**Alien Species**

**Vahla**

*Home Planet:* Unknown  
*Attribute dice:* 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 2D/4D+1  
**MECHANICAL** 2D/4D  
**PERCEPTION** 2D+1/4D  
**STRENGTH** 1D+2/3D+2  
**TECHNICAL** 2D+1/4D+1  

**Special Abilities:**  
*Force Sensitivity:* All Vahla are Force sensitive.  
*Cartilage Skeletons:* Because Vahla skeletons are largely cartilage, they receive a +1D to all acrobatics rolls.  

**Story Factors:**  
*Dark Side Stigma:* Vahla are innately bound to the Dark Side. When attempting to atone for a Dark Side point, Vahla characters must also spend a Force point in addition to any gamemaster requirements for atonement.  
*Nomadic:* Vahla are a nomadic species, constantly searching for their homeworld.  

*Move:* 10/12  
*Size:* 2 meters tall on average  
*Source:* Legacy Era Campaign Guide (page 59)

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**Starships - Starfighters**

**Besh-Type Personal Starfighter**

*Craft:* Slayn & Korpil Besh-type Starfighter  
*Affiliation:* General  
*Type:* Personal security starfighter  
*Scale:* Starfighter  
*Length:* 17 meters  
*Skill:* Starfighter piloting: Besh-Type Starfighter  
*Crew:* 1  
*Cargo Capacity:* 60 kilograms  
*Consumables:* 2 weeks  
*Cost:* 105,000 (new), 65,000 (used)  
*Hyperdrive Multiplier:* x2  
*Nav Computer:* Yes  
*Maneuverability:* 1D+2  
*Space:* 6  
*Atmosphere:* 330; 970 kmh  
*Hull:* 5D+1  
*Shields:* 1D+1  
*Sensors:*  
*Passive:* 30/1D  
*Scan:* 50/2D  
*Search:* 75/3D  
*Focus:* 4/4D+2  
*Weapons:*  
*3 Laser Cannons* (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
*Source:* Legacy Era Campaign Guide (pages 82-83)

**Phoebos Starfighter**

*Craft:* Ubrikkian Phoebos-class Starfighter  
*Affiliation:* General  
*Type:* Recreational starfighter  
*Scale:* Starfighter  
*Length:* 13.1 meters  
*Skill:* Starfighter piloting: Phoebos Starfighter  
*Crew:* 1
Passengers: 1
Cargo Capacity: 80 kilograms
Consumables: 1 week
Cost: 190,000 (new), 100,000 (used)
Hyperdrive Multiplier: x0.5
Nav Computer: No
Maneuverability: 3D+1
Space: 13
Atmosphere: 470; 1,350 kmh
Hull: 3D
Shields: 1D
Sensors:
  Passive: 30/0D
  Scan: 50/1D
  Search: 75/2D
  Focus: 3/4D
Weapons:
  2 Double Light Laser Cannons (fire-linked)
    Fire Arc: Front
    Skill: Starship gunnery
    Fire Control: 1D+2
    Space Range: 1-3/12/25
    Atmosphere Range: 100-300/1.2/2.5 km
    Damage: 4D
Games Notes: The Phoebus-class fighter is one of the most commonly stolen personal starships in the galaxy. To counter this, it comes with a Holonet-enabled tracking device. However, the tracking data is monitored not only by Ubrikian Transports, but by the Empire as well.
Source: Legacy Era Campaign Guide (page 84)

R-28 Starfighter
Craft: Incom Corporation R-28 snubfighter
Affiliation: General
Type: Space superiority starfighter
Scale: Starfighter
Length: 12.4 meters
Skill: Starfighter piloting: R-28 Starfighter
Crew: 1 and astromech droid (can coordinate)
Cargo Capacity: 50 kilograms
Consumables: 5 days
Cost: 120,000 (new), 55,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: No (uses astromech droid programmed with 10 jumps)
Maneuverability: 2D+2
Space: 8
Atmosphere: 365; 1,050 kmh

X-83 TwinTail
Craft: Incom Corporation X-83 TwinTail Starfighter
Affiliation: New Jedi Order / General
Type: Space superiority starfighter
Scale: Starfighter
Length: 12.5 meters
Skill: Starfighter piloting: TwinTail
Crew: 1 plus astromech
Crew Skill: All appropriate skills at 5D
Cargo Capacity: 70 kilograms
Consumables: 6 days

Hull: 5D
Shields: 2D
Sensors:
  Passive: 30/0D
  Scan: 60/1D
  Search: 90/2D
  Focus: 4/4D
Weapons:
  2 Medium Laser Cannons (fire-linked)
    Fire Arc: Front
    Skill: Starship gunnery
    Fire Control: 2D+2
    Space Range: 1-3/12/25
    Atmosphere Range: 100-300/1.2/2.5 km
    Damage: 5D
  2 Medium Ion Cannons (fire-linked)
    Fire Arc: Front
    Skill: Starship gunnery
    Fire Control: 3D+2
    Space Range: 1-3/7/15
    Atmosphere Range: 100-300/700/3.6 km
    Damage: 6D
Source: Legacy Era Campaign Guide (page 84-85)
**Cost:** 160,000 (new), 75,000 (used)

**Hyperdrive Multiplier:** x1

**Nav Computer:** Yes

**Maneuverability:** 3D+2

**Space:** 10

**Atmosphere:** 415; 1,200 kmh

**Hull:** 5D+2

**Shields:** 2D

**Sensors:**
- **Passive:** 30/1D
- **Scan:** 80/1D+2
- **Search:** 120/2D+1
- **Focus:** 5/4D

**Weapons:**
- **4 Heavy Laser Cannons** (fire-linked)
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 3D
  - **Space Range:** 1-3/12/25
  - **Atmosphere Range:** 100-300/1.2/2.5 km
  - **Damage:** 5D*

  **Game Note:** The twin lasers can be set to Burst Fire mode, in which case they do 7D damage, but are limited to Short range.

- **3 Proton Torpedo Launchers** (4 torpedoes each)
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D+2
  - **Space Range:** 1/3/7
  - **Atmosphere Range:** 100/300/700
  - **Damage:** 10D

**Source:** Starships of the Galaxy - Saga Ed. (page 151), Legacy Era Campaign Guide (pages 85-86)

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**A519 Invader**

**Craft:** Kuat Drive Yards A519 Invader

**Affiliation:** General

**Type:** Close support starfighter

**Scale:** Starfighter

**Length:** 9.6 meters

**Skill:** Starfighter piloting: A519 Invader

**Crew:** 1

**Cargo Capacity:** 75 kilograms

**Consumables:** 6 days

**Cost:** 125,000 (new), 70,000 (used)

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes, limited to 2 jumps

**Maneuverability:** 1D+2

**Space:** 12

**Atmosphere:** 500; 1,450 kmh

**Hull:** 2D+2

**Shields:** 1D+1

**Sensors:**
- **Passive:** 25/0D
- **Scan:** 50/1D
- **Search:** 75/2D
- **Focus:** 3/4D

**Weapons:**
- **2 Twin Laser Cannons** (fire-linked)
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D
  - **Space Range:** 1-3/12/25
  - **Atmosphere Range:** 100-300/1.2/2.5 km
  - **Damage:** 5D*

**Game Note:** The twin lasers can be set to Burst Fire mode, in which case they do 7D damage, but are limited to Short range.

**Source:** Legacy Era Campaign Guide (page 218)

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**Transports**

**Gladius Light Freighter**

**Craft:** Kuat Drive Yard *Gladius*-class Light Freighter

**Affiliation:** General

**Type:** Light freighter/patrol/scout vessel

**Scale:** Starfighter

**Length:** 25 meters

**Skill:** Space transports: Gladius Freighter

**Crew:** 1

**Passengers:** 2

**Cargo Capacity:** 50 metric tons

**Consumables:** 2 months

**Cost:** 190,000 (new), 105,000 (used)

**Hyperdrive Multiplier:** x1

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 6

**Atmosphere:** 330; 950 kmh

**Hull:** 4D+2

**Shields:** 2D

**Source:** Legacy Era Campaign Guide (page 218)
GPE-7300 Space Transport

Craft: Galactic Power Engineering 7300-model Space Transport
Affiliation: General
Type: Private transport
Scale: Starfighter
Length: 27 meters
Skill: Space transports: GPE-7300
Crew: 1
Passengers: 4
Cargo Capacity: 45 metric tons
Consumables: 1 month
Cost: 165,000 (new), 90,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 1D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 5D+1
Shields: 1D+1
Sensors: Passive: 15/1D
Scan: 30/2D
Search: 50/2D+2
Focus: 4/3D+2

Weapons:
2 Medium Laser Cannons (fire-linked)
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1.7 km
Damage: 5D
Source: Legacy Era Campaign Guide (pages 88)
Mynock
Craft: Modified Sienar /Cygnus Design Cooperate Helot-class Medium Transport
Type: Modified cargo freighter
Affiliation: Cade Skywalker (pirate)
Scale: Starfighter
Length: 22 meters
Skill: Space transports: Helot Transport
Crew: 3, gunners: 1, skeleton: 1/+5
Passengers: 6
Cargo Capacity: 100 tons
Consumables: 3 months
Cost: Not available for sale
Hyperdrive Multiplier: x.5
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: +2
Space: 5
Atmosphere: 295; 850 kmh
Hull: 6D+2
Shields: 3D+1
Sensors:
Passive: 15/0D
Scan: 30/1D
Search: 50/3D
Focus: 2/4D
Weapons:
2 Medium Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 5D
Heavy Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 6D
Quad Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
Source: Legacy Era Campaign Guide (pages 220)

J-1 Shuttle
Craft: Koensayr J-1 Shuttle
Affiliation: Jedi Order / General
Type: Long-range shuttle
Scale: Starfighter
Length: 28 meters
Skill: Space transports: J-1 Shuttle
Crew: 2, skeleton: 1/+10
Passengers: 20
Cargo Capacity: 90 metric tons
Consumables: 2 months
Cost: 220,000 (new), 100,000 (used)

Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D+2
Shields: 1D+1
Sensors:
Passive: 20/1D
Scan: 25/1D+2
Search: 30/2D+1
Focus: 4/2D+2
Weapons:
2 Double Laser Cannons
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 2D+2
Carried Craft: One X-83 TwinTail starfighter.
Game Notes: Many models are unarmed.
Source: Legacy Era Campaign Guide (pages 89)

MC-24a Light Shuttle
Craft: Mon Calamari Orbital Shipyards MC-24a
Affiliation: General
Type: Light shuttle
Scale: Starfighter
Length: 20 meters
Skill: Space transports: MC-24a Shuttle
Crew: 2, skeleton: 1/+5
Passengers: 6
Cargo Capacity: 10 metric tons
Consumables: 2 days
Cost: 90,000 (new), 50,000 (used)
Maneuverability: 1D+2
Space: 8
Atmosphere: 365; 1,030 kmh
Hull: 3D+1
Shields: 1D+1*

Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D

Weapons:
2 Light Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D

Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D+1

Game Notes: Has 2D in backup shields. When a die of shields is lost, the shield operator can attempt to make an Easy starship shields roll. If successful, one of the backup shield dice can be activated to bring the ship back up to full strength. Once all backup dice are exhausted, the shields can withstand the normal amount of damage and then must be completely overhauled.

