

HARDWARE

by Benjamin Lamberth



**Equipment and cyberwear
For West End Games**

Star wars roleplaying game

Chapter 1: Gear

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Chapter 2: Cyberwear

Cyber sensors...

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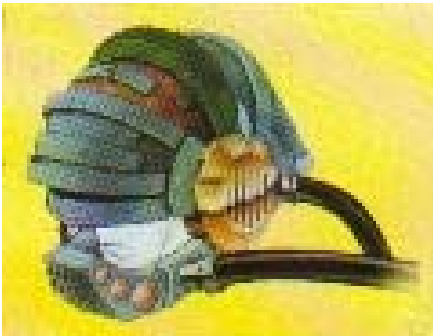
Other cyberwear...

Chapter 3: Droids

Chapter 4: Vehicles

Chapter 1: Gear

Armour



Command helmet

This helmet is used by local police, bounty hunters and mercenaries all over the galaxy. The helmet has built in voice enhancer, air supply, hearing enhancer and personal comlink.

- **Command helmet**

Model: Defence flex V09 command helmet

Type: Personal armour

Scale: Character

Cost: 400

Availability: 2

Game notes: +1D+1 physical, +2 energy (head).

The voice enhancer can double the volume of the wearer's voice, the hearing enhancer can double the hearing range of the wearer, and the air supply lasts for 1 hour.

Blast arm and leg guards

These arm and leg guards are, like the blast vest and the blast helmet, good for protection against

physical attacks, but give little protection against blaster bolts.

- **Blast arm and leg guards**

Model: Typical arm and leg guards

Type: Personal armour

Scale: Character

Cost: 100

Availability: 1

Game notes: +1D physical, +1 energy (arms and legs)

Blast shield

A blast shield is a large transparent shield made from plasteel or other hard material. They are mostly used by police force in riot controls, in the gladiator fights on Loovria and by alien races preferring close combat. The shield gives a fair protection but is rather unhandy.

- **Blast shield**

Model: Typical blast shield

Type: Shield

Scale: Character

Cost: 50

Availability: 2

Game notes: Adds +1D when used to melee or brawling parry. The blast shield provides ½ cover for normal size characters.



Rigid blast vest

Reinforced version of the blast vest. The protective materials are a bit heavy to wear and rather unhandy.

- **Blast vest**

Model: Rigid Blast Vest

Type: Personal armour

Scale: Character

Cost: 375

Availability: 1

Game notes: +1D+1 physical, +2 energy, -1 to all *dexterity* attribute, and skill checks.

Powersuits

RC-HC Powersuit

The RC-HC suit is among the most protective and deadly combat powersuits on the market. The empire is currently testing these suits in different environments (full-scale combat & Law enforcement). A trooper wearing this type of suit is practically immune to most handheld blasters, and posses a lethal arsenal of weapons. Needless to say, the RC-HC powersuit have been known to quell riots by their mere appearance.

- **RC-HC Powersuit**

Model: Riot control & heavy combat powersuit

Type: Powersuit

Scale: Character

Skill: Powersuit operation: RC-HC

Cost: 12,000

Availability: 3, X.

Weapons:

• **2x 2 Light repeating blasters** (fire-linked)

Fire Arc: Front, left & right

Skill: Powersuit operation

Fire control: 1D

Range: 3-50/120/300

Damage: 6D+2

Ammo: 25

Game notes: +4D physical, +2D energy.

Powersuit contains: Comlink, MFTA-system, +2D to *perception* in low-visibility situations, +2D to ranged weapon skill used against targets that move more than 10 meters per round. Air supply for 3 hours. Build-in macrobinoculars. Recording rod. Life form sensor pack (range: 300 meters).

Equipment



Aj^6 Cyborg unit

Aj^6 is a head shaped electronic device worn on the head, covering the back of the head from ear to ear. The device constantly analyses the activity in the brain of its user, and stimulates the brain functions, using energy waves and chemicals. The device is making humming and beeping sounds as it displays the level of activity in the user's brain sections. Every 30 days the device must have a new set of batteries and chemical doses, from the Biotech Company, to function.

- **Aj^6 Cyborg unit**

Model: Biotech Aj^6 Cyborg unit

Type: Cyborg device

Cost: 600 (New batteries and chemical doses:75)

Availability: 2

Game notes: +1D to all knowledge attribute and skill checks.



Armour piercing ammo

Armour piercing ammo has a hard tip that can reduce a slugthrowers ineffectiveness against armour.

- **Armour piercing ammo**

Model: Thundergear 02/Armor piercing ammo

Type: Slugthrower ammo

Cost: 50 (box of 40 bullets)

Availability: 2,R

Game notes: Armour piercing ammo adds +1 to damage when used on a target with body armour.



Blaster scope

The effectiveness of a blaster can sometimes be enhanced through an electronic targeting scope mounted on top, especially for long range targets. These devices provide computer-enhanced images as well as information on range and targeting.

- **Blaster scope**

Model: NeuroSaav blaster scope

Type: Blaster scope

Cost: 350

Availability: 2

Game notes: If the user is in a "sniper" type of position, requiring a steady resting spot and at least one round of preparation, the scope will provide a +3D bonus to all medium and long range shots.



Combat drugs

You often find drugs on the illegal market sold as "combat drugs", the quality and price of these drugs is very varied, and most of the times the person who sells the drugs know very little of them. The combat drug is supposed to enhances the attributes normally used in combat, but especially the cheap drugs are dangerous if not deadly to use.

Rumours on the black market say that the empire has been experimenting with these drugs, but most of it is sold to gangster bosses and their private armies. The B25 combat drugs are sold in small injectors, and takes effect immediately after use.

- **Combat drugs**

Model: Airfix.inc B25 Combat drug

Type: Drug

Cost: 75 per dose

Availability: 2, R

Game notes: This drug takes effect the round after use, and the user gets +1D to all Dexterity and Strength attribute and skill checks.

The drugs effect lasts for 2D rounds, but each round the effect lasts, the user will take 1D+1 damage as the drug ravage his system. After using this drug the user will receive a -1 penalty to all attributes and skills, for one week.



Combat goggles

Combat goggles are a pair of goggles used by military persons, throughout the galaxy, to protect the eyes from dirt and dust.

Model: Typical combat goggles

Type: Combat goggles

Cost: 20

Availability: 1

Gas detection device

Gas detection devices come in many shapes and forms, but the purpose of the device is always the same: to warn the user of dangerous gasses. This device is used by miners, soldiers and everybody else who wants to be informed about incoming gas, and normally it is a matchbox sized box carried in the belt. When the device detects gases that are harmful to the user, it starts making a loud beeping sound, until the user turns it off, or the gas disappears.

- **Gas detection device**

Model: Typical gas detection device

Type: Detection device

Cost: 30

Availability: 2



Haste drugs

Haste drugs are another illegal type of drugs found on the black market. The drug stimulates the nerve system, enhancing the user's reflexes. The haste drug is sold in small injectors, and takes effect immediately after use.

