

# SOLO

A **STAR WARS** STORY  
AN OPEN D6 ROLE-PLAYING GAME







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**A STAR WARS STORY OPEN D6 ROLEPLAYING GAME**  
**AN RPGGAMER.ORG PRODUCTION.**

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Based on Star Wars 2nd Edition Revised by West End Games, written by Greg Costikayn, Steven Crane, Greg Farshtey, Greg Gorden, Bill Smith, Peter Schweighofer, Bill Slavicsek, Ed Stark, George R. Strayton, Paul Sudlow, Eris S. Trautmann.

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# INTRODUCTION

This book provides the fundamentals necessary to play in Star Wars Universe using West End Games' famous *D6System* roleplaying game rules.

The rule contained in this book are a simplified form of the *D6System* as used in the Star Wars Role Playing Game, but is missing rules to use the force and a few other minor modifications. However this game is compatible in all ways with the full version of the game, and everything within this game will work with the full version.

If you're reading this book, you are probably quite familiar with roleplaying games. In case you need a refresher or to explain it to your friends, we suggest telling them that this is an interactive storytelling game wherein they play the part of major characters in the story. If that rouses their curiosity, let them read this introduction.

You might also want to start with this introduction if you've roleplayed before getting this book but it wasn't with the *D6 System*.

## What Is a Roleplaying Game?

A roleplaying game is very much like improvisational acting or interactive storytelling - but with rules. Many video games are like this, and there are plenty of online interactive worlds, so chances are good that you know what a roleplaying game is about. This roleplaying game, however, doesn't need any expensive equipment, special software or cartridges, or a connection to the Internet.

## What Do I Need to Play?

To play this game, you need this book, some paper, something to write with, some six-sided dice, a lot of imagination, and a group of people, one of whom is willing to act as the guiding force in the game.

This person is called many things, but "gamemaster" serves well as short-hand for someone who presents information about the game setting, creates obstacles for the other players to overcome, takes the part of the people the players encounter, and adjudicates the rules. The rest of the group, simply called "the players," take on roles of major characters in the story that they and the gamemaster create together.

The stories are called "adventures;" or "scenarios." Very short adventures, usually encompassing only one or two obstacles to a simple goal, are referred to as "encounters." A series of encounters can become an adventure, while a series of adventures can turn into a campaign.



## System Overview

This overview provides basic concepts essential to roleplaying with the *D6 System*. The concepts presented herein are further explained in the rest of this book, and an introductory adventure will give you a chance to try out what you've learned here.

## Making Actions

Each player has a character with attributes and skills that describe how well he or she can perform various actions. Attributes represent a character's innate abilities, while skills are specific applications of those abilities.

Most game mechanics in the *D6 System* involve rolling some six-sided dice. A die code associated with each attribute and skill represents how good the character is in that area. A die code associated with a weapon shows how much harm it can cause. The larger the number, the more experienced, trained, or naturally adept your character is, or the more deadly the weapon, or the more useful the equipment.

Each die code indicates the number of six-sided dice you roll when you want your character to do something (10, 20, 30, 40, 50, etc.), and sometimes an amount (called pips) of '+ 1' or '+ 2,' which is added to the total result you roll on the dice.

Example: If your character's *Strength* attribute is 30+ 1, when you have her try to lift a cargo container, you would roll three dice and add 1 to the total to get her result.

To represent the randomness of life (and the tons of little modifiers that go along with it), every time you roll dice, make sure that one of them is of a different color than the others. This special die is the Wild Die, and it can have some interesting effects on your dice total. (If you only have one die to roll, then that die is the Wild Die.)

If the Wild Die comes up as a 2, 3, 4, or 5, add the result to the other dice normally. If the Wild Die comes up as a 6, this is a Critical Success. Add the 6 to your other dice results and roll the Wild Die again. As long as you roll a 6, you keep adding the 6 and you keep rolling. If you roll anything else, you add that number to the total and stop rolling. If the Wild Die comes up as a 1 on the first roll, this is a Critical Failure. Tell the gamemaster, who will let you know whether or not to add it to your total.

The higher you roll, the better your character accomplishes the task at hand. When your character tries doing something, the gamemaster decides on the required skill and a difficulty based on the task's complexity. The gamemaster doesn't usually tell you the difficulty number you need to equal or beat to succeed. He often won't inform you which tasks are easier and which are harder, though he might give you hints.

("Hmmm, catching your grappling hook around that small outcropping is going to be pretty hard ... .") The gamemaster then uses the rules to interpret the die roll and determine the results of

the action.

## Taking Damage

To describe how much injury a character can sustain, you use Wounds.

With the Wounds system, each character has a certain number of Wounds. You roll your character's *Strength* while the attacker rolls damage. Compare the difference between the damage and the *Strength* roll a Wounds level chart; the chart lets you know how many Wounds your character gets from the attack. In either system, when your character has no more Body Points or Wounds left, she's toast.

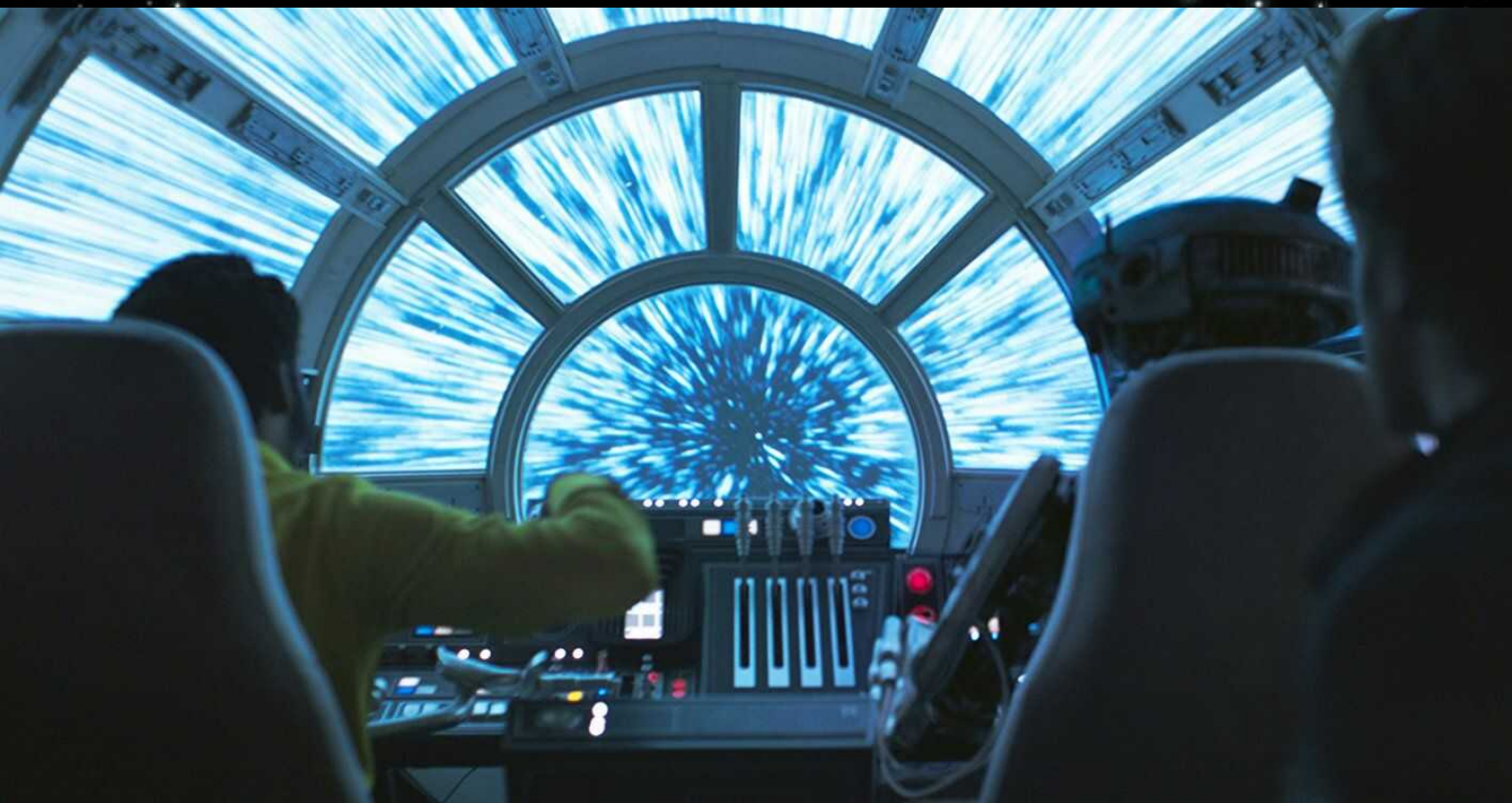
## Improving Rolls

In addition to scores for a character's attributes and skills, she has Force Points and Character Points. You can spend these points in particularly difficult and heroic situations.

When you spend a Character Point, you get to roll one extra die when your character tries to complete a task. You may choose to spend a Character Point after you've made a roll (in case you want to improve your result).

When you spend a Fate Point, that means your character is using all of her concentration to try to succeed. You may spend a Fate Point only before any die rolls are made. Doing so doubles the number of dice you normally roll, usually for one round and one action only; though the gamemaster may allow players to spend more Fate Points in particularly challenging moments. This allows the character to do one action really well.

Once a Character Point or Force Point is used, it's gone. You gain more Character Points at the end of a game for completing goals and playing well. You may get back Force Points at the end of the game if they were used at a brave, heroic, or climactic moment.



# KEY TERMS

These definitions provide you with a general idea of what each term means; they are described in more detail within the book. Terms italicized within each definition refer to another entry within this glossary.

**action:** A task that the character undertakes or something that the character does, like give a speech or climb a wall.

**active defence value:** A number the character gets when concentrating on getting out of the way of an attack.

**Armour Value:** A die code representing the amount of protection a defensive covering provides. It can help determine the *damage resistance total*. This term is sometimes abbreviated AV.

**Body Points:** One of two ways of indicating the amount of injury a character can sustain, listed as a number. The *damage total* is subtracted from the character's current Body Point total. May be used alone or with *Wounds*.

**Character Point:** A bonus representing a surge of adrenaline or that extra luck the main characters of a story seem to have. Allows the user to roll an additional *Wild Die*.

**combat difficulty:** A number representing how challenging it is to attack someone or something. It equals the *active defence value* or the *passive defence value*.

**complementary skill:** A skill whose results could aid in the use of another skill.

**creation points:** Points used when designing a character to purchase *die codes* in game characteristics or other features that represent the character's abilities, experience, and background.

**Critical Failure:** A result, represented by a 1, on the *Wild Die* that indicates something bad has occurred.

**Critical Success:** A result, represented by a 6, on the *Wild Die* that indicates something good has happened. Generally, the player adds the 6 to the current total and rolls again, adding and re-rolling as long as a 6 comes up.

**D (as in "1D"):** An abbreviation for "six-sided dice." The number in front of the "D" is part of the *die code*, and lets you know how many six-sided dice to roll.

**damage resistance total:** A number that indicates how much injury a character or object can absorb, soak, or deflect.

**damage total:** A number representing how much injury or destruction something has caused.

**defaulting to an attribute:** Using the *die code* for an attribute when the character doesn't have a higher die code in the needed skill.

**die code, score:** The number of six-sided dice players roll (1D, 2D, 3D, 4D, 5D, etc.), and sometimes an amount (called *pips*) of "+1 or

" +2" that is added to the total result that came up on the dice. "Die code" and "score" are used interchangeably.

**difficulty:** A number representing how challenging it is to perform an action.

**Fate Point:** A bonus representing that a character is using all of her concentration to try to succeed. Allows the player to, at least, double the number of dice on one roll. Sometimes the gamemaster will provide other benefits.

**free action:** Any *action* that needs only a few seconds to perform or do, such as taking a few steps or glancing quickly around a room.

**modifier:** A number or *die code* that is added or subtracted from another number or die code to represent a change in the typical situation.

**opposed difficulty, opposed roll:** A *difficulty* that applies when one character resists another character's action. In this case, both characters roll *die codes* related to the activity and compare them.

**passive defense value:** A number representing a character's innate ability to get out of the way of danger. It usually equals 10.

**pip:** An added bonus to the total result that came up on the dice. A "+1" means one is added to the total, while "+2" means two is added.

**range (in combat):** The distance from the attacker to the target.

**result points:** The difference between the total rolled with an attribute's or skill's die code and the *difficulty* of an action.

**result point bonus:** Usually, one-half (rounded up) of the result points figured for an action. It sometimes may be used to affect other rolls.

**round:** A unit of time equal to five seconds in the game world. Figuring out what happens in a round can take longer.

**scale:** A game mechanic representing that opponents of vastly different sizes can affect each other differently in combat.

**standard difficulty:** A number, generally selected from a chart, assigned to an action based on how challenging it is.

**Strength Damage:** A *die code* representing the amount of harm a character can do because of his or her physical prowess.

**Toughness:** A *die code* representing the amount of damage an object can take, similar to a character's Physique attribute.

**unskilled modifier, untrained modifier:** A *modifier* added to an action's *difficulty* that represents the increased difficulty of doing something without the right training or experience. The terms are used interchangeably.

**Wild Die:** A six-sided die, of a different colour or size from other dice used, that represents the randomness of life, with the 1 and the 6 indicating a special result (see *Critical Failure* and *Critical Success*).

**Wounds:** The way damage is determined to a character within the D6System.





# SKILLS

## Skill Descriptions

**Time Taken:** This is generally how long it takes to do something with the skill. Many skills (especially combat skills) can be used in one round. More complex skills, like *computer programming/repair*, may take a round ... or minutes, hours or even days to do something.

These are general guidelines; the gamemaster can always customize the time taken depending upon the situation.

**Specializations:** Characters may choose a specialization for a skill. The kinds of specializations are explained, and several examples are provided in *italics*.

The skill description tells you what the skill covers and gives a few sample difficulties and modifiers.

## Dexterity Skills

Skill Name	Description	Time	Specializations
<b>Acrobatics</b>	Tumbling, leaping gracefully, and other gymnastic skills	---	---
<b>Archaic Guns</b>	Using old-style black powder weapons	1 rd	Type or model of gun: <i>matchlock, musket, etc.</i>
<b>Blaster</b>	Using character-scale energy weapons	1 rd	Type or model of blaster: <i>blaster pistol, BlasTech DL-44, etc.</i>
<b>Blaster Artillery</b>	Using heavy mounted support weapons	1+ rds	Type or model of artillery: <i>anti-infantry, surface-to-space, etc.</i>
<b>Bowcaster</b>	Using the Wookiee bowcaster	1 rd	---
<b>Bows</b>	Using bow-type weapons	1 rd	Type or model of bow: <i>long bow, crossbow, etc.</i>
<b>Brawling Parry</b>	Defense against brawling or melee attacks	1 rd	Against specific type of brawling: <i>boxing, martial arts, etc.</i>
<b>Dancing</b>	Moving to a musical beat and looking good while doing it	1+ rds	---
<b>Dodge</b>	Defense against any attack, and getting out of the way	1 rd	Against specific type of attack: <i>energy weapons, grenades, etc.</i>
<b>Firearms</b>	Using non-archaic projectile weapons	1 rd	Type or model of weapon: <i>pistol, machine gun, etc.</i>
<b>Grenade</b>	Throwing a portable explosive at a target area	1 rd	Type or model of weapon: <i>thermal detonator, anti-vehicle grenade, etc.</i>
<b>Lightsaber</b>	Using the ancient but powerful weapon of the Jedi Knights	1 rd	---
<b>Melee Combat</b>	Using hand-to-hand weapons	1 rd	Type or model of weapon: <i>club, vibro-blade, etc.</i>
<b>Melee Parry</b>	Using a melee weapon to defend against a melee combat attack	1 rd	Against specific type of weapon: <i>lightsaber, club, etc.</i>
<b>Missile Weapon</b>	Used to operate a missile and missile launchers	1+ rds	Type of model or missile: <i>concussion missile, grenade launcher, etc.</i>
<b>Pick Pocket</b>	Picking pockets at sleight-of-hand/tricks	1 rd	---
<b>Running:</b>	Moving <i>quickly</i>	1+ rds	<i>Long distance, short sprint, etc.</i>
<b>Slingshot</b>	Using a slingshot; useful for slaying giants	1 rd	---
<b>Thrown Weapons</b>	Using a non-projectile missile weapon, usually primitive or improvised	1 rd	Type or model of weapon: <i>knife, javelin, etc.</i>
<b>Vehicle Blasters</b>	Using vehicle-mounted energy weapons	1 rd	Type or model of blaster: <i>blaster cannon, laser cannon, etc.</i>



## Knowledge Skills

Skill Name	Description	Time	Specializations
<b>Accounting</b>	Number crunching	---	---
<b>Agriculture</b>	Knowledge of farms and farming techniques	---	---
<b>Alien Species</b>	Knowing facts and hearsay about other species	1+ rds	Species: <i>Wookiee</i> , <i>Mon Calamari</i> , etc.
<b>Artist</b>	The ability to create aesthetically pleasing works of art (subjective, of course)	1 minute to several months or more	Type of art or culture: <i>painting</i> , <i>Twilek art</i> , etc.
<b>Bureaucracy</b>	Familiarity with the whys and hows of government organizations	1 rd to several days	Specific planet or administration: <i>Tatooine</i> , <i>Bureau of Ships and Services</i> , etc.
<b>Business</b>	Knowledge of industry and/or business	1 rd to several days	Field or organization: <i>starships</i> , <i>Stenar Fleet Systems</i> , etc.
<b>Culinary Arts</b>	Knowing how to prepare a meal without poisoning anyone accidentally	1 minute to several hours	Type of dish or culture: <i>pasta</i> , <i>Ewok cuisine</i> , etc.
<b>Cultures</b>	Knowledge of another culture	1 rd to several days	Planet or social group: <i>Corellians</i> , <i>Alderaan royal family</i> , etc.
<b>Economics</b>	Management and production of material goods and services	1 minute to several months or more	---
<b>Intimidation</b>	The ability to threaten someone physically, verbally, or with body language	1 rd to several hours	Specific type of intimidation: <i>interrogation</i> , <i>bullying</i> , etc.
<b>Languages</b>	Comprehending and speaking alien or secret tongues	1 rd	Specific language: <i>Wookiee</i> , <i>Bocce</i> , etc.
<b>Law Enforcement</b>	Knowledge of law enforcement practices and procedures	1 rd	Specific planet or organization: <i>Tatooine</i> , <i>the Rebel Alliance</i> , etc.
<b>Military History</b>	Knowledge of military battles and tactics used in them	1 rd to several days	---
<b>Planetary Systems</b>	Spatial, navigational, and physical information about an area or system	1 rd	Specific system or planet: <i>Hoth</i> , <i>Kessel</i> , etc.
<b>Streetwise</b>	How to make contact with informants or to conduct illegal activity. It also grants knowledge of crime bosses and gangs, and their activities	1 rd to several hours	Planet or criminal organization: <i>Corellia</i> , <i>Black Sun</i> , etc.
<b>Survival</b>	How to locate food, water, and shelter in hostile climates or areas	1 rd to several hours	Type of environment: <i>desert</i> , <i>poisonous atmosphere</i> , etc.
<b>Tactics</b>	Knowledge of how to place troops and materials to attack the enemy	1 rd to several minutes	Type of military unit: <i>squads</i> , <i>fleets</i> , etc.
<b>Value</b>	Setting the cost or worth of a particular object or service	1 rd	Type of goods or planet's markets: <i>starships</i> , <i>Kessel</i> , etc.
<b>Willpower</b>	Mental resistance to outside coercion	1 rd	Type of coercion to be resisted

## Mechanical Skills

Skill Name	Description	Time	Specializations
<b>Airship Operation</b>	Piloting airship vehicles	---	---
<b>Aquatic Ship Operation</b>	Piloting navel surface vehicles	1+ rds	---
<b>Archaic Starship Piloting</b>	Piloting primitive or ancient starship design	1+ rds	Type or class of ship: <i>Celaya-class courier</i> , <i>Corillian solar sails</i> , etc.
<b>Astrogration</b>	Calculating and making a jump into hyperspace	1 minute to several days	Trade route: <i>Kessel run</i> , <i>Tatooine to Coruscant</i> , etc.
<b>Beast Handling</b>	The ability to keep an animal under control	---	---
<b>Beast Riding</b>	Riding an animal	1+ rds	Type of animal: <i>bantha</i> , <i>tauntaun</i> , etc.
<b>Capital Ship Gunnery</b>	Firing capital starship-scale weaponry	1 rd	Type or model of weapon: <i>concussion missiles</i> , <i>ion cannons</i> , etc.

<b>Capital Ship Piloting</b>	Piloting capital starship-scale starships	1+ rds	Type or class of ship: <i>Imperial Star Destroyer</i> , <i>Corellian corvette</i> , etc.
<b>Capital Ship Shields</b>	Operating capital starship-scale shields	1 rd	---
<b>Communications</b>	Operating communications systems, from Comlinks to Capital Ship Scale.	1 rd	Type of model of communications unit: <i>Comlink</i> , <i>subspace radio</i> , etc.
<b>Ground Vehicle Operation</b>	Using a wheeled or tracked vehicle	1+ rds	Type or model of vehicle: <i>compact assault vehicle</i> , <i>Juggernaut</i> , etc.
<b>Hover Vehicle Operation</b>	Using a ground effect vehicle	1+ rds	Type or model of vehicle: <i>hovercraft</i> , etc.
<b>Jet Pack Operation</b>	Using a jet pack	1 rd	---
<b>Machinery Operation</b>	Using heavy industrial machines	1+ rds	---
<b>Powersuit Operation</b>	Using a powered space suit	1+ rds	Type or model of suit: <i>servo lifter</i> , <i>spacetrooper armor</i> , etc.
<b>Repulsorlift Operation</b>	Using a repulsorlift vehicle	1+ rds	Type or model of vehicle: <i>XP-38 landspeeder</i> , <i>snowspeeder</i> , etc.
<b>Sensors</b>	Operation of scanner and sensor equipment	1+ rds	Type or model of scanner: <i>hand scanner</i> , <i>heat sensor</i> , etc.
<b>Space Transports</b>	Piloting small freighters and light transports or shuttles	1+ rds	Type or model of transport: <i>YT-1300 transport</i> , <i>Gallofree medium transport</i>
<b>Starfighter Piloting</b>	Piloting starfighters and snubfighters	1+ rds	Type or model of starfighter: <i>X-wing</i> , <i>TIE-fighter</i> , etc.
<b>Starship Gunnery</b>	Firing space transports and starfighter weapons	1 rd	Type or model of weapon: <i>ion cannon</i> , <i>proton torpedoes</i>
<b>Starship shields</b>	Operating starship-scale shields	1 rd	---
<b>Swoop Operation</b>	Using a swoop, or scout or speeder bike	1+ rds	---
<b>Walker Operation</b>	Using a mechanical walker	1 rd	Type or model of walker: <i>AT-AT</i> , <i>AT-PT</i> , etc.

## Perception Skills

Skill Name	Description	Time	Specializations
<b>Bargain</b>	The art of negotiating over goods and services	1+ rds	Kind of merchandise: <i>droids</i> , <i>spice</i> , etc.
<b>Command</b>	Giving orders to those under your command	1 rd	Type of unit: <i>Rogue Squadron</i> , <i>Imperial Stormtroopers</i> , etc.
<b>Con</b>	Lying or giving misleading information	1+ rds	Type of conning: <i>fast-talk</i> , <i>disguise</i> , etc.
<b>Forgery</b>	Forging a document or making a duplicate of a written or drawn item	1 rd to several days	Type of document: <i>starship permits</i> , <i>security codes</i>
<b>Gambling</b>	Playing sabacc and other games of chance, and detecting cheaters	Length of game	Game of chance: <i>sabacc</i> , <i>Trin sticks</i> , etc.
<b>Hide</b>	Hiding and object, including oneself, so it cannot be found	1 rd	<i>Camouflage</i>
<b>Investigation</b>	The ability to gather and make use of information regarding a person or organization's activities	1 rd to several days	Local or field of investigation: <i>Imperial City</i> , <i>criminal records</i>
<b>Persuasion</b>	Using language (including body language) to sway the opinions of others	1+ rds	Form of persuasion: <i>debate</i> , <i>flirting</i>
<b>Search</b>	The ability to search a room, area, or person	1+ rds	<i>Tracking</i>
<b>Singing</b>	The ability to sing well	Length of song	---
<b>Sneak</b>	The ability to move without other people noticing	1 rd	Type of terrain: <i>jungle</i> , <i>city</i> , etc.



## Strength Skills

Skill Name	Description	Time	Specializations
<b>Brawling</b>	Attacking without a weapon	1 rd	Attack style: <i>boxing, martial arts, etc.</i>
<b>Climbing/Jumping</b>	Using physical prowess to climb or leap over obstacles	1 rd	<i>Climbing, jumping</i>
<b>Construction</b>	Using physical prowess to construct a building, bridge or other major construction.	1+ rds	---
<b>Stamina</b>	The ability to resist exertion or attacks on a character's Strength, or to resist the effects of alcohol	1+ rds	---
<b>Swimming</b>	The ability to swim over long distances, or using equipment to swim underwater	1 rd to several hours	---



## Technical Skills

Skill Name	Description	Time	Specializations
<b>Aquatic Vehicle Repair</b>	Fixing or modifying naval surface or submersible vessels	15+ minutes	Type or model of vessel
<b>Archaic Gun Repair</b>	Fixing or modifying black powder weapons	15+ minutes	Type or model of gun: <i>black powder pistol, wheel-lock, etc.</i>
<b>Armor Repair</b>	Fixing or modifying body or protective armor	15+ minutes	Type or model of armor: <i>stormtrooper armor, etc.</i>
<b>Blaster Artillery Engineering</b>	Creating or modifying blaster artillery support weapons	---	---
<b>Blaster Repair</b>	Repairing or modifying blasters and other energy weapons	15+ minutes	Type or model of blaster: <i>blaster pistol, blaster artillery, etc.</i>
<b>Bowcaster Repair</b>	Repairing the Wookiee bowcaster	15+ minutes	---
<b>Bow Repair</b>	Repairing bow-type weapons	15+ minutes	Type or model of bow: <i>long bow, crossbow, etc.</i>
<b>Capital Ship Repair</b>	Repairing a capital-scale starship	15+ minutes	Type or class of ship: <i>Victory Star Destroyer, Nebulon B frigate</i>
<b>Communications Repair</b>	Repairing portable or character-scale communication devices	---	---
<b>Computer Programming/Repair</b>	Operating a computer or data terminal, or modifying computer programs or systems	15+ minutes	---
<b>Cyborg Technology</b>	Knowledge of biomechanical enhancements	---	---
<b>Demolitions</b>	Setting explosives to destroy an object or area	---	---
<b>Droid Repair</b>	Repairing a droid	15+ minutes	Type or model of droid: <i>probe droid, protocol droid, etc.</i>
<b>Encryption</b>	Securing and decoding a computer system or individual file	---	---
<b>Firearms Repair</b>	Fixing or modifying firearms and slughtrowers	15+ minutes	Type or model of gun: <i>pistol, rifle, etc.</i>
<b>First Aid</b>	The ability to perform emergency life-saving field medicines	1 rd	Species of patient: <i>humans, Wookiees, etc.</i>
<b>Ground Vehicle Repair</b>	Fixing or modifying wheeled or tracked vehicles	15+ minutes	Type or model of vehicle: <i>compact assault vehicle, Juggernaut, etc.</i>
<b>Hover Vehicle Repair</b>	Fixing or modifying hover vehicles	15+ minutes	Type or model of hover vehicle: <i>hovercraft, etc.</i>
<b>Jet Pack Repair</b>	Fixing or modifying jet packs	15+ minutes	---
<b>Lightsaber Repair</b>	Repairing the age-old weapon of the Jedi	15+ minutes	---
<b>Machinery Repair</b>	Fixing or Modifying industrial machinery	15+ minutes	---
<b>Medicine</b>	Performing complex operating procedures	15+ minutes	Field of medicine: <i>medicines, cyborging, etc.</i>
<b>Melee Weapon Repair</b>	Fixing melee weapons	15+ minutes	Type or model of weapon: <i>vibro-axe, knife, etc.</i>
<b>Powersuit Repair</b>	Repairing powered suits	15+ minutes	Type or model of suit: <i>stormtrooper armor, etc.</i>
<b>Repulsorlift Repair</b>	Repairing repulsorlifts	15+ minutes	Type or model of repulsorlift: <i>landspeeder, etc.</i>
<b>Rocket Pack Repair</b>	Fixing or modifying rocket packs	15+ minutes	---
<b>Security</b>	Bypassing security systems, coded alarms, locks, and the like	1 rd to several minutes	Type of security system: <i>retinal locks, blast doors, etc.</i>
<b>Space Transports Repair</b>	Fixing or modifying space transports	15+ minutes	Type or model of ship: <i>YT-1300 transports, etc.</i>
<b>Starfighter Repair</b>	Fixing or modifying starfighters	15+ minutes	Type or model of ship: <i>X-wing, TIE-fighter</i>
<b>Starship Weapon Repair</b>	Fixing or modifying starship weaponry	15+ minutes	Type or model of weapon: <i>laser cannon, turbolasers, etc.</i>
<b>Walker Repair</b>	Fixing or modifying walkers	15+ minutes	Type or model of walker: <i>AT-AT, AT-PT, etc.</i>

# HOW TO MAKE A CHARACTER

Decide what you want to play!

First of all you need to know what kind of character you are going to play, a strong brawler, an engineer, a cocky pilot or a Clone Wars veteran. You should probably discuss this with your Games Master and the other players, as if everyone turns up with a cocky pilot character, then it's probably not going to work unless you're part of a squadron of fighters.

Choose a Species

Humans are the most common species in the Star Wars universe and although they offer no special abilities, they do provide average all round attributes and are good at just about anything.

Allocate Attribute Dice

**Attribute Dice.** Each alien species description has an "Attribute Dice" listing; your character begins with an extra 6D for attribute dice.

**Determine Attributes.** Each alien species description has a listing for each attribute. The left number is the minimum attribute die code; the right number is the maximum attribute die code.

Split up your attribute dice among the six attributes, making sure that each attribute is no less than the minimum and no more than the maximum die code.

You can split a die into three "pips." A +1 means "one pip," while a +2 means "two pips." (When you split a die, you either get three "+"s or one "+2" and one "+1.") You'll never see a "+3" — instead, the die code increases to the next full die — 2D, 2D+1, 2D+2, then 3D, 3D+1, 3D+2, then 4D ... and so on.

**Example:** Your human character starts with 18D. The description of humans in "Aliens," notes the human minimum for all attributes is 2D, while the maximum for all of them is 4D.

You want a character who's good with a blaster and good at dodging out of the way so you put the maximum of 4D in *Dexterity*. You decide your character is about average when it comes to *Knowledge*, so you put 2D in that attribute.

Next is *Mechanical*... you want a really good pilot, so you put 4D in *Mechanical*... you'd love to be able to put 5D in *Mechanical*, but that's above the human *Mechanical* maximum of 4D

You have 8D to split among *Perception*, *Strength* and *Technical*. For *Perception*, you put in 3D; that's a little better than average.

You want a high *Strength* for your character, but you also want him to have a half-way decent *Technical* skill so he can fix things. You put 2D in both *Strength* and *Technical*.

You have one attribute die left. You decide to split the die into three pips, and you add "+1" each to *Perception*, *Strength* and *Technical*. That gives your character a *Perception* of 3D+1, a *Strength* of 2D+1 and a *Technical* of 2D+1.

**Special Abilities.** Some alien species have special abilities that can be used during the game: write these down on your character sheet.

Some other special abilities only matter when you're creating a character — you may get bonuses when choosing skills, for example. You don't have to write them down on your character sheet, but pay attention to them when you choose skills.

**Move.** Each alien species' Move has two numbers. The left number is the normal Move for an adult of the species; your character starts with this Move.

The right number is the maximum Move a member of the species can have — the section "Character Advancement" tells you how you can increase your character's Move rate.

**Decide if the character is Force-sensitive**

Force Sensitive characters get 2 force points, non-force sensitive characters get 1. Force Sensitives are more vulnerable to the Dark Side of the Force.

**Dark Side Points.** A character particularly tainted by the dark side of the Force may start with a Dark Side Point or two. This is up to you and the gamemaster, but if your character starts with Dark Side Points, it means you have to be very careful to make sure your character isn't pushed over the brink to embrace the dark side. Playing this type of character can be a real challenge! (Dark Side Points are fully explained in "The Rules.")

**List Skills.** List several skills under each attribute. There's no need to go overboard since a beginning character only has 7D for starting skills.

**Example:** For *Dexterity*, you pick out *blaster* and *dodge* — those are skills you'll probably be using a lot.

For *Knowledge* skills, you'll need *planetary systems* (your character needs to know a lot about planets in the galaxy) and *streetwise* ... *languages* and *survival* wouldn't hurt either.

Now *Mechanical* skills. Your smuggler is going to rely on some of these skills, so you'll choose carefully. He'll need *astrogation* to plot hyperspace jumps, *sensors* for scanning incoming ships and searching for hidden bases on planets, *space transports* for piloting your ship and *starship gunnery* for firing the ship's weapons.

Of course, a smuggler should be good at piloting just about







anything, so you decide to add *repulsorlift operation* for flying airspeeders and landspeeders and *starfighter piloting* in case your character ever has to fly an X-wing against the Empire.

Now *Perception* skills ... *bargain* is good, and so is *con* for fast-talking your way out of trouble. *Search* and *sneak* can be handy too. *Strength* skills ... there aren't any you want to improve, so you skip down to *Technical*.

For *Technical* skills, you pick *first aid* and *space transports repair*. You've narrowed the choices down and listed 18 "important" skills on the template ... it's too bad you only have 7D for starting skill dice.

**Starting Equipment.** List reasonable starting equipment for that character. The gamemaster has final say over what's "reasonable," striking off any equipment, or assigning disadvantages (such as owing money to a crime lord for a ship, or your character's equipment is stolen and the original owner is trying to get it back.) The gamemaster isn't even required to tell you about disadvantages if the character wouldn't know about them.

