Alien Species

Anzat

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

Presence Sense: The Anzat's acute senses enable them to sense a person's Luck. When rolling search: tracking to find a living creature, an Anzat gains a bonus equal to 1D per Force Point plus 1 pip per Character Point the quarry possesses. If the target is Force Sensitive, this bonus is increased by +1 pip per full die of Force Skills the quarry possesses.

Mesmerize: As a standard action, an Anzat can make a persuasion roll against the willpower of a target within 10 meters. If the mind attack is successful, the target can take no actions in the next round. If the attack fails, the target is immune to this effect for 24 hours.

Soup Drinking: A successful brawling attack against a grappled, stunned or helpless creature allows the Anzat to insert his proboscises into the creature's brain and drain its “soup”. The proboscises do STR stun damage, and once the victim is stunned it remains helpless until the Anzat stops feeding or dies. Each round of feeding subtracts 1 pip from all of the victim's attributes. If its Strength is reduced to zero, the victim dies. By draining 2D from a victim, the Anzat can recover one Wound Level. If the target survives the feeding attempt, he will regain his full Strength and Dexterity attributes after resting for 8 hours, however, the other attributes are permanently reduced.

Stealthy: Because they must secretly hunt sentient beings, Anzati have grown adept at maintaining their stealth and secrecy. This is reflected in a +1D bonus to their hide and sneak skills.

Low-Light Vision: Poor lighting penalties are reduced by 2D.

Long-Lived: Anzati are practically immortal, and can live for eons as long as they feed regularly.

Move: 10/12
Size: 1.6-1.8 meters tall

Source: Ultimate Alien Anthology (pages 13-14), The Unknown Regions (pages 10-11)

Chandra-Fan

Home Planet: Chad
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D
MECHANICAL 2D/4D+1
PERCEPTION 2D/5D
STRENGTH 1D/2D+1
TECHNICAL 2D/4D
Special Abilities:

Sight: The Chandra-Fan have the ability to see in the infrared and ultraviolet ranges, allowing them to see in all conditions short of absolute darkness.

Smell: The Chandra-Fan have extremely sensitive smelling which gives them a +2D bonus to their search skill.

Story Factors:

Tinkerers: Any mechanical device left within reach of a Chandra-Fan has the potential to be disassembled and then reconstructed. However, it is not likely that the reconstructed device will have
the same function as the original. Most droids will develop a pathological fear of Chadra-Fan.

**Move:** 5/7

**Size:** 1 meter tall

**Source:** Ultimate Alien Anthology (pages 31-32), Alien Anthology (page 62), Galaxy Guide 4: Alien Races (pages 27-28), Legacy Era Campaign Guide (page 211), The Unknown Regions (pages 11-12)

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**Ishi Tib**

**Home Planet:** Tibrin

**Attribute Dice:**

- **DEXTERITY:** 1D+1/3D+1
- **KNOWLEDGE:** 2D/4D
- **MECHANICAL:** 1D/3D
- **PERCEPTION:** 1D/3D+2
- **STRENGTH:** 2D/4D
- **TECHNICAL:** 2D/4D

**Special Abilities:**

- **Planners:** The Ishi Tib are natural planners and organizers. At the time of character creation only, they may receive 2D for every 1D of beginning skill dice placed in bureaucracy, business, law enforcement, scholar or tactics skills (Ishi Tib still have the limit of being able to place only 2D of beginning skill dice in a skill).
- **Immersion:** The Ishi Tib must fully immerse themselves (for 10 rounds) in a brine solution similar to the oceans of Tibrin after spending 30 hours out of the water. If they fail to do this, they suffer 1D damage (cumulative) for every hour over 30 that they stay out of the water (roll for damage once per hour, starting at hour 31).

**Move:** 9/11

**Size:** 1.7-1.9 meters

**Source:** Ultimate Alien Anthology (pages 77-78), Galaxy Guide 4: Alien Races (pages 54-55), The Unknown Regions (pages 12)

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**Krevaaiki**

**Home Planet:** Krevas

**Attribute Dice:**

- **DEXTERITY:** 2D/4D+1
- **KNOWLEDGE:** 1D/4D+1
- **MECHANICAL:** 1D/4D
- **PERCEPTION:** 1D/3D+2
- **STRENGTH:** 2D/4D
- **TECHNICAL:** 1D/4D

**Special Abilities:**

- **Beak:** The beak of the Krevaaiki does Strength +2D damage.
- **Natural Armor:** Krevaaiki possess an exoskeleton which provides a +1 pip bonus to any Strength rolls made to resist damage.
- **Stoic:** The face of a Krevaaiki is composed of a series of shifting, chitinous plates with a limited range of expression. During face-to-face communication, it is difficult (if not impossible) for anyone who is not a Krevaaiki to read their facial expressions. Krevaaiki gain a +2 pip bonus when attempting to make con, intimidation, or persuasion skill rolls against non-Krevaaiki.
- **Tentacles:** Krevaaiki use their tentacles in the same was as bipeds use their arms and legs. Krevaaiki receive a +2 pip bonus on all climbing/jumping skill checks that involve climbing, and a further +2 pip bonus to brawling skill checks made when grappling an opponent. On the flip side, the tips of their tentacles lack the dexterity of a humanoid finger, and Krevaaiki suffer a -1D penalty on rolls made to perform intricate work or manipulate small objects.

**Story Factors:**

- **Xenophobic:** Because Krevaaiki are considered a bizarre species by most bipeds, they prefer to conceal their tentacled lower bodies.

**Move:** 10/12

**Size:** 2 meters

**Source:** Ultimate Alien Anthology (pages 91-92), Power of the Jedi Sourcebook (page 68), Jedi Academy Training Manual (page 111), The Unknown Regions (pages 12-13)

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**Nikto**

**Home Planet:** Kintan

**Attribute Dice:**

- **DEXTERITY:** 1D+1/3D+1
- **KNOWLEDGE:** 2D/3D
- **MECHANICAL:** 1D/3D
- **PERCEPTION:** 1D/3D+2
- **STRENGTH:** 2D/4D+1
- **TECHNICAL:** 2D/3D

**Special Abilities:**

- **Natural Armor:** Krevaaiki possess an exoskeleton which provides a +1 pip bonus to any Strength rolls made to resist damage.
**Esral’sa’Nikto Fins:** These Nikto can withstand great extremes in temperature for long periods. Their advanced hearing gives them a +1 bonus to search and Perception rolls relating to hearing.

**Kadas’sa’Nikto Claws:** Their claws add +1D to climbing and do STR+2 damage.

**Kajain’sa’Nikto Stamina:** These Nikto have great stamina in desert environments. They receive a +1D bonus to both survival: desert and stamina rolls.

**Vision:** Nikto have a natural eye-shielding of a transparent keratin-like substance. They suffer no adverse effects from sandstorms or similar conditions, nor does their vision blur underwater.

**Move:** 10/12

**Size:** 1.6-1.9 meters

**Source:** Galaxy Guide 12 – Aliens: Enemies and Allies (pages 60-63), Ultimate Alien Anthology (pages 108-111), Gamer Magazine Issue 6 (pages 88-91), The Unknown Regions (pages 13-14)

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**Shistavanen**

**Home Planet:** Uvena Prime

**Attribute Dice:** 12D

**DEXTERITY 1D/5D**

**KNOWLEDGE 1D/4D**

**MECHANICAL 1D/4D**

**PERCEPTION 1D/5D**

**STRENGTH 1D/4D**

**TECHNICAL 1D/3D**

**Special Abilities:**

**Claws:** Do STR+2 damage.

**Night Vision:** Shistavanens have excellent night vision and can see in darkness with no penalty.

**Move:** 10/13

**Size:** 1.3-1.9 meters

**Source:** Alien Encounters (page 141), Ultimate Alien Anthology (page 141), Alien Anthology (pages 97-98), The Unknown Regions (page 14)

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**Sluissi**

**Home Planet:** Sluis Van

**Attribute Dice:** 13D

**DEXTERITY 1D/2D**

**KNOWLEDGE 1D/3D+1**

**MECHANICAL 2D/3D**

**PERCEPTION 1D+1/3D+2**

**STRENGTH 1D+1/3D+2**

**TECHNICAL 2D/5D**

**Special Abilities:**

**Technical Aptitude:** Sluissi receive an extra 4D beginning skill dice, all of which must be placed in Technical. They may place up to 4D in beginning Technical skills. Unfortunately, whenever a Sluissi uses a Technical skill, the action always takes twice as long as for other species.

**Story Factors:**

**Relaxed:** Sluissi, in general, are a very calm bunch. Nothing excites them. Their patience and seemingly inability to get genuinely upset or excited sometimes infuriates other species.

**Move:** 8/10

**Size:** 1.5-1.8 meters

**Source:** Ultimate Alien Anthology (pages 146-147), Alien Anthology (page 99), The Thrawn Trilogy Sourcebook (page 149), Dark Force Rising Sourcebook (pages 96-97), The Unknown Regions (pages 14-15)

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**Squib**

**Home Planet:** Squab

**Attribute Dice:** 12D

**DEXTERITY 2D+2/4D+2**

**KNOWLEDGE 1D/3D**

**MECHANICAL 2D/4D**

**PERCEPTION 2D/4D**

**STRENGTH 1D/3D**

**TECHNICAL 1D/3D**

**Story Factors:**

**Haggling:** Squibs are born to haggle, and, once they get started, there is no stopping them. They get a +2D bonus to bargain rolls. The surest way to lure a Squib into a trap is to give it the chance to make a deal.
Move: 8/10  
Size: 1 meter tall  
Source: Ultimate Alien Anthology (pages 150-151), Alien Anthology (pages 103-104), Galaxy Guide 4: Alien Races (pages 83-84), The Unknown Regions (pages 15-16)

Verpine
Home Planet: Roche Asteroid Field  
Attribute Dice: 12D  
DEXTERITY 1D+1/3D  
KNOWLEDGE 1D+1/3D  
MECHANICAL 1D+2/3D+2  
PERCEPTION 1D+1/4D  
STRENGTH 1D+1/3D  
TECHNICAL 2D/5D  
Special Abilities:  
Microscopic Sight: +1D to search for small objects  
Body Armor: The Verpine's natural chitinous plate armor gives them a +1D bonus against physical attacks.  
Organic Telecommunication: Because Verpine can send and receive radio waves through their antenna, they have the ability to communicate with other members of their species with specially-tuned comlinks. The range is very limited when they are activating individually (1 km) but greatly increases when in the hive.  
Technical Bonus: All Verpine receive a +2D bonus when using their Technical skills.

