



## Supplements D6 / Dirty Phils Scrapyard

Dirty Phil's Scrapyard or The nic-nac-netbook of spare parts

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Units of measure ( no idea on conversion)

Metric Ton : base unit of cargo measurement

albars.(expressed in hundreds)

gats. an ammount of tension on a bearing

Skile curve: performace rating for speeders

# Bz :data size measurement

# KTU : Engine performance rating

# SBD : Shield output rating

# RU : Hull or body rating

# DPF : Maneuverability rating

# MGLT : Velocity rating

Equipment /tools

Arion Drill: To make holes in things.

Beamdrill: tight-focus, short range drill.

Berko-8 : a non combustibile cleanser ( presumably the brand name)

Ceriline welding torch: For spot welding duridium

Diagnostic Scanner: Helps to pinpoint the source of problems.

Fusion Cutter: High energy plasma beam for cutting

Glowrod (aka Lumas): flashlight / worklight

Halite Imaging Electrograph: Monitors hot spots in ship's electronic systems.

Hand Laser Saw: To cut through things.

Hydroclamper: like a hydrospanner, but different

Hydrospanner: all around supertool. like a wrench, but different.

Karlisite Depolarizer: Used to reduce the charge of a metallic substance.

Usefull for installing new parts and for preventing meltdowns.

Magnon Spirograph: Used to measure effeciency of hyperdrive systems

Mem-stik: a small data storage device

Micron Callipers: Device used to make tiny little adjustments. Used for hyperdrive repair.

Pneumatic Riveter: To connect things in a spaceworthy fashion

Power Calibrator: analyze and repair electronic circuitry

Power Condenser: a small chargable power storage unit ( like a battery)

Power-Pulse Monitor: measuring engine performance

Recording Rod: audio / video recorder ( about the size if a lightsaber handle)

ReliaCharger: a power charge in a stick (basically)

Relotian Dionizer: To negate the effects of an ion blast(takes about a day per system) or any other ionic contamination.

Sonic Screwdriver (OK, so it's not SW, but I like 'em)for undoing sonically screwed items

Synthion Canister: Storage and aplication device for Synthionfoam.

Virimon Pump: Fire Extinguisher.

#### Vehicle Parts:

Activation Matrix: The bit of the hyperdrive that makes it go so darn fast.

Agitator Bearings: necessary for repulsorlift operation on gas giants, adjustable.

Alluvial dampers : Keeps the ship from shaking itself apart at high speeds

Amicron Mix: Acts as a radiation soak, and is used to shield any sytem that leaks dangerous radiation. Should be changed fairly often.

Anion Discharge System: How the ship gets rid of ion drive byproducts.

Antioxidant Induction Fluid: Keeps the Activation Matrix from covering itself with a thick rustlike layer which prevents hyperdrive use. (caution: do not drink)

Balance Turbines: Distribute repulsorlift field energy evenly around the craft

Brath Bearing Brackets: allow smooth rapid turns on speederbikes

Central Computer System: What it says.

Cephalaph Shielding: A waxy grey insulant used to protect the other systems from the ship's power plant emissions

Comm unit - Pretty obvious, isn't it?

Computer Control Circuits: Enables the computer to activate and deactivate ship's systems.

Computer Feedback Circuits: Keeps computer aware of the status of the various systems.

Drive Compensator : a device used to counterbalance to effects of the drive

Drive Compensator Fusion Coil : The central [and, consequently, the most expensive] part of the fusion engine, which provides power to the ship.

Fission Charger : a device used to re-charge fuel cells.

Frigidon Mix: Very cold fluid. Passed through certain systems in partially insulated tubes to keep them from overheating. Also poured on things to make them more brittle.

Fuel Cells: Containers of fusable material designed to be used by the power plants. Burnt out fuel cells can be recycled, or recharged through a fission charger.

Fuel Converters - Since most ships have reactionless drives, fuel converters would be quite uncommon. If your ship has one, and it blows, you've got a major problem on your hands.

Horizontal boosters -; thrusters used to provide lateral movement

Hyperdrive: That which makes the ship go past light speed.Duh.

Hyperspace Compass - a heading indicator. Like a compass, it measures your direction of travel,

Inertial Dampers: Keeps the crew from getting that chunkysalsa look when the ship makes a fast turn.

Interphase Transducers: Converts energy from the powerplants into a form usable by the hyperdrive.

Ion Piston: Ion engine part

Jehltekk Enhancer Valve: component of a repulsorlift maneuvering system

Microimpact Dampers: Keep the ships drive systems from jolting themselves out of alignment.

Power Couplings - A power coupling transfers energy from one circuit into another.

Power Plant: Source of energy for all ships systems.

Quad Power Cyclers: power cyclers for speeder craft.

Sliverfoils: Ion engine component

Reactant Agitator Injector: feul injecton?

Repulsorlift generator: generates the repulsorlift field

Repulsor Modulator: gas pedal?

Serbo-bracket: available in any landspeeder, brackets the serbos

Synthion Foam: Insulates, reduces emissions, and holds things together in a pinch.

Thersop Ambulator: Skiff tiller control component

Trianolubricant fluid: Keeps ion drives from overheating.

Trianolubricant Injection System: Keeps those ion drives swimmin.

Turbothrust Converter Coils: expressed in sizes V-5 to V-12

## Blaster parts

Galven Pattern Damping Sleeve: For stun settings on blasters

Heter-Valve: energy converting valve

Magnetic Acceleration Sleeve: Rapid acceleration of personal missile weapons.

Overload Sturm Dowel: detects powerpack feedback and prevents overloading

Polarizer: the studs at the end of a wookiee crossbow.

