D6 CONVERSION

THE FORCE UNLEASHED

STAR WARS
ROLEPLAYING GAME
THE FORCE UNLEASHED CAMPAIGN GUIDE

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Inspired by
WEST END GAMES
Alien Species

**Aleena**
**Home Planet:** Aleen
**Attribute Dice:** 12D
- **DEXTERITY:** 2D+2/4D+2
- **KNOWLEDGE:** 2D/4D
- **MECHANICAL:** 2D/4D+1
- **PERCEPTION:** 1D/3D
- **STRENGTH:** 1D+2/3D+1
- **TECHNICAL:** 2D/4D

**Special Abilities:**
- **Nimble:** Aleenas are quite adept at avoiding danger in combat when they see it coming. They can choose to reroll any dodge check, but the result must be accepted, even if it's worse.
- **Quick Energy:** Once per encounter, an Aleena can gain a temporary boost to quickness and reflexes. When this ability is accessed and Aleena gains a +1D bonus to Dexterity-based skills and his Move score is increased by 2. The energy lasts for a number of rounds equal to the Aleena's amount of Strength dice. When the energy is expended, the Aleena suffers a -1 penalty to all actions until he rests for 10 minutes.

**Move:** 6/8

**Size:** 0.8 meters tall on average

**Source:** The Force Unleashed Campaign Guide (pages 12-13)

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**Caamas**
**Home Planet:** Caamas
**Attribute Dice:** 12D
- **DEXTERITY:** 1D+2/4D
- **KNOWLEDGE:** 2D/4D+1
- **MECHANICAL:** 1D/4D
- **PERCEPTION:** 2D/4D+2
- **STRENGTH:** 1D/3D
- **TECHNICAL:** 1D/4D

**Special Abilities:**
- **Memory Sharing:** Caamas can store and share memories with others of their species. Force-users can also share memories with Caamas, though this requires a successful use of either Receptive Telepathy (to receive a memory) or Projective Telepathy (to share a memory).
- **Wise and Tranquil:** Due to their reputation for being peaceful and wise, Caamas gain a +2 pip bonus to all Bargain and Persuasion skill checks.

**Move:** 10/12

**Size:** 1.8 meters tall on average

**Source:** The Force Unleashed Campaign Guide (pages 14-15), Dawn of Defiance – Traitor's Gambit (pages 15/29)

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**Felucian**
**Home Planet:** Felucia
**Attribute Dice:** 12D
- **DEXTERITY:** 2D/4D
- **KNOWLEDGE:** 1D+2/3D+2
- **MECHANICAL:** 1D+2/3D+2
- **PERCEPTION:** 2D/4D
- **STRENGTH:** 3D/4D+2
- **TECHNICAL:** 1D/3D+1

**Special Abilities:**
- **Low-Light Vision:** Felucians can see twice as far as a normal human in poor lighting conditions. All low-light penalties are halved (rounded up).
- **Breathe Underwater:** Felucians can breathe naturally both underwater and on the surface.
- **Natural Camouflage:** A felucian can choose to reroll any sneak check, using the better result.
- **Force Sensitivity:** All felucians are Force-sensitive and start with a free dice in Alter.
- **Force Blast:** Once per encounter a felucian may use Alter as a ranged attack with a range of 3-10/30/80 meters. If the attack hits it deals half Alter damage, knocking the opponent back.

**Move:** 10

**Size:** 1.8-2 meters tall

**Source:** Ultimate Alien Anthology (pages 26-27), Power of the Jedi Sourcebook (pages 64-65), The New Jedi Order Sourcebook (page 45), The Force Unleashed Campaign Guide (pages 13-14)

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**Gran**
**Home Planet:** Kinyen
**Attribute Dice:** 12D
- **DEXTERITY:** 1D/4D
- **KNOWLEDGE:** 1D/3D
- **MECHANICAL:** 1D/3D+1
PERCEPTION 2D/4D
STRENGTH 1D/4D
TECHNICAL 1D/3D

Special Abilities:
Vision: Grans’ unique combination of eyestalks gives them a larger spectrum of vision than other species. They can see well into the infrared range (no penalties in darkness), and gain a bonus of +1D to notice sudden movements.

Move: 10/12
Size: 1.1-1.8 meters tall

Nosarian

Home Planet: New Plympto
Attribute Dice: 11D
DEXTERITY 2D/4D
KNOWLEDGE 1D/4D
MECHANICAL 1D/3D
PERCEPTION 1D/3D+2
STRENGTH 1D/3D+2
TECHNICAL 1D/4D

Special Abilities:
Horns: Nosarians possess six horns on the tops of their heads that they can employ as weapons. Goring an opponent with these horns inflicts STR+2 damage.
Internal Clock: Nosarians attuned to the planet they are living on instinctively know when the sun is setting. They usually accompany the setting sun by braying at the top of their lungs. This is largely involuntary, and any Nosarian wishing to resist the urge to “sing it [the sun] down” must succeed at a Very Difficult willpower skill roll.

Story Factors:
Color Blind: Nosarians only see in black and white. While they are not typically affected by this, they may have difficulty interpreting color-coded computer displays or vehicle controls that they are unfamiliar with.
Phosphorescent Mouth Lining: A Nosarian can make the lining of his mouth phosphorescent at will. Although many animals on New Plympto use similar abilities to attract prey, it grants no appreciable bonus to Nosarian characters.
Resentful of Humans: Nosarians blame Republic politicians (and humans in general) for financial problems suffered on their homeworld of New Plympto. These feelings were further compounded by a heavy-handed Imperial subjugation of their planet.

Move: 10
Size: 1.2 to 1.55 meters tall

Talz
Home Planet: Alzoc III
Attribute Dice: 11D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D
MECHANICAL 1D/3D
PERCEPTION 2D+1/4D+1
STRENGTH 2D+2/4D+2
TECHNICAL 1D/3D

Special Abilities:
Enslavement: One of the few subjects which will drive a Talz to anger is that of the enslavement of their people. If a Talz has a cause that drives its personality, that cause is most likely the emancipation of its people.

Move: 8/10
Size: 2-2.2 meters tall

Togorian
Home Planet: Togoria
Attribute Dice: 12D
DEXTERITY 2D/5D
KNOWLEDGE 1D/3D
MECHANICAL 1D/4D
PERCEPTION 2D/4D
STRENGTH 2D/5D
TECHNICAL 1D/4D

Special Abilities:
**Togruta**

**Home Planet:** Shili  
**Attribute Dice:** 13D  
**DEXTERITY 2D/4D+2**  
**KNOWLEDGE 2D/4D+1**  
**MECHANICAL 1D/4D**  
**PERCEPTION 2D/4D+1**  
**STRENGTH 1D/3D+2**  
**TECHNICAL 1D/4D**  

**Special Abilities:**  
- **Camouflage:** Togruta characters possess colorful skin patterns which help them blend in with natural surroundings (much like the stripes of a tiger). This provides them with a +2 pip bonus to *hide* skill checks.  
- **Spatial Awareness:** Using a form of passive echolocation, Togruta can sense their surroundings. If unable to see, a Togruta character can attempt a Moderate *search* skill check. Success allows the Togruta to perceive incoming attacks and react accordingly by making defensive rolls.  

**Story Factors:**  

**Claws:** The claws of the Togrutas do Strength +1D damage in combat.  
**Teeth:** The teeth of the Togrutas do Strength+2D damage in combat.  

**Intimidation:** Most beings fear Togrutas (especially males) because of their large size and vicious-looking claws and teeth.  
**Communication:** Togrutas are perfectly capable of understanding Basic, but they can rarely speak it. Many beings assume that the Togrutas are unintelligent. This annoys the Togrutas greatly, and they are likely to become enraged if they are not treated like intelligent beings.  

**Move:** 14/17  
**Size:** 2.5-3 meters tall (males); 1.6-2.2 meters tall (females)  
**Source:** Ultimate Alien Anthology (pages 161-162), Galaxy Guide 4: Alien Races (pages 86-88), The Force Unleashed Campaign Guide (page 17)

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**Whiphid**

**Home Planet:** Toola  
**Attribute Dice:** 11D  
**DEXTERITY 2D/4D**  
**KNOWLEDGE 1D/3D**  
**MECHANICAL 1D/3D**  
**PERCEPTION 2D/4D+1**  
**STRENGTH 2D/4D+2**  
**TECHNICAL 1D/3D**  

**Special Abilities:**  
- **Claws:** STR+1D damage.  

**Move:** 9/12  
**Size:** 2.0-2.6 meters tall  
**Source:** Ultimate Alien Anthology (pages 182-183), Galaxy Guide 4: Alien Races (pages 93-94), The Force Unleashed Campaign Guide (pages 18-19)
Yarkora

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

Special Abilities:
Confusion: As a defense mechanism, all Yarkora can use a combination of motions and sounds to distract and deter potential enemies. Once per encounter as a standard action, a Yarkora can make a con roll against all close combat opponents. If he succeeds, that enemy will not attack or come closer until the end of the next turn. This is a mind-affecting effect.
Deceptive: Naturally gifted at manipulation, a Yarkora can choose to reroll any con check, but the result of the reroll must be accepted even if it is worse.
Streetwise: Yarkora are adept at collecting information from a variety of sources, earning a +1D bonus to streetwise.

