Vehicles

Cargo Skiff

Craft: Ubrikkian Bantha II Cargo Skiff
Type: Cargo skiff
Scale: Speeder
Length: 9 meters
Skill: Repulsorlift operation: cargo skiff
Crew: 1
Passengers: 16
Cargo Capacity: 120 metric tons
Cover: 1/2
Altitude Range: Ground level-50 meters
Cost: 25,000 (new), 13,500 (used)
Move: 70; 200 kmh
Body Strength: 1D
Source: Star Wars Trilogy Sourcebook SE (page 157-158), Galaxy Guide 2 – Yavin and Bespin (page 76), Rulebook (pages 244-245), d20 Core Rulebook (page 237), Rebellion Era Campaign Guide (pages 60-61)

Cloud Car

Craft: Bespin Motors Storm IV
Type: Twin-pod Cloud Car
Scale: Speeder
Length: 7 meters
Skill: Repulsorlift operation: cloud car
Crew: 1; 1 (can combine)
Crew Skill: Vehicle blasters 3D+2, repulsorlift operation: cloud car 3D
Cargo Capacity: 10 kilograms
Cover: Full
Altitude Range: 50-100 kilometers
Cost: 75,000 (new), 28,000 (used)
Maneuverability: 2D+2
Move: 520; 1,500 kmh
Body Strength: 4D

Weapons:
Double Blaster Cannon (fire-linked)
Fire Arc: Front
Crew: 1 (co-pilot)
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-400/900/3 Km
Damage: 5D
Source: The Thrawn Trilogy Sourcebook (page 205), The Last Command Sourcebook (page 128), Arms and Equipment Guide (page 71), Rebellion Era Campaign Guide (page 61)

Combat Cloud Car

Craft: Ubrikkian Talon I Combat Cloud Car
Type: Combat cloud car
Scale: Speeder
Length: 10 meters
Skill: Repulsorlift operation: cloud car
Crew: 1
Crew Skill: Repulsorlift operation 4D+1, vehicle blasters 4D+1
Passengers: 1
Cargo Capacity: 50 kilograms
Cover: Full
Altitude Range: Ground level-100 kilometers
Cost: 80,000 (new)
Maneuverability: 3D
Move: 520; 1,500 kmh
Body Strength: 4D+2
Weapons:
Double Blaster Cannon (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-400/900/3 Km
Damage: 4D+2
Source: The Thrawn Trilogy Sourcebook (page 205), The Last Command Sourcebook (page 128), Arms and Equipment Guide (page 71), Rebellion Era Campaign Guide (page 61)
**Ubrikkian 9000 Z004**

*Craft:* Ubrikkian 9000 Z004  
*Type:* Sport speeder  
*Scale:* Speeder  
*Length:* 2.46 meters  
*Skill:* Repulsorlift operation: landspeeder  
*Crew:* 1  
*Passengers:* 1  
*Cargo Capacity:* 30 kilograms  
*Cover:* Full  
*Altitude Range:* Ground level-1.5 meters  
*Cost:* 15,000 (new), 5,000 (used)  
*Maneuverability:* 2D+1  
*Move:* 105; 300 km/h  
*Body Strength:* 1D+2  
*Source:* Rulebook (page 242), Rebellion Era Campaign Guide (pages 61-62)

**Air-2 Racing Swoop**

*Craft:* TaggeCo Air-2 Swoop  
*Type:* Swoop  
*Scale:* Speeder  
*Length:* 1.9 meters  
*Skill:* Swoop operation  
*Crew:* 1  
*Passengers:* None  
*Cargo Capacity:* 50 kilograms  
*Cover:* 1/4  
*Altitude Range:* Ground level-1 kilometer  
*Cost:* 4,500 (new), 1,200 (used)  
*Maneuverability:* 2D+2  
*Move:* 210; 600 km/h  
*Body Strength:* 1D+2  
*Game Note:* An Air-2 grants a +2D bonus to repulsorlift repair rolls made on it.  
*Source:* Arms and Equipment Guide (page 75), Tempest Feud (page 128), Rebellion Era Campaign Guide (page 62)

**HTT-26 Heavy Troop Transport**

*Craft:* Gallofree HTT-26 Transport  
*Type:* Heavy troop transport  
*Scale:* Speeder  
*Length:* 12 meters  
*Skill:* Repulsorlift operation: HTT-26  
*Crew:* 1, gunners: 1  
*Passengers:* 16 (troops)  
*Cargo Capacity:* 1 ton  
*Cover:* Full  
*Altitude Range:* 0-1.5 meters  
*Cost:* 20,000 (new), 11,000 (used)  
*Maneuverability:* 1D  
*Move:* 30; 95 km/h  
*Body Strength:* 3D  
*Weapons:*  
*Medium Blaster Cannon*  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Vehicle blasters  
*Fire Control:* 1D+2  
*Range:* 50-400/1/3 km  
*Damage:* 5D+2  
*Source:* Rebellion Era Campaign Guide (page 111)

**Rebel ULAV**

*Craft:* Modified Sienar Ultra-Light Assault Vehicle  
*Type:* Light assault vehicle  
*Scale:* Speeder  
*Length:* 7 meters  
*Skill:* Repulsorlift operation: ULAV  
*Crew:* 1, gunners: 1  
*Crew Skill:* Vehicle blasters 4D, repulsorlift operation 4D  
*Cargo Capacity:* 5 kilograms
Cover: Full
Altitude Range: Ground level-0.6 meters
Cost: 50,000 (new), 12,900 (used)
Maneuverability: 3D
Move: 140; 400 kmh
Body Strength: 2D+2
Weapons:
Twin Light Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 3-50/100/200
Damage: 2D+2
Concussion Grenade Launcher
Fire Arc: Front
Skill: Missile weapons
Fire Control: 1D
Range: 10-50/100/200
Damage: 3D+1
Medium Blaster Cannon
Fire Arc: Back
Crew: 1
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-200/500/1 Km
Damage: 5D
Source: Rebel Alliance Sourcebook (pages 104-105), The DarkStryder Campaign (page 76), Arms and Equipment Guide (page 80), Rebellion Era Campaign Guide (page 111)

Heavy Tracker
Craft: Mekuun Heavy Tracker
Type: Mobile scanning unit
Scale: Walker
Length: 22.2 meters
Skill: Repulsorlift operation: heavy tracker
Crew: 6, gunners: 2, skeleton: 2/+10
Crew Skill: Vehicle blasters 4D+1, repulsorlift operation 3D+2
Passengers: 5 (omniprobe operators)
Cargo Capacity: 250 kilograms
Cover: Full
Altitude Range: Ground level-2 meters
Cost: 125,000 (new), 75,000 (used)
Maneuverability: 1D

Move: 45; 130 kmh
Body Strength: 3D+2
Weapons:
Heavy laser Cannon
Fire Arc: Turret
Crew: 2
Skill: Vehicle blasters
Fire Control: 2D (4D with omniprobe)
Range: 50-500/1.5/3 Km
Damage: 4D
Source: Rebel Alliance Sourcebook (page 107), Rebellion Era Campaign Guide (page 112)

T2-B Repulsor Tank
Craft: Yutran-Trackata T2-B Repulsor Tank
Type: Light assault vehicle
Scale: Speeder
Length: 9 meters
Skill: Repulsorlift operation: T2-B tank
Crew: 2, gunners: 1, skeleton: 1/+5
Crew Skill: Vehicle blasters 4D, repulsorlift operation 4D
Cargo Capacity: 200 kilograms
Cover: Full
Altitude Range: Ground level-0.6 meters
Cost: Not available for sale
Maneuverability: 1D+2
Move: 28; 80 kmh
Body Strength: 5D+2
Weapons:
Quad Light Blaster Cannon
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 2D+2
Range: 50-200/500/1 Km
Damage: 6D
Source: Rebellion Era Campaign Guide (page 112)

T4-B Heavy Tank

Craft: Yutrane-Trackata T4-B HeavyTank
Type: Heavy assault vehicle
Scale: Speeder
Length: 10 meters
Skill: Ground vehicle operation: T4-B tank
Crew: 2, gunners: 1, skeleton: 1/+5
Crew Skill: Vehicle blasters 4D, ground vehicle operation 4D
Cargo Capacity: 300 kilograms
Cover: Full
Cost: Not available for sale
Maneuverability: 0D+2
Move: 14; 40 kmh
Body Strength: 6D
Weapons:
2 Heavy Laser Cannons (fire-linked)
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-200/500/1 Km
Damage: 7D
Triple Concussion Missle Launcher
Fire Arc: Turret
Crew: 1
Skill: Missile weapons
Fire Control: 2D
Range: 50-500/1.5/3 Km
Damage: 10D
Source: Rebellion Era Campaign Guide (page 112)

AT-AA

Craft: Rothana Heavy Engineering All Terrain Anti-Aircraft Platform
Type: Heavy artillery platform
Scale: Walker
Length: 18 meters
Skill: Walker operation: AT-AA
Crew: 3, gunners: 2
Crew Skill: Missile weapons 3D+1, walker operation 3D
Cargo Capacity: 250 kilograms
Cover: Full
Cost: Not available for sale
Maneuverability: 0D
Move: 21; 60 kmh
Body Strength: 4D+1
Electronic Countermeasures: Missile or torpedo attack rolls against the AT-AA suffer a -2D penalty.
Weapons:
Flak Pod
Fire Arc: Top
Crew: 1
Skill: Missile weapons
Fire Control: 2D
Range: 50-500/1.5/3 Km
Blast Radius: 20 meters
Damage: 7D
Light Missile Launcher (36 missiles)
Fire Arc: Top
Crew: 1
Skill: Missile weapons
Fire Control: 2D
Range: 50-200/500/1 Km
Damage: 7D
Source: Rebellion Era Campaign Guide (page 130)
**AT-PT**

**Craft:** All-Terrain Personal Transport  
**Type:** Light walker  
**Scale:** Walker  
**Length:** 2.1 meters long, 3.1 meters tall  
**Skill:** Walker operation: AT-PT  
**Crew:** 1  
**Crew Skill:** Missile weapons 4D, vehicle blasters 4D, walker operation 4D  
**Cargo Capacity:** 25 kilograms  
**Cover:** Full  
**Skill:** Walker operation: AT-PT  
**Crew:** 1  
**Crew Skill:** Missile weapons 4D, vehicle blasters 4D, walker operation 4D  
**Cargo Capacity:** 25 kilograms  
**Cover:** Full  
**Altitude Range:** Ground level-5 kilometers  
**Cost:** Not available for sale  
**Maneuverability:** 2D  
**Move:** 21; 60 kmh  
**Body Strength:** 2D  
**Weapons:**  
**Twin Blaster Cannon**  
**Fire Arc:** Front  
**Skill:** Vehicle blasters  
**Fire Control:** 1D  
**Range:** 10-50/200/500  
**Damage:** 4D  
**Concussion Grenade Launcher**  
**Fire Arc:** Front  
**Skill:** Missile weapons: grenade launcher  
**Fire Control:** 1D  
**Range:** 10-50/100/200  
**Damage:** 2D  
**Source:** Alliance Intelligence Reports (page 49), The Thrawn Trilogy Sourcebook (page 203), Dark Force Rising Sourcebook (pages 121-122), Arms and Equipment Guide (pages 81-82), Rebellion Era Campaign Guide (page 132)

**Lancet Aerial Artillery**  
**Craft:** Sienar Fleet Systems Lancet Aerial Artillery  
**Type:** Repulsor artillery  
**Scale:** Speeder  
**Length:** 14 meters  
**Skill:** Repulsorlift operation: Lancet  
**Crew:** 1, gunners: 1

**TIE Mauler**  
**Craft:** Santhe/Sienar Technologies TIE ap-1 “Mauler”  
**Type:** Compact assault vehicle  
**Scale:** Speeder  
**Length:** 6.7 meters  
**Skill:** Vehicle blasters 4D+1, ground vehicle operation 5D  
**Crew:** 1  
**Crew Skill:** Vehicle blasters 4D+1, ground vehicle operation 5D  
**Cargo Capacity:** 95 kilograms  
**Consumables:** 5 days
**TIE Crawler (Century Tank)**

**Craft:** Santhe/Sienar Technologies Century Tank  
**Type:** Compact assault vehicle  
**Scale:** Speeder  
**Length:** 6.7 meters  
**Skill:** Ground vehicle operation: Century tank  
**Crew:** 1  
**Crew Skill:** Vehicle blasters 5D, ground vehicle operation 5D+2  
**Passengers:** 1  
**Cargo Capacity:** 200 kilograms  
**Consumables:** 5 days  
**Cover:** Full  
**Cost:** 37,000 credits  
**Maneuverability:** 2D+1

**Move:** 30; 90 kmh  
**Body Strength:** 2D  
**Weapons:**  
2 Medium Blaster Cannons  
*Fire Arc:* Front  
*Skill:* Vehicle blasters  
*Fire Control:* 2D  
*Range:* 50-400/900/2 Km  
*Damage:* 6D  

**Source:** Rebellion Era Campaign Guide (page 135)

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**Canderous Assault Tank**

**Craft:** MandalTech Canderous-class Assault Tank  
**Type:** Repulsor assault tank  
**Scale:** Speeder  
**Length:** 16 meters  
**Skill:** Repulsorlift operation: Canderous tank  
**Crew:** 3, gunners: 2, skeleton: 1/+5  
**Crew Skill:** Missile weapons 4D, vehicle blasters 4D+1, repulsorlift operation 3D+2  
**Cargo Capacity:** 100 kilograms  
**Consumables:** 1 week  
**Cover:** Full  
**Altitude Range:** Ground level-1 meter  
**Cost:** Not available for sale  
**Maneuverability:** +2  
**Move:** 18; 50 kmh  
**Body Strength:** 7D  
**Shields:** 1D  
**Weapons:**  
2 Heavy Laser Cannons (fire-linked)  
*Fire Arc:* Turret  
**Crew:** 1  
**Skill:** Vehicle blasters

**Move:** 30; 90 kmh  
**Body Strength:** 2D  
**Weapons:**  
2 Medium Blaster Cannons  
*Fire Arc:* Front  
*Skill:* Vehicle blasters  
*Fire Control:* 2D  
*Range:* 50-400/900/2 Km  
*Damage:* 5D  

**Light Turbolaser**  
*Fire Arc:* Turret  
*Skill:* Vehicle blasters  
*Fire Control:* 1D+2  
*Range:* 50-300/500/1 Km  
*Damage:* 4D+1  