Move: 10/13  
Size: 1.9 meters  
Source: Ultimate Alien Anthology (pages 176-177), Alien Anthology (pages 111-112), Alien Races (pages 91-93), The Thrawn Trilogy Sourcebook (pages 151-152), Dark Force Rising Sourcebook (pages 97-98), The Unknown Regions (page 16)

Chiss
Home Planet: Csilla  
Attribute Dice: 12D  
DEXTERITY 2D/4D  
KNOWLEDGE 2D/4D  
MECHANICAL 2D/4D  
PERCEPTION 2D/4D  
STRENGTH 2D/4D  
TECHNICAL 2D/4D  
Special Abilities:  
Low-Light Vision: Low-lighting penalties are reduced by 2D.

Skill Bonuses: At the time of character creation only, Chiss characters gain 2D for every one die they assign to the tactics, command, and scholar: art skills.

Tactics: Chiss characters receive a permanent +1D bonus to all tactics skill rolls.

Move: 10/12  
Size: 1.6 to 2.1 meters tall.  

Ebruchi
Home Planet: Unknown  
Attribute Dice: 12D  
DEXTERITY 1D+2/3D+2  
KNOWLEDGE 1D+2/3D+2  
MECHANICAL 2D/4D+2  
PERCEPTION 1D+2/3D  
STRENGTH 3D/5D  
TECHNICAL 2D/4D+2
Special Abilities:
Headstrong: Ebruchi are headstrong and stubborn. As such, they receive a +1D bonus to all willpower skill checks.
Unsettling: Most species find Ebruchi physical traits and habits unsettling. Once per encounter, when an Ebruchi makes a successful intimidation roll against a target, this opponent suffers a -1 penalty to all actions until the end of the encounter. This is a mind-affecting effect.

Story Factors:
Agoraphobic: Having spent generations in space, all Ebruchi suffer from a mild case of agoraphobia, or fear of wide-open spaces on planetary surfaces.
Nomadic: Having no homeworld of their own, the Ebruchi have become a race of nomadic, bullying pirates.
Move: 10/12
Size: 1.6 to 2.2 meters
Source: The Unknown Regions (pages 127-129)

Killik
Home Planet: Alderaan (formerly)
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D+2/3D+2
MECHANICAL 1D+2/3D+2
PERCEPTION 2D/4D+1
STRENGTH 2D+2/4D+1
TECHNICAL 1D+1/3D+1

Special Abilities:
Joiners: A Killik can turn a helpless unconscious target into a Joiner. The process takes 1 minute and exposes the target to mind-altering pheromones. Once the target becomes a Joiner, its attitude shifts to friendly to the Killik and its allies, and the target gains a +10 bonus to willpower rolls against attempts to use persuasion to alter its perceptions of its new Killik friends. A target transformed into a Joiner can attempt a Very Difficult willpower roll once per day to remove the effect and return to its original attitude. This is a mind-affecting effect.
Low-Light Vision: Low-lighting penalties are reduced by 2D.
Hive Mind: Killiks share a hive mind and use their antennae to communicate by telepathy with other members of their species. A Killik within 1 kilometer of another Killik can communicate with it via telepathy.

Multiple Limbs: A Killik has four limbs that can be used as arms and hands, allowing two manual Dexterity actions before applying multiple action penalties.
Natural Armor: The Killik’s chitinous exoskeleton provides +2 to resist damage from physical attacks only. It gives no bonus to energy attacks.
Claws: The Killik’s limbs end in three-fingered claws that do STR+1D damage.
Hives: The attributes above are considered to be average for a Killik. However, different hives have vastly different characteristics. Below are a few examples, with stats modifications:
Aebea - DEXTERITY 3D/5D, STRENGTH 1D/3D, +1D to dodge rolls while flying, Move: 12/15 (flying), Size: 1 meter
Gorog - DEXTERITY 4D/6D, STRENGTH 0D/1D, Bluish in color, Poisonous bite: Inflicts STR damage and can inject acidic brown poison that can inflict an additional +2D damage, Poisonous spit: Can spit globs of acidic brown poison that can inflict 2D damage upon successful contact with skin.
Jooj - If two dozen can latch onto a target, they can crawl under armor and pierce the skin with hooked mandibles, draining blood every second, each round they’re latched on, they inflict 1D damage. For every additional two dozen latched onto a target, the damage increases by +1D. Move: 12/14, Size: 3 centimeters
Kolosolok - Scale: Walker, DEXTERITY 1D/3D, STRENGTH 2D/10D (depends on size, larger = higher Die), Body armor protection increases up to +5D depending on size, Move: 6/8, Size: 50 meters long, 10 meters tall
Mollom - +2D bonus to all burrowing rolls.
Qeeq - DEXTERITY 4D/6D, STRENGTH 0D/2D, +2D to dodge rolls while flying, Move: 15/20 (flying), Size: less than 1 meter,
Rekker - +2D bonus to climbing/jumping rolls when jumping only, Size: 3 meters
Taat - TECHNICAL 3D/5D, Receive +1D to all first aid rolls.
Wulue - Can greatly increase range of hive mind telepathy.
Move: 10/12
Size: 1.6 to 2.2 meters
Source: The Unknown Regions (pages 130-133)

Lugubraa
Home Planet: Stratos Distribution
Attribute Dice: 10D
DEXTERITY 1D+1/3D+1
KNOWLEDGE 1D/2D
MECHANICAL 1D/2D+1
PERCEPTION 1D/2D+1  
STRENGTH 3D/4D+2  
TECHNICAL 1D/1D+1

**Special Abilities:**

**Barbed Tentacles:** Do STR+1D damage and provide a +1D **climbing** bonus.

**Teeth:** Do STR+2 damage.

**Darkvision:** Although Lugubraa have no eyes, their echolocation and heat detection abilities grant them the equivalent of normal monochromatic sight, ignoring penalties due to poor lighting or smoke concealment.

**Lockbite:** The combination of tiny suction cups on the end of the Lugubraa's limbs and their teeth-ringed mouths give the Lugubraa a +1D bonus to all **brawling** rolls when attempting to grapple an opponent. If the roll is successful, the Lugubraa automatically latches onto the target with its teeth, increasing the **Strength** difficulty required to break the grapple and pry the Lugubraa loose by one level.

**Lugubraa Learning:** Those rare Lugubraa who survive past 50 years of age undergo a second cognitive kick-start, gaining an extra 1D to their **Knowledge**, **Mechanical**, **Perception** and **Technical** attributes.

**Airless Survival:** Lugubraas are capable of surviving near-indefinitely in vacuum or in thin and toxic atmospheres.

**Story Factors:**

**Potential Parasites:** Appetite drives the Lugubraa. Without proper countermeasures, a small group of Lugubraa could grow into a ravenous plague capable of consuming all organic matter off the surface of a planet before starving while trying to draw nutrients from minerals – a slow and inefficient process.

**Move:** 10/12  
**Size:** 1.5 meters  
**Source:** The Unknown Regions (pages 134-136)

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**Rakata**

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

**Special Abilities:**

**Force Blind:** For reasons unknown, they have lost their connection to the Force. Rakata characters can't be Force Sensitive, though they can still gain Dark Side Points and be affected by Force Powers.

**Rage:** Once per day, a Rakata can fly into a rage, gaining a +1D bonus to melee attacks and damage, but cannot use skills that require patience and concentration. A fit of rage lasts for a number of rounds equal to 5+ the character's number of full **Strength** dice. At the end of its rage, the character is tired, suffering a -1 penalty to all actions until he rests for at least 10 minutes.

**Move:** 10/12  
**Size:** 2 meters tall on average  
**Source:** Knights of the Old Republic Campaign Guide (pages 17-18), The Unknown Regions (pages 140-142)

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**Rhandite**

**Home Planet:** Nihil Retreat  
**Attribute Dice:** 12D  
**DEXTERITY 1D/3D**  
**KNOWLEDGE 3D/5D**  
**MECHANICAL 2D+1/4D**  
**PERCEPTION 2D+2/4D+2**  
**STRENGTH 1D/3D**  
**TECHNICAL 3D/5D+1**
**Sorcerers of Rhand**

**Special Abilities:**
- **Force Sensitive:** All Sorcerers of Rhand are Force-sensitive.
- **Twisted:** Each Sorcerer gains from one to three special abilities unique to his or her relationship with the Dark. Create these abilities, or select one or more from existing creatures.

**Story Factors:**
- **Repulsive Appearance:** The Rhandites' repulsive physical appearances allow them to roll **intimidation** checks and take the better result. They also gain a +2D bonus to resist other people's **persuasion** attempts.

**Move:** 10/12

**Size:** 1.8 meters

**Source:** The Unknown Regions (pages 143-145)

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**Ssi-ruu**

**Home Planet:** Lwhekk

**Attribute Dice:**
- DEXTERITY 2D/5D
- KNOWLEDGE 1D+1/4D
- MECHANICAL 1D/3D+2
- PERCEPTION 1D/3D+1
- STRENGTH 3D/5D
- TECHNICAL 1D+2/3D+2

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

**Enhanced Senses (Smell):** Ssi-ruuk have a highly developed olfactory senses, they receive +1D to **search** rolls if the search attempt is scent-based (maximum range of 20 meters). In addition Ssi-ruuk can tell by scent if a human is lying: if the Ssi-ruu makes a moderate alien species: human roll (the Ssi-ruu must have the specialization), increase the interrogation subject's **willpower** difficulties by one difficulty level if the Ssi-ruu is actively seeking duplicity.

**Poor Vision:** Ssi-ruuk have poor vision compared to humans. They suffer a -1D penalty for actions involving vision at a range of greater than 50 meters. (This penalty does not apply for starship or vehicle weapons which have a fire control modifier and similar cases where computers or sensors negate the limitations of their vision.)

**Natural Body Armor:** The thick hide and scales of the Ssi-ruuk provides +2D against physical and +1D against energy attacks.

**Force Blindness:** The Ssi-ruuk are incapable of sensing or using the Force. Ssi-ruuk may not be Force-sensitive, although they may earn, possess and use Force Point and Character Points.

**Story Factors:**
- **Ssi-ruuvi Religion:** Ssi-ruuvi religion states that if a Ssi-ruu dies away from a properly consecrated world, that Ssi-ruu's spirit is doomed to wander the galaxy without rest. Consequently, Ssi-ruuk tend to avoid open conflict away from their own planets, preferring to have droids and P'wecks do their fighting for them, while they monitor the battle from a distance. If confronted on an unconsecrated world, they are very likely to flee from battle.

**Move:** 11/14

**Size:** 1.9-2.2 meters

**Source:** Alien Encounters (pages 145-146), The Truce at Bakura Sourcebook (pages 83-84), Ultimate Alien Anthology (pages 151-153), Alien Anthology (pages 104-105), The Unknown Regions (pages 146-148)

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**Tof**

**Home Planet:** Tof

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

**Special Abilities:**
Aggressive Combatants: Tofs are aggressive and wild combatants. During character creation, Tof characters get an extra 1D to a single attack skills (i.e. blaster, melee combat, brawling).

Fearless: Tofs are fearless on the battlefield. They receive a +2D bonus to willpower rolls to resist fear, intimidation or affect mind attempts.