Story Factors:
Species Rarity: Yarkora are only rarely encountered in the galaxy, and often invoke unease in those they interact with.
Move: 7/10
Size: 1.9-2.5 meters

Search: tracking: 3D
STRENGTH 9D+2
Special Abilities:
Claws: Do STR+2D damage
Teeth: Do STR+3D damage
Tail: Does STR+2D damage
Armor: +3D against physical and energy attacks
Move: 20
Size: 10 meters tall
Source: The Force Unleashed Campaign Guide (page 224)

Felucian Ripper

Type: Underwater stalker
Planet of Origin: Felucia
DEXTERITY 4D
PERCEPTION 2D+2
Search 3D, sneak 6D
STRENGTH 3D
Brawling 4D

Special Abilities:
Bite: Does STR+1D+2 damage.
Tail Slam: Does STR+2 damage.
Move: 25
Size: 2 meters long
Source: The Force Unleashed Campaign Guide (page 224)

Droids

FX-6 Medical Droid

Type: Medtech Industries FX-series Medical Assistant Droid
DEXTERITY 1D
KNOWLEDGE 1D
Alien Species 3D
MECHANICAL 1D
(A) Bacta tank operation 3D+1
PERCEPTION 2D
(A) Injury/ailment diagnostics 3D+2
STRENGTH 1D
TECHNICAL 2D
First aid 3D+2, (A) medicine 4D

Equipped With:

Creatures

Bull Rancor

Planet of Origin: Felucia
DEXTERITY 4D
PERCEPTION 1D
-Medical computer scomp link: interface to adequate medical computer or surgeon droid adds +1D to all medical skills.
-Readout screen
-Medical diagnostic computer and sensor
-Infrared sensors
-Analytical computer and sensors
-14 light manipulator arms
-6 main manipulator arms
-Various surgical attachments
-Hypodermic injectors (4D stun damage)
-Medicine dispensers
-Mobility caster trio

**Move:** 4  
**Size:** 1.83 meters tall  
**Cost:** 3,800 credits  
**Source:** The Force Unleashed Campaign Guide (page 103)

**IT-0 Interrogator Droid**

![IT-0 Interrogator Droid](image)

**Type:** Imperial IT-0 Interrogator Droid  
**DEXTERITY 1D**  
Dodge 3D, melee combat 3D, melee combat: interrogation tools 4D+1

**KNOWLEDGE 3D**  
Alien species 4D, humanoid biology 5D, intimidation 6D, intimidation: interrogation 7D

**MECHANICAL 2D**  
Sensors 3D

**PERCEPTION 4D**  
Investigation 5D, search 5D

**STRENGTH 3D**

**TECHNICAL 2D**  
First aid 5D, (A) medicine 5D, security 4D

**Equipped With:**
-Repulsorlift engine  
-Visual/sound sensor package  
-Vocabulator speech/sound system  
-Laser scalpel (2D damage)  
-Hypodermic injectors (4D stun damage)  
-Power shears (5D damage)  
-Grasping claw (+1D to lifting)

**Move:** 3  
**Size:** 1 meter  
**Cost:** 10,000 credits

**Source:** Dark Force Rising Sourcebook (page 103), Death Star Technical Companion (page 93), Galaxy Guide 1 – A New Hope (page 58), Star Wars Trilogy Sourcebook SE (page 165-166), The Movie Trilogy Sourcebook (pages 52-53), The Thrawn Trilogy Sourcebook (page 197), d20 Core Rulebook (page 371), The Force Unleashed Campaign Guide (pages 194-195)

**Q7 Astromech Droid**

**Type:** Industrial Automaton Q7-series Astromech Droid  
**DEXTERITY 1D+2**

**KNOWLEDGE 1D**

**MECHANICAL 2D+1**  
Astrogation 5D, starfighter piloting 3D+1, space transports 3D

**PERCEPTION 1D**

**Sneak 2D**

**STRENGTH 1D**

**TECHNICAL 2D**  
Computer programming/repair 4D, starfighter repair 5D

**Equipped With:**
-Repulsorlift unit  
-2 tool appendages  
-Small electric arc welder (1D to 5D, as fitting situation, 0.3 meters range)  
-Electroshock probe (2D ion damage)  
-Holographic projector/recorder

**Move:** 8  
**Size:** 0.5 meter tall  
**Cost:** 6,500 credits  
**Source:** The Force Unleashed Campaign Guide (page 104)

**RA-7 Servant Droid**

**Type:** Arakyd Industries RA-7 Series Protocol Droid  
**DEXTERITY 2D**

**KNOWLEDGE 2D**  
Bureaucracy 3D, cultures 4D, languages 3D, scholar: culinary arts 5D, scholar: home economics 4D

**MECHANICAL 1D**  
Repulsorlift operation 2D

**PERCEPTION 2D**

**STRENGTH 2D**

**TECHNICAL 1D**

**Equipped With:**
-Visual spectrum scanners  
-Vocabulator speech/sound system  
-Humanoid appendages configuration

**Move:** 9  
**Size:** 1.7 meters tall  
**Cost:** 3,000

**BD-3000 Luxury Droid**
*Type:* LeisureMech Enterprises BD-3000 Luxury Attendant Droid  
*DEXTERITY 2D*  
*KNOWLEDGE 2D*  
Bureaucracy 4D, business 4D, culinary arts 4D, cultures 4D, languages 6D  
*MECHANICAL 1D*  
Repulsorlift operation 3D, space transports 3D  
*PERCEPTION 2D*  
Persuasion 3D  
*STRENGTH 1D*  
*TECHNICAL 1D*  
First aid 3D  
*Equipped With:*  
-Humanoid body (two arms, two legs, head)  
-Two visual and audio sensors – human range and infrared  
-Vocabulator  
-Communications module with over 1.5 million languages  
-Internal compartment space (2 Kg)  
-Internal comlink  
*Move:* 8  
*Size:* 1.65 meters tall  
*Cost:* 25,000 (new), 8,000 (used)  
*Source:* The Force Unleashed Campaign Guide (page 106)

**R-1 Recon Droid**
*Type:* Arakyd Industries R-1 Recon Droid  
*DEXTERITY 4D*  
Blaster 4D+2, dodge 5D  
*KNOWLEDGE 3D*  
Survival 4D  
*MECHANICAL 1D*  
*PERCEPTION 3D*  
Search 5D, sneak 5D  
*STRENGTH 2D*  
*TECHNICAL 2D*  
Computer programming/repair 4D  
*Equipped With:*  
-Hovering locomotion  
-Improved sensor package (+2D bonus to all search skill rolls)  
-Infrared vision (the droid can see in the dark up to 30 meters)  
-Self-destruct system (does 4D damage)  
-Integrated planetary comlink  
-Video recording unit  
-Integrated blaster (4D)  
*Move:* 10 (hovering)  
*Size:* Small  
*Cost:* 16,000 credits  
*Source:* The Force Unleashed Campaign Guide (page 105)

Source: The Force Unleashed Campaign Guide (page 197)

**Junk Droid**
*Type:* Custom-built junk droid  
*DEXTERITY 4D*  
*KNOWLEDGE 1D*  
*MECHANICAL 1D*  
*PERCEPTION 1D*  
Search 2D+2  
*STRENGTH 3D+2*  
Brawling 4D, climbing/jumping 5D  
*TECHNICAL 1D*  
*Equipped With:*  
-2 legs, 1 hand  
-Armored arm (grants +2D to resist damage with a successful melee parry roll)  
*Move:* 10  
*Size:* 1.8 meters tall  
*Cost:* Not available for sale (estimated 2,610)  
*Source:* The Force Unleashed Campaign Guide (page 105)

**Brute Junk Droid**
*Type:* Custom-built quadruped junk droid  
*DEXTERITY 4D*  
*KNOWLEDGE 1D*  
*MECHANICAL 1D*  
*PERCEPTION 1D*  
Search 3D+2  
*STRENGTH 7D*  
Climbing/jumping 7D+2  
*TECHNICAL 1D*  
*Equipped With:*  
-4 clawed legs  
*Move:* 14  
*Size:* 2.2 meters tall  
*Cost:* Not available for sale (estimated 3,200)  
**Behemoth Junk Droid**