**Source:** Dark Empire Sourcebook (pages 123-124), Rebellion Era Campaign Guide (page 135)
**Starships**

### G1-M4-C Dunelizard

**Craft:** MandalMotors G1-M4-C Dunelizard Fighter  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Rebellion Era Campaign Guide (page 63)  
**Type:** Medium fighter  
**Scale:** Starfighter  
**Length:** 11 meters  
**Skill:** Starfighter piloting: G1-M4-C Dunelizard  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 110 kilograms  
**Consumables:** 2 weeks  
**Cost:** 115,000 (new), 55,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes (limited to 3 jumps)  
** Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D+2  
**Shields:** 1D+2  
**Sensors:**  
  - Passive: 10/1D  
  - Scan: 20/2D  
  - Search: 40/3D  
  - Focus: 3/4D  
**Weapons:**  
  - 2 Laser Cannons (fire-linked)  
  - Fire Arc: Front  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-3/12/25  
  - Atmospheric Range: 100-300/1.2/2.5 km  
  - Damage: 5D

### F9-TZ Transport

**Craft:** Zann Consortium F9-TZ Transport  
**Type:** Light troop transport  
**Scale:** Speeder  
**Length:** 21 meters  
**Skill:** Repulsorlift operation: F9-TZ transport  
**Crew:** 2  
**Crew Skill:** Repulsorlift operation 4D  
**Passengers:** 40  
**Cargo Capacity:** 1 metric ton  
**Consumables:** 1 week  
**Cover:** Full  
**Altitude Range:** Ground level-1 meter  
**Cost:** Not available for sale  
**Maneuverability:** 1D  
**Move:** 30; 95 kmh  
**Body Strength:** 3D+1  
**Shields:** 1D  
**Cloaking Device:** The cloaking device and shields cannot operate at the same time. The cloaking device can operate for 15 minutes, after which it must be shut down and recharged, which requires 30 minutes and a Difficult repulsorlift repair roll. When cloaked, the difficulty to spot the transport increases by +4D. If spotted, attacks against the cloaked transport still suffer a -2D visibility penalty.  
**Source:** Rebellion Era Campaign Guide (pages 153-154)
**Type:** Fast attack craft
**Scale:** Starfighter
**Length:** 20 meters
**Skill:** Starfighter piloting: Ixien fighter
**Crew:** 1
**Crew Skill:** Varies widely
**Cargo Capacity:** 440 kilograms
**Consumables:** 4 weeks
**Cost:** 180,000 (new), 40,000 (used)

**Hyperdrive Multiplier:** x1
**Nav Computer:** Yes
**Maneuverability:** 1D+2

**Space:** 8
**Atmosphere:** 365; 1,050 km/h
**Hull:** 4D

**Shields:** 0D+2
**Sensors:**
  - **Passive:** 10/1D
  - **Scan:** 20/1D+2
  - **Search:** 40/2D+1
  - **Focus:** 3/3D+2

**Weapons:**
**Double Medium Laser Cannons**
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 3D+2
  - **Space Range:** 1-3/12/25
  - **Atmospheric Range:** 100-300/1.2/2.5 km
  - **Damage:** 5D

**Concussion Missile Launcher** (5 missiles)
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 3D
  - **Space Range:** 1/3/7
  - **Atmosphere Range:** 50-100/300/700
  - **Damage:** 8D

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**M12-L Kimogila**

**Craft:** MandalMotors M12-L Kimogila Heavy Fighter
**Affiliation:** General
**Era:** Rebellion
**Source:** Rebellion Era Campaign Guide (page 64)
**Type:** Heavy fighter
**Scale:** Starfighter
**Length:** 12 meters
**Skill:** Starfighter piloting: M12-L Kimogila
**Crew:** 1, gunners: 1
**Crew Skill:** Varies widely
**Cargo Capacity:** 110 kilograms
**Consumables:** 2 weeks
**Cost:** 175,000 (new), 125,000 (used)
**Hyperdrive Multiplier:** x2
**Nav Computer:** No (uses astromech droid with 10-jump memory)
**Maneuverability:** 1D+2
**Space:** 5
**Move:** 295; 850 km/h
**Hull:** 5D+1
**Shields:** 1D

**Sensors:**
  - **Passive:** 10/1D
  - **Scan:** 20/2D
  - **Search:** 40/3D
  - **Focus:** 3/4D

**Weapons:**
**4 Heavy Laser Cannons** (fire-linked)
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 3D
  - **Space Range:** 1-3/12/25
  - **Atmospheric Range:** 100-300/1.2/2.5 km
  - **Damage:** 6D

**Concussion Missile Launcher** (12 missiles)
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D
  - **Space Range:** 1/3/7
  - **Atmosphere Range:** 50-100/300/700
  - **Damage:** 8D
Proton Torpedo Launcher (4 carried)
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1/3/7
Atmospheric Range: 50-100/300/700
Damage: 9D

M22-T Krayt Gunship

Craft: MandalMotors M22-T Krayt Gunship
Affiliation: General
Era: Rebellion
Source: Rebellion Era Campaign Guide (page 65)
Type: Command gunship
Scale: Starfighter
Length: 20 meters
Skill: Starfighter piloting: M22-T Krayt
Crew: 1, gunners: 1
Crew Skill: Varies widely
Passengers: 2
Cargo Capacity: 440 kilograms
Consumables: 1 week
Cost: 350,000 (new), 210,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 1D+1
Space: 4
Move: 280; 800 kmh
Hull: 5D+1
Shields: 1D+1
Sensors:
Passive: 10/1D
Scan: 25/2D
Search: 50/3D
Focus: 4/4D
Weapons:
4 Heavy Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D+1
Space Range: 1-3/12/25

Atmospheric Range: 100-300/1.2/2.5 km
Damage: 5D+2

Double Ion Cannons
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/7/36
Atmospheric Range: 100-300/700/3.6 km
Damage: 4D

Concussion Missile Launcher (16 missiles)
Fire Arc: Front
Crew: 1 or pilot
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmospheric Range: 50-100/300/700
Damage: 8D

Pinook Fighter

Craft: Joraan Drive Systems Pinook Starfighter
Affiliation: General
Era: Rise of the Empire
Source: Rebellion Era Campaign Guide (page 66)
Type: Escort starfighter
Scale: Starfighter
Length: 14.8 meters
Skill: Starfighter piloting: Pinook
Crew: 1
Crew Skill: Astrogation 3D, starship gunnery 3D+2,
starfighter piloting 3D+2, starship shields 3D,
sensors 3D.
Cargo Capacity: 25 kilograms
Consumables: 1 week
Cost: 50,000 (new), 25,000 (used)
Hyperdrive Multiplier: x1.5
Nav Computer: Yes
Maneuverability: 0D+2
Space: 3
Atmosphere: 210; 600 kmh
Hull: 2D+1
Shields: +2
Sensors:
Passive: 15/1D
**Razor Fighter**

**Craft:** Starypan/SunHui Spacework Razor-class Fighter  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Rebellions Era Campaign Guide (pages 66-67)  
**Type:** Attack starfighter  
**Scale:** Starfighter  
**Length:** 13.6 meters  
**Skill:** Starfighter piloting: Razor fighter  
**Crew:** 1  
**Cargo Capacity:** 110 kilograms  
**Consumables:** 1 week  
**Cost:** 75,000 (new), 45,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
**Passive:** 20/0D  
**Scan:** 35/1D  
**Search:** 40/2D  
**Focus:** 2/3D  
**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+1

**Dual Ion Cannons**  
**Fire Arc:** Front  
**Skill:** Starship gunnery  
**Fire Control:** 3D  
**Space Range:** 1-3/7/36  
**Atmosphere Range:** 100-300/700/3.6 km  
**Damage:** 3D+2

**2 Concussion Missile Launchers** (4 missiles each)  
**Fire Arc:** Front  
**Skill:** Starship gunnery  
**Fire Control:** 2D  
**Space Range:** 1/5/9  
**Atmosphere Range:** 50-100/500/900  
**Damage:** 8D+2

**Mobquet Medium Cargo Hauler**

**Craft:** Mobquet Custom Medium Cargo Hauler  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 67), Rebellions Era Campaign Guide (pages 67-68)  
**Type:** Medium transport  
**Scale:** Starfighter  
**Length:** 79.3 meters  
**Skill:** Space transports: Mobquet Custom hauler  
**Crew:** 2, skeleton: 1/+10  
**Crew Skill:** Varies widely  
**Passengers:** 8  
**Cargo Capacity:** 700 metric tons  
**Consumables:** 2 months  
**Cost:** 750,000 (new), 225,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x11  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh
Hull: 7D  
Shields: 2D  
Sensors:  
  Passive: 20/0D  
  Scan: 50/1D  
  Search: 80/2D  
  Focus: 4/3D  
Weapons:  
  2 Laser Cannons  
    Fire Arc: Turret  
    Skill: Starship gunnery  
    Fire Control: 2D  
    Space Range: 1-3/12/25  
    Atmosphere Range: 100-300/1.2/2.5 km  
    Damage: 4D  
Game Notes: +5 to modification and replacement rolls.

**YKL-37R Nova Courier**

Craft: Gallottree Yards YKL-37R Nova Courier  
Affiliation: General / Rebel Alliance  
Era: Rebellion  
Source: Rebellion Era Campaign Guide (page 68)  
Type: Light transport  
Scale: Starfighter  
Length: 30 meters  
Skill: Space transports: Nova Courier  
Crew: 2, gunners: 2, skeleton: 1/+10  
Crew Skill: Varies widely  
Passengers: 6  
Cargo Capacity: 60 metric tons  
Consumables: 6 months  
Cost: 150,000 (new), 45,000 (used)  
Hyperdrive Multiplier: x2  
Hyperdrive Backup: x12  
Nav Computer: Yes  
Maneuverability: 1D+1  
Space: 5  
Atmosphere: 280; 800 km/h  
Hull: 6D  
Shields: 3D

**Sensors:**  
  Passive: 10/1D  
  Scan: 25/2D  
  Search: 40/3D  
  Focus: 3/4D  
Weapons:  
  2 Twin 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  
3 Concussion Missile Launchers (4 missiles each)  
    Fire Arc: Front  
    Crew: gunners or co-pilot  
    Skill: Starship gunnery  
    Fire Control: 2D  
    Space Range: 1/3/7  
    Atmosphere Range: 50-100/300/700  
    Damage: 8D  
Game Notes: +5 to modification and replacement rolls.

**YV-545 Transport**

Craft: Corellian Engineering Corporation YV-545 Transport  
Affiliation: General  
Era: Rebellion  
Source: Rebellion Era Sourcebook (pages 14-15),  
  Rebellion Era Campaign Guide (pages 68-69)  
Type: Light freighter  
Scale: Starfighter  
Length: 32 meters  
Skill: Space transports: YV-545  
Crew: 2, gunners: 2  
Crew Skill: Varies widely  
Passengers: 5  
Cargo Capacity: 80 metric tons  
Consumables: 3 months  
Cost: 120,000 (new), 35,000 (used)  
Hyperdrive Multiplier: x2  
Hyperdrive Backup: x15
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
  **Passive:** 10/0D  
  **Scan:** 25/1D  
  **Search:** 40/2D  
  **Focus:** 2/3D  
**Weapons:**  
**2 Double Lasers**  
  **Fire Arc:** Turret  
  **Crew:** 1  
  **Skill:** Starship gunnery  
  **Fire Control:** 2D  
  **Space Range:** 1-3/12/25  
  **Atmosphere Range:** 100-300/1.2/2.5 km  
  **Damage:** 4D  

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**Limpet Ship**

**Craft:** Corellian Engineering Corporation YM-2800 Limpet Ship  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Rebellion Era Campaign Guide (pages 113-114)  
**Type:** Boarding ship  
**Scale:** Starfighter  
**Length:** 26 meters  
**Skill:** Space transports: Limpet ship  
**Crew:** 6, skeleton: 3/+10  
**Crew Skill:** All skills 4D  
**Passengers:** 6  
**Cargo Capacity:** 125 metric tons  
**Consumables:** 2 months  
**Cost:** 150,000 (new), 70,000 (used)  
**Maneuverability:** 0D  
**Space:** 4  
**Move:** 280; 800 kmh  
**Hull:** 4D  
**Shields:** +2  
**Sensors:**  
  **Passive:** 10/1D  
  **Scan:** 25/2D  
  **Search:** 50/3D  
  **Focus:** 4/4D  
**Weapons:**  
**2 Medium 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:** 4D  
**Plasma Beam Cutter**  
  **Fire Arc:** Bottom  
  **Crew:** 2  
  **Skill:** Starship gunnery: plasma beam  
  **Fire Control:** 0D  
  **Space Range:** 4 meters  
  **Damage:** 8D  

**Note:** The plasma beam cutter, originally designed to mine asteroids, can be used to drill into a starship, creating a breach through which a zero-g boarding party can enter. While the cutter is in operation, weapons and shields lose all power. The pilot must make a successful opposed piloting roll against its target to attach the limpet ship to the hull. Roll the target ship’s hull -2D; if the cutter’s damage roll scores a “lightly damaged” result, it has breached the hull. Once the hull is breached, the torch requires 8 rounds to cut a two-meter-wide hole.

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**T-Wing**

**Craft:** Hoersch-Kessel Drive Inc. T-wing Interceptor  
**Affiliation:** Rebel Alliance / General  
**Era:** Rebellion  
**Source:** Rebellion Era Campaign Guide (page 114)  
**Type:** Light interceptor  
**Scale:** Starfighter  
**Length:** 12.2 meters  
**Skill:** Starfighter piloting: T-wing  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D, starship shields 3D+2  
**Cargo Capacity:** 50 kilograms  
**Consumables:** 1 week  
**Cost:** 150,000 (new), 60,000 (used)  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Limited to two jumps  
**Maneuverability:** 3D+1  
**Space:** 12
**Atmosphere:** 450; 1,300 kmh  
**Hull:** 2D+1  
**Shields:** 1D  
**Sensors:**  
- **Passive:** 20/0D  
- **Scan:** 35/1D  
- **Search:** 40/2D  
- **Focus:** 2/3D  
**Weapons:**  
- **2 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:** 4D+1  
- **2 Concussion Missile Launchers** (4 missiles each)  
  - **Fire Arc:** Front  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 1/3/7  
  - **Atmosphere Range:** 30-100/300/700  
  - **Damage:** 8D

**X4 Gunship**  
**Craft:** Incom Corporation X4 Gunship  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Rebellion Era Campaign Guide (page 115)  
**Type:** Light assault ship  
**Scale:** Starfighter  
**Length:** 28 meters  
**Skill:** Space transports: X4 gunship  
**Crew:** 2, gunners: 6  
**Crew Skill:** All skills 4D  
**Passengers:** 6  
**Cargo Capacity:** 20 metric tons  
**Consumables:** 1 month  
**Cost:** 200,000 (new), 75,000 (used)

**Maneuverability:** 1D  
**Space:** 4  
**Move:** 280; 800 kmh  
**Hull:** 5D  
**Shields:** 1D+1  
**Sensors:**  
- **Passive:** 10/1D  
- **Scan:** 30/2D  
- **Search:** 60/3D  
- **Focus:** 5/4D  
**Weapons:**  
- **2 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:** 4D+1  
- **6 Light Laser Cannons**  
  - **Fire Arc:** Turrets  
  - **Crew:** 1  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 1-3/12/25  
  - **Atmosphere Range:** 100-300/1.2/2.5 km  
  - **Damage:** 3D+2