Heavy Drinkers: Alcoholic beverages have a peculiar effect on Tofs. A drunken Tof receives a +1D bonus to his Knowledge, Perception, and Strength attributes while suffering a -1D penalty to their Dexterity attribute and a reduction in their Move by 2. All associated skills are similarly affected.

Move: 10/12
Size: 2.0 to 2.5 meters

Source: The Unknown Regions (pages 149-151)

Vagaari
Home Planet: Vagar Praxut
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/3D+2
MECHANICAL 2D/4D
PERCEPTION 2D/3D+2
STRENGTH 2D+2/4D+1
TECHNICAL 2D/4D
Special Abilities:
Deceivers: Vagaari are accomplished actors and deceivers, gaining a +1D to all con rolls.
Frightening Visage: Vagaari characters start with a free 1D in intimidation. When wearing traditional masks and garments, they can reroll a failed intimidation attempt and take the better result.

Bioknowledge: Because of the numerous species they have invaded and conquered, Vagaari receive a +1D bonus to the following skills: first aid, (A) medicine, scholar: biology and alien species.

Story Factors:
Nomads: The Vagaari are a nomadic race of ruthless conquerors.
Move: 10/12
Size: 1.6-1.7 meters

Source: The Unknown Regions (pages 152-154)

Altiri
Home Planet: Altiria/Anarris
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 3D/4D
MECHANICAL 2D/4D
PERCEPTION 2D/3D+2
STRENGTH 2D/4D
TECHNICAL 2D/4D
Special Abilities:
Visually Striking: Altiri have a visually surprising or stunning appearance. They receive a +1D bonus to all persuasion rolls made against Humans or other near-Humans.
Versatile: Altiri are versatile and accomplished at many tasks. During character creation, they get an extra 1D to spend on skills.

Story Factors:
Anarrian hatred: The Altiri have a long-standing grudge against the Anarrians as a result of numerous wars that have occurred throughout the millennia.
Move: 10/12
Size: 2.0 to 2.5 meters

Source: The Unknown Regions (pages 152-154)

Anarrian
Home Planet: Altiria/Anarris
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 2D/4D
PERCEPTION 2D/4D
STRENGTH 3D/4D
TECHNICAL 2D/4D
Special Abilities:
Strength Surge: Once per encounter, an Anarrian can briefly enhance their strength, adding +1D to any Strength-based skill or to a melee or brawling damage.

Story Factors:
Altiri hatred: The Anarrians have a long-standing grudge against the Altiri as a result of numerous wars that have occurred throughout the millennia.

Move: 10/12
Size: 1.8 meters
Source: The Unknown Regions (page 163)

O’reenian
Home Planet: O’reen
Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 2D/4D
PERCEPTION 3D/4D+1
STRENGTH 2D/4D
TECHNICAL 2D/4D

Special Abilities:
Persistent: O’reenians are tireless and get a +2D bonus to stamina rolls.

Story Factors:
Military Society: O’reenians have a militaristic outlook to their society similar to that of the Chiss. As such, all O’reenians have at least one military-based skill.

Move: 10/12
Size: 1.6 to 1.8 meters
Source: The Unknown Regions (page 163)
**Weapons**

**Blastsword**

*Model:* Adumari Blastword  
*Type:* Blaster blade  
*Scale:* Character  
*Skill:* Melee combat: blastword  
*Cost:* 600  
*Availability:* 3, R  
*Difficulty:* Moderate  
*Damage:* STR+2D (max: 4D+1), plus 4D energy  
*Game Notes:* Upon contact with a target, the blade discharges a standard blaster bolt, dealing extra damage.  
*Source:* Hero’s Guide (page 122), The Unknown Regions (page 36)

**Hand- Held Contact Stunner**

*Model:* SoroSuub CS-12 Stun Master  
*Type:* Contact stunner  
*Scale:* Character  
*Skill:* Melee combat: contact stunner  
*Ammo:* 5  
*Cost:* 575 (power cells: 15)  
* Availability:* 2, R  
*Difficulty:* Very Easy  
*Damage:* 4D+2 stun  
*Game Notes:* Small 15 cm long, 5 cm wide cylinder with a flat disc with 13 contact studs protruding from the forward end. Easy difficulty to *hide* (+2D to *hide* against weapon detectors, +1D against physical searches).  
*Source:* Gundark’s Fantastic Technology (page 10), Operation: Elrood (page 86), Arms and Equipment Guide (page 31), The Unknown Regions (page 36)

**Electropole**

*Model:* Otoh Gunga Defense League Electropole  
*Type:* Melee weapon  
*Scale:* Character  
*Cost:* 1,500  
*Availability:* 3, R  
*Difficulty:* Moderate  
*Damage:* STR+1D+1 (stun or killing)  
*Game Notes:* This staff can deliver both bludgeoning (lethal) and electrical (stun) damage at the wielder’s whim. Before damage is rolled, the wielder must decide what percentage of stun and real damage he will inflict on the target.  
*Source:* Secrets of Naboo (page 49), The Unknown Regions (page 36)

**Survival Knife**

*Model:* Explorer’s knife  
*Type:* Melee weapon  
*Scale:* Character  
*Skill:* Melee combat: knife  
*Cost:* 100  
*Availability:* 1  
*Difficulty:* Very Easy  
*Damage:* STR+1D (maximum: 6D)  
*Game Notes:* With a built-in digital compass, the handle is hollowed out to allow storage of very small items, such as a fire rod, a short length of binding wire, or an energy cell.  
*Source:* The Unknown Regions (page 36)

**Vibro-Saw**

*Model:* Greel Wood Logging Corporation TreeFelling Vibroblade  
*Type:* Vibro-saw  
*Scale:* Character  
*Skill:* Melee combat  
*Cost:* 400
Availability: 1, R
Difficulty: 15
Damage: STR+2D+1
Source: Gundark’s Fantastic Technology (pages 14-15), The Unknown Regions (page 36)

Yctor Arms Black Powder Pistol
Model: Yctor Arms Black Powder Pistol
Type: Black powder pistol
Skill: Archaic guns: black powder pistol
Ammo: 1
Cost: 200
Availability: 4
Range: 3-10/25
Damage: 3D
Source: Gundark’s Fantastic Technology (page 20), Arms and Equipment Guide (page 23), The Unknown Regions (page 37)

W-90 Concussion Rifle
Model: BlasTech W-90 Concussion Rifle
Type: Blaster rifle
Scale: Character
Skill: Concussion weapons: rifle
Ammo: 25
Cost: 1,000
Availability: 2, X
Fire Rate: 1
Range: 3-50/150/450
Damage: 5D
Game Notes: A successful attack knocks the target prone, whether it deals damage or not.
Source: Gamer Magazine 6 (page 34), The Unknown Regions (page 37)

Tasari Crossbow
Model: Tasari Crossbow
Type: Custom made projectile weapon
Scale: Character
Skill: Projectile weapons: crossbow
Ammo: 1
Cost: 300, 20 per 10 bolts
Availability: 3
Fire Rate: 1
Range: 10/20/40
Damage: 3D
Game Notes: Crossbows do only 1D damage to targets wearing Space Age body armor (such as stormtrooper armor or blast vests). It takes 10 rounds (one minute) to reload a crossbow.
Crossbows will not set off weapons detectors, and can be fired silently.
Source: Adventure Journal 15 (page 191), The Unknown Regions (page 37)

Heavy Slagthrower Pistol
Model: Heavy Slagthrower Pistol
Type: Heavy slug-thrower
Scale: Character
Skill: Firearms: pistol
Ammo: 8
Cost: 400 (ammo 15)
Availability: 2, R
Range: 1-5/15/30
Damage: 4D+2
Game Notes: When firing more than one shot per round, each extra shot suffers a cumulative -1D attack penalty.
Source: The Unknown Regions (page 38)

Magna Caster
Model: Frohad’s Galactic Firearms Magna Caster
Type: Magnetically-enhanced missile weapon
Scale: Character
Skill: Missile weapons: magna caster
Ammo: 10
Cost: 2,000, 150 (quarrel clip)
Availability: 3, F
Body: 2D
Fire Rate: 2
Range: 5-50/75/100
Damage: 6D/5D/4D
Source: Galladimun’s Fantastic Technology (pages 75-76), Rules of Engagement – The Rebel SpecForce Handbook (page 63), Arms and Equipment Guide (page 26), The Unknown Regions (page 38)

Squib Tensor Rifle
Model: Amberlandrax Armaments Squib Tensor Rifle
Type: Tractor beam weapon
Scale: Character
Skill: Tensor rifle
Ammo: 15, 50 with replaceable power generator
Cost: 15,000
Availability: 4, F, R or X
**Range:** 25-75/150/250

**Damage:** 4D

**Game Notes:** The tensor rifle does 3D damage for the first hit; subsequent hits to the same target within 30 seconds cause increasing damage: 4D for the second hit, 5D for the third, etc. Due to the great difficulty of targeting and handling this rather bizarre weapon, double the normal penalty for multiple actions in a round (two action would be a -2D penalty; three actions would be a -4D penalty, four actions would be a -6D penalty, etc.)

**Source:** Galladinium's Fantastic Technology (pages 89-90), Arms and Equipment Guide (pages 37-38), The Unknown Regions (page 39)

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**Verpine Shatter Gun**

**Model:** Verpine Shatter Gun

**Type:** Magnetic accelerator weapon

**Scale:** Character

**Skill:** Firearms: Verpine shatter gun

**Ammo:** 100

**Cost:** 30,000, 1,000 (ammo)

**Availability:** 4, F, R or X

**Body:** 1D

**Range:** 50-400/900/1.5 km

**Damage:** 6D

**Game Notes:** If the shatter gun is jarred, dropped or otherwise banged in any significant manner, roll damage against the weapon’s body.

**Source:** Galladinium's Fantastic Technology (pages 91-92), Arms and Equipment Guide (page 38), The Unknown Regions (page 39)

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**Targeting Blaster Rifle**

**Type:** Sporting blaster rifle

**Scale:** Character

**Skill:** Blaster: blaster rifle

**Ammo:** 50

**Cost:** 1,000

**Availability:** 2, F

**Range:** 3-30/100/300

**Damage:** 4D+1 (5D+1 if aiming for a full round)

**Game Notes:** Targeting blaster rifles can be easily disassembled for carrying and storage. Disassembly or reassembly of the rifle requires an entire round during which no other actions can be taken.