*Type:* Custom-built behemoth junk droid  
**DEXTERITY 2D+2**  
**KNOWLEDGE 2D**  
**MECHANICAL 1D**  
**PERCEPTION 1D+2**  
- Search 5D  
- Strength 10D  
- Equipped With: -4 clawed legs  
- **Move:** 14  
- **Size:** 4 meters tall  
- **Cost:** Not available for sale (estimated 5,000)  
- **Source:** The Force Unleashed Campaign Guide (pages 106-107)

**Cost:** Not for sale  
**Equipment:** Lightsaber (5D), double-bladed lightsaber (5D).  
**Source:** The Force Unleashed Campaign Guide (pages 196-197)

**MSE-6 Utility Droid**

*Type:* Rebackan Columni MSE-6 General Purpose Droid  
**DEXTERITY 2D**  
**KNOWLEDGE 1D**  
**MECHANICAL 1D**  
**PERCEPTION 1D**  
- **Move:** 5  
- **Size:** 0.3 meters  
- **Cost:** 2,000 (new), 350 (used)  
- **Source:** Cynabar’s Fantastic Technology: Droids, Dark Force Rising Sourcebook (pages 102), Death Star Technical Companion (page 93), The Thrawn Trilogy Sourcebook (page 197), Rebellion Era Sourcebook (page 27), Arms and Equipment Guide (pages 51-52), The Force Unleashed Campaign Guide (pages 197-198)

**Proxy**

*Type:* Unique mimic combat droid  
**DEXTERITY 4D**  
Blaster 6D, brawling parry 7D, dodge 7D, lightsaber 9D, melee combat 7D+2, melee parry 8D  
**KNOWLEDGE 2D+1**  
Survival 4D  
**MECHANICAL 3D**  
**PERCEPTION 2D**  
Con 5D, search 5D, sneak 6D  
**STRENGTH 4D+1**  
Brawling: martial arts 8D, climbing/jumping 7D+2  
**TECHNICAL 3D**  
Computer programming/repair 6D, droid repair 7D  
- Equipped With: -Humanoid body (two arms, two legs, head)  
- Holographic projectors (+5D to con: disguise)  
- **Move:** 10  
- **Size:** 1.75 meters tall
Vehicles

Warcrawler
Craft: Modified Armored Groundcar
Type: Modified groundcar
Scale: Speeder
Length: 12 meters
Skill: Ground vehicle operation
Crew: 2, gunners: 1
Passengers: 8
Cargo Capacity: 300 kilograms
Cover: Full
Cost: 25,000 (new), 13,000 (used)
Maneuverability: 1D
Move: 30; 90 kmh
Body Strength: 3D+1
Weapons:
Twin Blaster Cannon
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-250/750/1.5 Km
Damage: 3D
Source: The Force Unleashed Campaign Guide (page 110)

Mobile Command Base
Craft: Nen-Carvon PX-4 Mobile Command Base
Type: Mobile command base
Scale: Speeder
Length: 21.8 meters
Skill: Ground vehicle operation: PX-4
Crew: 2, gunners: 1
Crew Skill: Ground vehicle operation 4D+2, missile weapons 4D, vehicle blasters 4D+1
Passengers: 7
Cargo Capacity: 1 metric ton
Cover: Full
Cost: Not available for sale (estimated 300,000)
Maneuverability: 0D
Move: 70; 200 kmh, slows to 8; 25 kmh when turning
Body Strength: 7D
Weapons:
3 heavy Laser Cannons
Fire Arc: 1 turret*, 1 left, 1 right
Crew: 2
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-50/1/2 Km
Damage: 6D
* Note: The Juggernaut’s heavy laser cannon turret can turn to face the left, front and right fire arcs only. It may move the turret one fire arc per turn (from left to front, right to front, front to right or front to left).

Juggernaut
Craft: Kuat Drive Yards’ HAVw A5 Juggernaut
Type: Heavy assault vehicle
Scale: Walker
Length: 21.8 meters
Skill: Ground vehicle operation: Juggernaut
Crew: 2; gunners: 6
Crew Skill: Ground vehicle operation 4D+2, missile weapons 4D, vehicle blasters 4D+1
Passengers: 50 (troops)
Cargo Capacity: 1 metric ton
Cover: Full
Cost: Not available for sale (200,000 new; 120,000 used)
Maneuverability: 0D
Move: 70; 200 kmh, slows to 8; 25 kmh when turning
Body Strength: 5D
Weapons:
3 heavy Laser Cannons
Fire Arc: 1 turret*, 1 left, 1 right
Crew: 2
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-50/1/2 Km
Damage: 6D
* Note: The Juggernaut’s heavy laser cannon turret can turn to face the left, front and right fire arcs only. It may move the turret one fire arc per turn (from left to front, right to front, front to right or front to left).

Medium Blaster Cannon
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-250/750/1.5 Km
Damage: 4D

1 Concussion Grenade Launchers
Fire Arc: Turret
Crew: 1
Skill: Missile weapons
Fire Control: 1D
Range: 50-100/250/500
Damage: 8D+1
**Source:** Imperial Sourcebook (pages 69-70), Arms and Equipment Guide (page 84), The Force Unleashed Campaign Guide (page 200)

### AT-KT

**Craft:** All Terrain Kashyyk Transport, or AT-STh “Hunter” Scout Transport  
**Type:** Medium walker  
**Scale:** Walker  
**Length:** 6.4 meters long, 8.6 meters tall  
**Skill:** Walker operation: AT-ST  
**Crew:** 2, skeleton: 1/+15  
**Crew Skill:** Missile weapons 4D, vehicle blasters 4D+2, walker operation 5D  
**Cargo Capacity:** None  
**Cover:** Full  
**Cost:** Not available for sale  
**Maneuverability:** 1D  
**Move:** 30; 90 km/h  
**Body Strength:** 3D  
**Weapons:**  
- **Frag Grenade Launcher** (12 carried)  
  - **Fire Arc:** Front  
  - **Skill:** Missile weapons: grenade launcher  
  - **Fire Control:** 1D  
  - **Range:** 10-50/100/200  
  - **Damage:** 3D  
- **Stun Cannon**  
  - **Fire Arc:** Front  
  - **Crew:** 1 (co-pilot)  
  - **Skill:** Vehicle blasters  
  - **Fire Control:** 1D  
  - **Range:** 50-300/500/1 Km  
  - **Damage:** 2D  

**Source:** The Force Unleashed Campaign Guide (pages 200-201)

### AT-CT

**Craft:** All Terrain Construction Transport  
**Type:** Medium walker  
**Scale:** Walker  
**Length:** 6.4 meters long, 8.6 meters tall  
**Skill:** Walker operation: AT-ST  
**Crew:** 2, skeleton: 1/+15  
**Crew Skill:** Tractor beam operation 5D, walker operation 4D  
**Cargo Capacity:** None  
**Cover:** Full  
**Cost:** Not available for sale  
**Maneuverability:** 1D  
**Move:** 30; 90 km/h  
**Body Strength:** 3D  
**Weapons:**  
- **Tractor Beam**  
  - **Fire Arc:** Front  
  - **Skill:** Tractor beam operation  
  - **Fire Control:** 2D  
  - **Range:** 1-3/10/20  
  - **Lifting:** 8D (can be used to hurl objects using the tractor beam operation skill)  
  **Source:** The Force Unleashed Campaign Guide (page 201)

### Flare-S Swoop

**Craft:** Mobquet Flare-S Swoop  
**Type:** Swoop  
**Scale:** Speeder  
**Length:** 2.5 meters  
**Move:** 30; 90 km/h  
**Body Strength:** 3D  
**Weapons:**  
- **Frag Grenade Launcher** (12 carried)  
  - **Fire Arc:** Front  
  - **Skill:** Missile weapons: grenade launcher  
  - **Fire Control:** 1D  
  - **Range:** 10-50/100/200  
  - **Damage:** 3D  
- **Stun Cannon**  
  - **Fire Arc:** Front  
  - **Crew:** 1 (co-pilot)  
  - **Skill:** Vehicle blasters  
  - **Fire Control:** 1D  
  - **Range:** 50-300/500/1 Km  
  - **Damage:** 2D  

**Source:** Star Wars Trilogy Sourcebook SE (page 158), Shadows of the Empire Sourcebook (pages 116-117), Pirates & Privateers (page 50), Arms and Equipment Guide (page 74), Secrets of Tatooine (page 30), The Force Unleashed Campaign Guide (page 111)

### Zephyr-G Swoop

**Craft:** Mobquet Swoops and Speeders Zephyr-G Swoop  
**Type:** Swoop  
**Scale:** Speeder  
**Length:** 3.68 meters  
**Move:** 225; 650 km/h  
**Body Strength:** 1D+1  
**Source:** Star Wars Trilogy Sourcebook SE (page 158), Shadows of the Empire Sourcebook (pages 116-117), Pirates & Privateers (page 50), Arms and Equipment Guide (page 74), Secrets of Tatooine (page 30), The Force Unleashed Campaign Guide (page 111)
Altitude Range: Ground level-6 meters (900m if modified)
Cost: 5,750 (new), 1,500 (used)
Maneuverability: 2D
Move: 125; 350 kmh
Body Strength: 2D+2
Source: The Force Unleashed Campaign Guide (page 112)