**Assassin Corvette**  
**Craft:** Corellian Engineering Corporation Assassin-class Corvette  
**Affiliation:** General / Empire / Rebel Alliance  
**Era:** Rebellion  
**Source:** Rebellion Era Campaign Guide (pages 130-131)  
**Type:** System patrol craft  
**Scale:** Capital
Length: 139.2 meters  
Skill: Capital ship piloting: Assassin corvette  
Crew: 60 to 150, depending upon configuration (typically 84), gunners: 13  
Crew Skill: All skills 3D+2  
Passengers: Up to 60 (typically 51)  
Cargo Capacity: Up to 2,100 metric tons (typically 1,500)  
Consumables: 1 year  
Cost: Not available for sale  
Hyperdrive Multiplier: x2  
Hyperdrive Backup: x8  
Nav Computer: Yes  
Maneuverability: 1D  
Space: 6  
Atmosphere: 330; 950 kmh  
Hull: 4D+2  
Shields: 2D+1  
Sensors:  
Passive: 40/1D  
Scan: 100/2D  
Search: 140/3D  
Focus: 8/4D  
Weapons:  
6 Dual Turbolasers  
Fire Arc: 1 front, 1 top, 1 bottom, 1 left, 1 right, 1 back  
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  
Proton Torpedo Launcher (10 carried)  
Fire Arc: Front  
Crew: 1  
Skill: Capital ship gunnery  
Fire Control: 3D  
Space Range: 2-12/30/60  
Atmosphere Range: 200-1.2/3/6 km  
Damage: 6D  

Assault Gunboat  
Craft: Cignus SpaceWorks Alpha-class Xg-1 Star Wing  
Affiliation: Empire  
Era: Rebellion  
Source: The Far Orbit Project (page 60), Rebellion Era Campaign Guide (page 131)  
Type: Assault fighter/gunboat  
Scale: Starfighter  
Length: 10 meters  
Skill: Starfighter piloting: Assault Gunboat  
Crew: 1  

Cargo Capacity: 100 kilograms  
Consumables: 3 days  
Cost: 125,000 (new), 75,000 (used)  
Maneuverability: 2D  
Space: 8  
Atmosphere: 365; 1,050 kmh  
Hull: 4D+1  
Shields: 2D+2  
Sensors:  
Passive: 20/0D  
Scan: 35/1D  
Search: 50/2D  
Focus: 2/2D+2  
Weapons:  
2 Laser Cannons (single or 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+2 or 4D+2  
2 Ion Cannons (single or fire-linked)  
Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 2D  
Space Range: 1-3/7/36  
Atmosphere Range: 100-300/700/3.6 km  
Damage: 3D+2 or 5D  
2 Concussion Missile Launchers (8 missiles each)  
Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 3D  
Space Range: 1/3/7  
Atmosphere Range: 50-100/300/700  
Damage: 9D  

Imperial Cargo Ship  
Craft: Refitted Rothana Heavy Engineering Acclamator-class Military Cargo Ship  
Affiliation: Empire  
Era: Rise of the Empire  
Source: Rebellion Era Campaign Guide (page 132)
**Imperial II-class Frigate**

**Craft:** Kuat Drive Yards' Imperial II-class Frigate  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Rebellion Era Campaign Guide (pages 132-133)  
**Type:** Patrol cruiser  
**Scale:** Capital  
**Length:** 800 meters  
**Skill:** Capital ship piloting: II-class Frigate  
**Crew:** 19,801, gunners: 98, skeleton: 3,000/+20  
**Crew Skill:** Astrogation 3D+2, capital ship gunnery  
**Passengers:** 4D, capital ship piloting 4D+1, capital ship shields  
**Passengers:** 4D+1, sensors 4D  
**Cargo Capacity:** 4,400 (troops)  
**Consumables:** 6 years  
**Hyperdrive Multiplier:** x4  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Hull:** 5D  
**Shields:** 2D+1  
**Sensors:**  
**Passive:** 50/1D  
**Scan:** 100/2D  
**Search:** 200/3D  
**Focus:** 6/4D  
**Weapons:**  
**30 Turbolasers**  
**Fire Arc:** 10 front, 10 left, 10 right  
**Crew:** 2  
**Skill:** Capital ship gunnery  
**Fire Control:** 3D  
**Space Range:** 3-15/35/75  
**Atmosphere Range:** 6-30/70/150 km  
**Damage:** 5D  
**30 Ion Cannons**  
**Fire Arc:** 10 front, 8 left, 8 right, 4 back  
**Crew:** 1  
**Skill:** Capital ship gunnery  
**Fire Control:** 2D+2  
**Space Range:** 1-10/25/50  
**Atmosphere Range:** 2-20/50/100 km  
**Damage:** 3D  

**Type:** Cargo ship  
**Scale:** Capital  
**Length:** 761 meters  
**Skill:** Capital ship piloting: Acclamator-class  
**Crew:** 14,857  
**Crew Skill:** All skills typically at 4D  
**Passengers:** 16,000 (stormtroopers)  
**Cargo Capacity:** 502,212 metric tons  
**Consumables:** 2 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Space:** 5  
**Atmosphere:** 330; 950 kmh  
**Hull:** 3D+1  
**Shields:** 2D+2  
**Sensors:**  
**Passive:** 40/1D  
**Scan:** 70/2D  
**Search:** 150/3D  
**Focus:** 4/3D+2  
**Weapons:**  
**12 Turbo Quadlasers**  
**Fire Arc:** Partial Turret (6 front/left, 6 front/right)  
**Skill:** Capital ship gunnery  
**Fire Control:** 2D  
**Space Range:** 3-15/35/75  
**Atmosphere Range:** 6-30/70/150 km  
**Damage:** 6D  
**24 Point Laser Cannons**  
**Fire Arc:** 8 front, 8 left, 8 right  
**Scale:** Starfighter  
**Skill:** Starship gunnery  
**Fire Control:** 1D  
**Space Range:** 1-3/12/25  
**Atmosphere Range:** 100-300/1.2/2.5 km  
**Damage:** 4D+1
4 Tractor Beam Projectors  
_Fire Arc:_ 2 front, 1 left, 1 right  
_Crew:_ 2  
_Skill:_ Capital ship gunnery  
_Fire Control:_ 3D  
_Space Range:_ 1-5/15/30  
_Atkmosphere Range:_ 2-10/30/60 km  
_Damage:_ 6D  
_Carried Craft:_ 36 TIE Fighters, 36 TIE Interceptors, 2 Lambda shuttles, various support vehicles

**Missile Boat**

_Craft:_ Cygnus Spaceworks Xg-13 Missile Boat  
_Affiliation:_ Empire  
_Era:_ Rebellion  
_Source:_ Rebalion Era Campaign Guide (page 134)  
_Type:_ Heavy assault starfighter  
_Scale:_ Starfighter  
_Length:_ 10 meters  
_Skill:_ Starfighter piloting: Missile boat  
_Crew:_ 1  
_Crew Skill:_ starfighter piloting 3D+2, starship gunnery 4D, starship shields 3D+1  
_Cargo Capacity:_ 100 kilograms  
_Consumables:_ 3 days  
_Cost:_ Not available for sale  
_Hyperdrive Multiplier:_ x6  
_Nav Computer:_ Yes  
_Maneuverability:_ 2D  
_Space:_ 9 (12 when engaging SLAM)  
_Atkmosphere:_ 400; 1,150 kmh  
_Hull:_ 4D+2  
_Shields:_ 1D  
_Sensors:_  
_Passive:_ 25/1D  
_Scan:_ 45/2D  
_Search:_ 80/3D  
_Focus:_ 6/4D  
_Weapons:_  
_Medium Laser Cannon_  
_Fire Arc:_ Front  
_Skill:_ Starship gunnery  
_Fire Control:_ 2D  
_Space Range:_ 1-3/12/25  
_Atkmosphere Range:_ 100-300/1.2/2.5 km  
_Damage:_ 5D  

2 Advanced Concussion Missile Launchers (20 missiles each)  
_Fire Arc:_ Front  
_Skill:_ Starship gunnery  
_Fire Control:_ 4D  
_Space Range:_ 1-3/7/13  
_Atkmosphere Range:_ 100-300/700/1.3 km  
_Damage:_ 9D+2  

2 Concussion Missile Launchers (20 missiles each)  
_Fire Arc:_ Front  
_Skill:_ Starship gunnery  
_Fire Control:_ 3D  
_Space Range:_ 1/3/7  
_Atkmosphere Range:_ 50-100/300/700  
_Damage:_ 8D

**Royal Guard Starfighter**

_Craft:_ Modified Sienar Fleet Systems TIE/int  
_Affiliation:_ Empire  
_Era:_ Rebellion  
_Source:_ Rebalion Era Campaign Guide (page 134)  
_Type:_ Escort starfighter  
_Scale:_ Starfighter  
_Length:_ 9.6 meters  
_Skill:_ Starfighter piloting: TIE  
_Crew:_ 1  
_Crew Skill:_ Starfighter piloting 6D, starship gunnery 6D+2  
_Cargo Capacity:_ 75 kilograms  
_Consumables:_ 2 days  
_Cost:_ Not available for sale  
_Maneuverability:_ 3D+2  
_Space:_ 11  
_Atkmosphere:_ 435; 1,250 kmh  
_Hull:_ 3D  
_Shields:_ 1D  
_Sensors:_  
_Passive:_ 25/1D  
_Scan:_ 40/2D+1
Search: 60/3D  
Focus: 4/4D  

Weapons:  
4 Laser Cannons (fire-linked)  
Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 3D  
Space Range: 1-3/12/25  
Atmosphere Range: 100-300/1.2/2.5 km  
Damage: 6D  

**TIE Aggressor**

Craft: Sienar Fleet Systems TIE Aggressor  
Affiliation: Empire  
Era: Rise of the Empire  
Source: Rebellion Era Campaign Guide (page 135)  
Type: Multipurpose craft  
Scale: Starfighter  
Length: 7.8 meters  
Skill: Starfighter piloting: TIE  
Crew: 1, gunners: 1  
Crew Skill: Starfighter piloting 4D, starship gunnery  
4D  
Cargo Capacity: 75 kilograms  
Consumables: 2 days  
Cost: Not available for sale  
Maneuverability: 3D  
Space: 9  
Atmosphere: 380, 1,100 kmh  
Hull: 3D  
Sensors:  
Passive: 0/0D  
Scan: 35/1D  
Search: 50/2D  
Focus: 3/3D  
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: 6D  

**Twin Laser Cannon**  
Fire Arc: Rear 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: 5D+2  

**Concussion Missile Launcher**  
Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 2D  
Space Range: 1/3/7  
Atmosphere Range: 50-100/300/700  
Damage: 7D  

**TIE Bizarro**

Craft: Sienar Fleet Systems TIE Experimental M1  
Affiliation: Empire  
Era: Rebellion  
Type: Heavy laser experimental fighter  
Scale: Starfighter  
Length: 6.3 meters  
Skill: Starfighter piloting: TIE  
Crew: 0 (1 pilot by remote control on a nearby transport)  
Crew Skill: Starfighter piloting 4D+1, capital ship gunnery  
4D  
Cargo Capacity: 65 kilograms  
Consumables: None  
Cost: Not available for sale  
Hyperdrive Multiplier: x5  
Nav Computer: No (slaved to controller ship)  
Maneuverability: 2D  
Space: 11  
Atmosphere: 435; 1,250 kmh  
Hull: 1D+2  
Sensors:  
Passive: 20/0D
Scan: 40/1D  
Search: 60/2D  
Focus: 3/3D  
**Weapons:**  
Turbolaser Cannon  
Fire Arc: Front  
Scale: Capital  
Skill: Capital ship gunnery  
Fire Control: 2D  
Space Range: 2-5/25/50  
Atmosphere Range: 1-2/5/10 km  
Damage: 2D

**TIE BigGun**

**Craft:** Sienar Fleet Systems TIE Experimental M2  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Rebellion Era Campaign Guide (page 136)  
**Type:** Heavy lasers experimental fighter  
**Scale:** Starfighter  
**Length:** 6.3 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 0 (1 pilot by remote control on a nearby transport)  
**Crew Skill:** Starfighter piloting 4D+1, capital ship gunnery 4D  
**Cargo Capacity:** 65 kilograms  
**Consumables:** None  
**Cost:** Not available for sale  
**Maneuverability:** 2D  
**Space:** 11  
**Atmosphere:** 415; 1,200 kmh  
**Hull:** 2D  
**Sensors:**  
Passive: 20/0D  
Scan: 40/1D  
Search: 60/2D  
Focus: 3/3D  
**Weapons:**  
Double Turbolaser Cannon  
Fire Arc: Front  
Scale: Capital

**TIE Warhead**

**Craft:** Sienar Fleet Systems TIE Experimental M3  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Rebellion Era Campaign Guide (page 136)  
**Type:** Warhead launcher experimental fighter  
**Scale:** Starfighter  
**Length:** 9.6 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 0 (1 pilot by remote control on a nearby transport)  
**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D  
**Cargo Capacity:** 75 kilograms  
**Consumables:** None  
**Cost:** Not available for sale  
**Maneuverability:** 3D+1  
**Space:** 11  
**Atmosphere:** 435; 1,250 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
Passive: 20/0D  
Scan: 40/1D  
Search: 60/2D  
Focus: 3/3D  
**Weapons:**  
2 Missile Launchers (4 missiles each)  
Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 3D  
Space Range: 1/3/7  
Atmosphere Range: 50-100/300/700  
Damage: 9D
**TIE Bomb**

**Craft:** Sienar Fleet Systems TIE Experimental M4  
**Affiliation:** Empire  
**Era:** Rebellion  
**Type:** Kamikaze experimental bomber  
**Scale:** Starfighter  
**Length:** 8.7 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 0 (1 pilot by remote control on a nearby transport)  
**Crew Skill:** Starfighter piloting 4D  
**Cargo Capacity:** 30 kilograms  
**Consumables:** None  
**Cost:** Not available for sale  
**Maneuverability:** 2D  
**Space:** 16  
**Atmosphere:** 550; 1,680 kmh  
**Hull:** 3D+2  
**Sensors:**  
- **Passive:** 20/0D  
- **Scan:** 35/1D  
- **Search:** 50/2D  
- **Focus:** 3/2D+2  
**Ramming:** The ship is loaded with explosives and does 5D Capital-scale damage upon crashing on a target.