The drug is harmful, and the body will need time to recover.

- **Haste drugs**

Model: Typical haste drug

Type: Drug

Cost: 30 per dose

Availability: 2, F

Game notes: This drug takes effect the round after use, and lasts for 4D rounds, but each round the effect lasts, the user will take 1D damage as the drug ravage his system. The user will receive a +1D bonus when rolling initiative as long as the drug have effect, but suffer a -1D penalty on all perception attribute and skill checks, for the next 24 hours, after the drug have lost it's effect.

Holographic projector

Holographic projector capable of storing and projecting holographic images and films.

- **Holographic projector**

Model: Typical holographic projector

Type: Holographic projector

Cost: 75

Availability: 1

Laser Sight

Laser sight creates a small red dot in front of the weapons barrel that helps targeting.

- **Laser Sight**

Model: Typical laser sight

Type: Laser sight

Cost: 20

Availability: 1

Game notes: Add +2 to the weapon skill, when firing at targets within 30 meters.



Medical scanner

Medical Scanners are small portable medical computers with a small scanner to detect signs of injury or illness. The unit also has a small monitor that displays the computer's recommendations. The Medical Scanner can scan targets up to two meters away from the unit. The Medical Scanner holds sufficient data on most of the more common species in the Galaxy.

- **Medical scanner**

Model: ICSTechnologies Medi Scan

Type: Medi Scanner

Skill: Sensors

Difficulty: Moderate

Availability: 1

Cost: 3,000 Credits

Effect: On a successful roll add +1D to First Aid, Medicine & related skill checks.

Night vision goggles

A pair of night vision goggles makes it possible to see in all but complete darkness. The danger of wearing night vision goggles is that the wearer will become blinded by sudden light sources. Night vision goggles come in a variety of types and forms. The goggles will not work in complete darkness.

- **Night vision goggles**

Model: Typical night vision goggles

Type: Goggles

Cost: 300

Availability: 2

Game notes: While wearing the goggles all modifiers for poor light is halved. A sudden intense light source (like blaster fire) will blind the wearer for 1D rounds.

Pulse reader

A pulse reader is a device you put on the wrist. The pulse reader constantly "reads" the wearers pulse. A pulse reader comes in two versions: a demolition pulse reader and a comlink pulse reader. The demolition version can be attached to any form of explosive, including grenades, and if wearers pulse stops the explosive will be armed. The comlink pulse reader contains a small comlink, and if the wearers pulse stops the comlink will send out a beeping sound on any pre-set frequency. The comlinks range is 50 km.

- **Pulse reader**

Model: Safeguard Pulse reader

Type: Pulse reader

Cost: 50

Availability: 2,X / 2 (demolition/comlink)

Security bracelet

Security bracelet is a bracelet worn mostly by law enforcers, although it is possible to buy it in larger cities. The bracelet comes with a small security device containing a little radio signal transceiver, which should be placed within a blaster or other handgun. The bracelet sends out radio signals in

an area of about 1 meter, and the trigger of the handgun can only be pulled if the security device in the weapon receives this signal.

Removing the bracelet from the arm is only possible after pushing its four symbol buttons in the right order.

- **Security bracelet**

Model: Verpine inc. Security bracelet

Type: Security bracelet

Cost: 25

Availability: 2

Game notes: The security device requires a moderate technical roll to install, and remove from a weapon.

Silencer

A silencer is a device constructed to reduce the noise from slugthrowers. The advantage of slugthrowers is that they can be silenced, blasters cannot.

- **Silencer**

Model: Thundergear 01/Silencer

Type: Slugthrower silencer

Cost: 250

Availability: 2,R

Toolbox

The typical toolbox sold throughout the galaxy comes with the most common tools. Each toolbox contains tools to repair either droids, equipment & weapons, security devices, starships, speeders & swoops or walkers.

- **Toolbox**

Model: Typical toolbox

Type: Toolbox

Skill: Various repair skills

Cost: 150

Availability: 1

Translator

The translator is handy whenever you deal with aliens that either can't or won't speak basic. The translator comes with two languages, but more can be added.

- **Translator**

Model: TranLang communications device

Type: Typical translator

Skill: Technical: Translators (Very easy)

Cost: 250 (Each additional language: 50)

Availability: 2



Utility belt

In wild areas where it is important to bring survival gear, a utility belt will be handy. The utility belt contains compass, a small knife, a fire starting device, protective goggles and nutritious compact food for two days.

- **Utility belt**

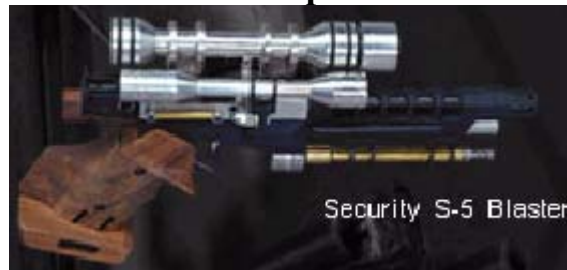
Model: Typical utility belt

Type: Belt

Cost: 30

Availability: 1

Weapons



Ascension gun

A Naboo security S-5 blaster carried by members of the royal security forces. A small grappling hook can be attached to the pistol, converting it into an ascension gun. The hook's claws embed into almost any surface, and when the pistol's build-in cable retracts, the blaster is capable of hoisting up to 100 kilo. In addition, the security blaster can fire blaster bolts and anaesthetic microdarts. A few of these weapons have been stolen from Naboo and can be found on the black market.

- **Ascension gun**

Model: Security S-5 blaster

Type: Blaster pistol

Skill: Blaster: blaster pistol / Missile weapons: ascension gun

Ammo: 25 (blaster bolts) / 6 (darts)

Cost: 800 (power packs: 25)

Availability: 3, F, R or X

Fire Rate: 1

Range: 3-10/30/120 (blaster), 1-2/3-5/20 (cable), 2-3/4-5/12 (darts)

Damage: 4D (blaster)

Game notes: The darts damage varies by the anaesthetic or toxin used; normally 2D-6D stun or normal damage.



Bayonet

A bayonet can be placed on the end of most ranged weapons making them efficient in close combat.

- **Bayonet**

Model: Typical bayonet

Type: Melee weapon

Scale: Character

Skill: Melee combat: Bayonet

Cost: 30

Availability: 1

Difficulty: Easy

Damage: STR+1D+1



Brass knuckles

The typical Brass knuckles are common among thugs all over the galaxy.

- **Brass knuckles**

Model: Typical brass knuckles

Type: Brawling weapon

Scale: Character

Skill: Brawling

Cost: 5

Availability: 1, R

Damage: STR +1

Detonite block

A detonite block is a small, 4 by 4 centimetre, block made by explosive material. A detonite block will explode if exposed to intense heat, or an electrical impulse.