**Example:** Your smuggler will definitely need a blaster — how about a heavy blaster pistol like Han Solo? You also pick out a comlink, a medpac (in case your character gets injured), a starship repair kit and 500 credits starting money.

You'll also need a ship, so you pick out a stock freighter like one of the ones described in "Starships." Of course, ships are expensive and you know that the gamemaster will assign a *real* disadvantage if you don't pick a reasonable one yourself — you decide that you owe 10,000 credits on the ship and one "favor" to be specified later. Of course, you'll owe that money to a crime lord, but you'll leave the details up to the gamemaster.

When you're done, show your new template to the gamemaster for approval. The gamemaster can change or cross out anything that can unbalance play.

### Character Advancement

Characters receive Character Points after each adventure. (The better your character did during the game, the more Character Points awarded.) You can use Character Points to improve your character's skills and other abilities between adventures.

### Improving Skills

**Skills.** It costs as many Character Points as the number before the "D" to improve a skill's die code by one pip.

(Increasing a skill from a "+2" to the next higher die — from 3D+2 to 4D for example — counts as a one pip improvement.)

A character can only improve a skill *one pip* between each adventure, although the character may improve more than one skill between adventures.

**Example:** Thannik has a *search* skill of 4D. It costs four Character Points to improve *search* to 4D+1.

At the end of an adventure, Thannik can improve his *search* skill from 4D to 4D+1 for four Character Points and his *space transports* skill from 4D+2 to 5D for four Character Points.

However, Thannik can't improve his *search* skill from 4D to 4D+2 in one jump because that would mean improving the skill more than one pip.

Characters normally improve skills *between* adventures.

At the gamemaster's discretion, a character may also learn or improve a skill if there is a significant lull in the adventure, such as when Obi-Wan Kenobi taught Luke Skywalker the rudimentary Force skills while on Tatooine and during the journey to Alderaan.

**Specializations.** For specializations, the Character Point cost is *one-half* the number before the "D" (rounded up).

**Example:** Thannik wants to improve his *space transports: Ghtroc freighter* specialization from 5D+2 to 6D. The cost is three Character Points. (Five divided by two is 2.5; that rounds up to three.)

Specializations are separate skills. If a character improves the basic skill, the specialization doesn't improve; if the specialization is improved, the basic skill doesn't go up.

**Example:** Thannik has *space transports* at 4D+2 and *space transports: Ghtroc freighter* at 5D+2. When Greg improves Thannik's *space transports* skill from 4D+2 to 5D, his *space transports: Ghtroc freighter* stays at 5D+2; it does *not* improve.

Later, if Greg improves Thannik's *space transports: Ghtroc freighter* from 5D+2 to 6D, his *space transports* skill stays at 5D.

**Training Time.** If the character used a skill or specialization in the last adventure, there is no "training time" requirement. The character can just spend the Character Points and the skill improves one pip.

If the character *didn't* use the skill or specialization in the last adventure, the character must spend time training. If the character has a "teacher" (see below), the training time is one day for every Character Point spent to improve the skill. If the character doesn't have a teacher and is training on his own, the training time is two days for every Character Point spent to improve the skill.

When training, a character must concentrate on improving the skill. A character cannot train in more than one skill at a time, nor can a character train while off adventuring. Only through dedicated study and practice can a character train to improve a skill.

**Example:** Thannik wants to increase his *blaster* skill from 5D to 5D+1 at a cost of five Character Points; he must train because he didn't use the skill in his last adventure. If he has a teacher, he must train for five days; if he doesn't have a teacher, he must train for 10 days.

The character's skill does not improve until training is completed.

Characters can reduce their training time by spending one additional Character Point per day cut from the training time. (The minimum training time is always one day.)

**Example:** Thannik finds a teacher to help him improve his *blaster* skill to 5D+1. After two days of training, he interrupts his mission to go track down a bounty.



When he returns, he needs three more days of training before his *blaster* skill improves.

Thannik decides to spend two Character Points to cut two days from his training time — he only needs to complete one more day of training to improve his *blaster* skill.

**Teachers.** A teacher makes it much easier for a character to improve a skill. A "teacher's" skill must be at least equal to what the character's skill will be after completing training.

(If a character is improving a specialization, the teacher's skill or the *specific* specialization must be equal to what the character's specialization will be after completing training.)

Many teachers will be gamemaster characters. Sometimes a student will have to search for a teacher — the gamemaster is under no obligation to provide a teacher just because the player wants his character to be taught something.

This is especially true for rare skills, those known only on primitive worlds, very unusual specializations, or advanced skills. Teachers may demand service, special favors, missions, or payment in exchange for their instruction.

**Example:** Thannik has *blaster* at 5D. His teacher is a marksman named Hist, who has *blaster* at 5D+1. At the end of his training, Thannik's new skill is 5D+1, matching Hist's skill level. Thannik has learned all he can from Hist and must find a new teacher for *blaster* or try to train by himself.

Later, Thannik wants to improve his *blaster: blaster pistol* specialization from 6D to 6D+1. He needs to find a teacher who has either *blaster* or *blaster: blaster pistol* at 6D+1 or higher.

**Advanced Skills.** The Character Point cost to improve an advanced skill is *two times* the number before the "D."

**Example:** A character has (A) *medicine* at 2D+2. It costs *four* Character Points to go from 2D+2 to 3D.

Advanced skills take much longer to improve because they are such complex subjects. A character *must* train to improve an advanced skill.

A character with a teacher must spend one week training for every Character Point spent to improve the skill. A character without a teacher must spend two weeks training for every Character Point spent to improve the skill.

Characters can reduce their training time by spending one Character Point per day cut from the training time. (The minimum training time for an advanced skill is always one week.)

**Example:** The character improving his (A) *medicine* from 2D+2 to 3D spends four Character Points. If he has a teacher — anyone with (A) *medicine* at 3D or higher — he must train for four weeks. If he can't find a teacher, he must train *eight* weeks.

#### Learning New Skills

**Skills and Specializations.** Characters can learn a new skill or specialization by paying enough Character Points to advance it one pip above the attribute.

There is no training time if the character "used the skill" in the last adventure (i.e., used the attribute when doing something that would be covered by the skill). Otherwise, use the normal rules for training time.

**Example:** Thannik wants to learn the *bargain* skill, which is based on his *Perception* (which is 3D). He pays three Character Points and gets *bargain* at 3D+1. If Thannik "bargained" in the last adventure — haggled with a merchant, for example — there's no training time and the skill improves immediately.

If he didn't *bargain* in the last adventure, he has to train. If he has a teacher (anyone with *bargain* at 3D+1 or higher), it takes three days of training to learn the skill. If he doesn't have a teacher, he needs six days of training to learn the skill. He can reduce that time one day for each extra Character Point he spends.

The character must seek out an appropriate location and teacher for *unusual* skills. A character who wants to learn *archaic starship piloting* must find a willing teacher who has access to such a ship. Often, this will require going to a very primitive world, where such ships are still in common use.

**Advanced Skills.** A character may learn an advanced skill if he has the prerequisite skills and pays the Character Point cost to learn the skill at ID. (It costs two Character Points to learn most advanced skills at ID.) Use the normal rules for advanced skills to determine training time.

**Example:** (A) *medicine* has a prerequisite of *first aid* 5D. If the character has *first aid* 5D, the character can learn (A) *medicine* at ID for two

Character Points. A character with a teacher must train for two weeks; without a teacher, the character must train for four weeks.

#### Other Game Statistics

**Improving Attributes.** Characters may improve an attribute one pip at a time. The Character Point cost is the number before the "D" times 10.

The training time is one week per Character Point spent if the character has a teacher. Without a teacher, the training time is two weeks per Character Point. A character *must* train to improve an attribute, but the training time is reduced one day per additional Character Point spent (minimum of one week training).

When a character improves an attribute one pip, all skills under that attribute (except advanced skills) also increase by one pip.

**Example:** Thannik wants to improve his *Knowledge* attribute from 2D+2 to 3D. It costs 20 Character Points and takes 20 weeks of training if he has a teacher.

When his *Knowledge* improves to 3D, all of his *Knowledge* skills also go up by one pip: *alien species: Wookiees*, goes from 3D+2 to 4D.

There is a limit to how high an attribute can go — a person can only be so smart or strong. At the end of the training time, the character rolls the new attribute die code. The gamemaster must roll the attribute's maximum (as listed in the species description in "Aliens").

If the character's roll is equal to or less than the gamemaster's die roll, the character's attribute goes up.

If the character's roll is higher, the attribute doesn't go up and the character gets *half* of the Character Points back.

**Example:** A player's human character has a *Dexterity* of 4D and wants to improve it to 4D+1.



After spending 40 Character Points and training, the player rolls the new *Dexterity* of 4D+1 and gets a 17.

The gamemaster sees that the human maximum *Dexterity* is 4D; he rolls 4D and gets a 15.

The character's *Dexterity* does *not* improve, but the character gets 20 Character Points back. If the player had rolled less than a 15, the *Dexterity* would have increased to 4D+1.

**Move.** Characters may improve their Move score one meter at a time. The Character Point cost is the character's current Move. The training time is one week per Character Point spent if the character has a teacher; the time is two weeks per Character Point without a teacher. A character *must* train to improve Move, but the training time is reduced one day per additional Character Point spent (minimum of one week training).

Characters may not improve their Move above their species' maximum.

**Example:** A player wants to improve his human character's Move from 11 to 12. The cost is 11 Character Points; with a teacher, the training time is 11 weeks.

Twelve is the human Move maximum, so the character can't increase his Move again.

**Force-Sensitive,** A character who is not Force-sensitive may choose to become Force-sensitive for 20 Character Points. (There is no training time requirement.)

The character receives one extra Force Point immediately, and must now play under the guidelines for Force-sensitive characters. See the chapter on "The Rules," for information on Force-sensitive characters.

It is much easier to begin with a Force-sensitive character rather than choose to become Force-sensitive after play has begun. A Force-sensitive character is in tune with the Force's mystic ways.

If the character has closely followed the ideals of the Jedi code, the gamemaster may allow the character to become Force-sensitive at a reduced price.

Once a character becomes Force-sensitive, the character cannot "lose" that Force-sensitivity.



# RULES

## The Real Basics

The D/6 rules use Six Sided Dice (D6's).

## The Not Quite So Basics

All dices rolls are based off Attributes and Skills, they will express themselves in the following way.

Blaster 5D+2  
Dodge 5D

etc

So when a character attempts to shoot a blaster, they use their blaster skill, in the above example, rolling 5 D6's totaling the amount rolled, and then adding 2 (the extra points are called pips, so this would be describes as 5 Dice and 2 Pips).

Also it must be noted that the D6 system uses an Exploding Wild Dice. Where 1 dice of each roll is marked as a wild dice (most people just roll 1 D6 of a different colour to the rest). If the Wild Die rolls a 6, then you add that to the total and roll again, repeating until you don't roll a 6 on the Wild Die. If you roll a 1 on the Wild Die, then you lose the highest dice you rolled from your total.

Skills are either rolled against a static target number, or are opposed.

## Target Numbers

Target numbers are assigned by the GamesMaster depending on the difficulty of the task, so a very easy task might be piloting a Speeder Bike down a quiet street at high speed. A Moderate task might be Weaving in and out of busy traffic at speed. A Very Difficult Task might be taking that Speeder Bike through the thick endor forest at top speed. And Heroic might be doing the same at night.

Very Easy	1-5
Easy	6-10
Moderate	11-15
Difficult	16-20
Very Difficult	21-30
Heroic	31+

To be successful in a task, the character must equal or exceed the difficulty. If the player's check is lower than the difficulty, the task is a failure.

## Opposed Skills

So for example, shooting someone with a Blaster is opposed by the targets dodge skill. So for example a shooter and a target with the above skills would roll 5D+2 to hit the target, and the target

would roll 5D to avoid being hit, the one that rolls the highest wins.

For dodging attacks, vehicles use their Pilots skill, and many have a bonus Maneuverability to that skill. Larger weapons, such as Turbolasers have fire control, which adds to the gunners skill.

Weapons have damage ratings in dice, and this is rolled against the targets strength to resist. Any extra points the attacker has in their damage roll counts as damage according to the below chart.

## Damage Roll > Strength Roll By: Effect

0-3	Stunned
4-8	Wounded
9-12	Incapacitated
13-15	Mortally Wounded
16+	Killed

Stunned Characters or Vehicles are at -1D to all skill checks, Wounded Characters or Vehicles are at -1D to all skill checks, and if they are wounded again they move to Wounded Twice.

Wounded Twice Characters or Vehicles are at -2D to all skill checks, and if they are wounded again they move to Incapacitated.

Incapacitated Characters or Vehicles cannot move or act except in very simple ways, calling for help, pressing a button etc, dragging themselves away.

Mortally Wounded Characters or Vehicles are out of action, and will expire unless treated soon.

Killed Characters or Vehicles have expired, they have gone to meet the choir invisible, they're dead.

If someone does not have the relevant skill to perform a task, they default to the attribute the skill is based on. So Blaster Skill and Dodge are both based on Dexterity, so anyone without those skills just uses Dex. All skills start at the based level of the Attribute, but do not increase if the attribute is increased later (the core rules state that a skill can actually end up lower than a Attribute if the Attribute is taken higher, but a common house rule is that it is just reabsorbed into the Attribute when it equals it).

## Scale

The system uses a scale system to differentiate between sizes of opponents and vehicles.

The scales are

Character Scale	
Speeder Scale:	2D
Walker Scale:	4D
Starfighter Scale:	6D
Capital Scale:	12D
Death Star Scale:	24D





The difference between two scales is applied to damage in favour of the largest, and to dodge in favour of the smallest.

So a Walker shooting at an X-Wing. The X-Wing gains 2 dice (the difference between Starfighter Scale and Walker Scale) to resist the damage of the Walker, but the Walker gains 2 dice in its roll to hit the X-Wing.

Whereas a Star Destroyer shooting at a Landspeeder, The Star Destroyer gains 10D to its damage against the Landspeeder, but the Speeder gains 10D to its Dodge.

### Conclusion

Although there are a lot of other aspects to the D6 Rules, which we'll cover in a few more Articles. This is the very Basics of the D6 system, with which you could play a very basic game using the stats on this site. Other matters such as speed of vehicles etc could be judged by the GamesMaster (eg a speed 11 ship is faster than a speed 8 one, without knowing how fast those numbers represent).

### Healing

Characters can heal in a variety of ways, but the three most common methods of healing are natural healing, medpacs, and bacta tanks (also known as rejuvenation tanks).

#### Natural Healing

A character can heal naturally, but this process is both slower and much riskier than bacta healing. The character must rest a specified amount of time and then, can make a healing roll: roll the character's full Strength to see if the character heals. Healing characters can do virtually nothing but rest. A character who tries to work, exercise, or adventure must subtract -1D from his Strength when he makes a healing roll. Any character who opts to take it easy and do virtually nothing for twice the necessary time may add +1D to his Strength roll to heal.

A wounded character must rest for three standard days before rolling to heal.

#### Strength Roll Result

2-4	Character worsens to wounded twice
5-6	Character remains wounded
7+	Character is fully healed.

A character who is wounded twice must rest for three days before rolling to heal.

#### Strength Roll Result

2-4	Character worsens to incapacitated
5-6	Character remains wounded twice
7+	Character improves to wounded

Incapacitated characters must rest for two weeks before making a healing roll.

#### Strength Roll Result

2-6	Character worsens to mortally wounded
7-8	Character remains incapacitated
9+	Character improves to wounded twice.

Mortally wounded characters must rest for one month (35 standard days) before making a healing roll.

#### Strength Roll Result

2-6	Character dies
7-8	Character remains mortally wounded.
9+	Character improves to incapacitated.

### Medpacs

A standard medpac contains a combination of healing medicines, syntheflesh, coagulants, body chemistry boosters, adrenaline drugs, and computer diagnostic hardware to treat seriously injured individuals. Medpacs are very common around the galaxy and can be found aboard most starships, in most buildings and homes...and anyone who thinks he might get into a battle is advised to carry a couple, too.

A first aid (or Technical) roll is needed to use a medpac. The difficulty depends upon the severity of the patient's injury.

Degree of Injury	Difficulty
Stunned, unconscious	Very easy
Wounded, wounded twice	Easy
Incapacitated	Moderate
Mortally wounded	Difficult

If the first aid roll is successful, the patient heals one level: stunned and wounded characters are fully healed; unconscious characters are revived; wounded twice characters improve to wounded; incapacitated characters improve to wounded twice; mortally wounded characters improve to incapacitated.

If the first aid roll is unsuccessful, the character's condition remains the same. If the first aid roll misses the difficulty by more than 10 points, the medpac has pushed the injured character's bod to its limit, and no more medpacs can be used on him for a full standard day.

Multiple medpacs can be used on a character within a single day, but increase the difficulty one level for each additional use.

A medpac is fully expended when it's used - someone who expects to heal several people must carry multiple medpacs.

A character can use a medpac on himself, but he suffers an extra -1D penalty (in addition to any other penalties, such as being injured).

### Bacta Tanks

Bacta is a specially formulated treatment liquid which promotes rapid healing and acts as a disinfectant. The attending physician can use the bacta tank's computers to add skin-contact medicines to the bacta fluid, inject medicines into the patient's bloodstream, or dispense medicines orally. Characters must have the Medicine skill to use a bacta tank. On most planets, only licensed doctors can administer bacta treatments.

A Very Easy medicine skill is necessary to use a bacta tank - regardless of the wound level. If the roll is made, the character will heal - it's just a matter of time. A character attempting to use a bacta tank without the medicine skill must make a Heroic first aid or Technical roll. If the roll fails, the patient's injury worsens two levels.

The character's healing time depends on the severity of the injuries.

Wounded: 1D hours  
Incapacitated: 4D hours  
Mortally wounded: 1D days

## Movement

Every character has a Movement, this is the number of meters they can move each turn, as do vehicles.

However, you can also choose to move at various speeds.

While your character can only move once per round, you can pick one of four speeds.

### Cautious Movement

This is a slow walk for a character: she moves at half her Move. (A Human with a Move of 10 would move five meters.)

In Very Easy, Easy, and Moderate terrains, cautious movement is a "free action": it's not considered an action and the character doesn't have to roll her running skill.

In Difficult, Very Difficult, and Heroic terrains, roll the character's running skill, but reduce the difficulty one level. (Very Difficult terrain is Difficult to cross; Moderate terrain is Easy to cross.)

Example: Rhen, the brash pilot, has a Dexterity of 3D (she hasn't improved her running skill); her blaster is 4D and her Move is 10. She's moving at cautious speed across a dried up stream bed (Easy terrain). Because she's moving so carefully, she doesn't even have to roll - she automatically moves the five meters. If she were shooting her blaster, she'd get to roll her full Blaster of 4D because her movement is a "free action."

Later, Rhen comes upon a raging river. She wants to cross it by moving from rock to rock - it's Very Difficult terrain. Since she decides to move at cautious speed, the terrain is considered one difficulty level easier: it's only Difficult (the game master picks a difficulty number of 17). Rhen's Dexterity roll is 17 - she barely skirts across the rocks, moving five meters.

### Cruising Movement

Cruising movement is walking speed for a character - she moves at her Move speed. (A human with a Move of 10 would move up to 10 meters.)

Moving at cruising speed counts as an action, but the character can automatically make the move for Very Easy, Easy and Moderate terrains. A character must roll her running skill for Difficult, Very Difficult and Heroic terrains.

Example: Rhen is walking (cruising speed) across Moderate terrain while sighting her blaster on a wild animal that's charging to attack her (her blaster is 4D). She can automatically walk 10 meters without making a Dexterity roll, but it's an action. Firing her blaster is a second action (-1D penalty), so she only rolls 3D to hit the charging animal.

Later, Rhen is trying to walk up a steep hill (Difficult terrain; number

16). She rolls her Dexterity and gets a 16 - Rhen walks 10 meters up the slope.

### High Speed

High speed movement is running for a character - she moves at twice her Move speed. (A human with a Move of 10 would move up to 20 meters.)

The character must roll her running for Very Easy, Easy or Moderate terrain.

When moving at high speed, Difficult, Very Difficult, and Heroic terrains increase one difficulty level: Difficult terrain becomes Very Difficult to cross, Very Difficult terrain becomes Heroic, Heroic terrain becomes Heroic+10.

Example: Rhen is running across an open field (Easy terrain; number 8). She rolls her Dexterity and gets a 10 - she runs 20 meters across the field.

Later, Rhen's trying to run across a very rocky, uneven field pitted with craters and subsidences - it's Difficult to cross. Because she's running at high speed, the terrain is considered Very Difficult (difficulty number 24). Rhen rolls her Dexterity and gets a 16 - not enough. To find out what happens, see Movement Failures.

### All-Out

All-out movement is running at all-out speed for a character - she moves at four times her Move speed. (A human with a Move of 10 would move 40 meters.)

Characters making "all-out" movement may not do anything else in the round, including dodge or parry.

Increase the difficulty one level for Very Easy, Easy, and Moderate terrains. Increase the difficulty two levels for Difficult, Very Difficult, or Heroic terrains.

## Terrain Difficulties

When a character moves, you must determine the terrain's difficulty and then pick a difficulty number.

Very Easy: 1-5.

Flat, clear, even ground with no obstacles. Clear walkways or tracks. For swimming, clear water.

Easy: 6-10.

Flat but naturally uneven ground (fields, yards) that may have a few small obstacles such as rocks, holes, bushes, low branches, and so forth. For swimming, water with minor obstacles: occasional branches or reefs, or water with moderate currents.

Moderate: 11-15.

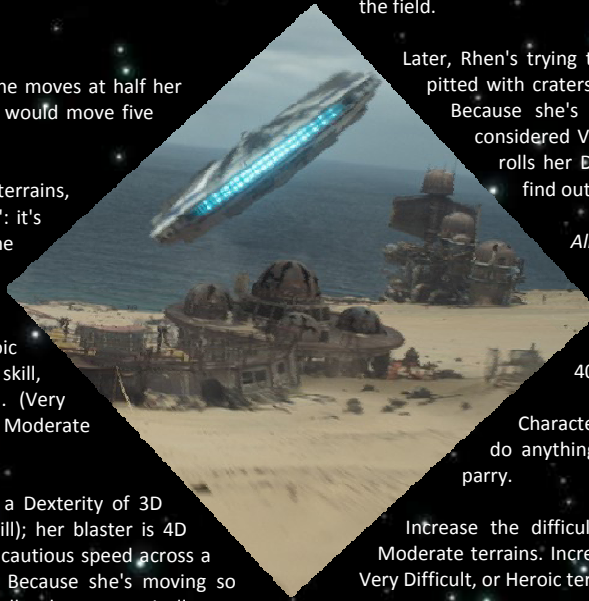
Rough ground or any area with many obstacles (large holes, rocks, thickets and bushes). For swimming, an area with many obstacles or a very confined area, such as a small tunnel.

Difficult: 16-20.

Running through a densely packed area that's difficult to navigate: a panicked crowd or a thick forest, for example. Very rough ground with drop outs, darkened tunnels, or an area that's being pelted by falling boulders. Swimming during a very rough storm or around attacking predators.

Very Difficult: 21-30.

Moving through any very dangerous terrain, such as a minefield, down a narrow crawl-way with whirling cooling fans, a starship as it breaks apart, or along the outside of a repulsorlift vehicle as it makes twisting maneuvers.





Swimming in the middle of a dangerous storm with large waves.

Heroic: 31+.

Heroic terrain is virtually impassable: running through an avalanche, or running down a corridor filled with falling debris, smoke and exploding consoles. For swimming, in the middle of a tidal wave or hurricane.

Characters may also hide behind objects - such as walls and parked speeders - which provide cover and protection (see Protection below). Add the cover modifier based on how much of the target is covered.

**Movement**

A character who fails a movement roll may have to slow down or may even fall and risk injury. Find the number of points by which the movement roll failed:

**Failures**

- 1-3. Slight slip. The character loses her footing for a second. While she completes the movement, she suffers a penalty of -1D to all actions for the rest of the round (in addition to normal multiple action penalties).
- 4-6. Slip. The character slips and nearly falls. The character only makes half her Move. She suffers a penalty of -3D to all actions for the rest of the round, and -1D to all actions for the next round (in addition to normal multiple action penalties).
- 7-10. Fall. The character falls halfway through her Move, but manages to catch herself and is now kneeling. She may take no actions for the rest of the round and suffers a -2D penalty to all actions for the next round.
- 11-15. Minor tumble. The character falls one-quarter of the way through her Move, suffering painful scrapes and bruises. She may take no actions for the rest of the round and the next round. She takes damage, but subtract -3D from normal collision damage. (In effect, the character takes 1D damage if she was moving all-out; if she was moving slower, she'd suffer no damage.)
- 16-20. Tumble. The character falls, probably tumbling into a nearby object. She suffers painful scrapes and bruises (unlucky characters can suffer broken bones or worse): roll normal collision damage.
- 21+. Major tumble. "That had to hurt!" The character falls at a bad angle and may suffer a serious injury. Increase collision damage by +2D.

Target is:

1/4 covered	+1D
1/2 covered	+2D
3/4 covered	+4D

Fully covered Attacker must eliminate cover first.

**Protection**

Sturdy objects may provide protection. If the attacker rolled well enough to beat the basic difficulty, but not well enough to beat the added cover modifier, that means that the shot hit whatever the character was hiding behind. Roll the attack's damage against the protection's body strength.

Simple Protection	Body Strength
Flimsy wooden door	1D
Standard wooden door	2D
Standard metal door	3D
Reinforced door	4D
Blast door	6D

If the damage roll is lower than the body strength roll, the protection is not damaged at all and the target suffers no damage. If the damage roll is equal to or greater than the protection's body strength roll, find the difference on the chart below to see how badly the protection is damaged.

Damage Roll > Body Strength Roll by: effect

0-3	Not seriously damaged
4-8	Lightly damaged
9-12	Heavily damaged
13-15	Severely damaged
16+	Destroyed

**Cover**

Characters are harder to hit when they've got cover: something that hides them from attackers. In some situations, such as thick smoke and fog, these modifiers may also be added to search or Perception difficulties to spot a hidden character. Add the cover modifier (or modifiers if more than one applies) to the difficulty to hit the target.

A character behind protection may suffer some damage depending upon how badly his protection is damaged. Subtract dice from the attack's damage based on the chart below.

Protection is:	Reduce weapon damage by:
Not seriously damaged	Character is completely protected.
Lightly damaged	-4D
Heavily damaged	-2D
Severely damaged	-1D
Destroyed	Character suffers full damage

Cover	Modifier
Light smoke	+1D
Thick smoke	+2D
Very thick smoke	+4D
Poor light	+1D
Moonlit night	+2D
Complete darkness	+4D

Example: Sandor's target ducks behind a couple of metal garbage bins and he's now 1/2 covered. That's an extra +2D to the difficulty

to hit him. The target is still at medium range (Moderate difficulty, 13). The GM rolls 2D for the moonlit night (gets a 10) and another 2D for the garbage bins (gets a 7): Sandor's difficulty to hit is now 30. If Sandor rolls a 30 or higher, he hits his target directly and rolls full damage. If Sandor rolls a 22 or less, his shot misses completely. If he rolls between a 23 and a 29, that means his shot smashes into one of the garbage bins. He rolls a 26 - his shot hits the bins.

The GM decides the bins aren't too tough - he gives them a body strength of 2D and rolls, getting a 7. Sandor rolls his blaster pistol's 5D damage and gets a 20: that's a difference of 13. The bins are severely damaged. That means that Sandor's blaster shot hits his target, but at -1D damage. Sandor rolls 4D damage against his target's Strength.

### **Range**

All weapons have range categories listed in their description.

Shooting at a target at point-blank range is a Very Easy task.  
Shooting at a target at short range is an Easy task.  
Shooting at a target at medium range is a Moderate task.  
Shooting at a target at long range is a Difficult task.

### **Stun Damage**

Weapons set for stun roll damage normally, but treat any result more serious than "stunned" as unconscious for 2D minutes. (Unless specifically stated otherwise, all character-scale blasters can be set for stun damage.)

### **Multiple Actions**

A character may take multiple actions in a round, for example shooting and dodging. However this has a penalty, for each extra action a character takes, they lose 1D from every skill roll they make this round (so if shooting and dodging, they would have a 1D penalty on Both their skill check to sheet and to dodge).

### **Full Reaction**

A character may decide to spend the full round dodging attacks instead of doing anything else. This means their dodge adds to the usual difficulty for making the shot. So a character at medium range making a full dodge would get to add 11-15 to their dodge roll.

### **Force Points**

Characters have a Force Point rating, these points can be spent to double the Characters skill rolls for one round. Force points spent are lost, however at the end of the adventure, the GamesMaster which of these Force Points were spend in a heroic fashion, and these are returned to the Character. Also any Force Points spent in a heroic fashion at a dramatically appropriate moment in the adventure (fighting the big bad guy for example), these are returned and doubled.

Non force sensitive characters may only have a maximum of 5 Force Points, any above this are converted into Character Points at a rate of 5 character points for each Force Point.

### **Character Points**

These are the Experience points of the D6 System. They can be spent to increase skills and attributes. However, in play Character Points may be spent to increase a dice roll by 1D, obviously spending experience in this fashion is expensive, and is usually saved for resisting any damage which might kill the character.





# SPECIES

## Humans



### Human

Attribute Dice: 12D  
DEXTERITY 2D/4D  
KNOWLEDGE 2D/4D  
MECHANICAL 2D/4D  
PERCEPTION 2D/4D  
STRENGTH 2D/4D  
TECHNICAL 2D/4D  
Move: 10/12

**Description:** Humans are a species of sentient bipedal beings with bilateral symmetry native to the planet Coruscant. They are commonly encountered throughout the galaxy, from the bountiful planet of Naboo to the desert world of Tatooine. They are known to engage in many different pursuits, from politics to bounty hunting. Species that bore structural resemblance to humans are referred to as "humanoids."

## Wookiees

Wookiees are intelligent, arboreal creatures from the jungle world of Kashyyyk. They are considered to be one of the strongest intelligent alien species in the galaxy, yet also exhibit an uncanny knack for repairing and altering technology.

They are known for their loyalty to their friends, short tempers and cleverness. While Wookiees have a reputation for hostility, and are known to smash objects when angered, they also possess the capacity for great kindness and an appreciation of the qualities of loyalty, honesty and friendship.

Wookiees have developed much of their own technology, constructing huge cities in the trees of their homeworld.

They also have their own tools unique to their culture, the most famous of which is the Wookiee bowcaster.



### Wookiees

Attribute Dice: 12D  
DEXTERITY 1D/3D+2  
KNOWLEDGE 1D/2D+1  
MECHANICAL 1D/3D+2  
PERCEPTION 1D/2D+1  
STRENGTH 2D+2/6D  
TECHNICAL 1D/3D+1

### Special Abilities:

**Berserker Rage:** A Wookiee who becomes enraged (the character must believe himself or those to whom he has pledged a life debt to be in immediate, deadly danger) receives a +2D bonus to *Strength* for purposes of causing damage while *brawling* (the character's *brawling* skill is not increased). The character suffers a -2D penalty to all *non-Strength* attribute and skill checks. The Wookiee must make a Moderate *Perception* to calm down from *berserker rage* while enemies are still present. The Wookiee suffers a -1D penalty to *Perception* and rolls a minimum of 1D for the check (therefore, while most Wookiees are enraged, they will normally have to roll a 6 with their Wild Die to be able to calm down). Please note that this penalty applies to *enemies*.

After all enemies have been eliminated, the character must only make an *Easy Perception* total (with no penalties) to calm down.

Wookiee player characters must be careful when using Force points while in a *berserker rage*. Since the rage is clearly based on anger and aggression, using Force Points will almost always lead to the character getting a Dark Side Point. The use of the Force Point must be wholly justified not to incur a Dark Side Point.

**Climbing Claws:** Wookiees have retractable climbing claws which are used for *climbing* only. They add +2D to their *climbing* skill while using the claws. Any Wookiee who uses claws in hand-to-hand combat is automatically considered dishonorable by

other members of his species, possibly to be hunted down — regardless of the circumstances.

**Story Factors:**

*Reputation:* Wookiees are widely regarded as fierce savages with short tempers. Most people will go out of their way not to enrage a Wookiee.

*Enslaved:* Prior to the defeat of the Empire, almost all Wookiees were enslaved by the Empire, and there was a substantial bounty for the capture of "free" Wookiees.

*Language:* Wookiees cannot speak Basic, but they all understand it. Nearly always, they have a close friend who they travel with who can interpret for them ... though a Wookiee's intent is seldom misunderstood.

*Honor.* Wookiees are honor-bound. They are fierce warriors with a great deal of pride and they can be rage-driven, cruel and unfair — but they have a code of honor. They do not betray their species — individually or as a whole. They do not betray their friends or desert them. They may break the "law," but never their code. The Wookiee code of honor is as stringent as it is ancient. Atonement for a crime against their honor code is nearly impossible — it is usually only achieved posthumously. But Wookiees falsely accused can be freed of their dishonor, and there are legends of dishonored Wookiees "coming back."

But those are legends ...

**Move:** 11/15

**Size:** 2-2.3 meters tall

## Chagrians



**Name:** Chagrian  
**Attribute Dice:** 12D

**Dex:** 2D/4D  
**Know:** 2D/4D  
**Mech:** 2D/4D  
**Perc:** 2D/4D  
**Str:** 2D/4D  
**Tech:** 2D/4D

**Special Abilities:**

**Low Light Vision:** As aquatic beings, Chagrians are used to seeing in murky conditions, and target numbers in low light conditions are dropped by 1D.

**Amphibious:** Chagrians can breathe in water as well as they can breathe in air.

**Story Factors:**

**Underwater Duels:** Chagrian males often duel underwater using their horns to attract mates, their horns are seen as a sign of the males' strength and virility.

**No Sense of Taste:** Because of frequent exposure to Champala's oceans, Chagrians lost their sense of taste by adulthood. As a result, they regard eating as an unfortunate nuisance rather than something to be looked forward to and enjoyed. As they have little interest in eating, Chagrians consume nutritional substances to replace meals. They usually carry sensors designed to scan for maximum nutritional value when forced to eat actual food.