**TIE Booster**

**Craft:** Sienar Fleet Systems TIE Experimental M5  
**Affiliation:** Empire  
**Era:** Rebellion  
**Type:** Fast experimental fighter  
**Scale:** Starfighter  
**Length:** 10 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 0 (1 pilot by remote control on a nearby transport)  
**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D  
**Cargo Capacity:** 50 kilograms  
**Consumables:** None  

**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x5  
**Nav Computer:** No (slaved to controller ship)  
**Maneuverability:** 1D+2  
**Space:** 14  
**Atmosphere:** 485; 1,400 kmh  
**Hull:** 1D+2  
**Shields:** 1D  
**Sensors:**  
- **Passive:** 20/0D  
- **Scan:** 40/1D  
- **Search:** 60/2D  
- **Focus:** 3/3D  
**Weapons:**  
- **2 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

**TIE Oppressor**

**Craft:** Sienar Fleet Systems TIE Oppressor  
**Affiliation:** Empire  
**Era:** Rebellion
**TIE Phantom**

**Craft:** Sienar Fleet Systems V-38 Stealth Assault Fighter  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Rebellion Era Campaign Guide (page 137)

**Type:** Light bomber  
**Scale:** Starfighter  
**Length:** 9.2 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 5D  
**Cargo Capacity:** 50 kilograms  
**Consumables:** 2 days  
**Cost:** Not available for sale  
**Maneuverability:** 1D+2  
**Space:** 8  
**Atmosphere:** 365, 1,050 kmh  
**Hull:** 3D+1  
**Shields:** 2D  
**Sensors:**  
  - Passive: 20/0D  
  - Scan: 35/1D  
  - Search: 50/2D  
  - Focus: 3/2D+2  
**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  
  **2 Concussion Missile Launchers** (4 missiles each)  
  **Fire Arc:** Front  
  **Skill:** Starship gunnery  
  **Fire Control:** 2D  
  **Space Range:** 1/3/7  
  **Atmosphere Range:** 50-100/300/700  
  **Damage:** 10D

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**TIE Phantom**

**Craft:** Sienar Fleet Systems V-38 Stealth Assault Fighter  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Rebellion Era Campaign Guide (page 137)

**Type:** Strategic fighter  
**Scale:** Starfighter  
**Length:** 14.6 meters  
**Skill:** Starfighter piloting: V-38 TIE  
**Crew:** 2, skeleton: 1/+10  
**Crew Skill:** Starfighter piloting 4D+1, capital ship gunnery 4D+1  
**Cargo Capacity:** 90 kilograms  
**Consumables:** 3 days  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x6  
**Nav Computer:** Yes  
**Maneuverability:** 3D+1  
**Space:** 12  
**Atmosphere:** 450; 1,300 kmh  
**Hull:** 2D+2  
**Shields:** 1D+1  
**Sensors:**  
  - Passive: 40/3D  
  - Scan: 80/5D  
  - Search: 130/5D+2  
  - Focus: 7/6D  
**Cloaking Device:** When activated the starfighter is effectively invisible to both visual and sensor scans. Cloaking is disabled when the starfighter fires its lasers, but can be immediately reactivated.  
**Weapons:**  
  **3 Laser Cannons** (fire-linked)  
  **Fire Arc:** Front  
  **Skill:** Starship gunnery  
  **Fire Control:** 4D  
  **Space Range:** 1-3/12/25  
  **Atmosphere Range:** 100-300/1.2/2.5 km  
  **Damage:** 5D  
  **2 Laser Cannons** (fire-linked)  
  **Fire Arc:** Front  
  **Crew:** Co-pilot  
  **Skill:** Starship gunnery  
  **Fire Control:** 3D+1  
  **Space Range:** 1-3/12/25  
  **Atmosphere Range:** 100-300/1.2/2.5 km  
  **Damage:** 4D  
**Self-Destruct:** If the starfighter is captured it is programmed to automatically self-destruct.

---

**TIE Scout**

**Craft:** Sienar Fleet Systems TIE/sr  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Rebellion Era Campaign Guide (page 138)  
**Type:** Stock scout vessel  
**Scale:** Starfighter  
**Length:** 24 meters  
**Skill:** Space transports: TIE Scout
**TIE Shuttle**

**Crew:** 3, skeleton: 1/+5

**Crew Skill:** Astrogation: 3D+2, sensors: 3D, space transports 4D, starship gunnery 4D, starship shields 3D+2

**Passengers:** None

**Cargo Capacity:** 25 metric tons

**Consumables:** 6 months

**Cost:** 148,000 (new), 75,000 (used)

**Hyperdrive Multiplier:** x3

**Nav Computer:** Yes

**Space:** 5

**Atmosphere:** 295; 850 kmh

**Hull:** 4D

**Sensors:**
- **Passive:** 30/1D
- **Scan:** 50/2D
- **Search:** 75/3D
- **Focus:** 5/4D

**Ping Emitter:** Grants a +2D sensors bonus to detect cloaked vessels.

**Weapons:**
- **Laser Cannon**
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Space Range:** 1-3/12/25
  - **Atmosphere Range:** 100-300/1.2/2.5 km
  - **Damage:** 4D

**VT-49 Decimator**

**Craft:** Sienar Fleet Systems VT-49 Decimator

**Affiliation:** Empire

**Era:** Rebellion

**Source:** Rebellion Era Campaign Guide (page 139)

**Type:** Assault ship

**Scale:** Starfighter

**Length:** 38 meters

**Skill:** Space transports: VT-49 Decimator

**Crew:** 4, gunners: 2, skeleton: 2/+5

**Crew Skill:** All skills 4D

**Source:** Star Wars Trilogy Sourcebook SE (page 129), Galaxy Guide 3 – The Empire Strikes Back (page 49), Rebelliion Era Campaign Guide (page 138)

**Type:** Priority personnel shuttle

**Scale:** Starfighter

**Length:** 7.8 meters

**Skill:** Starfighter piloting: TIE

**Crew:** 1

**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D

**Passengers:** 2

**Cargo Capacity:** 1 metric ton

**Consumables:** 2 days

**Cost:** 120,000 (new), 45,000 (used)

**Maneuverability:** 2D

**Space:** 8

**Atmosphere:** 365; 1,050 kmh

**Hull:** 2D

**Sensors:**
- **Passive:** 20/0D
- **Scan:** 40/1D
- **Search:** 60/2D
- **Focus:** 3/3D

**Weapons:**
- **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:** 2D+2
Passengers: 6
Cargo Capacity: 80 metric tons
Consumables: 1 month
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 340; 975 km/h
Hull: 7D
Shields: 2D+2
Sensors:
Passive: 15/+2
Scan: 35/1D
Search: 60/3D
Focus: 5/4D
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 Quad Laser Cannons
Fire Arc: 1 dorsal turret, 1 ventral turret
Crew: 1
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D+2
3 Concussion Missile Launchers (40 missiles)
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D+2

YE-4 Gunship
Craft: Sienar Fleet Systems YE-4 Gunship
Affiliation: Empire
Era: Rebellion
Source: Rebellion Era Campaign Guide (page 139)
Type: Heavy assault craft
Scale: Starfighter
Length: 25 meters
Skill: Space transports: YE-4 Gunship
Crew: 2, gunners: 6, skeleton: 1/+10
Crew Skill: All skills 5D
Passengers: 6
Cargo Capacity: 40 metric tons
Consumables: 6 months

AEG-77 Vigo
Craft: AEG-77 "Vigo" Gunship
Affiliation: Xizor Transport Systems / General
Era: Rebellion
Source: Rebellion Era Campaign Guide (page 146)
Type: Armed transport ship
Scale: Starfighter
Length: 30 meters
Skill: Space transports: AEG-77 Gunship
Crew: 2, gunners: 6, skeleton: 1/+10
Crew Skill: Varies widely
Passengers: 6
Cargo Capacity: 25 metric tons
Consumables: 1 month
Cost: 200,000 (new), 75,000 (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D
Shields: 1D+1
Sensors:
Passive: 10/0D
Scan: 30/1D
Search: 50/2D
Focus: 4/2D+2
2 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: 4D
6 Light Laser Cannons
Fire Arc: 4 dorsal turrets, 2 ventral turrets
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D

Vaksai

Craft: TransGalMeg Industries Vaksai
Affiliation: Black Sun
Era: Rebellion
Source: Rebellion Era Campaign Guide (page 147)
Type: Light fighter

Craft: TransGalMeg Industries Vaksai
Affiliation: Black Sun
Era: Rebellion
Source: Rebellion Era Campaign Guide (page 146)
Type: Light fighter
Scale: Starfighter
Length: 9 meters
Skill: Starfighter piloting: Vaksai
Crew: 1
Crew Skill: Starfighter piloting 3D+2, starship gunnery 4D
Cargo Capacity: 95 kilograms
Consumables: 2 days
Cost: 185,000 (new), 115,000 (used)
Maneuverability: 3D+2
Space: 11
Atmosphere: 435; 1,250 kmh
Hull: 4D
Shields: 1D
Sensors:
  Passive: 10/1D
  Scan: 25/1D+2
  Search: 50/2D+2
  Focus: 4/3D+1
2 Enhanced Medium Laser Cannons (fire-linked)
  Fire Arc: Front
  Skill: Starship gunnery
  Fire Control: 3D
  Space Range: 1-5/15/30
  Atmosphere Range: 100-500/1.5/3 km
  Damage: 5D+1
2 Medium Ion Cannons (fire-linked)
  Fire Arc: Front
  Skill: Starship gunnery
  Fire Control: 2D+2
  Space Range: 1-3/7/36
  Atmosphere Range: 100-300/700/3.6 km
  Damage: 5D
Concussion Missile Launcher
  Fire Arc: Front
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1/3/7
  Atmosphere Range: 50-100/300/700
  Damage: 8D+2

Supa Fighter
Craft: Joraan Drive Systems Supa-class Starfighter
Affiliation: General / Black Sun
Era: Rebellion
Source: Rebellion Era Campaign Guide (page 147)
Type: Escort starfighter
Scale: Starfighter
Length: 19 meters
Skill: Starfighter piloting: Supa fighter
Crew: 1
Crew Skill: All skills 4D
Cargo Capacity: 80 kilograms
Cost: 110,000 (new), 70,000 (used)

Maneuverability: 2D+2
Space: 7
Atmosphere: 295; 850 kmh
Hull: 3D+2
Shields: 1D
Sensors:
  Passive: 20/0D
  Scan: 40/1D
  Search: 80/1D+2
  Focus: 2/2D+1
Weapons:
  Double Medium Laser Cannons
    Fire Arc: Front
    Skill: Starship gunnery
    Fire Control: 2D+2
    Space Range: 1-3/10/20
    Atmosphere Range: 100-300/1/2 km
    Damage: 5D+2
  Medium Ion Cannon
    Fire Arc: Front
    Skill: Starship gunnery
    Fire Control: 3D
    Space Range: 1-3/7/30
    Atmosphere Range: 100-300/700/3 km
    Damage: 5D
  2 Proton Torpedo Launchers (8 torpedoes)
    Fire Arc: Front
    Skill: Starship gunnery
    Fire Control: 2D+1
    Space Range: 1/3/7
    Atmosphere Range: 30-100/300/700
    Damage: 9D

Rihkxyrk
Craft: TransGalMeg Industries Rihkxyrk Fighter
Affiliation: Black Sun
Era: Rebellion
Source: Rebellion Era Campaign Guide (page 148)
Type: Assault fighter
Scale: Starfighter
Length: 18 meters
Skill: Starfighter piloting: Rihkxyrk fighter
Crew: 1
Crew Skill: All skills 3D+2
**Cargo Capacity:** 80 kilograms
**Cost:** 240,000 (new), 150,000 (used)
**Maneuverability:** 1D
**Space:** 3
**Atmosphere:** 260; 750 km/h
**Hull:** 5D
**Shields:** 1D+2
**Sensors:**
- **Passive:** 20/0D
- **Scan:** 40/1D
- **Search:** 80/2D
- **Focus:** 3/2D+2
**Weapons:**
- **Enhanced Triple Heavy Laser Cannons**
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 3D
  - **Space Range:** 1-5/15/30
  - **Atmosphere Range:** 100-500/1.5/3 km
  - **Damage:** 7D
- **Concussion Missile Launcher**
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D+2
  - **Space Range:** 1/3/7
  - **Atmosphere Range:** 30-100/300/700
  - **Damage:** 8D+2

**Keldabe Battleship**
**Craft:** Mandal Hypernautics Keldabe-class Battleship
**Affiliation:** Zann Consortium
**Era:** Rebellion
**Source:** Rebellion Era Campaign Guide (page 154)
**Type:** Battleship
**Scale:** Capital
**Length:** 900 meters
**Skill:** Capital ship piloting: Keldabe battleship
**Crew:** 6,000, gunners: 170, skeleton: 2,000/+15
**Crew Skill:** All skills 4D
**Passengers:** 1,000 (troops)

**Cargo Capacity:** 20,000 metric tons
**Consumables:** 2 years
**Hyperdrive Multiplier:** x2
**Hyperdrive Backup:** x10
**Nav Computer:** Yes
**Maneuverability:** 1D
**Space:** 5
**Hull:** 5D+2
**Shields:** 3D
**Sensors:**
- **Passive:** 30/1D
- **Scan:** 80/2D
- **Search:** 150/3D
- **Focus:** 5/4D
**Weapons:**
- **40 Turbolasers**
  - **Fire Arc:** 10 front, 10 left, 10 right, 10 back
  - **Crew:** 3
  - **Skill:** Capital ship gunnery
  - **Fire Control:** 1D+2
  - **Space Range:** 3-15/35/75
  - **Atmosphere Range:** 6-30/70/150 km
  - **Damage:** 5D
- **20 Ion Cannons**
  - **Fire Arc:** 5 front, 5 left, 5 right, 5 back
  - **Crew:** 2
  - **Skill:** Capital ship gunnery
  - **Fire Control:** 2D+1
  - **Space Range:** 1-10/25/50
  - **Atmosphere Range:** 2-20/50/100 km
  - **Damage:** 3D
**Mass Driver Missile Launcher**
**Fire Arc:** Front
**Crew:** 2
**Skill:** Capital ship gunnery
**Fire Control:** 2D
**Space Range:** 2-12/30/60
**Atmosphere Range:** 200-1.2/3/6 km
**Damage:** 8D
**4 Tractor Beam Projectors**
**Fire Arc:** 2 front, 1 left, 1 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

**Shield Energy Drain:** The operator can target nearby capital ships (up to 2 space units away) and drain power from their shields to boost the Keldabe’s energy weapons. The operator makes an opposed capital ship shields roll against its targets, and any victims have their Shields score reduced by a cumulative -1 pip per round. All turbolasers and ion cannons gain +1 damage per ship drained to a maximum of +2D. The device can only operate for 5 consecutive rounds, followed by a 5-round recharge.