- **Detonite block**

Model: Bestgear.inc. Detonite block

Type: Explosive

Scale: Character

Skill: Demolitions

Cost: 150

Availability: 2, R

Blast radius: 0-2/4/6/10

Damage: 2D/1D+2/1D+1/1D

Game notes: Additional detonite blocks, exploding at same time and place, add up the damage.



Devastator blaster rifle

The devastator blaster rifle was first produced to meet the need for heavy firepower at close range. The weapon has been sold to local governments throughout the galaxy, but piracy and the black market have made the rifle more common among smugglers and other criminals. The rifle has increased fire rate at expense of precision and ammo.

- **Devastator blaster rifle**

Model: Thundergear 09/Devastator blaster rifle

Type: Blaster rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 30

Cost: 1,750 (power packs: 25)

Availability: 2,X

Range: 3-7/25/50

Damage: 5D

Game notes: At medium/long range, difficulty is increased by +5/+10. Firing the rifle twice, only counts as one action.



Grenade launcher

Grenade launchers can be found in many shapes and forms all over the galaxy, but the principle is universal. The grenade launcher can hurl any fist-

sized grenade over great distances, but grenades the size of a themonal detonator, is just too big to fit into the barrel.

- **Typical Grenade launcher**

Model: Typical grenade launcher

Type: Grenade launcher

Scale: Character

Skill: Missile weapons: Grenade launcher

Ammo: 1

Cost: 1,100

Availability: 2, R or X

Fire Rate: 1

Range: 3-25/50/250

Damage: Grenade

Game notes: Being hit directly by a grenade at short or medium range, may cause 3D physical damage. If an attack does not hit, normal grenade deviation rules apply.



Heavy repeating slugthrower

The heavy repeating slugthrower is an extremely heavy and fast firing repeating slugthrower. The size and weight of the weapon makes it very difficult to use unless you possesses extreme strength (at least 3D+2), and even then you could have problems. The rifle suffers from all the disadvantages of projectile weapons: ineffectiveness against modern armour, no stun effect and a tendency to run out of ammo quickly.

- **Heavy repeating slugthrower**

Model: Heavy repeating slugthrower

Type: Slugthrower rifle

Scale: Character

Skill: Firearms: Slugthrower rifle

Ammo: Belt

Cost: 1,700 (bullets: 0,5 credit each)

Availability: 2 or 3, X

Range: 3-12/35/70

Damage: 3D (-1D when used on targets with body armour)

Game notes: When using the rifle roll 2D twice (without wild die) and subtract the highest result from the remaining ammo. If you have hit your target, the lowest result is the number of times the target is hit, and each hit must be worked out separately. If you roll double one (1,1) on any of the 2D the rifle jams and will not fire until fixed

with one round of work, and a moderate technical roll.



Heavy slugthrower

The heavier version of the slugthrower pistol is still used in primitive cultures and among those favouring the slugthrower, because it can be silenced. The weapon run out of ammo quickly and does not posses the range of a blaster.

- **Heavy slugthrower**

Model: Khaa industries dragon slugthrower

Type: Slugthrower

Scale: Character

Skill: Firearms: Slugthrower pistols

Ammo: 8

Cost: 375 (bullets: 1 credit each)

Availability: 2, F or R

Fire Rate: 2

Range: 3-10/30/60

Damage: 3D+2

Game notes: -1D when used on a target with body armour.

Knockout gas

Knockout gas is normally bought is metal cylinders of about 30 centimetres length, with a small hole in both ends. When both ends of the cylinder are pulled, it will become a few centimetres longer, revealing a red light, witch shows that it have been activated. A few seconds later (one round), the knockout gas will be sprayed out through the holes in the cylinder. It is possible to avoid the effect of the gas by holding your breath, or using an alternative air supply.

- **Knockout gas**

Model: Airfix.inc Knockout gas grenade

Type: Gas grenade

Scale: Character

Skill: Grenade

Cost: 200 (power packs: 25)

Availability: 2, R

Range: 3-7/7/12

Blast radius: 0-15

Game notes: All creatures breathing in the blast radius of the grenade, suffers 3D stun damage

each round. The gas will lose its effect after 1D rounds (wind may reduce the number of rounds).



Light repeating slugthrower rifle

The light repeating slugthrower rifle is a fast shooting assault rifle still found in primitive cultures. The rifle suffers from all the disadvantages of projectile weapons: ineffectiveness against modern armour, no stun effect and a tendency to run out of ammo quickly. The high fire rate does make the rifle a good choice when fighting soft unarmored targets, and it increases the chance of hitting your foe despite the extra recoil.

- **Light repeating slugthrower rifle**

Model: Light repeating slugthrower rifle

Type: Slugthrower rifle

Scale: Character

Skill: Firearms: Slugthrower rifle

Ammo: 30

Cost: 600 (bullets: 0,5 credit each)

Availability: 2, X

Range: 3-12/35/70

Damage: 3D (-1D when used on targets with body armour)

Game notes: When using the rifle roll 2D (without wild die) and subtract the highest dice from the remaining ammo. If you have hit your target, the lowest dice is the number of times the target is hit, and each hit must be worked out separately. If you roll double one (1,1) on the 2D the rifle jams and will not fire until fixed with one round of work, and a moderate technical roll.



Marksman blaster pistol

The Marksman blaster pistol is a more precise, but less deadly, version of the standard blaster pistol. With its long range it is good for those “lucky” shots.

- **Marksman blaster pistol**

Model: Rimtech.inc. Marksman blaster pistol

Type: Blaster

Scale: Character

Skill: Blaster: Blaster pistol

Ammo: 100

Cost: 600 (power packs: 25)

Availability: 2, F, R or X

Range: 3-15/35/125

Damage: 3D+2

Rocket rifle

This heavy rifle is used by military troops to take out big targets, or clear rooms of enemy presence. The rifle fires high explosive rockets, which detonates on impact. The rifle is, of course, illegal in most systems, so the black market price will often be quite high. All in all, the rifle provides awesome firepower, for those who can afford it!

- **Rocket rifle**

Model: Bestgear.inc 1.2 Rocket support rifle

Type: Rocket rifle

Scale: Character

Skill: Missile weapons: Rocket rifle

Ammo: 6

Cost: 1,300 (Rockets: 300 each)

Availability: 2,X

Fire Rate: 1

Range: 3-25/50/125

Blast radius: 0-2/4/6/10

Damage: 5D/4D/3D/2D



Scrambler grenade

Scrambler grenades emit an incredibly powerful burst of electro-magnetic interference which scrambles delicate circuits and overload instruments. The effect is usually spectacular: circuitry explodes with showers of sparks, cabling burn and electronics melt. The scrambler grenade is very expensive to make, and its devastating power makes it a feared terrorist weapon, and therefore it is illegal in many systems.