Power Flux Dispersion Unit: compensate for varying powerpac charge types

Prismatic Crystal (housing): a foci for light and gasses

Rotating Balance Stabiliser: Keeping personal missile weapons ballanced in thier housing.

Static Pulse Adaptors / Galven circuitry: lining on the inside of the blaster barrel

Xciter : mixes energy and gas to form a raw blaster bolt.

## Large Weaponry parts

Azimuth Rotation Platform: essential component to turrets.

Calibration Module: presumably used to 'adjust the sights' of SF weaponry

Capacitor Banks: banks of capacitors

Cooling Unit / Vent: pretty obvious

Firing Computer: the fire control box

Flashback Suppressor: the crescent shaped device at the tip of SF laser cannons.

Gate Coupling: connects the laser tip to the laser barrel

Ion Accu-accelerator: for large scale ion cannons

Micro-router Power Feed: power relays from source to nozzle of weapon

Overload Dispersal Collar: surrounds the base of the cannon barrel.

Pulse Capacitors: presumably to account for power feeds

Turbolaser Pulsor: where the beam comes out

Turbolaser Actuator: right behind that.

## Shield Parts

Power Coupling: duh ( how demi-gods are made)

Projector Relays: the emitter for energy shielding

Shield Actuator: where the shield energy is formed and focused into the projector/emitter

Shield Generator Bank: the actual conversion of energy takes place here (probably backups as well)

Shield Matrix Boards: the circuitry and fuses which generate the shields shape, and the first to blow out in an overload.

## Sensor and Communication parts

ALS: Active Long-range Sensors

DER: Dedicated Energy Receptors

EPR: Electro-Photo Receptors

FST: Full Spectrum Transciever

PLS: Passive Long-range Sensor

STS: Short-range Target-acquiring Sensor

SJP: Sensor Jamming Projector.

Activation lights: for the Holonet Transciever

Antennae: Broad beam, Tight beam, high frequ, low frequ, comm array, etc

Encryption Module: exactly that

Field Limiter: determines the size of the projection

Holoram Pod : store your favorite conversations!?

Holonet Transciever: that thing the Emperor keeps appearing on

Rectenna Dish: a long range sensor component

S-thread Projection Crystal : tiny crystal emitter used in homing beacons

Subspace Comm Detector: detecting comm frequencies in Subspace

Subspace Transceiver: used for faster-than-light communication

Transceiver Array: standard ship-to-shore comm array

Transmitter: simple device found in communications equipment

Explosives:

Baradium: core of a thermal detonator

Detonite: common explosive used in grenades

Proton: substance used in mines, grenades, and torpedoes.

Thermite: casing on a thermal detonator

Building Materials

Carbonite

Durasteel

Duridium

Plascrete

Plastisteel

Bio-Medical parts

Bacta: marvelous nutrient heavy healing fluid

Flexi-Skin: synthetic, non-organic coating

Fastflesh: emergency compound for sealing wounds

Neural Interface : connection jack allowing cyborg - computer direct links

Synthe-nutrient Replicator: Device for dispensing Fastflesh.

Synthflesh: synthetic organic skin used to cover prosthetic replacements

Synthnet: network of circuitry relaying commands to prosthetics.

Note: This list was compiled by members of the SW-RPG mailing list to be utilized as "Flavor Text" or "Fluff" for when equipment or vehicles break down or become damaged. There are no prices listed for the various items on the list. This is due to the wide variety of sizes, shapes, functions, conditions (new. used), and availability of items. It is a compilation of technical terms and items found throughout the SW universe publications.

Presumably the items listed are ubiquitous throughout the SW Galaxy.

Dirty Phil

Type: Salvage Engineer

Species: Human Age: late 50s

Appearance: Dirty

DEX 1D

blaster, dodge 3d, archaic guns,  
missile weapons

KNO 4D

value 8d, business 6d, beurocracy      technology 5d alien species,  
intimidation, streetwise, willpower,

MECH 4D

Archaic starship pilot, Starfighter pilot,      space transports,  
repulsorlift ops,      ground vehicle ops, capital ship pilot

PER 3D

bargain 6d, forgery 5d, persuasion 5d,  
search, con , hide

STR 1D+2

Brawling 3d, stamina

TECH 4D

security 6d, armor Repair, blaster rep.  
ground vehicle rep. repulsorlift rep,  
Space Transport rep. Starfighter rep.  
Capital ship repair, Starship weapon repair,  
first aid.

Move: 8 Force: 2 Character: 10 Darkside: 1

Quote: "So yer in needin 'o sum parts, eh? Less us jus see whut 'ol Phil can cumz up wit."

Equipment: See list above

Background:

Dirty Phil began his career as a Salvage expert for the Reussi Corporation. After the Corp. vertiably destroyed the Ecology of ReussiVIII Phil Stayed on-world, buying up land as it's value plummeted.

Since ReussiVIII is located at the end of the Nanth-Ri trade route, Phil has worked out several "deals" with the routes pilots, paying handsomely for the location of starbattles, and deliverd salvage.

His "Scrapyard" comprises almost an entire sub-continent on ReussiVIII, and is easilly several hundered square kilometers in size, and can even be seen from low orbit.

Phil himself doesn't deal well with people, and employs several, large, burly life forms to assist him in negotiations. The scrapyard is tended by hundreds of droids( all are armed) who continuously re-organize the lots. Though this may seem confusing, Phill seems to know every part on his lot, and it's location.

The atmosphere on ReussiVIII is Type II, and corrosive. It consantly rains highly acidic water, which doesn't blend well with technology. Therefore, there is a good chance that items purchased from him may malfunction (purchasers are required to sign a waiver)

Since the Scrapyard contains a wide variety of weapon parts, the area is well protected from attack by several well hidden, jury-rigged weapon emplacements

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