**Source:** The Unknown Regions (page 39)
### Equipment

#### Antidote Synthesizer
**Type:** Portable antidote manufacturing device  
**Cost:** 2,500  
**Availability:** 2  
**Game Notes:** Antidote synthesizers may be used when more advanced medical attention is not available. When given a sample of a toxin, the antidote synthesizer will analyze the sample and produce 3 doses of an antidote within 1D rounds. The antidotes grant a +1D bonus to any *first aid* roll made to treat the venom or poison.  
**Source:** The Unknown Regions (page 40)

#### Climbing Harness
**Type:** Mountaineering safety device  
**Cost:** 45  
**Availability:** 1  
**Game Notes:** When properly using a climbing harness and synthrope, a character will fall only when failing a *climbing/jumping* roll by 10 or more.  
**Source:** The Unknown Regions (page 40)

#### Givin Emergency Vacuum Seal
**Model:** Galvronos Givin Interchanges, Limited EVS BBS-909  
**Type:** Emergency vacuum seal  
**Cost:** 750 (up to 50 centimeters in diameter); 1,000 (51-100 centimeters in diameter)  
**Availability:** 3  
**Game Notes:** Normal application requires a Moderate *Strength* total (to fight the pull of the atmosphere rushing out into space) and a Moderate *Dexterity* total (to reach and hit the controls while the character is fighting not to get pulled out into space). Seals come in different sizes ranging from 10 centimeters to 1 meter in diameter.  
**Source:** Galladinium’s Fantastic Technology (page 66), The Unknown Regions (page 40)

#### Fire Paste
**Type:** Fire starting fuel  
**Cost:** 15  
**Availability:** 1  
**Game Notes:** Fire paste is highly flammable, igniting with a single spark and burning for 2D minutes. The paste will ignite on any surface including ice or wet wood. If applied to a living creature and ignited it deals 2D damage as long as it burns. A single tube contains five applications.  
**Source:** The Unknown Regions (page 40)

#### Fire Rod
**Type:** Fire starting fuel  
**Cost:** 25  
**Availability:** 1  
**Game Notes:** A fire rod is a plastic tube containing two separate chambers. When the chambers are broken, the chemicals contained within mix and begin a chemical reaction which will immediately combust, burning for 3D minutes. Adding additional fuel, such as wood, will allow the fire to burn longer.  
**Source:** The Unknown Regions (page 40)

#### Hypoinjector Wristband
**Type:** Drug injection device  
**Cost:** 350  
**Availability:** 2  
**Game Notes:** A hypoinjector wristband helps a character from succumbing to the effects of poisons or other harmful chemicals. The wristband contains a small monitoring device which scans for the presence of harmful chemicals, and stores up to 8 doses of vaccines, antidotes, or other medications. Once the presence of a harmful chemical or pathogen is detected, the hypoinjector automatically administers the necessary medication (if it is already pre-loaded into the wristband). The character gets +2D to all *Strength* or *Stamina* rolls to resist the effects. The power cells must be replaced after 5 days of continuous use. Replacing the vials of medications or antidotes requires 1 round for a single vial, or 4 rounds for the entire set.  
**Source:** The Unknown Regions (pages 40-41)

#### Microlab
**Type:** Automatic analysis portable laboratory  
**Cost:** 1,800  
**Availability:** 2  
**Game Notes:** A microlab is a handheld portable laboratory for analyzing substances. A sample of the substance is placed in a small tube that is then
slid into the microlab. A Moderate Knowledge roll (or relevant sciences skill) is necessary to complete the examination, and the results are then displayed on the device's small screen.

**Source:** The Unknown Regions (page 41)

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**Personal Multitool**

**Type:** Multipurpose tool  
**Cost:** 100  
**Availability:** 1  
**Game Notes:** Multitools vary, but a standard multitool carries a 5-cm vibroblade, a low-power hydrospanner, a small hydrogrip, a toothpick, and a miniature set of eating utensils. These tools are stored within the 6-cm handle and each fold out on a hinge. The multitool may grant a +1 to +1D bonus to various tasks as determined by the gamemaster. The vibroblade can be used as an impromptu weapon, dealing STR+2 damage.  
**Source:** The Unknown Regions (page 41)

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**Personal Translator**

**Type:** Portable translating unit  
**Cost:** 2,000  
**Availability:** 2  
**Game Notes:** The translator unit is small enough that it can be worn around the neck or carried in a pocket. The translator can be programmed with the language of the owner as well as three other languages, and has a languages skill of 4D. The translator can translate only spoken language, and does not interpret body language or sign language.  
**Source:** The Unknown Regions (page 41)

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**Plastent**

**Type:** Temporary inflatable shelter unit  
**Cost:** 300  
**Availability:** 1  
**Game Notes:** The inflation unit can set up the plastent within a few minutes. The lightweight shelter stands 2 meters tall, and can accommodate 4 humanoids. In addition to protecting against harsh weather conditions, the plastent can have small pieces of equipment, such as a sensor array, mounted onto it.  
**Source:** The Unknown Regions (page 41)

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**Portable Beacon**

**Type:** Broad range landing beacon  
**Cost:** 1,500  
**Availability:** 2  
**Game Notes:** Broadcasts a signal easily detectable by sensors within 10,000 km. The beacon has a spike that may be driven into the ground, and a tripod which can be set on a flat surface. The signal can be altered to broadcast a warning or distress signal with a Moderate communications roll.  
**Source:** The Unknown Regions (page 41)

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**Repulsor Boots**

**Type:** Repulsorlift outfitted footgear  
**Cost:** 200  
**Availability:** 2  
**Game Notes:** When activated, a pair of repulsor boots allow a character to hover up to 0.5 meters above the ground, but limiting his speed to a maximum Move of 3. The boots also grant a +3D bonus to all climbing/jumping rolls.  
**Source:** The Unknown Regions (page 41)

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**Repulsor Hitch**

**Type:** Repulsorlift lifting device  
**Cost:** 100  
**Availability:** 1  
**Game Notes:** A repulsor hitch may be attached to a heavy load, making it easier to transport. The repulsor can lift items up to 200kg. Anything over 200kg is not affected by the hitch.  
**Source:** The Unknown Regions (page 41)

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**Riding Saddle**

**Type:** Beast riding accessory  
**Cost:** 125  
**Availability:** 1  
**Game Notes:** A riding saddle is a support for the comfort of the rider of an animal for which the saddle is specifically designed. The cost of most saddles is included with the purchase of a domesticated animal intended to be ridden. Use of a riding saddle grants a +1 beast riding bonus.  
**Source:** The Unknown Regions (page 41)

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**War Saddle**

**Type:** Beast riding accessory  
**Cost:** 250  
**Availability:** 1  
**Game Notes:** The war saddle provides a sturdier platform for riding a creature. War saddles grant a +1D bonus to beast riding rolls. They also allow a rider to direct an animal with his or her knees and stay in the saddle.  
**Source:** The Unknown Regions (page 41)
**Shipsuit**

**Model:** Ayelic/Krongbing

**Type:** General purpose shipsuit

**Cost:** 200

**Availability:** 1

**Game Notes:** Multi-pocketed coverall, fireproof and electrically nonconductive.

**Source:** Gundark's Fantastic Technology (page 76), Pirates & Privateers (page 47), The Unknown Regions (page 42)

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**Signal Wand**

**Type:** Tight-beam transmission device

**Cost:** 300

**Availability:** 2

**Game Notes:** The wand is a .25 meter long stick capable of orbital-range broadband comlink communications. However, it can also transmit a tight-beam communication beyond an orbital gravity well. If the wand is connected to a more powerful energy source, it can reach interstellar distances, however, given the precise focus of a tightbeam transmission, the user must know exactly where to direct the signal wand (Difficult communications roll). The wand also features an external red light for transmission of simple visual codes.

**Source:** The Unknown Regions (page 42)

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**Sonar Mapper**

**Type:** Echolocation mapping sensor

**Cost:** 400

**Availability:** 1

**Game Notes:** Though not as accurate as a typical scanner, a sonar mapper is occasionally used as a backup sensor device in situations where a sensor pack would not work. By using echolocation, it is able to map an area through frequent pulses that are detected by a specialized sensor system. The pulses are only accurate to a range of 100 meters. The mapper also records up to 12 hours of readings, making a good backup map if the user becomes lost.

**Source:** The Unknown Regions (page 42)

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**Subsonic Field Emitter**

**Type:** Field pest repellent

**Cost:** 120

**Availability:** 1

**Game Notes:** This device is primarily for the comfort of a character not wishing to be disturbed by vermin or insects while outdoors. The emitter broadcasts a pulse attuned to the nervous system of very small nonsentient creatures. Insects and other such pests are unable to come within six meters of the emitter.

**Source:** The Unknown Regions (page 42)

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**Water Extractor**

**Type:** Water collection and purification device

**Cost:** 400

**Availability:** 2

**Game Notes:** A water extractor is essentially a canteen with a water-condensing and purifying cone at the orifice. The condensers will collect water from the air and purify it, providing drinkable water to a character. Atmospheres on various planets provide different results, though a user on Tatooine will collect enough water to sustain a human being for a full day within 16 hours.

**Source:** The Unknown Regions (page 42)
**AS23 Aerial Survey Droid**

Type: Arakyd Industries AS23 Aerial Survey Droid

**DEXTERITY 4D+2**
- Flying 6D+1

**KNOWLEDGE 3D**
- Survival 6D

**MECHANICAL 1D**

**PERCEPTION 2D+1**
- Search 5D
- STRENGTH 1D+1
- TECHNICAL 2D

Equipped With:
- Flying locomotion
- Autormap
- Infrared sensors (ignores low-visibility penalties)
- Improved sensor package (+2D to search)
- Internal comlink

**Spotter:** When in flight, the AS23 can use its observation skills to locate enemy targets and relay their locations back to its master to assist in targeting for long-range and artillery weapons. Any such attacks against spotted targets ignore all concealment and gain a +2D attack bonus.