- **Scrambler grenade**

Model: Bestgear.inc. 1.3 Scrambler grenade

Type: Grenade

Scale: Character

Skill: Grenade

Cost: 1000

Availability: 2, R

Range: 3-4/7/12

Blast radius: 0-2/4/6/10

Damage: 4D/3D/2D/1D

Game notes: The damage done by this grenade is only scrambling damage and will only hurt droids and electronic equipment. Droids just treat the damage as normal damage, but the scrambling damage ignores any armour. All other types of electronics have a strength roll of 2D. If the scrambling damage roll is higher than the electronics strength roll, the electronics will not work until repaired at a moderate difficulty, and a repair price of 25% of the original price.



Smoke grenade

A smoke grenade is easy to acquire, and a great tool during any retreats.

- **Smoke grenade**

Model: Typical smoke grenade

Type: Grenade

Scale: Character

Skill: Grenade

Cost: 150

Availability: 1, F

Range: 3-4/7/12

Damage: Very thick smoke/Thick smoke/Light smoke

Blast Radius: 0-2/4/10

Game notes: The smoke reduces visibility, and modifies difficulty numbers in ranged combat (Very thick smoke +4D, thick smoke +2D, light smoke +1D).

Sniper rifle

Drewland.inc is known for its precise weapons, and the sniper rifle is no exception. Build for extreme range "one shot kills", the rifle lacks the speed needed for combat in close quarters.

- **Drewland sniper rifle**

Model: Drewland "long range" sniper rifle

Type: Sniper rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 15

Cost: 1,800 (power packs: 25)

Availability: 2,X

Fire Rate: 1/2

Range: 3-40/175/400

Damage: 6D

Game notes: The sniper comes with a blaster scope with following effect: If the user is in a "sniper" type of position, requiring a steady resting spot and at least one round of preparation, the scope will provide a +3D bonus to all medium and long range shots.



Stun rod

A rod capable of generating a potent electrical charge. At its minimum setting the shock is simply painful, but more powerful charges can stun the victim. The rod is used by many security organisations to stop intruders without causing permanent damage, or frightening off dangerous animals.

- **Stun rod**

Model: Typical stun rod

Type: Melee weapon

Scale: Character

Skill: Melee combat: Stun rod

Ammo: 50

Cost: 225 (power packs: 25)

Availability: 2, F

Difficulty: Easy

Damage: 1D, 2D, 3D or 4D (stun damage)

Game notes: When the Stun rod hits it uses ammo equal to the number of damage dices.

Chapter 2: Cyberware

Description of game terms:

Model: The model or version of the cyberware.

Type: The classification of the cyberware.

Surgery: An operation is necessary when installing a piece of cyberware, but the complexity of the operation varies. A person installs/operates a piece of cyberware into the body of another person by using the *medicine: cyborging* skill. If the *medicine: cyborging* roll is lower than the cyberware's surgery difficulty, something has gone wrong. The result of an operation gone wrong can be estimated by finding the difference between the *medicine: cyborging* roll and the difficulty on the "Surgery Failure Chart".

The cost and resting period for each type of surgery is following:

<u>Surgery</u>	<u>Cost</u>	<u>Resting period</u>
Very easy	100	4D hours
Easy	200	8D hours
Moderate	500	1D days
Difficult	2,000	3D days
Very difficult	5,000	1D weeks
Heroic	10,000	3D weeks

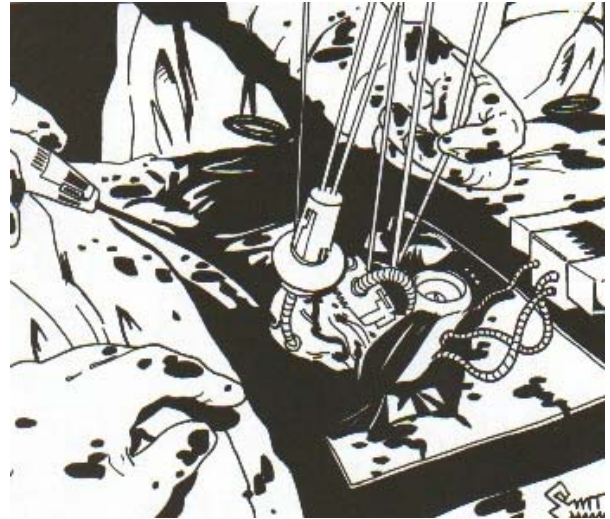
Difficulty noticing: The difficulty noticing the cyberware when using *perception* or *search*. Auto, means that the cyberware is so obvious that you cannot help notice it, and impossible means that the cyberware is only visible on scanners or by surgery. A cyberware's *Difficulty noticing* may be raised or lowered one or more difficulty levels, by increasing or decreasing the cost of the cyberware by 10%. Example: The *Difficulty noticing* a specific piece of cyberware may be raised from moderate to very difficult, by increasing the cost by 20%. While another piece of cyberware may have its *Difficulty noticing* lowered from impossible to easy, by decreasing its cost by 50%.

Skill: Some types of cyberware use a skill, these are listed here.

Cost: Basic cost of the cyberware. Add cost of the surgery.

Availability: Availability of the cyberware.

Game notes: Special notes, penalties and bonuses are noted here.



Surgery Failure Chart

Medicine: cyborging roll \leq difficulty by:

0-3: The cyberware has not been installed properly, and every time the wild die comes up as a 1, on any rolls related to the cyberware, it will not function the next 1D minutes.

4-8: Something is wrong with the way the cyberware is connected to the patient. 1D weeks after the operation the cyberware will break down.

9-12: The cyberware is out of control, reacting randomly to non-existing commands from the user.

13-15: The body's immune system is resisting the cyberware, and rejects it as foreign. The cyberware cannot be used, and unless removed, the user will become very ill (-1D to all rolls) in a matter of 1D days.

16+: The operation has gone totally wrong, and the patient has died.

Cyber sensors



Night vision eyes

The night vision eyes feature electronic light-amplification, allowing the user to see in anything but total darkness without any penalty. Fog and smoke affect as normal.

• **Night vision eyes**

Model: Electrobody 648/C night vision eyes

Type: Cyberware eyes

Surgery: Moderate

Difficulty noticing: Easy

Cost: 2,500

Availability: 2

Parabolic hearing chip

The inside of the ear is removed and replaced with a advanced sound chip. The user can "zoom in" on a particular distant sound or area, filtering out background noise.

- **Parabolic hearing chip**

Model: Soundcom.inc PH chip

Type: Cyberware hearing aid

Surgery: Moderate

Difficulty noticing: Difficult

Cost: 1,000

Availability: 2

Game notes: +2D to *perception* when listening for specific sounds.