V-35 Courier

Craft: SoroSuub V-35 Courier
Type: Landspeeder
Scale: Speeder
Length: 3.8 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: 2
Cargo Capacity: 120 kilograms
Cover: 1/4 (top pilot), 3/4 (passengers)
Altitude Range: Ground level-1.5 meters
Cost: 6,500 (new), 1,500 (used)
Maneuverability: 1D+2
Move: 35; 105 kmh
Body Strength: 2D
Source: Arms and Equipment Guide (pages 76-77), Secrets of Tatooine (page 29), The Force Unleashed Campaign Guide (page 112)

A-A5 Speeder Truck

Craft: Modified Trast A-A5 Speeder Truck
Type: Speeder truck
Scale: Walker

Length: 21.4 meters
Skill: Repulsorlift operation: speeder truck
Crew: 3
Crew Skill: Repulsorlift operation 3D
Passengers: 25 (troops)
Cargo Capacity: 25,000 kilograms
Cover: Full
Altitude Range: Ground level-3 meters
Cost: 13,600 (new), 7,850 (used)
Maneuverability: 1D
Move: 55; 160 kmh
Body Strength: 1D+2
Source: Rebel Alliance Sourcebook (page 110), Arms and Equipment Guide (page 78), The Force Unleashed Campaign Guide (pages 112-113)

Arrow-23 Tramp Shuttle

Craft: Modified Aratech “Arrow-23” Landspeeder
Type: Modified tramp shuttle
Scale: Speeder
Length: 8.1 meters
Skill: Repulsorlift operation: tramp shuttle
Crew: 1, gunners: 1
Crew Skill: Vehicle blasters 3D+1, repulsorlift operation 3D
Passengers: 5
Cargo Capacity: 800 kilograms
Cover: Full
Altitude Range: Ground level-4 meters
Cost: 10,800 (new), 3,400 (used)
Maneuverability: 2D+1
Move: 140; 400 kmh
Body Strength: 3D
Weapons:
Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D
Range: 3-50/100/200
Damage: 3D
Concussion Grenade Launcher
Fire Arc: Front
Skill: Missile weapons
Fire Control: 1D
Range: 10-50/100/200
Damage: 3D+1
Source: Rebel Alliance Sourcebook (pages 110-111), Arms and Equipment Guide (page 75), The Force Unleashed Campaign Guide (page 110)

Chariot Command Speeder

Craft: Uulshos LAVr QH-7 Chariot
Type: Command speeder
Scale: Speeder
Length: 11.8 meters
**BoMoCosAltiCarCreSkilLenSca**

**Vehicle blasters**

**Repulsorlift operation**

**LAVr QH-7 Chariot**

- **Skill**: Repulsorlift operation: LAVr QH-7 Chariot
- **Crew**: 3
- **Crew Skill**: Repulsorlift operation 5D, vehicle blasters 4D +1
- **Cargo Capacity**: 10 kilograms
- **Cover**: Full
- **Altitude Range**: Ground level-8 meters
- **Cost**: Not available for sale (estimated 40,000)
- **Maneuverability**: 1D+1
- **Move**: 35; 100 kmh
- **Body Strength**: 4D
- **Weapons**:
  - **Laser Cannon**
    - **Fire Arc**: Front
    - **Crew**: 1 (co-pilot)
    - **Skill**: Vehicle blasters
    - **Fire Control**: 1D
    - **Range**: 3-50/100/200
    - **Damage**: 3D
- **Source**: Imperial Sourcebook (pages 77-78), The Thrawn Trilogy Sourcebook (pages 203-205), Heir to the Empire Sourcebook (page 115), d20 Core Rulebook (pages 190-200), The Force Unleashed Campaign Guide (pages 201-202)

**Freerunner**

- **Craft**: Modified KAAC Freerunner
- **Type**: Combat assault vehicle
- **Scale**: Speeder
- **Length**: 14.6 meters
- **Skill**: Repulsorlift operation: freerunner
- **Crew**: 2, gunners: 3
- **Crew Skill**: Vehicle blasters 4D, repulsorlift operation 4D
- **Passengers**: None
- **Cargo Capacity**: 250 kilograms
- **Cover**: Full
- **Altitude Range**: Ground level-2 meters
- **Cost**: 27,000 (new), 14,000 (used)
- **Maneuverability**: 1D
- **Move**: 105; 300 kmh
- **Body Strength**: 3D

**Weapons**:

- **2 Anti-Vehicle Laser Cannons** (fire-linked)
  - **Fire Arc**: Turret
  - **Crew**: 1*
  - **Skill**: Vehicle blasters
  - **Fire Control**: 1D*
  - **Range**: 50-400/900/2 Km
  - **Damage**: 5D
  - * May be controlled by the pilot or co-pilot, but with a fire control of 0D.

- **2 Anti-Infantry Blaster Batteries**
  - **Fire Arc**: 1 turret (front/left/right), 1 turret (back/left/right)
  - **Crew**: 1*
  - **Skill**: Vehicle blasters
  - **Fire Control**: 2D*
  - **Range**: 50-300/800/1.5 Km
  - **Damage**: 3D+2
  - * May be controlled by the pilot or co-pilot, but with a fire control of 0D.

**Source**: Rebel Alliance Sourcebook (pages 105/107), The Thrawn Trilogy Sourcebook (pages 205-206), Dark Force Rising Sourcebook (page 113), Arms and Equipment Guide (page 79), The Force Unleashed Campaign Guide (page 113)

**TX-130T Fighter Tank**

- **Craft**: Rothana Heavy Engineering TX-130T Saber-class Fighter Tank
- **Type**: Assault tank
- **Scale**: Speeder
- **Length**: 8.2 meters
- **Skill**: Repulsorlift operation: Saber Tank
- **Crew**: 2, gunners: 1
- **Passengers**: 5
- **Cargo Capacity**: 100 kilograms
- **Cover**: Full to pilot and co-pilot, 1/2 to gunner
- **Altitude Range**: Ground level-2 meters
- **Cost**: 42,000 (new), 34,000 (used)
- **Maneuverability**: 2D
- **Move**: 70; 193 kmh
- **Body Strength**: 5D
- **Shields**: 1D
- **Weapons**:
  - **2 Laser Cannons** (fire-linked)
    - **Fire Arc**: Front
    - **Skill**: Vehicle blasters
    - **Fire Control**: 2D
Range: 50-500/1/2 Km
Damage: 6D

Laser Turret
Fire Arc: Turret
Crew: 1
Skill: Vehicle blasters
Fire Control: 2D
Range: 5-50/200/500
Damage: 5D

Concussion Missiles Launchers (8 missiles)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-500/1/2 Km
Damage: 6D

Source: The Force Unleashed Campaign Guide (pages 202-203)

Starships

A-7 Hunter
Craft: Kuat Drive Yards A-7 Hunter Interceptor
Affiliation: Empire / General
Era: Rise of the Empire
Source: The Force Unleashed Campaign Guide (page 204)

Type: Interceptor fighter
Scale: Starfighter
Length: 7 meters
Skill: Starfighter piloting: A-7 Hunter
Crew: 1
Cargo Capacity: 55 kilograms
Consumables: 1 day
Cost: 80,000 (new), 45,000 (used)
Maneuverability: 2D+1
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 2D
Sensors:
Passive: 25/0D
Scan: 45/1D
Search: 65/2D
Focus: 4/3D

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

2 Concussion Missiles Launchers (1 missile each)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700
Damage: 8D

H-60 Tempest Bomber
Craft: Slayn & Korpil H-60 Tempest Bomber
Affiliation: Old Republic / General
Era: Old Republic
Source: The Force Unleashed Campaign Guide (page 114)

Type: Medium bomber
Scale: Starfighter
Length: 18 meters
Skill: Starfighter piloting: Tempest Bomber
Crew: 3, gunners: 1
Passengers: None
Cargo Capacity: 110 kilograms
Consumables: 2 weeks
Cost: 175,000 (new), 125,000 (used)
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 5D+1
Shields: 1D+2
Sensors:
  Passive: 20/1D
  Scan: 40/1D +2
  Search: 70/2D+1
  Focus: 3/3D
Weapons:
  4 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: 5D

2 Concussion Missile Launchers (10 missiles each)
  Fire Arc: Front
  Crew: 1
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1/3/7
  Atmospheric Range: 50-100/300/700
  Damage: 9D