**Homeworld:** Champala  
**Language:** Chagri



Distinctions: Horns, Lethorns, Lack of taste-buds, Black forked tongues

Skin Colour: Blue

Move: 10/12

Size: 1.9 meters

Description: Chagrians were a sentient species of amphibious humanoids native to the water planet of Champala.

Chagrians were born as tadpoles in clutches of three or more and raised in tubs of water in a family's private home. During this time, their arms, legs, and air-breathing lungs were developed. Adult Chagrians were truly amphibious, retaining their ability to breathe underwater while also able to function without difficulty in air. They also possessed acute low-light vision.

The average Chagrian stood taller than a Human with blue skin ranging in tone from light blue to indigo. They were distinguished by two fleshy growths protruding from the sides of their heads, which they called lethorns. As they aged, the lethorns would thicken. Males also sported two horns growing from the top of their skulls. These were once used in underwater duels to attract a mate, and were seen as a sign of the males' strength and virility. Females lacked the superior cranial horns, but had more pronounced and longer posterior head plates. These could reach halfway down their back. Chagrians also had very long black forked tongues.

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Chagrians had a natural resistance to radiation. This dated back to a period of solar instability coinciding with the early evolution of life on Champala. The entire star system was bombarded with intense radiation, and only those lifeforms most able to withstand the bombardment survived.

#### *Society and culture*

As a species, Chagrians were generally peaceful and law-abiding to the point of becoming stoic and obstinate. Many Chagrians were motivated only by basic desires such as sustenance, shelter, and health-care. Chagrian government ensured that every citizen was cared and provided for, so the standard of living for the poorest Chagrian was high compared to the members of other species.

Education was valued in Chagrian society and many Chagrians would travel off-world for advanced university studies. Most Champala-based Chagrians did not speak Basic, however those who traveled off-world learned it quickly.

Many Chagrians believed the god-king Aram Acheron would one day burst forth from Logue Rock and lead his faithful to victory over their enemies.

During times of war, Chagrians would wear red. New Republic lawyer Sul Dekkon often wore decorative spheres--made of materials such as polished ebonium--on the tips of his lethorns.

#### *History*

Civilization on Champala originated in long strips of coastline, where sea levels fluctuated wildly with the tides. Buildings in these ancient cities were entirely submerged at high tide, and Chagrians swam between them. Some multi-story buildings were not equipped with staircases or elevators; at all, inhabitants simply waited until high

tide, then swam to higher floors. Once the Chagrians made contact with other species, they constructed starports and trade cities on high plateaus accessible by aircar.

Around 529 BBY, a number of needy Chagrian locals were approached by recruiters sent by Hugo Bartyn. Bartyn wanted amphibian fishermen to settle a new city in Lamaredd and tempted these poverty-stricken individuals with promises of untouched seas in a new frontier. Once they arrived, however, they became slave laborers. A few years later, one of these Chagrians, Sirrik Olyeg, founded the Sailor's Union and was responsible of the liberation of all the slaves.

During the Galactic Civil War, many Chagrians were moved to join the Rebel Alliance. They applied their aquatic expertise to the liberation of Imperial-dominated water worlds and played a major role in liberating Mon Calamari.

Champala was one of the first planets to join the Alliance of Free Planets, and later the New Republic, and remained a staunch supporter.

Chagrians in the galaxy had many different occupations. Mas Amedda served as Chancellor Palpatine's right-hand man during the final years of the Galactic Republic. Orso Meeto operated as one of the most prominent slavers on the slave world of Orvax IV. Sul Dekkon was a Chagrian lawyer who prosecuted the ex-Jedi Tahiri Veila in 44 ABY as one of his most famous court cases. Some Chagrians in Lamaredd obtain certain notoriety, including Sirrik Olyeg; "Bantha" Burloo, a large Chagrian bouncer at Miss Mylla's Saloon; and Ackrahbala, also known as "Crazy 'Bala", the manager and owner of Ackrahbala's Swoops & Speeders.

## Mirialans



Name: Mirialan  
Attribute Dice: 12D

Dex: 2D/5D  
Know: 2D/4D  
Mech: 2D/4D  
Perc: 2D/3D+2  
Str: 2D/3D+2  
Tech: 2D/3D+2

Special Abilities:

Story Factors:

**Faith in the Force:** Mirialans are deeply religious and have a primitive understanding of the force, which sticks with them throughout their life, meaning that they will rely on the force more heavily than other cultures, believing in the will of the force.

**Facial Tattoos:** Mirialans will place a unique, often geometrically repeated tattoo on their face and hands to signify that they had completed a certain test or task, or achieved sufficient aptitude for a certain skill. The number of tattoos would thus often act as a good indicator of how mature and/or skilled a Mirialan was.

Skin Colour: Green  
Move: 10/12  
Size: 1.6-1.9 meters tall

**Description:** Mirialans were a species of near-Humans native to the planet Mirial. Their appearance varied from yellow-green skin to paler skin very similar to many Humans. Mirialans were very flexible and agile, making them fast and formidable foes.

A near-Human species, Mirialans were nearly physiologically identical to Humans. The greatest difference in their biology was their green skin and their flexibility. The latter trait gave them the upper hand over Humans in terms of agility and the martial arts.

The Mirialan people were deeply religious and practiced a primitive understanding of the Force. They believed each individual's actions contributed to their destiny, building upon past successes and failures to drive them towards their fates. A Mirialan would place a unique, often geometrically repeated tattoo on their face and hands to signify that they had completed a certain test or task, or achieved sufficient aptitude for a certain skill. The number of tattoos would thus often act as a good indicator of how mature and/or skilled a Mirialan was.

Because the more markings brought about a form of status,

Mirialan society was stratified and allowed the heavily marked citizens to access greater opportunities. Despite its importance, most Mirialans did not know the entirety of the tattoo lexicon due to its complexity. The interaction between placement and positioning of the shapes was incredibly subtle and changed the meaning greatly.

Within their belief system was the view that individual actions ripple through the Force, also affecting the destiny of the species as a whole. Because the Force was understood through the notion of the Cosmic Force on a basic level, the cultural significance of the energy was defined as fate. Those who were not sensitive to its call still had faith in fate, and felt that it guided their lives. Mirialans always had a presence within the ranks of the Jedi Order.

Following the Sith Empire's return and invasion of the Galactic Republic, sparking the Great Galactic War, the Mirialans promoted their planet as a safe haven for refugees from the Outer Rim. This surge of victims of war led a large number of Mirialans to enlist in the Republic Military, and others to utilise their abilities in the Force with the Jedi.

At some point before the Invasion of Naboo, Mirial fought in a war against a nearby planet. The notorious pirate Arwen Cohl helped lead the Mirialans to victory.

Hylo Visz was a Mirialan smuggler during the days of the Old Republic who led a coalition of smugglers to break a Mandalorian blockade and deliver raw goods to Coruscant.

Arwen Cohl was active as a Mirialan freedom fighter decades before the Clone Wars. Luminara Unduli and her Padawan learner Barriss Offee were Mirialan Jedi who fought in the Clone Wars. Teela Kaarz was a political prisoner who worked as a minor architect on the first Death Star.



## Nimbanel



Name: Nimbanel  
Attribute Dice: 12D

Dex: 2D/4D  
Know: 2D/4D  
Mech: 2D/4D  
Perc: 2D/4D  
Str: 2D/4D  
Tech: 2D/4D

### Special Abilities:

**Natural Problem Solvers:** Nimbanel are natural at solving problems, both mathematical and puzzle. This makes them natural accountants and computer slicers. In all rolls involving problem solving, they gain +1D, from breaking into a computer to filling out a complex form.

### Story Factors:

**Herbivore:** Nimbanel are descended from grazing animals, and as such have a diet based on plants, and cannot digest animal matter at all.

**Hutt Ally's:** The Nimbanel entered Hutt service voluntarily, and swore allegiance to the Hutts, all Nimbanel will feel somewhat indebted to the Hutts and in their service.

**Distinctions:** Warm-blooded reptilians, mathematical and organizational skills, walrus-like heads, stringy beards

**Skin Colour:** Pale pink

**Move:** 10/12

**Size:** 1.6-1.9 meters tall

**Description:** The Nimbanels, or Nimbanese, were best known as the only species to petition the Hutts and voluntarily enter their service. They were humanoid, warm-blooded reptilians who evolved from grazing animals on the planet Nimban.

Nimbanese evolution was driven by the need to develop problem-solving skills in order to get food from the traveling plants of Nimban, such as the puzzleflower and the boyy'lo. As their society developed, competitive puzzle-solving skills were used to settle clan rivalries instead of the open warfare used by other primitive cultures. In competitions called muhndees, a clan would present its rivals with a logic puzzle or mathematical problem to be solved within a year. This interest in competitive logic led the Nimbanese to develop new ways to obfuscate and convolute meaning. Over the centuries, this led to the development of a highly complex bureaucracy. Rather than stockpiling weapons, rival clans would stockpile information and challenge one another with mountains of paperwork.

After developing spaceflight and colonizing several planets in the Nimban system, they were discovered by the Galactic Republic, which they soon joined. The Nimbanels, having been tested by their own complex bureaucracy, easily found niches in the comparatively simple systems of the Republic. One Nimbanese clan, the Bovark clan, became a prime data holder for the Bureau of Ships and Services. Unfortunately for the Bovarks, their competitive nature led them to threaten another BoSS family. When BoSS removed all Nimbanese clans as data holders in response, a competing clan, the Krovalis clan, stepped in. Noting that Hutt Space was expanding towards Nimbanese territory, they approached Zochaeb the Hutt and made a deal. Under this agreement, the Hutts backed the Krovalis application for a share in BoSS's data holdings, and would continue to enjoy much the same personal freedoms and standard of living as before. In return, the Hutts would have access to all of the Nimbanese databanks, and the Nimbanels would owe allegiance to the Hutt Clan of Ancients.

Since becoming associates of the Hutts, Nimbanels were found throughout the galaxy as bureaucrats and business administrators for legitimate businesses, governments, and Hutt criminal interests. One such Nimbanel was Mosep Binneed, an accountant working for Jabba the Hutt in Mos Eisley. During the Clone Wars and the Galactic Civil War, such companies as the starship manufacturer Hoersch-Kessel Drive, Inc. and the droid manufacturer Delban Faxicorp were owned by Nimbanels.

## Rattataki



Name: Rattataki  
Attribute Dice: 12D

Dex: 2D/4D+1  
Know: 2D/3D+2  
Mech: 2D/3D+2  
Perc: 2D/4D+1  
Str: 2D/4D+1  
Tech: 2D/3D+2

Special Abilities:

Story Factors:

**Violent Society:** Rattataki come from a violent society and are likely to react to most situations violently, while rational and capable individuals, they do tend to see the first solution to any problem being violence.

**Gladiatorial Combat:** The violent nature of Rattataki society includes Gladiatorial combat, and while not every Rattataki takes part, this will be the entertainment type they seek out, meaning on cultured worlds they will gravitate towards the underworld where such fights still occur.

Skin Colour: Chalk-white  
Move: 10/12  
Size: 1.6-1.9 meters tall

**Description:** The Rattataki were a Near-Human species characterized by their chalk-white skin and bald heads. Virtually isolated from the rest of the galaxy, the Rattataki developed a violent society on their home planet of Rattatak, which involved extensive gladiatorial combat. Warrior Aidus and criminal Kaliyo Djannis were both Rattataki. The Nightsister and Dark Acolyte named Asajj Ventress was generally thought to be a Rattataki, while in fact she was a similar Zabrak-Human hybrid species called Dathomirian.

The Rattataki were commonly thought to be descendants of a long-lost Republic expedition. While most other inhabitants of Rattatak came from the Unknown Regions, there were a significant number of off-worlder mercenaries who would come to Rattatak from time to time, likely to view or participate in gladiatorial combat, only to be stranded there permanently. The remarkably harsh conditions on the planet nearly drove its

population to extinction. For eons, the Rattataki constantly battled amongst themselves and their fellow inhabitants (represented primarily by Humans, Zabraks, Siniteens, Vollick, and Weequay) over the planet's limited resources. Despite being nearly completely isolated from the outside galaxy, the Rattataki displayed remarkable initiative and continually created new ways to kill each other.

Shortly after the Great Galactic War broke out, Sith Lord Darth Vich, upon noting the relatively-unknown Rattataki's considerable combat prowess and affinity for battle, captured hundreds of tribes of native Rattatki to forge them into his own personal army. Vich soon recognized that a number of these Rattataki showed sensitivity to the Force, and seeing the potential in this, trained many of these as Sith Acolytes who would answer to him personally. Unsurprisingly, the Rattataki's natural abilities in battle were quickly manifest, and Vich's Army became a force to be reckoned with. This new-found power caused Darth Vich, who was eager for more sway in the Empire, to grow increasingly ambitious. This ultimately resulted in a failed power-grab known as Darth Vich's insurrection, after which most of his Rattataki forces were killed outright or enslaved. However, rumors persisted during the post war period that a small number of Vich's acolytes had defected during the failed insurrection, later being taken in by the Sith for full training.

When many Rattataki warlords including the Siniteen criminal Hal'Sted had gathered an army in the southern hemisphere to challenge Osika Kirske, a powerful Vollick warlord had them killed so they could never be a threat to him. Only one child, who was looked after by Hal'Sted, named Asajj Ventress, escaped.

Rattataki had no major contact with the Republic until a Jedi Knight, Ky Narec, crash-landed. The Jedi soon found the young Dathomirian Ventress, who had been living among the Rattataki, discovering her incredible potential to the Force. Together, they united armies and brought peace to the planet, until Kirske and some other warlords of the planet united to slay them, leading to the death of Narec, and causing Ventress to capture or kill their foes in a rage.



## Togruta



Name: Togruta  
Attribute Dice: 12D  
Dex: 2D/4D  
Know: 2D/4D  
Mech: 2D/4D  
Perc: 2D/4D  
Str: 2D/4D  
Tech: 2D/4D

### Special Abilities:

**Montrals:** Togruta can ultrasonically echolocate using the large hollow headbones that project from their skull (called Montrals), allowing them to perceive their location even in full darkness. This gives them +1D to counter all penalties for poor light or darkness.

**Team Togruta:** Togruta naturally band together for safety and to achieve goals, this natural talent for teamwork gives them a bonus +1D when working with other Togruta.

### Story Factors:

**Dislike of shoes:** Togruta feel a connection to their environment through their feet, and dislike wearing shoes. This is just a dislike, and they will wear shoes when it is practical.

**Head tails:** Similar to Twi'leks, Togruta have headtails, they are not as dextrous as Twi'lek Lekku, but Togruta can learn to speak Twi'leki in a rudimentary fashion.

Skin color: Red, White, Orange, Yellow, Green, Blue, Purple

Move: 10/12

Size: 1.6-1.8 meters tall

**Description:** The Togruta were a carnivorous humanoid species from the planet Shili. The species exhibited head-tails which were similar to those of Twi'leks. Unlike Twi'leks, a Togruta's lekku ran parallel to the head as opposed to behind, making it appear as though they were wearing a headdress. Togruta were also distinguished by montrals, large hollow horn-like projections from the top of their heads, that gave the species a form of passive echolocation. In order to protect themselves from dangerous predators, and to hunt their own prey, Togruta banded together in tribes and relied on their natural pigmentation to disrupt and confuse slow-witted beasts. Togruta worked well in large groups, and individualism was seen as abnormal within their culture, although it was also a necessary quality in leaders.

Togruta had rusty skin tones ranging in hue from blue to red to green, with white pigmentation on their faces, and greyish lips. While not all have this feature, white stripes also adorned various parts of their bodies, including their chests, legs, backs, arms, lekku (head-tails), and montrals. The pattern of stripes varied from individual to individual. This red and white pattern was a phenotype left over from their ancestor's camouflage that helped them to blend in with their natural surroundings, especially the red-and-white turu-grass which dominated Shili's scrublands. They possessed many human features, such as mammaries.

Their heads bore two montrals, with three, and on rare occasions, four head-tails, whose stripes were darker than those of the montrals. Togruta had the ability to sense the proximity and movement of physical objects around them by means of their hollow montrals, which detected space ultrasonically. Young Togrutas' montrals and posterior head-tail did not fully grow until adolescence, when their montrals become curved and their third head-tail grew to the length of their two main head-tails.

As predators, Togruta had sharp canine teeth, which they used to painlessly kill thimians, their primary prey, causing the creatures' post-mortem death spasms. This gave outsiders the false impression that Togruta were venomous. However, Togrutas did nothing to dispel this misconception and even took advantage of the intimidating presence it gave them.

Togruta had a strong sense of unity and togetherness. On their native homeworld of Shili, they relied on each other and would band together to take a stand against the massive monsters that hunted them, such as the akul. It is said that the creatures of Shili most often attacked in groups, which was even more reason for the native Togruta to work together. While most of Shili was covered in the scrublands where the Togruta hunted their herbivorous prey, the Togruta lived in small communities in the forest valleys, where the canopies kept them out of sight.

Togruta were known for their habit of not wearing shoes; they believed that the land was spiritually connected to them, and wearing shoes cut themselves from a bond with the land. In the pack, every able Togruta was expected to contribute his or her own share, as any food attained was distributed equally. Togruta were also known for their belief that those who could not keep up should be left to fend for themselves, because that is nature's way. Other sentient species found this particular belief quite barbaric. Those within a pack who led had a difficult time with fulfilling their goals because of the risk of becoming individualistic. As hunters, the Togruta showed off the pelts and teeth of their game as a sign of pride and maturation. Special pride was taken in the teeth of akul that a Togruta had taken down as an individual. These teeth often were made into jewelry such as an akul-tooth headdress or a necklace, which also incorporated metals, stones, and pearls found on Shili. Other Togruta, such as Shaak Ti, wore the Togruta sash

with their Jedi apparel. Togruta spoke the Togruti language, which had a few elements of Basic.

#### *Personality*

Togruta were tranquil and silent, though when the situation called for it they were true warriors. Their fidelity to their beliefs was legendary, as was their happiness within large groups. Togruta, not surprisingly, excelled at teamwork and the ability to associate with different cultures. To an extent, Togruta had an aversion to isolation and made efforts to have friends around for companionship.

#### *History*

The Togruta were discovered by 25,000 BBY. At some point in their history they established a major pacifist colony on the planet Kiros. During the Old Republic era, the species orchestrated the Togruta Uprising, an event later pacified by Grand Moff Kilran. Togruta as a whole possessed a special affinity for the Force, though they had slightly less than the normal number of midi-chlorians. It was believed that this affinity was produced from their heightened spatial awareness imparted by their montrals and their role as hunters. Their sense of spiritual connection with the land also heightened their connection with the environment, thus leading to a greater ability to feel the Force. The species had contributed members to the Jedi Order practically since its beginning. A majority of the Togruta species within the Jedi Order were females, though males were not unheard of.

One of the earliest known Togruta in the Jedi Order was Jedi Master Raana Tey, a member of the Jedi Covenant, who participated in the Padawan Massacre of Taris early in the Mandalorian Wars.

During the Clone Wars one of the most well known Togruta was Shaak Ti, a member of the Jedi High Council, who participated in many of the battles during the war. Ti was one of the few survivors of the First Battle of Geonosis and helped save Anakin Skywalker, Obi-Wan Kenobi, and Padmé Amidala from execution. Shaak Ti also protected Supreme Chancellor Palpatine, though she was unable to prevent his capture by General Grievous. Ti survived Order 66 and went into exile on Felucia where she trained her apprentice Maris Brood. Another Togruta Jedi during the Clone Wars was Ahsoka Tano, the Padawan of Jedi Knight Anakin Skywalker.

## **Tholothian**



Name: Tholothian  
Attribute Dice: 12D

Dex: 2D/4D  
Know: 2D/4D  
Mech: 2D/4D  
Perc: 2D/4D  
Str: 2D/4D  
Tech: 2D/4D

#### Special Abilities:

**Ageless:** Tholothians are seemingly unaging, and do not display any signs of aging. However it is not known if they die from old age, as none have been seen to suffer or die from aging.

#### Story Factors:

**Head Covering:** Tholothians do not like to display their hair, and wear head coverings all the time, sometimes in the form of ornate head dresses.

Move: 10/12  
Size: 1.5-2.0 meters tall

**Description:** Tholothians were the native species of Tholoth. Adi Gallia and Stass Allie, both members of the Jedi Order, were Tholothians, although Gallia's parents, both diplomats, were born on Corellia. Katooni, a Jedi youngling was also a Tholothian.

Tholothians were seemingly ageless Near-Humans from Tholoth. They were dark-skinned, often with blue or indigo-colored eyes.

Tholothian females commonly wore Tholoth headdresses, which entirely covered their hair.

Several Tholothian females served in the Jedi Order leading up to and during the Clone Wars. Adi Gallia was a Jedi Master and a leading member of the Jedi High Council, while her cousin Stass Allie was her successor on the Jedi Council following her death during the war. The Tholothian Katooni, a Jedi Initiate, underwent her Jedi training during the war, participating in The Gathering to build her lightsaber.



## Zabrak



Name: Zabrak  
Attribute Dice: 12D

Dex: 2D/4D  
Know: 2D/4D  
Mech: 2D/4D  
Perc: 2D/4D  
Str: 2D/4D  
Tech: 2D/4D

### Special Abilities:

Resistance to Physical Pain: Zabrak gain +1D to resist all physical pain, whether from injury or torture.

### Story Factors:

Carnivorous: Although Zabrak can live on a Omnivorous diet, they are by nature Carnivores, and prefer an all meat diet.

Facial Tattoos: Zabrak Culture favours full facial tattoos, which can make them look fierce and violent, leading to other species avoiding them or being naturally intimidated by them.

Horns: Zabrak have varying numbers and patterns of horns dependent on their subspecies, and take great pride in them, seldom wearing helmets which would hide them, not that most fit over the horns anyway.

Skin Colour: Pale to dark brown, red, orange and yellow  
Move: 10/12  
Size: 1.6-1.9 meters tall

Description: The Zabrak, also known as Iridonians when referring to the Zabrak who came from Iridonia, were a carnivorous Near-Human species native to Iridonia, a planet located in the Mid Rim known for its inhospitable terrain and fierce predatory life. They

were a species known for having a fierce sense of self-determination and an equally dominant need for independence.

Zabrak were Near-Human, but had a number of significant physical characteristics that set them apart from baseline Humanity. The most striking of these were a series of vestigial horns that crowned the heads of both males and females. These horns grew at puberty in varying patterns and signified that the time of their rite of passage was drawing near.

The horns were one trait shared by the many Zabrak subspecies, which were divided by a number of physical characteristics that differed from subspecies to subspecies. These could include different skin tones (which included peachy white, pure white, yellow, red, tan, brown and black), horn patterns, hair growth (though it should be noted that most Zabrats, unlike Humans, could not grow eyelashes or facial hair – there were some exceptions, such as Maris Brood and Bao-Dur, who had eyebrows) and eye color (which have certain pigmentations that Humans lack, such as purple, yellow, red, and orange).

Another of the traits that made Zabrak instantly recognizable were their facial tattoos, which were made up of thin lines received during their rite of passage. These could symbolize many things, including but not limited to family lineage, place of birth, or even a design that reflected their individual personalities.

Internally, Zabrats possessed a second heart. They also had great resistance to physical pain.

Zabrats were capable of breeding with Humans, and a hybrid subspecies evolved on Dathomir called the Dathomirians, formed from the mating of Nightbrother Zabrats and Nightsister Humans.

Zabrak were often seen by most other species as being single-minded, an observation that was not terribly incorrect. This single-minded determination came from the fact that they were a race with a strong sense of self-assuredness, confident that they were able to accomplish any task that they set out to do. However, this did not lead a Zabrak to develop a sense of prideful superiority towards others of his or her kind. Though it was not uncommon to see competition between colonies, this was not seen as a negative. The Zabrats believed that the various experiences of the different colonies only served to add to the race's overall value throughout the galaxy.

Zabrak were proud, strong, and confident beings. They believed that nothing was truly impossible, and strove to prove skeptics wrong at every turn. Some Zabrats carried themselves with an air of superiority toward other races, frequently discussing the achievements of their people with pride that could border on arrogance. As warriors or adventurers, Zabrak tended to be dedicated, intense, and extremely focused.

Zabrak from Iridonia were considered to be more war-like than Zabrak from their colony worlds, most likely due to the rugged terrain that made up their home world. As such, they developed a highly physical style of martial arts, which were a requirement for young Zabrak to learn. It was not uncommon for Zabrak from Iridonia to be among the best hand-to-hand fighters and weaponsmiths in the galaxy. Zabrak from colony worlds also shared that drive for excellence, but encouraged their children to express it in other ways. It was thus not surprising to see that the Zabrak met with success in many fields, ranging from medicine to entertainment.

Zabrak would commonly take their names from animals native to Iridonia, with many Zabrak families named after the Bukk. Many Zabrak males were named after the Blok, Lok, and zur. Many Zabrak females were known to take their names from the Triz.

According to Ashaa, the Mother Machine, the Zabraks were one of her "children," synthetic lifeforms she created under orders from the Infinite Empire, as part of experimentation the Rakata hoped would give them insight into the loss of their connection to the Force. This would place the origins of the species sometime between 30,000 and 25,200 BBY.

As one of the earliest spacefaring species in the galaxy, the Zabrak played a major role in galactic affairs. Like the early Humans, the Zabrak established many colonies outside their home system early in their history, such as on the planet Iridia. The Elomin species was believed by some xenoarchaeologists to be descended from Zabrak colonists who settled Elom in the distant past. By the time the Zabrak encountered the Republic, they had a total of eight colonies in five systems.

Long ago, the Sith had made contacts with the high council of Iridonia in order to hire the services of their most talented mercenaries. This influence remained with the Zabrak people long after the Sith were thought to be wiped out at the Seventh Battle of Ruusan, though it remained more closely associated with the Zabrak of Iridonia than the Zabrak of their colony worlds.

In the time following the formation of the Galactic Empire, the natural strong-willed nature of the Zabrak people allowed them to resist Imperial occupation. This defiant spirit continued in the face of various actions that the Empire took against them, including garrisoning all of their worlds, destroying their industrial base, and raising taxes that drove them to near poverty. Many Zabrak men and women joined the Alliance to Restore the Republic to fight back against the Empire. Following the defeat of the Empire at the Battle of Endor, the Zabrak race united as one and joined the fledgling New Republic, determined to never again be put under the oppression they had suffered during the height of the New Order.

During the Old Republic era, Zabrak Bao-Dur served under the Jedi Exile during the Mandalorian Wars. He created the Mass Shadow Generator that was used to destroy Malachor V and help bring an end to the Mandalorian Wars. He then traveled with the Exile in her search for lost Jedi Masters and likely helped rebuild the Jedi Order after her departure. Kao Cen Darach was a Zabrak Master of the Jedi Order during the years preceding the Great Galactic War in 3681 BBY. A legendary Jedi Knight who later held the title Battlemaster, Darach trained a young Jedi Padawan named Satele Shan, and both were present when the Sith Empire, which had been believed destroyed for centuries, launched an assault to retake Korriban. Darach was ultimately killed in battle with the Sith Lord Vindican and his apprentice, Malgus. Because of Darach's sacrifice, Shan was able to escape and warn the Galactic Republic of the Sith Empire's return.

Among the Sith of later era was Sirak, a male Zabrak who trained as a Sith apprentice at the Academy on Korriban during the New Sith Wars. Sirak was renowned at the Academy for his strength in the dark side and his skills in lightsaber combat. He developed a rival in the fellow apprentice Bane, whom Sirak believed was one of the few students that could eventually challenge his place at the Academy. Allies of Sirak were fellow Zabraks and Sith Apprentices Llokay and his sister Yevra. Together, Sirak, Llokay, and Yevra set a trap to try to eliminate the rival Sith Bane. Their plan did not succeed.

Darth Maul was an apprentice of Palpatine who eventually became a Dark Lord of the Sith. Maul was responsible for the death of Jedi Master Qui-Gon Jinn, but was seemingly destroyed by Obi-Wan Kenobi. However, Maul managed to survive his defeat at the hands of Kenobi by harnessing the power of hatred and the dark side. He then united with his brother Savage Opress who was trained in the ways of the Sith by Count Dooku. Together, they went on a

rampage of destruction to try to lure Kenobi into a final duel so that Maul could finally have his revenge.

Eeth Koth and Agen Kolar were two Zabrak that served on the Jedi High Council in the period leading up to the fall of the Galactic Republic. Koth was a noteworthy addition to the Jedi Order in that he was born on Nar Shaddaa instead of Iridonia or one of the colony worlds and was taken as a youngling at the relatively advanced age of four. The mental and physical disciplines of his natural Zabrak heritage, along with his potential, allowed him to be an exception to the rule that required Jedi initiates to be taken in at infancy. Kolar was killed during the Clone Wars when making an attempt to arrest Supreme Chancellor Palpatine, recently revealed to have been Darth Sidious.

Maris Brood was a female Zabrak Jedi Padawan, who survived the initial stages of the Great Jedi Purge. She spent many years in hiding with Jedi Master Shaak Ti on the planet Felucia. After her master's death, she was corrupted by the dark side of the Force.



# CHARACTERS



Name: Han Solo  
Homeworld: Corellia  
Born: c. 32 BBY  
Species: Human (Corellian)  
Gender: Male  
Height: 1.8 meters

## DEXTERITY 3D+1

Blaster 6D  
Blaster: Blaster Rifle 7D  
Blaster Artillery 6D+1  
Dodge 6D  
Grenade 5D+1  
Melee Combat 5D+1  
Missile Weapons 4D+2  
Pick Pocket 4D+1  
Running 3D+2  
Vehicle Blasters 5D+1

## KNOWLEDGE 2D

Alien Species 4D+2  
Business 4D  
Cultures 4D+1  
Intimidation 3D+2  
Languages 5D+1  
Law Enforcement 4D  
Planetary Systems 4D+2  
Streetwise 5D+2  
Survival 4D+2  
Willpower 4D

## MECHANICAL 3D+2

Astrogration 4D  
Beast Riding 4D+1  
Capital Ship Gunnery 5D+1  
Capital Ship Piloting 5D  
Capital Ship Shields 4D+1  
Communications 5D  
Ground Vehicle Operations 4D+2  
Repulsorlift Operations 5D+1  
Sensors 4D+2  
Space Transports 6D  
Starfighter Piloting 5D  
Starship Gunnery 6D  
Starship Shields 5D+2  
Swoop Operation 4D+2

## PERCEPTION 3D

Bargain 6D  
Command 4D  
Con 6D  
Forgery 5D  
Gambling 6D  
Hide 5D  
Persuasion 5D  
Search 4D+2  
Sneak 4D+1

## STRENGTH 3D

Brawling 6D+1  
Climbing/Jumping 5D  
Lifting 5D  
Stamina 5D  
Swimming 4D+1

## TECHNICAL 2D+2

Blaster Repair 4D  
Computer Programming/Repair 4D  
Demolitions 4D+2  
Droid Programming/Repair 4D+1  
Repulsorlift Repair 4D  
Security 5D  
Space Transports Repair 3D  
Starship Weapons Repair 4D

Force Points: 3  
Dark Side Points: 0  
Character Points: 10  
Move: 10  
Equipment: DL-44 Heavy-Blaster Pistol (5D), Spacers Clothing

Description: Han was born on the planet Corellia during the waning years of the Galactic Republic sometime around 32 BBY. During his formative years, his father worked in the Corellian Engineering Corporation shipyards, building vessels such as YT-1300 light freighters until he was laid off. Solo's father wished he could leave Corellia on such a ship, but was never able to afford to. According to Han, he was never close with his father. At one point his father brought him to the freighter factory where he worked. His father pointed out that the ships being built there were his contributions to the galaxy, but that they really ultimately didn't matter. His father then advised him that Han wasn't meant to build ships, but rather to fly them.

When Han was about the age of eighteen, Han and Qi'ra were vying for the position of Head within the White Worms. During their respective assignments, Han and Qi'ra both failed to deliver as promised, leading them to be hunted down by factions such as the White Worms, the Kaldana Syndicate, as well as the Empire. Han had acquired a datacube with plans for a shield generator that was desired by all the factions. Han and Qi'ra had no choice but to partner up to find a resolution to their problems. Eventually, Qi'ra became Head thanks to Han's recommendation to Lady Proxima. As they later ate together, Han asked if he and Qi'ra were on their first date. Qi'ra denied it, but acknowledged the possibility that it could happen someday.

Sometime later, Han and Qi'ra began a romantic relationship. Intending to leave Corellia, Han stole a vial of the extremely valuable hyperfuel coaxium, as well as a speeder. Han attempted to take Qi'ra with him, but both were captured by the White Worms, and brought before crime boss Lady Proxima. Han threw a rock through a window, allowing the sunlight to burn Proxima's skin.

In the confusion, Han and Qi'ra escaped to the Imperial checkpoint, where they used the coaxium to bribe the officer on duty to let them through. However, Qi'ra was captured by the White Worms before she could cross the gate. Han swore to return for her.

Immediately after losing Qi'ra, Han enlisted in the Imperial Navy, with the assigned name of "Solo". His goal was to become a skilled pilot and eventually return to Corellia to find Qi'ra, but he was expelled from the flight academy for his tendency to disobey orders. Solo was instead drafted into the 224th Imperial Armored Division as a Corporal and deployed to an active combat zone on Mimban.

During the Mimban campaign, Solo encountered Tobias Beckett, Val, and Rio Durant, a gang of thieves who had disguised themselves as Imperial Army soldiers to pull a heist. Solo was initially beguiled, but soon discerned their true identities. He noticed Beckett, and his crew had blaster burns in some parts of their uniforms. Solo threatened to expose them if they didn't take him with them, but Beckett instead reported Solo to his superiors for insubordination.

Solo's commanding officer decided to execute Solo by giving him to "the beast," in fact the Wookiee Chewbacca, a prisoner of the Empire. Solo used his knowledge of Shyriiwook to convince Chewbacca to stage a fight with them, allowing them to escape imprisonment. They then managed to join a reluctant Beckett's crew. Chewbacca, grateful for Solo's intervention, proclaimed a life debt to the outlaw. Chewbacca thereby became Solo's lifelong friend.