**Carried Craft:** 36 starfighters, 2 shuttles, 2 light freighters

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**Authority IRD**

**Craft:** Authority Intercept-Reconnaissance-Defense-Atmospheric
**Affiliation:** Corporate Sector Authority / General
**Era:** Rise of the Empire
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 102-103), Rebellion Era Campaign Guide (pages 156-157)
**Type:** Multipurpose starfighter
**Scale:** Starfighter
**Crew:** 1
**Crew Skill:** Starfighter piloting: IRD 5D, starship gunnery 4D
**Cargo Capacity:** 15 kilograms
**Consumables:** 1 day
**Cost:** 75,000 credits
**Maneuverability:** 2D (0D+2 in atmosphere)
**Space:** 9
**Atmosphere:** 400; 1,150 kmh
**Hull:** 4D
**Sensors:**
- Passive: 20/0D
- Scan: 40/1D
- Search: 50/1D+2

**Weapons:**
- Twin Blaster 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

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**Authority IRD-A**

**Craft:** Authority Intercept-Reconnaissance-Defense-Atmospheric
**Affiliation:** Corporate Sector Authority / General
**Era:** Rise of the Empire
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 102-103), Rebellion Era Campaign Guide (pages 156-157)
**Type:** Multipurpose aerospace fighter
**Scale:** Starfighter
**Length:** 10 meters
**Skill:** Starfighter piloting: IRD
**Crew:** 1
**Crew Skill:** Starfighter piloting: IRD 5D+2, starship gunnery 4D+1
**Cargo Capacity:** 25 kilograms
**Consumables:** 2 days
**Cost:** 90,000 credits
**Maneuverability:** 2D+1 (2D in atmosphere)
**Space:** 9
**Atmosphere:** 400; 1,150 kmh
**Hull:** 4D
**Sensors:**
- Passive: 25/0D
- Scan: 45/1D
- Search: 65/1D+2

**Weapons:**
- **Focus:** 2/2D+1
- **Twin Blaster 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
Concussion Missile Tube

*Fire Arc:* Front
*Skill:* Missile weapons: concussion missiles
*Fire Control:* 3D
*Space Range:* 1/3/7
*Atmosphere Range:* 50-100/300/700
*Damage:* 7D

Mesens Scout

Craft: Mesens Corporation SCT Scout Craft
Affiliation: General / Empire
Era: Rebellion
Type: Long range scout craft
Scale: Starfighter
Length: 75 meters
Skill: Space transports: Mesens Scout
Crew: 2, gunners: 3
Passengers: 8

Cargo Capacity: 160 metric tons
Consumables: 2 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Yes
Space: 5
Atmosphere: 295; 850 kmh
Hull: 7D+2
Shields: 2D+1
Sensors:
*Passive:* 30/2D
*Scan:* 90/3D
*Search:* 200/4D
*Focus:* 6/5D
Weapons:
**Dual Turbolaser**
*Fire Arc:* Turret
*Crew:* 1
*Scale:* Capital
*Skill:* Capital ship gunnery
*Space Range:* 2-12/30/60
*Atmosphere Range:* 200-1.2/3/6 km
*Damage:* 2D+2

**2 Dual Laser Cannons**
*Fire Arc:* Turret
*Crew:* 1
*Scale:* Capital
*Skill:* Starship gunnery
*Space Range:* 1-3/12/25
*Atmosphere Range:* 100-300/1.2/2.5 km
*Damage:* 4D+1
**Weapons**

**Axe**

*Model:* Standard Axe  
*Type:* Melee weapon  
*Scale:* Character  
*Skill:* Melee combat: axe  
*Cost:* 35-100  
*Availability:* 1  
*Difficulty:* Easy  
*Damage:* STR+2D (maximum: 5D)  
*Source:* Tales of the Jedi Companion (pages 124-125), Rebellion Era Campaign Guide (page 48)

**Energy Lance**

*Model:* Energy Lance  
*Type:* Personal combination weapon  
*Scale:* Character  
*Skill:* Melee combat: energy lance / blaster: energy lance  
*Ammo:* 100  
*Cost:* 3,500 (power packs: 25)  
*Availability:* 3, R  
*Range:* 2-15/40/100  
*Difficulty:* Moderate  
*Damage:* STR+2D+1 (melee), 5D (plasma bolt)  

*Game Notes:* Energy lances are combination weapons. They are essentially extended force pikes that can also discharge plasma from their tips to function like a blaster. When firing the energy lance, the character uses their blaster skill, when used as a melee weapon, the character uses the melee combat skill. The weapon is fully functional underwater.  
*Source:* Rebellion Era Campaign Guide (page 41)

**Gaderffii (Gaffi Stick)**

*Type:* Homemade melee weapon  
*Scale:* Character  
*Skill:* Melee combat: gaderffii stick  
*Cost:* 60  
*Availability:* 2, F  
*Difficulty:* Easy  
*Damage:* STR+1D  
*Source:* Star Wars Trilogy Sourcebook SE (pages 150-151), Rebellion Era Campaign Guide (page 48)

**Concussion Grenade**

*Model:* Merr-Sonn G-56a  
*Type:* Explosive  
*Scale:* Character  
*Skill:* Grenade  
*Cost:* 400  
*Availability:* 2, R  
*Range:* 3-7/20/40  
*Blast Radius:* 0-2/5/9/12  
*Damage:* 6D/5D/4D/3D  
*Source:* Rebellion Era Campaign Guide (pages 48-49)

**Flechette Launcher**

*Model:* Golan Arms  
*FC1 Flechette Launcher*  
*Type:* Flechette launcher  
*Scale:* Character  
*Skill:* Missile weapons  
*Ammo:* 6 shots per canister  
*Cost:* 800, 100 (anti-personnel canister), 200 (anti-vehicle canister)
**Gas Grenade**

**Model:** Czerka T-289 Gas Grenade  
**Type:** Stun grenade  
**Scale:** Character  
**Skill:** Grenade  
**Cost:** 250-325  
**Availability:** 2, X  
**Range:** 0-8/16/25  
**Blast Radius:** 0-2/20/40  
**Damage:** 4D/2D/1D (stun)

**Game Notes:** Weapon is ineffective against targets wearing breath masks or sealed suits.

**Source:** Gundark’s Fantastic Technology (pages 41-42), Pirates & Privateers (page 44), Rebellion Era Campaign Guide (page 49)

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**PLX-2M Portable Missile Launcher**

![PLX-2M Portable Missile Launcher](image)

**Model:** Merr-Sonn PLX-2M “Plex-Twoem”  
**Type:** Portable mini-vehicle missile launcher  
**Scale:** Character  
**Skill:** Missile weapons: Plex  
**Ammo:** 6  
**Cost:** 2,250 (missiles: 350)  
**Availability:** 2, X  
**Range:** 20-80/200/400 (“dumb” rocket mode)  
**Range:** 10-200/500/1 km (heat seeking or gravity activation mode)  
**Blast Radius:** 0-1/2/3  
**Damage:** 9D/7D/3D

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**Game Notes:** If the rocket is fired in heat-seeking or gravity activation mode, but misses the initial difficulty by less than 5, the missile continues tracking the target. The missile makes a “tracking” roll of 4D once each round until either the missile hits, the missile misses the difficulty by 10 or more, or until the missile extends beyond its range of 30 kilometers. Gravity activation mode grants a +2 tracking bonus against repulsorlift-equipped targets.

**Source:** Rebellion Era Campaign Guide (page 49)

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**Mini-Proton Torpedo Launcher**

![Mini-Proton Torpedo Launcher](image)

**Model:** Arakyd Mini-Proton Torpedo Launcher  
**Type:** Back-mounted torpedo launch rack  
**Scale:** Character  
**Skill:** Starship gunnery  
**Ammo:** 6  
**Cost:** 1,500  
**Availability:** 3, X  
**Range:** 25-100/300/700 (space: 1/3/7)  
**Damage:** 6D  
**Source:** Rules of Engagement – The Rebel SpecForce Handbook (page 100), Imperial Sourcebook (pages 47-48), Rebellion Era Campaign Guide (page 49)

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**Espe Riot Gun**

![Espe Riot Gun](image)

**Model:** BlasTech 500 Riot Gun  
**Type:** Riot Gun  
**Scale:** Character  
**Skill:** Blaster: blaster rifle  
**Ammo:** 300  
**Cost:** 1,500  
**Availability:** 2, R  
**Range:** 3-30/100/300  
**Damage:** 5D+1

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**Availability:** 2, F, R or X  
**Fire Rate:** 1  
**Range:** 5-25/100/250  
**Blast Radius:** 1/3/5  
**Damage:** 6D/5D/3D (anti-personnel), 5D/4D/3D (speeder scale, anti-vehicle)

**Source:** Gundark’s Fantastic Technology (page 18), Han Solo and the Corporate Sector Sourcebook (page 118), Rules of Engagement – The Rebel SpecForce Handbook (page 65), Arms and Equipment Guide (page 25), The Force Unleashed Campaign Guide (page 199), Rebellion Era Campaign Guide (page 49)
**Game Notes:** On constant-fire mode, each “shot” fires five blasts; holding the trigger down will fire six “shots” per round. In game terms, once a shot hits in a round, all following shots at the same or immediately adjacent target (within one meter) are one difficulty level lower. With this type of firing mode, it is much easier to shoot down a row of stormtroopers or other targets.

**Source:** Gundark’s Fantastic Technology (page 32), Han Solo and the Corporate Sector Sourcebook (page 117), Arms and Equipment Guide (page 15), The Clone Wars Campaign Guide (page 61), Rebellion Era Campaign Guide (page 50)

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**SG-4 Blaster Rifle**

![SG-4 Blaster Rifle](image)

**Model:** Imperial Department of Military Research SG-4 Blaster Rifle
**Type:** Combination blaster rifle
**Scale:** Character
**Skill:** Blaster: blaster rifle
**Ammo:** 50 (harpoon: 1)
**Cost:** 400 (power packs: 25)
**Availability:** 3, X
**Range:** 3-30/100/300 (harpoon: 2-20/70/200)
**Damage:** 5D (mini-harpoon: 3D+2)

**Game Notes:** Because blasters used underwater have their difficulty increased by one level, range reduced by half and damage reduced by -2D, the SG-4 has a miniature harpoon launcher for underwater combat. Harpoons require an additional action to load after every shot and have their range halved if used out of water. If the retractable stock and scope are used for one round of aiming, the character receives an additional +1D to blaster.

**Source:** Rebellion Era Campaign Guide (page 49)

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**Siang Lance**

![Siang Lance](image)

**Model:** Kilian Rangers Siang Lance
**Type:** Modified sporting blaster rifle
**Scale:** Character
**Skill:** Blaster: blaster rifle, or Melee combat: Siang Lance
**Ammo:** 100
**Cost:** 2,000
**Availability:** 4, X
**Difficulty:** Easy (bayonet)
**Fire Rate:** 1

**Range:** 3-40/120/350
**Damage:** 4D+1 (blaster), STR+1D (bayonet)

**Game Notes:** The sacred weapon of a Kilian Ranger, and his badge of office. The weapon incorporates both an ancient sporting blaster rifle with a bayonet built into the stock.

**Source:** Rebellion Era Sourcebook (page 49), Rebellion Era Campaign Guide (page 50)

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**Anti-Vehicle Laser Cannon**

![Anti-Vehicle Laser Cannon](image)

**Model:** Atgar 1.4 FD P-Tower
**Type:** Light anti-vehicle laser cannon
**Scale:** Speeder
**Skill:** Blaster artillery: anti-vehicle
**Crew:** 4, skeleton: 2/+10
**Cost:** 10,000 (new), 2,000 (used)
**Availability:** 2, R or X
**Body:** 2D
**Fire Rate:** 1/2
**Fire Control:** 1D
**Range:** 10-500/2/10 km
**Damage:** 2D+2

**Source:** Rulebook (page 233), Galaxy Guide 3: The Empire Strikes Back (page 34), Hideouts & Strongholds (page 9), Imperial Sourcebook (115), Rebel Alliance Sourcebook (page 103), Star Wars Trilogy Sourcebook SE (page 154), Rebellion Era Campaign Guide (page 108)

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**Anti-Infantry Laser Battery**

**Model:** Golan Arms DF .9
**Type:** Medium anti-infantry battery
**Scale:** Speeder
**Skill:** Blaster artillery: anti-infantry
**Crew:** 3
**Cover:** Full
**Ammo:** Unlimited (power generator)
**Cost:** 15,000 (new), 9,500 (used)
**Availability:** 2, R or X
**Body:** 3D
**Fire Rate:** 2
**Fire Control:** 2D
**Range:** 20-600/3/16 km
**Blast Radius:** 8 meters
**Damage:** 4D

**Source:** Dark Force Rising Sourcebook (pages 108-109), Hideouts & Strongholds (page 8), Imperial Sourcebook (page 118), Rebel Alliance Sourcebook (pages 102-103), Star Wars Trilogy Sourcebook SE (page 155), Rebellion Era Campaign Guide (pages 108-109)

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**Anti-Aircraft Battery**

**Model:** Golan Arms FPC 6.7
**Type:** Anti-aircraft laser battery
**Scale:** Speeder
**Skill:** Blaster artillery: anti-aircraft
**Crew:** 4, skeleton: 2/+10, 1/+15
**Cost:** 14,000 (new), 7,000 (used)
**Availability:** 2, R or X
**Body:** 3D
**Fire Rate:** 1/2
**Fire Control:** 2D+2
**Range:** 30-2/7/20 km
**Damage:** 6D

**Source:** Rebellion Era Campaign Guide (page 109)

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**Anti-Orbital Ion Cannon**

**Model:** KDY v-150 Planet Defender
**Type:** Heavy ion surface-to-space cannon
**Scale:** Capital
**Skill:** Blaster artillery: surface-to-space
**Crew:** 27, skeleton: 12/+10
**Cover:** Full
**Ammo:** Unlimited (power generator)
**Cost:** 500,000 (new), 100,000 (used)

**Availability:** 3, X
**Body:** 5D
**Fire Rate:** 1
**Fire Control:** 5D
**Range:** Atmosphere/Low Orbit (1*)/High Orbit (3*)
**Damage:** 12D (ionization)

* This refers to the number of “units” from the planet of conducting a space battle.

**Source:** Rulebook (page 233), Dark Force Rising Sourcebook (page 109), Galaxy Guide 3: The Empire Strikes Back (page 34), Hideouts & Strongholds (page 11), Imperial Sourcebook (pages 117-118), Rebel Alliance Sourcebook (pages 103-104), Star Wars Trilogy Sourcebook SE (page 155), Rebellion Era Campaign Guide (page 109)

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**Mobile Proton Torpedo Launcher**

**Model:** Loratus Manufacturing MPTL-2a
**Type:** Mobile proton torpedo launcher
**Scale:** Speeder
**Skill:** Missile weapons: proton torpedo, ground vehicle operation: artillery
**Length:** 27 meters
**Crew:** 1, gunners: 2
**Passengers:** 1 spotter droid
**Ammo:** 30
**Cost:** 20,000 (new), 11,000 (used)
**Availability:** R or X
**Body:** 4D (2D when deployed)
Fire Rate: 1
Move: 30; 90 kmh
Fire Control: 2D
Range: 20-1/8/20 km
Blast Radius: 4 meters
Damage: 11D

Game Notes: The MPTL-2a needs to be stationary and deploy in order to fire, which takes two full rounds. Without a spotter, the MPTL-2a’s range is limited to line of sight or manual programming (Difficult sensors roll).
Source: Rebellion Era Campaign Guide (page 110)

**Equipment**

**Espo Riot Armor**

*Model:* Merr-Sonn KZZ Riot Armor
*Type:* Blast armor
*Cost:* 2,500
*Availability:* X

*Game Notes:* Helmet: blast helmet with visor +1D from all energy attacks, +2D from all physical attacks; all other areas: +2 from energy attacks, +1D+2 from physical attacks, -2 from Dexterity and all Dexterity-related actions. Shield blocks brawling, melee or ranged attacks on a successful melee parry roll. The shield has a *Strength of 4D.*

*Source:* Gundark’s Fantastic Technology (page 54), Han Solo and the Corporate Sector Sourcebook (page 117), Rebellion Era Campaign Guide (page 51)

**Shield Gauntlet**

*Model:* Kilian Shield Gauntlet
*Type:* Energy shield
*Scale:* Character
*Skill:* Melee parry: shield
*Cost:* 1,500
*Availability:* 4, X

*Game Notes:* An activated shield gauntlet can be used to parry incoming brawling and melee attacks. In addition, the activated gauntlet provides a +1 pip bonus to all *Strength* rolls made to resist damage.