Source: Legacy Era Campaign Guide (pages 89)

YX-1980 Space Transport

Craft: Corellian Engineering Corporation YX-1980
Affiliation: General
Type: Efficiency cargo freighter
Scale: Starfighter
Length: 38 meters
Skill: Space transports: YX-1980
Crew: 2, skeleton: 1/+5
Passengers: 6
Cargo Capacity: 110 metric tons
Consumables: 2 months
Cost: 150,000 (new), 80,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D+1
Space: 6
Atmosphere: 330; 950 kmh

Hull: 5D
Shields: 2D+2
Sensors:
Passive: 10/0D
Scan: 25/2D
Search: 40/3D
Focus: 2/4D

Weapons:
2 Medium Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D

Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 4D

Source: Legacy Era Campaign Guide (pages 219)

Grinning Liar

Craft: Corellian Engineering Corporation YX-1980
Affiliation: Chack and Kee (smugglers)
Type: Modified smuggling freighter
Scale: Starfighter
Length: 38 meters
Skill: Space transports: YX-1980
Crew: 2, skeleton: 1/+5
Passengers: 6
Cargo Capacity: 90 tons
Consumables: 2 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D+1
Space: 6
Atmosphere: 330; 950 kmh
Hull: 6D
Shields: 2D+2
Sensors:
Passive: 10/0D
Scan: 25/2D
Search: 40/3D
Focus: 2/4D

Weapons:
2 Medium Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D

Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 6D

Source: Legacy Era Campaign Guide (pages 91)

YZ-2500 Heavy Transport

Craft: Corellian Engineering Corporation YZ-2500
Affiliation: General
Type: Bulk cargo freighter
Scale: Capital
Length: 150 meters
Skill: Space transports: YZ-2500
Crew: 10, gunners: 4, skeleton: 4/+10
Passengers: 16
Cargo Capacity: 60,000 metric tons

Hull: 9D
Shields: 3D+1
Sensors:
Passive: 10/0D
Scan: 25/2D
Search: 40/3D
Focus: 2/4D

Weapons:
2 Medium Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D

Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 4D

Source: Legacy Era Campaign Guide (pages 219)
**Consumables:** 2 months  
**Cost:** 1.5 million (new), 590,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 275; 800 kmh  
**Hull:** 2D+1  
**Shields:** 1D+1  
**Sensors:**  
- **Passive:** 10/0D  
- **Scan:** 25/1D  
- **Search:** 40/2D  
- **Focus:** 2/3D  
**Weapons:**  
**2 Medium Turbolasers**  
- **Fire Arc:** Turret  
- **Crew:** 2  
- **Skill:** Capital ship gunnery  
- **Fire Control:** 3D  
- **Space Range:** 3-15/35/75  
- **Atmosphere Range:** 6-30/70/150 km  
- **Damage:** 5D  
**2 Heavy Laser Cannons**  
- **Fire Arc:** Front  
- **Crew:** Pilot or co-pilot  
- **Scale:** Starfighter  
- **Skill:** Starship gunnery  
- **Fire Control:** 3D+2  
- **Space Range:** 1-3/12/25  
- **Atmosphere Range:** 100-300/1.2/2.5 km  
- **Damage:** 6D  
**Source:** Legacy Era Campaign Guide (pages 91)  

**Nemesis Patrol Ship**  
**Craft:** Corellian Engineering Corporation *Nemesis*-class Patrol Ship  
**Affiliation:** General  
**Type:** Light patrol ship  
**Scale:** Starfighter  
**Length:** 34 meters  
**Skill:** Space transports: Nemesis Patrol Ship  
**Crew:** 4, gunners: 4, skeleton: 2/+5  
**Passengers:** 10  
**Cargo Capacity:** 5 metric tons  
**Consumables:** 6 months  
**Cost:** 180,000 (new), 95,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  

**Atmosphere:** 295; 830 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
- **Passive:** 30/0D  
- **Scan:** 60/1D  
- **Search:** 90/2D  
- **Focus:** 4/4D  
**Weapons:**  
**4 Laser Cannons**  
- **Fire Arc:** Turret  
- **Crew:** 1  
- **Skill:** Starship gunnery  
- **Fire Control:** 2D  
- **Space Range:** 1-3/12/25  
- **Atmosphere Range:** 100-300/1.2/2.5 km  
- **Damage:** 5D*  
**Game Note:** The four laser cannons can be fire-linked to be operated solely by the pilot, doing 6D damage.  
**Carried Craft:** 6 speeder bikes  
**Source:** Legacy Era Campaign Guide (page 218)  

**Capital**  

**Crimson Axe**  
**Craft:** Crimson Axe  
**Affiliation:** Rav (Feeorin pirate)  
**Type:** Pirate raiding ship  
**Scale:** Capital  
**Length:** 300 meters  
**Skill:** Capital ship piloting: Crimson Axe  
**Crew:** 550, gunners: 36  
**Passengers:** 150 (prisoners)  
**Crew Skill:** Astrogation 4D, capital ship gunnery  
**Cargo Capacity:** 3,000 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 6  
**Hull:** 2D+2  
**Shields:** 2D  

**Source:** Legacy Era Campaign Guide (page 91)
**Sensors:**
- **Passive:** 30/1D
- **Scan:** 60/2D
- **Search:** 90/4D
- **Focus:** 4/4D+1

**Weapons:**
- **4 Turbolasers**
  - **Fire Arc:** 2 front, 1 left, 1 right
  - **Crew:** 4
  - **Skill:** Capital ship gunnery
  - **Fire Control:** 3D
  - **Space Range:** 3-15/35/75
  - **Atmosphere Range:** 6-30/70/150 km
  - **Damage:** 4D

- **8 Point-Defense Laser Cannons**
  - **Fire Arc:** 4 front, 2 left, 2 right
  - **Crew:** 2
  - **Scale:** Starfighter
  - **Skill:** Starship gunnery
  - **Fire Control:** 3D
  - **Space Range:** 1-3/12/25
  - **Atmosphere Range:** 100-300/1,2/2.5 km
  - **Damage:** 3D+2

- **4 Tractor Beam Projectors**
  - **Fire Arc:** 2 front, 1 left, 1 right
  - **Crew:** 1
  - **Skill:** Capital ship gunnery
  - **Fire Control:** 3D
  - **Space Range:** 1-5/15/30
  - **Atmosphere Range:** 2-10/30/60 km
  - **Damage:** 6D

**Carried Craft:** 2 shuttles, 1 freighter, 12 starfighters

**Source:** Legacy Era Campaign Guide (page 200)

**The Wheel**

**Craft:** The Wheel

**Affiliation:** General

**Type:** Space station

**Scale:** Capital

**Length:** 4,100 meters

**Crew:** 10,000, gunners: 334

**Crew skill:** 4D in all relevant skills

**Passengers:** 15,000

**Cargo Capacity:** 150,000 metric tons

**Consumables:** 5 years

**Space:** 0

**Hull:** 9D+2

**Shields:** 5D

**Sensors:**
- **Passive:** 20/0D
- **Scan:** 50/1D
- **Search:** 75/2D
- **Focus:** 3/2D+2

**Weapons:**
- **40 Turbolasers**
  - **Fire Arc:** 10 front, 10 left, 10 right, 10 back
  - **Crew:** 3
  - **Skill:** Capital ship gunnery
  - **Fire Control:** 2D
  - **Space Range:** 3-15/35/75
  - **Damage:** 7D+1

- **32 Point-Defense Laser Cannons**
  - **Fire Arc:** 8 front, 8 left, 8 right, 8 back
  - **Crew:** 2
  - **Scale:** Starfighter
  - **Skill:** Starship gunnery
  - **Fire Control:** 3D
  - **Space Range:** 1-3/12/25
  - **Damage:** 3D+2

- **30 Ion Cannons**
  - **Fire Arc:** 7 front, 8 left, 8 right, 7 back
  - **Crew:** 3
  - **Skill:** Capital ship gunnery
  - **Fire Control:** 4D
  - **Space Range:** 3-15/35/75
  - **Damage:** 5D

- **30 Tractor Beam Projectors**
  - **Fire Arc:** 7 front, 8 left, 8 right, 7 back
  - **Crew:** 2
  - **Skill:** Capital ship gunnery
  - **Fire Control:** 2D
  - **Space Range:** 1-5/15/30
  - **Damage:** 5D

**Carried Craft:** 48 starfighters, various support craft

**Source:** Legacy Era Campaign Guide (page 205)
Galactic Alliance

Starfire Fighter-Bomber

Craft: SoroSuub BB-2 Starfire Fighter-Bomber
Affiliation: Galactic Alliance
Type: Space superiority starfighter and bomber
Scale: Starfighter
Length: 19 meters
Skill: Starfighter piloting: Starfire
Crew: 2, gunners: 1
Crew Skill: Astrogation 4D, starfighter piloting 4D+2, starship gunnery 5D, starship shields 4D
Cargo Capacity: 90 kilograms
Consumables: 1 week
Cost: 200,000 (new), 90,000 (used)
Nav Computer: Yes
Maneuverability: 2D+1
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 5D+2
Shields: 2D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 80/2D
Focus: 4/4D
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Crew: Pilot or co-pilot
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D+2
Light Laser Cannon
Fire Arc: Turret
Crew: 1 or co-pilot
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1.7 km
Damage: 3D
Interceptor Missile Launchers (10 missiles)
Fire Arc: Turret
Crew: 1 or pilot at -2 penalty
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/7/15
Atmosphere Range: 1-300/700/1.5 km
Damage: 4D
Proton Torpedo Launcher (8 torpedoes)
Fire Arc: Front
Crew: Co-pilot or pilot at -2 penalty
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-3/7/15
Atmosphere Range: 1-300/700/1.5 km
Damage: 9D (can be fired in 4-missile salvos which do 12D damage)
Ion Bomb (3 bombs)
Fire Arc: Front
Crew: Co-pilot
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/7/15
Atmosphere Range: 1-300/700/1.5 km
Damage: 5D+2 (ion damage)

Game Notes: Has 2D in backup shields. When a die of shields is lost, the shield operator can attempt to make an Easy starship shields roll. If successful, one of the backup shield dice can be activated to bring the ship back up to 2D in shields. Once all three backup dice are exhausted, the shields can withstand the normal amount of damage and then must be completely overhauled.

Source: Legacy Era Campaign Guide (pages 141-142)

Crossfire Starfighter

Craft: Incom Corporation CF9 Crossfire Starfighter
Affiliation: Galactic Alliance
Type: Space superiority starfighter
Scale: Starfighter
Length: 11 meters
Skill: Starfighter piloting: Crossfire
Crew: 1, gunners: 1
Crew Skill: Astrogation 4D, starfighter piloting 4D+2, starship gunnery 5D, starship shields 4D
Cargo Capacity: 70 kilograms
Consumables: 1 week
Cost: Not available for sale
Hyperdrive Multiplier: x1

Space Range: 1-3/7/15
Atmosphere Range: 1-300/700/1.5 km
Damage: 4D

`
Nav Computer: Yes
Maneuverability: 4D
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 5D
Shields: 2D
Sensors:
  Passive: 20/0D
  Scan: 40/1D
  Search: 70/2D
  Focus: 4/4D
Weapons:
4 Laser Cannons (fire-linked)
  Fire Arc: Front
  Skill: Starship gunnery
  Fire Control: 3D
  Space Range: 1-5/2/3
  Atmosphere Range: 100-500/2/3 km
  Damage: 6D
Double Light Laser Turret
  Fire Arc: Back
  Crew: 1
  Skill: Starship gunnery
  Fire Control: 3D
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5 km
  Damage: 3D+2
Proton Torpedo Launcher (6 torpedoes)
  Fire Arc: Front
  Skill: Starship gunnery
  Fire Control: 2D+2
  Space Range: 1-3/7/15
  Atmosphere Range: 1-300/700/1.5 km
  Damage: 10D

I4 Ionizer Starfighter

Craft: Koensayr I4 Ionizer Starfighter
Affiliation: Galactic Alliance
Type: Ship disabling starfighter
Scale: Starfighter
Length: 13 meters
Skill: Starfighter piloting: I4 Ionizer
Crew: 1 plus astromech droid (can coordinate)
Crew Skill: Astrogation 4D, starfighter piloting 4D+2, starship gunnery 5D, starship shields 4D
Cargo Capacity: 70 kilograms
Consumables: 1 week
Cost: Not available for sale

Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 2D+1
Space: 7
Atmosphere: 450; 1,200 kmh
Hull: 4D
Shields: 1D
Sensors:
  Passive: 30/0D
  Scan: 50/1D
  Search: 80/2D
  Focus: 4/4D
Weapons:
2 Laser Cannons (fire-linked)
  Fire Arc: Front
  Skill: Starship gunnery
  Fire Control: 3D
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5 km
  Damage: 4D+2
2 Double Ion Cannons (fire-linked)
  Fire Arc: Front
  Skill: Starship gunnery
  Fire Control: 3D
  Space Range: 1-3/7/15
  Atmosphere Range: 100-300/700/3.6 km
  Damage: 7D
2 Disruptor Torpedo Launchers (1 torpedo each)
  Fire Arc: Front
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1/3/7
  Atmosphere Range: 100/300/700
  Damage: 8D (ion damage)
Source: Legacy Era Campaign Guide (page 143)