M3-A Scyk

Craft: MandalMotors M3-A Scyk Light Hutt Fighter
Affiliation: General
Era: Rise of the Empire
Type: Light fighter
Scale: Starfighter
Length: 10 meters
Skill: Starfighter piloting: M3-A Scyk
Crew: 1
Crew Skill: Varies widely
Consumables: 2 weeks
Cargo Capacity: 110 kilograms
Hyperdrive Multiplier: x2
Nav Computer: No
Maneuverability: 2D+2
Space: 6
Atmosphere: 330; 950 kmh
Hull: 3D
Shields: 1D

Sensors:
  Passive: 10/1D
  Scan: 20/2D
  Search: 40/3D
  Focus: 3/4D
Weapons:
  Laser Cannon
  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: 4D

NovaSword Fighter

Craft: Subpro NovaSword Space Superiority Fighter
Affiliation: General
Era: Rise of the Empire
Source: The Force Unleashed Campaign Guide (page 115)
Type: Multipurpose starfighter
Scale: Starfighter
Length: 12 meters
Skill: Starfighter piloting: NovaSword
Crew: 1
Passengers: 1 (can coordinate)
Cargo Capacity: 110 kilograms
Consumables: 4 weeks
Cost: 145,000 (new), 65,000 (used)
Maneuverability: 3D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 3D+2
Shields: 1D

Sensors:
  Passive: 15/1D
  Scan: 25/1D+2
  Search: 40/2D+1
  Focus: 2/3D
Weapons:
  2 Laser Cannons (fire linked)
  Fire Arc: Front
  Skill: Starship gunnery
  Fire Control: 1D
  Space Range: 1-3/12/25
  Atmospheric Range: 100-300/1.2/2.5 km
  Damage: 5D

Concussion Missile Launcher (3 missiles)
  Fire Arc: Front
  Skill: Missile weapons
  Fire Control: 1D
Space Range: 1/3/7  
Atmosphere Range: 30-100/300/700  
Damage: 8D

R-41 Starchaser

**Craft:** FreiTek Inc. R-41 Starchaser  
**Affiliation:** General / Rebel Alliance  
**Era:** Rise of the Empire  
**Source:** The Force Unleashed Campaign Guide (pages 115-116)  
**Type:** Space superiority fighter  
**Scale:** Starfighter  
**Length:** 11 meters  
**Skill:** Starfighter piloting: R-41  
**Crew:** 1 (plus 1 gunner in R-42 model)  
**Crew Skill:** Starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D+1  
**Cargo Capacity:** 110 kilograms  
**Consumables:** 2 weeks  
**Cost:** 115,000 (new), 55,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 3D+1  
**Shields:** 1D+1  
**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:** 3D  
**Space Range:** 1-3/12/25  
**Atmosphere Range:** 100-300/1.2/2.5 km  
**Damage:** 5D

Fire Control: 2D+2  
Space Range: 1/5/9  
Atmosphere Range: 50-100/500/900  
Damage: 8D

Toscan 8-Q

**Craft:** Shobquix Yards Toscan 8-Q Starfighter  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 53), Alliance Intelligence Reports (page 50), The Force Unleashed Campaign Guide (page 116)  
**Type:** Multi-purpose starfighter  
**Scale:** Starfighter  
**Length:** 10.2 meters  
**Skill:** Starfighter piloting: Toscan 8-Q  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 3D+2, starship gunnery 3D+2  
**Cargo Capacity:** 75 kilograms  
**Consumables:** 1 day  
**Cost:** 180,000 (new), 35,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 2D  
**Sensors:**  
**Passive:** 15/0D  
**Scan:** 25/+1  
**Search:** 50/1D+2  
**Focus:** 2/2D  
**Weapons:**  
**2 Laser Cannons**  
**Fire Arc:** Front  
**Skill:** Starship gunnery  
**Fire Control:** 1D  
**Space Range:** 1/3/7  
**Atmosphere Range:** 50-100/300/700  
**Damage:** 5D

**Concussion Missile Launcher** (3 missiles)  
**Fire Arc:** Front  
**Skill:** Starship gunnery
**Zebra**

**Craft:** Hyrotii Vehicle Works Zebra Starfighter  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Planets Collection (page 62), The Force Unleashed Campaign Guide (pages 117-118)  
**Type:** Light short range starfighter  
**Scale:** Starfighter  
**Length:** 12.3 meters  
**Skill:** Starfighter piloting: Zebra  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 3D+2, starship gunnery 3D  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 1 day  
**Cost:** 65,000 (new), 32,000 (used)  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 2D  
**Sensors:**  
- Passive: 15/0D  
- Scan: 25/1D+2  
- Search: 45/2D  
- Focus: 3/2D+2  
**Weapons:**  
- 2 Laser Cannons (fire-linked)  
  - Fire Arc: Front  
  - Skill: Starship gunnery  
  - Fire Control: 1D  
  - Space Range: 1-5/10/17  
  - Atmosphere Range: 100-500/1/1.7 km  
  - Damage: 5D

**Hwk-290 Transport**

**Craft:** Corellian Engineering Corporation *Hawk*-series  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** The Force Unleashed Campaign Guide (page 118)  
**Type:** Transport  
**Scale:** Starfighter  
**Length:** 29 meters  
**Skill:** Space transports: Hwk-290  
**Crew:** 2  
**Passengers:** 6  
**Cargo Capacity:** 150 metric tons  
**Consumables:** 6 months  
**Cost:** 135,000 (new), 55,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 2D+2  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 5D  
**Sensors:**  
- Passive: 30/1D  
- Scan: 50/1D+2  
- Search: 70/2D+1  
- Focus: 3/3D

**Maka-Eekai L4000 Transport**

**Craft:** Gallofree Yards Maka-Eekai L4000 Transport  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** The Force Unleashed Campaign Guide (page 120)  
**Type:** Medium transport  
**Scale:** Starfighter  
**Length:** 60 meters  
**Skill:** Space transports: Maka-Eekai L4000  
**Crew:** 4, gunners: 2, skeleton: 2/+10  
**Cargo Capacity:** 410 metric tons  
**Consumables:** 6 months  
**Cost:** 180,000 (new), 85,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 6D+2  
**Shields:** 1D+1  
**Sensors:**  
- Passive: 10/0D  
- Scan: 25/1D  
- Search: 40/2D  
- Focus: 2/3D  
**Weapons:**  
- 2 Double Laser Cannons  
  - Fire Arc: Turret  
  - Crew: 1  
  - Scale: Starfighter  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-3/12/25  
  - Atmosphere Range: 100-300/1.2/2.5 km  
  - Damage: 4D
Sentinel Landing Craft

Craft: Sienar Fleet Systems Sentinel-class troop carrier
Affiliation: Empire
Era: Rise of the Empire
Source: Star Wars Trilogy Sourcebook SE (pages 133-134), The Force Unleashed Campaign Guide (pages 206-207)
Type: Heavily armed landing craft
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Sentinel-class shuttle
Crew: 2; 2 can coordinate, gunners: 3, skeleton: 1/+10
Crew Skill: Space transports 5D, starship gunnery 5D, starship shields 4D
Passengers: 54 (troops)
Cargo Capacity: 180 metric tons
Consumables: 1 month
Cost: 240,000 credits
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D+2
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D+2
Shields: 3D+2
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 80/2D
Focus: 4/2D+2
Weapons:
8 Laser Cannons (retractable, fire-linked)
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
2 Concussion Missile Tubes (fire-linked)
Fire Arc: Front
Skill: Missile weapons
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 9D
2 Repeating Blaster Cannons (retractable)

Fire Arc: Turret
Scale: Speeder
Crew: 1
Skill: Vehicle blasters
Fire Control: 4D
Atmosphere Range: 1-50/100/250
Damage: 3D+2
Ion Cannon (retractable)
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 4D

Guardian Light Cruiser

Craft: Sienar Fleet Systems Guardian-class light cruiser
Affiliation: Empire
Era: Rise of the Empire
Source: Core Rulebook (page 256), Pirates & Privateers (page 84), The Far Orbit Project (pages 77-78), The Force Unleashed Campaign Guide (page 205)
Type: Inter-system customs vessel
Scale: Starfighter
Length: 42 meters
Skill: Space transports: Guardian cruiser
Crew: 16 (3 can coordinate), gunners: 4, skeleton: 8/+10
Crew Skill: Space transports 5D, starship gunnery 5D+2, starship shields 5D+1
Passengers: 6 (prisoners in brig)
Cargo Capacity: 200 metric tons
Consumables: 3 months
Cost: Not available for sale (estimated 800,000)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 9
Atmosphere: 400; 1,150 kmh
Hull: 5D
Shields: 2D
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 90/4D
Focus: 4/4D+1
Weapons:
4 Laser Cannons
Fire Arc: 2 front, 2 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

**Rogue Shadow**

Craft: Sienar Fleet System Prototype Stealth Transport
Affiliation: Starkiller (Dark Side apprentice)
Era: Rise of the Empire
Source: The Force Unleashed Campaign Guide (pages 205-206)
Type: Stealth transport
Scale: Starfighter
Length: 26 meters
Skill: Space transports: Rogue Shadow
Crew: 1
Passengers: 8
Cargo Capacity: 15 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x0.5
Nav Computer: Yes
Maneuverability: 3D
Space: 13
Atmosphere: 470; 1,350 kmh
 Hull: 3D+2
Shields: 3D
 Sensors:
Passive: 35/2D+1
Scan: 50/3D+1
Search: 80/4D+1
Focus: 6/5D
Weapons:
Twin Laser Cannons
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 7D
 Note: The Rogue Shadow is equipped with a stygium crystal cloaking device. This device bestows a 3D+2 penalty to any sensors rolls made to detect it. This penalty also reduces bonuses granted by Fire Control systems to a minimum of 0D.