Han Solo and Chewbacca began their outlaw lives working as part of pirate Tobias Beckett's crew. The group were hired by Crimson Dawn to steal a train car of refined coaxium on Vandor-1. However, they failed due to the intervention of Enfys Nest and the Cloud-Riders, and Solo's decision to drop the cargo. Solo and Chewbacca promised Dryden Vos of Crimson Dawn an equivalent shipment that they would obtain unrefined by making the notorious Kessel Run. Vos sent Qi'ra, who had become his top lieutenant, with them.

Knowing they would need a fast ship to transport the coaxium before it degraded and exploded, Qi'ra introduced the pair to the self-proclaimed galactic entrepreneur and gambler Lando Calrissian. Solo played Calrissian in a game of "Corellian Spike" sabacc, with the stakes being Calrissian's YT-1300 light freighter, the Millennium Falcon. Solo lost the game due to Calrissian hiding cards up his sleeve. Regardless, Calrissian agreed to personally pilot the Falcon for the job in return for a cut of the profits.

Solo, Chewbacca, Qi'ra, Calrissian, and Beckett stole the unrefined coaxium from Kessel during a slave riot instigated by Calrissian's navigational droid, L3-37. During the escape, Solo flew the Falcon, with Chewbacca as his copilot, for the first of many times. Because the crew stole the coaxium fuel as unrefined, it was necessary to make the escape from Kessel to the refinery on Savareen in record time, prompting Solo to plot a shorter, and much more dangerous course through the maelstrom that surrounded Kessel and near a gravity well called the Maw, reducing the typical distance required from 20 to 12 parsecs.

Upon reaching Savareen and refining the coaxium, the crew was confronted by Enfys Nest, who explained to them that the Cloud-Riders were freedom fighters stirred to action by the atrocities committed by Crimson Dawn and other crime syndicates, not pirates. Solo devised a plan to give the coaxium to the Cloud-Riders and give Vos fake coaxium, but Vos was prepared for their betrayal because of information given to him by his double-agent in the crew, Beckett.

However, Solo had double-crossed Beckett and Vos: the containers he left with the Cloud-Raiders were empty, and Nest dispatched the agents Vos sent to retrieve it. The coaxium Solo, Qi'ra, and Chewbacca brought to Vos was, in fact, genuine. Beckett managed to escape with the coaxium and Chewbacca as a hostage. Qi'ra betrayed and killed Vos, promising to follow Solo as he pursued Beckett. Solo found and killed Beckett, but could only watch as Qi'ra left him behind, leaving Savareen in Vos' yacht to meet Crimson Dawn leader Darth Maul. Solo entrusted the coaxium to Nest, who intended to use it to form a rebellion against the Empire.

Solo and Chewbacca tracked down Calrissian to a tropical world. Solo swiped the spare cards Lando held up his sleeve, and challenged him to a rematch of sabaac for the Falcon, a game which Solo won fairly. The Falcon instantly became Solo's most prized possession. With their new-found ship and confidence, Solo and Chewbacca began engaging in much more dangerous and risky criminal operations, eventually becoming smugglers. Around the same time, Chewbacca likewise hung a pair of chance cube dice above the freighter's piloting console.





Name: Chewbacca  
Homeworld: Kashyyyk  
Born: 200 BBY, Kashyyyk  
Species: Wookiee  
Gender: Male  
Height: 2.3 meters

**DEXTERITY 2D+2**

Blaster 5D  
Bowcaster 7D  
Dodge 5D+1  
Grenade 4D+1  
Mêlée Combat 7D  
Vehicle Blasters 5D+1

**KNOWLEDGE 2D**

Alien species 5D  
Bureaucracy 3D  
Cultures 2D+1  
Intimidation 6D+2  
Languages 4D  
Planetary Systems 5D+2  
Streetwise 4D  
Survival 6D  
Value 3D+1

**MECHANICAL 3D**

Astrogation 5D+1  
Beast Riding 4D  
Communications 4D+2  
Repulsorlift Operation 5D+1  
Sensors 5D  
Space Transports 4D+2  
Starship Gunnery 5D  
Starship Shields 4D+1

**PERCEPTION 2D**

Bargain 2D+2  
Command 4D+2  
Gambling 3D  
Hide 3D+2  
Search 3D  
Sneak 3D+1

**STRENGTH 5D**

Brawling 7D+2  
Climbing/Jumping 6D+2  
Lifting 7D  
Stamina 7D  
Swimming 5D

**TECHNICAL 3D+1**

Blaster Repair 4D+1  
Bowcaster Repair 4D+2  
Computer Programming/Repair 5D  
Demolitions 3D+2  
Droid Programming/Repair 4D+2  
First Aid 5D  
Repulsorlift Repair 4D  
Security 4D+1  
Space Transport Repair 5D

**Special Abilities:**

Berserker Rage: See Wookiee Description  
Climbing Claws: See Wookiee Description

**Story Factors:**

Honor: See Wookiee Description  
Language: See Wookiee Description.  
Reputation: See Wookiee Description

Force Points: 3

Character Points: 11

Move: 13

Equipment: Blaster Rifle (5D), ammo bandolier, Goggles

Description: A Wookiee male, Chewbacca hailed from Kashyyyk, a peaceful planet in which he was born one hundred and eighty years before the Clone Wars. He was married to a female named Malla, and had a family to support, including a son named Lumpawaroo.

During the galaxy-spanning conflict between the Galactic Republic and the Separatists, Chewbacca was captured by a Trandoshan hunting guild led by Garnac; taken to Island Four on Wasskah to be their prey, his transport was attacked by a trio of Jedi apprentices—the Padawan Ahsoka Tano and the younglings Jinx and O-Mer, also prey of the Trandoshans.

Chewbacca escaped from the wreckage and followed the trio (with whom he communicated with thanks to Tano's understanding of Shyriiwook) to their hideout. Using his technical expertise and parts from the crashed transport, he constructed a transmitter to contact his people on his nearby homeworld; however, it seemingly failed and an impatient Jinx, supported by O-Mer, decided to lure down and hijack a hunting pod and take the base ship. As persuaded by Tano, Chewbacca joined in their endeavor and raided the Trandoshan base, only to be joined by a Wookiee relief force led by General Tarfful—who had received Chewbacca's transmission—as well as bounty hunters Sugi and Seripas. Once all the Trandoshans had been killed, Chewbacca and the Wookiees accompanied the young Jedi to the Jedi Temple on Coruscant, where they parted ways.

During the last days of the war, Chewbacca was a major player in the Battle of Kashyyyk, overseeing the confrontation between the Grand Army of the Republic and the invading Separatist Droid Army alongside Tarfful and Jedi General Yoda, as well as Jedi Master Luminara Unduli. Following the implementation of Order 66, Chewbacca and Tarfful witnessed the assassination attempt on Yoda by Commander Gree and his aide; he helped the Jedi Grand Master elude the clone troopers and escape from the planet.

Following the reorganization of the Republic into the Galactic Empire, Chewbacca saw his people sent to work as slaves, or as miners in places such as Kessel, or made to serve as science experiments. At some point, Chewbacca and several other Wookiees were captured and enslaved by several Trandoshan slavers. Like them, he was forced into slavery, working to cut the wroshyr trees in order to feed the Imperial Army. Chewbacca attempted to escape but was betrayed by a greedy bounty hunter and turned over to the Imperial Army on Mimban. Whilst on Mimban, he came to be referred to as "the Beast".

In 10 BBY, after Han Solo was denounced as a deserter, his commanding officer decided to execute him by giving him to "the beast". Han used his knowledge of Shyriiwook to convince Chewbacca to stage a fight with them, allowing them to escape imprisonment. They then managed to join a reluctant Beckett's crew. Chewbacca, grateful for Solo's intervention, proclaimed a life debt to the outlaw. Chewbacca thereby became Solo's lifelong friend.

Chewbacca and Han began their outlaw lives working as part of pirate Tobias Beckett's crew. The group were hired by Crimson Dawn to steal a train car of refined coaxium on Vandor-1. However, they failed due to the intervention of Enfys Nest and the Cloud-Riders, and Solo's decision to drop the cargo. Solo and Chewbacca promised Dryden Vos of Crimson Dawn an equivalent shipment that they would obtain unrefined by making the notorious Kessel Run. Vos sent Qi'ra, who had become his top lieutenant, with them.

Knowing they would need a fast ship to transport the coaxium before it degraded and exploded, Qi'ra introduced the pair to Lando Calrissian. Solo played Calrissian in a game of "Corellian Spike" sabacc, with the stakes being Calrissian's YT-1300 light freighter, the

Millennium Falcon. Solo lost the game, regardless, Calrissian agreed to personally pilot the Falcon for the job in return for a cut of the profits.

Chewbacca, Solo, Qi'ra, Calrissian, and Beckett stole the unrefined coaxium from Kessel during a slave riot instigated by Calrissian's navigational droid, L3-37. During the escape, Solo flew the Falcon, with Chewbacca as his copilot, for the first of many times. Because the crew stole the coaxium fuel as unrefined, it was necessary to make the escape from Kessel to the refinery on Savareen in record time, prompting Solo to plot a shorter, and much more dangerous course through the maelstrom that surrounded Kessel and near a gravity well called the Maw, reducing the typical distance required from 20 to 12 parsecs.

Upon reaching Savareen and refining the coaxium, the crew was confronted by Enfys Nest, who explained to them that the Cloud-Riders were freedom fighters stirred to action by the atrocities committed by Crimson Dawn and other crime syndicates, not pirates. Solo devised a plan to give the coaxium to the Cloud-Riders and give Vos fake coaxium, but Vos was prepared for their betrayal because of information given to him by his double-agent in the crew, Beckett.

However, Solo had double-crossed Beckett and Vos: the containers he left with the Cloud-Raiders were empty, and Nest dispatched the agents Vos sent to retrieve it. The coaxium Solo, Qi'ra, and Chewbacca brought to Vos was, in fact, genuine. Beckett managed to escape with the coaxium and Chewbacca as a hostage. After Qi'ra betrayed and killed Vos, Solo found and killed Beckett, but could only watch as he and Chewbacca were left left behind, while Qi'ra left Savareen in Vos' yacht to meet Crimson Dawn leader Darth Maul. Solo and Chewbacca entrusted the coaxium to Nest, who intended to use it to form a rebellion against the Empire.

Solo and Chewbacca tracked down Calrissian to a tropical world. Solo swiped the spare cards Lando held up his sleeve, and challenged him to a rematch of sabaac for the Falcon, a game which Solo won fairly. The Falcon instantly became Solo's most prized possession. With their new-found ship and confidence, Solo and Chewbacca began engaging in much more dangerous and risky criminal operations, eventually becoming smugglers. Around the same time, Chewbacca likewise hung a pair of chance cube dice above the freighter's piloting console.





CHARACTER NAME: Qi'ra  
HOMEWORLD: Corellia  
BORN: 31 BBY  
SPECIES - Human  
GENDER - Female  
HEIGHT - 1.58 meters  
MOVE - 10

DEXTERITY: 3D+2

Blaster: 5D  
Brawling Parry: 4D  
Brawling Parry; Teräs Käsi: 6D  
Dodge: 5D+2  
Melee Combat 6D+1  
Melee Parry: 6D  
Pick Pocket 6D+1  
Running 4D+2

PERCEPTION: 4D

Bargain: 5D+2  
Command: 4D+2  
Con: 5D+2  
Hide: 4D+2  
Persuasion: 5D+2  
Sneak: 4D+2  
Value: 5D+2

KNOWLEDGE: 3D+1

Alien Species 4D+2  
Bureaucracy: 6D  
Business: 6D  
Cultures 4D+1  
Intimidation: 4D  
Languages: 5D+1  
Law Enforcement 4D  
Planetary Systems: 6D+1  
Streetwise 5D+2  
Survival 4D+2  
Willpower 4D

STRENGTH: 3D

Brawling: 4D  
Brawling; Teräs Käsi: 6D  
Climbing/Jumping 5D  
Stamina 4D

MECHANICAL: 2D

Astrogation 4D  
Communications 5D  
Repulsorlift Operations 5D+1  
Sensors 4D+2  
Space Transports 4D  
Starfighter Piloting 3D  
Starship Gunnery 4D  
Starship Shields 3D+2

TECHNICAL: 2D+1

Computer Programming/Repair: 4D+2  
Droid Repair: 4D  
Security 5D  
First Aid: 4D+1  
Ground Vehicle Operations 4D+2  
Repulsorlift Operations 5D+1

EQUIPMENT

CREDITS : Vast personal wealth  
Blaster Pistol (4D)

FORCE SENSITIVE : N

FORCE POINTS 3

DARK SIDE POINTS 0

## CHARACTER POINTS 6

**Description:** Qi'ra was a human female from the planet Corellia who lived during the reign of the Galactic Empire. She grew up on the streets along with Han Solo before becoming part of an opulent life working for the Crimson Dawn gang.

Qi'ra hailed from the planet Corellia during the reign of the Galactic Empire, before the outbreak of the Galactic Civil War. She grew up on the streets and became friends with Han Solo. By the time Qi'ra was eighteen years old, she was enmeshed in a criminal life working for the White Worms gang on Corellia and had become the Head Girl after Han revealed to Lady Proxima that she had turned down the opportunity to travel the galaxy for her. Qi'ra attempted to flee Corellia with Han, by this point her lover, who had stolen a vial of coaxium during a delivery for Proxima that had gone badly. After a confrontation with Proxima, in which Solo caused a distraction by shattering a window allowing light in, he and Qi'ra attempted to escape through the Imperial control zone using the coaxium to bribe Falthina Sharest, an Imperial Emigration Officer. Sharest agreed to allow them through, provided they handed over the coaxium before passing through the security gate. Solo reluctantly agreed, and instructed Qi'ra to hand it over. However, after Solo got through, Qi'ra was captured by several members of the White Worms, and the gate closed when Sharest triggered a security alert. Solo promised Qi'ra he would come back for her as soon as possible.

Qi'ra lived an even more difficult life after being captured again by Lady Proxima's gang. Eventually, Dryden Vos, the leader of Crimson Dawn, rescued Qi'ra from a dangerous situation, demanding her lifelong loyalty in return. Vos branded Qi'ra's forearm and the back of her neck with the Crimson Dawn symbol.

With Crimson Dawn, Qi'ra lived a more opulent lifestyle, becoming Vos' top lieutenant. She was trained by Vos in the martial arts of Teräs Käsi.

At some point during her employment with Crimson Dawn, Qi'ra found herself being pursued by bounty hunter droid IG-88 on Ord Mantell. Qi'ra fell into a trap laid by IG-88 and its temporary partner, Weequay pirate Hondo Ohnaka. The two were planning on turning Qi'ra in for a bounty, but she was able to turn them against one another, giving her a chance to remove her bonds and capture them both, with intent to turn them in for their bounties.

Qi'ra's association with Crimson Dawn brought her back into contact with Solo, who was working with Vos' associate Tobias Beckett in order to obtain a large quantity of refined coaxium. Qi'ra attended the meeting between Vos, Beckett, and Solo on Vos' yacht. Vos berated Beckett and Solo for failing to obtain the coaxium shipment on Vandor-1, and considered killing them until Solo suggested that they instead retrieve unrefined coaxium from the spice mines of Kessel. Qi'ra advised Vos that the plan would work, and he agreed to allow Beckett to try, the penalty for failure being death. Vos sent Qi'ra to accompany Beckett's crew to make sure the plan would work.

Knowing that they would need a particularly fast ship to transport the unrefined coaxium before it degraded and detonated, Qi'ra sought her old acquaintance, Captain Lando Calrissian of the Millennium Falcon. Qi'ra watched as Solo failed to win the Falcon at sabacc. However, Calrissian agreed to fly the Falcon for Qi'ra, Beckett, and Solo in exchange for a cut of the profits. En route to Kessel, Qi'ra and Solo rekindled their romance, kissing in the back of the Falcon.

Upon arriving at Kessel, Qi'ra masqueraded as a slaver selling Han and Chewbacca to the Pyke Syndicate in order to infiltrate the mines. Qi'ra, Beckett, and L3-37 secured the control room, allowing

Solo to steal the coaxium. Qi'ra initially served as Solo's co-pilot during the escape from Kessel, but was replaced by Chewbacca.

On Savareen, the Falcon crew refined the coaxium and awaited Vos' arrival. They were confronted by Enfys Nest, leader of the Cloud-Riders, who told them they were freedom fighters resisting the atrocities of Crimson Dawn, not pirates. Solo devised a plan to give Vos fake coaxium, and give the Cloud-Riders the real coaxium in order to fund their resistance. Qi'ra, Solo, and Chewbacca presented the coaxium to Vos aboard his yacht, but he saw through their plan, made aware in advance by Beckett, who had been Vos' double-agent all along. Vos expressed his disappointment that Qi'ra betrayed him, and realized that Solo was her weakness.

However, Solo foresaw Beckett's treachery, and double-crossed him: the coaxium containers left with the Cloud-Riders were empty, and Enfys Nest dispatched the Crimson Dawn agents sent to recover it. The coaxium they brought along was in fact genuine. Beckett captured Chewbacca, and left with the coaxium. Vos and Solo fought, but Qi'ra intervened, holding Solo at sword point. However, Qi'ra sided with Solo, dueling and killing Vos.

Solo left to rescue Chewbacca and retrieve the coaxium for the Cloud-Riders. Qi'ra told Solo she would be right behind him, but instead took Vos' ring, and used it to contact Maul, the actual leader of Crimson Dawn, informing him that Vos had failed to obtain the coaxium. Qi'ra was then ordered to bring the yacht to Dathomir, and that she would be working more closely with Maul, leaving Solo behind.

### *Personality and traits*

Qi'ra was a Corellian human female with brown hair, blue eyes, and light skin. Despite having grown up on the streets, she was able to adapt to a lush lifestyle and fit in with the Crimson Dawn gang. Having known Han for so many years, she believed she may have been the one person who could see him for who he truly was. She was a fighter and had been trained in combat by Vos, which helped her survive.





Name: Lando Calrissian  
Homeworld: Socorro  
Born: Approximately 30 BBY  
Species: Human  
Gender: Male  
Height: 1.77 meters

**DEXTERITY 3D+2**

Blast $\bar{e}$ r 5D+2,  
Dodge 5D  
Melee Combat 4D

**KNOWLEDGE 3D**

Alien Species 4D  
Bureaucracy 5D  
Cultures 5D+2  
Languages 5D  
Planetary Systems 5D  
Streetwise 6D+1  
Survival 5D  
Value 5D+1

**MECHANICAL 2D+1**

Archaic Starship Piloting 3D+1  
Astrogation 5D+2  
Communications 4D  
Ground Vehicle Operation 3D+1  
Repulsorlift Operation 4D  
Sensors 4D+2  
Space Transports 6D  
Starfighter Piloting 6D  
Starship Gunnery 5D  
Starship Shields 5D  
Swoop Operation 4D+2

**PERCEPTION 4D**

Bargain 6D  
Command 5D  
Con 6D+2  
Forgery 5D+1  
Gambling 6D+2  
Hide 4D  
Persuasion 5D+1  
Sneak 4D

**STRENGTH 2D+2**

Brawling 4D+1  
Climbing/Jumping 4D  
Lifting 4D+2  
Stamina 4D  
Swimming 4D

**TECHNICAL 2D+2**

Computer Programming/Repair 3D+2  
Droid Programming 3D  
Repulsorlift Repair 3D  
Security 4D+1  
Space Transports Repair 5D+2  
Starship Weapon Repair 4D

Force Points: 1

Dark Side Points: 0

Character Points: 7

Move: 10

Equipment: Blaster Pistol (5D), Comlink, Expensive wardrobe of Expensive Clothes, Sabacc Card Deck

Description: Lando Calrissian was born on the planet Socorro approximately thirty years before the Battle of Yavin. During his youth, he became a smuggler and a gambler, playing a card game known as sabacc. He traveled throughout the galaxy and piloted a freighter called the Millennium Falcon, which saved his life on numerous occasions.

Sometime prior to the Battle of Yavin, Lando and his droid companion L3-37 were ambushed in the Halthor sector when an Imperial interdicator dropped out from hyperspace. As a result of the ambush, Calrissian lost a majority of his shipment of walkers that he acquired from an Er'Kit arms dealer in the Noonian sector.

Calrissian later smuggled weapons to Petrusia after the Empire

seized control of it. Following that operation, Calrissian considered turning the Falcon into a casino, despite L3's reservations about it. He also started to write the Calrissian Chronicles to show the galaxy his prodigiousness. Calrissian and L3 then took the Falcon to Batuu. There he tried to buy a new cape from Borkus until he met the bartender Kristiss.

Needing a fast ship in order to steal unrefined coaxium from the Pykes on Kessel for Dryden Vos of Crimson Dawn, Calrissian's old acquaintance Qi'ra, alongside Tobias Beckett, Han Solo, and Chewbacca, sought out Calrissian in order to procure his services as pilot of the Falcon. They found him hustling several bar patrons at sabacc by hiding a card up his sleeve. Solo joined in the game, and the stakes soon became the Falcon against a VCX-100 light freighter by Solo. Solo produced an impressive hand that caused the other bar patrons to erupt in applause, but Calrissian produced a superior hand by cheating. Calrissian inquired where Solo's ship was, but Qi'ra intervened, explaining the situation. Calrissian agreed to pilot the Falcon for the heist, in exchange for a 25% cut, negotiated down to 20% by Beckett.

Calrissian and L3-37 navigated the Falcon to Kessel, Calrissian remained on the ship during the heist to update his autobiography. When Solo, Qi'ra, Chewbacca, Beckett, and L3 returned with the coaxium, Calrissian helped lay down covering fire against the Pykes until L3 was shot. Calrissian attempted to save L3, but was shot in the arm, and it took the efforts of Solo and Chewbacca to save him and L3. Aboard the Falcon, L3 died in Calrissian's arms. Due to his injury, Calrissian allowed Solo to pilot the Falcon off Kessel.

The crew encountered an Imperial blockade when departing Kessel, causing Solo to divert his course into the dangerous maelstrom. Calrissian retrieved L3's central processor and plugged it into the Falcon's navicomputer in order to plot a course out of the maelstrom, in which navigation was otherwise impossible. The Falcon crew encountered a massive space creature, and the Maw, a powerful gravity well. Solo launched the Falcon's escape pod into the gravity well, causing the creature to follow it and become trapped. The Falcon became trapped in the gravity well, only escaping when Beckett used a drop of coaxium in order to give the Falcon the power to escape.

When the crew arrived at the refinery on Savareen in order to refine the coaxium, Calrissian abandoned the others in the Falcon when Enfys Nest and her Cloud-Riders arrived on Savareen to confront Beckett.

Solo and Chewbacca later tracked Calrissian to a tropical world, where he was once again hustling others at sabacc. Solo swiped Calrissian's spare card when he greeted him, and won the Falcon in a rematch, leaving with it.

After losing the Falcon, Calrissian put an end to his days as a smuggler. He fancied himself a respectable businessman, and referred to himself as a "galactic entrepreneur." When he was 26, Calrissian met a criminal known as Azmorigan, who introduced him to Cikatro Vizago, a Devaronian crime lord who operated on the Outer Rim planet of Lothal. Calrissian purchased a plot of land from Vizago on Lothal, on which the former smuggler intended to begin mining precious minerals. In order to do so discreetly, without attracting the attention of the Empire due to Imperial mining regulations, Calrissian planned to acquire a puffer pig from Azmorigan; puffer pigs had a nose for minerals and could do the same job as twelve mining scanners. He required a ship that could evade the Imperial blockade set up around the planet; Calrissian attempted to smuggle mining equipment onto Lothal but was stopped by the Empire.





Name: L3-37  
Type: Custom pilot droid  
Height: 1.79 meters

#### DEXTERITY 2D

Blaster: 5D+2  
Dodge: 4D+2  
Missile Weapons 4D+2  
Running 4D  
Vehicle Blasters 5D+1

#### KNOWLEDGE 1D

Alien Species 4D+2  
Business 5D  
Cultures 4D+2  
Languages 5D+1  
Law Enforcement 4D  
Planetary Systems 5D+2  
Streetwise 4D+2  
Survival 2D+2

#### MECHANICAL 2D

Astrogation 8D  
Communications 5D  
Repulsorlift Operations 5D  
Sensors 5D  
Space Transports 5D  
Starfighter Piloting 4D  
Starship Gunnery 4D+2  
Starship Shields 5D

#### PERCEPTION 2D

Bargain 3D  
Command 2D+2  
Con 4D  
Forgery 4D+1  
Gambling 3D+2  
Hide 4D  
Persuasion 5D  
Search 5D  
Sneak 4D+1

#### STRENGTH 3D

Brawling 3D+1  
Climbing/Jumping 3D+2  
Lifting 5D  
Stamina 5D

#### TECHNICAL 3D

Blaster Repair 4D  
Computer Programming/Repair 5D  
Droid Programming/Repair 6D+1  
Repulsorlift Repair 4D  
Security 5D  
Space Transports Repair 5D  
Starship Weapons Repair 5D

#### Equipped With:

Retractable fine work grasper arm  
Holographic projector/recorder  
Fire extinguisher  
Vocoder  
R3 Astromech Brain with programming from an Espionage

Droid

Move: 10

Description: L3-37, abbreviated L3, or Elthree, was a feminine custom self-made piloting droid associated with Lando Calrissian who was active during the reign of the Galactic Empire. She was a one of a kind droid, assembling and improving herself with scraps of other droids, including her torso, which she pieced together from an old astromech. Her brain module began as part of an R3-series astromech droid, including data from an espionage droid, custom coding and protocol droid processors.

L3 was also built from already used protocol parts and was also an enlightened navigator. She cared deeply about droid rights, a trait which led to her eventual demise.

In 10 BBY, L3-37 and Lando Calrissian traveled to the Lodge on Vandor to enjoy some downtime after Calrissian had done a smuggling run on Felucia. Sometime later, Calrissian was hired by the criminal Tobias Beckett and his gang to transport them to Kessel. L3 meanwhile was trying to reason with WG-22, who was being used for entertainment in droid fighting pits in the Lodge. Ralakil, who ran the droid pits got into a heated argument with L3 and she grabbed him by the face. Calrissian arrived and told L3 to let go of his face. L3 complied and asked who Calrissian's acquaintances were. Calrissian explained that they were taking the group to the spice mines of Kessel.

They then traveled to Kessel aboard the Millennium Falcon, L3 assisted Beckett's gang and they successfully obtained the coaxium, which was to be transported to Savareen so the unstable material could be refined and they could rendezvous with Dryden Vos. During the mission, L3 freed several droids who were being used as slaves by the Pyke Syndicate. Whilst Han Solo and Chewbacca were making their way to the vault filled with coaxium, the droids started rebelling freeing all of the other slaves in the mine. The slaves rebelled against the guards allowing Beckett's gang to escape aboard the Falcon. After nearly everyone was aboard the Falcon, L3 was shot by a guard and was severely damaged. Calrissian attempted to retrieve L3, only to lose half of her body and get injured during the escape. Aboard the Millennium Falcon, L3 was held in Calrissian's lap, while Calrissian was mourning for L3 wishing that he had never taken the job. L3 responded, but was deactivated shortly after they made it off of Kessel.

Once the Falcon was attacked by Imperial TIE fighters, L3 was uploaded by Calrissian into the Falcon acting as the ship's navigational system, helping the gang to escape the gravity well and leave the Kessel Run, so that they could deliver the coaxium to Savareen.

Shortly after the deaths of Vos and Beckett, Solo tracked Lando to a jungle world where he won the Falcon to Calrissian in a rematch of sabacc, also acquiring L3-37 in the process.

From that point afterwards, L3 remained part of the Falcon, accompanying Solo and Chewbacca in their further adventures. She served the Falcon when Solo and Chewie used it to rescue Princess Leia Organa from the Death Star and when Solo went to the Battle of Yavin to help Luke Skywalker destroy the space station. She also helped Solo and his friends escape from the Hoth system following the Battle of Hoth. During the escape the protocol droid C-3PO informed Solo the ship had the most peculiar dialect. Calrissian later piloted the Falcon when he and the Sullustan Nien Nunb destroyed the second Death Star during the Battle of Endor.



CHARACTER NAME - Tobias Beckett  
 SPECIES - Human  
 GENDER - Male  
 HEIGHT - 1.78 meters  
 MOVE - 10

**DEXTERITY: 3D+2**

Blaster: 6D+2  
 Brawling Parry: 5D  
 Dodge: 6D  
 Grenade: 4D  
 Melee Combat: 5D+1  
 Melee Parry: 5D+2

**PERCEPTION: 3D**

Persuasion: 5D+1  
 Search: 5D  
 Sneak: 5D  
 Con: 5D+2  
 Bargain: 5D+1

**KNOWLEDGE: 3D+1**

Planetary Systems: 5D  
 Streetwise: 6D  
 Survival: 5D  
 Value: 6D  
 Tactics: 6D  
 Command: 5D

**STRENGTH: 3D**

Brawling: 5D  
 Climbing/Jumping: 5D+2

**MECHANICAL: 2D+2**

Repulsorlift Operation: 5D  
 Starship Gunnery: 4D+1  
 Space Transports: 4D  
 Astrogeation: 3D+2

**TECHNICAL: 2D**

First Aid: 3D+2  
 Security: 5D+1  
 Computer Programming/Repair: 3D  
 Droid Programming/Repair: 2D+1

**EQUIPMENT**

CREDITS - 890  
 Heavy Blaster Pistol 5D  
 Blaster Rifle 5D  
 Blast Vest (+1D vs Physical Damage, +1 vs Energy

Damage, Arms and Body only).

FORCE SENSITIVE - N

FORCE POINTS: 3

DARK SIDE POINTS: 0

CHARACTER POINTS: 14

Description: Tobias Beckett was a human male professional thief who worked for the crime syndicate Crimson Dawn during the era of the Galactic Empire. A native of Glee Anselm, Beckett organized a crew to help with his heist missions. Although he became a mentor to Han Solo, a young mudtrooper who joined Beckett's group, Beckett was a survivor who quietly worked out angles that enabled him to come out ahead. He made use of many blasters, including the RSKF-44 heavy blaster and DG-29 heavy blaster pistol. He also owned a DL-44 heavy blaster pistol before he gave it to Han Solo.

At some point before 10 BBY, Tobias Beckett met the criminal and bounty hunter Aurra Sing who he pushed to her death. Sing's death was later recalled to Beckett while talking with Lando Calrissian, though Beckett claimed that he just gave Sing a push and that it was the fall that killed her.

During the Mimban campaign, Beckett was found with his crew, disguised as a Captain of the Imperial Army. At some point during the battle, Beckett asked who was in charge, since their commanding officer had recently perished. Han Solo, a mudtrooper with the 224th Imperial Armored Division, informed Beckett that he was in fact the ranking officer. Beckett then led his men through the battle. While observing a ship, he met the young Han Solo, who wanted to join them as part of their crew. A member of his crew, Rio Durant had doubts in letting Solo join them, but Beckett decided to give the boy an opportunity by leading him to be locked for desertion. Solo was put in a chamber, where he was to be fed to the Wookiee Chewbacca. Solo ultimately was able to escape with Chewbacca, who was initially intended to devour Solo. Beckett left with his crew, stealing the ship they observed earlier but then while in mid-take-off they found Han and Chewbacca running towards them, waving for them to let them onto the ship. Beckett ordered Durant to lower the ship to let Solo and Chewbacca board it.

Tobias Beckett was a member of Crimson Dawn, a criminal organization led by Dryden Vos. Beckett was instructed to retrieve a crate of coaxium from a 20-T Railcrawler conveyex transport on the planet Vandor-1; he went on this mission with his lover, Val, and Durant. They were accompanied by Solo and Chewbacca.

Upon arriving at Vandor-1, the crew ate dinner over a camp fire and also had a brief conversation about Han and Chewbacca's motivation for participating in the mission. Han had simply stated that there was someone he left on Corellia 3 years ago and that he will return there for her to free her from her horrible life there. Val stated that everyone needs someone, "even [Beckett]". Beckett begins deconstructing one of his blasters and chucks it to Han. This blaster is later kept by Han throughout the rest of his life as a smuggler and a rebel.

In the morning, Beckett, Val and Han observed the transport carrying the coaxium as well as some patrolling Viper droids, while discussing the plan for the heist. The conveyex was moving towards a bridge over a ravine. The plan was as follows: Val must place explosives on the supports of the bridge. The other members of the crew (save Durrant, the pilot) were to board the conveyex and attach cables from the carriage which contained the coaxium to their ship. Then, as the conveyex neared the bridge, Val was to destroy the bridge while the crew disconnected the coaxium-carriage from the rest of the conveyex, allowing the ship to lift the target carriage away while the rest of the conveyex fell to the bottom of the ravine. Val notes that if the Viper droids were alerted, the heist would become much more difficult and prompting Han to also survey the Viper droids.



After a brief moment, the heist began. Val went further up the track to place thermal detonators, Durrant flew their ship over the transport, and Beckett, Han and Chewbacca leaped aboard the transport. They opened up a hatch and gazed upon the coaxium inside, enough to power a whole star fleet. A fight ensued with some Imperial troopers aboard the transport, but Chewbacca disconnected the troopers' portion of the conveyex, leaving them behind as the rest of the conveyex moved onwards. The crew then connected four cables to the last carriage of the conveyex to their ship in order to lift it once.

The heist would not proceed smoothly from this point, however, as Val spotted the Cloud-Riders, led by Enfys Nest, moving towards the conveyex. One cloud-rider boarded the crew's ship and had a brief firefight with Durrant, who was gravely injured, beginning to pilot the ship very poorly. Val was surrounded by a swarm of viper droids. She tells Beckett over the comm how much she loved him, and decided to detonate the explosives, while still near them. Han takes over as pilot for Durrant and tried carrying the shipment with only one cable attached to the carriage. Enfys Nest and her Cloud-Riders had cut off the other three and replaced them with their own. Shortly after, Durrant had perished too.