Jumpstar HPF

Craft: Kuat Drive Yards Jumpstar Hyperspace Pursuit Fighter
Affiliation: Galactic Alliance
Type: Hyperspace trajectory tracking starfighter
Scale: Starfighter
Length: 14.3 meters
Skill: Starfighter piloting: Jumpstar HPF
Crew: 1
Crew Skill: Astrogation 4D, starfighter piloting 4D+2, starship gunnery 5D, starship shields 4D
Cargo Capacity: 70 kilograms
Consumables: 1 week
**Cost:** 275,000 (new), 125,000 (used)
**Hyperdrive Multiplier:** x1
**Nav Computer:** Yes
**Maneuverability:** 3D

**Space:** 10
**Atmosphere:** 450; 1,200 kmh
**Hull:** 3D+1
**Shields:** 1D

**Sensors:**
- **Passive:** 50/1D
- **Scan:** 75/2D
- **Search:** 100/3D
- **Focus:** 8/5D

**Weapons:**
- **Laser Cannon**
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 3D
  - **Space Range:** 1-3/12/25
  - **Atmosphere Range:** 100-300/1.2/2.5 km
  - **Damage:** 5D

- **Marker Missile Launcher** (8 missiles)
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 3D+2
  - **Space Range:** 1/3/7
  - **Atmosphere Range:** 100/300/700
  - **Damage:** 0D*

**Game Notes:** The Jumpstar HPF can track ships through hyperspace in two ways. First, it may mark them with a marker missile. The missile carries no explosive payload, but instead attaches a beacon to the hull. Second, it may use its advanced sensor package to track their hyperspace trajectory and then attempt to calculate possible destinations along that trajectory. Tracking the trajectory requires a Very Difficult sensors roll.

**Source:** Legacy Era Campaign Guide (page 144)

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**Twilight Scoutship**

**Craft:** Incom Corporation RC-2 Twilight Scoutship
**Affiliation:** Galactic Alliance
**Type:** Stealth scout ship
**Scale:** Starfighter
**Length:** 17 meters
**Skill:** Starfighter piloting: Twilight Scoutship

**Cost:** 275,000 (new), 125,000 (used)
**Hyperdrive Multiplier:** x1
**Nav Computer:** Yes
**Maneuverability:** 3D

**Space:** 10
**Atmosphere:** 450; 1,200 kmh
**Hull:** 3D+1
**Shields:** 1D

**Sensors:**
- **Passive:** 50/1D
- **Scan:** 75/2D
- **Search:** 100/3D
- **Focus:** 8/5D

**Weapons:**
- **Laser Cannon**
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 3D
  - **Space Range:** 1-3/12/25
  - **Atmosphere Range:** 100-300/1.2/2.5 km
  - **Damage:** 5D

- **Marker Missile Launcher** (8 missiles)
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 3D+2
  - **Space Range:** 1/3/7
  - **Atmosphere Range:** 100/300/700
  - **Damage:** 0D*

**Game Notes:** The Jumpstar HPF can track ships through hyperspace in two ways. First, it may mark them with a marker missile. The missile carries no explosive payload, but instead attaches a beacon to the hull. Second, it may use its advanced sensor package to track their hyperspace trajectory and then attempt to calculate possible destinations along that trajectory. Tracking the trajectory requires a Very Difficult sensors roll.

**Source:** Legacy Era Campaign Guide (page 144)

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**Crix Diplomatic Courier**

**Craft:** Mon Calamari Shipyards/Corellian Engineering Corporation Crix-class DC-4a Armored Shuttle
**Affiliation:** Galactic Alliance
**Type:** Armored diplomatic courier
**Scale:** Starfighter
**Length:** 43 meters
**Skill:** Starfighter piloting: Crix shuttle
**Crew:** 5, gunners: 2
**Crew Skill:** Astrogation 4D, starfighter piloting 4D+2, starship gunnery 5D, starship shields 4D

**Passengers:** 30
**Cargo Capacity:** 50 metric tons
**Consumables:** 2 months
**Cost:** 500,000 (new), 200,000 (used)
**Hyperdrive Multiplier:** x1
**Hyperdrive Backup:** x10
**Nav Computer:** x10

**Crew:** 1
**Crew Skill:** Astrogation 4D, starfighter piloting 4D+2, starship gunnery 5D, starship shields 4D

**Game Notes:** The ship has a sensor-reflective, heat-dampening space camouflage coating. While stationary and in passive sensor mode, this adds +4D to any sensors difficulty to detect the ship. Otherwise, this bonus is reduced to +2D.

**Jamming:** The ship can create a limited jamming field that reduces enemies Fire Control and Sensors by -2D at a range of up to 2 space units.

**Source:** Legacy Era Campaign Guide (page 145)
Maneuverability: 2D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 6D+2
Shields: 1D+2
Sensors:
  Passive: 20/0D
  Scan: 40/1D
  Search: 60/2D
  Focus: 3/3D
Weapons:
  2 Twin Laser Cannons (fire-linked)
    Fire Arc: Front
    Skill: Starship gunnery
    Fire Control: 3D
    Space Range: 1-3/12/25
    Atmosphere Range: 100-300/1.2/2.5 km
    Damage: 5D
  6 Blaster Cannons
    Fire Arc: 1 front, 2 right, 2 left, 1 back
    Crew: 1
    Skill: Starship gunnery
    Fire Control: 3D (can be set to auto-fire, using only the Fire Control dice)
    Space Range: 1-3/12/25
    Atmosphere Range: 100-300/1.2/2.5 km
    Damage: 7D
Carried Craft: 2 landspeeders or 6 speeder bikes.

Game Notes: Has 3D in backup shields. When a die of shields is lost, the shield operator can attempt to make an Easy starship shields roll. If successful, one of the backup shield dice can be activated to bring the shields to full capacity. Once all three backup dice are exhausted, the shields can withstand the normal amount of damage and then must be completely overhauled.

Source: Legacy Era Campaign Guide (page 146)

Crix Assault Shuttle
Craft: Mon Calamari Shipyards/Corellian Engineering Corporation Crix-Class A-2s Armored Shuttle
Affiliation: Galactic Alliance
Type: Armored assault shuttle
Scale: Starfighter
Length: 43 meters
Skill: Starfighter piloting: Crix shuttle
Crew: 5, gunners: 6
Crew Skill: Astrogation 4D, starfighter piloting 4D+2, starship gunnery 5D, starship shields 4D
Passengers: 50
Cargo Capacity: 50 metric tons
Consumables: 1 month
Cost: 600,000 (new), 260,000 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Atmosphere: 395; 850 kmh
Hull: 6D+2
Shields: 3D+1*
Sensors:
  Passive: 20/0D

Source: Legacy Era Campaign Guide (page 146)

MT Dropship
Craft: Corellian Engineering Corporation MT Dropship
Affiliation: Galactic Alliance
Type: Troop landing craft
Scale: Capital
Length: 65 meters
Skill: Space transports: MT Dropship
Crew: 15, gunners: 40
Crew Skill: Astrogation 3D+2, capital ship piloting 5D, capital ship shields 5D, sensors 3D
Passengers: 200 (troops)
Scarlet Star

Craft: Modified Corellian Engineering Corporation YT-2400 Transport
Affiliation: Galactic Alliance
Type: Modified light freighter
Scale: starfighter
Length: 21 meters
Skill: Space transports: YT-2400
Crew: 2, gunners: 1, skeleton: 1/+10
Crew Skill: Astrogation 3D+2, capital ship piloting 5D, capital ship shields 5D, sensors 3D
Passengers: 6
Cargo Capacity: 150 metric tons

Consumables: 2 months
Cost: Not available for sale
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 5D
Shields: 2D
Sensors:
  Passive: 30/1D
  Scan: 60/2D
  Search: 75/3D
  Focus: 4/4D
Weapons:
  Double Laser Cannon
  Fire Arc: Turret
  Crew: 1
  Skill: Starship gunnery
  Fire Control: 2D+2
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5 km
  Damage: 4D+2
Source: Legacy Era Campaign Guide (page 147)
Weapons:

12 Turbolasers
*Fire Arc*: 4 front, 3 left, 3 right, 2 back
*Crew*: 3
*Skill*: Capital ship gunnery
*Fire Control*: 2D
*Space Range*: 3-15/35/75
*Atmosphere Range*: 6-30/70/150 km
*Damage*: 4D

8 Point-Defense Laser Cannons
*Fire Arc*: 2 front, 3 left, 3 right
*Crew*: 2
*Scale*: Starfighter
*Skill*: Starship gunnery
*Fire Control*: 3D
*Space Range*: 1-3/12/25
*Atmosphere Range*: 100-300/1.2/2.5 km
*Damage*: 3D

8 Tractor Beam Projectors
*Fire Arc*: 3 front, 2 left, 2 right, 1 back
*Crew*: 4
*Skill*: Capital ship gunnery
*Fire Control*: 2D
*Space Range*: 1-5/15/30
*Atmosphere Range*: 2-10/30/60 km
*Damage*: 5D

Game Notes: The Sabertooth class starship uses its unique design to latch on to a ship that it has captured in its tractor beams. Once the Sabertooth class starship has made contact with a target vessel, the tooth-like projections can pierce the hull and allow zero-g troops and personnel to board the target vessel.

Source: Legacy Era Campaign Guide (page 147)

ShaShore Frigate

*Craft*: Mon Calamari ShaShore-class Frigate
*Affiliation*: Galactic Alliance
*Type*: Customizable frigate
*Scale*: Capital
*Length*: 450 meters
*Skill*: Capital ship piloting: ShaShore Frigate
*Crew*: 1,200, gunners: 102
*Crew Skill*: Astrogation 3D+2, capital ship piloting 4D+2, capital ship shields 5D, sensors 3D+1
*Passengers*: 250 (troops)
*Cargo Capacity*: 7,000 tons
*Consumables*: 2 years
*Hyperdrive Multiplier*: x1
*Hyperdrive backup*: x10
*Nav Computer*: Yes
*Cost*: Not available for sale
*Maneuverability*: 1D+2
*Space*: 6
*Hull*: 3D
*Shields*: 2D
*Sensors*:
*Passive*: 50/1D
*Scan*: 100/3D
*Search*: 200/4D
*Focus*: 6/4D+2
*Weapons*:

18 Turbolasers
*Fire Arc*: 8 front, 5 left, 5 right
*Crew*: 3
*Skill*: Capital ship gunnery
*Fire Control*: 2D
*Space Range*: 3-15/35/75
*Atmosphere Range*: 6-30/70/150 km
*Damage*: 4D

8 Point-Defense Laser Cannons
*Fire Arc*: 2 front, 3 left, 3 right
*Scale*: Starfighter
*Crew*: 3
*Skill*: Starship gunnery
*Fire Control*: 3D
*Space Range*: 1-3/12/25
*Atmosphere Range*: 100-300/1.2/2.5 km
*Damage*: 4D

8 Proton Torpedo Launchers (10 each)
*Fire Arc*: Front
*Crew*: 2
*Skill*: Capital ship gunnery
*Fire Control*: 2D
*Space Range*: 1/3/7
*Atmosphere Range*: 100/300/700
*Damage*: 10D

4 Tractor Beam Projectors
*Fire Arc*: 4 left, 4 right
*Crew*: 2
*Skill*: Capital ship gunnery
*Fire Control*: 2D
*Space Range*: 1-5/15/30
*Atmosphere Range*: 2-10/30/60 km
*Damage*: 5D

Carried Craft: 24 CF9 Crossfire fighters, 2 shuttles.

Game Notes: The ShaShore's frontal blades may be switched out for specialized units. This removes 6 of the front arc turbolasers and all proton torpedo launchers, replacing them with one of the below:

Long Range Sensor Pod:
*Sensors*:
*Passive*: 100/1D
*Scan*: 200/3D
*Search*: 400/4D
*Focus*: 12/4D+2
Communications Jammer:
All ships within 12 space unit suffer a -2D to all Fire Control systems (minimum of 0D). Further, any attempt to use communications systems on jammed ships requires a Difficult sensors roll to find clear communications channels.