**Move:** 15 (flying)

**Size:** Small

**Cost:** 23,500 credits

**Source:** The Unknown Regions (page 43)

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**DSH-3 Probe Droid**

Type: Arakyd Industries DSH-3 Probe Droid

**DEXTERITY 4D+1**
- Dodge 5D

**KNOWLEDGE 2D+1**
- Survival 6D

**MECHANICAL 1D**
- Sensors 3D

**PERCEPTION 2D+2**
- Search 7D+1, sneak 8D
- STRENGTH 1D
- TECHNICAL 1D

Equipped With:
- Internal comlink
- Recording holo-unit (can record and play back up to 5 minutes of footage)
- Repulsorlift unit
- Improved sensor package (+1D bonus to all search rolls)
- Infrared vision (the droid can see in the dark up to 30 meters)
- Low-light vision (low-lighting penalties are reduced by 2D)
- Motion sensors (+2 bonus to search checks against moving targets)
- Telescopic vision (the droid’s visual sensors include a long-range capability)

**Move:** 16

**Size:** 0.3 meters

**Cost:** 13,000 credits

**Source:** The Unknown Regions (pages 43-44)

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**F1 Exploration Droid**

Type: Cybot Galactica F1 Exploration Droid

**DEXTERITY 2D**

**KNOWLEDGE 1D**
- Survival 4D

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

**PERCEPTION 1D**
- Hide 2D, sneak 2D, search 3D
- STRENGTH 1D
- Lifting 2D

**TECHNICAL 1D**

**Security 2D**

Equipped With:
- Four legs
- Heavy grasper jaw designed for holding targets without crushing damage
- Two photoreceptors (human range)
- Auditory sensors (human range)
- Olfactory sensors
- Motion sensor array (+1D to search for detecting movement, range 50 meters)
- Communications link to a base-ship computer extending from the rear of the body
- Binary vocoder

**Move:** 10

**Size:** 1 meter

**Cost:** 2,750 credits

**Source:** Cynabar’s Fantastic Technology – Droids, Galaxy Guide 8 – Scouts (page 44), The Unknown Regions (page 44)
MULE Droid
Type: Mechanical Universal Labor
Eliminating Droid, PackTack 41LT-R
DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 3D
Repulsorlift
operation 4D+1
PERCEPTION 3D
Search 3D+2
STRENGTH 6D
Lifting 7D
TECHNICAL 2D
Droid programming
4D, droid repair 5D
Equipped With:
• Heavy lifting claw
• Large storage bay (2 cubic meters) protected by +1D armor
• Repulsorlift, max altitude one meter
Special Skills:
Repair Advice: Although the Mule cannot repair itself, it can advise anyone attempting to fix it, using the combined actions rules.
Move: 7
Size: 1.5 meters
Cost: 7,500 credits
Equipment: Often slung with additional storage pods.
Source: Galaxy Guide 8 – Scouts (page 45), Rules of Engagement – The Rebel SpecForce Handbook (page 56), The Unknown Regions (page 45)

Scout Survey Droid
Type: SoroSuub Wanderer Scout Survey Droid
DEXTERITY 3D
Blaster: stun blaster 5D
KNOWLEDGE 0D
MECHANICAL 3D
PERCEPTION 1D
Search 5D
STRENGTH 2D
Climbing/jumping 4D
TECHNICAL 1D
Medical dissection 6D
Equipped With:
• Eight mechanical legs

WED 20 Treadwell Droid
Type: Cybot Galactica WED 20 Treadwell Droid
DEXTERITY 2D
KNOWLEDGE 2D+2
Alien species 4D+2, planetary systems 5D, survival 4D
MECHANICAL 1D
Communications 2D, sensors 3D
PERCEPTION 3D+2
Search 6D
STRENGTH 1D+1
TECHNICAL 3D
Equipped With:
• Photoreceptor eye
• Stun blaster (5D damage, 3-20/35/50)
• Medical probe module
• Three fine manipulators
• Sensor pack
Move: 12
Size: 1-meter diameter, 2 meters tall
Cost: 17,000 (new), 8,000 (used)
Source: Cynabar’s Fantastic Technology – Droids, Adventure Journal 2 (pages 213-214), The Unknown Regions (page 46)
Vehicles

48 Roller Wheelbike

Craft: Gallis-Tech 48 Roller Wheelbike
Type: Surface scout vehicle
Scale: Speeder
Length: 2 meters
Skill: Ground vehicle operation: wheelbike
Crew: 1
Crew Skill: Vehicle blasters 4D, ground vehicle operation 3D
Cargo Capacity: 20 kilograms
Cover: 1/4
Cost: 8,000 (new), 1,500 (used) (civilian version)
Maneuverability: 1D
Move: 35; 10 kmh
Body Strength: 1D+2
Weapons:
Repeating Blaster (military version)
Fire Arc: Front
Scale: Character
Skill: Vehicle blasters
Fire Control: 1D
Range: 3-50/120/300
Damage: 6D
Source: Classic Adventures – Volume Four (page 143), Adventure Journal 6 (page 208), The Unknown Regions (pages 47-48)

Aerosled
Craft: Tangan Industries Aerosled Mark III
Type: Airspeeder
Scale: Speeder
Length: 4.1 meters
Skill: Repulsorlift operation: Aerosled
Crew: 1
Cargo Capacity: 24 kilograms
Cover: Full
Altitude Range: Ground level-500 meters
Cost: 22,000 (new), 12,000 (used)
Maneuverability: 3D
Move: 270; 780 kmh
Body Strength: 1D+2
Laser Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D+1
Range: 20-100/150/250
Damage: 4D
Source: The Unknown Regions (page 48)

All-Terrain Roller
Craft: All-Terrain Roller
Type: Off-road quad bike
Scale: Speeder
Length: 4 meters
Skill: Ground vehicle operation
Crew: 1
Passengers: 1
Cargo Capacity: None
Cover: 1/4
Cost: 3,500 (new), 500 (used)
Move: 45; 120 kmh
Body Strength: 1D
Source: Galaxy at War (page 179)

Compact Assault Vehicle

Craft: Nen-Carvon CAVw PX-10
Type: Compact assault vehicle
Scale: Speeder
Length: 5.1 meters
Skill: Ground vehicle operation: CAVw PX-10
Crew: 1
Crew Skill: Ground vehicle operation 4D+2, vehicle blasters 4D+1
Cargo Capacity: 100 kilograms
Cover: Full
Cost: Not available for sale (25,000 on the black market)

**Groundcar**
- **Type:** Typical Groundcar
- **Scale:** Speeder
- **Length:** 5 meters
- **Skill:** Ground vehicle operation
- **Crew:** 1
- **Passengers:** 4
- **Cargo Capacity:** 300 kilograms
- **Cover:** Full
- **Cost:** 4,000 (new), 1,000 (used)
- **Maneuverability:** 1D
- **Move:** 55; 160 kmh
- **Body Strength:** 2D+1
- **Source:** The Unknown Regions (page 49)

**Land Crawler**
- **Type:** Treaded land vehicle
- **Scale:** Speeder
- **Length:** 6.5 meters
- **Skill:** Ground vehicle: Landcrawler
- **Crew:** 1
- **Passengers:** 6
- **Cargo Capacity:** 5 metric tons
- **Cover:** Full
- **Cost:** 7,500 (new), 3,000 (used)
- **Maneuverability:** 0D
- **Move:** 30; 95 kmh
- **Body Strength:** 3D+1
- **Source:** The Unknown Regions (page 49)

**Landmaster**
- **Type:** Jaffryes Universal Automotive ARK-II Series Landmaster
- **Scale:** Speeder
- **Length:** 8.5 meters
- **Skill:** Ground vehicle operation: ARK-II

**Mobile Recon/Research Vehicle**
- **Type:** Hyrotii Corporation Mobile Recon/Research Vehicle
- **Scale:** Walker
- **Length:** 20 meters
- **Skill:** Repulsorlift operation: MR/RV
- **Crew:** 5, gunners: 1
- **Crew Skill:** Repulsorlift operation 4D, vehicle blasters 3D+2
- **Passengers:** 4
- **Cargo Capacity:** 2 metric tons
- **Cover:** Full
- **Altitude Range:** Ground level-3 meters
- **Cost:** 220,000 (new), 90,000 (used)
- **Maneuverability:** 1D
- **Move:** 70; 200 kmh
- **Body Strength:** 4D
- **Weapons:**
  - **Light Quad Blaster Cannon**
    - **Fire Arc:** Turret
    - **Crew:** 1
    - **Scale:** Speeder
    - **Skill:** Vehicle blasters
    - **Fire Control:** 3D
    - **Range:** 30-200/500/1 Km
    - **Damage:** 5D
- **Carried Craft:** 2 speeder bikes
- **Source:** The Unknown Regions (page 50)

**Ikas-Adno Nightfalcon**
- **Type:** Ikas-Adno 22-B Nightfalcon
- **Scale:** Speeder
- **Length:** 4.87 meters
- **Skill:** Repulsorlift operation: speeder bike
Crew: 1
Passengers: 1
Cargo Capacity: 4 kilograms
Cover: 1/4
Altitude Range: Ground level-10 meters
Cost: 6,250 (new), 1,000 (used)
Maneuverability: 3D+1
Move: 160; 400 kmh
Body Strength: 1D+2
Weapons:
Laser Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 30-50/100/200
Damage: 4D
Source: Rulebook (page 243), Wretched Hives of Scum and Villainy (page 74), d20 Core Rulebook (page 200), Adventure Journal 2 (page 196), The Unknown Regions (page 50)

New Republic SRV-1

Craft: Aratech SRV-1
Type: Tracked scouting and retrieval vehicle
Scale: Speeder
Skill: Ground vehicle operation: SRV-1
Crew: 2, gunners: 2, skeleton: 1/5+5
Crew Skill: Varies
Passengers: 8 (troops)
Cargo Capacity: 3 metric tons (only if no passengers are carried)
Cover: Full (command cabin), 1/2 (all other areas)
Cost: 7,500 (new), 3,000 (used)
Maneuverability: 0D
Move: 35; 100 kmh
Body Strength: 3D+1

Weapons:
2 Medium Laser Cannons
Fire Arc: 1 front/left/back, 1 front/right/back
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D+2
Range: 50-200/500/1 Km
Damage: 3D+2
Source: The DarkStyder Campaign (pages 75-76), The Unknown Regions (page 51)

Landing Sphere
Craft: Loronar Landing Sphere
Type: Surface to starship transport
Scale: Speeder
Length: 6 meters
Skill: Repulsorlift operation: SkyBlind landing sphere
Crew: 1
Passengers: 7
Cover: Full
Cargo Capacity: 5 metric tons; 2 cubic meters
Consumables: 1 week
Cost: 178,600 (new), 89,300 (used)
Move: 225; 650 kmh
Maneuverability: 0D
Body Strength: 5D
Shields: 1D (shields apply only against sensors)
Sensors:
Passive: 5/0D
Scan: 10/1D
Search: 15/2D
Focus: 1/2D
Source: Galaxy Guide 8 – Scouts (page 38), The Unknown Regions (page 58)

Wind Skiff
Craft: Converted Wind Skiff
Type: Wheeled wind-powered craft
Scale: Speeder
Length: 9 meters
Skill: Ground vehicle operation: Wind Skiff
Crew: 1
Passengers: 4
Cargo Capacity: 900 kilograms
Cover: None
Cost: 13,000 (new), 3,500 (used)
Maneuverability: 2D
Move: 105; 300 kmh
Body Strength: 2D
Weapons:
Debris Clearing Laser Cannon
Fire Arc: Front
**Skill:** Vehicle blasters