**Escort Carrier**

Craft: Kuat Drive Yards’ Escort Carrier
Affiliation: Empire
Era: Rebellion
Source: Imperial Sourcebook (pages 54-55), Starships of the Galaxy (page 96), The Force Unleashed Campaign Guide (page 207)
Type: Heavy Starfighter/shuttle carrier
Scale: Capital
Length: 500 meters
Skill: Capital ship piloting: KDY Escort Carrier
Crew: 3,485, gunners: 20, skeleton: 1,500/+10
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 3D+2, sensors 3D+2
Passengers: 800 (troops)
Cargo Capacity: 500 metric tons
Consumables: 9 months
Cost: Not available for sale (estimated 3,500,000)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
 Hull: 7D+1
Shields: 2D
 Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 100/2D
Focus: 4/3D
Weapons:
10 Twin Laser Cannons
Fire Arc: 2 front, 3 left, 3 right, 2 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 2-6/25/50 km
Damage: 3D
Starfighter Complement: 4 TIE/in squadrons, 1 TIE Interceptor squadron, 1 TIE Bomber squadron, 6 shuttles

**Neutron Star Bulk Cruiser**

Craft: Rendili StarDrive’s Neutron Star Bulk Cruiser
Affiliation: Rebel Alliance
Era: Rise of the Empire
Source: Rebel Alliance Sourcebook (pages 59-60), The Force Unleashed Campaign Guide (page 121)
Type: Modified bulk cruiser
Scale: Capital
Length: 600 meters
**Cargo Capacity:** 1,000 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale (estimated 4,200,000)  
**Maneuverability:** 1D+2  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D  
**Shields:** 2D

**Sensors:**  
**Passive:** 40/1D  
**Scan:** 80/2D  
**Search:** 125/3D  
**Focus:** 5/3D+2

**Weapons:**  
**20 Laser Cannons**  
**Fire Arc:** 10 left, 10 right  
**Crew:** 2  
**Scale:** Starfighter  
**Skill:** Starship gunnery  
**Fire Control:** 3D+2  
**Space Range:** 1-3/12/25  
**Atmosphere Range:** 2-6/24/50 km  
**Damage:** 6D

**Broadside Missile Cruiser**

**Craft:** Kuat Drive Yards’ *Broadside*-class Missile Cruiser  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** The Force Unleashed Campaign Guide (page 209)  
**Type:** Heavy Long range missile assault cruiser  
**Scale:** Capital  
**Length:** 500 meters

**Tartan Patrol Cruiser**

**Craft:** Damorian Manufacturing Corporation *Tartan*-class Cruiser  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** The Force Unleashed Campaign Guide (page 209)  
**Type:** Anti-starfighter patrol cruiser  
**Scale:** Capital  
**Length:** 200 meters  
**Skill:** Capital ship piloting  
**Crew:** 70, gunners: 40  
**Passengers:** 50 (troops)
Skill: Capital ship piloting: Broadside Cruiser
Crew: 860, gunners: 210, skeleton: 530/+10
Passengers: 1,200 (troops)
Cargo Capacity: 4,000 metric tons
Consumables: 2 years
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 0D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D+1
Shields: 2D+1
Sensors: Passive: 30/1D
Scan: 50/2D
Search: 140/2D+1
Focus: 4/3D
Weapons:
40 Concussion Missile Launchers
Fire Arc: 10 front, 10 left, 10 right, 10 back
Crew: 5
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 8D
2 Turbolasers
Fire Arc: 1 left, 1 right
Crew: 5
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D

Gladiator Star Destroyer

Craft: Kuat Drive Yards' Gladiator-class Star Destroyer
Affiliation: Empire
Era: Rise of the Empire
Source: The Force Unleashed Campaign Guide (pages 208-209)
Type: Long-range patrol ship
Scale: Capital
Length: 500 meters
Skill: Capital ship piloting: Gladiator Star Destroyer
Crew: 1,255, gunners: 152, skeleton 420/+15
Passengers: 1,200 (troops)
Cargo Capacity: 6,000 metric tons
Consumables: 2 years
Cost: Not available for sale (black market value 34,000,000)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 5D
Shields: 2D+1
Sensors: Passive 30/1D
Scan: 60/2D
Search: 130/2D+2
Focus: 4/3D+1
Weapons:
10 Quad Turbolaser Batteries
Fire Arc: 5 left, 5 right
Crew: 5
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D
8 Laser Cannon Batteries
Fire Arc: 2 front, 3 left, 3 right
Crew: 5
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 2-6/24/50 km
Damage: 4D
10 Concussion Missile Launchers
Fire Arc: 2 front, 3 left, 3 right, 2 back
Crew: 5
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 8D
6 Tractor Beam Projectors
Fire Arc: 4 front, 1 left, 1 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Starfighter Complement: 2 squadrons

Victory Star Destroyer

Craft: Rendili Star Drive's Victory I
Affiliation: Empire / General
Era: Rise of the Empire
Source: Imperial Sourcebook (pages 59-60), The Star Wars Sourcebook (pages 32-34), Han Solo and the Corporate Sector Sourcebook (pages 91-92), Dark Force Rising Sourcebook (pages 141-142), The Thrawn Trilogy Sourcebook (page 223), Starships of the Galaxy (page 103), The Force Unleashed Campaign Guide (pages 210-211)
**Type:** Victory-class Star Destroyer  
**Scale:** Capital  
**Length:** 900 meters  
**Skill:** Capital ship piloting: Star Destroyer  
**Crew:** 4,798, gunners: 402, skeleton 1,785/+15  
**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 3D+2  
**Passengers:** 2,040 (troops)  
**Cargo Capacity:** 8,100 metric tons  
**Consumables:** 4 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 4D  
**Shields:** 3D+1  
**Sensors:**  
- Passive 40/1D  
- Scan 70/2D  
- Search 150/3D  
- Focus 4/3D+2  
**Weapons:**  
- 10 Quad Turbolaser Batteries  
  - **Fire Arc:** 5 left, 5 right  
  - **Crew:** 5  
  - **Skill:** Capital ship gunnery  
  - **Fire Control:** 4D  
  - **Space Range:** 3-15/35/75  
  - **Atmosphere Range:** 6-30/70/150 km  
  - **Damage:** 5D  
- 40 Double Turbolaser Batteries  
  - **Fire Arc:** 10 front, 15 left, 15 right  
  - **Crew:** 3  
  - **Skill:** Capital ship gunnery  
  - **Fire Control:** 3D  
  - **Space Range:** 3-15/35/75  
  - **Atmosphere Range:** 6-30/70/150 km  
  - **Damage:** 2D+2  
- 80 Concussion Missile Launchers  
  - **Fire Arc:** 20 front, 20 left, 20 right, 20 back  
  - **Crew:** 2  
  - **Skill:** Capital ship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 2-12/30/60  
  - **Atmosphere Range:** 4-24/60/120 km  

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

**Starfighter Complement:** 2 squadrons

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**Venator Star Destroyer**

**Craft:** Kuat Drive Yards *Venator*-class Star Destroyer  
**Affiliation:** Old Republic / Empire  
**Era:** Rise of the Empire  
**Source:** Wizards Website, Starships of the Galaxy – Saga Ed. (page 148), The Force Unleashed Campaign Guide (pages 209-210)  
**Type:** Star destroyer  
**Scale:** Capital  
**Length:** 1,137 meters  
**Skill:** Capital ship piloting: Star Destroyer  
**Crew:** 7,400, gunners: 176, skeleton 3,025/+15  
**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 3D+2  
**Passengers:** 2,000 (troops)  
**Cargo Capacity:** 20,000 metric tons  
**Consumables:** 2 years  
**Cost:** Not available for sale (valued at 59 millions)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 6  
**Atmosphere:** 340; 975 kmh  
**Hull:** 5D+1  
**Shields:** 3D+1  
**Sensors:**  
- Passive 40/1D  
- Scan 70/2D  
- Search 150/3D  
- Focus 4/3D+2  
**Weapons:**  
- 8 Heavy Turbolasers  
  - **Fire Arc:** 4 front/right, 4 front/left (partial turrets)  
  - **Crew:** 5  
  - **Skill:** Capital ship gunnery  
  - **Fire Control:** 3D  
  - **Space Range:** 3-15/35/75  
  - **Atmosphere Range:** 6-30/70/150 km  
  - **Damage:** 6D+1  
- 2 Medium Dual Turbolasers  
  - **Fire Arc:** 1 front/left, 1 front/right (partial turrets)  
  - **Crew:** 3
Skill: Capital ship gunnery
Fire Control: 5D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D

52 Point-Defense Laser Cannons
Fire Arc: 24 front, 12 left, 12 right, 4 rear
Crew: 2
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/10/20
Atmosphere Range: 400-1/5/10 km
Damage: 4D

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

4 Proton Torpedo Tubes (16 torpedoes each)
Fire Arc: Front
Crew: 2
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D

Carried Craft: 192 V-wings or V-19 Torrent, 192 Eta-2 Actis Interceptors, 36 ARC-170s, 40 LAAT/I gunships, and 24 heavy walkers of various makes, various support craft.