Concussion Barrage Blades:
16 Concussion Missile Launchers
Fire Arc: Front
Crew: 3
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 9D
Source: Legacy Era Campaign Guide (pages 148-149)

Concussion Barrage Blades:
15 Heavy Turbolasers
Fire Arc: 9 front, 3 left, 3 right
Crew: 4
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 11D

30 Turbolasers
Fire Arc: 20 front, 5 left, 5 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 8D

10 Heavy Ion Cannons
Fire Arc: 9 front, 3 left, 3 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 6D

10 Tractor Beam Projectors
Fire Arc: 4 front, 2 left, 2 right, 2 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D

20 Proton Torpedo Launchers (8 each)
Fire Arc: 10 front, 5 left, 5 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 10D

Carried Craft: 36 CF9 Crossfire fighters, 4 shuttles
Game Notes: All forward firing weapons can be focused on a single point ahead of the ship, the “cross of fire”, as an automatic coordinated attack.
Source: Legacy Era Campaign Guide (page 150)

Scythe Battle Cruiser
Craft: Mon Calamari Scythe-class Battle Cruiser
Affiliation: Galactic Alliance
Type: Warship
Scale: Capital
Length: 525 meters
Skill: Capital ship piloting: Scythe Battle Cruiser
Crew: 5,200, gunners: 250 gunners
Crew Skill: Astrogation 3D+2, capital ship piloting 4D, capital ship shields 3D+2, sensors 3D, capital ship gunnery 4D
Passengers: 1,500 (troops)
Cargo Capacity: 18,000 metric tons
Consumables: 1 year
Hyperdrive Multiplier: x.75
Hyperdrive Backup: x8
Nav Computer: Yes
Cost: Not available for sale
Maneuverability: 1D+2
Space: 7
Hull: 6D+1
Shields: 2D+2

Sensors:
Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+2

Weapons:
15 Heavy Turbolasers
Fire Arc: 9 front, 3 left, 3 right
Crew: 4
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 11D

30 Turbolasers
Fire Arc: 20 front, 5 left, 5 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 8D

10 Heavy Ion Cannons
Fire Arc: 9 front, 3 left, 3 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 6D

10 Tractor Beam Projectors
Fire Arc: 4 front, 2 left, 2 right, 2 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D

20 Proton Torpedo Launchers (8 each)
Fire Arc: 10 front, 5 left, 5 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 10D

Carried Craft: 36 CF9 Crossfire fighters, 4 shuttles
Game Notes: All forward firing weapons can be focused on a single point ahead of the ship, the “cross of fire”, as an automatic coordinated attack.
Source: Legacy Era Campaign Guide (page 150)

Tri-Scythe Frigate
Craft: Mon Calamari Tri-Scythe-class Frigate
Affiliation: Galactic Alliance
Type: Warship
Scale: Capital
Length: 478 meters
Skill: Capital ship piloting: Tri-Scythe Frigate
Crew: 1,400, gunners: 220
Crew Skill: Astrogation 3D+2, capital ship piloting 4D, capital ship shields 3D+2, sensors 3D, capital
Shipgunnery 4D

**Passengers:** 250 (troops)

**Cargo Capacity:** 7,000 metric tons

**Consumables:** 2 years

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Cost:** Not available for sale

**Maneuverability:** 1D

**Space:** 5

**Hull:** 3D

**Shields:** 2D

**Sensors:**
- **Passive:** 50/1D
- **Scan:** 100/3D
- **Search:** 200/4D
- **Focus:** 6/4D+2

**Weapons:**
- **50 Turbolasers**
  - **Fire Arc:** 30 front, 10 left, 10 right
  - **Crew:** 3
  - **Skill:** Capital ship gunnery
  - **Fire Control:** 2D
  - **Space Range:** 3-15/35/75
  - **Atmosphere Range:** 6-30/70/150 km
  - **Damage:** 4D

- **10 Point-Defense Laser Cannons**
  - **Fire Arc:** 6 front, 2 left, 2 right
  - **Scale:** Starfighter
  - **Crew:** 2
  - **Skill:** Capital ship gunnery
  - **Fire Control:** 3D
  - **Space Range:** 1-3/12/25
  - **Atmosphere Range:** 100-300/1.2/2.5 km
  - **Damage:** 4D

- **5 Tractor Beam Projectors**
  - **Fire Arc:** 1 front, 2 left, 2 right
  - **Crew:** 2
  - **Skill:** Capital ship gunnery
  - **Fire Control:** 2D
  - **Space Range:** 1-5/15/30

**Atmosphere Range:** 2-10/30/60 km
**Damage:** 5D

**20 Proton Torpedo Launchers** (8 each)
- **Fire Arc:** 14 front, 3 left, 3 right
- **Crew:** 2
- **Skill:** Starship gunnery
- **Fire Control:** 3D

**Space Range:** 1-3/12/25

**Atmosphere Range:** 100-300/1.2/2.5 km

**Damage:** 10D

**Carried Craft:** 12 CF9 Crossfire fighters, 2 shuttles

**Game Notes:** This craft has targeting features that allow it to designate a “cross of fire.” The cross of fire allows it to focus all forward banks on a single targeting area, increasing the damage of the weapon fire that rounds by +1D.

**Source:** Legacy Era Campaign Guide (page 151)

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**Spinward Tender**

**Craft:** Spinward-class Tender

**Affiliation:** Galactic Alliance

**Type:** Mobile repair vessel

**Scale:** Capital

**Length:** 253 meters

**Skill:** Capital ship piloting: Spinward Tender

**Crew:** 1,000, gunners: 12

**Crew Skill:** Astrogation 3D+2, capital ship piloting 4D, capital ship shields 3D+2, sensors 3D, capital ship gunnery 4D

**Passengers:** 500 (technicians)

**Cargo Capacity:** 15,000 metric tons

**Consumables:** 1 year

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Cost:** Not available for sale

**Space:** 3

**Hull:** 1D+1

**Shields:** 1D+1

**Sensors:**
- **Passive:** 50/1D
- **Scan:** 100/3D
- **Search:** 200/4D
- **Focus:** 6/4D+2

**Weapons:**
- **6 Laser Cannons**
  - **Fire Arc:** Turret
  - **Crew:** 2
  - **Scale:** Starfighter
  - **Skill:** Starship gunnery
  - **Fire Control:** 1D
  - **Space Range:** 1-3/5/10
  - **Atmosphere Range:** 100-300/500/1 km
  - **Damage:** 4D+1

**Source:** Legacy Era Campaign Guide (page 152)

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**Golan VIII Space Defense Platform**

**Craft:** Golan Arms VII Space Defense Platform

**Affiliation:** Galactic Alliance

**Type:** Space battle station

**Scale:** Capital

**Length:** 2,700 meters
**Crew:** 1,100, gunners: 124  
**Passengers:** 100 (troops)  
**Cargo Capacity:** 15,000 tons  
**Consumables:** 6 months  
**Hyperdrive Multiplier:** x4  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Cost:** 45,000,000 (new), 20,000,000 (used)  
**Space:** 1*  
**Hull:** 8D+1  
**Shields:** 5D+2  
**Sensors:**  
  - Passive: 20/0D  
  - Scan: 50/1D  
  - Search: 75/2D  
  - Focus: 3/2D+2  
**Weapons:**  
35 Turbolasers  
**Fire Arc:** Turret  
**Crew:** 3  
**Skill:** Capital ship gunnery  
**Fire Control:** 2D  
**Space Range:** 1-5/8/14  
**Damage:** 8D  

20 Point-Defense Laser Cannons  
**Fire Arc:** Turret  
**Scale:** Starfighter  
**Crew:** 2  
**Skill:** Capital ship gunnery  
**Fire Control:** 3D  
**Space Range:** 1-3/12/25  
**Damage:** 4D  

10 Proton Torpedo Launchers (24 each)  
**Fire Arc:** Turret  
**Crew:** 2  
**Skill:** Capital ship gunnery  
**Fire Control:** 2D  
**Space Range:** 1/3/7  
**Damage:** 10D  

8 Tractor Beam Projectors  
**Fire Arc:** Turret  
**Crew:** 3  
**Skill:** Capital ship gunnery  
**Fire Control:** 2D  
**Space Range:** 1-5/15/30  
**Damage:** 6D  

**Carried Craft:** 20 shuttles, 24 starfighters, 150 work pods  
**Game Notes:** While the Golan Defense Platform is in motion, it must reroute all power from its shields and turrets to the engines, rendering it incapable of firing and bringing its shield rating to 0D.  
**Source:** Legacy Era Campaign Guide (page 153-154)

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**Craft:** Rendili Star Drive Mobile Spacedock 220  
**Affiliation:** Galactic Alliance  
**Type:** Mobile repair station  
**Scale:** Capital  
**Length:** 470 meters  

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**Crew:** 1,000, gunners: 88  
**Crew Skill:** 4D+1 in all relevant skills  
**Passengers:** 2,000 (technicians)  
**Cargo Capacity:** 600,000 metric tons  
**Consumables:** 1 year  
**Hyperdrive:** x4  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Cost:** 100,000,000 (new), 45,000,000 (used)  
**Space:** 2*  
**Hull:** 7D  
**Shields:** 3D+2  
**Sensors:**  
  - Passive: 20/0D  
  - Scan: 50/1D  
  - Search: 75/2D  
  - Focus: 3/2D+2  
**Weapons:**  
8 Turbolasers  
**Fire Arc:** Turret  
**Crew:** 3  
**Skill:** Capital ship gunnery  
**Fire Control:** 2D  
**Space Range:** 1-5/8/14  
**Damage:** 8D  

8 Point-Defense Laser Cannons  
**Fire Arc:** Turret  
**Scale:** Starfighter  
**Skill:** Starship gunnery  
**Fire Control:** 3D  
**Space Range:** 1-3/12/25  
**Damage:** 4D  

16 Tractor Beam Projectors  
**Fire Arc:** Turret  
**Crew:** 3  
**Skill:** Capital ship gunnery  
**Fire Control:** 2D  
**Space Range:** 1-5/15/30  
**Carried Craft:** 20 shuttles, 150 work pods  
**Game Notes:** While the repair station is in motion, it must reroute all power from its shields and turrets to the engines, rendering it incapable of firing while in motion, and bringing its shield rating to 0D. Likewise, it cannot move or jump into hyperspace while docked with another ship.  
**Source:** Legacy Era Campaign Guide (page 153)
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erial**

**Fury Starfighter**

Craft: SoroSuub *Fury*-class Starfighter  
Affiliation: New Empire  
Type: Long distance starfighter  
Scale: Starfighter  
Length: 16 meters  
Skill: Starfighter piloting: Fury starfighter  
Crew: 1  
Crew Skill: Starfighter piloting 5D+1, starship gunnery 5D, starship shields, 4D+2  
Cargo Capacity: 150 kilograms  
Consumables: 2 months  
Cost: Not available for sale  
Hyperdrive Multiplier: x.75  
Nav Computer: Yes  
Maneuverability: 2D  
Space: 12  
Atmosphere: 450; 1,320 kmh  
Hull: 6D  
Shields: 2D  
Sensors:  
  Passive: 30/0D  
  Scan: 50/1D  
  Search: 80/2D  
  Focus: 4/4D  
Weapons:  
  2 Advanced Heavy Laser Cannons (fire-linked)  
  Fire Arc: Front  
  Skill: Starship gunnery  
  Fire Control: 3D  
  Space Range: 1-3/12/25  
  Atmosphere Range: 100-300/1.2/2.5 km  
  Damage: 7D  
Source: Legacy Era Campaign Guide (page 185)