**Fire Control:** 0D

**Range:** 30-50/100/200

**Damage:** 3D

**Source:** The Unknown Regions (pages 188-189)

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**Eeok Patrol Speeder**

**Craft:** Eeok Protector VI Patrol Speeder

**Type:** Security airscooter

**Scale:** Speeder

**Length:** 12 meters

**Skill:** Repulsorlift operation: Patrol Speeder

**Crew:** 1

**Passengers:** 6

**Cargo Capacity:** 500 kilograms

**Cover:** Full

**Altitude Range:** Ground level-5 kilometers

**Cost:** 50,000 (new), 40,000 (used)

**Maneuverability:** 2D+2

**Move:** 280; 800 km/h

**Body Strength:** 3D

**Light Laser Cannon**

**Fire Arc:** Front

**Skill:** Vehicle blasters

**Fire Control:** 2D

**Range:** 50-200/500/1 km

**Damage:** 4D

**Rocket Launcher**

**Fire Arc:** Front

**Skill:** Vehicle blasters

**Fire Control:** 2D

**Range:** 50-250/750/1.5 km

**Damage:** 6D

**Source:** The Unknown Regions (page 214)

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**Starships**

**Deep-X Explorer**

**Craft:** Uulshos DPx Yacht

**Affiliation:** General

**Era:** Rebellion

**Type:** Modified space yacht

**Scale:** Starfighter

**Length:** 12 meters

**Skill:** Space transports: DPx

**Crew:** 1, gunners: 2

**Passengers:** 5 (including two to operate blaster cannon)

**Cargo Capacity:** 50 metric tons; 20 cubic meters

**Consumables:** 6 months

**Cost:** 135,000 (new), 55,000 (used)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 2D

**Sensors:**

- **Passive:** 20/0D
- **Scan:** 30/1D
- **Search:** 50/2D
- **Focus:** 3/3D

**Weapons:**

- **2 Blaster Cannons** (fire separately)

  **Fire Arc:** Front

  **Crew:** 1 per gun

  **Skill:** Starship gunnery

  **Fire Control:** 0D

  **Space Range:** 1-2/8/15

  **Atmosphere Range:** 100-200/800/1.5 km

  **Damage:** 1D

**Source:** Galaxy Guide 8 – Scouts (page 36), The Unknown Regions (page 51)
**Drexl Starfighter**

**Craft:** Sorosub *Drexl*-class “Planetary Defender”

**Affiliation:** General

**Era:** Rebellion

**Type:** Planetary defender

**Scale:** Starfighter

**Length:** 21 meters

**Skill:** Starfighter piloting: Drexl

**Crew:** 2 plus astromech droid, skeleton: 1/+5

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

**Cargo Capacity:** 70 kilograms (plus 50 kilograms with no co-pilot)

**Consumables:** 2 days

**Cost:** 165,000 (new), 100,000 (used)

**Hyperdrive Multiplier:** x3

**Nav Computer:** No (uses astromech droid programmed with 10 jumps)

**Maneuverability:** 2D+2

**Space:** 8

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

**Hull:** 5D

**Shields:** +2

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

**Weapons:**

**Dual Laser Cannons**

**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 Missile Launchers** (12 missiles)

**Fire Arc:** Front

**Skill:** Starship gunnery

**Space Range:** 1/3/7

**Atmosphere Range:** 50-100/300/700

**Damage:** 8D

**Source:** The Unknown Regions (page 52)

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**JumpMaster 5000**

**Craft:** Corellian Engineering JumpMaster 5000

**Affiliation:** General

**Era:** Old Republic

**Type:** Scout Ship

**Scale:** Starfighter

**Length:** 20.1 meters

**Skill:** Space transports: JM-5K

**Crew:** 1

**Crew Skill:** Space transports 4D, starship gunnery 4D+1, starship shields 4D, sensors 4D+2

**Passengers:** 1

**Cargo Capacity:** 50 metric tons

**Consumables:** 4 months

**Cost:** 110,000 (new), 40,000 (used)

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 10

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

**Hull:** 4D

**Shields:** 1D

**Sensors:**
- **Passive:** 20/0D
- **Scan:** 40/1D
- **Search:** 60/2D
- **Focus:** 3/4D

**Weapons:**

**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

**Source:** The Unknown Regions (page 52)
MRX-BR Pacifier

**Craft:** Sydon Vehicle Works MRX-BR Pacifier

**Affiliation:** Empire / General

**Era:** Rise of the Empire

**Type:** Exploration fighter

**Scale:** Starfighter

**Length:** 25 meters

**Skill:** Space transports

**Crew:** 1

**Passengers:** 3

**Cargo Capacity:** 25 metric tons; 10 cubic meters

**Consumables:** 1 year

**Cost:** 170,000 (new), 100,000 (used)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 7

**Atmosphere:** 600; 1,200 kmh

**Hull:** 2D

**Shields:** 2D

**Sensors:**

- Passive: 30/1D
- Scan: 60/2D
- Search: 120/3D
- Focus: 10/3D+2

**Weapons:**

- **3 Laser Cannons**

  - **Fire Arc:** 1 rear, 1 left, 1 right
  - **Crew:** 1 each (can be fired remotely from cockpit)
  - **Fire Control:** 3D
  - **Space Range:** 1-3/12/25
  - **Atmosphere Range:** 100-300/1.2/2.5 km
  - **Damage:** 3D

- **2 Proton Torpedo Launchers**

  - **Fire Arc:** Front
  - **Crew:** 1
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D
  - **Space Range:** 1/3/7
  - **Atmosphere Range:** 50-100/300/700
  - **Damage:** 9D

**Source:** Galaxy Guide 8 – Scouts (page 42), Lord of the Expanse: Gamemaster Guide (page 42), The Unknown Regions (pages 54-55)

Mu-2 Shuttle

**Craft:** Sienar Fleet Systems Mu-2 Long Range Shuttle

**Affiliation:** Empire / New Republic

**Era:** Rebellion

**Type:** Scout shuttle

**Scale:** Starfighter

**Length:** 20 meters

**Skill:** Space transports: Mu-2

**Crew:** 2

**Passengers:** 14

**Cargo Capacity:** 100 metric tons; 40 cubic meters

**Consumables:** 6 months

**Cost:** 160,000 (new), 110,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x20

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 295; 850 kmh

**Hull:** 4D

**Shields:** 1D+2

**Sensors:**

- Passive: 25/1D
- Scan: 50/2D
- Search: 60/2D
- Focus: 3/3D

**Weapons:**

- **2 Laser Cannons** (fire-linked)

  - **Fire Arc:** Front
  - **Crew:** 1 (co-pilot)
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D
  - **Space Range:** 1-2/12/25
  - **Atmosphere Range:** 100-300/1.2/2.5 km
  - **Damage:** 4D+1

**Source:** Galaxy Guide 8 – Scouts (page 37), The Unknown Regions (page 55)
Preybird Fighter

Craft: Sorosuub Preybird-class Starfighter
Affiliation: General / New Republic
Era: Rebellion
Type: Heavy assault starfighter
Scale: Starfighter
Length: 21 meters
Skill: Starfighter piloting: Preybird
Crew: 1, gunners: 1
Crew Skill: Astrogation 4D, starfighter piloting 4D+2, starship gunnery 5D, starship shields 4D
Cargo Capacity: 15 kilograms
Consumables: 4 days
Cost: 84,000 (new), 50,000 (used)
Hyperdrive Multiplier: x3
Nav Computer: Limited to five jumps
Maneuverability: 3D
Space: 9
Atmosphere: 400; 1,150 kmh
Hull: 2D+2
Shields: 1D+1
Sensors:
   Passive: 20/0D
   Scan: 40/1D
   Search: 60/2D
   Focus: 3/3D
Weapons:
   2 Heavy Laser Cannons (fire-linked)
      Fire Arc: Front
      Skill: Starship gunnery
      Fire Control: 2D+1
      Space Range: 1-3/12/25
      Atmosphere Range: 100-300/1.2/2.5 km
      Damage: 5D
   2 Concussion Missile Launchers (10 missiles)
      Fire Arc: 1 front, 1 rear
      Skill: Starship gunnery
      Space Range: 1/3/7
      Atmosphere Range: 50-100/300/700
      Damage: 8D
Source: The Last Command Sourcebook (pages 132-133), The Thrawn Trilogy Sourcebook (pages 225-226), The Unknown Regions (page 56)

SCT Scout Craft

Craft: Mesens Corporation SCT Scout Craft
Affiliation: General
Era: Rebellion
Type: Long-range exploration vessel
Scale: Capital
Length: 75 meters
Skill: Space transports: SCT Scout
Crew: 2, gunners: 3
Crew Skill: Astrogation 3D+3, space transports 2D+2, starship gunnery 3D, starship shields 2D+2, sensors 3D+1
Passengers: 8
Cargo Capacity: 275 metric tons
Consumables: 3 months
Cost: 1.2 million (new), 720,000 (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 4
Atmosphere: 280; 820 kmh
Hull: 2D
Shields: 1D
Sensors:
   Passive: 40/1D
   Scan: 80/2D+2
   Search: 130/4D
   Focus: 5/4D+2
Weapons:
   Dual Turbolaser Turret
      Fire Arc: Turret
      Crew: 1
      Skill: Capital ship gunnery
      Fire Control: 2D+1
      Space Range: 3-15/35/75
      Atmosphere Range: 300-1.5/3.5/7.5 km
      Damage: 6D
   2 Dual Laser Cannons (fire separately)
      Fire Arc: Turret
      Crew: 1
      Scale: Starfighter
      Skill: Starship gunnery
      Fire Control: 3D+1
      Space Range: 1-3/12/25
      Atmosphere: 100-300/1.2/2.5 km
      Damage: 5D
Source: The Unknown Regions (pages 56-57)
SkyBlind Recon Ship

**Craft:** Loronar SkyBlind Recon Ship  
**Alignment:** General  
**Era:** Rise of the Empire  
**Type:** Reconnaissance scoutship  
**Scale:** Starfighter  
**Length:** 21 meters  
**Skill:** Space transports: SkyBlind  
**Crew:** 1  
**Passengers:** 7  
**Cargo Capacity:** 50 metric tons; 20 cubic meters  
**Consumables:** 6 months  
**Cost:** 1,120,000 (new), 560,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Maneuverability:** 0D  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 6D  
**Shields:** 3D (shields apply to defense against sensors as well)  
**Sensors:**  
  - Passive: 50/2D  
  - Scan: 30/1D  
  - Search: 50/2D  
  - Focus: 3/3D  
**Weapons:**  
**Proton Torpedo Launcher**  
  - Fire Arc: All  
  - Skill: Starship gunnery  
  - Fire control: 0D  
  - Space range: 1/3/7  
  - Atmosphere Range: 50-100/300/700  
  - Damage: 7D  
**Carried Craft:** 1 Landing Sphere (see Vehicles section)  
**Source:** Galaxy Guide 8 – Scouts (page 38), The Unknown Regions (page 57)

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**Star Seeder**  
**Craft:** Kuat Drive Yards *Star Seeder*-class Ship  
**Affiliation:** General  
**Era:** Rebellion  
**Type:** Colony ship  
**Scale:** Capital  
**Length:** 250 meters  
**Skill:** Capital ship piloting: KDY Seedship  
**Crew:** 550, skeleton: 143, with *command* 4D+2  
**Crew Skill:** Capital ship piloting 3D+2, starship shields 3D, sensors 3D+2, scanning planets 4D+1, astrogation 4D, capital ship gunnery 3D, survival 4D, medicine 4D+2  
**Passengers:** 800  
**Cargo Capacity:** 7,500 metric tons; 3,000 cubic meters  
**Consumables:** 5 years  
**Cost:** 3 million (new), 1 million (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh

**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
  - Passive: 40/0D  
  - Scan: 75/1D  
  - Search: 250/4D  
  - Focus: 5/5D  
**Weapons:**  
**6 Turbolaser Batteries**  
  - *Fire Arc:* 2 front, 2 back, 1 left, 1 right  
  - *Crew:* 1  
  - *Skill:* Capital ship gunnery  
**Fire Control:** 0D  
**Space Range:** 3-15/35/75  
**Atmosphere Range:** 6-30/70/150 km  
**Damage:** 3D  
**Tractor Beam Projector**  
  - *Fire Arc:* Front/down  
  - *Crew:* 2  
  - *Scale:* Starfighter  
  - *Skill:* Starship gunnery  
**Fire Control:** 1D  
**Space Range:** 1-5/15/30  
**Atmosphere Range:** 2-10/30/60 km  
**Damage:** 4D  
**Source:** Galaxy Guide 8 – Scouts (page 39), The Unknown Regions (page 58)
**Vaya Scout Ship**

**Craft:** Hoersch-Kessel Vaya-class Scout Ship  
**Affiliation:** Old Republic / General  
**Era:** Old Republic  
**Type:** Scout ship  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space Transports  
**Crew:** 1, gunners: 2  
**Passengers:** 4  
**Cargo Capacity:** 60 metric tons  
**Consumables:** 1 month  
**Cost:** 45,000 (new), 15,000 (used)  
**Hyperdrive Multiplier:** x8  
**Hyperdrive Backup:** x15  
**Maneuverability:** 3D+1  
**Space:** 2  
**Atmosphere:** 450; 700 kmh  
**Hull:** 3D  
**Shields:** 3D; 2D  
**Sensors:**  
  - **Passive:** 6/0D  
  - **Scan:** 15/1D  
**Weapons:**  
  **Laser Cannon**  
  - **Fire Arc:** Front  
  - **Crew:** 1  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 1-2/8/18  
  - **Atmosphere Range:** 50-100/350/650  
  - **Damage:** 3D  
  **Concussion Projectile Launcher**  
  - **Fire Arc:** Front  
  - **Crew:** 1  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 3D  
  - **Space Range:** 1/2/5  
  - **Atmosphere Range:** 24-60/90/120  
  - **Damage:** 5D

**Source:** Tales of the Jedi Companion (page 115), The Unknown Regions (pages 58-59)

**Dartship**

**Craft:** Killik Dartship  
**Affiliation:** Killik Colony  
**Era:** New Jedi Order  
**Type:** Attack fighter  
**Scale:** Starfighter  
**Length:** 12 meters  
**Skill:** Starfighter piloting: Dartship  
**Crew:** 1  
**Crew Skill:** All skills 4D  
**Cargo Capacity:** 70 kilograms  
**Consumables:** 2 days  
**Cost:** Not available for sale  
**Maneuverability:** 2D+2  
**Space:** 10  
**Atmosphere:** 415; 1,200 kmh  
**Hull:** 3D+1  
**Sensors:**  
  - **Passive:** 20/0D  
  - **Scan:** 40/1D  
  - **Search:** 60/1D+2  
  - **Focus:** 3/2D+2  
**Weapons:**  
  **Laser Cannons**  
  - **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  
**Dartship Ram** - Due to its shape and construction, a dartship deals an extra 1D damage when successfully ramming an enemy ship (see R&E Rulebook, pages 109-110). Also, if more than one dartship rams a target in a single round, each dartship that collides deals +1D damage to the target.  
**Source:** The Unknown Regions (page 133)

**Royal Fortune Light Clipper**

**Craft:** Royal Fortune-class Light Clipper  
**Affiliation:** Tof armada  
**Era:** Rise of the Empire  
**Type:** Attack frigate  
**Scale:** Capital  
**Length:** 290 meters  
**Skill:** Capital ship piloting: Royal Fortune  
**Crew:** 430, gunners: 50  
**Crew Skill:** All skills 4D  
**Passengers:** 200  
**Cargo Capacity:** 8,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 2D+1
Shields: 1D+2
Sensors:
  Passive: 20/0D
  Scan: 48/1D
  Search: 70/2D
  Focus: 3/3D
Weapons:
38 Laser Cannons
  Fire Arc: 19 left, 19 right
  Crew: 1
  Scale: Starfighter
  Skill: Starship gunnery
  Fire Control: 1D+2
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5 km
  Damage: 4D
10 Quad Laser Cannons
  Fire Arc: 5 front, 5 back
  Crew: 1
  Scale: Starfighter
  Skill: Starship gunnery
  Fire Control: 1D
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5 km
  Damage: 5D
Fotia's Fire Cannon
  Fire Arc: Front
  Crew: 2
  Scale: Starfighter
  Skill: Starship gunnery
  Fire Control: 1D
  Space Range: 3-15/35/75
  Atmosphere Range: 300-1.5/3.5/7.5 km
  Damage: 7D (2D for the following two rounds)
Carried Craft: 15 starfighters, 4 longboat shuttles
Source: The Unknown Regions (page 151)

Surfeik Cruiser
Craft: Arized Surfeik Cruiser
Affiliation: Vagaari Empire
Era: Rise of the Empire
Type: Assault cruiser
Scale: Capital
Length: 550 meters

Skill: Capital ship piloting: Surfeik cruiser
Crew: 500, gunners: XX
Crew Skill: All skills 4D
Passengers: 1,500 (slaves)
Cargo Capacity: 10,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D+1
Shields: 2D
Sensors:
  Passive: 30/1D
  Scan: 70/1D+2
  Search: 120/2D+2
  Focus: 6/3D+2
Weapons:
33 Laser Cannons
  Fire Arc: 12 left, 12 right, 5 front, 4 back
  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: 5D
7 Projectile Launchers
  Fire Arc: 1 front, 3 left, 3 right
  Crew: 1
  Skill: Capital ship gunnery
  Fire Control: 2D
  Space Range: 2-12/30/60
  Atmosphere Range: 200-1.2/3/6 km
  Damage: 8D, plus 4D in a 100-meter radius.
Pseudogray Projector
  Fire Arc: Turret
  Crew: 1
  Skill: Capital ship gunnery
  Fire Control: 2D
  Space Range: 3-15/35/75
  Damage: Blocks hyperspace travel
Living Shield Blisters: Vagaari use prisoners as living shields, displayed in transparent bubbles on the ship's hull. An attacking ship attempting to avoid hitting a blister takes a -3D penalty to its attack roll. Battery fire and missile weapons cannot attempt to avoid the blisters.
Carried Craft: 18 starfighters, 2 shuttles
Source: The Unknown Regions (page 154)
Creatures

Aiwha

Type: Colossal cloned aquatic herd animal
Planet of Origin: Kamino
DEXTERITY 1D+1
PERCEPTION 2D+1
STRENGTH 6D
Swimming 8D
Special Abilities:
Slamming: Aiwhas can slam against an opponent, doing STR+2D damage.
Move: 20 (swimming or flying)
Size: 20-30 meters wingspan
Orneriness: 1D
Source: Geonosis and the Outer Rim Worlds (page 78), The Unkown Regions (page 69)

Bantha

Type: Herb animal
Planet of Origin: Unknown
DEXTERITY 2D
PERCEPTION 2D
STRENGTH 8D
Special Abilities:
Horns: STR-1D damage
Trample: STR damage
Move: 5
Size: 2-3 meters at the shoulder
Orneriness: 2D
Source: Rules of Engagement: The Rebel Specforce Handbook (page 53), Creatures of the Galaxy (pages 14-15), The Unkown Regions (page 70)

Bergruutfa

Type: Domestic riding beast
DEXTERITY 1D
PERCEPTION 1D+2
Search 3D+1
STRENGTH 6D
Brawling: head butt 7D, lifting 9D
Special Abilities:
Armored Head: +2D to resist energy and physical damage.
Armored Body: +1D to resist energy and physical damage.
Head Butt: STR+1D damage; for every 2 result points the target is thrown one meter.
Drool: Any being who steps in bergruutfa drool must make a Dexterity roll to avoid slipping.
Move: 15; 42 km/h
Size: Up to 7 meters (at shoulder)
Orneriness: 1D
Source: Core Rulebook (page 222), The Star Wars Sourcebook (pages 86-87), Galaxy Guide 1: A New Hope (page 22), Galaxy Guide 7: Mos Eisley (page 78), Rules of Engagement: The Rebel Specforce Handbook (page 53), Alien Anthology (page 22), The Unkown Regions (page 70)

Eopie

Type: Domestic riding beast
DEXTERITY 1D+1
PERCEPTION 1D+1
Search 3D
STRENGTH 4D+1
Brawling 5D, lifting 5D+2, stamina 7D
Special Abilities:
Bite: Does STR+2 damage.
Move: 7
Size: 1.75 meters tall
Orneriness: 1D
Source: Gamer Magazine Issue 4 (pages 34-35), Secrets of Tatooine (pages 13-14), The Unkown Regions (page 60)
**Fenwolf**
Type: Transport beast  
Planet of Origin: Unknown  
DEXTERITY 3D+1  
PERCEPTION 2D  
Search 2D+2  
STRENGTH 4D+2  
**Special Abilities:**  
*Bite:* Does STR+2D damage  
*Senses:* Fenwolves have a keen sense of smell and take no concealment penalties from visibility when making searching for a target within 20 meters.  
**Move:** 14  
**Orneriness:** 2D  
**Source:** The Unknown Regions (page 61)

**Kaadu**

![Kaadu](image)

Type: Amphibious riding animal  
Planet of Origin: Naboo  
DEXTERITY 2D+2  
PERCEPTION 1D+2  
Search 3D  
STRENGTH 3D+2  
Climbing/jumping 4D, swimming 5D+1  
**Special Abilities:**  
*Kick:* Does STR+1D damage.  
*Low-Light Vision:* Poor-lighting penalties are reduced by 2D.  
**Move:** 20  
**Size:** 2.5-3 meters  
**Orneriness:** 1D  
**Source:** Secrets of Naboo (page 58), The Unknown Regions (pages 61-62)

**Kalak**

Type: Large herd animal  
Planet of Origin: Roon  
DEXTERITY 1D+2  
PERCEPTION 1D+1  

**Search 3D**  
STRENGTH 4D+2  
**Special Abilities:**  
*Bite:* Does STR+1D+1 damage.  
**Move:** 18  
**Size:** Large  
**Orneriness:** 2D  
**Source:** Geonosis and the Outer Rim Worlds (page 118), The Unknown Regions (page 62)

**Maru**

![Maru](image)

Type: Reptilian riding beast  
Planet of Origin: Alaris Prime  
DEXTERITY 4D  
PERCEPTION 1D+2  
Search 3D+1  
STRENGTH 3D+1  
**Special Abilities:**  
*Tail Slam:* Does STR+1D damage.  
**Move:** 15  
**Size:** Large  
**Orneriness:** 2D  
**Source:** The Unknown Regions (page 62)

**Orray**

Type: Riding mount  
Planet of Origin: Geonosis  
DEXTERITY 2D+2  
PERCEPTION 1D+1  
Search 2D  
STRENGTH 4D  
**Special Abilities:**  
*Bite:* Does STR+2D damage.  
*Sting Tail:* Orrays have tail stingers for defense, but domesticated orrays have these weapons amputated, which makes them more docile. If the orray succeeds in a *Dexterity* attack, the target has been stung and suffers the effects of the stinger's
poison. The affected character must make a Difficult *stamina* roll or be rendered immobile for 1D minutes.