*Source:* Rebellion Era Sourcebook (page 49), Rebellion Era Campaign Guide (page 51)
**Ambient Aural Amplifier**
Type: Sensor headgear  
Scale: Character  
Cost: 3,000  
Availability: 2  
Game Notes: Amplifier adds 1D+2 to all *Perception* checks and skills involving hearing. Aural amplifiers during the time of the Empire and afterwards can operate indefinitely without a power source as they draw body heat from the wearer. Further, they are considerably smaller than their ancient counterparts, making them easily concealed.  
Source: Rebellion Era Campaign Guide (page 51)

**Computerized Targeting Scope**

![Computerized Targeting Scope](image)

Type: Sensor/imaging scope  
Scale: Character  
Cost: 2,000  
Availability: 2  
Game Notes: The scope projects a targeting image onto a monocle or helmet display worn by the wielder, reducing a ranged weapon’s difficulty range by one level. Additionally, any image registered by the scope can be displayed on a datapad or transmitted via comlink.  
Source: Rebellion Era Campaign Guide (page 51)

**Phrik Alloy**

Equipment made with phrik alloy gains +1D to resist lightsaber and other such electrical damage and cost 20% more than the base item.

**Stygian-Triprismatic Polymer**

When applied to armor, this polymer grants an extra +1 pip to resist damage and a +1D bonus to *sneak* rolls to avoid being detected by electronic sensors. Armor made with stygian-triprismatic polymer costs 20% more than the base armor.

**Propulsion Pack**

Type: Underwater propulsor  
Skill: Propulsion pack operation  
Cost: 200

**Cyborg Construct**

![Cyborg Construct](image)

Model: BioTech Borg Construct AJ^6  
Type: Basic cyborg construct  
Cost: 80,000 for unit, 70,000 for surgery, 400 cheaper if without cyborg/droid interface  
Cyber Points: 3  
Game Notes: Increases *computer programming/repair* by 2D, Increases any *Knowledge* or *Technical* skill by 1D. Construct can store up to 8D worth of additional information. Cyborg can read the data in his data banks at any time.  
Source: Cracken’s Rebel Field Guide (page 31), Hero’s Guide (page 130), Rebellion Era Campaign Guide (page 149)
**Dark Trooper Phase II Armor**

Type: Super Stormtrooper Powersuit  
Scale: Character  
Size: 2.82 meters  
Skill: Powersuit operation: Dark Trooper armor  
Cost: Not available for sale  
Availability: 3, X  
Game Notes:  
*Armor Protection:* +2D against physical damage, +1D against energy damage, +2D against lightsaber and electricity damage.  
*Power Suit:* +1D to Strength-related skills.  
*Jet Pack:* Limited to a flying Move of 10, can only be used for 6 consecutive rounds, requiring one round of cool-off time for every consecutive round in operation.  
*Helmet:* Infrared sensors (+2D to search, reduces low-lighting penalties by 2D), tongue-activated comlink.  
Source: Rebellion Era Sourcebook (pages 104-105), Rebellion Era Campaign Guide (page 128)

**Dark Trooper Phase III Armor**

Type: Super Stormtrooper Powersuit  
Scale: Character  
Size: 3.1 meters  
Skill: Powersuit operation: Dark Trooper armor  
Cost: Not available for sale  
Availability: 3, X  
Weapons:  
2 Shoulder-Mounted Missile Launchers  
Scale: Character  
Skill: Missile weapons  
Range: 25-100/300/500  
Blast radius: 3 meters  
Damage: 5D  
Game Notes:  
*Armor Protection:* +3D against physical damage, +2D against energy damage, +3D against lightsaber and electricity damage.  
*Shield Generator:* +1D against energy attacks.  
*Power Suit:* +2D to Strength-related skills.  
*Helmet:* Infrared sensors (+2D to search, reduces low-lighting penalties by 2D), tongue-activated comlink.  
Note: In some configurations, the shoulder-mounted missile launchers are replaced by PLX-2M missile launcher tubes (9D/7D/5D, blast radius: 1/2/3)  
Source: Rebellion Era Sourcebook (pages 104-105), Rebellion Era Campaign Guide (page 128)

**Droids**

**FX-7 Medical Droid**

Type: Medtech  
Industries FX-series  
Medical Assistant Droid  
DEXTERITY 0D  
KNOWLEDGE 2D  
Alien Species 4D  
MECHANICAL 1D  
(A) Bacta tank operation 4D  
PERCEPTION 2D  
(A) Injury/ailment diagnostics 4D  
STRENGTH 1D  
TECHNICAL 2D  
First aid 4D,  
(A) medicine 5D  
Equipped With:  
-Medical computer scomp link: interface to adequate medical computer or surgeon droid adds +2D to all medical skills.  
-Medical diagnostic computer and sensor  
-Analytical computer and sensors  
-20 light manipulator arms  
-Primary manipulator arm  
-Various surgical attachments  
-Hypodermic injectors (4D stun damage)  
-Medicine dispensers  
Move: 0  
Size: 1.7 meters tall  
Cost: 3,500 (used only)  

**R4 Agromech Droid**

Type: Industrial Automaton R4-series Astromech Droid  
DEXTERITY 1D  
KNOWLEDGE 1D  
MECHANICAL 2D  
Repulsorlift operation 4D  
PERCEPTION 1D  
STRENGTH 1D  
TECHNICAL 2D  
Computer programming/repair 5D, repulsorlift repair 4D, space transports repair 5D  
Equipped With:  
-Three wheeled legs (one retractable)  
-Retractable heavy grasper arm (lifting skill at 2D)
-Retractable fine worker arm, small electric welder (1D to 5D damage, 0.3 meter range)
-Small circular saw (4D damage, 0.3 meter range)
-Acoustic signaler
-Holographic projector/recorder

**Move:** 5  
**Size:** 1 meter tall  
**Cost:** 3,000 credits  
**Source:** Adventure Journal 7 (pages 138-139), Arms and Equipment Guide (page 49), Threats of the Galaxy (page 137), Rebellion Era Campaign Guide (page 53)

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**WED 15 Treadwell Droid**

![WED 15 Treadwell Droid](image)

**Type:** Cybot Galactica WED 15 Treadwell Droid  
**DEXTERITY 2D**  
**KNOWLEDGE 1D**  
Languages: droid languages 4D  
**MECHANICAL 1D**  
**PERCEPTION 3D**  
Search 3D+1  
**STRENGTH 1D**  
**TECHNICAL 2D**  
Computer programming/repair 4D+2, machinery repair 6D, repulsorlift repair 4D, space transports repair 4D+1, starfighter repair 5D+1  

**Equipped With:**
-Video sensor  
-Dual-tread locomotion  
-Fine manipulator arms (+1D to repair skills)

-Extensible video microbinoculars (+2D to *search* for microscale work)  
-Various tools  
-Cybot acoustic signaler (droid languages)

**Move:** 8  
**Size:** 1.6 meters  
**Cost:** 3,000 credits  
**Source:** Platt's Smugglers Guide (page 62), Galaxy Guide 7 – Mos Eisley (pages 59-60), The DarkStryder Campaign - Boxed Set (page 86), Rebellion Era Campaign Guide (page 54)

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**LOM Protocol Droid**

![LOM Protocol Droid](image)

**Type:** Industrial Automaton *LOM*-series Human-Cyborg Relations Unit  
**DEXTERITY 2D**  
**KNOWLEDGE 3D**  
Cultures 5D, cultures: insectoid 4D, languages 10D  
**MECHANICAL 1D**  
**PERCEPTION 3D**  
**STRENGTH 1D**  
**TECHNICAL 2D**  
Computer programming/repair 4D  

**Equipped With:**
-Body armor (+1D to *Strength* rolls versus physical attacks, and +1 pips versus energy attacks)
-TransLang III Communications module with over seven million languages  
-Audio recording unit  
-Holographic recording unit  
-Vocabulator (the droid is capable of organic speech)

**Move:** 8  
**Size:** 1.6 meters  
**Cost:** 3,000 credits  
**Source:** Arms and Equipment Guide (page 54), Rebellion Era Campaign Guide (pages 54-55)
**BT-16 Perimeter Security Droid**

Type: Arakyd BT-16 Perimeter Security Droid

**DEXTERITY 4D**
Blaster 5D+1, dodge 5D+1, grenade 5D+1

**KNOWLEDGE 2D**
Languages 3D+1, law enforcement 4D+2, survival 3D+1

**MECHANICAL 1D**

**PERCEPTION 4D**
Search 4D+1

**STRENGTH 1D**
Climbing 2D+1, swimming 2D+1

**TECHNICAL 2D**
Computer programming/repair 3D+2, security 3D+1

**Equipped With:**
- Video sensor
- Six leg locomotion
- Sensor package: Carbantl motion sensor, Fabritech seismic sensor (+1D to search)
- Imperial standard comlink
- Arakyd vocabulator (speaks droid languages only)
- TransLang I communication module (+1D to languages)
- Armor (+2D to Strength vs. physical and energy attacks)
- Talm & Rak Repeating blaster (6D, 2-10/25/50, fire arc: turret)

**Move:** 14

**Size:** 2.3 meters

**Cost:** 4,100 credits


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**RHTC-560 Hunter Trainer**

Type: Rodian D-Tec Hunter Trainer Command Unit

**DEXTERITY 1D**
Dodge 4D, running 5D

**KNOWLEDGE 2D**
Alien species 4D, alien species: Rodians 7D, cultures: Rodian 5D, languages 4D, tactics 6D

**MECHANICAL 1D**

**PERCEPTION 2D**
Command: HT drones 7D, hide 4D, search 5D, sneak 4D

**STRENGTH 1D**
Climbing/jumping 3D

**TECHNICAL 1D**
Droid programming:
- HT drones 5D, droid repair 4D

**Equipped With:**
- Humanoid body (2 arms, 2 legs)
- Two audio and visual sensors
- Short range sensors (+1D to sensors in scan mode, +2D to sensors in search mode)
- Wideband transceiver (includes typical Rodian comlink frequencies)
- Vocabulator speech/sound system
- Information storage/retrieval jack for computer interface

**Move:** 10

**Size:** 1.7 meters tall

**Cost:** 5,500 (new), 3,000 (used)


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**HT Drone**

Type: Rodian D-Tec HT Drone

**DEXTERITY 1D**
Blaster 4D (if equipped), dodge 7D, running 5D

**KNOWLEDGE 1D**

**MECHANICAL 1D**
Repulsorlift operation 5D, sensors 5D
**PERCEPTION 3D**
Hide 5D, search 5D, sneak 5D

**STRENGTH 1D**

**TECHNICAL 1D**
Equipped With:
- Two retractable manipulator
- Repulsorlift engine (100 meter flight ceiling) or 4 legs
- Audio, visual and flight sensors
- Wideband transceiver
- Hi-intensity searchlight
- Stun blaster, 3D stun damage (if equipped)

**Move:** 10 (ground), 16 (flying)

**Size:** 1.2 meters long

**Cost:** 2,000 (new), 1,000 (used)

**Source:** Shadows of the Empire Planets Guide (page 25), Rebellion Era Campaign Guide (pages 56-57)

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**Longvision Spotter/Probe Droid**

**Type:** Loratus Manufacturing LV-38 Spotter/Probe

**DEXTERITY 4D+2**
- Dodge 6D

**KNOWLEDGE 1D**

**MECHANICAL 2D**
- Sensors 4D

**PERCEPTION 2D+2**
- Search 5D, sneak 5D

**STRENGTH 1D**

**TECHNICAL 2D**
- Computer programming/repair 3D

**Equipped With:**
- Repulsorlift engine
- Durasteel shell (+2D to resist damage)
- Advanced sensor package (+1D to search, ignores lighting penalties)
- Burst-stream communication transceiver (+2D to resist jamming and interference)

- Holographic-audio recorder/projector

**Move:** 10

**Size:** 0.6 meters tall

**Source:** Rebellion Era Campaign Guide (page 110)

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**Espionage Droid**

**Type:** MerenData 3PX Espionage Droid

**DEXTERITY 2D**
- Dodge 2D+2, pick pocket 3D

**KNOWLEDGE 3D**
- Cultures 4D, languages 8D, value 6D

**MECHANICAL 2D+1**
- Communications 5D+1, sensors 5D+1

**PERCEPTION 4D**
- Con 6D, hide 6D+1, investigation 6D, search 6D, sneak 6D+1

**STRENGTH 2D**

**TECHNICAL 3D**
- Computer programming 5D, security 6D

**Equipped With:**
- Humanoid body (head, two arms, two legs)
- Information recording and coded retrieval/broadcast system
- Vocabulator speech/sound system
- Broad-band antenna receiver
- AA-1 VerboBrain processor
- TransLand III communication/protocol module
- Espionage hard-wired module

**Move:** 8

**Size:** 1.7 meters tall

**Cost:** 5,550

**Source:** Dark Force Rising Sourcebook (pages 100-101), Rebel Alliance Sourcebook (pages 118-120), The Thrawn Trilogy Sourcebook (pages 195-196), Threats of the Galaxy (page 145), Rebellion Era Campaign Guide (page 127)

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**Dark Trooper Phase I**

**Type:** Super Stormtrooper Droid

**DEXTERITY 3D**
- Brawling parry 4D, dodge 4D+2, melee combat 5D, melee parry 4D+1

**KNOWLEDGE 1D**
- Intimidation 3D

**MECHANICAL 1D**

**PERCEPTION 2D**
- Search 3D+1

**STRENGTH 3D+1**
- Brawling 4D, climbing/jumping 4D+2

**TECHNICAL 1D**

**Equipped With:**
- Forearm vibroblade (STR+2D+2 damage)
- Forearm shield (+1D to the droid’s brawling parry and melee parry skills)
-Phrik alloy frame (+1D against physical damage, +1 against energy damage, +1D against lightsaber and electricity damage).
-Infrared sensors (+2D to search, reduces low-lighting penalties by 2D)
-Vocabulator
-Comlink

**Move:** 12
**Size:** 2.56 meters tall
**Cost:** 10,000
**Source:** Rebellion Era Sourcebook (pages 104-105), Rebellion Era Campaign Guide (page 128)

**Dark Trooper Phase II**

**Type:** Super Stormtrooper Droid

**DEXTERITY 3D**
Blaster 4D+1, brawling parry 5D, dodge 5D, missile weapons 5D+1

**KNOWLEDGE 2D**
Intimidation 5D

**MECHANICAL 2D+1**
Jet pack operation 5D

**PERCEPTION 2D**
Search 4D

**STRENGTH 4D**
Brawling 6D+2, climbing/jumping 6D

**TECHNICAL 1D**

**Equipped With:**
-Phrik alloy battle armor
  (+2D against physical damage, +1D against energy damage, +2D against lightsaber and electricity damage).
-Jet Pack (limited to a flying Move of 10, can only be used for 6 consecutive rounds, requiring one round of cool-off time for every consecutive round in operation.
-Infrared sensors (+2D to search, reduces low-lighting penalties by 2D)
-Vocabulator
-Comlink

**Equipment:** Assault cannon composed of repeating blaster (8D, ammo: 400) and missile launcher (7D, blast radius: 3 meters, ammo: 20)

**Move:** 10 (walking or flying)
**Size:** 2.82 meters
**Cost:** 50,000

**Game Note:** Dark Trooper Phase II models are designed to function both as independent droids and as wearable armor. Look for the armor stats under Equipment.