**Predator Fighter**

Craft: Sienar Fleet Systems *Predator*-class Fighter  
Affiliation: New Empire  
Type: Space superiority fighter  
Scale: Starfighter  
Length: 5 meters  
Skill: Starship piloting: Predator  
Crew: 1  
Crew Skill: All skills 4D+2  
Craft: Sienar Fleet Systems *Neutralizer*-class Bomber  
Affiliation: New Empire  
Type: Light space bomber  
Scale: Starfighter  
Length: 8 meters  
Skill: Starfighter piloting: Neutralizer Bomber  
Crew: 1  
Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D, starship shields, 4D  
Cargo Capacity: 110 kilograms  
Consumables: 1 week  
Cost: Not available for sale  
Hyperdrive Multiplier: x1  
Nav Computer: Yes  
Maneuverability: 3D+1  
Space: 14  
Atmosphere: 520; 1,500 kmh  
Hull: 3D+1  
Shields: 1D  
Sensors:  
  Passive: 30/1D+2  
  Scan: 50/2D+1  
  Search: 90/3D+2  
  Focus: 6/4D  
Weapons:  
  4 Laser Cannons (fire-linked)  
  Fire Arc: Front  
  Skill: Starship gunnery  
  Fire Control: 2D  
  Space Range: 1-3/12/25  
  Atmosphere Range: 100-300/1.2/2.5 km  
  Damage: 5D  
Source: Legacy Era Campaign Guide (page 186)
**Atmosphere:** 520; 1,500 kmh  
**Hull:** 4D  
**Shields:** 1D+1  
**Sensors:**  
  - Passive: 40/3D  
  - Scan: 80/5D  
  - Search: 130/5D+2  
  - Focus: 7/6D  
**Weapons:**  
  - **2 Medium Laser Cannons** (fire-linked)  
    - Fire Arc: Front  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 3D  
    - **Space Range:** 1-3/12/25  
    - **Atmosphere Range:** 100-300/1.2/2.5 km  
    - **Damage:** 5D  
  - **Proton Torpedo Launcher** (10 torpedoes)  
    - Fire Arc: Front  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 2D  
    - **Space Range:** 1-3/7/15  
    - **Atmosphere Range:** 1-300/700/1.5 km  
    - **Damage:** 9D  

*Source:* Legacy Era Campaign Guide (page 186)

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**Nune Imperial Shuttle**

**Craft:** Sienar Fleet Systems *Nune-class Shuttle*  
**Affiliation:** New Empire  
**Type:** Heavy shuttle  
**Scale:** Starfighter  
**Length:** 44 meters  
**Skill:** Space transports: Nune Shuttle  
**Crew:** 8, gunners: 3/+10  
**Crew Skill:** Space transports 4D+1, starship gunnery 4D, starship shields, 4D  
**Passengers:** 35  
**Cargo Capacity:** 250 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 5  
**Atmosphere:** 310; 900 kmh  
**Hull:** 5D  
**Shields:** 2D  

**Sensors:**  
  - **Passive:** 40/1D  
  - **Scan:** 80/2D  
  - **Search:** 120/3D  
  - **Focus:** 4/3D+2  
**Weapons:**  
  - **2 Medium Laser Cannons** (fire-linked)  
    - Fire Arc: Front  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 2D+1  
    - **Space Range:** 1-3/12/25  
    - **Atmosphere Range:** 100-300/1.2/2.5 km  
    - **Damage:** 4D  
  - **3 Medium Laser Cannons**  
    - Fire Arc: Turret  
    - **Crew:** 1  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 3D  
    - **Space Range:** 1-3/12/25  
    - **Atmosphere Range:** 100-300/1.2/2.5 km  
    - **Damage:** 4D  
  - **Double Heavy Laser Cannon**  
    - Fire Arc: Turret  
    - **Crew:** Co-pilot  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 2D+2  
    - **Space Range:** 1-3/12/25  
    - **Atmosphere Range:** 100-300/1.2/2.5 km  
    - **Damage:** 5D  

*Source:* Legacy Era Campaign Guide (pages 187-188)

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**Sigma Shuttle**

**Craft:** Sienar Fleet Systems *Sigma-class Shuttle*  
**Affiliation:** New Empire  
**Type:** Long-range shuttle  
**Scale:** Starfighter  
**Length:** 26 meters  
**Skill:** Space transports: Sigma Shuttle  
**Crew:** 1  
**Crew Skill:** Space transports 4D+1, starship gunnery 4D, starship shields, 4D  
**Passengers:** 10  
**Cargo Capacity:** 200 metric tons (Imperial Knight variant: 30 metric tons)  
**Consumables:** 3 months  
**Cost:** Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D+1
Shields: 3D

Sensors:
Passive: 40/1D
Scan: 80/1D+2
Search: 130/3D
Focus: 4/3D

Weapons:
Double Heavy Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D

Carried Craft: 3 Predator starfighters (Imperial Knight variant only)

Source: Legacy Era Campaign Guide (page 188)

Ardent Fast Frigate

Craft: Kuat Drive Yards Ardent-class Fast Frigate
Affiliation: New Empire
Type: Tactical fire support ship
Scale: Capital
Length: 350 meters
Skill: Capital ship piloting: Ardent Frigate
Crew: 1,400, gunners: 52
Crew Skill: Astrogation 3D+2, capital ship gunnery
4D+2, capital ship piloting 5D, capital ship shields
4D, sensors 3D+2
Passengers: 200 (troops)
Cargo Capacity: 5,000 metric tons
Consumables: 1 year
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Cost: Not available for sale
Maneuverability: 2D
Space: 8
Hull: 4D
Shields: 3D
Sensors:
Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+2

Weapons:
10 Heavy Turbolasers
Fire Arc: 4 left, 4 right, 2 front
Skill: capital ship gunnery
Crew: 2
Fire Control: 4D+1
Space Range: 3-15/35/75
Atmosphere Range: 2-6/24/50 km
Damage: 7D

9 Medium Turbolaser Batteries
Fire Arc: 3 left, 3 right, 3 front
Skill: capital ship gunnery
Crew: 2
Fire Control: 4D+2
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D

10 Point-Defense Laser Cannons
Fire Arc: 5 left, 5 right
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

4 Tractor Beam Projectors
Fire Arc: 2 front, 1 left, 1 right
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

Carried Craft: 12 Predator starfighters

Pellaeon Star Destroyer

Craft: Kuat Drive Yards Pellaeon-class Star Destroyer
Affiliation: New Empire
Type: Star Destroyer
Scale: Capital
Length: 1,300 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 8,450, gunners: 355
Passengers: 2,700 (troops)
Cargo Capacity: 11,000 metric tons
Consumables: 6 months
Hyperdrive Multiplier: x0.75
Hyperdrive Backup: x5
Nav Computer: Yes
Maneuverability: 1D

Space: 6
Hull: 7D+2
Shields: 3D

Sensors:
Passive: 50/2D
Scan: 200/3D
Search: 300/4D
Focus: 7/5D

Weapons:
50 Heavy Turbolaser Batteries
Fire Arc: 20 front, 15 left, 15 right
Crew: 1 (20), 2 (30)
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 9D+1

50 Heavy Turbolaser Cannons
Fire Arc: 20 front, 10 left, 10 right, 10 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 1D+1
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D

20 Ion Cannons
Fire Arc: 10 front, 5 left, 5 right
Crew: 1 (10), 2 (10)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 6D

15 Tractor Beam Projectors
Fire Arc: 9 front, 3 left, 3 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

50 Proton Torpedo Launchers (4 each)
Fire Arc: 20 front, 10 left, 10 right, 10 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-5/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 10D

Starfighter Complement: 48 Predator starfighters, 6 shuttles
Source: Starships of the Galaxy - Saga Ed. (page 99), Legacy Ear Campaign Guide (pages 189-190)

Imperious Star Destroyer

Craft: Mon Calamari Imperious-class Star Destroyer
Affiliation: New Empire/Galactic Alliance
Type: Star Destroyer
Scale: Capital
Length: 1,500 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 6,700, gunners: 209
Passengers: 3,000 (troops)
Cargo Capacity: 13,000 metric tons
Consumables: 6 months
Hyperdrive Multiplier: x.75
Nav Computer: Yes
Cost: Not available for sale
Maneuverability: 1D
Space: 6
Hull: 8D+1
Shields: 3D

Sensors:
Passive: 50/2D
Scan: 200/3D
Search: 300/4D
Focus: 7/5D

Weapons:
50 Heavy Turbolaser Cannons
Fire Arc: 20 front, 10 left, 10 right, 10 back
Crew: 1
Skill: Capital ship gunnery
Scale: Starfighter
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 12D

30 Medium Turbolaser Batteries
Fire Arc: 6 front, 5 left, 5 right
Crew: 1 (15), 2 (15)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/36/75
Atmosphere Range: 6-15/72/150km
Damage: 8D

20 Heavy Ion Cannons
Fire Arc: 50 front, 100 left, 100 right, 50 back
Crew: 1 (10), 2 (10)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-50/50/100 km
Damage: 6D

10 Tractor Beam Projectors
Fire Arc: 6 front, 2 left, 2 right
Crew: 1 (2), 4 (2), 10 (6)
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D+2

10 Proton Torpedo Launchers (10 each)
Fire Arc: 6 front, 2 left, 2 right
Skill: Starship gunnery
Crew: 1
Fire Control: 2D
Space Range: 1-3/7/15
Atmosphere Range: 1-300/700/1.5 km
Damage: 10D

Gravity Mines: The ship carries 50 gravity mines, which create an interdiction field, blocking hyperspace travel.

Carried Craft: 48 Predator starfighters, 12 Neutralizer bombers, 6 Nu shuttles.
Source: Legacy Era Campaign Guide (page 191)

Vehicles

Shrieker Speeder Bike

Craft: Model 67 Shrieker Speeder Bike
Type: Speeder bike
Scale: Speeder
Length: 3.9 meters
Skill: Repulsorlift operation: speeder bike
Crew: 1
Passengers: 1
Cargo Capacity: 2 kilograms
Cover: 1/4
Altitude Range: Ground level-15 meters
Cost: 9,000 (new), 5,000 (used)
Maneuverability: 3D+2
Move: 280; 800 kmh
Body Strength: 2D
Source: Legacy Era Campaign Guide (page 80)

QuickFire Speeder Bike

Craft: Mobquet QuickFire Heavy Speeder
Type: Speeder bike
Scale: Speeder
Length: 4 meters
Skill: Repulsorlift operation: speeder bike
Crew: 1
Cargo Capacity: 5 kilograms
Cover: 1/4
Altitude Range: Ground level-50 meters
Cost: 14,000 (new), 9,000 (used)
Maneuverability: 3D
Move: 210; 600 kmh
Body Strength: 2D+2
Weapons:
Blaster Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 3D
Range: 5-50/100/300
Damage: 3D
Source: Legacy Era Campaign Guide (page 80-81)

**Kybuck Speeder Bike**

Craft: Arakyd Kybuck Speeder Bike
Type: Armored speeder bike
Scale: Speeder
Length: 2.5 meters
Skill: Repulsorlift operation: speeder bike
Crew: 1
Crew Skill: Vehicle blasters 3D, repulsorlift operation 4D+2
Passengers: 1
Cargo Capacity: 10 kilograms
Cover: 1/4
Altitude Range: Ground level-50 meters
Cost: 8,000 (new), 3,500 (used)
Maneuverability: 3D+1
Move: 175; 500 kmh
Body Strength: 3D
Source: Legacy Era Campaign Guide (page 184)

**GPE-3300 Twin Engine**

Craft: Galactic Engineering GPE-3300 Twin Engine Airspeeder
Type: Luxury Airspeeder
Scale: Speeder
Length: 7 meters
Skill: Repulsorlift operation: airspeeder
Crew: 1
Cargo Capacity: 90 kilograms
Cover: Full
Altitude Range: Ground level-1,000 meters
Cost: 60,000 (new), 35,000 (used)
Maneuverability: 3D
Move: 350; 1,000 kmh
Body Strength: 2D+2
Source: Legacy Era Campaign Guide (page 81)

**Veltis-2 Airspeeder**

Craft: Desler Gizh Outward Mobility Corp. Veltiss-2
Type: Airspeeder
Scale: Speeder
Length: 6.2 meters
Skill: Repulsorlift operation: airspeeder
Crew: 1
Passengers: 1
Cargo Capacity: 30 kilograms
Cover: Full or 1/2 (open-top mode)
Altitude Range: Ground level-500 meters
Cost: 19,000 (new), 9,200 (used)
Maneuverability: 2D+2
Move: 330; 950 kmh
Body Strength: 2D+1
Source: Legacy Era Campaign Guide (page 82)