**Move:** 12  
**Size:** 1.5 meters tall, 3 meters long  
**Orneriness:** 5D (reduced to 3D when sting tail is removed)  
**Source:** The Unknown Regions (page 62)

### Rakazzak Beast

**Type:** Arachnid mount  
**Planet of Origin:** Endor  
**DEXTERITY 5D+1**  
**PERCEPTION 3D**  
**Search 4D**  
**STRENGTH 3D+1**  
**Brawling 5D+1**  
**Special Abilities:**  
- *Claws:* Do STR+2D damage  
- *Move:* 16  
- *Size:* 3 meters tall  
- *Orneriness:* 2D+2  
**Source:** Unknown Regions (page 62)

### Rockhopper

**Type:** Transport beast  
**Planet of Origin:** Roon  
**DEXTERITY 3D+2**  
**Running 4D+2**  
**PERCEPTION 2D**  
**Search 4D**  
**STRENGTH 3D**  
**Stamina 5D+2**  
**Special Abilities:**  
- *Bite:* Does STR+1D+2 damage  
- *Tail Slam:* Does STR+1D damage  
**Move:** 13  
**Size:** 1-1.8 meters at the shoulder  
**Orneriness:** 1D  
**Source:** The Unknown Regions (page 62)

### Ukian Torbull

**Type:** Pack animal  
**Planet of Origin:** Ukio  
**DEXTERITY 2D**  
**Dodge:** 3D  
**PERCEPTION 2D**  
**STRENGTH 2D**  
**Special Abilities:**  
- *Tough Hide:* +1D protection against physical attacks.  
- *Appetite:* The torbull must be fed and watered at least four times a day. A minimum of 20 liters of
water and 10 kilograms of grain (or similar food sources) are required to sustain the Torbull. Constant grazing is usually effective, though when operating in desert conditions ample food must be carried. The Orneriness of a torbull that has missed a feeding increases by 3D. A torbull that misses more than two consecutive feedings dies of hunger.

_Tame:_ The Torbull does not have an aggressive nature; when ridden, the rider receives +1D to _beast riding._

**Move:** 10 (walking) 15 (swimming)
**Size:** 2 meters at the shoulder, 5 meters long
**Orneriness:** 1D
**Source:** Coree Rulebook (pages 222-223), The Unknown Regions (page 63)

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### Dark Wolf

**Type:** Desert predator

**Planet of Origin:** Sriluur

**DEXTERITY 4D+2**

**PERCEPTION 3D+2**

_Hide 6D, search 5D+1, tracking 6D, sneak 6D_

**STRENGTH 4D+2**

_Brawling 6D, climbing/jumping 7D+1_

**Special Abilities:**

_Stinger Tail:_ Does STR damage. If it deals damage, target must make a Moderate *stamina* roll or take a temporary -1D penalty to *Strength._

_Claws:_ Do STR+2 damage. If it deals damage, target must make a Moderate *stamina* roll or be paralyzed for 1D hours.

_Bite:_ Does STR+1 damage.

_Night Hunter:_ Dark wolves gain a +1D bonus to tracking at night.

_Darkvision:_ Can see up to 20 meters in total darkness.

**Move:** 16

**Size:** Medium-size

**Source:** Geonosis and the Outer Rim Worlds (page 131), The Unknown Regions (pages 64-65)

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### Ycaqt

**Type:** Transport beast

**Planet of Origin:** Velmor

**DEXTERITY 2D+2**

_Running 3D+1_

**PERCEPTION 2D**

_Search 2D+2_

**STRENGTH 4D+2**

_Climbing/jumping 6D+2_

**Special Abilities:**

_Tail Slam:_ Does STR+2 damage.

_Trample:_ Does STR+1D damage.

**Move:** 18

**Size:** 3 meters tall

**Orneriness:** 2D

**Source:** Alien Anthology (page 51), The Unknown Regions (pages 63-64)
**Mnggal-Mnggal**

**Type:** Amorphous creature  
**Planet of Origin:** Unknown  
**DEXTERITY 3D+2**  
**Thrown weapons 4D+2**  
**PERCEPTION 3D+1**  
**Search 7D**  
**STRENGTH 2D+2**  
**Brawling 3D+2**  
**Special Abilities:**  
**Darkvision:** Mnggal-Mnggal ignore low-visibility penalties.  
**Amorphous:** Raw quantities of Mnggal-Mnggal have no defined shape and can alter their forms at will within the limitations of their current sizes. Such alterations can include the creation of pseudopods for combat or tendrils for grasping and tripping targets. Mnggal-Mnggal is not a natural mimic and cannot imitate or copy other creatures or alter its natural color. Additionally, it can divide into two smaller forms, or two forms can merge into a larger one.  
**Flying Fragment:** Mnggal-Mnggal can separate fragments from a larger form that fly through the air as a ranged attack that deals STR+2 damage. These flying fragments can remain airborne for the duration of an encounter before becoming reabsorbed by the larger form.  
**Mnggal-Mnggal Seed:** If the Mnggal-Mnggal manages to invade a creature through a facial orifice, it proceeds to consume it from the inside, and eventually replaces all of its innards, manipulating the creature like a puppet. After swallowing a Mnggal-Mnggal seed, the victim must make a *Strength* roll every 4 hours, the difficulty starts at Easy and increases by +2 each time. If the roll is successful, the seed continues to attack until physically removed from the creature’s body. If the victim fails a roll, each hour it takes 3D damage and suffers a cumulative -1 *Strength* penalty. Once the target’s *Strength* reaches 0, it is effectively consumed and becomes a Mnggal-Mnggal zombie (see below).  
**Force-Sensitive:** This creature is Force-sensitive.  
**Immune:** The raw ooze of Mnggal-Mnggal is immune to edged and impact weapons, and blaster fire causes only minor damage (damage is halved). Killing a pool of Mnggal-Mnggal is best accomplished by wide-spray application of fire, acid, poison, or noxious chemicals.  
**Move:** 13  
**Size:** Medium  
**Source:** The Unknown Regions (page 65)

**Strill**

**Type:** Hunting beast  
**Planet of Origin:** Mandalore  
**DEXTERITY 3D+1**  
**PERCEPTION 2D+2**  
**Search 6D+2**  
**STRENGTH 4D+2**  
**Gliding 5D, lifting 6D+1**  
**Special Abilities:**  
**Bite:** Does STR+2 damage.  
**Gliding:** Strills are covered with lose flaps of skin which they can use to glide over short distances.  
**Move:** 7  
**Size:** 1 meter long  
**Source:** The Unknown Regions (page 65)
Mnggal-Mnggal Zombie

Type: Zombified creature
Planet of Origin: Unknown
DEXTERITY 1D+1
Thrown weapons 3D
KNOWLEDGE 2D+2
MECHANICAL 1D+2
PERCEPTION 2D
Search 5D
STRENGTH 2D+2
Brawling 3D+2
TECHNICAL 2D

Special Abilities:
Host’s Abilities: Mnggal-Mnggal zombies retain any physical Special Abilities the original host possessed.
Decay: Since the zombie is effectively dead, it gradually rots away normally.
Darkvision: Mnggal-Mnggal zombies ignore low-visibility penalties.
Force-Sensitive: This creature is Force-sensitive.

Move: 10
Size: Original host’s size
Source: The Unknown Regions (pages 137-139)

Reiko

Type: Chitinous beast of burden
Planet of Origin: Volik
DEXTERITY 2D
PERCEPTION 3D+1
Search 4D+1
STRENGTH 6D+1
Lifting 7D, stamina 8D

Special Abilities:
Gore: Does STR+1D+2 damage.
Battering Rush: Whenever a reyko makes a charge attack against a large vehicle, the attack, if it hits, deals STR+3D damage and the vehicle is pushed away.
Chitinous Skin: The reiko’s rock-like skin provides it +1D to resist physical damage and increases the difficulty to spot it on rocky terrain by +2D.

Move: 10
Size: 2-3 meters at the shoulder
Source: The Unknown Regions (page 188)

Vindinax

Type: Insectoid predator
Planet of Origin: Unknown Regions
DEXTERITY 3D+2
PERCEPTION 3D+1
Search 6D, sneak 7D+1
STRENGTH 4D+1
Brawling 5D

Special Abilities:
Claws: Do STR+1 damage.
Bite: Does STR+1 damage.
Rend: If a vindinax succeeds in making two claw attacks to a target in the same round, the second attack deals STR+2D damage.

Mouth Tentacles: If the attack deals any damage, the target must make a Moderate stamina roll or be paralyzed per 1D rounds.
Low-Light Vision: Poor lighting penalties are reduced by 2D.
Pounce: When pouncing on a target, the brintak’s jumping and brawling are considered a single action, taking no MAPs and happening simultaneously.
Roar: A brintak can produce a terrifying, rumbling roar and make an intimidation roll against any enemies within 10 meters. If the roll succeeds, the target must move away from the brintak and suffers a -1 penalty to all actions for 1D minutes. This is a mind-affecting effect.

Move: 10
Size: Huge
Source: The Unknown Regions (page 173)
Move: 10
Size: Medium
Source: The Unknown Regions (page 198)

Avka Young
Type: Aerial predator
Planet of Origin: Durace
DEXTERITY 2D+2
PERCEPTION 3D
Search 4D
STRENGTH 3D+1
Brawling 3D+2
Special Abilities:
Claws: Do STR+1 damage.
Blind: Avka young are still blind, but can sense tremors. They will attack whatever movement they can sense, but are easily distracted by new movements.
Move: 6 (walking), 10 (flying)
Size: 2 meters tall
Source: The Unknown Regions (page 218)

Avka Mother
Type: Aerial predator
Planet of Origin: Durace
DEXTERITY 1D+1
PERCEPTION 3D
Search 5D
STRENGTH 6D+2
Special Abilities:
Claws: Do STR+3D damage.
Scale: Speeder
Move: 6 (walking), 14 (flying)
Size: Huge
Source: The Unknown Regions (page 218)