Weapons

Felucian Skullblade

Model: Felucian Shaman Skullblade
Type: Force-imbuued blade
Scale: Character
Skill: Melee combat
Cost: 1,500
Availability: 4
Difficulty: Moderate
Damage: STR+2D+2
Game Notes: Blades that are imbued with Force energy are able to block lightsaber strikes.
Source: The Force Unleashed Campaign Guide (page 96)

Guard Shoto Lightsaber
Model: Lightsaber Tonfa
Type: Melee weapon
Scale: Character
Skill: Lightsaber
Cost: 7,000
Availability: 4, X
Difficulty: Moderate
Damage: 4D

Game Notes: A character with the appropriate skill specialization gains a +5 bonus to all parry rolls made when wielding the shoto by its secondary handle. However, his attacks also suffer a -3 penalty unless the shoto is wielded by the primary handle. If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent’s parry total), the character has injured himself with the lightsaber.
Source: The Force Unleashed Campaign Guide (page 96)

Lightsaber Pike
Model: Shadow Guard Lightsaber Pike
Type: Melee weapon
Scale: Character
Cost: 4,000
Availability: 4, X
Difficulty: Difficult
Damage: 5D

Game Notes: Lightsaber pikes increase the reach of the wielder by 2 meters but incur a -2 penalty on lightsaber parries and blocks. If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent’s parry total), the character has injured himself with the lightsaber.
Source: The Force Unleashed Campaign Guide (page 199)
**Power Hammer**

*Type:* Gravity generator hammer  
*Scale:* Character

**Skill:** Melee combat: power hammer  
**Cost:** 1,500  
**Availability:** 2, R  
**Difficulty:** Difficult  
**Damage:** STR+3D+2  
**Game Notes:** Character must make a Moderate *Strength* roll after each attack or he’s unable to perform his next action.  
**Source:** The Force Unleashed Campaign Guide (page 97)

**Ryyk Blade**

*Model:* Ryyk Blade  
*Type:* Melee weapon  
*Scale:* Character  
**Cost:** 250-500  
**Availability:** 3, R  
**Difficulty:** Easy  
**Damage:** STR+2D (maximum: 8D)  
**Game Notes:** Ryyk blades are the traditional hand weapons of Wookiees.  
**Source:** Arms and Equipment Guide (page 29), The Force Unleashed Campaign Guide (pages 96-97)

**Double Vibroblade**

*Model:* Feeorin Double Vibroblade  
*Type:* Double vibroblade  
*Scale:* Character  
**Skill:** Melee combat: double vibroblade  
**Cost:** 750  
**Availability:** 3, R  
**Difficulty:** Difficult  
**Damage:** STR+3D (max: 7D)  
**Game Notes:** Characters with the *double vibroblade* specialization gain a +5 bonus to *melee parry* rolls.  
**Source:** Ultimate Alien Anthology (page 59), The Force Unleashed Campaign Guide (page 98)

**Vibrosword**

*Model:* Standard vibrosword  
*Type:* Melee weapon  
*Scale:* Character  
**Skill:** Melee combat: vibrosword  
**Cost:** 450  
**Availability:** 2, F  
**Difficulty:** Moderate  
**Damage:** STR+1D or 5D (stun or normal, two settings)  
**Game Notes:** Power pack lasts for three hours.  
**Source:** Alliance Intelligence Reports (page 56), Gundark’s Fantastic Technology (pages 10-11), Arms and Equipment Guide (pages 31-32), The Force Unleashed Campaign Guide (page 200)

**Bryar Pistol**

*Type:* Sawed blaster rifle  
*Scale:* Character  
**Skill:** Blaster: blaster pistol  
**Ammo:** 100  
**Cost:** 1,000-1,350  
**Availability:** 3, R  
**Range:** 3-30/70/140  
**Damage:** 3D  
**Game Notes:** The Bryar pistol can be primed for a built-up shot. The character must keep the blaster primed for at least one full round before firing a built-up shot that deals 4D damage. Keeping the blaster primed for several rounds does not increase the damage, but if the weapon is not fired in 8 rounds, it overloads. Once the blaster is primed, it must be fired
to release the built-up energy. A built-up blast consumes 5 shots.

Source: The Force Unleashed Campaign Guide (page 98), Wizards Website

**Bryar Rifle**

**Model:** Bryar Blaster Rifle  
**Type:** Blaster rifle  
**Scale:** Character  
**Skill:** Blaster: blaster rifle  
**Ammo:** 100  
**Cost:** 1,000  
**Availability:** 3, R  
**Range:** 2-20/80/280  
**Damage:** 4D+2  

**Game Notes:** The Bryar rifle can be primed for a built-up shot. The character must keep the blaster primed for at least one full round before firing a built-up shot that deals 5D+2 damage. Keeping the blaster primed for several rounds does not increase the damage, but if the weapon is not fired in 8 rounds, it overloads. Once the blaster is primed, it must be fired to release the built-up energy. A built-up blast consumes 5 shots.

Source: The Force Unleashed Campaign Guide (page 98), Wizards Website

**Tenloss DX-2 Disruptor Pistol**

**Model:** Tenloss DX-2 Disruptor Pistol  
**Type:** Disruptor pistol  
**Scale:** Character  
**Skill:** Blaster: disruptor  
**Ammo:** 10  
**Cost:** 2,250 – 3,000  
**Availability:** 3, X  
**Fire Rate:** 1/2  
**Range:** 0-3/5/7  
**Damage:** 4D+2  

Source: Arms and Equipment Guide (page 21), The Force Unleashed Campaign Guide (page 99)

**Tenloss DXR-6 Disruptor Rifle**

**Model:** Tenloss DXR-6 Disruptor Rifle  
**Type:** Disruptor rifle  
**Scale:** Character  
**Skill:** Blaster: disruptor  
**Ammo:** 15  
**Cost:** 3,500  
**Availability:** 3, X  
**Fire Rate:** 1/2  
**Range:** 1-5/10/20  
**Damage:** 5D+2  


**Incinerator Rifle**

**Type:** Incinerator blaster  
**Scale:** Character  
**Skill:** Blaster: incinerator rifle  
**Ammo:** 20  
**Cost:** 3,500  
**Availability:** 3, R  
**Range:** 3-30/80/200  
**Damage:** 4D  

**Game Notes:** A creature or character killed by an incinerator rifle (or a droid, object or vehicle destroyed by one), is automatically disintegrated, leaving no trace behind.

Source: The Force Unleashed Campaign Guide (page 99)

**CR-1 Blast Cannon**

**Model:** Golan Arms CR-1 Blast Cannon  
**Type:** Heavy blaster cannon  
**Scale:** Character  
**Skill:** Blaster: blast cannon  
**Ammo:** 20  
**Cost:** 2,000  
**Availability:** 3, X  
**Fire Rate:** 1  
**Range:** 3-20/60/80  
**Damage:** 7D (point-blank) or 5D on a 2-meter radius (other ranges)  

Source: The Force Unleashed Campaign Guide (page 198), Saga Edition Core Rulebook (page 124)

**Stokhli Spray Stick**

**Model:** Stokhli Spray Stick  
**Type:** Non-lethal restraint  
**Scale:** Character  
**Skill:** Blaster: Stokhli spray stick  
**Ammo:** 10 charges (1 charge can generate up to 500 meters of spraynet)  
**Cost:** 14,000  
**Availability:** R  
**Range:** 50/100/200  
**Damage:** 6D stun damage.
**Game Notes:** Entangled characters must make opposed Strength roll to break free (6D Strength).