**AT-RCT**

Craft: All Terrain Riot Control Transport
Type: Crowd control walker
Scale: Walker
Length: 5 meters tall
Skill: Walker operation: AT-RCT
Crew: 2
Crew Skill: Missile weapons 4D, vehicle blasters 4D+2, walker operation 5D
Cargo Capacity: None
Consumables: 2 days
Cover: 1/2
Cost: Not available for sale
Maneuverability: 2D
Move: 30; 90 kmh
Body Strength: 2D
Weapons:
Double Medium Blaster Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-200/1/2 Km
Damage: 5D

2 Double Suppression Cannons
Fire Arc: Turret
Crew: Co-pilot
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-200/1/2 Km
Damage: 4D (stun)

Source: Legacy Era Campaign Guide (page 184)

AT-AHT
Craft: All Terrain Armored Heavy Transport
Type: Assault walker
Scale: Walker
Length: 19 meters tall, 24.3 meters long
Skill: Walker operation: AT-AHT
Crew: 5, gunners: 3
Crew Skill: Vehicle blasters 5D, walker operation 5D
Passengers: 60 (troops)
Cargo Capacity: 2 metric tons

Consumables: 1 week
Cover: Full
Cost: Not available for sale
Maneuverability: 0D
Move: 28; 80 kmh
Body Strength: 7D
Weapons:
3 Heavy Laser Cannons (fire-linked)
Fire Arc: Front
Crew: Co-pilot or commander
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-500/1.5/3 Km
Damage: 8D

3 Heavy Blaster Cannons
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-200/500/1 Km
Damage: 5D
Carried Craft: 8 speeder bikes or 3 AT-RCTs.
Source: Legacy Era Campaign Guide (page 185)
Droids

First Degree

PI Medical Assistant

Type: Arakyd Industries PI-Series Medical Assistant Droid
DEXTERITY 3D+1
KNOWLEDGE 3D+1
Alien species 4D
MECHANICAL 1D+2
PERCEPTION 2D+2
(A) Injury/ailment diagnostics 4D+2
STRENGTH 1D+1
TECHNICAL 1D+2
First aid 5D, (A) medicine: 3D+2

Equipped with:
- Hovering locomotion
- 3 claw appendages
- Medical sensor package (+1D to all search rolls for diagnostic purposes)

Move: 10
Size: 0.4 meters
Cost: 3,500 credits

Game Notes: The PI-series assistant is not generally equipped to perform medical services on its own. It is usually paired with a physician or 3Z3 medical droid to provide assistance.

Source: Legacy Era Campaign Guide (page 69)

3Z3 Medical Droid

Type: Industrial Automaton 3Z3 Medical Droid
DEXTERITY 2D+2
KNOWLEDGE 3D+2
Alien species 4D+2
MECHANICAL 3D
PERCEPTION 3D
(A) Injury/ailment diagnostics 4D

STRENGTH 2D
TECHNICAL 3D+1
First Aid 5D, (A) medicine 4D+1

Equipped With:
- Walking locomotion
- Heuristic processor
- 2 hands
- Improved sensor package (+1D to all diagnostic rolls)

Move: 3
Size: 1 meter
Cost: 13,000 credits

Source: Legacy Era Campaign Guide (page 71)
Second degree

FEG Pilot Droid
Type: Cybot Galactica FEG-Series Pilot Droid
DEXTERITY 3D+2
Blaster 4D+2, dodge 4D+1
KNOWLEDGE 3D
Planetary systems 5D
MECHANICAL 3D+2
Astrogation 4D, space transports 5D, starfighter piloting 5D+2, starship gunnery 4D+1, starship shield operation 4D
PERCEPTION 1D+2
STRENGTH 3D
TECHNICAL 3D+1
Space transport repair 5D, computer programming/repair 5D
Equipped with:
- Walking locomotion
- 2 hand appendages
- 1 tool appendage
- Vocabulator
Move: 10
Size: 1.6 meters
Cost: 4,100 credits
Source: Legacy Era Campaign Guide (page 71)

Holocam Droid
Type: SoroSuub Holocam Droid
DEXTERITY 3D+2
KNOWLEDGE 1D+1
MECHANICAL 1D
PERCEPTION 2D
Search 4D, sneak 5D
STRENGTH 1D
TECHNICAL 1D
Equipped with:
- Hovering locomotion
- Audio, video and holo recording units
- Internal comlink
Move: 14
Size: Tiny
Cost: 2,000 credits
Source: Legacy Era Campaign Guide (page 72)

Roving Eye Observation Droid
Type: Surveillance and intelligence droid
DEXTERITY 2D+2
Dodge 3D+1
KNOWLEDGE 2D+2
MECHANICAL 1D+1
PERCEPTION 2D
Investigation 4D, search 5D, sneak 6D
STRENGTH 1D
TECHNICAL 1D
Equipped with:
- Infrared sensors (can see up to 20 meters in complete darkness)
- Hovering locomotion
- Improved sensor package (+2 to all search rolls)
- Audio, video and holo recording units
Size: Tiny
Move: 14
Cost: 3,200 credits
Source: Legacy Era Campaign Guide (pages 72-73)

Fourth Degree

Z65 Patrol Droid
Type: SoroSuub Z65 Patrol Droid
DEXTERITY 3D
Blaster: blaster rifles 4D
KNOWLEDGE 2D
MECHANICAL 2D+1
PERCEPTION 2D
Search 4D
STRENGTH 2D+1
TECHNICAL 2D
Security 3D
Equipped with:
- Walking locomotion
- 2 blaster rifle-arm attachments (5D+1 damage)
- 2 tool mounts
- Improved sensor package (+2 to all search rolls)
- Vocabulator
- Quadanium battle armor (+1D to resist physical and +1 to resist energy attacks)
Move: 12
Size: 1.6 meters
Cost: 6,400 credits
Source: Legacy Era Campaign Guide (page 73)
LV8 Guard Droid

Type: Baktoid Industrial Systems LV8-Series Guard Droid
DEXTERITY 3D+2
Blaster rifles 6D, brawling parry 4D+1, dodge 5D+2
KNOWLEDGE 1D
Intimidation 5D
MECHANICAL 1D
PERCEPTION 2D+2
Search 4D+2
STRENGTH 3D+1
Brawling 4D+2
TECHNICAL 1D+1
Security 3D
Equipped With:
- Walking locomotion
- 2 tool mounts
- Vocabulator
- 2 blaster rifles (5D+1 damage)
- Quadanium battle armor (+1D to resist physical and +1 to resist energy attacks)
Move: 12
Size: 1.7 meters
Cost: 9,400 credits
Source: Legacy Era Campaign Guide (page 74)

Aggressor Battle Droid

Type: Farrfin Droidworks Aggressor-Series Battle Droid
DEXTERITY 3D
Dodge 3D+2, melee combat 4D+1, melee parry 4D+2
KNOWLEDGE 1D
Tactics 3D
MECHANICAL 1D
PERCEPTION 1D+1
Search 3D
STRENGTH 3D+1
TECHNICAL 1D
Equipped with:
- Walking locomotion
- 2 arm-mounted blaster rifles (5D damage)
- Improved sensor package (+2 to all search rolls)
- Infrared sensors (can see up to 20 meters in complete darkness)
- Vocabulator
- Durasteel battle armor (+1D physical, +1 energy)
Speed: 10
Size: 1.8 meters
Cost: 3,800 credits
Source: Legacy Era Campaign Guide (page 75)

IX-6 Heavy Combat Droid

Type: Roche Systems IX-6 Heavy Combat Droid
DEXTERITY 3D
Blaster: blaster rifle 5D+1, brawling parry 3D+2, dodge 4D+2
KNOWLEDGE 2D+2
Tactics 3D+1
MECHANICAL 1D+2
PERCEPTION 2D+1
Search 3D+1
STRENGTH 3D+1
TECHNICAL 1D
Equipped with:
- Walking locomotion
- 2 arm-mounted blaster rifles (5D damage)
- Improved sensor package (+2 to all search rolls)
- Infrared sensors (can see up to 20 meters in complete darkness)
- Vocabulator
- Durasteel battle armor (+1D physical, +1 energy)
Speed: 10
Size: 1.6 meters
Cost: 13,000 credits
Source: Legacy Era Campaign Guide (pages 75-76)
LON-29 Battle Droid Commander
Type: Balmorran Arms LON-29 Battle Droid Commander

**DEXTERITY 3D+1**
- Blasters 6D, dodge 5D+2
**KNOWLEDGE 3D+2**
- Tactics 5D
**MECHANICAL 1D+1**
- Command 4D+2, search 4D+1
**PERCEPTION 3D+1**
- Brawling: 3D+2
**TECHNICAL 1D**
- Computer programming/repair 3D

**Equipped with:**
- 2 arms, 2 legs
- Improved sensor package (2 to all search rolls)
- Vocabulator
- Durasteel battle armor (+1D physical, +1 energy)

**Size:** 1.4 meters
**Move:** 10
**Cost:** 17,000 credits
**Source:** Legacy Era Campaign Guide (page 76)

Fifth Degree

HV-7 Loading Droid
Type: Baktoid Industrial Systems HV-7 Loading Droid

**DEXTERITY 1D**
**KNOWLEDGE 1D**
**MECHANICAL 1D2**
**PERCEPTION 1D**
**STRENGTH 3D+2**

**Lifting 6D**
**TECHNICAL 1D**

**Equipped with**
- 2 claw appendages
- Hovering locomotion

**Size:** 1.5 meters
**Move:** 14
**Cost:** 1,950 credits
**Source:** Legacy Era Campaign Guide (page 76)
Creatures

Vanx

Type: Pack hunter
Planet of Origin: Vendaxa
DEXTERITY 4D
Brawling parry 4D+2
PERCEPTION 1D
STRENGTH 4D+2
Brawling 5D+2, climbing/jumping 6D
Special Abilities:
Bite: Does STR+1D+2 damage.
Claws: Do STR+1D damage.
Low Light Vision: A vanx can see twice as far as a normal human in poor lighting conditions.
Move: 14
Size: 0.7 meters
Game Notes: Vanx hunt in packs numbering between 5 and 20, lead by an alpha male or female. Loss of the alpha in combat will not deter the pack from their attack.
Source: Legacy Era Campaign Guide (page 221)

Vanx Alpha

Type: Pack hunter
Planet of Origin: Vendaxa
DEXTERITY 4D
Brawling parry 5D
PERCEPTION 1D
STRENGTH 5D
Brawling 6D+2
Special Abilities:
Bite: Does STR+1D+2 damage.
Claws: Do STR+1D damage.
Low Light Vision: A vanx can see twice as far as a normal human in poor lighting conditions.
Move: 14
Size: 1.2 meters
Game Notes: Vanx hunt in packs numbering between 5 and 20, lead by an alpha male or female. Loss of the alpha in combat will not deter the pack from their attack.
Source: Legacy Era Campaign Guide (page 221)

Optional Rule: Shaped Beast Template
During the Yuuzhan Vong war, many creatures were altered by the Yuuzhan Vong shapers. Many of the creatures have survived and continued to propagate in their altered state. To use a shaped beast in a Legacy Era campaign, select an existing creature stat block, and add one or more of the following characteristics:

Armored Defenses: Increase the physical damage resistance of the creature by +1D.
Enhanced Resilience: Increase the energy and damage resistance of the creature by +2.
Improved Natural Weapons: Increase the damage of natural weapons such as claws and teeth by +1D
Poison Attack: A creatures bite, sting, or claw attack is poisonous. If the attack hits, then the poison deals 3D damage for 4 rounds after the initial attack.