**Source:** Rebellion Era Sourcebook (pages 104-105), Rebellion Era Campaign Guide (page 128)

**Dark Trooper Phase III**

**Type:** Super Stormtrooper Droid

**DEXTERITY 2D**
Blasters 5D+1, brawling parry 5D, dodge 5D+1, missile weapons 6D+1

**KNOWLEDGE 2D**
Intimidation 5D

**MECHANICAL 2D**

**PERCEPTION 2D**
Search 5D+2, sneak 3D+2

**STRENGTH 5D**
Brawling 8D+2, climbing/jumping 7D+2

**TECHNICAL 1D**
Computer programming/repair 2D, demolitions 2D

**Equipped With:**
-2 shoulder-mounted missile launchers (5D, blast radius: 3 meters)
-Phrik alloy plating (+3D against physical damage, +2D against energy damage, +3D against lightsaber and electricity damage).
-Shield generator (+1D against energy attacks)
-Infrared sensors (+2D to search, reduces low-lighting penalties by 2D)
-Vocabulator
-Comlink

Note: In some configurations, the shoulder-mounted missile launchers are replaced by PLX-2M missile launcher tubes (9D/7D/5D, blast radius: 1/2/3)

**Equipment:** Assault cannon composed of repeating blaster (8D, ammo: 400) and missile launcher (7D, blast radius: 3 meters, ammo: 20)

**Move:** 10
**Size:** 3.1 meters tall
**Cost:** 85,000

**Game Note:** Dark Trooper Phase II models are designed to function both as independent droids and as wearable armor. Look for the armor stats under Equipment.

**Source:** Rebellion Era Sourcebook (pages 104-105), Rebellion Era Campaign Guide (page 129)

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### IC-M Maintenance Droid

**Type:** Cybot Galactica IC-M

**General Utility Droid**

**DEXTERITY 1D**

**KNOWLEDGE 1D**

**MECHANICAL 2D**

**PERCEPTION 2D**

**STRENGTH 3D**

Lifting 5D

**TECHNICAL 4D**

Computer prog/repair 5D, general repair 8D+1, machinery repair 5D

**Equipped With:**
- Photoreceptor/audio receiver (human range)
- Seven manipulator arms (with interchangeable attachments)
- One pair of heavy caterpillar treads
- Rear storage bay

**Move:** 7

**Size:** 1.5 meters tall

**Cost:** 500 credits (used)

**Equipment:** Various cleaning and repair tools

**Source:** The Jedi Academy Sourcebook (page 141), Rebellion Era Campaign Guide (page 130)

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### Creatures

#### Cracian Thumper

**Planet of Origin:** Craci

**DEXTERITY 3D**

**PERCEPTION 3D+2**

**Sneak 4D+2**

**STRENGTH 3D**

**Special Abilities:**
- **Claws:** Do STR+1 damage
- **Tail:** Does STR+1D+2 damage

**Silent Movement:** Thumpers can move very silently, adding 1D+2 to sneak attempts if they move at high speed or slower.

They can carry up to 110 kilos of cargo, or a rider and up to 50 kilos.

**Move:** 12

**Size:** 1-1.8 meters at the shoulder

**Orneriness:** 1D

**Source:** Core Rulebook (page 222), The Thrawn Trilogy Sourcebook (page 156-157), Dark Force Rising Sourcebook (pages 78-79), Rebel Alliance Sourcebook (page 109), Rules of Engagement: The Rebel Specforce Handbook (pages 53-54), Rebellion Era Campaign Guide (page 157)
NPCs

Rebel Cell Member

Type: Typical Rebel Alliance covert agent

**DEXTERITY 2D**
Blaster 2D+2, dodge 2D+1

**KNOWLEDGE 2D**
Streetwise 4D

**MECHANICAL 2D**

**PERCEPTION 2D+1**
Hide 2D+2, con 3D+1, search 2D+2, sneak 2D+2

**STRENGTH 1D+2**

**TECHNICAL 2D**
Computer programming/repair 2D+2

**Move:** 10

**Equipment:** Hold-out blaster (3D), datapad, comlink.

**Source:** Rebellion Era Campaign Guide (page 93)

Rebel Marksman

Type: Rebel Alliance sniper

**DEXTERITY 3D+2**
Blaster 6D, blaster: blaster rifle 7D, firearms 5D, grenade 4D+2

**KNOWLEDGE 1D**
Survival 2D

**MECHANICAL 1D+1**

**PERCEPTION 1D+2**
Hide 3D, search 3D+2, sneak 4D+1

**STRENGTH 2D+2**
Brawling 3D+2

**TECHNICAL 1D+2**
Demolitions 2D+2

**Character Points:** Varies, typically 2-5

**Move:** 10

**Equipment:** Blaster pistol (4D), blaster rifle (5D), comlink, blast helmet and vest (+1D physical, +1 energy).

**Source:** Rebellion Era Campaign Guide (page 94)

Rebel Honor Guard

Type: Rebel Alliance honor guard

**DEXTERITY 3D+2**
Blaster 6D+1, brawling parry 5D, dodge 4D+2, grenade 4D+2, melee combat 5D+2, melee parry 6D

**KNOWLEDGE 2D**

**MECHANICAL 2D**

**PERCEPTION 2D**
Hide 2D+2, search 3D+2, sneak 3D

**STRENGTH 3D**
Brawling 5D+2

**TECHNICAL 2D**
Demolitions 3D+1, first aid 3D, security 3D+2

**Character Points:** Varies, typically 4-6

**Move:** 10

**Equipment:** Blaster pistol (4D), ceremonial staff (STR+2), comlink, ceremonial uniform, blast helmet (+1D physical, +1 energy).

**Source:** Rebellion Era Campaign Guide (pages 93-94)

Resistance Leader

Type: Typical Rebel resistance leader

**DEXTERITY 2D+2**
Blaster 4D, brawling parry 3D+2, dodge 4D, grenade 3D, vehicle blasters 3D+1

**KNOWLEDGE 3D+1**
Languages 4D+1, streetwise 6D, tactics 5D+1, willpower 6D

**MECHANICAL 2D+2**
Repulsorlift operation 3D+2

**PERCEPTION 3D+2**
Command 6D, con 5D+1, persuasion 6D+2, search 4D+1, sneak 4D+2

**STRENGTH 3D**
Brawling 4D  
**TECHNICAL 2D+2**  
Computer programming/repair 3D+2, repulsorlift repair 3D+2  
**Character Points:** Varies, typically 8-12  
**Move:** 10  
**Equipment:** Heavy blaster pistol (5D), datapad, comlink, pocket scrambler, electrobinoculars, medpac, security kit, tool kit.  
**Source:** Rebellion Era Campaign Guide (page 95)

**Rogue Squadron Pilot**  
**Type:** Elite Rebel pilot  
**DEXTERITY 3D**  
Blaster 5D, brawling parry 4D, dodge 4D+2, vehicle blasters 4D  
**KNOWLEDGE 2D**  
Planetary systems 4D+2, survival 3D  
**MECHANICAL 4D**  
Astrogation 5D, repulsorlift operation 5D, sensors 5D+1, space transports 4D+2, starfighter piloting 5D+1, starfighter piloting: X-Wing 6D+2, starship gunnery 6D  
**PERCEPTION 3D**  
Command 4D, con 4D, sneak 3D+2  
**STRENGTH 3D**  
Brawling 4D  
**TECHNICAL 3D**  
Computer programming/repair 3D+2, starfighter repair: X-Wing 4D, starship weapon repair 4D  
**Force Points:** 1  
**Character Points:** Varies, typically 8-14  
**Move:** 10  
**Equipment:** Blaster pistol (4D), comlink, sealed flight suit, X-Wing starfighter.  
**Source:** Rebellion Era Campaign Guide (page 95)

**SpecForce Urban Guerilla Veteran**  
**Type:** SpecForce Urban Combat Specialist (UCS)  
**DEXTERITY 3D+1**  
Blaster 4D+1, dodge 4D, grenade 4D, melee combat 4D, melee parry 4D  
**KNOWLEDGE 3D+1**  
Streetwise 4D+2  
**MECHANICAL 2D+1**  
Repulsorlift operation 3D  
**PERCEPTION 3D+2**  
Command 4D+1, hide 4D+2, sneak 4D+2  
**STRENGTH 3D**  
Brawling 4D, climbing/jumping 3D+2, stamina 4D  
**TECHNICAL 2D+1**  

Demolitions 4D, first aid 3D  
**Character Points:** Varies, typically 3-7  
**Move:** 10  
**Equipment:** Blaster pistol (4D), 2 grenades (5D), vibroknife (STR+1D).  
**Source:** Rules of Engagement – The Rebel SpecForces Handbook (page 74), Rebellion Era Campaign Guide (page 96)

**SpecForce Infiltrator Veteran**  
**Type:** SpecForce Infiltrator  
**DEXTERITY 3D+2**  
Blaster 4D, brawling parry 5D, dodge 4D+2, firearms 5D+1, melee combat 5D+2, melee combat: vibroknife 6D+2, melee parry 5D  
**KNOWLEDGE 3D**  
Streetwise 4D+2, survival 3D+2  
**MECHANICAL 2D+2**  
Repulsorlift operation 3D+1  
**PERCEPTION 3D**  
Con 4D+1, hide 4D+2, search 4D, sneak 5D  
**STRENGTH 3D**  
Brawling 5D  
**TECHNICAL 2D+2**  
Demolitions 3D+2, security 3D+2
**Character Points:** Varies, typically 3-7
**Move:** 10
**Equipment:** Silenced slugthrower pistol (3D), garrote (STR+1D), vibroknife (STR+1D), shadowsuit (+2D to sneak).
**Source:** Rules of Engagement – The Rebel SpecForces Handbook (page 82), Rebellion Era Campaign Guide (page 96)

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**SpecForce Marine Veteran**

**Type:** SpecForce SpaceOps Trooper
**DEXTERITY 3D+2**
Blaster 4D+1, brawling parry 4D, dodge 4D, grenade 4D+1, melee combat 5D, melee combat: zero-g 6D+2
**KNOWLEDGE 2D+1**
Survival 3D, survival: space 5D
**MECHANICAL 2D+2**
Capital ship gunnery 3D+1, starship gunnery 3D+1, powersuit operation 4D+2
**PERCEPTION 3D+2**
Command 4D+1, search 4D
**STRENGTH 3D+2**
Brawling 4D+2, stamina 4D+1
**TECHNICAL 2D**
Capital ship repair 4D, first aid 3D, security 3D, space transports repair 3D
**Character Points:** 5
**Move:** 10
**Equipment:** Blaster pistol (4D), light repeating blaster (6D, additional bursts against adjacent targets lower difficulty by one level), 2 grenades (5D), space suit (+1D physical, +2 energy), vibroknife (STR+1D).
**Source:** Rules of Engagement – The Rebel SpecForces Handbook (page 84), Rebellion Era Campaign Guide (pages 96-97)

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**SpecForce Officer**

**Type:** SpecForce Officer
**DEXTERITY 3D+1**
Blaster 4D+2, brawling parry 4D, dodge 4D, grenade 4D, melee combat 4D+1, melee parry 4D+2
**KNOWLEDGE 3D+1**
Streetwise 5D, survival 4D, tactics 5D+2
**MECHANICAL 2D+1**
Repulsorlift operation 3D+1
**PERCEPTION 3D+2**
Command 6D, hide 4D+2, search 4D+1, sneak 4D+2
**STRENGTH 3D**
Brawling 4D+1, climbing/jumping 3D+2, stamina 4D
**TECHNICAL 2D+1**
Demolitions 4D, first aid 3D
**Force Points:** 1
**Character Points:** Varies, typically 8-12
**Move:** 10
**Equipment:** Blaster pistol (4D), blaster rifle (5D), vibroblade (STR+3D), grenade (5D), comlink, blast helmet and vest (+1D physical, +1 energy)
**Capsule:** SpecForce officers are highly intelligent, creative leaders able to revise complicated military operations on the fly and still succeed in their mission. They are usually the most experienced member of a unit, typically promoted from within each type of SpecForce unit.
**Source:** Rebellion Era Campaign Guide (page 98)
Shadow Stormtrooper
Type: Stealth Stormtrooper
DEXTERITY 2D+1
Blaster 4D+1, brawling parry 4D, dodge 4D+1
KNOWLEDGE 2D
MECHANICAL 2D
PERCEPTION 2D
Search 3D, sneak 4D
STRENGTH 2D+1
Brawling 3D+2
TECHNICAL 2D
Character Points: Varies, typically 2-5
Move: 10
Equipment: SoroSuub Stormtrooper One blaster rifle (5D, adds +1D to blaster skill if retractable stock is used), frag grenade (5D), Stygian-triprismic Stormtrooper armor (+2D+1 physical, +1D+1 energy, -1D Dexterity and related skills, +1D to sneak rolls to avoid being detected by electronic sensors), tongue-activated helmet comlink, sealed body glove, Multi-Frequency Targeting Acquisition System (adds +2D to Perception checks in low-visibility situations, +2D to ranged weapon skill used against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding), utility belt (high-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs).
Source: Rebellion Era Campaign Guide (page 122)

Seatrooper
Type: Aquatic Assault Stormtrooper
DEXTERITY 2D
Blaster 4D, brawling parry 4D
KNOWLEDGE 2D
MECHANICAL 3D
Waveskimmer operation 3D+2
PERCEPTION 2D
STRENGTH 2D+2
Brawling 3D+2, swimming 4D+2
TECHNICAL 2D
Character Points: Varies, typically 0-3
Move: 10 (walking), 12 (swimming)
Equipment:
SoroSuub Seatrooper One blaster speargun (blaster: 5D, 0-10/50/100 [air], 0-5/25/35 [underwater], speargun: 4D, 0-5/15/25 [underwater]), concussion grenades (5D/4D/3D/2D), Seatrooper armor (+1D physical and energy, +2D to swimming skill), tongue-activated helmet comlink, sealed body glove, Multi-Frequency Targeting Acquisition System (adds +2D to Perception checks in low-visibility situations, +2D to ranged weapon skill used against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding),

Novatrooper
Type: Stormtrooper Honor Guard
DEXTERITY 2D+2
Blaster 5D, brawling parry 4D+2, dodge 4D+2, grenade 4D
KNOWLEDGE 2D
MECHANICAL 2D
PERCEPTION 2D
Search 2D+2, sneak 5D
STRENGTH 2D+2
Brawling 4D, stamina 3D+2
TECHNICAL 2D
Character Points: Varies, typically 2-6
Move: 10
Equipment: Blaster rifle (5D, adds +1D to blaster skill if retractable stock is used), frag grenade (5D), reinforced Stormtrooper armor (+2D+1 physical, +1D+1 energy, -1D Dexterity and related skills), tongue-activated helmet comlink, sealed body glove, Multi-Frequency Targeting Acquisition System (adds +2D to Perception checks in low-visibility situations, +2D to ranged weapon skill used against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding),
utility belt (high-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs, spare breather, compressed-air inflated bubble tent).