**Source:** Gundark’s Fantastic Technology (page 73), Heir to the Empire Sourcebook (pages 110-112), The Thrawn Trilogy Sourcebook (pages 194-195), The Force Unleashed Campaign Guide (page 100)

**Rail Detonator Gun**

**Model:** Junptrooper Rail Gun  
**Type:** Explosive charge gun  
**Scale:** Character  
**Skill:** Rail gun  
**Ammo:** 10  
**Cost:** 1,900 (50 per ammo magazine)  
**Availability:** 3, X  
**Range:** 3-25/100/250  
**Blast Radius:** 2 meters  
**Damage:** 5D  
**Source:** The Force Unleashed Campaign Guide (page 200)

**E-Web Missile Launcher**

**Model:** Merr-Sonn E-Web Missile Launcher  
**Type:** Tripod missile launcher  
**Scale:** Character  
**Skill:** Missile weapons: E-Web  
**Ammo:** 1  
**Cost:** 9,500 (75 per missile)  
**Availability:** 2, X  
**Fire Rate:** 1  
**Range:** 25-100/300/700  
**Blast Radius:** 2/3/4  
**Damage:** 8D/7D/6D  
**Game Notes:** The launcher must be reloaded after each shot.  
**Source:** The Force Unleashed Campaign Guide (page 198)

**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)  
**Availability:** 2, F, R or X

**Fire Rate:** 1  
**Range:** 5-25/100/250  
**Blast Radius:** 1/3/5  
**Damage:** 6D/5D/3D  
**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)

**Mine**

**Model:** Standard anti-vehicle mine  
**Type:** Explosive  
**Scale:** Speeder  
**Skill:** Demolitions  
**Cost:** 750  
**Availability:** 2, X  
**Blast Radius:** 0-2/4/6/10  
**Damage:** 5D/4D/3D/2D  
**Source:** Rulebook (page 234), The Force Unleashed Campaign Guide (page 100)

**Flechette Mine**

**Type:** Shrapnel mine  
**Scale:** Character  
**Skill:** Demolition  
**Cost:** 1,200  
**Availability:** 2, X  
**Blast Radius:** 2/3/4  
**Damage:** 8D/7D/6D  
**Source:** The Force Unleashed Campaign Guide (page 100)

**Landmine**

**Type:** Pressure mine  
**Scale:** Character  
**Skill:** Demolition  
**Cost:** 500  
**Availability:** 2, X  
**Blast Radius:** 1/2/3  
**Damage:** 8D/7D/6D  
**Source:** The Force Unleashed Campaign Guide (page 100)

**Laser Trip Mine**

**Model:** Merr-Sonn Laser Trip Mine  
**Type:** Mine  
**Scale:** Character  
**Skill:** Demolitions: laser trip mine  
**Cost:** 700  
**Availability:** 2, X  
**Blast Radius:** 1/3/5
**Damage**: 6D/5D/4D  
**Game Notes**: Emits a thin laser beam that, when disrupted, activates the mine.  
**Source**: The Force Unleashed Campaign Guide (page 101)

### Proximity Mine

**Model**: Conner Ship Systems HX2 Antipersonnel Mine  
**Type**: Proximity mine  
**Scale**: Character  
**Skill**: Demolitions  
**Cost**: 750 - 1,500  
**Availability**: 2, X  
**Blast Radius**: 0-2/4/6/10  
**Damage**: 6D/5D/4D/3D  
**Game Notes**: The mine can be carefully emplaced or simply dropped or thrown into place, attaching to any surface with its powerful adhesive disc. If it’s emplaced, it arms itself at the end of the following round and will detonate if it detects a target within 2 meters. If the mine is dropped or thrown, it will not arm itself until it detects no targets within 2 meters. This prevents premature detonations but makes it useless as an improvised grenade.  
**Source**: The Force Unleashed Campaign Guide (page 101), Wizards Website

### Manual Trigger

**Type**: Explosives manual trigger  
**Skill**: Demolitions  
**Cost**: 100  
**Availability**: 1, R  
**Game Notes**: Detonates primed explosives at a distance of up to 100 meters.  
**Source**: The Force Unleashed Campaign Guide (page 101)

### Decoy Glowrod

**Type**: Glowrod container  
**Cost**: 100  
**Availability**: 2  
**Game Notes**: Hollowed-out handle can store up to 3kg of small equipment, granting a +2D bonus to the hide check.  
**Source**: The Force Unleashed Campaign Guide (page 101)

### Holographic Image Disguiser

**Model**: Corellidyne CQ-3.9x  
**Type**: Holographic image disguiser  
**Cost**: 25,000  
**Availability**: 4  
**Game Notes**: This small unit can be worn on a belt and projects an holographic image over an existing real world object or living creature. Its memory capacity can store only a single holographic image and it can operate for 2 minutes before recharging, though it’s possible to hook it up to a larger power supply. The holoprojection is almost perfect and even moves as the item or person shrouded moves. It takes a Difficult search roll to detect a fake, though sensors, cameras and droids get a +2D bonus to detect it.  
**Source**: Arms and Equipment Guide (page 91), Ultimate Adversaries (page 155), The Force Unleashed Campaign Guide (page 101)

### Hush-About Jet Pack

**Model**: Arakyd Aerodynes Inc. Hush-About AJP-400  
**Type**: Personal jet pack  
**Skill**: Jet pack operation  
**Cost**: 1,800, 150 (power pack recharge), 150 (portable carrying case)  
**Availability**: 3, F or R  
**Weight**: 15 kilograms  
**Game Notes**: The Arakyd Hush-About AJP-400 is capable of lifting up to 300 kilograms (total). It moves vertically 200 meters per charge, horizontally up to 500 meters per charge. A fully charged unit has 10 charges and can be run on continuous charge-feed. During normal operation this unit produces very little noise. Any attempt to locate a Hush-About using auditory pickups requires a successful search roll at a +10 penalty to the difficulty.  
**Source**: Rulebook (page 226), Galadinium's Fantastic Technology (pages 11-12), The Force Unleashed Campaign Guide (pages 101-102)

### Repulsor Pad

**Type**: Repulsor cargo pad  
**Cost**: 200  
**Availability**: 1  
**Game Notes**: The pad is 2 square meters wide and can lift heavy objects up to 1 meter above the ground. It can be effortlessly pushed around.  
**Source**: The Force Unleashed Campaign Guide (page 102)

### Sound Sponge

**Type**: Sound neutralizer  
**Cost**: 3,500  
**Availability**: 2  
**Game Notes**: Muffles all sound in a 10-meter radius, increasing search difficulties by +10.  
**Source**: The Force Unleashed Campaign Guide (page 102)
Force Powers

Bolt of Corruption
Alter Difficulty: Moderate
Required powers: Bolt of hatred
Warning: Anyone who uses this power gains a Dark Side Point.
Effect: When a character activates this power it sends a bolt of corrupting power towards an opponent. The target may choose to roll his or her dodge skill against the attacker’s alter roll. However, if the attack hits, the target takes damage equal to that of the attacker’s alter roll. Further, the target will take half that amount of damage the following round. The second round after the attack hits, the target takes 1/4 the original damage. The attacker continues taking damage for four rounds, each time halving the amount of damage done.
Source: The Force Unleashed Campaign Guide (pages 85-86)

Force Blast
Alter Difficulty: See chart below
Required powers: Telekinesis
Time to use: one round
Warning: A Jedi who uses this gains one Dark Side Point.
Effect: This power allows a Force user to launch a blast of compressed air and debris. The power has a number of applications, both practical and sinister. It allows the Jedi to clear a blocked passageway of debris or other obstacles. However, it has been used by the less scrupulous to hurl a barrage of projectiles at life forms standing in the Force user’s path. Any Jedi who uses this on a sentient being gains an immediate Dark Side Point.

The amount of damage done by the blast is determined by the chart below:

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Easy</td>
<td>3D</td>
</tr>
<tr>
<td>Moderate</td>
<td>4D</td>
</tr>
<tr>
<td>Difficult</td>
<td>5D</td>
</tr>
<tr>
<td>Very Difficulty</td>
<td>6D</td>
</tr>
<tr>
<td>Heroic</td>
<td>7D</td>
</tr>
</tbody>
</table>

Source: The Force Unleashed Campaign Guide (page 86)

Repulse
Alter difficulty: Opposed Strength or control roll
Required powers: Telekinesis
Warning: A Jedi who uses this power to harm a sentient being gains an immediate Dark Side Point.
Effect: A Jedi will choose to use this power when surrounded by opponents in close quarters. He or she may create a temporary bubble with the Force that pushes everyone (and everything) back two meters in every direction. All characters surrounding the Jedi may make an opposed Strength or control roll. If the opponent succeeds, then the character remains unmoved. If the Strength (or control) roll should fail, then the character is forcefully pushed two meters. Furthermore, the opposing character is moved an additional meter for every five points higher that the Jedi rolls.
The opposing characters may be slammed into any nearby solid objects, dealing an immediate 3D damage. However, this earns the Jedi an immediate Dark Side Point.
Source: The Force Unleashed Campaign Guide (page 87)