Shaped Gundark
DEXTERITY 4D+2
Melee combat 7D
PERCEPTION 3D+2
Hide 5D+2, search 7D
STRENGTH 6D+2
Brawling 8D+1, climbing/jumping 8D
Special Abilities:
Bite: Does STR+2D damage.
Poison Attack: Poisonous bite deals 3D damage for 4 rounds after the initial attack.
Crushing Attack: If a gundark successfully grapples an opponent, it will crush for STR+1D+1 damage on the following round.
Fearless: Gundarks gain a +1D bonus to resist intimidation and Force powers that cause fear.
Low Light Vision: A gundark can see twice as far as a normal human in poor lighting conditions.
Track by Scent: Gundarks receive a +3D bonus to search: tracking if scent plays a part.
Weapons: Gundarks often wield weapons, such as clubs, which inflict STR+2 damage.
Armored and Resilient: +1D+2 against physical and +2 against energy attacks.
Move: 12
Size: 1.5 meters tall
Source: Legacy Era Campaign Guide (page 221)
**Weapons**

**Shock Whip**
- **Model:** Shock whip
- **Type:** Charged whip
- **Scale:** Character
- **Skill:** Melee combat: whip
- **Cost:** 1,200
- **Availability:** 2, X
- **Difficulty:** Moderate
- **Damage:** STR+2D+2 (max: 6D)
- **Game Notes:** Can be used to trip a target. Wielder gains a +1D attack bonus when trying to disarm an opponent. Whip has a 4-meter reach.
- **Source:** Hero’s Guide (page 123), Legacy Era Campaign Guide (page)

**Tehk’la Blade**
- **Model:** Nagai Tehk’la Blade
- **Type:** Vibrodagger
- **Scale:** Character
- **Skill:** Melee combat
- **Cost:** 250
- **Availability:** 4 (available only in Nagi)
- **Difficulty:** Very Easy
- **Damage:** STR+1D+2 (max: 5D)
- **Source:** Ultimate Alien Anthology (page 104), Legacy Era Campaign Guide (page 62)

**Long-Handle Lightsaber**
- **Type:** Melee weapon
- **Scale:** Character
- **Skill:** Lightsaber: long-handle lightsaber
- **Cost:** Not available for sale
- **Availability:** 4, X
- **Difficulty:** Difficult
- **Damage:** 5D+2
- **Game Notes:** A long-handle lightsaber has an exceptionally large handle, and allows the character to use a fighting style that takes advantage of leverage and body movement to increase the amount of damage done with the weapon, as long as he has the appropriate skill specialization. If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent’s parry total), the character has injured himself with the lightsaber. Apply normal damage to the character wielding the lightsaber.
- **Source:** Legacy Era Campaign Guide (page 62)

**Snap Shot**
- **Type:** Hold-out blaster
- **Scale:** Character
- **Skill:** Blaster: hold-out blaster
- **Ammo:** 1
- **Cost:** 250 (power pack: 20)
- **Availability:** 2, X
- **Range:** 3-4/8/12
- **Damage:** 4D
- **Game Notes:** Grants a +2D bonus to hide to conceal the weapon.
- **Source:** Legacy Era Campaign Guide (page 64)

**Bluebolt**
- **Type:** Blaster pistol
- **Scale:** Character
- **Skill:** Blaster: blaster pistol
- **Ammo:** 50
- **Cost:** 850 credits
- **Availability:** 3, X
- **Range:** 3-10/30/120
- **Damage:** 5D
- **Game Notes:** When switched to stun setting, the Bluebolt uses twice as many shots of ammunition.
- **Source:** Legacy Era Campaign Guide (page 64)

**Double-Barreled Carbine**
- **Model:** Rawk Chopped Special
- **Type:** Double-barreled carbine
- **Scale:** Character
- **Skill:** Blaster: blaster carbine
- **Ammo:** 50
- **Cost:** 1,200, 100 (power pack)
- **Availability:** 3, F
- **Fire Rate:** 2 (single shot), 1 (double shot)
- **Range:** 3-20/60/180
- **Damage:** 5D+1 (single shot), 6D (double shot)
- **Game Notes:** Use of the dual barrel function utilizes twice as much ammunition as the single-shot setting.
- **Source:** Legacy Era Campaign Guide (page 63)
**Hunting Blaster Carbine**

Type: Blaster carbine  
Scale: Character  
Skill: Blaster: blaster carbine  
Ammo: 50  
Cost: 1,000 credits  
Availability: 2, F  
Fire Rate: 1  
Range: 3-15/50/150  
Damage: 5D+1  
Game Notes: Retractable stock adds +1D to blaster skill.  
Source: Legacy Era Campaign Guide (page 63)

**Sporting Blaster Carbine**

Type: Blaster carbine  
Scale: Character  
Skill: Blaster: blaster carbine  
Ammo: 100  
Cost: 1,000 credits  
Availability: 2, F  
Range: 3-30/100/280  
Damage: 5D  
Source: Legacy Era Campaign Guide (page 63)

**ARC-9965 Blaster Rifle**

Type: Blaster rifle  
Scale: Character  
Skill: Blaster: blaster rifle  
Ammo: 40  
Cost: 1,400 (power packs: 25)  
Availability: 1, R  
Range: 3-50/150/430  
Damage: 5D+1

**Heavy Assault Blaster Rifle**

Type: Heavy blaster rifle  
Scale: Character  
Skill: Blaster: blaster rifle  
Ammo: 50  
Cost: 3,000  
Availability: 3, X  
Range: 3-25/50/250  
Damage: 6D  
Source: Legacy Era Campaign Guide (page 65)

**Heavy Blaster Cannon**

Model: Merr-Sonn BB-23  
Type: Heavy blaster cannon  
Scale: Character  
Skill: Blaster: blaster cannon  
Ammo: 10  
Cost: 4,200  
Availability: 3, X  
Fire Rate: 1  
Range: 5-20/100/200  
Damage: 7D+2  
Game Notes: The heavy blaster cannon must be braced when a character fires it. Getting into position and bracing the weapon counts as an action that round.  
Source: Legacy Era Campaign Guide (page 182)
Concealed Dart Launcher

**Type:** Personal toxin delivery system  
**Scale:** Character  
**Skill:** Missile weapons: dart shooter  
**Ammo:** 6  
**Cost:** 1,900 credits  
**Availability:** 2, X  
**Fire Rate:** 1  
**Range:** 1-3/10/15  
**Damage:** 5D+1 stun damage  
**Game Notes:** The damage inflicted is solely because of a powerful stun toxin to render targets unconscious. Because of its small size, characters receive a +1D+2 to *hide* rolls to conceal it.  
**Source:** Legacy Era Campaign Guide (page 65)

Thud Bug

**Model:** Yuuzahn Vong Thud Bug  
**Type:** Organic thrown weapon  
**Scale:** Character  
**Cost:** Not available for sale  
**Availability:** 4, X  
**Range:** 1-6/20/40  
**Damage:** 4D  
**Game Notes:** The thud bug, unlike the razorbug, is not thrown. Instead, it is released, and guides itself towards its target with an attack skill of 5D. A thud bug that misses its target will continue to attack each round until it either hits, or is destroyed. If it hits, it inflicts the listed damage. The target must also make a Moderate *Strength* roll to keep his footing, otherwise he is knocked prone. Once the bug hits, it returns to its dormant state until activated again.  
**Source:** d20 Core Rulebook (pages 356-357), The New Jedi Order Sourcebook (page 21), Ultimate Alien Anthology (pages 193), Legacy Era Campaign Guide (page 65)

Razorb

**Model:** Yuuzahn Vong Razorbug  
**Type:** Organic thrown weapon  
**Scale:** Character  
**Skill:** Thrown weapons: Razorbug  
**Cost:** Not available for sale  
**Availability:** 4, X  
**Range:** 1-6/20/40  
**Damage:** 3D+1  
**Game Notes:** Razorbugs are used as thrown weapons by the Yuuzahn Vong, and guide themselves towards their targets. If they miss, they will return to the thrower at the end of the following round. The razorbug guides itself to the target, granting a +1 pip bonus to the thrower's skill roll. If the razorbug hits its target, it uses its claws to burrow deeper into the wound on the following round (doing another 3D+1 of damage) unless it is removed first.  
**Source:** d20 Core Rulebook (pages 357), The New Jedi Order Sourcebook (page 21), Legacy Era Campaign Guide (page 65)
**Equipment**

**Biotech Tool Kit**  
**Model:** Yuuzhan Vong Biological tool kit.  
**Type:** Biological alteration surgical kit  
**Cost:** 450  
**Availability:** 4, R  
**Game Notes:** Contains tools that are necessary for installing any Yuuzhan Vong biological implants.  
**Source:** Legacy Era Campaign Guide (page 65)

**Hands-Free Comlink**  
**Model:** PRN husher 1  
**Type:** Sound dampened comlink  
**Cost:** 150  
**Availability:** 3  
**Range:** 50 kilometers  
**Game notes:** A mask with sound-dampening pads allows the user to whisper into the receiver without the danger of being heard by nearby enemies.  
**Source:** Legacy Era Campaign Guide (page 65-66)

**Spy Bug**  
**Model:** Yuuzhan Vong Biological Spy Bug  
**Type:** Biological surveillance device  
**Cost:** 1,300  
**Availability:** 4, X  
**Game Notes:** Bugging device records all sights and sounds within 20 meters (unless the view is obstructed). The spybug will replay the last 24 hours of observed data for a Yuuzhan Vong retrieval organism.  
**Source:** Legacy Era Campaign Guide (page 66)

**Optional Rule:**  
**Yuuzhan Vong biotechnology**  
Players that have chosen Yuuzhan Vong characters, or players in a campaign set after the Vong invasion may encounter Yuuzhan Vong biotechnology. These rules exist to help gamemasters create Yuuzhan Vong technology using galactic standard technology as a template. Examine the following categories below, and modify existing equipment to convert them to their Yuuzhan Vong equivalent.  
**Cost:** Yuuzhan Vong biotechnology casts quadruple the amount of standard technology. Multiply the cost x4.  
**Availability:** All Yuuzhan Vong Biotechnology is rare across most of the galaxy, and thus has an availability of 4. During the Legacy Era, the availability is 4, X, as Vong biotechnology is always illegal in this time frame.  
**Equipment use:** Anyone who is unfamiliar with the Vong biotechnology suffers a -1D penalty to use biotech equipment. All power supplies are considered to have natural power supplies or nutrition.  
**Weapons:** Weapon damage and range is the same as the galaxy standard weapons. However, energy damage is always converted to physical damage.  
**Source:** Source: Legacy Era Campaign Guide (page 66)

**Optional Rule:**  
**Installing Yuuzhan Vong bioimplants**  
After the Galaxy’s war with the Yuuzhan Vong, the Vong withdrew to Zonama Sekot. However, small pockets of Yuuzhan Vong continued to live in dark corners of the galaxy. Occasionally adventurers may be able to receive services in terms of receiving biological implants from Yuuzhan Vong shapers. Any Yuuzhan Vong biological implant is illegal anywhere in the galaxy, and will be punished under Imperial law.

Though Yuuzhan Vong bioimplants have a stated cost, the Vong rarely accept credits for their implants and services to install them. Usually the implant is exchanged for a rare item or service for the cost value. However, occasionally a character may find a Yuuzhan Vong with an interest in Imperial credits. Installing an implant requires a specialization in (A) Medicine: Biotech Surgery.

Any character receiving a Yuuzhan Vong bioimplant immediately takes 3D+2 damage (and an additional +2 for each implant the character has installed). If the character is Wounded, then not only is the character damaged, but the implant is rejected, and therefore rendered useless. After a rejected implant, any future attempts to install an implant increases the damage to 5D. Furthermore, for every Vong Bioimplant that a character has installed, they receive a -1 to any Force skill roll due to the nature of the Yuuzhan Vong and their innate disconnect from the Force.

For more information concerning Yuuzhan Vong biotechnological implants, see the Legacy Era Campaign Guide, page 67.

**Yuuzhan Vong Bioimplants**

**Cosmetic Enhancements**  
**Cost:** 200  
**Difficulty:** Easy (to install)  
**Availability:** 4, X  
**Game Notes:** Cosmetic enhancements provide no bonuses, and do not make the normal damage roll
for installing. They include Yuzzhan Vong tattoos, bone structure alteration, skin color changes, changes in hair color, superficial scarring, an addition of bony projections and other such changes common to the Yuzzhan Vong.

Source: Legacy Era Campaign Guide (page 68)

**Body Spikes**
- **Cost:** 1,400
- **Difficulty:** Easy (to install)
- **Availability:** 4, X
- **Game Notes:** Spikes do Str+1D damage when the character successfully grapples a target and each subsequent round the character keeps the target in a successful grapple.