**Source:** Imperial Sourcebook (page 47), Rules of Engagement – The Rebel SpecForces Handbook (page 99), Gamemaster Screen - Revised (page 26), Battle for the Golden Sun, Rebellion Era Campaign Guide (pages 122-123)

**Spacetrooper**

*Type:* Zero-G Assault Stormtrooper  

**DEXTERITY 3D**  
Blaster 4D, brawling parry 5D, dodge 4D, grenade 5D, missile weapons 5D  

**KNOWLEDGE 2D**  
Survival 5D+1  

**MECHANICAL 3D**  
Astrogation 4D+2, powersuit operation: spacetrooper armor 6D, repulsorlift operation 5D+2, space transports 5D+2, starship gunnery 4D, starship gunnery: proton torpedo launcher 5D+2  

**PERCEPTION 2D+2**  
Search 5D+2  

**STRENGTH 2D**  
Brawling 3D, stamina 4D  

**TECHNICAL 2D**  
Demolitions 3D+1, security 4D+1, powersuit repair 4D+1  

**Character Points:** Varies, typically 0-5  

**Move:** 11, in armor 8. Space Move: 1.  

**Equipment:** Light Spacetrooper armor: +3D physical, +2D energy, -1 Dexterity and related skills, Space: 1, Move: 10, grenade launcher *(missile weapons skill, 5-50/100/200 [in space: 0/1/2]), 10 concussion grenades (5D/4D/3D/2D, blast radius 0-2/4/6/10), 10 gas/stun grenades (5D/4D/3D/2D stun, blast radius 0-2/4/6/8), mini-proton torpedo launcher *(starship gunnery skill, 6D, ammo 4, 25-100/30/700, 1/3/7 [space]), blaster cannon (6D, 10-50/100/150), laser cutters (3D walker scale), Multi-Frequency Targeting Acquisition System (adds +2D to Perception checks in low-visibility situations, +2D to ranged weapon skill used against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding), viewplate with macrobinoculars and UV nightvision, utility belt (high-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs).  

**Source:** Imperial Sourcebook (pages 47-48), Rules of Engagement – The Rebel SpecForces Handbook (page 100), Heir to the Empire Sourcebook (page 55), The Thrawn Trilogy Sourcebook (pages 70-71), The Star Wars Sourcebook (pages 106-107), Gamemaster Screen - Revised (page 26), Rebellion Era Campaign Guide (page 123)

**Storm Commando**  

*Type:* Imperial SpecForce trooper  

**DEXTERITY 3D**  
Blaster 7D, brawling parry 5D+2, dodge 5D+2, grenade 5D, melee combat 5D+2, melee parry 5D+2  

**KNOWLEDGE 3D**  
Survival 6D  

**MECHANICAL 2D**  
Beast riding 5D, hover vehicle operation 5D+1, repulsorlift operation 5D  

**PERCEPTION 3D**  
Hide 6D+2, search 6D+2, sneak 7D  

**STRENGTH 3D+1**  
Brawling 5D  

**TECHNICAL 3D**  
Armor repair 5D, blaster repair 5D, first aid 4D, demolitions 4D+2, security 3D+2  

**Character Points:** Varies, typically 3-15  

**Move:** 10  

**Equipment:** SoroSuub Stormtrooper One blaster carbine (5D+2, adds +1D to blaster skill if retractable stock is used), blaster pistol (4D), combat knife (STR+1D+2), Storm Commando armor (+1D physical and energy), stealth coating (+1D to hide and sneak), tongue-activated helmet comlink, sealed body glove, Multi-Frequency Targeting Acquisition System (adds +3D to Perception checks in low-visibility situations, +2D to ranged weapon skill used against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding), viewplate with macrobinoculars and UV nightvision, utility belt (high-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs).
Swamptrooper

Type: Standard Swamptrooper
DEXTERITY 3D
Blaster 4D, brawling parry 4D+1, dodge 4D, missile weapons: flechette launcher 5D
KNOWLEDGE 2D+1
Survival: swamps 4D
MECHANICAL 2D
PERCEPTION 2D
Search 3D+1, sneak 3D+1
STRENGTH 3D
Brawling 3D+2, stamina 4D
TECHNICAL 2D
Character Points: Varies, typically 0-5
Move: 10
Equipment: Flechette launcher (6D) or repeating blaster (7D), Swamptrooper armor (+2 physical and energy), rebreather system (one hour air supply), camouflage (+2 to sneak in marshy environments), tongue-activated helmet comlink, sealed body glove, Multi-Frequency Targeting Acquisition System (adds +2D to Perception checks in low-visibility situations, +2D to ranged weapon skill used against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding), utility belt (high-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpac).
Source: Rebellion Era Campaign Guide (page 124)

Wing Guard Member

Type: Cloud City Wing Guard member
DEXTERITY 3D+1
Blaster 4D, dodge 4D
KNOWLEDGE 2D+1
Bureaucracy 3D+1
MECHANICAL 2D+2
Repulsorlift operation: cloud car 4D+2
PERCEPTION 3D
Command 3D+2, search 4D
STRENGTH 3D+1
Brawling 4D
TECHNICAL 3D+1
Security 4D+2
Character Points: Varies, typically 0-5
Move: 10
Equipment: Blaster pistol (4D), comlink, binders.
Source: Galaxy Guide 2 – Yavin and Bespin (page 76), Galaxy Guide 3– The Empire Strikes Back (pages 71-72), Star Wars Trilogy Sourcebook SE (page 186), The Movie Trilogy Sourcebook (page 104), Rebellion Era Campaign Guide (page 149)

Gamorrean Guard

Type: Gamorrean guard

DEXTERITY 3D
Melee combat: vibro-axe 4D+2

KNOWLEDGE 1D
Survival 2D

MECHANICAL 1D

PERCEPTION 2D

STRENGTH 4D
Brawling 5D, stamina 5D+1

TECHNICAL 1D

Move: 9

Equipment: Vibro-axe (STR+3D+1, Moderate difficulty), force pike (STR+3D, can reach up to two meters, Moderate difficulty).

Source: Galaxy Guide 5 – Return of the Jedi (pages 11/13), The Movie Trilogy Sourcebook (page 110), Rebellion Era Campaign Guide (page 151)

Defiler
Type: Zann Consortium Defiler

DEXTERITY 3D+2
Blaster 5D+2, brawling parry 4D, dodge 4D+2, grenade 5D+2

KNOWLEDGE 2D+2
Bureaucracy 4D+2, intimidation 4D, languages 3D+2, streetwise 4D+1

MECHANICAL 3D

PERCEPTION 3D
Bargain 5D, con 4D+2, persuasion 5D+2, sneak 4D+2

STRENGTH 2D+2
Brawling 4D

TECHNICAL 3D
Computer programming/repair 3D+2, demolitions 4D, security 3D+2

Move: 10

Equipment: Blaster rifle (5D), thermal detonator (10D), grenade (5D), combat gloves (STR+2), battle armor (+2D physical and energy, -2 to Dexterity and related skills), helmet visor (reduces low-lighting penalties by 2D).

Source: Rebellion Era Campaign Guide (page 152)

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Espo Trooper

Type: CSA Espo trooper

DEXTERITY 3D
Blaster 3D+2, brawling parry 3D+2, melee combat: stun baton 5D, running 3D

KNOWLEDGE 1D
Intimidation 3D, law enforcement 2D+2, streetwise 3D

MECHANICAL 2D
Beast riding 3D, ground vehicle operation 2D+2, repulsorlift operation 3D

PERCEPTION 2D
Bargain 2D+1, search 3D+1

STRENGTH 2D
Brawling 2D+2, climbing/jumping 3D, lifting 3D, stamina 2D+2

TECHNICAL 2D
Security 3D

Move: 10

Equipment: Blast helmet with visor (+1D physical, +1 energy), blast vest (+1D physical, +1 energy - 1D Dexterity and related skills), stun baton (STR+2D+2), blaster pistol (4D), comlink.

Source: Han Solo and the Corporate Sector Sourcebook (page 47), Alliance Intelligence Reports (page 12), Rebellion Era Campaign Guide (page 155)
Espo Elite Trooper

Type: CSA Espo trooper

Dexterity 3D
Blaster 5D+2, brawling parry 5D+2, melee combat 5D, melee combat: stun baton 7D+1, running 4D, vehicle blasters 4D+2

Knowledge 1D
Intimidation 3D+1, law enforcement 3D, streetwise 3D+2, survival 3D

Mechanical 2D
Beast riding 3D+2, ground vehicle operation 3D, repulsorlift operation 3D

Perception 2D
Bargain 3D, search 4D, sneak 3D+2

Strength 2D
Brawling 4D+2, climbing/jumping 3D, lifting 3D, stamina 2D+2

Technical 2D
Computer programming/repair 3D, droid programming 3D, security 4D

Move: 10

Equipment: Blast helmet with visor (+1D physical, +1 energy), blast vest (+1D physical, +1 energy - 1D Dexterity and related skills), stun baton (STR+2D+2), blaster pistol (4D), comlink, 1 gloc grenade (6D/5D/3D Strength), sound pistol (5D/4D/3D stun), 3 pairs binders (5D Strength).

Source: Han Solo and the Corporate Sector Sourcebook (pages 47-49), Rebellion Era Campaign Guide (page 155)

Optional Rules: Cracken’s Tactics

The following rules can be used to disable or modify equipment that characters encounter in their campaigns. The Rebellion Era Campaign Guide included a number of options for jury rigging and sabotage. The jury rigging options are already covered in Galladinum’s Fantastic Technology, pages 3-5, and thus will not be converted here. The sabotage options are converted below:

Disabling a Shield Generator

Method: The shield generator must be temporarily shut down during the installation (for which the agent must provide a cover story for the down time). A LK-4 fusible link must be installed in one of the main power couplings. If done successfully, the shield will shut down as soon as it reaches 50% power output. Alternatively, the system can be shut down via a length of power cable with a vampiric power tap. The tap is installed on one of the power cables, and then attached to the main power supply, while the other end is affixed to the negative power coupling. The tap can be remote activated. When it is activated it will either burn out the coupling or create a surge in the power system, causing it to shut down.

Required Items: LK-4 fusible link; or 3-meter cable, vampiric power tap, and basic tools.

Installation Time: 5 minutes.

Difficulty: Easy (for fusible link), or Moderate (for power tap).

Skill: Battle station repair, capital ship repair, space transport repair, or planetary shield repair.

Result: With the fusible link, the generator shuts down once it reaches 50% power, and cannot be used again until the link is removed. With the power tap, the generator requires extensive repairs taking two hours and a Difficult repair roll of an appropriate related skill.

Source: Rebellion Era Campaign Guide (page 106)

Disabling a Walker’s Drive Motor

Method: Damage the internal hydraulic system. Smaller walkers have an external hydraulic system. Alternatively the gyroscopic balancing system may be disabled.

Required Items: Tool kit, cutting device, or object to jam mechanism.

Time: 1 minute (30 seconds with cutting device)

Skill: Walker repair

Difficulty: Easy

Result: If the hydraulic system is damaged, then the walker is unable to move, but all other systems are operable. If the gyroscopic system is damaged,
then the pilot takes a -4D penalty to all rolls to operate the walker. If the pilot fails by 10 or more, then the walker topples over.

**Source:** Rebellion Era Campaign Guide (page 107)

### Overloading a Vehicle Weapon

**Method:** Build up a charge in the ship’s supercapacitors

**Required Items:** Tool kit (not required for remote detonation)

**Time:** 30 seconds

**Skill:** ground vehicle repair, starship weapon repair.

**Difficulty:** Difficult

**Result:** Detonation of the supercapacitors occurs after 1D rounds after the sabotage. Results in damage to the vehicle or starship equal to the damage code of the weapon. This detonation can be prevented after the sabotage by cutting the power cables or dismantling the weapon.

**Source:** Rebellion Era Campaign Guide (page 107)

### Sending a Reactor into Automatic Shutdown

**Method:** Allows an agent to use the internal safety mechanisms to force a shutdown, usually by disabling a cooling system, disrupting a fuel supply, fooling safety sensors, or shorting out detectors.

**Required Items:** Tool kit.

**Time:** 2 minutes.

**Skill:** Appropriate related repair roll.

**Difficulty:** Difficult

**Result:** Reactor is shut down within 1 to 5 minutes. A reactor disabled in such a way can be re-activated easily. Failure may result in either the reactor continuing to function normally and/or tripping security systems to alert others to the attempted sabotage.

**Source:** Rebellion Era Campaign Guide (page 107)

### Using Droid Restraining Bolts to Your Advantage

**Method:** Attaching a restraining bolt to a surveillance, security, or other hostile droid. Note that most battle droids are shielded against restraining bolts. Getting the most out of a restraining bolt against a hostile droid requires the use of an instant fusing disc, which can be found in some civilized centres. Often the restraining bolt also requires modification to automatically activate upon attaching.

**Required Items:** Restraining bolt, instant fusing disc

**Time:** Varies

**Skill:** Thrown weapons, Alter: telekinesis, sleight of hand, or other appropriate skill to attach. Droid programming/repair to modify the restraining bolt.

**Difficulty:** Difficult (to modify)

**Result:** A droid immediately receives a “halt” command as soon as the restraining bolt attaches to the droid.

**Source:** Rebellion Era Campaign Guide (page 107)