including those who had fought for the Galactic Alliance and its predecessors.

New Empire and Sith Order

Humans continued to play a major role in galactic history during the Legacy era. Throughout the Legacy era, Humans would dominate much of galactic society though the Galactic Alliance's policies of interspecies cooperation would presumably continue. Between 130 ABY and 140 ABY, the Galactic Alliance, the Jedi Order and the Yuuzhan Vong shaper caste initiated a successful terraforming of the war-devastated world of Ossus which had been a great Jedi center of learning in the distant past.

As a result, about one hundred devastated worlds turned to the Yuuzhan Vong and Jedi for help. The results proved beneficial for the inhabitants and it seemed that there would be peace in the galaxy. Alas, the new Sith Order under the leadership of Darth Krayt sabotaged the project by causing mutations and diseases in life forms. The Sith had successfully used the galaxy's dormant prejudice towards the Yuuzhan Vong.

An enraged galaxy turned their fury on the Yuuzhan Vong, Jedi and the Alliance, just as the Sith had wanted. The Galactic Alliance had supported this beneficial terraforming under the encouragement of the New Jedi Order, and found itself facing a secession movement with this deadly new development. This movement was led by the former Imperial Remnant which had by then become the new Galactic Empire. Unlike the Humanocentric Galactic Empire of Palpatine, this new Empire treated Humans and aliens more equally. This was evident by its military forces including the legendary 501st Legion having specialized armor created for non-humanoid species. But command positions in the Empire were still apparently reserved for Humans and Near-Humans like the Chiss. The Sith, on the other hand, had only few Humans among the Sith Lords of their Order.

Eventually, the Moff Council (which controlled the Empire) invoked the Treaty of Anaxes and declared war on the Galactic Alliance. Many of the dissatisfied worlds defected from the

Alliance to the Empire, with others declaring their neutrality. It was at this time the new Sith Order made itself known, proposing an alliance with the Empire after contacting Moff Nyna Calixte, Director of Imperial Intelligence.

The resulting Sith-Imperial War lasted three years, during which Imperial forces re-conquered Coruscant and absorbed the remainder of the Alliance into the Empire. The Jedi were forced to retreat to their temple on Ossus, which was later the focus of an attack by Sith forces led by Darth Krayt and Imperial forces led by Moff Rulf Yage. Shortly after, the Sith turned against Emperor Roan Fel and his Imperial Knights.

Near-Humans

Many species in the galaxy appeared to be very closely related to Humans, as they shared many physical traits. These were described as being Near-Human, and were believed to have descended from Humans that evolved along distinct lines on other worlds. Among the most prominent Near-Human races were the Chalactans, the Chiss, the Hapans, the Kiffar, the Miraluka, the Mirialans, the Sith, and the Zeltrons. All of these were mostly Human in appearance, but had unique and distinct defining characteristics. Often, the biological differences were small enough that Humans and Near-Humans could interbreed. In many cases, it was difficult to tell whether a given population represented a distinct species, or merely a race or ethnic group of baseline Humans.

The term Near-Human was more specific than humanoid. While Near-Humans were biologically related to Humans, other humanoid species merely shared broad external similarities such as an upright bipedal posture.

Notes:

Humans can be seen throughout all movies and, computer games.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	0
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	0
TOTAL	0

14. CREATURES

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GURPS Star Wars Sourcebook requires the GURPS 4th Edition Basic Set, Powers, Space and Star Wars Sentient Species.

By Dark Lord Azagthoth

GURPS

STAR WARS

Fanware
Created by
Dark Lord Azagthoth