Thermografic eyes

The user of thermografic eyes is able to see by sensing temperature differences between objects. When using the thermografic vision the user suffers no penalty for fog, smoke or darkness. However, thermografic vision is colour-blind, and objects of same temperature show no contrast, generally a ten degree difference in heat is needed to distinguish objects from their background. While using thermografic vision the user cannot see the normal visual spectrum, and switch counts as an action.

- **Thermografic eyes**

Model: Cydeal v.05 thermografic eyes

Type: Cyberware eyes

Surgery: Moderate

Difficulty noticing: Very easy

Cost: 2,500

Availability: 2

Game notes: While using thermografic vision the user suffers no penalty for fog, smoke or darkness. The user gets +2D to *search*, when looking for warm (living) objects.

Zooming eyes

By using the zooming ability of these cyber eyes the user can have his eyes zoom in on objects of interest. The user may perform certain analytic and scientific tasks without instruments.

- **Zooming eyes**

Model: Cybernology outcome zoom eyes

Type: Cyberware eyes

Surgery: Moderate

Difficulty noticing: Easy

Cost: 2,700

Availability: 2

Game notes: All *search-* and *perception-* oriented skills are increased by 3D when using the zooming eyes to view areas more than 100 meters away, or to view objects less than 30 centimetres away.

Cyber headware

Adrenaline increaser

An adrenaline increaser is placed in the head of the patient to artificially increase the level of adrenaline, when the increaser is turned on. The result is more strength and better reflexes.

- **Adrenaline increaser**

Model: Cybernology V2 Adrenaline increaser

Type: Headware

Surgery: Difficult

Difficulty noticing: Impossible

Cost: 1,200

Availability: 2, R

Game notes: When the adrenaline increaser is turned on (counts as an action) the wearer gets +1D to *perception* when rolling initiative, and +1 to *strength*.

Balance enhancer

The balance enhancer is a piece of electronic balance equipment, operated into the brain and connected to the users balance nerve. The electronic balance will give the user near perfect balance, but if the device for some reason shuts down the user is left with no sense of balance at all.

- **Balance enhancer**

Model: Electroboddy 464/F Balance enhancer

Type: Headware

Surgery: Very difficult

Difficulty noticing: Impossible

Cost: 3,500

Availability: 3

Game notes: The user rolls 7D when moving on narrow or moving surfaces.

Cable jack

A cable jack in the head allows the user to read from and operate datapads and pocket computers by thought. The user needs a cable to connect to the datapad or pocket computer.

- **Cable jack**

Model: Cybernology V5 cable jack

Type: Cyberware cable jack

Surgery: Difficult

Difficulty noticing: Difficult

Cost: 1,500

Availability: 2

Comlink

By installing a comlink in the head, connected to a speaker in the inner ear, the user is able to receive radio transmissions. The user can switch the comlink on and off, and change frequencies by thought. The comlink can only receive not transmit.

- **Comlink**

Model: Eylan 0111001 Comlink

Type: Cyberware comlink

Surgery: Difficult

Difficulty noticing: Impossible

Cost: 300

Availability: 2

ECS

The ECS, or experience chip slot, is among the most advanced technology in the galaxy. The chip slot is used to hold "experience" chips (EC) that gives the users brain access to lots of artificial "memory" about a specific subject. With the ECS you can do and know things you never have learned. Because an experience chips "memory imaging" encoding differs radically from actual memories or learned experiences the user may already have, the ECS must override the users own reflexes, experiences and memories, forcing the user to rely only on the ECS and EC.

- **ECS**

Model: Catal/05 ECS

Type: Headware

Surgery: Very difficult

Difficulty noticing: Moderate

Cost: 8,000 (a EC cost 5,000 for each die in it's die code)

Availability: 4,X

Game notes: Each experience chip holds information about one subject, to a certain level, represented by a skill and a die code. When a Experience chip is put into the ECS, the user must use the chips die code, when using the chips skill. The ECS can only hold one chip at a time to avoid brain damage. Examples of experience chips: Alien species 6D, Buisness 5D, Demolition 3D.

Slave module

The slave module is a cruel invention, used by few slavers and corporations. All parts of the brain containing personality and memory, is removed to make room when the module is inserted into the users head. The user is left only with the brain parts controlling the body and the most basic instincts and reflexes.

When fittet inside the head, the module works like a simple droid "brain" using the "host" body to carrie out the commands of the modules owner.

Persons controlled by a slave module is sometimes refered to as cyberzombies, and is often used as guards, or labor workers. The use of slave modules is illgal in most systems.

- **Slave module**

Model: Catal/01 Slave module

Type: Cyber headware

Surgery: Very difficult

Difficulty noticing: Impossible

Cost: 1,200

Availability: 3, X

Cyber limbs

When wearing a cyber limb, the wearer uses the limbs strength to resist damage rather then his own strength, if the limb is damaged.

Cyber arm, simple

Replacement metal arm. Servo assisted hydraulics allow the carrying of heavier items.

- **Simple Cyber arm**

Model: Electrobody 834/D Cyber arm

Type: Cyber limb

Surgery: Difficult

Difficulty noticing: Auto

Cost: 4,000

Availability: 2

Game notes: The simple cyber arm has *strength* 3D, when resisting damage. The arm adds +1D to the wearers *lifting* and *brawling* skills, this bonus also applies to melee and brawling damage.

Cyber arm, heavy

Extremely heavy cyberarm making the wearer a deadly opponent, even if unarmed.

- **Heavy Cyber arm**

Model: TokoTecnology Heavy cyber arm V3

Type: Cyber limb

Surgery: Difficult

Difficulty noticing: Auto

Cost: 6,500

Availability: 2, F or R

Game notes: The heavy cyber arm has *strength* 5D, when resisting damage. The arm adds +2D to the wearers *brawling*, and melee damage. The wearer also gets +3D to the *lifting* skill.

Cyber leg

Advances in foam-metal technologies have produced this cybernetic limb system. Constructed of a lightweight plaststeel core, with iron outer coating. These artificial legs provide immediate improvement to the patients speed.

- **Cyber legs**

Model: Cyborg.inc Cyber legs

Type: Cyber limb

Surgery: Difficult

Difficulty noticing: Auto

Cost: 6,000

Availability: 2

Game notes: The cyber legs has *strength* 4D, when resisting damage. These cyber legs increases the wearers *move* by 3.

Other cyberware

Cyber chest

A metal chest cage. All internal organs are shielded by metal casing

- **Cyber chest**

Model: NoPainReg. Cyber chest No.6

Type: Cyberware

Surgery: Very difficult

Difficulty noticing: Moderate

Cost: 2,500

Availability: 2

Game notes: The metal chest cage acts like body armour: +1D+1 physical, +2 energy.

Cyber weapons

A cyber weapon is placed in the users body, often replacing an arm, and is connected by wires to the users brain. Many types and designs can be found throughout the galaxy, but generally any ranged or melee weapon can be found as cyber version.