Chewbacca uncoupled the carriage with the others so that they could lift the shipment off the tracks. Han and the Cloud-Riders had to eventually lift up the shipment, for they were running out of track. Both tried to take the shipment with them but failed as they were both pulling opposite directions. As both Han and the Cloud-Riders neared a mountain, Han detached the shipment of coaxium, fearing a crash. The Cloud-Riders did so as well. The coaxium was lost. After they landed Beckett had made tombstones in remembrance of his fallen comrades.

He reported back to Dryden Vos and was able to avoid execution by promising to retrieve unrefined coaxium from Kessel. Beckett had to make room for Qi'ra on his crew in accordance with his Vos' wishes.

Taken to Kessel by Lando Calrissian and L3-37 on the Millennium Falcon, Beckett successfully obtained the necessary amount of coaxium and travelled with his accomplices to Savareen so the unstable material could be refined and they could rendezvous with Dryden Vos. During the mission, Beckett posed as a guard for Qi'ra, directing the fake captives, Han and Chewie, out of the Falcon. He later follows Qi'ra, L3, the Pyke who met them and its guards. While Qi'ra went into another room to discuss with the Pyke, Beckett takes out the guards who stand outside, he after watches Qi'ra fight the Pyke. After a moment of unnerving silence from the room, he opens the door, and is only to be astonished to see a Pyke laying on the floor with Qi'ra walking out of the room telling him that she was taught Teräs Käsi by Dryden Vos. Once they got to the consoles to help Han to get to the vault of coaxium, L3 had freed some slave droids, who also freed the other slaves in the mine. The slaves inevitably rebelled against the guards allowing Beckett and the others to escape aboard the Millennium Falcon.

Once on the planet, Beckett showed his true colors to Han, Qi'ra, and Chewbacca. Once Han had told Beckett their plan he reports to Vos. Once they meet Vos, Vos surprises the team by announcing that the coaxium is fake – he reveals that his "inside man," and Han assumes that it was Qi'ra but it was indeed, Beckett. He had informed him of Han's plan to sell the real shipment to the Cloud Riders, a rebellion group led by Enfys Nest. Han announces that he anticipated Beckett's deception – the coaxium they are holding is real. He betrayed the three and abandoned Dryden. He attempted to take the coaxium for himself, but he was shot by Han, he praised Han for his actions right before he died.



CHARACTER NAME - Val  
SPECIES - Human  
GENDER - Female  
HEIGHT - 1.57 meters  
MOVE - 10'

**DEXTERITY: 3D+1**

Blaster: 6D  
Brawling Parry: 5D  
Dodger: 5D+1  
Grenade: 5D  
Melee Combat: 5D  
Melee Parry: 4D+2

**PERCEPTION: 3D**

Persuasion: 3D+1  
Search: 4D  
Sneak: 4D

**KNOWLEDGE: 2D+1**

Planetary Systems: 3D  
Streetwise: 5D+2  
Survival: 5D+1  
Value: 5D  
Tactics: 4D+1

**STRENGTH: 3D**

Brawling: 5D  
Climbing/Jumping: 5D+2

**MECHANICAL: 2D+1**

Repulsorlift Operation: 5D  
Starship Gunnery: 4D+1

**TECHNICAL: 3D**

First Aid: 4D+2  
Security: 4D+1  
Computer Programming/Repair: 4D  
Droid Programming/Repair: 3D+1

**EQUIPMENT**

CREDITS - 425

Heavy Blaster Pistol 5D  
Blast Vest (+1D vs Physical Damage, +1 vs Energy Damage, Arms and Body only).

FORCE SENSITIVE - N

FORCE POINTS: 2  
DARK SIDE POINTS: 0  
CHARACTER POINTS: 4

Description: Val was a female human criminal who worked with fellow outlaw Tobias Beckett during the reign of the Galactic Empire. Val was a no-nonsense and occasionally prickly woman who was a crack shot with a blaster rifle.

By the reign of the Galactic Empire, Val was already working with the scoundrel Tobias Beckett and the Ardennian pilot Rio Durant. They formed a crew which carried out risky though profitable heists. She and Beckett, in addition, shared a romantic relationship.

By the reign of the Galactic Empire, Val was already working with the scoundrel Tobias Beckett and the Ardennian pilot Rio Durant. They formed a crew which carried out risky though profitable heists. She and Beckett, in addition, shared a romantic relationship.

Ten years before the Battle of Yavin, during a war on Mimban, Val infiltrated the Mimban Stormtrooper troops along Beckett and Durant. There, they met the young Han Solo, who wanted to join them as part of their crew. Val didn't agree in letting Solo join them, but Beckett decided to give the boy an opportunity by leading him to be locked for insubordination. Solo was ultimately able to escape with the Wookiee Chewbacca, who was initially intended to devour them, so Beckett decided to let them join his crew.

Once they arrived at Vandor-1, Beckett's crew spied the 20-T Railcrawler conveyex transport that they had been planning to steal in order to acquire its Coaxium cargo to pay Beckett's debt with the crime lord Dryden Vos, leader of Crimson Dawn. As the crew spied, they wished for the absence of Enfys Nest and the Cloud-Riders the next day. That night, before sleeping with the campfire they had made, Val kissed Beckett while they told about what they planned to do with their share from the heist.

The next morning, while Beckett along Solo and Chewbacca managed to take possession of the cargo wagon by getting rid of the range troopers and having Chewbacca separating it with his strength, Val prepared to detonate the bridge to avoid the Conveyex to cross the tunnel while Solo and Beckett hooked the wagon to their ship.

Unfortunately, Nest and the Cloud-Riders appeared on scene with the intentions to steal the Coaxium from Beckett's hands, even managing to fatally wound Rio. Though Val managed to take out some of Nest's marauders, she realized that the Conveyex was getting too close to her and that there would be no time to abandon her position without letting the crew to steal the Conveyex. Communicating with Beckett about the change of plans, she told Beckett that she loved him and subsequently detonated the bomb, blowing up herself and destroying the bridge.

Ultimately, Val's sacrifice was in vain because Solo was forced to let go the cargo in order to save Beckett and Chewie from a certain death. Once all had finished, Beckett punched Solo in the face because of Val's death and their failure in acquiring the Coaxium. Later on, while visiting Dryden Vos with the empty hands, Vos expressed his condolences to Beckett for Val's death.



CHARACTER NAME - Rio Durant  
SPECIES - Ardennian  
GENDER - Male  
HEIGHT - 1.49 meters  
MOVE - 10

DEXTERITY: 2D+2  
Blaster: 4D (Blaster Pistols: 5D)  
Dodge: 5D

PERCEPTION: 3D  
Persuasion: 5D  
Search: 5D  
Sneak: 5D  
Hide: 5D

KNOWLEDGE: 3D+1  
Planetary Systems: 5D  
Alien Cultures: 4D+1  
Streetwise: 8D+2  
Survival: 6D+1

STRENGTH: 2D  
Climbing/Jumping: 3D+2

MECHANICAL: 4D  
Space Transports: 5D+2  
Repulsorlift Operation: 5D  
Starship Gunnery: 5D+1  
Communications: 4D+2  
Sensors: 4D+2  
Astrogation: 5D

TECHNICAL: 3D  
Space Transports Repair: 5D+1  
Starship Weapons Repair: 4D  
First Aid: 4D+2  
Security: 5D+1  
Computer Programming/Repair: 4D  
Droid Programming/Repair: 4D+1

EQUIPMENT  
CREDITS - 425  
Blaster Pistol 4D, Flight suit & Goggles

FORCE SENSITIVE - N  
FORCE POINTS: 2  
DARK SIDE POINTS: 0



## CHARACTER POINTS: 9

Description: Rio Durant was a four-armed Ardennian pilot who lived during the reign of the Galactic Empire. Durant carried out dangerous missions alongside the scoundrel Tobias Beckett for years and was good-natured and up for any challenge.

Rio Durant was a veteran of Freedom's Sons. By the reign of the Galactic Empire, Rio Durant was already working with the humans Tobias Beckett and Val. They formed a crew which carried out risky though profitable heists. Over the time, Durant carried several dangerous missions alongside Beckett, serving as his pilot.

Ten years before the Battle of Yavin, during a battle on the swamp planet Mimban, Rio infiltrated the swamp troopers along Beckett and Val. There, they met the young Han Solo, who wanted to join them as part of their crew. Durant had doubts in letting Solo join them, but Beckett decided to give the boy an opportunity by leading him to be locked for insubordination. Solo was ultimately able to escape with the Wookiee Chewbacca, who was initially intended to devour Solo, so Beckett ordered Rio to lower the ship to let Solo and Chewbacca to board it, causing Rio to become surprised with the Wookiee's presence.

Once they arrived at Vandor-1, Beckett's crew spied the 20-T Railcrawler conveyer transport that they had been planning to steal in order to acquire its Coaxium cargo to pay Beckett's debt with the crime lord Dryden Vos, leader of Crimson Dawn. As the crew spied, they wished for the absence of Enfys Nest and the Cloud-Riders the next day. That night, before sleeping with the campfire they had made, Durant spoke with Solo, mocking about his abilities to fly.

The next day, while Beckett along Solo and Chewbacca managed to take possession of the cargo wagon by getting rid of the range troopers and having Chewbacca separating it with his strength, Rio positioned the ship in such way to let Solo and Beckett to hook the wagon in order to escape with the cargo from the scene.

Nest and the Cloud-Riders appeared on scene with the intentions to steal the Coaxium from Beckett's hands. Two of Nest's marauders managed to board Beckett's ship and shot at Durant. Rio was able to shoot them off his ship, but was fatally wounded in the arms by one of the marauders. Han was then forced to go up into the ship to help Durant. Though Rio stated that it wasn't a serious wound, it became too evident that it was when Durant started to succumb to it. Anticipating that he was not going to survive, Rio asked Han for forgiveness, saying to the young man that he was a better pilot than him. At the verge of his death Rio proclaims that Val was correct in her belief that no one should die alone, reaffirming Han's goal of returning to Corellia to find Qi'ra. Durant then passed away from his wounds, leaving Solo to take control of the ship.

After he and Val died, Beckett had graves placed for them, with Durant's having his goggles hung off the stick that marked it.

Although his death seemed to be in vain as Han was forced to drop the Coaxium to save Beckett, his death seemed to have a great significance to Han. His death reaffirmed to Han that he should find Qi'ra on Corellia. Also despite being a smuggler, Han continued to keep Chewbacca around as he realized that a loyal friend was difficult to come by in such a merciless galaxy. Seeing Rio regret being alone and having no one to trust led Han to cherish his newly found Wookiee companion for all that he was worth.



CHARACTER NAME - Dryden Vos

SPECIES - Human

GENDER - Male

MOVE - 10

DEXTERITY: 3D

Blaster: 5D

Brawling Parry: 5D

Dodge: 6D

Melee Weapons: 7D

Melee Parry: 7D

PERCEPTION: 3D

Bargain: 7D

Command: 5D

Con: 7D

Gambling: 6D+2

Persuasion: 7D

Value: 7D+2

KNOWLEDGE: 3D

Intimidation: 8D

Streetwise: 7D

Willpower: 8D

Tactics: 6D

Planetary Systems: 6D

Alien Species: 5D

Cultures: 6D

Languages: 5D

Law Enforcement: 6D

STRENGTH: 3D

Brawling: 6D

MECHANICAL: 2D

Space Transports: 4D

Starship Gunnery: 3D

Communications: 6D

TECHNICAL: 3D

Security: 6D

Computer Programming/Repair: 5D

EQUIPMENT

CREDITS - 2,500 (on person), Collection of Antiquities, Excellent Quality Clothes, Kalevalan yacht known as "The First Light", Hologram Communication Ring, Knives and Hold-out Blaster

concealed on person

FORCE SENSITIVE - N  
FORCE POINTS 3  
DARK SIDE POINTS 5  
CHARACTER POINTS 12

Description: Dryden Vos was a male near-human crime lord who served as the leader of Crimson Dawn during the reign of the Galactic Empire. He was killed by his lieutenant, Qi'ra, after attempting to kill Han Solo.

Dryden Vos was the leader of Crimson Dawn, one of the most ruthless criminal syndicates in the galaxy during the reign of the Galactic Empire. At some point he came in contact with the crime lord Maul, former Sith apprentice of Darth Sidious. Maul hired him to assist him and communicated with him via hologram, using a ring to do so. Vos also acquired a Kalevalan yacht known as the First Light, where he had a study filled with several relics, including a slab of an obsidian stone he plundered from a Sith temple.

During his tenure as crime lord, Dryden Vos rescued the Corellian Qi'ra from a dangerous situation, taking her away from Corellia. As such, Vos demanded in return her lifelong loyalty to Crimson Dawn, branding her forearm and her neck with his organization's symbol. Qi'ra became his top lieutenant. He even trained her in martial arts, including the Teräs Käsi. Vos also managed at some point in his career to make an uneasy alliance with the Pyke Syndicate.

Ten years before the Battle of Yavin, the scoundrel Tobias Beckett became indebted to Vos, promising him a good amount of coaxium as payment. Unfortunately for Beckett, the heist in which he and his crew attempted to steal a wagon full of coaxium from a 20-T Railcrawler conveyex transport property of the Empire ultimately failed due to the intervention of Enfys Nest and her swoop pirate gang, the Cloud-Riders. However, his recruit, the young Han Solo, insisted that he meet Vos to talk with him about what had happened. Upon arriving at Vos' yacht, as Han met again with Qi'ra, Vos received Beckett and expressed his condolences for the loss of Val, revealing that he knew what happened with the Conveyex heist. At Vos' office, he then told Beckett that he needed to face his wrath for having failed him once more, but Solo attempted to convince Vos to give Beckett just another opportunity by sending them to the spice mines of Kessel to steal the coaxium stored there. At first, Vos denied that possibility because he didn't want to be attacked by the Pykes, but he was ultimately convinced by Qi'ra's intervention that it was a good idea.

In order to attack the spice mines of Kessel, Beckett's crew enlisted the help of the smuggler and Sabacc player Lando Calrissian and his droid L3-37, who brought them to Kessel aboard the Millennium Falcon. Therefore, Beckett's crew infiltrated Kessel's spice mines, got rid of Quay Tolsite and his guards and managed to steal the coaxium, at the cost of L3-37's destruction. After escaping from the Empire's clutches once more at the Maw Cluster, doing the Kessel Run in just 12 parsecs, the crew arrived at Savareen to meet Vos at his yacht, but after Lando departed with the Falcon and they met Nest and her intentions to help the the rebellion with the coaxium, they decide to deceive Vos with fake coaxium, also telling him that Beckett didn't survive the mission.

For the surprise of everyone, however, Vos reveals to know that the coaxium aboard his yacht was fake and that he was warned by his "inside man" about it. Though Han initially thought that Qi'ra betrayed them, Vos reveals that his "inside man" was Beckett in reality, who decided to betray his crew to have Vos spare his life. But as they anticipated Beckett's betrayal, they in reality presented Vos the true coaxium shipment with them to mislead him. Nevertheless, Beckett resolved to take Chewie hostage and escape with the real coaxium, leaving Vos to face Qi'ra and Han, leading to a fight in which Vos accidentally destroyed his study, including the

Masthead of Xim the Despot. In the midst of Han and Vos' attempts to kill each other, Qi'ra came to Han's defense by attacking Vos with a sword retrieved from the corpse of one of Hylobon Enforcers. In the fierce scuffle between the two, Vos cut the blade of his opponent's sword in half, which resulted in his own weapon getting stuck in it. Unarmed and defenseless, Vos was finally impaled by Qi'ra and dropped to the floor, dead. After promising Han that she would take valuables from the yacht and meet him outside, Qi'ra instead sealed the room after Han's departure and used the ring to falsely tell Maul that Tobias Beckett had been responsible for Vos' death, and was ordered to take the yacht to Dathomir.

#### *Personality and traits*

A near-human male crime lord, Dryden Vos was a pitiless enforcer and known as a gangster of taste and wealth. Vos socialized with the galaxy's elite aboard his yacht the First Light, surrounding himself with opulence. In addition, Vos enjoyed showing off his superb collection of antiques.

Though Vos was known for being ruthless albeit not a cutthroat, he had good manners with his guests, as he showed when he met Han Solo. However, his manners weren't to be mistaken for weakness, as he could change from a generous host to merciless killer in a moment. Beyond that, however, Vos was simply one more lackey of the crime lord Maul, the true leader of Crimson Dawn behind the shadows.



CHARACTER NAME - Lady Proxima  
SPECIES - Grindalid  
GENDER - Female  
HEIGHT - 4.88 meters  
MOVE - 6

DEXTERITY: 2D  
Blaster: 3D  
Brawling Parry: 6D  
Dodge: 5D

PERCEPTION: 4D  
Bargain: 6D  
Command: 6D  
Con: 6D+1  
Gambling: 6D+1  
Persuasion: 6D+1

KNOWLEDGE: 4D  
Streetwise: 8D  
Tactics: 5D  
Willpower: 6D



STRENGTH: 5D  
Brawling: 7D

MECHANICAL: 2D

TECHNICAL: 2D  
Security: 5D

EQUIPMENT  
CREDITS - 12,500

FORCE SENSITIVE - N  
FORCE POINTS 1  
DARK SIDE POINTS 4  
CHARACTER POINTS 12

Description: Lady Proxima was a Grindalid female crime boss who operated out of a lair on Corellia during the Imperial Era. She was the leader of the White Worms, a group that took in young Corellians and gave them food and shelter in exchange for their participation in criminal activities on Lady Proxima's behalf. Han Solo and Qi'ra were two of those children.



CHARACTER NAME - Moloch  
SPECIES - Grindalid  
GENDER - Male  
Homeworld: Corellia  
MOVE - 10

DEXTERITY: 3D  
Brawling Parry: 4D  
Dodge: 4D+2  
Blaster: 5D  
Melee Combat: 4D+2  
Melee Parry: 4D+2

PERCEPTION: 3D  
Search: 4D  
Sneak: 4D  
Command: 3D+2  
Persuasion: 3D+1

KNOWLEDGE: 3D  
Intimidation: 5D+1  
Streetwise: 4D+2

Survival: 4D+1  
STRENGTH: 4D  
Brawling: 5D+2  
Climbing/Jumping: 4D+1  
MECHANICAL: 2D  
Repulsorlift Piloting: 5D+1  
TECHNICAL: 2D  
Repulsorlift Transports Repair: 3D  
Security: 4D  
Beast Riding: 5D

FORCE SENSITIVE : N  
FORCE POINTS 3  
DARK SIDE POINTS 1  
CHARACTER POINTS 5

Equipment: Clothing, Body Armour (+1D to resist damage), Blaster Pistol 4D, Pack of Corellian Hounds, Land Speeder,

Description: Moloch was a male Grindalid who lived in the galaxy during the reign of the Galactic Empire as member of the White Worms gang. He was one of few members of the gang willing to leave the sewers, but when out of the sewers he had to wear white armor.

Moloch was present in the White Worm's den when Han Solo was brought to Lady Proxima after his failed mission. Lady Proxima was angered by Han's failure and ordered Rebolt to hit Han with a staff. Han got angered by this, grabbed the staff from Rebolt, and said that he will hit back. Moloch then pulled out a blaster and pointed it at Han. Frightened for Han, Qi'ra ran in front of Moloch and pleaded with him to not shoot Han. Han then grabbed a rock and broke a window with it, exploiting the Grindalid weakness of sunlight. This caused Proxima to burn it up and retreat into the water. Han then took Qi'ra, pushed through the scumrats, and ran outside the den. Moloch quickly covered his face with armor so he wouldn't burn, and started to pursue Han and Qi'ra. As Han and Qi'ra were escaping in a land speeder, Moloch opened fire on them, but was not able to hit them or the speeder.

Moloch then took Rebolt, Syke, and a pack of Corellian hounds with him in his A-4B landspeeder to pursue the White Worm deserters with. Moloch quickly caught up to Qi'ra and Han in his speeder, and started to knock their speeder with his much more sizable speeder. Moloch proceeded to chase the deserters through the streets of Coronet City. Han eventually took the chase into an industrial manufacturing plant. Han then slanted his speeder to try and fit through a small crevice so Moloch would not catch him. At the end of the crevice Han's speeder became wedged in the crevice, so him and Qi'ra were forced to continue running on foot. Moloch's speeder was way to big to go after them, so like Han and Qi'ra, him and his party were forced to chase the deserters on foot.

Moloch tracked Han and Qi'ra down to the Coronet Spaceport, but was momentarily stopped by a stormtrooper. Moloch informed the Stormtrooper of the runaways, and the Stormtroopers began to look for Han and Qi'ra as well. Han and Qi'ra were able to get to the gate to leave Corellia, but as they were walking out, one of Moloch's thugs grabbed Qi'ra, and brought her to Moloch. The gate then closed so they couldn't get Han. Thus, allowing Han to escape Corellia.



Type: Imperial Stormtrooper

Dexterity: 2D

Blaster: 4D

Dodge: 4D

Brawling Parry: 4D

Vehicle Blasters: 3D

Knowledge: 2D

Perception: 2D

Strength: 2D

Brawling: 3D

Mechanical: 2D

Technical: 2D

Move: 10

Equipment: E-11 blaster rifle (5D), Imperial Stormtrooper Armour (+1D vs Energy, +2D vs Physical, -1D to Dexterity)

Description: Stormtroopers were the assault/policing troops of the Galactic Empire. Dissenting citizens sometimes referred to them as bucketheads, a derogatory nickname inspired by the bucket-shaped helmets of stormtroopers. They wore white armor made from plastoid over a black body glove which, in addition to creating an imposing image, was outfitted with a wide array of survival equipment and temperature controls that allowed its wearer to survive in most environments, and were designed to disperse blaster bolt energy. As members of the Stormtrooper Corps, an independent branch that operated under the Imperial Army, stormtroopers represented the backbone of the Imperial Military—trained for total obedience to the command hierarchy, as well as absolute loyalty to Emperor Sheev Palpatine and the Imperial regime. Stormtroopers were trained at Imperial Academies, and used a variety of weapons.

In the aftermath of the Clone Wars, the clone troopers who served the Galactic Republic became the first stormtroopers, tasked with suppressing rebellious worlds and enforcing the new Emperor's will across the galaxy. Over time the clones were retired from Imperial service, leaving the stormtrooper ranks open to birth-born human recruits. Though they fought against the Rebel Alliance throughout the Galactic Civil War, the Empire was ultimately defeated and the Emperor slain at the Battle of Endor. The remnants of the Empire were subsequently compelled by the New Republic to sign the Galactic Concordance. Among its conditions, the peace treaty forbade the recruitment and mobilization of stormtroopers. However, a new generation of stormtroopers would be trained under the guidance of the First Order, a military junta inspired by Imperial ideology and determined to reclaim the legacy of the Empire. In Stormtrooper command, A squad of stormtroopers consisted of 10 stormtroopers, with 5 squads in a platoon, 4 platoons in a company, 4 companies in a battalion, 4 battalions in a regiment, and 4 regiments in a legion, for 12,800 troopers in a legion.

#### *Training*

Unlike their predecessors, the majority of stormtroopers were non-clone recruits. Imperial cadets were shipped off to Imperial Academies, and subjected to rigorous training programs in order to produce highly trained shock troopers fiercely loyal to the Empire. Stormtroopers were trained to disregard fallen comrades in battle, and to press on, no matter the cost, even when the odds were stacked against them.

Although they were a rare sight, women were not prohibited from serving in the ranks of the stormtroopers. During training, female cadets were placed in all-female units. Unit Forn was an all-female unit at the Academy for Young Imperials on Lothal, who were selected for stormtrooper training had to undergo extra reconditioning. This has the effect of dehumanizing the cadets, who came to refer to themselves by their operating numbers rather than



their names. One such cadet was Ames Bunkle, an acquaintance of Zare Leonis.

Among other things, cadets would train to fire blasters, and Imperial specialist Ralsius Paldora noted that stormtroopers hit 77% of their targets. Cadets also learned to pilot Imperial walkers and the ruthlessness it took to become a stormtrooper. Cadets who attended Imperial Academies also underwent simulated obstacle courses in the Well, which were designed to test their strength, agility, reflexes and intelligence. Such courses and tests of skill became increasingly difficult over time, and accountability for losses were harsh.

While cadets attended the academy, they wore white uniforms and specialized helmets, similar to the standard stormtrooper or pilot gear. Aside from their basic training, many cadets were also assigned other non-combat duties on base. Such duties offered cadets the opportunity to gain experience over their peers, and were often presented as rewards for excellent performance during training exercises.

As cadets were being evaluated, the officers in charge were often instructed to take note of performance that might denote an affinity for the Force, and report it to one of their superiors. Cadets who met this special criteria were taken by the Grand Inquisitor and forcibly inducted into Project Harvester, a top secret Imperial program based on Arkanis. Cadet Zare's older sister Dhara Leonis was one known subject of Project Harvester. Another prospective subject was Jai Kell, who managed to escape due to the help of Ezra Bridger.

Stormtrooper and other Imperial cadets also assisted in law enforcement operations. Following a spate of rebel activity on Lothal, Imperial cadets there were used to search homes and streets for illegal activities, detain the children of fugitives, and to raid smugglers. During these law enforcements operations, some cadets like Nazhros Oleg came to flout their new-found powers; a trait that was encouraged by some officers like Captain Piers Roddance. Some prospective officer cadets like Leonis and Oleg were also given the chance to lead adult stormtroopers in these raids. Cadets also had their backgrounds investigated for any sign of criminal connections and other subversive activities.

#### *Equipment*

Stormtroopers wore a distinctive set of white armor that was intended to instill fear in the Empire's subjects, while also providing the soldiers with an extended range of survival equipment and temperature controls. Their armor was also specifically designed to dissipate blaster shots and stormtroopers were known to recover after being shot. The helmet provided cranial protection, filtered air, and contained enhanced vision, communication systems and an effective HUD (heads up display) that could help locate threats, aid in navigation, and to help alert the wearer. Rank was determined by a color coded pauldron worn over the left shoulder, with orange or red representing the rank of commander, black indicating an enlisted trooper, and white representing a sergeant. Sometimes on the pauldrons they had specific symbols distinguishing who they were serving, exemplified by Grand Admiral Thrawn's troops, who had a stylised chimaera on their pauldrons. They also had a utility belt and a grappling hook attached to it, and primarily used the E-11 blaster rifle, however they also occasionally utilized the DLT-20A laser rifle or DLT-19 heavy blaster rifle. However, stormtrooper armor was not without its faults. The plates made running harder and offered little protection against a large scale pulse detonations and blunt weapons.

#### *Dress uniform*

Outside of combat and security details, stormtrooper officers wore black dress tunics, caps, and boots, as well as code cylinders, rank

insignia plaques, officer's disks conform to the standards of the Imperial Navy.



Type: Imperial Mimban Stormtrooper

Dexterity: 2D

Blaster: 4D

Dodge: 4D

Brawling Parry: 4D

Vehicle Blasters: 3D

Knowledge: 2D

Survival: 3D

Perception: 2D

Strength: 2D

Brawling: 3D

Mechanical: 2D

Technical: 2D

Move: 10

Equipment: E-11 blaster rifle (5D), Imperial Mimban Stormtrooper Armour (+1D vs Energy, +2D vs Physical, -1D to Dexterity, +2 to Sneak Hide in Swamp Terrain) Survival Cape (+1D to survival)

Description: The Mimban Stormtrooper was a variant of the Galactic Empire's standard stormtrooper. Some were part of the 224th Imperial Armored Division on Mimban, a mining planet located in the Expansion Region. Mimban Stormtroopers were armed with E-11 blaster rifles and they wore capes.



Type: Imperial Range trooper

Dexterity: 2D

Blaster: 5D

Dodge: 5D

Brawling Parry: 5D

Vehicle Blasters: 4D

Knowledge: 2D

Alien Species: 3D+2

Cultures: 3D

Intimidation: 4D

Languages: 3D+2

Planetary Systems: 3D+2

Streetwise: 3D

Tactics: 4D+2

Willpower: 4D

Perception: 2D

Command: 3D+2

Search: 4D+1

Strength: 2D

Brawling: 4D

Climbing/Jumping: 3D+1

Stamina: 4D

Mechanical: 2D

Repulsorlift Operation: 4D

Technical: 2D

Armour Repair: 3D+1

Security: 4D

Move: 10

Equipment: E-10R blaster rifle (5D, +1D against low light conditions when aiming), Imperial Range Trooper Armour (+1D vs Energy, +2D+1 vs Physical, -1D to Dexterity, +1D vs environmental conditions), Magnetic Boots

Description: Range troopers were a specialized variant of the Galactic Empire's stormtroopers. They were equipped with helmets similar in design to both the Imperial combat assault tank pilot's and Coastal defender stormtrooper's helmets, heavy armor with fur and a chestplate much like that of cold weather assault stormtroopers, and were armed with E-10R blaster rifles. They were also equipped with magnetic boots which allowed sure footing atop fast-moving vehicles. The troopers were some of the toughest in the Imperial Military, and viewed other forces as "softer" amateurs.

Several range troopers were deployed to Vandor-1 during the reign of the Empire and guarded a 20-T Railcrawler conveyer transport when Tobias Beckett's crew raided the transport for coaxium.





Type: Imperial Patrol Stormtrooper

Dexterity: 2D

Blaster: 4D

Dodge: 4D

Brawling Parry: 4D

Vehicle Blasters: 4D+2

Knowledge: 2D

Perception: 2D

Strength: 2D

Brawling: 3D

Mechanical: 2D

Repulsorlift Operation: 4D

Technical: 2D

Move: 10

Equipment: EC-17 hold-out blaster (3D), Imperial Patrol Stormtrooper Armour (+1D vs Energy, +2D vs Physical, +1D to Repulsorlift Operation), C-PH patrol speeder bike

Description: Patrol stormtroopers, also known simply as patrol troopers, were a specialized variant of the Galactic Empire's stormtroopers. As the Empire reinforced its hold on planets across the galaxy, local defense forces were being supplemented and eventually completely replaced by stormtroopers. To cover distances across sprawling settlements and cities, patrol stormtroopers policed the streets aboard their swift C-PH patrol speeder bikes and were armed with EC-17 hold-out blasters.

Their armor contained various advanced measures that allowed them to conduct their duties on Coronet's ports. In particular, their helmets possessed an enlarged dome that allowed them access to enhanced imaging electronics, and the overall armor, which shared similarities to the Scout Troopers, allowed for greater movement than regular stormtrooper armor. In addition, they received real-time traffic data, construction, and other potential obstacles from their headquarters via an in-helmet connection, allowing them to easily navigate various congested city environments.

# DROIDS



Type: Industrial Automaton R3 Astromech Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

Astrogation 4D, Capital Starship Piloting 4D, Space Transports

3D

PERCEPTION 1D

Search 4D

STRENGTH 1D

TECHNICAL 2D

Capital starship repair 6D, Capital Starship Weapon Repair 6D,

Computer Programming/Repair 5D, Security 5D

Equipped With:

- Three wheeled legs (one retractable)
- Retractable heavy grasper arm (lifting skill at 2D)
- Retractable fine worker arm
- Small electric welder (1D to 5D damage, 0.3 metre range)
- Small circular saw (4D damage, 0.3 metre range)
- Video display screen
- Holographic projector/recorder
- Fire extinguisher
- Acoustic signaller

Move: 5

Size: 1 metre

Cost: 5,000

Description: The R3-series astromech droid was an astromech model developed and sold by the droidmaker Industrial Automaton (IA). The R3 came at the heels of IA's blockbuster launch of the R2-series astromech droid as the company rushed to capitalize on their new dominance of the maintenance and repair droid market. The R3's designers copied the R2's general aesthetic, including the bright, contrasting color trim on a white metal chassis. The obvious difference in the factory unit was its head: the R2's opaque dome was swapped for a clear dome of plastex or transparisteel. The transparency gave the droid's internal sensor package greater range and showcased the R3's other major distinction, its newly updated Intellex V computer brain. Over time, however, some units' original domes were replaced with opaque ones or painted over carelessly.

Unlike its predecessor, the R3 was designed specifically for use by militaries and high-tech government agencies—IA developed another niche product, the R4-series astromech droid, to appeal to a broader clientele. The R3's Intellex V was capable of housing an immense amount of data; those units bought by the Galactic Republic had a database of detailed specifications on every vessel in the Republic Navy. Armed with this information, the R3 worked in cooperation with gunnery crews, security troopers, and naval chiefs of operation aboard capital-scale warships and at battlestations. Though its primary function was as a capital ship astromech, it could still operate as a plug-in droid for starfighters, holding up to five hyperspace jump coordinates in its astrogation buffer. The R3 had a genial and chummy personality, which allowed it to coordinate easily with large crews of organic sentients.

Due to the sensitive nature of the R3's programming, the rather expensive model was sold only to recognized government militaries. The Galactic Republic purchased 125 million of the droids during IA's initial production run, and later the Galactic Empire used R3s aboard its Star Destroyers and Death Star battlestations. Following the fall of the Empire, in an effort to maintain friendly relations with the New Republic, Industrial Automaton's policy restricted it from knowingly selling to the Imperial Remnant or known Imperial factions. Nevertheless, R3 units found their way into the hands of pirates, private spacers, the Rebel Alliance, and other groups through various black market channels.





Type: A-LT Utility Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

Astrogation 4D, Space Transports 3D, Starfighter Piloting 3D

PERCEPTION 2D

Search 3D

STRENGTH 1D

TECHNICAL 2D

Computer Programming/Repair 4D, Starfighter Repair 5D,  
Space Transports Repair 5D, Capital Ship Repair: 5D

Equipped With:

Grapple Hook Launcher (allows grapples to be fired 50 Meters,  
+2D to climbing)  
Retractable heavy grasper arm (lifting skill at 2D)  
Retractable fine work grasper arm  
Extendable 0.2 metre long video sensor (360o rotation)  
Retractable Small circular saw (4D damage, 0.2 metre range)  
Retractable Small Welding Torch (3D damage, 0.2 metre range)  
Retractable Fire extinguisher  
Holographic projector/recorder  
Acoustic signaller  
Small (10cm. by 16 cm.) internal "cargo" area  
Some additional tools and equipment

Move: 7

Size: 0.9 meters

Cost: 2,700

Description: The A-LT Utility Droid was a model of cleaning droid. During the Galactic Civil War, both the Galactic Empire and the Alliance to Restore the Republic used modified A-LTs to bypass walls and overload the circuitry of enemy turrets on the battlefield.

