

STAR WARS

**UNOFFICIAL DUNGEONS AND DRAGONS
FIFTH EDITION CONVERSION**

STARSHIPS EXPANSION



Version 1.0

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NEW SPECIES

As travelers throughout the *Star Wars* galaxy are well aware, space is a very diverse place. From busy spaceports to wretched hives of scum and villainy, there is no shortage of new and alien beings to encounter.

BITH



Bith have been part of the Galactic Republic for thousands of years. Intellectually advanced humanoids, Bith have oversized brains evolved to handle abstract skills such as language, mathematics, music, and scientific analysis. Music, in fact, is a vital and revered pursuit in Bith society. Bith musicians are relatively common (and welcome) and can be found playing in extravagant opera houses, seedy cantinas, and everything in between.

Ability Score Increase. Your Intelligence score increases by 2, and Charisma increases by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

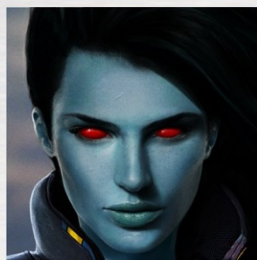
Languages. You know Basic, Bith, and two other languages of your choice.

Evolved Intellect. You gain proficiency in Performance and one Intelligence-based skill of your choice.

Scent. You can track creatures with the Wisdom (Survival) skill using your sense of smell, and any Wisdom (Perception) checks you make using smell have Advantage.

Trance. Bith do not need to sleep. Instead, they meditate deeply, remaining semiconscious for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

CHISS



Originating on the cold world of Csilla in the Unknown Regions, the Chiss are largely unknown themselves to the greater galactic community. As such they remain enigmatic, secretive, and xenophobic. Their origins are a mystery even to the Chiss themselves,

though some believe they are descended from an isolated human colony now lost to time. The Chiss are technologically advanced, keenly interested in art and science, and skilled at mathematics. Though logical in their mindset, they are also appreciative of philosophy and interested in other cultures.

Ability Score Increase. Your Intelligence score increases by 2, and Constitution increases by 1.

Size. Your size is Medium.

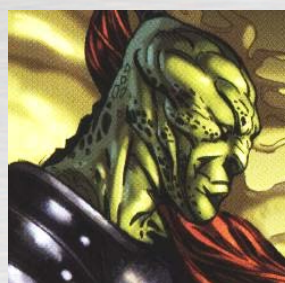
Speed. Your base walking speed is 30 feet.

Languages. You know Cheunh. Unless you have bonus languages from a background or other means, you neither speak nor understand Basic.

Bonus Skill. You are proficient in one skill of your choice.

Superior Low-Light Vision. You can see twice as far as a human in starlight, moonlight, artificial light and other conditions of poor illumination, and you retain the ability to distinguish color and detail under these conditions.

FALLEEN



Of all the species to populate the galaxy, none are better known for their intoxicating appearance than the Falleen. An exotic reptilian people, they are favored for their chiseled physiques and entrancing features. These qualities along would solidify their place among the more handsome species, but their pheromones make them irresistible to other species.

Ability Score Increase. Your Charisma score increases by 2, and Strength increases by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You know Basic and Falleen.

Hold Breath. You can hold your breath for a number of minutes equal to ten times your Constitution modifier (minimum of 5 minutes) before suffocating.

Pheromones. You have advantage on any Charisma-based skill check you make, as long as the target is within 30 feet. In addition, when a creature within range makes a Charisma-based skill check against you, you can use your reaction to cause them to make their check at disadvantage.

Pheromones function as an inhaled poison. Any creature that is holding its breath, immune to poison, or another Falleen, is immune to this effect.

GOTAL



Gotls are tall being covered in thick fur that come from the moon Antar 4, one of several that orbit the gas giant Antar in the Pindaar System. The moon has a highly unusual cycle of light and dark, sometimes illuminated brightly and other times shrouded in complete darkness. To compensate for these

uncertain conditions, Gotals evolved special cones atop their heads that sense subtle shifts in the electromagnetic field, allowing them to operate in light or dark without hindrance. The cones are sensitive enough to sense not only the presence of living creatures nearby but also a creature's mood or intent.

Ability Score Increase. Your increase any two ability scores of your choice by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Energy Reading. You are proficient in Insight. You also have advantage on Wisdom (Insight) checks to determine a creature's emotional state if it is within 30 feet of you.

Sensor Cones. As an action you can sense your surroundings in a 30 foot radius. Creatures that attack you within this radius and before the start of your next turn have disadvantage on their attack roll.

Superior Low-Light Vision: You can see twice as far as a human in starlight, moonlight, artificial light and other conditions of poor illumination, and you retain the ability to distinguish color and detail under these conditions.