Source: Legacy Era Campaign Guide (page 68)

**Enhanced Vision**
- **Cost:** 1,900
- **Difficulty:** Moderate (to install)
- **Availability:** 4, X
- **Game Notes:** Grants darkvision: allows a character to see up to 20 meters in total darkness

Source: Legacy Era Campaign Guide (page 68)

**Natural Armor**
- **Cost:** 7,000
- **Difficulty:** Easy (to install)
- **Availability:** 4, X
- **Game Notes:** Adds a thick layer of chitin on the outer layer of the character's skin. This adds +1 to Strength rolls to resist physical and energy damage.

Source: Legacy Era Campaign Guide (page 68)

**Natural Weapon**
- **Cost:** 4,000
- **Difficulty:** Easy (to install)
- **Availability:** 4, X
- **Game Notes:** Adds a natural weapon to the character, such as long, sharp bone spurs to the character's knuckles. Natural weapons allow the character to make brawling attacks with Str+1D damage.

Source: Legacy Era Campaign Guide (page 68)

**Poison Filter**
- **Cost:** 2,500
- **Difficulty:** Difficult (to install)
- **Availability:** 4, X
- **Game Notes:** Installs an organism on or around the heart, capable of filtering toxins entering the bloodstream. The poison filter adds +2D to all Strength rolls to resist poison damage.

Source: Legacy Era Campaign Guide (page 68)

**Replacement Body Parts**
- **Cost:** 2,000
- **Difficulty:** Difficult (to install)
- **Availability:** 4, X
- **Game Notes:** Replacement body parts function much the same way as mechanical prosthetics do. A Yuuzhan Vong shaper creates a new limb that functions as well as the limb it is replacing. However, it is likely that the Yuuzhan Vong shaper will care whether or not it matches the other limbs in appearance.

Source: Legacy Era Campaign Guide (page 68)

### Galactic Alliance

#### Galactic Alliance Armor

**Galactic Alliance Armor**
- **Model:** Standard issue Galactic Alliance armor
- **Type:** Combat armor
- **Cost:** 6,000
- **Availability:** 3, X
- **Game Notes:**
  - **Basic Suit:** +1D to physical and energy, -1D to all Dexterity rolls.
  - **Optional Light Vest:** +1D physical, +1 energy, no Dexterity penalty.
  - **Optional Helmet:** +1D physical, +1 energy, built-in comlink, Multi-Frequency Targeting Acquisition System; adds +2D to Perception checks in low-visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.

Source: Legacy Era Campaign Guide (page 140)

**Venom Assault Armor**
- **Model:** Standard Venom Assault Trooper armor
- **Type:** Space assault powersuit
- **Skill:** Powersuit operation
- **Cost:** 17,000
- **Availability:** 3, X
- **Game Notes:**
  - **Armor:** +2D+2 physical +1D+2 energy, -1D+2 to all Dexterity rolls. Allows for 24 hours of survival in the vacuum of space.
Jump Jets: Negate all zero-g movement penalties, allowing for normal movement and combat in space.

Servos: +2 to all Strength based rolls.

Source: Legacy Era Campaign Guide (page 140)

Xcalq-3GA “Slicer Special” Portable Computer
Model: Xcalq-3GA “Slicer Special”
Type: Specialized slicing computer system
Cost: 7,500
Availability: 3, X

Game Notes: Allows a +2D bonus to all security or computer programming/repair rolls when slicing into civilian or bureaucratic Galactic Alliance computer systems. This bonus does not apply to Imperial based systems.

Source: Legacy Era Campaign Guide (page 140)

Xcalq Stealth Pack
Model: Xcalq-3GA “Slicer Special”
Type: Specialized slicing computer system
Cost: 7,500
Availability: 3, X

Game Notes: When using this device to break into a computer system or network, the slicer’s presence is especially difficult to detect. In order for another user or system to detect, isolate or lock out the character, it requires a Very Difficult security roll.

Source: Legacy Era Campaign Guide (page 140)

Imperial

Cortosis Gauntlet

Model: Imperial Knight Cortosis Gauntlet
Type: Gauntlet
Scale: Character
Skill: Melee parry: gauntlet
Cost: 1,500
Availability: 3, X

Game Notes: Grants +1D to resist damage. If a lightsaber blade touches the cortosis gauntlet, it is deactivated (though the strike still deals normal damage) and remains inoperative for 2 minutes.

Source: Threats of the Galaxy (page 45) Legacy Era Campaign Guide (page 183)

Imperial Knight Armor
Model: Standard
Imperial Knight Armor
Type: Military armor
Scale: Character
Cost: (7,000)
Not available for sale
Availability: 3, X

Game Notes: Adds +2D to resist physical damage and +1D to resist energy damage (+2D against lightsaber damage), -1D to all Dexterity rolls.

Source: Legacy Era Campaign Guide (page 183)

Knighthunter Armor
Model: Standard
Knighthunter Armor
Type: Military armor
Scale: Character
Cost: (6,000)
Not available for sale
Availability: 3, X

Game Notes:
Basic Suit:
Provides +2D physical, +1D energy, -1D Dexterity.

Optic Sensors:
Add +3D to Perception and search checks in low-visibility situations, polarized lenses prevent flash-blinding.

Filter:
Self-sealing filter system screens out all dangerous particulates.

Stealth Coating:
Special black reflective polymer coating hides wearer from sensor scans; +1D to hide and sneak.

Climate Control Body Glove:
Allows user to operate comfortably in exceptionally hot or cold climates for periods of up to several hours.

Mind Protection:
The Knighthunter armor provides electrical impulses to the brain and spine to prevent any outside interference to the wearer’s brain, granting a +2D to any rolls to resist mind-influencing Force powers.

Source: Legacy Era Campaign Guide (page 183)
Starship Equipment

Gravity Mines
Model: Imperial Gravity Mine
Type: gravity well generating mine
Cost: 1,000
Availability: 3, X
Game Notes: Standard gravity mines are designed to be launched en masse in an area of space, intending to pull ships out of hyperspace. Gravity mines create a gravity shadow similar to that of an Interdictor Cruiser, but at a fraction of the cost. Any ship entering within 3 space units of the gravity mine is unable to enter hyperspace, and any ship passing through hyperspace into a gravity mine field is instantly pulled out of hyperspace.
Source: Legacy Era Campaign Guide (page 191)

Magnetic Gravity Mines
Model: Imperial Magnetic Gravity Mine
Type: gravity well generating mine
Cost: 4,000
Availability: 3, X
Game Notes: Magnetic gravity mines work similar to the standard Imperial gravity mine. However, any ship passing within 1 space unit of a magnetic gravity mine is attracted to the target ship’s hull. The mine rolls 4D against the target ship’s hull code. If the mine’s roll is less than the ship’s roll, it is attracted to the ship and attaches. When a gravity mine attaches, it must be manually removed by a crew member from the hull. Until the mine is removed, the ship cannot enter hyperspace.
Source: Legacy Era Campaign Guide (page 191)

Gravity Mine Launcher
Model: Imperial Magnetic Gravity Mine launcher
Type: Weapon emplacement
Cost: 5,000
Availability: 3, X
Game Notes: The gravity mine launcher holds a small rack of gravity mines which may be dropped into space. They require no difficulty to fire, and the gravity mine remains relatively stationary where it is released into space
Source: Legacy Era Campaign Guide (page 191)

Force Powers

Ballistakinesis
Alter Difficulty: Moderate or opposed dodge roll
Required Powers: Telekinesis
Warning: Anyone who uses this power against a living being gains an automatic Dark Side Point.
Effect: This allows the Force user to telekinetically spray a four square meter area which can be up to 20 meters away but within line of sight. Anyone within that area may make a dodge roll to get out of the range of the effect. Any character unable to escape suffers 5D damage due to the spray of debris slashing, piercing, and bludgeoning their bodies.
Source: Legacy Era Campaign Guide (page 53)

Combustion
Alter Difficulty: Difficult or opposed dodge roll
Warning: Anyone who uses this power against a living being gains an automatic Dark Side Point.
Effect: Using the Force, a character is able to agitate the molecules of a four square meter area, creating sparks and igniting a powerful combustion. The target area can be up to 20 meters away but within line of sight. Anyone in this area may make a dodge roll to get out of the range of the effect. Any character unable to escape suffers 4D+1 damage for the first round from catching fire. The flames continue to do 3D damage every round until extinguished.
Source: Legacy Era Campaign Guide (page 53)

Dark Transfer
Control Difficulty: Easy, modified by relationship.
Alter Difficulty: Difficult
Required Powers: Control pain, control another’s pain
Time to Use: One minute
Warning: Anyone who uses this power gains one Dark Side point.
Effect: This power may be used to call upon the Dark Side to transfer one’s own vitality to an injured being, and may even be used a few moments after death. Unlike Transfer Force, this power does not require a willing target, and in fact, it is often used to restore an unwilling person. In game terms, after a character has been injured or killed, the player may choose to activate Dark Transfer. The Force-user must be touching the target and, if the rolls succeed, the target will move up one wound level. For each additional 5 points that the alter roll beats the difficulty, the target improves an additional wound level. When a character activates this power, he or she gains an immediate Dark Side point and moves down one wound level, unless he spends a Force Point. However, he is not actually physically injured and needs only rest for 8 hours to recover. A target recovered from a Killed result is tainted by the Dark Side and gains one Dark Side point.
Source: Legacy Era Campaign Guide (page 53)
Detonate
Sense Difficulty: Difficult
Alter Difficulty: Difficult
Required Powers: Emptiness, hibernation trance, sense path, farseeing, life sense, shatterpoint sense, shatterpoint strike, telekinesis

Warning: Any person using this power against a living being gains an immediate Dark Side point.

Effect: This power allows a character to reach out through the Force and sense faults or weak points in an object or person. Once sensing those weak points, the Jedi may make his alter roll to pour the Force into those weak points attempting to shatter or detonate the object (or person). This may be in the form of opening structurally weaker spots in a door, or may be used to re-open old wounds.

In game terms, once the player has successfully made the sense roll, he or she may then attempt to roll alter for damage. If the player succeeds, then damage is determined by the chart below:

<table>
<thead>
<tr>
<th>Beats difficulty by</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-4</td>
<td>4D+2</td>
</tr>
<tr>
<td>5-9</td>
<td>6D</td>
</tr>
<tr>
<td>10-14</td>
<td>7D+1</td>
</tr>
<tr>
<td>15</td>
<td>8D</td>
</tr>
</tbody>
</table>

Source: Legacy Era Campaign Guide (page 53)

Enlighten
Control Difficulty: Moderate
Sense Difficulty: Easy, modified by relationship.
Required Powers: Projective telepathy, combat sense, danger sense, life detection

Effect: This power creates a very brief telepathic link between the Jedi and one ally within 20 meters and within line of sight. When the ally is engaged in combat, the Jedi may extend himself through the Force outward towards the opponents and to instill some of that sense in the mind of his ally to aid him in combat.

In game terms, the Jedi may select one ally in combat and that ally may choose to use the Jedi’s sense roll total for any one of his own actions that round. By spending a Force Point, the Jedi can make that sense roll total available for one more action the next round.

Source: Legacy Era Campaign Guide (page 54)

Lightning Burst
Control Difficulty: Moderate
Alter Difficulty: Targets’ control or Perception rolls
Required Powers: Force lightning

Warning: A Jedi who uses this power for any reason immediately gains a Dark Side Point.

Effect: This power, like Force lightning is a corruption of the Force, intended to create searing pain and injury to any character that happens to be adjacent to the Jedi. As the Jedi unleashes her hate and anger in the form of pure electrical energy, all characters within one meter of the Jedi are jolted with serious pain. Armor does not protect a character from lightning burst, though it can be repelled with absorb/dissipate energy. Unlike Force lightning, lightning burst requires only one roll to strike every target within one meter, though it does a standard damage of 4D to every character that does not successfully resist the roll.

Source: Legacy Era Campaign Guide (page 54)

Obscure
Sense Difficulty: Easy, modified by proximity.
Alter Difficulty: Moderate, or target’s Perception or control roll.

Required Powers: Dim another’s senses

This power may be kept up

Effect: A Jedi may select a target, and use the Force to cloud his mind, making it harder for him to focus on his opponents. Though the target’s senses are unchanged, any person or thing that the target attempts to focus on will appear indistinct under the mental pressure exerted by the Jedi. The target receives a -2D penalty to any offensive rolls until the power is dropped.

Source: Legacy Era Campaign Guide (page 54)