P6B-LT2 was a red and white plated A-LT Utility Droid that was forced to work in the criminal Pyke Syndicate's spice mines on the planet Kessel during the reign of the Galactic Empire. In 10 BBY, P6B-LT2 was freed from slavery after its restraining bolt was removed during a slave revolt in the mines started by the droid L3-37.

T1M8-LT2 was a orange and green plated A-LT Utility Droid that was forced to work in the criminal Pyke Syndicate's spice mines on the planet Kessel during the reign of the Galactic Empire. In 10 BBY, T1M8-LT2 was freed from slavery after its restraining bolt was

removed during a slave revolt in the mines started by the droid L3-37.



Type: GM-Series Protocol Droid

Dexterity: 1D

Knowledge: 1D

Alien Species 3D, Bureaucracy 5D, Cultures 5D, Languages 6D

Mechanical: 1D

Perception: 1D

Strength: 1D

Technical: 1D

Equipped with:

Humanoid Body (two arms, two legs, head)  
Two visual and two auditory sensors - human range  
Vocabulator speech/ sound system  
Communications module with over half a million languages.

Move: 7

Size: 1.7 meters tall

Cost: 550 (used)

Description: P4T-GM was a red and white plated protocol droid that was overworked as a conflict resolver in the criminal Pyke Syndicate's spice mines on the planet Kessel during the reign of the Galactic Empire. In 10 BBY, P4T-GM was freed from slavery when its restraining bolt was removed during a slave revolt in the mines started by the droid L3-37.



Type: GOUD-Series Messenger Droid

Dexterity: 1D

Knowledge: 2D

Mechanical: 1D

Perception: 1D

Strength: 1D

Stamina: 4D

Technical: 1D

Equipped with:

Wheeled Body

Storage container (1kg)

Data Storage

Move: 13

Size: 0.2 meter tall

Cost: 600 (used)

Description: GOUD-4 was a gray, box-shaped messenger droid with four wheels that was forced to work in the criminal Pyke Syndicate's spice mines on the planet Kessel during the reign of the Galactic Empire. In 10 BBY, MPH-11 was freed from slavery when its restraining bolt was removed during a slave revolt in the mines started by the droid L3-37.



Name: H0R-series Labor droid

Dexterity: 1D

Knowledge: 1D

Mechanical: 1D

Perception: 1D

Strength: 3D

Lifting 4D

Technical: 2D

Construction 4D

Equipped with:

Humanoid Body (two arms, two legs)

Visual and one auditory sensors - human range

Binary Vocabulator

Manipulator arms

Move: 8

Size: 1.9 meters tall

Cost: 8,000

Description: B8G-H0R was an orange humanoid-shaped labor droid with a large gas-burning exhaust vent in its torso. It was forced to work in the criminal Pyke Syndicate's spice mines on the planet Kessel during the reign of the Galactic Empire. In 10 BBY, B8G-H0R was freed from slavery when its restraining bolt was removed during a slave revolt in the mines started by the droid L3-37.





Type: IN-4 Series Information Droid

Dexterity: 1D

Knowledge: 3D

Bureaucracy 4D, Languages 4D

Mechanical: 1D

Perception: 1D

Search 5D

Strength: 1D

Technical: 2D

Communications 5D

Equipped with:

Visual sensor - Infra Red, and Binocular vision

Two Audio Sensors - wide frequency monitoring systems

Vocabulator speech/ sound system

Move: 5

Size: 1.1 meters tall

Cost: 600 (used)

Description: HT-IN-4 was an orange, box-shaped information droid with two legs and a red sensor. It was forced to work in the criminal Pyke Syndicate's spice mines on the planet Kessel during the reign of the Galactic Empire. In 10 BBY, HT-IN-4 was freed from slavery when its restraining bolt was removed during a slave revolt in the mines started by the droid L3-37.



Name: L-1 tactical droid

DEXTERITY: 1D

KNOWLEDGE: 3D

Planetary systems 5D

Tactics 5D

MECHANICAL: 2D

PERCEPTION: 1D+2

STRENGTH: 1D

TECHNICAL: 1D+2

Equipped With:

- Humanoid Body (2 Arms, 2 Legs)

- Human Range visual and one sensors

- Vocabulator speech/sound system

- Commlink

Move: 6

Size: 1.78 meters tall

Cost: Not for Sale

Description: The L-1 tactical droid was a model of fourth class tactical droid with gray plating and a pair of yellow photoreceptors. K-QHN was a manumitted L-1 tactical droid.



Type: MPH-series power droid

DEXTERITY 1D

KNOWLEDGE 1D

Languages: droid languages 3D

MECHANICAL 1D

Energize power cells 5D+1

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 3D

Machinery repair 4D, repulsorlift repair 4D, systems diagnosis 4D

Equipped With:

- Video sensor
- Quadrupedal locomotion
- Ultra-fine manipulator Arm (+1D to Technical skills)
- System diagnosis package, with infrared receptor, sonar, Xray and spectrometer equipment (+1D to system diagnosis)
- Acoustic signaler (droid and computer languages; can not speak basic or other common languages)
- Armored housing (+1D to Strength)
- Liquid tibanna tank and pump
- Liquid tibanna-powered generator

Move: 4

Size: 1.37 meters

Cost: 1,500 credits

Description: MPH-11 was a gray, box-shaped power droid with two legs that was forced to work in the criminal Pyke Syndicate's spice mines on the planet Kessel during the reign of the Galactic Empire. In 13 BBY, MPH-11 was freed from slavery when its restraining bolt was removed during a slave revolt in the mines started by the droid L3-37.



Type: SE-2 worker droid

Dexterity: 2D

Knowledge: 1D

Mechanical: 2D

Perception: 2D

Strength: 4D

Lifting 8D

Technical: 2D

Equipped with:

- Humanoid Body (two arms, two legs, head)
- Single Visual Sensors - Human Range
- Two Auditory Sensors - Human Range
- Vocabulator speech system
- Built in Comm System

Move: 8

Size: 1.79 meters tall

Cost: 1100 (used)

Description: The SE-2 worker droid, also known as the farm droid, was a loose-jointed model of utilitarian menial labor droid featuring a monocular photoreceptor with dual-imaging plane. An SE-2 named "Essie" worked on the farm of Galen Erso, and alerted the Erso family when he spotted Director Orson Krennic's Imperial shuttle approaching the homestead in 13 BBY.



# CREATURES



Name: Massiff  
Type: Guard Animal

Dexterity: 3D+2  
Perception: 3D+1  
Strength: 4D

#### Special Abilities

Claws: Strength +1D Damage  
Teeth: Strength +2D Damage

Move: 14  
Size: 0.76m Tall  
Orneriness: 2D+1

Description: The close proximity of Geonosis and Tatooine undoubtedly led to the migration of the creature from one world to another, most likely the result of careless traders introducing the animal into a new ecosphere. On Geonosis, massiffs are emblems of the Geonosian aristocracy, and domesticated massiffs are used to rid the hives of vermin. On occasion, massiffs are used in arena fighting. On Tatooine, they are similarly domesticated as camp guard animals.

Massiffs are burly quadruped carnivores, standing about a meter tall at the shoulder. They have coarse skin, large jaws, toothy mouths, big dark eyes, and a line of hard spines along their backs. They are found on both Tatooine and Geonosis. Tusken Raiders have been known to domesticate the creatures.



Name: Corellian Hound  
Type: non-sentient pack animal

Dexterity: 3D  
Perception: 3D  
Strength: 3D

#### Special Abilities

Bite: STR+1D damage  
Claws: STR+1 damage  
Stamina: Corellian Hounds are determined hunters, and will keep following their prey for considerable time, resisting tiredness with an additional +1 to all stamina rolls.

Move: 15  
Size: 1.5m long  
Orneriness: 2D+1

Description: The Corellian hound was a type of hound from the planet Corellia. A fleet-footed, loud-barking, vicious species, they were used for attack and hunting, but did not make good pets.



Name: Summa-verminoth  
Type: Space Creature  
Scale: Capital  
Dexterity: 3D  
Perception: 1D  
Strength: 5D

#### Special Abilities

Tentacles: Str+2D Damage.  
Electrical Discharge: 4D Ion Damage.

Move: 5 (Space Speed)  
Size: 1500m long

Description: The summa-verminoth were gargantuan space-faring beasts with tentacles and multiple eyes. They dwelled in the Akkadese Maelstrom and were embedded in legends of what travelers may encounter.

They were capable of naturally propelling themselves through space, as well as generating some form of electrical discharge across their tentacles.



Name: Dalgo  
Type: Riding Beast

Dexterity: 2D  
Perception: 2D  
Strength: 4D

#### Special Abilities

Bite: Dalgos have a long reptilian snout filled with many teeth capable of giving a vicious bite doing Str+1D damage.

Move: 20  
Size: 2.5-3 meters  
Orneriness: 1D+2

Description: Dalgos were four-legged animals native to the planet of Onderon. Onderon rebels used dalgos as beasts of burden and battle mounts during the Battle of Onderon.

Dalgos were a creature native to the dense jungles of the planet Onderon. Unlike their smaller herbivore cousins, they were carnivorous predators. Despite this, they could still be domesticated, filling many of the same roles.

Along with their cousins, they were also found on the desert moon Zardossa Stix.



# WEAPONS AND EQUIPMENT

WEAPONS	DMG	COST	Enviro Suit (+Armor)	2500+
MELEE			TOOLKITS & PACKS	COST
Staff/Club	Str+2	50	Survival Pack*	500
Knife	Str+1D	50	Armor Toolkit	1000
Gaderffii Stick/Spear	Str+1D+1	100	Computer Toolkit	1000
Sword	Str+2D	500	Cybernetics Toolkit	2500
Stunbaton	4D stun	250	Droid Toolkit	1000
Vibroknife	Str+1D+2	500	Medical Kit	500
Vibroaxe	Str+2D+1	750	Medpak	100
Vibroblade	Str+3D	1000	Repulsor Toolkit	500
Lightsaber	5D	----	Security Toolkit	1000
SLUGTHROWERS [range]	DMG	COST	Starship Toolkkit	2500
Pistol [s]	3D	100	Vehicle Toolkit	1000
SMG [m]	4D	250	Weapon Toolkit	1000
Shotgun [s]	5D	500	Webbing	50
Rifle [l]	5D	500	TECHNOLOGY	COST
BLASTERS [range]	DMG	COST	Bacta Tank§	5000
Holdout Blaster [s]	3D	250	Datapad††	100
Sporting Blaster [m]	3D	500	Comlink††	100
Blaster Pistol [m]	4D	1000	Holovid Projector††	100
Hunting Blaster [l]	4D	1500	Macrobinoculars	100
Heavy Blaster Pistol [s]	5D	1500	ScanRecorder††	100
Blaster Carbine [l]	5D	2500		
Blaster Rifle [v]	5D	5000		
Bowcaster [v]	5D	5000		
Lightbow [v]	5D	7500		
Lgt Repeater Blaster [l]§	6D	10000		
Med Repeater Blaster [v]§§	7D	12500		
Hvy Repeater Blaster [x]§§	8D	15000		
EXPLOSIVES	DMG	COST		
Grenade	5D	250		
Stun Grenade	5D stun	100		
Smoke Grenade	----	100		
Thermal Detonator	10D	1500		
Grenade Launcher	----	1500		
ARMOR	ARMOR	COST		
PERSONAL	Str+1D	250		
Shield [-1D Dex]		1	500	
Helmet		1	2500	
Hightech Helmet	Str+2		1000	
Light Armor [-2 Dex]	Str+1D		2500	
CLOTHING		COST		
Casual			50	
Work			100	
Survival			250	
Formal			250	
Uniform			500	
Hazard			1000	
Noble			2500+	

# EQUIPMENT



Name: Decraniation  
Cost: 4000 credits  
Availability: 2, X

Game Notes: Decraniation removes the upper part of the head and most of the cerebral functions, replacing them with cybernetic augmentation, creating a droid like servant. All will, memory and personality is removed, mental functions are dropped to 1D (Perception, Mechanical, Technical, Knowledge) and all skills are lost, replaced with two new skills at 3D. Decraniated are usually used as menial servants.

Description: The Decraniated were an order of servants produced by a fugitive surgeon using the suspected alias of "Roofoo." A member of the Decraniated was briefly seen in Jedha City shortly before the city was destroyed by a single-reactor superlaser blast from the newly-operational Death Star.



Model: BlasTech Industries A-300 Blaster rifle  
Scale: Character  
Skill: Blaster: blaster rifles

Ammo: 100  
Cost: 1,200 credits  
Availability: 2, X  
Range: 3-30/100/300  
Damage: 5D  
Game Notes: Stats above are for basic model. Rifle version adds Extended Barrel and Shoulder Stock: +1D to Blaster when used for one round of aiming. Sniper Variant adds air cooling barrel shroud: Doubles range.

Description: The A-300 blaster rifle was a blaster rifle manufactured by BlasTech Industries, similar in appearance to the A280 blaster rifle and almost identical to the A280-CFE. It was notably used by many Alliance Special Forces members of Rogue One during the Battle of Scarif.

The A-300 contained a power cell housing and an adjustable electroscope. The weapon had several variant configurations. The compact version of the A-300 had a collapsed barrel and removed shoulder stock. A rifle configuration contained an extended barrel and shoulder stock. It could also be configured into a sniper rifle by replacing the barrel with an air-cooling barrel shroud, which looks very similar to the A310 rifle.



Name: BlasTech Industries A180 Reconfigurable blaster pistol  
Scale: Character  
Skill: Blaster; A180  
Ammo: 100  
Cost: 4,850 (Power Packs: 35)  
Availability: 2, X  
Range: Pistol [1-20/50/180] Rifle [2-40/100/360] Sniper [3-60/150/540] Ion Launcher [1-30/75/270]  
Damage: Pistol [4D] Rifle [5D] Sniper [5D] Ion Launcher [5D Ion]

Description: The A180 pistol was a blaster pistol manufactured by BlasTech Industries that could be reconfigured into a blaster rifle, sniper rifle, or ion launcher. Used during the reign of the Galactic Empire, one such pistol was wielded by Jyn Erso of the Alliance to Restore the Republic.

Decades later, the A180 was used in its sniper configuration by Resistance specialists.





**Name:** BlasTech Industries A280-CFE Blaster  
**Scale:** Character  
**Skill:** Blaster: A280  
**Ammo:** 100  
**Cost:** 3,750 credits  
**Availability:** 4, X  
**Range:** 2-20/50/100 (blaster), 3-30/100/300 (blaster rifle), 2-25/125/500 (sniper rifle)  
**Damage:** 4D (blaster), 5D (blaster rifle/sniper rifle)

**Description:** The A280-CFE (covert field edition) blaster was a modular version of the A280 blaster rifle. It featured a core pistol that could be reconfigured into an assault rifle or sniper rifle. Captain Cassian Andor used an A280-CFE during the Battle on Jedha, the Mission to Eadu, and the Battle of Scarif.



**Model:** BlasTech Industries A310 Blaster rifle  
**Scale:** Character  
**Skill:** Blaster: blaster rifles  
**Ammo:** 100  
**Cost:** 2,500 credits  
**Availability:** 2, X  
**Range:** 3-30/100/300 (blaster)  
**Damage:** 5D (blaster)  
**Game Notes:** Scope adds +1D to skill when used.

**Description:** The A310 rifle was a model of blaster rifle manufactured by BlasTech Industries. It had a perforated, air-cooling barrel-shroud that was white in color while the rest of the rifle was black. The weapon also included a scope, and a strap that attached to the end of the barrel. In the year 0 BBY, the Britarro bounty hunter Nik Hephro carried a A310 with him while he worked in Jedha City on the moon Jedha.



**Name:** BlasTech Industries DL-18 Blaster pistol  
**Scale:** Character  
**Skill:** Blaster; Blaster Pistol  
**Ammo:** 100  
**Cost:** 750 (Power Packs: 25)  
**Availability:** 2, X  
**Range:** 1-12/48/120  
**Damage:** 4D

**Description:** The DL-18 blaster pistol was a model of blaster pistol commonly used throughout the galaxy, particularly by bounty hunters and smugglers. The blaster, manufactured by BlasTech Industries, was inexpensive and allowed for easy customization. Former Jedi Padawan and Order 66 survivor Kanan Jarrus used a DL-18 after the fall of the Jedi Order.

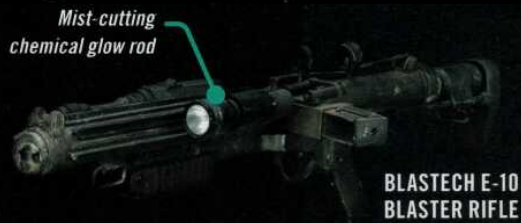
The DL-18 blaster pistol featured a long barrel and over-concentrated beam that supplied extra fire power.

During the Clone Wars, most of Hondo Ohnaka's crew carried DL-18s for weapons. In the years following the end of the Clone Wars, the DL-18 became widespread across the galaxy among its smugglers and bounty hunters. After surviving Order 66, former Jedi Padawan Caleb Dume took a DL-18, despite it feeling wrong to carry it.



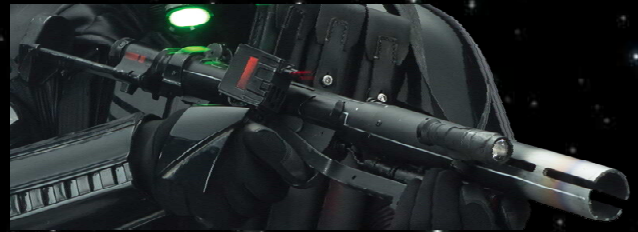
**Name:** BlasTech Industries DLT-18 Heavy blaster rifle  
**Scale:** Character  
**Skill:** Blaster: blaster rifle  
**Ammo:** 25  
**Cost:** 1,700 credits (power packs: 25)  
**Availability:** 2, X  
**Fire Rate:** 1  
**Range:** 3-45/100/225m  
**Damage:** 5D+2

**Description:** The DLT-18 laser rifle was a model of heavy blaster rifle manufactured by BlasTech Industries. Lothal-based crime lord Cikatro Vizago, leader of the Broken Horn Syndicate, equipped his IG-RM bodyguard and enforcer droids with DLT-18s.



Name: Blastech Industries E-10 blaster rifle  
 Scale: Character  
 Skill: Blasters; Blaster Rifle  
 Ammo: 100  
 Cost: (used) 450 (Power Packs: 20)  
 Availability: 2,X  
 Range: 2-20/75/200  
 Damage: 5D  
 Equipped With:  
 Mist Cutting Chemical Glow Light

Description: The E-10 blaster rifle was a model of blaster rifle manufactured by BlasTech Industries used by Imperial Army soldiers.



Name: BlasTech Industries E-11D Blaster rifle  
 Scale: Character  
 Skill: Blasters; Blaster Rifle  
 Ammo: 85  
 Availability: 2,X  
 Range: 2-30/100/300  
 Damage: 5D+2  
 Notes: Extra shots with this weapon cost only 2 pips difficulty instead of 1 dice.

Description: The E-11D was a blaster rifle manufactured by BlasTech Industries used by the Galactic Empire's death troopers. Very similar in design to the E-11 blaster rifle, it featured a large-bore reinforced barrel in order to maximize its rate of fire and intensity and a stock.



Name: Blastech Industries E-10R blaster rifle  
 Scale: Character  
 Skill: Blasters; Blaster Rifle  
 Ammo: 100  
 Cost: (used) 400 (Power Packs: 20)  
 Availability: 2,X  
 Range: 2-20/75/200  
 Damage: 5D  
 Equipped With:  
 Infrared Scope (+1D against low light conditions when aiming)  
 Extra Clip (100 Ammo reload in stock)

Description: The E-10R blaster rifle was a model of blaster rifle manufactured by BlasTech Industries used by range troopers of the Galactic Empire.

Several Imperial range troopers were armed with BlasTech E-10R blaster rifles on Vandor-1 during a heist on the conveyex by Tobias Beckett's gang.



Model: BlasTech Industries SE-14r Light repeating blaster  
 Scale: Character  
 Skill: Blaster: repeating blasters  
 Ammo: 200  
 Cost: 5,530 credits (power packs: 25)  
 Availability: 2, R or X  
 Fire Rate: 5  
 Range: 2-18/60/200  
 Damage: 5D+1

Description: The SE-14r light repeating blaster, also known simply as the SE-14 pistol, was a light repeating blaster manufactured by BlasTech Industries designed to be disassembled and fitted with a scope. Greatly resembling the SE-14C blaster pistol, it was used by personnel of the Galactic Empire, including the Imperial Intelligence's death troopers, regular stormtroopers, and some officers.

In the fifth year before the Battle of Yavin, the rogue Imperial lieutenant Jovan carried one such pistol, which he used against ISB Agent Kallus while trying to escape Imperial justice.





Model: DLT-19D heavy blaster rifle  
Scale: Character  
Skill: Blaster: blaster rifles  
Ammo: 100  
Cost: 2,900 credits  
Availability: 4, X  
Range: 3-30/150/500  
Damage: 5D

Description: The DLT-19D heavy blaster rifle was a long-range heavy blaster rifle and a variant of the DLT-19 heavy blaster rifle, featuring a scope and two underbarrel devices, one of which was a glowrod. Used by some of the Galactic Empire's death troopers, the DLT-19D was carried by death troopers that participated in the capture of Galen Erso in 13 BBY, with a death trooper killing Lyra Erso using a DLT-19D, and during the Battle of Scarif in 0 BBY, where the heavy blaster rifle was used to kill Chirrut Imwe and wound Baze Malbus. Years later, the DLT-19D would be used by First Order Specialist stormtroopers.



Model: DT-29 heavy blaster pistol  
Type: Heavy blaster pistol  
Scale: Character  
Skill: Blaster: heavy blaster pistol  
Ammo: 10  
Cost: 1230 (power packs: 25)  
Availability: 3, X  
Fire Rate: 1  
Range: 3-7/25/50  
Damage: 5D+1

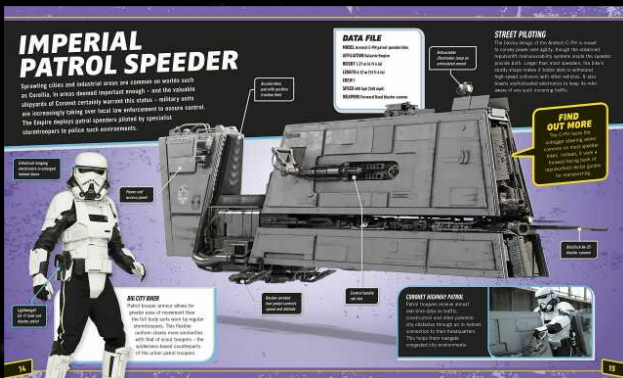
Description: The DT-29 heavy blaster pistol was a heavy blaster pistol that saw use during the reign of the Galactic Empire in the hands of Director Orson Krennic, who used a non-regulation DT-29 custom-fitted with a macroscope. Like most blasters, it had to be manually reloaded with energy packs which contained six rounds. The DT-29 was designed to excel in dealing heavy damage in exchange for low ammo and continuous reloading.



Name: HH-12 rocket launcher  
Scale: Character  
Skill: Missile weapons: HH-12  
Ammo: 1  
Cost: 1,150 credits  
Availability: 2, R  
Range: 3-10/40/100  
Blast Radius: 1/3/5  
Damage: 9D/5D/3D

Description: The HH-12 rocket launcher was a model of black-colored missile launcher used by the Special Forces of the Alliance to Restore the Republic during the Galactic Civil War against the Galactic Empire. In the year 0 BBY, the Rogue One special forces unit brought HH-12s with them on their mission to steal the plans for the Empire's Death Star superweapon from the Citadel Tower on the planet Scarif. The former Guardians of the Whills Baze Malbus appropriated one of the launchers to use on an All Terrain Armored Cargo Transport attacking Alliance forces, but the weapon was not strong enough to penetrate the walkers armor.

# VEHICLES



**Name:** Aratech Repulsor Company C-PH patrol speeder bike  
**Type:** Speeder Bike  
**Scale:** Speeder  
**Length:** 4.12 meters  
**Height:** 1.37 meters  
**Skill:** Repulsorlift operation: Speeder Bike  
**Crew:** 1  
**Passengers:** 0  
**Cargo Capacity:** 20kg  
**Cover:** 1/4  
**Altitude Range:** Ground level-20m  
**Maneuverability:** 3D  
**Move:** 330; 400kmh  
**Body Strength:** 4D  
**Equipment:**

Retractable illuminator lamp on an articulated mount

**Weapons:**

Forward fixed BlasTech Industries Ax-25 blaster cannon  
**Fire Arc:** Front  
**Skill:** Vehicle Blasters  
**Fire Control:** 1D  
**Range:** 3-50/100/200  
**Damage:** 5D

**Description:** The C-PH patrol speeder bike, also known as the Imperial patrol speeder or as the interceptor speeder bike, was a model of speeder bike used by patrol stormtroopers of the Galactic Empire in Coronet City on Corellia.

The speeder bike was designed to convey power over agility, although it possessed both due to its advanced built-in repulsorlift maneuverability systems. Its sturdy shape was capable of withstanding any high-speed collisions with other vehicles. In addition, it has onboard sophisticated electronics that alert the driver of any incoming traffic. Unlike other speeder bikes, the C-PH lacks the outrigger steering vanes, instead making use of a forward-facing bank of repulsorfield vector guides for maneuvering. Its main armament is a forward fixed BlasTech Industries Ax-25 blaster cannon. Other features included a retractable illuminator lamp on an articulated mount, control handle rail slots on the sides of the bike, rocker-pivoted foot pedals that control the speed and altitude, an acceleration pad with positive traction field near the seat, and the power cell access panel near the rear.



**Name:** Arrogantus-X Skyblade-221 swoop bike  
**Type:** Swoop  
**Scale:** Speeder  
**Length:** 4.3m  
**Skill:** Swoop operation: Skyblade-221 swoop bike  
**Crew:** 1  
**Passengers:** 1  
**Cargo Capacity:** 15kg  
**Cover:** 1/4  
**Altitude Range:** Ground level-780m  
**Cost:** 4,000 (used)  
**Maneuverability:** 1D  
**Move:** 280; 800kmh  
**Body Strength:** 3D  
**Weapons:**

**Description:** The Arrogantus-X Skyblade-221 swoop bike was a model of swoop. Because it was little more than engines with a seat, the Skyblade-221 was hard to control, but incredibly fast. The Cloud-Rider gang led by Enfys Nest used such vehicles.



**Name:** Caelii-Merced Skyblade-330 Swoop bike  
**Type:** Swoop  
**Scale:** Speeder  
**Length:** 4.53m  
**Skill:** Swoop operation: Skyblade-330 Swoop bike  
**Crew:** 1  
**Passengers:** 0 (can have side car attached to carry 1 passenger, which increases cargo by 50, and drops speed to Move: 125; 375kmh)  
**Cargo Capacity:** 5kg  
**Cover:** 1/2  
**Altitude Range:** Ground level-500m  
**Cost:** 7,500 (used)  
**Maneuverability:** 1D+2  
**Move:** 175; 450kmh  
**Body Strength:** 2D+2



#### Weapons:

##### Blaster Cannon

Fire Arc: Front  
Skill: Vehicle Blasters  
Fire Control: 1D  
Range: 3-50/100/200  
Damage: 4D

Description: The Skyblade-330 was a model of swoop bike manufactured by Caelii-Merced. A modified Skyblade-330 was notably used by Enfys Nest.[3][2] Nod also possessed one such bike.

The Skyblade-330 was similar to other Skyblade models used by the Cloud-Riders, such as the Arrogantus-X Skyblade-221 swoop bike, which had a reversed set of directional steering vanes and a side car for a passenger/gunner.

Enfys Nest's modified Skyblade-330 had a blaster cannon situated between the three steering vanes, situated at the end of a long outrigger attached to the main body of the vehicle. The maneuver controls connected to the outrigger by long, thin rods. Behind the pilot seat and above the repulsorlift engine was a single vertical rear wing. The pilot's feet rested on attitude control pedals. The main power cell was located beneath the maneuver controls at the base of the outrigger.



#### Name: Mobquet Swoops and Speeders M-68 landspeeder

Type: Land Speeder  
Scale: Speeder  
Length: 3.85 meters  
Height: 1.29 meters  
Skill: Repulsorlift operation: M-68 landspeeder  
Crew: 1  
Passengers: 0  
Cargo Capacity: 20kg  
Cover: 1/2  
Altitude Range: Ground level-10m  
Cost: 11,100 (new)  
Maneuverability: 2D  
Move: 75; 225kmh  
Body Strength: 3D

Description: The M-68 landspeeder was a model of landspeeder manufactured by Mobquet Swoops and Speeders. The M-68 was very popular among Corellian speeder enthusiasts due to the ease with which its repulsorlift generator could be modified and overcharged.

An overpowered speeder of this type was used by Han Solo and Qi'ra at some point during the reign of the Galactic Empire.



#### Name: SoroSuub Corporation RGC-18 landspeeder

Type: Land Speeder  
Scale: Speeder  
Length: 6.26 meters  
Skill: Repulsorlift operation: Land Speeder  
Crew: 1  
Passengers: 1 (if cargo area is empty, can carry another 4 passengers)  
Cargo Capacity: 1 tonne  
Cover: 1/2  
Altitude Range: Ground level-1m  
Cost: 1,900 (used)  
Maneuverability: 1D  
Move: 100; 280kmh  
Body Strength: 2D+2  
Weapons:

Description: The RGC-18 landspeeder was a model of landspeeder manufactured by SoroSuub Corporation. Larger than typical landspeeder models, crime lord Cikatro Vizago and his thug droids made use of these, using their size and speed to make quick getaways and to transport heavy cargo. Ryder Azadi flew a modified RGC-18 to escape from the Imperial Armory Complex on Lothal during attempts to infiltrate the factory.



#### Name: SoroSuub Corporation V-35 Courier Speeder

Scale: Speeder  
Length: 3.8 meters  
Skill: Repulsorlift operation: landspeeder  
Crew: 1  
Passengers: 2  
Cargo Capacity: 120kg  
Cover: Driver; 1/2, Passengers; Full  
Altitude Range: Ground level-25m  
Cost: 8,000 credits (new); 2,500 (used)  
Maneuverability: 1D  
Move: 40; 120kmh  
Body Strength: 2D

Description: The V-35 Courier was a model of landspeeder produced by the SoroSuub Corporation. By the fifteenth year of the Galactic Empire, the V-35 was outdated, and therefore inexpensive. At the time, it could often be found on Outer Rim planets such as Lothal. Five years later, Owen and Beru Lars still owned one of these landspeeders, which they kept on their homestead on Tatooine. They used it frequently for trips to Anchorhead, where they bought supplies and sold their hydroponically grown goods. The V-35 was characterized by a sharply angular nose, three raised repulsorlift thrusters, and a large barrel-shaped power plant. It featured a one-driver, open-air port.



Name: Trast Heavy Transports A-A4B landspeeder  
 Length: 5.5m  
 Skill: Repulsorlift operation: A-A4B landspeeder  
 Crew: 1  
 Passengers: 3  
 Cargo Capacity: 900kg  
 Cover: Full  
 Altitude Range: Ground level-8m  
 Maneuverability: 1D  
 Move: 60; 180kmh  
 Body Strength: 5D

Description: The A-A4B landspeeder was a model of landspeeder manufactured by Trast Heavy Transports. The gangster Moloch owned one such vehicle.



Name: Kuat Drive Yards All Terrain Defense Pod (AT-DP)  
 Scale: Walker  
 Height: 11.64 meters  
 Skill: Walker Operation, AT-DP  
 Crew: 1 Pilot + 1 Gunner, Skeleton:1/+5  
 Cargo Capacity: 10 Kilograms  
 Cover: Full  
 Cost: 50,000 credits  
 Maneuverability: 1D  
 Move: 30, 90 kmh  
 Body Strength: 2D

Weapons:  
 Maad-38 heavy laser cannon  
 Fire Arc: Front  
 Skill: Vehicle Blasters  
 Fire Control: 2D  
 Range: 50-200/1/2km  
 Damage: 5D

Description: The All Terrain Defense Pod (AT-DP) was a bipedal Imperial walker manufactured by Kuat Drive Yards prior to and during the Galactic Civil War. They were driven by Imperial combat drivers.

The AT-DP walker, a successor to the AT-RT used by the Empire's predecessor state, the Galactic Republic, served as the mainstay of backwater garrisons and support for larger war machines, including the AT-AT. Unlike the AT-ST, a shorter bipedal walker boasting a host of armaments, the AT-DP was armed only with a single Maad-38 heavy laser cannon. The weapon was powerful enough to destroy another walker of the same type. The cockpit had seating for a driver and a gunner, with the gunner situated behind the driver, though both crewmen could move the walker, fire the cannon and had access to the gyroscopic controls used to keep the walker stable. Each of these walkers had a hatch at the top to access the cockpit, a main view port at the front with bulbs on the side with slits to improve visibility, and holographic projectors.

To protect the crewmembers and equipment, each walker possessed armor strong enough to protect from blaster fire. This armor could not protect against missile launchers, however, and in one instance, an AT-DP was disabled when shot with a T-7 Ion disruptor rifle. In other instances, thermal detonators exploded near the legs and feet of a walker and they would remain



functional; however, results varied based on conflict and circumstance. Although the walkers were sturdy, their heads were prone to exploding under sustained duress, as shown when an AT-AT collapsed on one.

AT-DPs were used throughout the Empire to keep the populations of occupied worlds in line and to combat insurgent forces. Many of these walkers were used in Imperial facilities such as Imperial Academies for both defensive purposes and training cadets. In situations where an Imperial presence needed to be established quickly and powerfully, two walkers could be attached to the underside docking clamps of a Gozanti-class cruiser for landing in almost any suitable environment.

Early into the Empire's reign, AT-DP's were deployed to Mon Cala and fought in the Battle of Dac City under Dārth Vader.