- **Cyber weapons**

Type: Cyber weapon

Surgery: Difficult

Difficulty noticing: Auto

Cost: Weapons price x2

Availability: 2, (fee, restriction or illegal, as weapon)

Heart regulator

Heart stimulator. Monitors and maintains the heart rate of the individual.

- **Heart regulator**

Model: Onelife 569 Heart regulator

Type: Cyberware

Surgery: Moderate

Difficulty noticing: Impossible

Cost: 750

Availability: 2

Game notes: Adds +1D to all stamina rolls.

Chapter 3: Droids



2X-3KPR (Tooex)

Simple security droid used to patrol settlements. In case trespassers are spotted it activates alarms, lights and defensive installations by comlink.

- **2X-3KPR (Tooex)**

Type: 2X Lerrimore security patrol droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 4D

STRENGTH 1D

TECHNICAL 1D

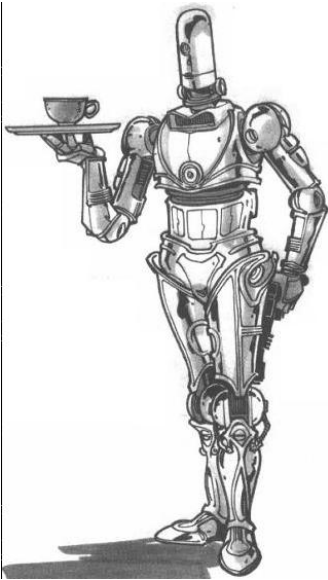
Equipped with:

- Visual and audio sensors (human range)
- Alarm system
- Protective shielding (+1D physical)

Move: 8

Size: 0.3 meters

Cost: 375



3D-4X Administrative Droid

The 3D-4X administrative droid is most often used as a personal assistant for businesspeople who require a travelling aide with the built-in initiative handle many tasks on its own. Unlike outwardly comparable models such as Serv-O-Droid's CZ secretary droid, the 3D-4X is highly intelligent, meticulously precise and endowed with a distinctive personality that somehow manages to be both aloof and deferential at the same time. The droids internal database can hold up to nearly 2 and a half million forms of communication, and is combined with an exhaustive library of business, financial, and administrative issues, which allows them to communicate effectively with executives from any number of worlds and commerce systems. The right index finger has a laser pointer built in to it, and a sophisticated comm unit hangs from the neck, and various storage compartments lie concealed beneath sliding body panels.

- **3D-4X Administrative Droid**

Type: Genetech Corp. Administrative Droid

DEXTERITY 1D

KNOWLEDGE 3D

Bureaucracy 4D, business 4D+1, languages 7D, value 3D+2

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

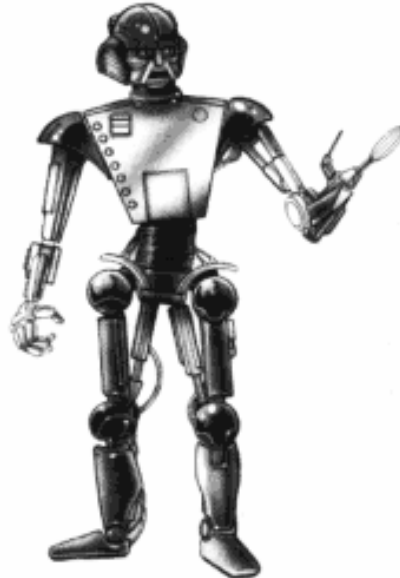
Equipped with:

- Visual and audio sensors (human range)
- Vocabulator speech/sound system
- Concealed storage compartments

Move: 8

Size: 1.7 meters

Cost: 3.000



43-FPC Personal Chef

Tired of boring fast food? Buy the 43-FPC personal chef and experience exotic dishes from all over the galaxy! It will buy, cook and serve any meal automatically.

- **43-FPC Personal Chef**

Type: Personal Chef

DEXTERITY 1D

KNOWLEDGE 1D

Value: foodstuff 4D

MECHANICAL 1D

PERCEPTION 1D

Bargain: groceries 3D, Cooking 5D+2

STRENGTH 2D

TECHNICAL 1D

Equipped with:

- Visual and audio sensors (human range)
- Cooking arm with various kitchen tools
- Vocabulator (monotone)
- Chef VI Recipe module with more than four million recipes

Move: 8

Size: 1.7 meters

Cost: 3,000



8D8

The 8D8 series was designed by the Verpine Roche hive to work in smelting factories. They are tough and rugged droids whose personalities tend to be crude and simple. The 8D8 units resent being inferior to droids with greater intellectual capacity, and occasionally bully them when possible.

- **8D8**

Type: Verpine 8D8 factory droid

DEXTERITY 1D

KNOWLEDGE 1D+2

Intimidation 3D, Survival 2D+2

MECHANICAL 2D+1

Ground vehicle operation 3D, repulsorlift operation 3D+1

PERCEPTION 1D

Command: droids 4D

STRENGTH 3D

Lifting 4D+2

TECHNICAL 1D

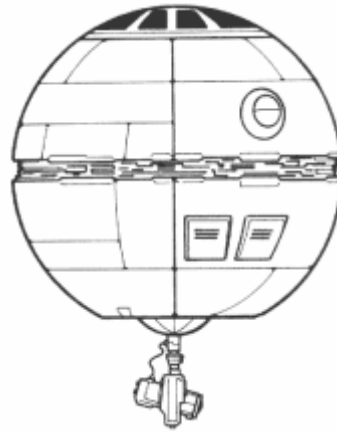
Equipped with:

- Humanoid body
- Two visual and audio sensors (human range)
- Vocabulator (monotone)

Move: 8

Size: 1,9 meters tall

Cost: 1,800



A9-5 Spy-eye

Small spy droid equipped with documentation and surveillance system. The A9-5 is no more than 15 centimeters wide and moves almost without a noise.

- **A9-5 Spy-eye**

Type: Cybernetica AC1 Spy-Eye

DEXTERITY 2D

Dodge 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 3D

Search 6D, sneak 4D

STRENGTH 1D+1

TECHNICAL 1D

Equipped with:

- Spherical body
- Remote control
- Adio/video transmitter (Range: 500 m)
- Repulsorlift

Move: 9

Size: 0.15 meters tall

Cost: 3,400



ASN-121

Bracketed by attachments depending on its mission profile. Its interface port can handle such diverse tools as a harpoon gun, a sniper blaster, a gas dispenser, spy sensors, a flamethrower and

various drills and cutters. This type of droid is illegal in most systems.