The Imperial 291st Legion used the newly released AT-DP walkers to clear out a nest of Thalassian slavers on Galpos II.

Some time later, while on a mission to steal unknown Imperial weapons, the Spectres located T-7 Ion disruptor rifles and used them to disable attacking AT-DPs. Many of these walkers saw action against the rebel cell located on Lothal. These walkers were also prominent in many Empire Day festivals, serving in a similar capacity to stormtroopers and Star Destroyers as omnipresent symbols of the Empire's strength.

Around 1 year before the Battle of Yavin, Imperial Governor Tiber Saxon deployed two AT-DP's to defend a Mandalorian prison during a mission to Mandalore, and used a special variant of the AT-DP to carry the Arc Pulse Generator nicknamed the Duchess. The weapon and the walker were both destroyed, along with Tiber Saxon, when his Star Destroyer was destroyed.

The AT-DP was originally intended to be used to protect Imperial assets on occupied worlds, including military installations and distribution centers on backwater planets. The Alliance to Restore the Republic stole a number of these walkers and provided them to Saponza's Gang after the Battle of Yavin.



Name: Kuat Drive Yards All Terrain Armored Cargo Transport (AT-ACT)

Scale: Walker

Length: 34.90 Meters long, 31.85 Meters Tall

Skill: Walker Operation, AT-ACT

Crew: 2, Skeleton:1/+10

Passengers: 100 (or)

Cargo Capacity: 40 Tons

Cover: Full

Maneuverability: 0D

Move: 21, 60 kmh

Body Strength: 5D+2

Cargo handling systems: Dedicated cargo bed

Weapons:

Taim & Bak MS-2 heavy laser cannons (2)

Scale: Walker

Fire Arc: Front (arc due to pivoting head)

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-500/1.5/3km

Damage: 5D

Description: The All Terrain Armored Cargo Transport (AT-ACT) was a larger version of the standard All Terrain Armored Transport combat walker that featured a dedicated cargo bed for the transportation of heavy building materials or combat munitions.

The All Terrain Armored Cargo Transport was deployed at major Imperial construction projects, such as shipyards and sprawling research installations. Although the AT-ACT was not built for combat it was still capable of posing a formidable threat to infantry as discovered by Rebel troopers during the Battle of Scarif. The walker's taller profile gave it a faster stride than an AT-AT, although at the expense of structural stability. To give the knee joints extra strength when carrying cumbersome loads, an electromagnetic tensor field kept the overstressed motive assembly in smooth alignment. The cargo module housed within the AT-ACT's frame encompassed nearly 550 cubic meters of space and was capable of carrying raw material. Loads were carefully managed by stevedore droids who divided up partial holds of ultradense materials into manageable trips. Powerful engines and tensor field-supported legs kept the massive AT-ACTs moving forward, from mining sites to processing facilities, carrying cargo in situations where repulsorfields were unreliable or not suitable due to material incompatibilities.

Despite the existence of AT-ACT drivers, the AT-ACT's design did not boast a specialized driver corps, as it was not technically designated a battlefield assault vehicle. Imperial combat assault tank pilots, AT-AT pilots, and other imperial combat drivers in the Imperial Military were all qualified to operate it.

At least four AT-ACTs were present on Scarif in a battle against a squad of Rebel soldiers. When the Rebel incursion threatened the security of the Imperial security complex, Director Orson Krennic ordered the beach secured, and the ground crews seized this initiative to move their AT-ACTs into action. They proved resistant to the weapons of the Rebel troops, but took losses when faced with X-Wings and U-Wings. They, along with all the other Imperial and Rebel forces in the area, were destroyed when Wilhuff Tarkin ordered the Death Star to fire on Scarif.

After the Battle of Endor, the walkers were among the forces deployed to defend Kuat Drive Yards during the New Republic's siege against the shipyards.



# STARSHIPS

Name: The Millennium Falcon  
 Type: Modified Corellian Engineering Corporation YT-1300 Transport  
 Scale: Starfighter  
 Length: 34.75 meters  
 Skill: Space Transports - YT-1300 Transports  
 Crew: 2, Gunners 2, Skeleton 1,+5  
 Crew Skill: varies  
 Passengers: 6  
 Consumables: 2 Months  
 Cargo Capacity: 100 Tonnes  
 Cost: Not Available for Sale  
 Hyperdrive Multiplier: X1  
 Hyperdrive Backup: X12  
 Nav Computer: Yes  
 Space: 8  
 Atmosphere: 365;1050kmh  
 Maneuverability: 2D  
 Hull: 5D  
 Shields: 2D  
 Sensors:  
     Passive: 20/0D  
     Scan: 45/1D  
     Search: 60/2D  
     Focus: 4/3D  
 Equipped With:  
     Sensor Jammers: -1D to fire control against this vessel.  
     Luxury Captains Suite: with extensive wardrobe, double bed & recreation centre.  
     Class 1 Escape Pods (5): Single Person emergency escape pods.  
     Auxiliary Craft: The Falcon at this point carries an Auxiliary Craft between it's forward mandibles, the is a 2 person shuttle/escape pod, which can be used for short trips. It has the following stats Space: 4, Atmosphere: 200;550kmh, Maneuverability: 1D, Hull: 2D, Hyperdrive Multiplier: X4, and carries the Falcons Navigation Deflector)  
         Navigation Deflector: +1D to avoid collisions.  
 Weapons:  
     2 x Arakyd Tomral RM-76 Heavy Laser Cannon  
         Fire Arc: Turret  
         Crew: 1  
         Skill: Starship Gunnery  
         Fire Control: 2D  
         Space Range: 1-3/12/25  
         Atmosphere Range: 100-300/1.2km/2.5km  
         Damage: 5D

## Description: The

Millennium Falcon, original designation YT-1300 492727ZED, was a Corellian YT-1300f light freighter most famously used by the smugglers Han Solo and Chewbacca during the Galactic Civil War.

The Millennium Falcon was a YT-1300 light freighter of the YT-1300f variety. Its basic shape was defined by two convex saucers welded together, a pair of front-facing mandibles and an outrigger-style, side-mounted cockpit with transparisteel viewports. Apart from the shape of its chassis, the Falcon retained very little of its off-the-dock instrumentation. Because its successive owners either upgraded or downgraded every system according to their personal specifications, the freighter ended up becoming a unique ship. These customizations, however, came at the price of reliability, and the Falcon was known to suffer frequent breakdowns in the heat of battle.

The Millennium Falcon's Girodyne SRB42 sublight engines were heavily modified through the addition of a SLAM overdrive that rerouted energy for acceleration bursts. Thanks to that, the ship could fly at a maximum speed of 1,050 kilometer per hour in atmosphere and 3,000 G in space. The stock hyperdrive of the YT-1300 series was replaced with a Isu-Sim SSP05.

The YT-1300f light freighter designated unit YT 492727ZED was built in by the Corellian Engineering Corporation more than 90 years before the cold war. As was intended, the ship began its career as an intermodal tug pushing container in orbital freight yards. It once worked in the galaxy's busiest spacelanes. Just after the Battle of Coruscant it was seen docking in the Senate Office Building. At some point, the ship acquired the name Millennium Falcon, and came into the hands of a human gambler called Lando Calrissian, who began to modify the freighter, inside and out, converting it into his own speedy sports vessel as Calrissian saw how powerful its freight-pushing engines were. As such, Calrissian modified the two cargo mandibles at the front into an auxiliary ship launch, thus turning the plain freighter into a unique starship. However, Calrissian ended up betting his ship in a "Corellian Spike" game of sabacc, and he lost to the smuggler Han Solo. Under the captaincy of Solo, the Falcon was further customized.





Name: Gallofree Yards, Inc. HCT-2001 Dragonboat-class Reugeot 905 freighter  
 Type: Transport  
 Scale: Capital  
 Length: 95.28 meters  
 Skill: Space Transports Piloting: HCT-2001 Dragonboat-class Reugeot 905  
 Crew: 2 pilots, 1 gunner; Skeleton: 1/+10  
 Crew Skill: Space Transports 5D, Starship Gunnery 5D, Starship Shields 4D, Astrogation 4D  
 Passengers: 12  
 Cargo Capacity: 12 Pods containing up to 40 tonnes each  
 Consumables: 2 months  
 Cost: 325,000  
 Hyperdrive Multiplier: x2  
 Hyperdrive Backup: NA  
 Nav Computer: Yes  
 Maneuverability: 0D  
 Space: 4  
 Atmosphere: 200; 650 kmh  
 Hull: 3D  
 Shields: 1D  
 Sensors:  
 Passive: 20/0D  
 Scan: 40/1D+1  
 Search: 60/2D+2  
 Focus: 3/4D

**Weapons:**

Rotary light turbolaser (2)  
 Fire Arc: Front  
 Scale: Capital  
 Skill: Starship Gunnery  
 Fire Control: 1D  
 Space Range: 3-12/15/30  
 Planetary Range: 6-24/30/60 Km  
 Damage: 5D  
 Chin gun turret  
 Fire Arc: Turret  
 Scale: Starfighter  
 Skill: Starship Gunnery  
 Fire Control: 2D  
 Space Range: 1-3/12/25  
 Atmosphere Range: 100-300/1.2/2.5 km  
 Damage: 4D

Description: The HCT-2001 Dragonboat-class Reugeot 905 freighter was used by Trandoshan hunters during the Clone Wars.

The slave ship had two braking thrusters facing forward, to aid in landing procedures. At least 12 cargo modules were located towards the stern of the ship and it was armed with a chain gun turret.

A Trandoshan slave ship, the Vermin-Thrax, was used to carry captives to the isolated jungle moon of Wasskah. They abducted various aliens, Jedi Padawans, and Initiates (such as Ahsoka Tano, Jinx, Kalifa, and O-Mer) and held them in cages on this ship. After the captives were brought to the moon of Wasskah and released into jungle, the hunt began.



Name: Taylander shuttle  
 Scale: Starfighter  
 Length: 43.5 meters  
 Skill: Space Transports - Taylander shuttle  
 Crew: 1  
 Crew Skill: varies  
 Passengers: 5  
 Consumables: 2 Months  
 Cost: 42,000 (used)  
 Cargo Capacity: 20 Tonnes  
 Hyperdrive Multiplier: X2  
 Hyperdrive Backup: N/A  
 Nav Computer: Yes  
 Space: 6  
 Atmosphere: 425;900kmh  
 Maneuverability: 1D  
 Hull: 4D  
 Shields: 1D  
 Sensors:  
 Passive: 15/1D  
 Scan: 30/2D  
 Search: 45/3D  
 Focus: 2/4D

**Weapons:**

Description: The Taylander shuttle was an independent transport starship that began production just after the Battle of Naboo.

Sentients of all corners of the galaxy used the mass-produced Taylander shuttles to reach their destinations. The vessels were 43.5 meters in length, with a rounded bow and three landing struts.

Taylander shuttles were a common sight in docking bays on such Outer Rim worlds as Tatooine during the leadup to the Clone Wars. During the Clone Wars, one of the shuttles were used to send the demolition droids to Coruscant. Obi-Wan Kenobi and Anakin Skywalker returned to Coruscant from Ansion in such a shuttle.



Name: Turtle Tanker  
 Scale: Capital  
 Length: 38.2 meters  
 Height/depth: 26.1 meters  
 Skill: Space Transports - Turtle Tanker  
 Crew: 1  
 Passengers: 7  
 Consumables: 6 Months  
 Cost: 350,000 credits  
 Cargo Capacity: 4,000 Tonnes  
 Hyperdrive Multiplier: X3  
 Hyperdrive Backup: N/A  
 Nav Computer: Yes  
 Space: 4  
 Atmosphere: 280;800kmh  
 Walking: 10, 25 kmh  
 Maneuverability: 0D  
 Hull: 2D  
 Shields: 1D  
 Sensors:  
     Passive: 20/0D  
     Scan: 35/1D  
     Search: 50/2D  
     Focus: 2/3D

#### Weapons:

Description: The Turtle Tanker was a utilitarian starship used throughout the galaxy during the Clone Wars, with spacious holds that could be partitioned to allow for simultaneous transport of a variety of cargo. The Turtle Tanker featured all-terrain legs to assist in landing on worlds with minimal or no docking facilities, with the feet containing its engines. The ship's minimal cockpit doubled as an escape pod; a secondary command module within the main tanker allowed it to be piloted even without the cockpit.

Turtle Tankers were pressed into essential if unglamorous duty throughout the galaxy, including transporting bulk supplies to outland colonists or refuse from industrial worlds to distant dumping grounds.



Name: Incom Corporation / Subpro Corporation Clone Z-95 starfighter  
 Scale: Starfighter  
 Length: 16.74 meters  
 Width: 18.13 meters (wingspan)  
 Skill: Starfighter piloting: Z-95  
 Crew: 1  
 Cargo Capacity: 40 kilograms  
 Consumables: 2 days  
 Cost: 120,000 (new), 60,000 (used)  
 Hyperdrive Multiplier: None  
 Nav Computer: None  
 Maneuverability: 2D  
 Space: 8  
 Atmosphere: 350; 950 kmh  
 Hull: 4D  
 Shields: 1D+2  
 Sensors:  
     Passive: 20/0D  
     Scan: 30/1D  
     Search: 60/2D  
     Focus: 2/2D+2  
 Weapons:  
     Wingtip-mounted laser cannons (2)  
         Fire Arc: Front  
         Skill: Starship gunnery  
         Fire Control: 2D  
         Space Range: 1-2/12/25  
         Atmosphere Range: 100-200/1.2/2.5 km  
         Damage: 4D  
     2 Recessed torpedo launchers (3 missiles each)  
         Fire Arc: Front  
         Skill: Starship gunnery  
         Fire Control: 1D  
         Space Range: 1/3/7  
         Atmosphere Range: 100/300/700  
         Damage: 9D

Description: The clone Z-95 starfighter, known more commonly as the clone Z-95 Headhunter or the Headhunter starfighter after its predecessor model, was a single-seater starfighter developed by Incom and Subpro Corporations for the Galactic Republic's clone trooper pilots during the Clone Wars. A variant of the popular Z-95 Headhunter, the clone Z-95 starfighter boasted speed and maneuverability on account of its sleek design. It was equipped with recessed torpedo launchers and a pair of wingtip laser cannons, and its shielding allowed it to endure much damage, though it lacked a hyperdrive. The model was specifically customized for the clone trooper pilots of the Republic Navy, who often cross-trained in the Z-95 and another Incom/Subpro product, the heavy-duty ARC-170 starfighter, due to the similarity of both starships' flight controls.

The Republic Navy employed the Z-95 starfighter in several capacities, including escort and starfighter combat against enemy forces from the Navy of the Confederacy of Independent Systems, particularly at the lengthy Battle of Umbara. A number of clone



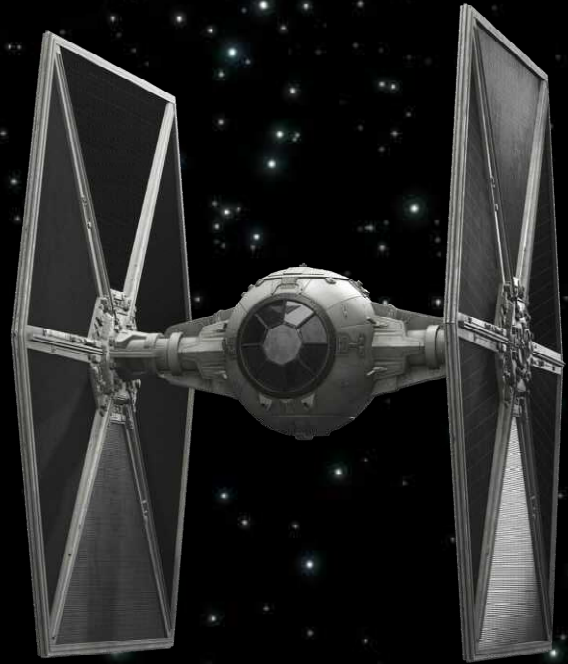
trooper pilots such as Warthog and Hawk became adept in piloting the Z-95 in addition to other Republic combat craft. Squadrons of Z-95 starfighters saw widespread use as part of fleets commanded by such Jedi Generals as Obi-Wan Kenobi and Anakin Skywalker. Z-95 starfighters were also stationed at important Republic facilities like Coruscant's Republic military base and Kamino's clone military education complex. Though Incom went on to produce further Z-95 variants, the clone starfighter was phased out after the Republic became the Galactic Empire, which favored Sienar Fleet Systems' new TIE Series.

Developed from the Z-95 Headhunter product line by Incom/Subpro Corporation, the clone Z-95 starfighter was manufactured during the regime of the Galactic Republic, specifically tailored for use by the clone trooper pilots of the Republic Navy. At 16.74 meters in length, it slightly surpassed its predecessor model, which was 11.8 meters long. Its sleek design facilitated maneuverability and agility, with a long nose extending from its single-pilot cockpit. It had a similar piloting control system as another Incom/Subpro product, the ARC-170 starfighter. The cockpit's features included a targeting computer. The starfighter's two engine units, a reduction from the Headhunter's original four, were mounted on double wings and required regular maintenance. A laser cannon was positioned on each angular wingtip, leading to a wingspan of 18.13 meters.

Unlike the concussion missile weaponry of its forerunner model, the Z-95 starfighter was equipped with more powerful, recessed torpedo launchers to supplement its laser power. The torpedo launchers could be loaded with other types of ordnance as needed. Three feet extended from the underside of the craft as landing gear. The craft was equipped with shielding but lacked a hyperdrive, as it was intended to be ferried into battle aboard larger capital ships. Being integrated into the Republic Navy, Z-95 starfighters commonly sported white and crimson livery.

The clone Z-95 starfighter was intended for starfighter combat, to be used by the clone trooper pilots of the Republic Navy. Due to its design, it amassed a reputation for speed and maneuverability, more so than its Incom/Subpro cousin, the ARC-170 starfighter. Often deployed from squadrons in flight groups of three, members of the Z-95 class saw action against equally versatile enemy units, from droid starfighters like the Hyena-class bomber, Vulture droid starfighter, and droid tri-fighter, to manually piloted Umbaran starfighters. Z-95 starfighters were also used to escort bulkier craft during a battle, such as the Republic's LAAT/i gunships and space gunships. When not in use, Z-95 starfighters could be stored aboard large capital ship transports like the Acclamator-class assault ship.

Due to the widespread success of the Z-95 Headhunter line, which was manufactured by Incom/Subpro Corporation and saw an upgraded model every production year, the Galactic Republic commissioned a Headhunter variant specifically for its clone trooper pilots. The result was the clone Z-95 starfighter, which earned the name "clone Z-95 Headhunter," or more commonly the "Headhunter starfighter," after its base model. Although more maneuverable than the rugged ARC-170 starfighter as well as another Republic model, the V-19 Torrent starfighter-the Z-95 starfighter had controls similar to those of its fellow Incom/Subpro product, enabling many clone trooper pilots to be cross-trained in both craft before joining the Republic Navy. Alongside other models like the ARC-170 and the V-19, the Z-95 starfighter was pressed into Republic service against the Navy of the Confederacy of Independent Systems during the Clone Wars, being introduced toward the end of 21 BBY. It became a favorite of many clone troopers, earning a reputation for its performance and agility in combat. Some clone pilots such as Hawk and Warthog became versatile enough to fly other Republic fighter models in addition to the Z-95.



Name: Sienar Fleet Systems TIE/In space superiority starfighter

Type: Space Superiority Fighter

Scale: Starfighter

Length: 7.24 meters

Skill: Starfighter Piloting - TIE

Crew: 1

Passengers: 1 (standing room only)

Crew Skill: Starfighter Piloting 4D+1, Starship Gunnery 4D

Cost: 60,000 credits (new) / 25,000 (used; military requisition charges)

Consumables: 2 Days

Cargo Capacity: 65 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 10

Atmosphere: 415; 1200kmh

Maneuverability: 2D

Hull: 2D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 3/3D

Weapons:

SFS L-s1 laser cannons(Fire Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

Description: The TIE/In space superiority starfighter (TIE/In and alternatively stylized as the TIE/LN) commonly known as the TIE fighter, and nicknamed Evil-Eyes by the New Republic, was the signature starfighter of the Galactic Empire and de facto symbol of Imperial space superiority. Its official name was the Twin Ion Engine "line edition" space superiority starfighter. Instantly recognizable from the roar of its engines, the TIE/In exuded Imperial power and prestige across the galaxy, seeing use throughout the Empire's political existence.

The TIE/In starfighter was a small, short-range fighter developed,

manufactured, and mass produced by Siemar Fleet Systems. Developed by SFS company head Raith Siemar, the basis for the TIE fighter can be traced back to Kuat Systems Engineering's Alpha-3 Nimbus starfighter, along with several other outmoded models from the Old Republic. Like their predecessors, TIEs employed two vertical wings similar in appearance to V-wing starfighters; however, the Eta-2 Actis-class light interceptor bore even more similarities with its central cockpit pod, twin ion engines and common weapons technology.

The TIE/ln measured 7.24 meters in length, and could attain a maximum speed of 1,200 kph. It was propelled by two P-s3 ion engines, which would be replaced by twin P-s4 ion engines by approximately 14 BBY. Pressurized fuel tankage was located on the underside of the cockpit.

A TIE fighter's twin ion engines provided thrust and boosters capable of quickly adjusting the ship's direction. The TIE/ln featured vertical takeoff and landing (VTOL) capabilities owing to repulsorlift cyclers in its wing struts—reducing its already small mass to negligible weight—and micropositioning thrusts from the twin ion engines. Furthermore, the lack of a hyperdrive and resultant navigational systems alongside extended life support and fuel combined to cut down the TIE's total mass.

In order to reduce the mass and energy consumption of the ship, the TIE lacked key systems such as deflector shields, hyperdrives or comprehensive life support. The lack of shields made the craft vulnerable to micro meteor impacts and combat damage hull breaches, but these reduced facilities allowed the TIE/ln to be cheaply mass produced while also improving its maneuverability.

The fighter's black 'wings' were in fact an array of twelve solar collectors that featured a micro-crenulated solar absorption surface. From here, power would be pooled to the fighter's solar energy collection hub and then to its twin ion engines and L-s1 low-temperature laser cannons capable of destroying a taylander shuttle in a single shot.

The lack of many essential systems, and therefore limited operational lifespan, doubled as theft prevention systems and deterrents for would-be defectors, but they were not the only countermeasure installed to prevent theft. Most TIEs were designed with a centrally controlled scuttling mechanism that would jettison the fighter's solar collector panels, quickly disabling it.

Its central cockpit was tightly fitted, incorporating flight controls, viewscreens, targeting systems, tracking equipment—including a homing beacon in case the vessel was stolen—and room for a pilot all in the central pod. Despite being designed for a single occupant, several other passengers could fit inside the central cockpit, although the fit would be extremely tight.

While TIE fighters featured minimal, perfunctory oxygen scrubbers and pressurized atmospheric seals, TIE pilots routinely wore full EVA suits owing to the ship's lack of full life support.

Flight controls were considered intuitive and easy to learn, in some cases allowing rebel novices to fly and operate them after having stolen them from Imperial airfields. TIEs were also outfitted with an ejector seat.

During the reign of the Empire, TIE fighters were favored for their versatility, if not for their durability. They were able to operate both in space as well as in planetary atmospheres, acting as fighters or scouts. They were more than capable of enforcing Imperial law against unarmed or lightly defended civilian transports. TIE/ln pilots were not afforded the independence enjoyed by equivalent pilots of the Rebel Alliance, as capital ships were preferred for tactical discussion among the Imperial Starfleet.



Name: Siemar Fleet Systems TIE/rb heavy starfighter

Scale: Starfighter

Length: 8.9 meters

Width: 12.2 meters

Height/depth: 10.97 meters

Skill: Starfighter Piloting - TIE

Crew: 1

Consumables: 1 Day

Cargo Capacity: 12 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 7

Atmosphere: 285;800km/h

Maneuverability: 2D

Hull: 2D

Shields: NA

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Equipped:

MGK-300 integrated droid intelligence (accounts for high maneuverability and fire control, also can make repair rolls in flight by rerouting systems with a Starfighter Repair skill of 4D)

Weapons:

H-s9.3 twin laser cannons

Fire Arc: Front

Fire Control: 3D

Space: 1-5/15/40

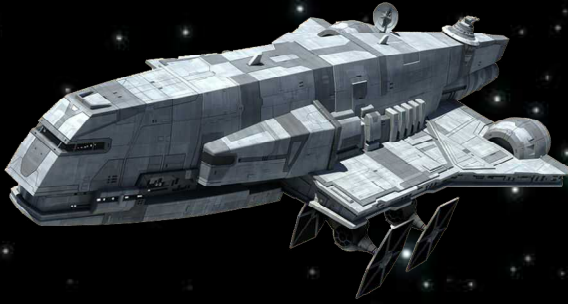
Atmosphere Range: 100-500/1.5/4km

Damage: 8D

Description: The TIE/rb heavy starfighter, also known as the heavy TIE fighter and TIE brute, was a variant of the TIE line starfighters used by the Galactic Empire, distinguished by its extra pod housing more powerful laser cannons. Like all TIE models, they were manufactured by Siemar Fleet Systems, and featured twin ion engines and solar collector panels. In 10 BBY, one such fighter was deployed to chase the starship Millennium Falcon inside the Accedes Maelstrom and was the last surviving TIE Fighter pursuing



the Falcon until Han Solo used a maneuver he learned from a street racer on Corellia, causing the TIE/rb to crash.



Name: Corellian Engineering Corporation Gozanti-class cruiser  
 Scale: Starfighter  
 Length: 63.8 meters  
 Width: 32 meters  
 Height/depth: 14.7 meters  
 Skill: Space Transports - Gozanti-class  
 Crew: 6 + gunners 5, skeleton 1/+10  
 Passengers: 24  
 Crew Skill: Space Transports 5D, Starship Gunnery 4D+2, Starship Shields 4D  
 Consumables: 1 Month  
 Cargo Capacity: 600 Tons  
 Hyperdrive Multiplier: X2  
 Hyperdrive Backup: X12  
 Nav Computer: Yes  
 Space: 5  
 Atmosphere: 400;1200kmh  
 Maneuverability: 1D  
 Hull: 6D  
 Shields: 1D  
 Sensors:  
 Passive: 20/0D  
 Scan: 40/1D  
 Search: 80/2D  
 Focus: 4/2D+2

Complement: External mounting in Imperial Era retrofit allowed for either:

- All Terrain Armored Transports (2)
- All Terrain Defense Pods (2)
- All Terrain Scout Transports (2)
- TIE/In space superiority starfighters (4)
- TIE/sa bombers (4)
- TIE Advanced v1s (1)
- TIE Advanced x1s (1)

Weapons:

- Dorsal laser turret (1)
  - Fire Arc: Turret
  - Crew: 1
  - Fire Control: 1D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 4D
- Ventral heavy laser cannon turret (1)
  - Fire Arc: Turret
  - Crew: 1
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 5D

Description: The Gozanti-class cruiser was a class of heavily armored starship used by various factions. In its use with the Galactic Empire, it was known generally as the Imperial freighter.

The Gozanti-class cruiser was a 64-meter long starship that could act as a freighter and cruiser. It sported a twin laser turret on its dorsal mount and a heavy laser cannon on its ventral side. The Gozanti also had a loading elevator on the bottom near the nose and docking ports to the side near the cockpit section. The ships had a hyperdrive and three engines. The ships could fit in the main hangar of a Separatist supply ship.

The Imperial version could choose to carry either four TIE/In space superiority starfighters, or have one swapped for a TIE/sa bomber, two All Terrain Defense Pods or even two All Terrain Armored Transports on underside-mounted docking clamps which were connected to corridors inside the vessel. The Imperial ships were wider than standard ones, with new side extensions stretching over the engines, and the dorsal radar dish being moved to the center. The large, ventral, double dish radar was abandoned in favor of docking struts for the ship's complement.

Some Imperial Gozanti-class cruisers, such as the Vector, featured red markings. The Gozanti-class Assault Carrier was a carrier variant of a standard Imperial Gozanti.

Gozanti-class cruisers were introduced by Corellian Engineering Corporation at least ten years prior to the Clone Wars. Shortly before Anakin Skywalker won the Boonta Eve Classic, a Gozanti-class cruiser with red markings was seen in the spaceport of Mos Espa on Tatooine.

During the Clone Wars, the cruiser was adopted by various factions, including the Confederacy of Independent Systems. At least one was in the fleet led by the super tactical droid Aut-O. One cruiser was on Zygerria as Dooku arrived to discuss the execution of Skywalker with Miraj Scintel. The Black Sun crime syndicate also used modified Gozanti-class cruisers. They were forced into joining Darth Maul's Shadow Collective and took part in the takeover of Mandalore. Several joined with Maul's forces after the battle of Zanbar.

Several years after the rise of the Empire, the freighters were converted into TIE carriers. Imperial efficiency expert Count Denetrius Vidian was instrumental in the development program, getting it ready ahead of schedule. Several Gozanti-class cruisers were present at Count Vidian's Calcoraarf Depot, and were ordered to protect a Baradium-357 convoy at Gorse.



Name: Eta-class supply barge  
 Type: Transport  
 Scale: Capital  
 Length: 122.2 meters  
 Skill: Space Transports Piloting: Eta-class supply barge  
 Crew: 4; Skeleton: 1/+10  
 Crew Skill: Space Transports 5D, Starship Gunnery 5D, Starship Shields 4D,  
 Astrogation 4D  
 Passengers: 30  
 Cargo Capacity: 50 Pods containing up to 40 tonnes each  
 Consumables: 3 months  
 Cost: Not for sale to civilians  
 Hyperdrive Multiplier: x2  
 Hyperdrive Backup: x15

Nav Computer: Yes  
Maneuverability: 0D  
Space: 4  
Atmosphere: 200; 650 kmh  
Hull: 3D  
Shields: 1D  
Sensors:  
  Passive: 30/0D  
  Scan: 60/1D+1  
  Search: 90/2D+2  
  Focus: 4/4D

**Weapons:**

2 x SJFS L-s10.2 twin heavy laser cannons  
  Fire Arc: Front  
  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

**Description:** The Eta-class supply barge was a type of supply barge used by the Galactic Empire during the Imperial occupation of Jedha to transport kyber crystals that powered the Death Star's superlaser. Larger than the Zeta-class cargo shuttle, the Eta-class could hold multiple pods aloft on a dorsal cargo bed.



**Name:** Kuat Drive Yards Y-45 armored transport hauler  
**Scale:** Starfighter  
**Length:** 20.1 meters (flight mode)/ 11.2 meters (landing mode)  
**Height/depth:** 6.5 meters (flight mode)/ 18.9 meters (landing mode)  
**Skill:** Space Transports - Y-45 armored transport hauler  
**Crew:** 2  
**Crew Skill:** varies  
**Passengers:** 5  
**Consumables:** 1 Week  
**Cargo Capacity:** Standard Cargo Pod, One All Terrain Defense Turret, two 2-M Hover Tanks, or one All Terrain Armored Transport.  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** na  
**Nav Computer:** Yes  
**Space:** 3  
**Atmosphere:** 45/125 kmh  
**Maneuverability:** 0D  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
  Passive: 10/0D  
  Scan: 20/0D+2  
  Search: 40/1D+1  
  Focus: 1/2D

**Description:** The Y-45 armored transport hauler, or AT-hauler, was a specialized starship manufactured by Kuat Drive Yards for use in the Galactic Empire's army. Boasting cargo lifter arms, it was used for swift deployment of walkers onto the battlefield.

The Y-45 armored transport hauler, also known as AT-hauler, was built by Kuat Drive Yards, one of the foremost military shipwrights in the galaxy, for use by the Galactic Empire.

Several ion engines provided the ship with thrust in realspace, while linked banks of repulsorlift generators gave it thrust and lift in atmosphere. Its maximum atmospheric speed was of 125 kilometers per hour. The ship also had a hyperdrive, although its navigation computer only contained pre-calculated hyperspace jump destinations to a select group of Imperial outposts—in an effort to discourage thieves.

Its heavy-duty cargo lifter arms featured magnetic clamps on the underside that locked around the cargo. The load could be further secured by localized traction fields, as well as strong cable ties and winches of Steelton make. Energized tensile strength fields radiating through the arms helped the YT-45 withstand buckling under heavy weights.

Not unlike Sienar Fleet Systems's Abecederian line of shuttles, the Y-45 could rotate its arms upward in landing mode, to save space in hangar bays and landing fields. As such, it measured 20.10 meters in length and 6.50 in height in flight mode (with both arms extended), but 11.20 meters in length and 18.90 in height in landing mode (with both arms upward).

Other notable features of the Y-45 included its armored cockpit canopy with forward and downward viewports, a service gantry and clamp brace platform, and a shower stall inside the main compartment.

The Y-45 required a crew of only two: a pilot to handle the flight operations, and a co-pilot to manage the cargo-lifting operations.

**Role**

The Y-45 was designed for swift deployment of walkers anywhere onto the battlefield, except under an energy shield. It could either carry one All Terrain Defense Turret, two 2-M Hover Tanks, or even one All Terrain Armored Transport.

**History**

The Y-45 armored transport haulers were an upgrade from similar Clone Wars-era carriers. By 10 BBY, they were already in the process of being phased out in favor of more versatile transports. Nevertheless, they still saw action on Mimban that year, during an Imperial campaign against the native Mimbanese.

The gangster Tobias Beckett and his crew stole an Y-45 from the Imperial forces on Mimban to grab a shipment of coaxium from a passing conveyex train on Vandor-1.

Some time after the Battle of Yavin, the anti-Empire Alliance to Restore the Republic salvaged several Y-45s, which they put to work on the battlefield. The Alliance notably used them to deploy Armored Assault Tanks and juggernauts. Rather than the standard Imperial gray, those Alliance haulers were colored dark gray and orange.





Name: Sienar Fleet Systems Sentinel-class landing craft  
 Scale: Starfighter  
 Length: 38 meters  
 Skill: Space Transports - Sentinel Transport  
 Crew: Pilot (1), Co-pilot/sensor officer (1), Gunners (3)  
 Passengers: 75 (or cargo, or 54 + below equipment)  
 Crew Skill: Space Transports 5D, Starship Gunnery 4D+2, Starship Shields 4D  
 Consumables: 1 Month  
 Cost: 240,000 credits  
 Cargo Capacity: 180 Tons  
 Hyperdrive Multiplier: X1  
 Hyperdrive Backup: X10  
 Nav Computer: Yes  
 Space: 5  
 Atmosphere: 295;850kmh  
 Maneuverability: 1D  
 Hull: 4D  
 Shields: 1D+2  
 Sensors:  
     Passive: 20/0D  
     Scan: 40/1D  
     Search: 80/2D  
     Focus: 4/2D+2

Equipped:  
 12 E-web heavy repeating blasters + 6 74-Z speeder bikes  
 or  
 36 74-Z speeder bikes  
 or  
 12 Compact Assault Vehicles  
 or  
 TIE Maulers

Weapons:  
 Retractable laser cannons (8) (firelinked in pairs)  
     Fire Arc: 3 Front, 1 Back  
     Fire Control: 2D  
     Space: 1-3/12/25  
     Atmosphere Range: 100-300/1.2/2.5km  
     Damage: 4D+1  
 Concussion missile launchers (2) (8 missiles each)  
     Fire Arc: 1  
     Crew: Co-Pilot  
     Fire Control: 1D  
     Space: 1/3/7  
     Atmosphere Range: 50-100/300/700m  
     Damage: 7D  
 Retractable ion cannon turret (1)  
     Fire Arc: Turret  
     Crew: 1  
     Fire Control: 3D  
     Space: 1-5/18/36  
     Atmosphere Range: 100-500/1.8/3.6km

Damage: 4D (Ion)  
 Retractable repeating blaster cannon turrets (2)  
     Fire Arc: Turret  
     Scale: Character  
     Crew: 1 each  
     Fire Control: 1D  
     Space: 3-30/120/350  
     Atmosphere Range: 6-60/240/700m  
     Damage: 6D

Description: A Sentinel-class landing craft, also known as a Sentinel-class shuttle or Imperial landing craft, was a large-scale troop transport utilized by the Galactic Empire.

Designed by Sienar Fleet Systems in the shape of its cousin, the Lambda-class T-4a shuttle, this larger, more spacious shuttle was primarily used to ferry a complement of 75 stormtroopers into battle—55 more troops than the Lambda-class. The ship featured three wings: one stationary center foil and two articulated flanking wings. The landing craft also had shielding strong enough to be able to withstand several hits from a Quasar Fire-class cruiser-carrier's turrets. They could also be modified with special containers carrying vehicles. The shuttle also had two spotlights at the front of the craft. The shuttle had several entry points including a front ramp, a rear ramp, and doors to the side. The interior of the ship had a main passenger section and a cockpit. In the passenger/cargo area, there were benches and harnesses on each side with a ladder to the side of the front ramp leading directly to a hatch for cockpit access. The cockpit section had four seats. The shuttle could also feature a refresher on the opposite side of the ladder.



Name: Telgorn Corporation/Sienar Fleet Systems Zeta-class cargo shuttle  
 Type: Shuttle/Transport  
 Scale: Starfighter  
 Length: 35.50 meters  
 Skill: Space Transports Piloting: Zeta-class cargo shuttle  
 Crew: 2; Skeleton: 1/+10  
 Crew Skill: Space Transports 5D, Starship Gunnery 5D, Starship Shields 4D, Astrogation 4D  
 Passengers: Variable- depending on cargo requirements but up to 100

Cargo Capacity: 280 metric tons  
 Consumables: 2 weeks  
 Cost: Not for sale to civilians  
 Hyperdrive Multiplier: x1  
 Hyperdrive Backup: na  
 Nav Computer: Yes  
 Maneuverability: 1D  
 Space: 5  
 Atmosphere: 250; 950 kmh  
 Hull: 5D  
 Shields: 1D  
 Sensors:  
     Passive: 20/0D  
     Scan: 40/1D  
     Search: 80/2D  
     Focus: 4/2D+2



**Weapons:**

- 2 x wing-mounted heavy 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
- 3 x hull-mounted 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

**Description:** The Zeta-class cargo shuttle was a type of shuttle used by the Galactic Empire in its fight against the Alliance to Restore the Republic. They were instrumental in carrying Kyber crystals during the construction of the Death Star.

The Zeta-class cargo shuttle featured two levels: an upper deck that housed the ship's controls, and a ventral cargo deck that could be detached and dropped off at a location. The shuttle also had four wings that retracted inwards when landing and outwards when in flight, similar to the Lambda-class T-4a shuttle. In terms of armament, the shuttles featured two wing-mounted heavy laser cannons and three hull-mounted laser cannons.

The craft were used by the Empire sometime after the Clone Wars, with three carried aboard the Strikefast. The military commander Thrawn infiltrated the Strikefast and was cornered aboard one of the shuttles before willingly surrendering himself.

Directly before the Battle of Yavin, hundreds of these shuttles were used during the Imperial occupation of Jedha to transport kyber crystals for the purpose of powering the Death Star's superlaser. Before the Jedha insurgency started, the Guardians of the Whills Baze Malbus and Chirrut Imwe raided an Imperial supply convoy dropped off at LZ-Cresh by a cargo shuttle. A number of these shuttles were also present for the Battle of Scarif, a successful attempt by the Rebel Alliance to steal the plans for the Death Star. At least two were present on an Imperial shipyard over Fondor when it was attacked by Rebels.

**Name:** Kuat Drive Yards Imperial I-class Star Destroyer  
**Scale:** Capital  
**Length:** 1,600 Meters  
**Skill:** Capital Ship Piloting: Imperial I-class Star Destroyer  
**Crew:** Officers (9,235); Enlisted (27,850); Skeleton Crew: 2600/+10  
**Crew Skill:** Astrogation 4D+2, Capital Ship Piloting 5D+2, Capital Ship Shields 4D+2, Capital Ship Gunnery 5D+2, Sensors 4D+2  
**Passengers:** Stormtroopers (9,700)  
**Cargo Capacity:** 36,000 Tons  
**Consumables:** 2 Years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** X3  
**Hyperdrive Backup:** X12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 325;975kmh  
**Hull:** 7D  
**Shields:** 3D  
**Sensors:**  
     Passive: 50/1D  
     Scan: 100/3D  
     Search: 200/4D  
     Focus: 6/4D+2

**Complement:**

- TIE/In space superiority starfighters (72)
- Lambda-class T-4a shuttles (8)
- AT-AT walkers (20)
- AT-ST or AT-DP walkers (30)
- Imperial Troop Transports (15)

**Weapons:**

- Taim & Bak XX-9 heavy turbolaser batteries (60)
  - Scale: Capital
  - Fire Arc: 10 Front, 20 Front/Left, 20 Front/Right, 10 Back
  - Skill: Capital Ship Gunnery
  - Fire Control: 2D
  - Space Range: 3-15/36/75
  - Atmospheric Range: 6-30/72/150 Km
  - Damage: 5D
- Borstel NK-7 ion cannons (60)
  - Scale: Starfighter
  - Fire Arc: 20 Front, 15 Front/Left, 15 Front/Right, 10 Back
  - Skill: Starship Gunnery
  - Fire Control: 3D
  - Space Range: 1-8/16/36
  - Atmospheric Range: 2-16/32/72 km
  - Damage: 3D
- Dual heavy Turbolaser turrets (6)
  - Scale: Capital
  - Fire Arc: 2 Front
  - Skill: Capital Ship Gunnery



Fire Control: 2D  
Space Range: 2-10/24/50  
Atmospheric Range: 4-20/48/100 Km  
Damage: 6D

Dual heavy ion cannon turrets (2)

Scale: Capital  
Fire Arc: Front  
Skill: Starship Gunnery  
Fire Control: 3D  
Space Range: 1-8/16/36  
Atmospheric Range: 2-16/32/72 km  
Damage: 4D

Quad heavy turbolasers (2)

Scale: Capital  
Fire Arc: 2 Front  
Skill: Capital Ship Gunnery  
Fire Control: 2D  
Space Range: 2-10/24/50  
Atmospheric Range: 4-20/48/100 Km  
Damage: 6D

Triple medium turbolasers (3)

Scale: Starfighter  
Fire Arc: Front  
Skill: Capital Ship Gunnery  
Fire Control: 2D+1  
Space Range: 1-5/12/25  
Atmospheric Range: 2-20/24/50 km  
Damage: 6D

Medium turbolasers (2)

Scale: Starfighter  
Fire Arc: 2 Front  
Skill: Capital Ship Gunnery  
Fire Control: 2D  
Space Range: 1-5/12/25  
Atmospheric Range: 2-20/24/50 km  
Damage: 5D

Phylon 07 tractor beam projectors (10)

Scale: Capital  
Fire Arc: 2 Front, 3 Front/Left, 3 Front/Right 2 Back  
Skill: Capital Ship Gunnery  
Fire Control: 3D  
Space Range: 1-5/15/30  
Atmospheric Range: 2-10/30/60 km  
Damage: 4D

**Description:** The Imperial I-class Star Destroyer, also referred to as an Imperial-class Star Destroyer or Star Destroyer, was a model of Imperial-class Star Destroyer in the service of the Imperial Navy. A wedge-shaped capital ship, it bristled with weapons emplacements, assault troops, boarding craft, and TIE fighters. In the era of the Galactic Empire, its command bridge was staffed by the finest crewmen in the navy.

At first, Star Destroyers were deployed to sectors and systems caught in the aftermath of the Clone Wars, where they would crush any signs of sedition. During the Galactic Civil War the Destroyer's role changed to hunting down high value Rebel targets and bases. They fought in notable battles such as the Battle of Hoth and the Battle of Endor. The Imperial II-class Star Destroyer was a derivative of the Imperial I-class.

#### *Dimensions*

With a length of 1,600 meters, the wedge-shaped Imperial I-class Star Destroyer was 445 meters longer than its immediate predecessor, the Venator-class Star Destroyer, which had been developed for the Galactic Republic during the Clone Wars. In keeping with the Empire's habit of favoring muted colors whenever possible, the hull of the Imperial-class was painted in gray, while the Venator-class of the Clone Wars-era had red markings denoting the Republic's diplomatic immunity.

#### *Crew requirements*

Imperial I-class Star Destroyers had over 37,000 crew on board—9,253 officers and 27,850 enlisted personnel. The complement of 9,700 stormtroopers added to a total of 46,803 crew and passengers. With the bridge being located in the upper half of the ship, the officer's quarters were located right below it. To complement its impressive crew size, every Imperial-class vessel carried consumables for 2 years, with its liquid stores and holds for raw materials being located near its bow. Amidships, crew barracks, gunnery crew quarters, meeting rooms, training areas, and cell blocks were located in the vessels second 'step,' with four gradually upsloping smaller 'steps' eventually leading to the ships 'neck' which connected it to its upper bridge section, deflector shield generators, and communications array. On the "side" of the ship existed the port lateral umbilical restocking vestibule.

Like other Star Destroyers, a single Internal Affairs officer was stationed aboard the ship to scan the crew for signs of disloyalty and sedition, as well as interrogate any captured prisoners. As most ships in the Navy, Rebaxan Columni MSE-6 series repair droids were employed to serve as messenger, repair and custodial assistants.

#### *Armament and Shielding*

The Imperial-class Star Destroyer bristled with weapons emplacements. 60 Taim & Bak XX-9 heavy turbolaser batteries, 60 Borstel NK-7 ion cannons, and 10 Phylon 07 tractor beam projectors dotted its gray hull. At the very front of the ship existed the forward pursuit tractor beam array. The ship also featured six dual heavy turbolaser turrets, two quad heavy turbolasers, three triple medium turbolasers, and two medium turbolasers. The Imperial I-class also featured two dual heavy ion cannon turrets that lined the dorsal superstructure flanking the command tower. The turbolaser turrets of an ISD were hooked to large arrays of auxiliary power cells. At both "ends" of the Star Destroyer existed an aft starboard point defense laser cannon.

On the underside of the very tip of the ISD was the navigational deflector generator. It worked in tandem with the two bridge deflector shield domes. It carried shields strong enough to easily withstand a collision with a GR-75 medium transport with no damage to the hull.

#### *Complement*

Within its vast belly hangar bays, an Imperial-class Star Destroyer typically carried an impressive complement of troops, consisting of seventy-two TIE/ln space superiority starfighters, eight Lambda-class T-4a shuttles, twenty AT-AT walkers, thirty AT-ST or AT-DP walkers, and fifteen Imperial Troop Transports. Despite its fighter complement, Imperial I-class vessels proved less effective against skilled rebel pilots than their Venator-class predecessors had been against droid starfighters. They were nonetheless essential in the Imperial doctrine of planetary containment and fast infantry deployment, and the vessel was noted as one of the most resource-intensive ships in the Imperial Navy.

#### *Propulsion*

#### *systems*

Powering the Destroyer were seven main engine units, including Cygnus Spaceworks Gemon-4 ion engines, and could accelerate to speeds of up to 975 kph. The ship however was not suited towards planetary atmospheres, in which full power was required to stay aloft. Any interruption in the power supply in atmosphere could be catastrophic to the vessel, despite all vital equipment being shielded. The primary power generator on board the ship was large enough relative to the rest of the craft to protrude with a ventral bulb. In order to jump to light-speed and enter hyperspace the Imperial-class was equipped with a Class 2 hyperdrive, while it was

standard protocol to dump the ship's garbage before entering hyperspace in order to reduce the weight of the vessel.

### Bridge

A prominent feature of the Imperial-class was its bridge tower. Located atop the tower were twin deflector shield generator globes and a tractor beam targeting array. The command bridge itself featured two elongated pits set below floor level, whose walls were lined with monitors and control panels. In addition, six more duty station consoles were mounted freely in each pit. The superior officers stood on a walkway surrounding the pits at the normal deck height. All the consoles were aligned perpendicular to the walkway. A small room behind the main bridge existed separated by a single blast door, which had access to advanced communications equipment and a holographic imaging table. This arrangement was considered beneficial for denoting rank hierarchy within the ship.

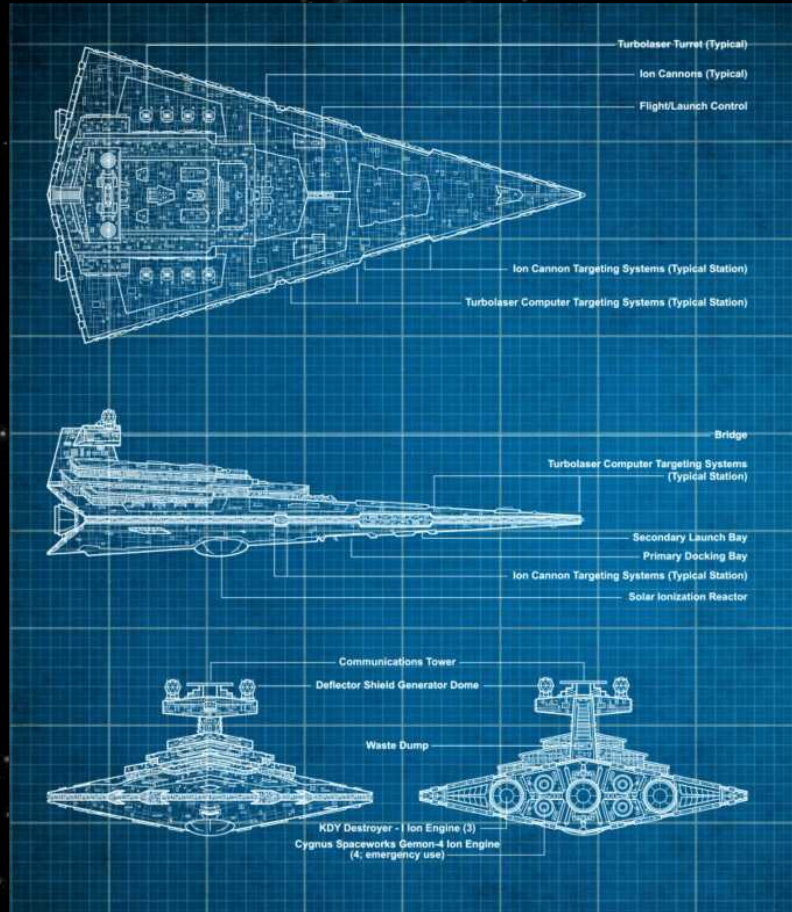
### History

class Jedi cruisers used by the naval forces of the Galactic Republic during the Clone Wars. After the Republic was turned into the Empire at the end of the Clone Wars, the self-anointed Galactic Emperor Sheev Palpatine decreed a massive military buildup. To meet interstellar defense needs, the great shipyards of the galaxy were fired up during the Clone Wars and remained lit well into the Age of the Empire. The enormous construction facilities at Kuat, Corellia, Ringo Vinda, Fondor, and elsewhere were converted from civilian graving docks into military starports capable of churning out Imperial-class Star Destroyers. Building upon the strengths of the Jedi cruisers, the bigger Imperial-class vessels became one of the most instantly recognizable symbols of the Imperial might, and were often titled intimidating names such as Lawbringer, Relentless and Devastator.

Initially, the new Star Destroyers were deployed to sectors and systems that had once been beyond the reach of Republic law, where they would subjugate them and crush any signs of resistance or rebellion. Imperial Star Destroyers became symbols of this new order. Citizens weary of chaos and war cheered the sight of these giant dagger-shaped warships, while pirates and slavers quailed at the thought of confronting them. But a few citizens wondered if the imposition of Imperial law was worth the freedoms lost.

Easily becoming the most recognizable symbol of Imperial power, the Imperial-class further demonstrated its tactical versatility by protecting galactic commerce and bolstering Imperial-backed governments. Many admirals, Grand Moff's, ISB agents and senior Imperial commanders utilized these ships as their personal command ship, with the ship's officer often being as intimidating as the ship itself—whose shadow alone could bring results. At the peak of the Empire, over 25,000 Imperial Star Destroyers were in existence, with the Empire's primary source of Star Destroyers and

Destroyer-equipped shipyards located at the industrial manufacturing center of Kuat. Ultimately, these giant craft became the backbone of the Imperial Navy, hunting down Rebel task forces, blockading undisciplined worlds and serving as launch bases for planetary assaults.



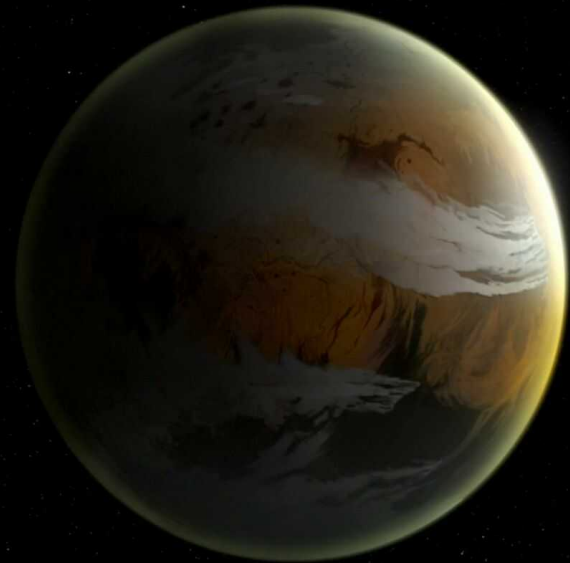


# PLANETS



Name: Corellia  
Region: Core Worlds  
System: Corellia system  
Suns: Corell  
Moons: At least 2:  
Grid coordinates: M-11  
Trade routes: Corellian Run, Corellian Trade Spine  
Climate: Temperate  
Primary terrain: Forests, Jungle, Urban  
Points of interest: Corellian shipyards, Imperial training center, Navigation institute  
Native flora: Tree  
Fauna: Coppergrin, Corellian hound, Fleek eel, Garsmelt, Lancepyke, Needlegawp  
Native species: Human  
Immigrated species: Barbadelan, Besalisk, Czerialan, Grindalid, Kel Dor, Pa'lowick, Rodian, Sullustan, Ugor  
Demonym: Corellian  
Major cities: Coronet City, Kor Vella  
Major exports: Starships

Description: Corellia was a planet located in the galaxy's Core Worlds known for its ace pilots and large starships. Vessels such as the Millennium Falcon and Imperial starships were built on Corellia. At some point in the Imperial reign, an organization known as the Corellian Resistance operated on the planet, fighting against the Galactic Empire. One of their members, Miru Nadrinakar, attempted to warn them of an upcoming crackdown.

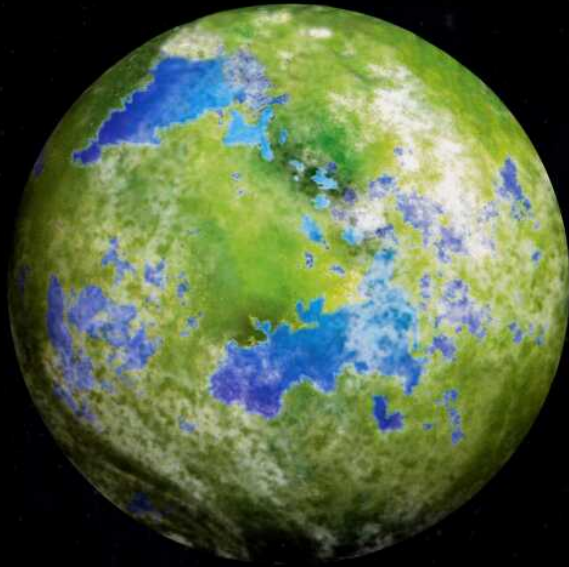


Name: Kessel  
Region: Outer Rim Territories  
Sector: Kessel sector  
System: Kessel system  
Grid coordinates: T-10  
Trade routes: Kessel Run, Pabol Sleheyron  
Atmosphere: Type I (breathable)  
Climate: Hot  
Primary terrain: Barren spice mines in the north, lush sanctuaries in the south  
Points of interest: Spice mines of Kessel, Spice mine K76  
Immigrated species: Dwuni, Gígoran, Humans, Pyke, Twi'lek, Wookiee  
Government: Royal family of Kessel  
Major imports: Slaves  
Major exports: Coaxium, Spice

Description: Kessel was a planet within the Akkadese Maelstrom that hosted spice mines. For years, the Pyke Syndicate dealt with spice mined from Kessel, utilizing smugglers and freighter captains to deliver it to the crime families of Coruscant. The Galactic Empire operated a mining operation, employing numerous slaves, including Wookiees, to harvest spice. Meanwhile, the royal family of Kessel lived in lush sanctuaries in the planet's southern hemisphere, turning a blind eye to the brutal working conditions in the mines of the northern hemisphere.

When the Empire boarded the starship *Tantive IV*, which carried Princess Leia Organa on a secret mission for the Rebel Alliance, the protocol droid named C-3PO expressed fear that he and his counterpart R2-D2 would be sent to the spice mines of Kessel.

Later, when talking up the capabilities of the Millennium Falcon to Obi-Wan Kenobi, Han Solo described it as being "the ship that made the Kessel Run in less than twelve parsecs."



**Name:** Mimban  
**Region:** Expansion Region  
**Sector:** Circarpous sector  
**Grid coordinates:** O-12  
**Climate:** Humid  
**Primary terrain:** Mud fields, Rainforests, Swamps  
**Points of interest:** Camp Forward, Nanth flatlands, Station 3-7  
**Native species:** Mimbanese  
**Demonym:** Mimbanese  
**Major exports:** Hyperbaride

**Description:** Mimban was a swamp planet located in the Circarpous sector of the galaxy's Expansion Region that was the homeworld of several intelligent species, including the Mimbanese. For many decades, it was the site of conflict between its natives and mining interests attracted by the planet's deep hyperbaride mineral deposits. During the Clone Wars, the Mud Jumpers of the Grand Army of the Republic's 224th Division helped the Mimbanese Liberation Army repel the invading Separatist Droid Army. Following the rise of the Galactic Empire, the 224th returned to Mimban as part of the Imperial Army to subjugate the Mimbanese and ensure Imperial energy mining operations continued unabated.

Mimban was located in the Circarpous sector of the galaxy's Expansion Region, in grid square O-12 on the Standard Galactic Grid. Located in a remote star system, the planet was connected to Attahox and Gyndine by a hyperspace route. It had a dense, ionized atmosphere whose thunderstorms made the planet's sky perpetually overcast, while its marshlands were always draped in mist. A humid world, Mimban's surface was covered in rainforests and swamps. The planet possessed deep hyperbaride mineral deposits.

Mimban was ignored by its neighboring worlds for most of its history, having been deemed too uncivilized and wild to colonize. However, mining interests were attracted to the planet by its hyperbaride deposits. In 22 BBY, the first year of the Clone Wars, Mimban was invaded by the Confederacy of Independent Systems. The Mud Jumpers of the Grand Army of the Republic's 224th Division armed and trained the Mimbanese Liberation Army, promising them freedom when the Separatist Droid Army was repelled.

Controlled by the Galactic Empire, swamp troopers served on the planet. Sometime after the Clone Wars, Han Solo was a serviceman on Mimban. During that time, he was framed by Tobias Beckett as a

deserter. His punishment was becoming food for Chewbacca the Wookiee in a makeshift execution pit.



**Name:** Coruscant  
**Region:** Core Worlds  
**Sector:** Coruscant subsector, Corusca sector  
**System:** Coruscant system  
**Suns:** 1: Coruscant Prime  
**Orbital position:** 6  
**Moons:** 4 natural:3 Centax-1, Centax-2, Centax-3, Hesperidium, Many artificial satellites  
**Grid coordinates:** L-9  
**XYZ coordinates:** 0, 0, 0  
**Trade routes:** Corellian Run, Koros Trunk Line, Martial Cross, Metellos Trade Route, Perlemian Trade Route, Shawken Spur  
**Distance from Core:** 10,000 light years  
**Rotation period:** 24 standard hours  
**Orbital period:** 368 standard days  
**Class:** Terrestrial  
**Diameter:** 12,240 kilometers  
**Atmosphere:** Type I (Breathable)  
**Climate:** Temperate and controlled  
**Gravity:** Standard  
**Primary terrain:** Urban cityscape, Mountains  
**Surface water:** Artificial reservoirs  
**Points of interest:** Coruscant underworld, Galactic Museum, Great Western Sea, Imperial Palace, Jedi Temple, Manarai Mountains, Senate Building, University of Coruscant, The Works  
**Fauna:** Cthon, Duracrete slug/worm, Gartro, Hawk-bat, Stratt, Thrantcill, Umrach  
**Native species:** Humans (Zhell), Taung, Coruscanti ogre  
**Immigrated species:** Various  
**Primary language(s):** Galactic Basic Standard, Old Galactic Standard  
**Government:** Theocratic dictatorship (27-29 ABY), Galactic City Authority  
**Population:** 1 trillion permanent residents  
**Demonym:** Coruscanti  
**Major cities:** Galactic City (capital)  
**Major imports:** Foodstuffs & medicinal goods

**Description:** Coruscant, originally called Notron, also known as Imperial Center or the Queen of the Core, was a planet located in the Galactic Core. It was generally agreed that Coruscant was, during most of galactic history, the most politically important world in the galaxy. At various times, it was the capital of the Galactic Republic and the Galactic Empire. In controlling Coruscant, these governments controlled most of the galaxy in the process.



Over the centuries, Coruscant had developed into an ecumenopolis, with a total of 5,127 levels of city built up from the crust by the time of the Clone Wars. The actual planet-wide metropolis of Coruscant was called Galactic City. Under the Galactic Republic, the names Republic City or the City of Spires were also used to reference the city. It was also called Imperial City under the Galactic Empire, and New Republic City under the New Republic. However, in practice, Galactic City and its other names were sometimes applied to the Senate District, the central government center and de facto capital of Coruscant.

Coruscant was a planet located in the Core Worlds. Located at the intersection of numerous major hyperlanes, including the Perlemian Trade Route, the Corellian Run, the Metellos Tradé Route, the Koros Trunk Line, and the Leisure Corridor, its hyperspace coordinates were (0,0,0) which effectively made it the center of the galaxy. These coordinates also inspired the planet's military designation, "triple zero" or "Zero Zero Zero," though the actual galactic center was located in the Deep Core. As the de jure center of the galaxy, however, Coruscant was generally agreed to be the most important planet throughout most of galactic history, as well as being one of the wealthiest due to its advantageous location.

Name: Coruscant underworld

Location: Coruscant

Points of interest: Happyland, Rik's Cantina, Slum district G17, Uscru Entertainment District, Outlander Club, Snapping Septoid

Known non-sentient species: Duracrete slug, Stone mite, Conduit worm, ooka

Description: The Coruscant underworld, lower levels, undercity, underground, underlevels, or Lower Coruscant, were terms used to describe the lowest regions of the city-planet of Coruscant, laid with a mixture of ancient and forgotten ruins from the planet's prehistory along with modern-looking, crime-ridden venues and clubs. During the Clone Wars, a massive ventilation shaft offered access to the heart of the underworld.

Different regions and levels ranged from the merely seedy (such as the Uscru Entertainment District and 1313), progressively worsening as one descended, ending in areas of unending darkness populated solely by hypertrophied vermin and zombie-like devolved humanoids. The underworld's streets were riddled with thugs and the walls and streets were home to all manner of strange creatures.

Most of the underworld rested more than a kilometer below the urban surface and city platforms. It was beneath some of the greatest skyscrapers in the galaxy and other closely-spaced spectacular buildings of Coruscant where few rays of light filtered through to the gloomy section known as the Underworld.

Lying hundreds of stories below the skyscraper pinnacles, Coruscant's urban canyon floors never saw the light of day. Due to its enclosure by larger buildings, air was trapped in the lower levels, creating a micro-climate of which there were at least three layers. Trapped moisture contributed to rainstorms and convective wind patterns within the canyon floors. A realm of artificial illumination, the lower levels of the galaxy's largest city were the only affordable areas for many of the planet's citizens. Rumbling with machines that served the elite above, its streets haunted by exploiters and thugs, and its walls riddled with vermin, Coruscant's underworld toughened the strong and consumed the weak. Coruscant's underlevels harbored a larger population than do many entire star sectors, leaving millions beyond the protection of the world's security force. Local neighborhoods were at the mercy of hired thugs and extortionists. But the toughest faces sometimes belonged to vigilantes, who chose to defend the people on their own land from criminals.

Garbage was compressed into thick blocks and stored in the deeper levels of the Underworld. Much machinery that satisfied the needs to the well-to-do surface-dwellers, were also kept in the depths of

the Underlevels and so there was a constant sense of motion and unrest. Artificial lighting barely brightened the dark and sorrowful levels. The Underlevels were home to various mutant species including the cthon, Coruscanti ogre, duracrete slugs, hive rats, shadow barnacles, taozin, and granite slugs, which often posed a threat to sentient beings.

## History

### Pre-Republic

Very little is known of the Coruscant underlevels in the Pre-Republic era. In 100,000 BBY, the lowest fifty levels of the planetwide ecumenopolis had been fully built over the entire surface. During this period, all native non-sentient species presumably became extinct with the exception of the Thrantcill (which began to evolve with the new city) and the Hawk-bat (which stayed the same). Around that time, the big-brained Columi visited the world and dismissed Coruscant as a primitive failure despite the presence of the planetwide city.

Over the following millennia, the lower levels became the domain of criminals and vagrants. The bottom fifty levels that made up the underworld were buried under levels of duracrete and buildings. Several mutant species developed around this period including the humanoid Cthon and the corridor ghouls.

### Galactic Republic

Despite the formation of the Galactic Republic in 25,053 BBY, life in the underlevels was left unchanged by the new galactic government. Millennia after millennia during the Old Republic era, the undercity stayed the same. During the Great Galactic War, food shortages caused riots in the underlevels.

During the waning days of the Galactic Republic period, while the wealth and marvel of Coruscant gleamed on its exterior level, the Underworld below degenerated even further, since the Republic was in decline. It served as a refuge for scum, petty crooks, as well as drug dealers, the poor gone bad, and other outlaws. Even the highest of the underlevels fell into ruin and disrepair by the time of the Naboo crisis and the Clone Wars. Seedy nightclubs, overlooked gambling corners, and trashy cantinas were actually areas of some of the higher sections of these run-down nether levels. One place as dangerous as it was popular in the Underlevels was the Uscru Entertainment District with such hangouts as the Outlander Club and the Snapping Septoid.

The once-famous criminal organization called Black Sun had many allies working in the Coruscant underworld including none other than District Mayor Acros-Krik. The lowest levels of the Underworld had such an unbelievable crime rate that many areas were locked down by order of the government. These poor communities of desperate beggars and violent people were isolated from the rest of society by enormous, impenetrable blast doors.

### Imperial Era

During the Imperial reign of the galaxy that began in 19 BBY, conditions in the Underworld deteriorated further and it became a refuge for Jedi Purge survivors and dissidents. As a result of all space traffic to Coruscant being tightly controlled by the Empire and the harsh cruelty of the ruling Imperials, many criminals fled to the underworld. They ranged from bureaucrats who had made serious mistakes in their work, to diplomats from worlds punished by the Empire, to even clumsy personal servants and slaves from the Imperial Palace. Thus, an entirely shadowy culture developed in the lower levels since the fugitives were forced to remain there for all their lives. These fugitives survived by revamping some of the abandoned underbasement rooms, tapping into electrical conduits, and stealing energy from the city world's power grid, while surviving upon scraps and the fungus found in these lower levels.

A promotional image for the role-playing game 'Solo: A Star Wars Story'. The background is a warm, orange-hued sky with a large sun or moon on the right. In the foreground, the silhouettes of the main characters stand on a dark, rocky ridge: droid L3-37, Qi'ra, Han Solo, Chewbacca, Lando Calrissian, and Tobias Beckett. Above them, a Millennium Falcon flies in the sky, and several Imperial TIE fighters are scattered across the upper right. The title 'SOLO' is written in large, bold, yellow letters within a yellow rectangular frame. Below it, the text 'A STAR WARS STORY' and 'AN OPEN D6 ROLE-PLAYING GAME' is written in smaller yellow letters.

# SOLO

A STAR WARS STORY  
AN OPEN D6 ROLE-PLAYING GAME

This book plunges you into the breakneck thrills and pulse-pounding excitement of Solo: A Star Wars Adventure.

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