- **ASN-121**

Type: ASN-121 Assassin/spy droid

DEXTERITY 3D+2

Blaster 4D, dodge 5D, missile weapons 4D

KNOWLEDGE 2D

MECHANICAL 1D

PERCEPTION 2D+2

Hide 3D, search 3D+2, sneak 4D

STRENGTH 3D

TECHNICAL 1D

Security 3D+2

Equipped with:

- Repulsorlift array
- Tool chuck
- Interface port

Move: 20

Size: 0,5 meters tall

Cost: 5,000

Assassin seeker droid

The assassin seeker droid looks like a ball of steel with some sensors, a repulsorlift and an antenna, and the purpose of the droid is also very simple but cruel. The owner of the droid feeds the picture of the person he or she intends to kill, the droid is then either sent to a place specified by the owner, or programmed to patrol the area randomly. The droid will carry out the command of its owner, until it finds the target. If the droid finds its target it will fly directly up to it and then activate its thermal detonator device, exploding with the force of a terminal detonator, and properly killing the target. The droid can be "called home" with a command word received by its comlink.

- **Assassin seeker droid**

Type: Arakyd 3R5 Assassin seeker droid

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 3D

STRENGTH 2D

TECHNICAL 1D

Equipped with:

- Repulsor unit with three meter flight ceiling
- Visual and audio sensors (human range)
- Thermal detonator device
- Personal comlink

Move: 14

Size: 0.3 meters

Cost: 3900



MD-5

MD-5's are the most common MD's and are general practitioner units advertised by IA as the "country doctors of space." They are ideal for extended freighter missions, and they can be capably of treating most injuries but lack the sophistication of cyborging or intensive surgery. Smaller repulsorlift-driven variants of the MD-5's are used aboard cramped voyages where space is limited.

- **MD-5**

Type: Industrial Automation MD-5 medical droid

DEXTERITY 1D

KNOWLEDGE 2D

Alien species 3D+2

MECHANICAL 1D

PERCEPTION 2D

(A) Injury/ailment diagnosis 4D+2

STRENGTH 1D

TECHNICAL 3D

First aid 6D, (A) medicine 6D+2

Equipped with:

- Medical diagnostics equipment
- Hypodermic injectors (4D stun damage)
- Medicine dispensers

Move: 4

Size: 1.6 meters

Cost: 3.000



MSE-6 (Mouse)

This rodent-like droid made by Rebaxan colmuni transports sensitive orders and documents on many imperial capital ships, bases and spacestations. The MSE-6 navigates via wires in the floor, and information within the droid is automatically encrypted during transports.

- **MSE-6**

Type: Rebaxan colmuni MSE-6 transport droid

DEXTERITY 3D+1

KNOWLEDGE 1D

Encryption/Decryption 5D

MECANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

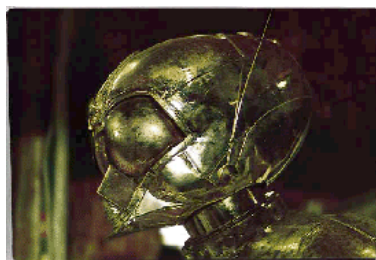
Equipped with:

- Navigation system (floor wires)
- Audio sensor (human range)
- Protective cabinet (+2 to *strength* to resist damage)

Move: 15

Size: 0.2 meters

Cost: Not for sale



RA-7 (Aray-Seven)

The RA line of servant droids has fifth-degree primary programming with low intelligence with capabilities for menial labour only. This type of droid is popular among nobles and high-ranking officials.

- **RA-7 (Aray-Seven)**

Type: Industrial Automaton RA-7

DEXTERITY 1D

KNOWLEDGE 1D

MECANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Equipped with:

- Humanoid body
- Two visual and audio sensors (human range)
- Vocabulator (monotone)

Move: 8

Size: 1,7 meters tall

Cost: 1,200



R1-G4 Astromech droid

This old astromech droid model is, although put out of production, still in use on many civilian capital starships and large freighters. Originally build to be used in the heat of battle, the R1-G4 features Mark II drone shell, for damage protection.

- **R1-G4 Astromech droid**

Type: Industrial Automaton R1 Astromech droid

DEXTERITY 1D

KNOWLEDGE 1D

MECANICAL 2D

Astrogation 4D, space transports 4D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 4D, space

transport repair 4D

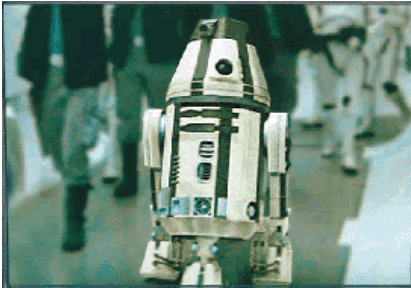
Equipped with:

- Holographic projector/recorder
- Mark II drone shell (+3D to *strength* to resist damage)

Move: 6

Size: 1.7 meters tall

Cost: 1,600 (used only)



R4-M9 (Arfour-Emmnine)

The R4-M9 is a typical multiple-use droid, build to maintain and repair vehicles and computers. Because of a build-in vehicle databank, the R4-M9 is able to drive most ground- and repulsorlift vehicles, by itself.

- **R4-M9 (Arfour-Emmnine)**

Type: Rebxan colmuni R4-M9

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

Ground vehicle operation 3D, hover vehicle operation 3D, repulsorlift operation 3D, swoop operation 3D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Computer programming/repair 4D, ground vehicle repair 5D, hover vehicle repair 5D, repulsorlift repair 5D

Equipped with:

- Three wheeled legs (centre leg retractable)
- Video display screen
- Holographic projector/recorder
- Fire extinguisher
- Vehicle repair tools

Move: 5

Size: One meter tall

Cost: 3,500



R5-D4 Astromech droid

Industrial Automaton cut one corner too many by the time they produced the unwarranted R5 addition to their otherwise successful astromech program. In an effort to cash in on the popularity of their line, they developed the R5 as an "economical" version of the R2, lacking many of the amenities that the more expensive model featured. Such cost cutting negatively affected the R5 personality matrix, and the finished droids often developed sullen and acerbic character traits. The product line was a failure, and Industrial Automaton attempted to recoup losses by reusing the R5 frame as part of their R2-AG4 and R4 agromech lines.

- **R5-D4 Astromech droid**

Type: Industrial Automaton R5 Astromech droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

Astrogation 3D+1, starfighter piloting 2D+1, space transports 2D+1

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 3D, starfighter repair 3D+1*

*Astromech droids, if acting in co-pilot capacity, may attempt starship repairs while in flight.

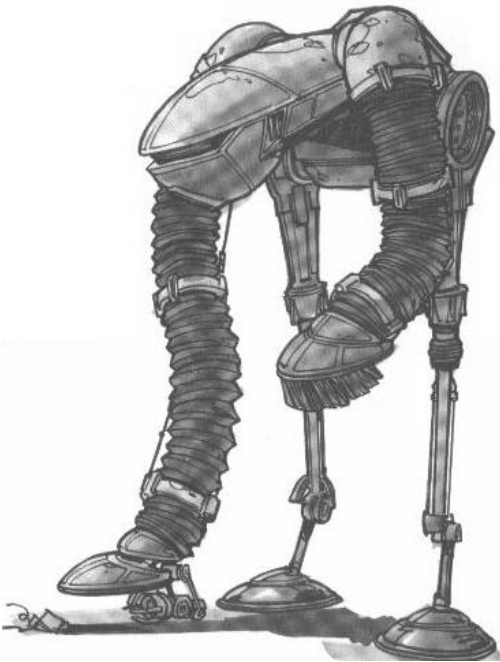
Equipped with:

- Three wheeled legs (centre leg retractable)
- Retractable fine work grasping arm
- Small electric arc welder
- Fire extinguisher
- Repair tools

Move: 4

Size: One meter tall

Cost: 3,000



U2C1 Housekeeping droid

The U2Z1 Housekeeping Droid is a cheap but efficient housekeeping droid model that is popular with many hotel managers and janitorial services. To despite its vaguely sinister appearance the droid is a common enough sight that it attracts scant notice. The units frame is a flimsy bare-bones humanoid frame cast from hardened blue plastic, and its hunched-over head contains an optical slot, audio sensors, and a vocabulator capable of speaking Basic. All of the behavioural and performance circuitry is contained in the head and neck, and the droids torso contains of an internal waste-storage bin, and debris is expelled from the bin via a hinged ventral discharge hatch. Both of the arms are made of a black flex-tubing and are used as powerful vacuum sweepers, and the right arm features a vacuum attachment for cleaning upholstery while the left contains a stiff wire brush for removing persistent stains

- **U2C1 Housekeeping droid**

Type: Publictechnic Housekeeping droid

DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
STRENGTH 3D
TECHNICAL 1D

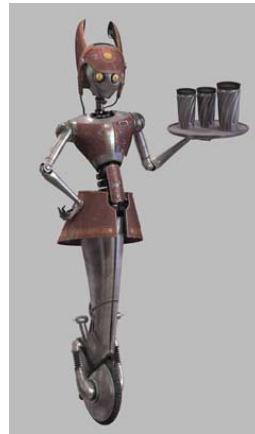
Equipped with:

- Vacuum sweeper

Move: 7

Size: 1.8 meters tall

Cost: 1.100



WA-7

Streamlined mechanical in a shape that suggests a humanoid female, WA-7 has a sleek build complete with a decorative metallic skirt and an agile unipod wheel. WA-7 features a built-in order transmitter that keep her in touch with the kitchen at all times. A paired set of repulsor stabilizers help her maintain balance as she roll about on her unipod wheel. WA-7

- **WA-7**

Type: WA-7 Waitress droid

DEXTERITY 2D+2

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 3D

Bargain 3D+2

STRENGTH 1D

TECHNICAL 1D

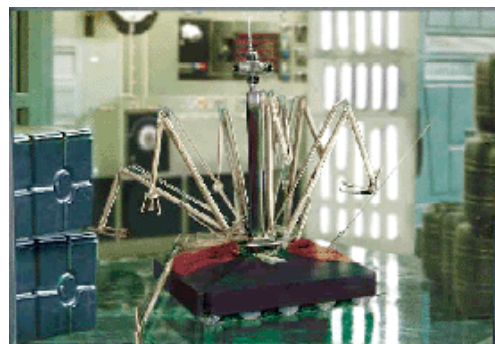
Equipped with:

- Order transmitter

Move: 12

Size: 1.7 meters tall

Cost: 1,600



WED 15-17

Standard multi-purpose maintenance droid spread throughout the galaxy.

- **WED 15-17**

Type: Cybot Galactica WED 15-17

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 2D

TECHNICAL 3D

Computer programming/repair 4D, droid programming 4D, droid repair 4D, repulsorlift repair 4D

Equipped with:

- Visual and audio sensors (human range)
- Repair tools

Move: 6

Size: 1.5 meters tall

Cost: 2,000

Chapter 4: Vehicles



Flash Speeder

The Flash speeder's twin repulsorlift engines are fine-tuned to allow a pilot maximum control and maneuverability. It is produced in both military and civilian versions. The military version is used by many security forces for patrol duty.

- **Flash Speeder**

Craft: SoroSuub Flash Speeder

Type: Landspeeder

Scale: Speeder

Length: 4.5 meters

Skill: Repulsorlift Operation: Landspeeder

Crew: 1

Passengers: 3

Cargo Capacity: 25 kilograms

Cover: 1/2

Altitude Range: Ground level – 2 meters

Cost: (civil version) 20,000 (new) 8,000 (used)

Maneuverability: 2D+2

Move: 90;260 kmh

Body Strength: 2D

Weapons: (military version only)

Blaster Cannon

Scale: Speeder

Fire Arc: Turret

Skill: Vehicle Blasters: blaster cannon

Fire Control: 1D

Range: 3-75/200/500

Damage: 5D



Hoverboard

Popular with youngsters and young adults throughout the galaxy. It is maneuverable and never gets stuck in traffic!

- **Hoverboard**

Craft: Typical hoverboard

Type: Hoverboard

Scale: Speeder

Length: 0.5 meters

Skill: Hover Vehicle Operation: hoverboard

Crew: 1

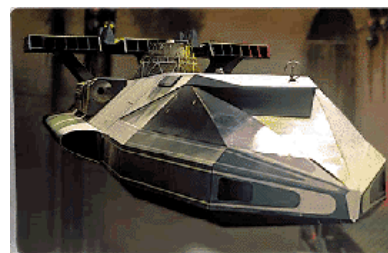
Altitude Range: Ground level – 1 meter

Cost: 200

Maneuverability: 2D+1

Move: 18;50 kmh

Body Strength: 1D



V-35 Courier

An outdated, inexpensive and otherwise unremarkable model of speeder, the SoroSuub V-35 Courier was designed for families in mind. Though most models only had accommodations for three, the passenger compartment featured a folding access panel leading to a large cargo compartment.

- **V-35 Courier**

Craft: SoroSuub V-35 Courier

Type: Landspeeder

Scale: Speeder
Length: 4 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: 2
Cargo Capacity: 100 kilograms
Cover: Full
Altitude Range: Ground level - 1 meter
Cost: 10,000 (new) 3,000 (used)
Move: 55;160 kmh
Body Strength: 2D+1



X-34 Landspeeder

A common and popular sports vehicle in many parts of the galaxy. On worlds with harsh weather conditions, the speeder comes with a dome, and although not atmospherically sealed, it helps keep the worst of the weather out.

- **X-34 Landspeeder**

Craft: SoruSuub X-34 Landspeeder
Type: Landspeeder
Scale: Speeder
Length: 3.4 meters
Skill: Repulsorlift Operation: landspeeder
Crew: 1
Passengers: 1
Cargo Capacity: 10 kilograms
Cover: ½ or full
Altitude Range: Ground level – 2 meters
Cost: 10,550 (new) 4,000 (used)
Move: 115;330 kmh
Body Strength: 2D