HERGLIC



Herglics are hulking bipeds that evolved from water-dwelling mammals on the planet Giju. Their ancestors' fins and flukes have been replaced by arms and legs, although Herglics still breathe through blowholes on the tops of their heads. Herglics are honorable and upright, yet risk-takers and thrill-seekers.

They love meeting new being and experiencing the sights and sounds of new places.

Ability Score Increase. Your Strength score increases by 2, and Charisma increases by 1.

Size. Herglics stand between 7 to 8 feet tall and weigh between 300 to 450 lbs. Your size is Large.

Speed. Your base walking speed is 30 feet.

Languages. You know Basic and Herglic.

Sturdy. You are solidly built and literally have tough skin. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Talker. You are proficient in Persuasion.

JAWA



Jawas are short humanoids native to Tatooine. The Jawas have a poor reputation and are regarded as thieves at best, vermin at worst. Their off-putting nature is made worse by the sour smell that clings to them and their inexplicable and nonsensical

language. Jawas survive by scavenging lost technology in the desert wastes. "Lost" for Jawas ambiguous; they are likely to snatch up anything that isn't bolted down.

Ability Score Increase. Your Dexterity score increases by 2 and your Intelligence score increases by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Languages. You know Basic, Jawa, and a shorthand version of their native language known as Jawa Trade – which is far easier for outsiders to learn.

Bonus Skill. You are proficient in Mechanics.

Darkvision: You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Desert Dweller. You have advantage on Wisdom (Survival) checks made in a desert environment. You're also naturally adapted to hot and arid climates, as described in Chapter 5 of the *Dungeon Master's Guide*.

Scavenger. Whenever you deal ion damage to a droid or vehicle, you can add your proficiency bonus to the damage.

NEIMODIAN



Neimodians descend from a group of Duros colonists that, during the earliest period of their species' exploration of space, ventured far beyond the edge of regions considered possible to settle. The Neimodians quickly found a place in galactic civilization, trading with

anyone – regardless of ethics or political affiliation. For several centuries they were among the leading forces behind the construction of new starports and the upgrade of existing ones.

Ability Score Increase. Your Charisma and Wisdom ability scores increase by 2.

Size. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Languages. You know Basic, Durese, and Neimodian.

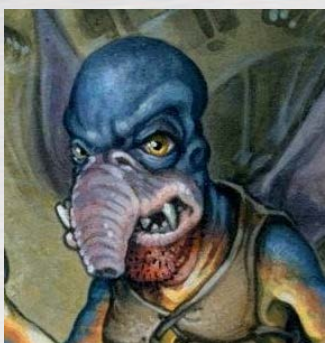
Parlay. You have a knack for talking your way out of dangerous situations. When you are attacked by a creature within 30 feet of you that can see and hear you, you can use your reaction to impose disadvantage on the attack roll, the attacker to cancel the attack before it hits or misses. An attacker that can't be charmed is immune to this feature.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Smooth Talker. You are proficient in Deception and Persuasion.

Wealthy. When you start play, double the starting credits you would normally begin with for your class. If you choose to begin with the class starter equipment, instead add the normal amount of starting credits in addition to your equipment.

TOYDARIAN



Toydarians are small, winged aliens from the planet Toydaria. They are known as shrewd merchants and able con artists, even though many lead reputable lives. Because their homeworld is located in Hutt Space, many Toydarians who leave Toydaria find themselves either employed or indentured

to Hutt criminal interests. Toydarians easily resist mind-affecting Force powers and are even more resistant to such abilities than their Hutt overlords.

Ability Score Increase. Your Wisdom score increases by 2, and your Charisma increases by 1.

Size. Toydarians stand about 2-3 feet tall when grounded, weighing around 50-60 lbs. Your size is small.

Speed. Your base walking speed is 20 feet. You also have a natural fly speed of 30 feet. You can hover in place, but cannot fly any higher than 10 feet.

Languages. You know Basic, Huttese, and Toydarian.

Force Resistance. You have advantage on any ability saves made to resist Force powers. In addition, if you are under the effects of a Force power you can reroll your save every round – even if the Force power doesn't normally allow it.

Natural Liar. You are proficient Deception, and you have advantage on Deception checks.

UMBARAN



The Umbarans hail from a hard-to-reach world deep within the Outer Rom's Ghost Nebula. Although they have been part of galactic civilization for millennia, very few Umbarans have left their home system, and even fewer have risen to positions of power and fame in the

galaxy. Umbarans are interested in alien cultures and civilizations, but they prefer to observe from a distance rather than take an active role in events.

Ability Score Increase. Your Constitution score increases by 2 and your Strength score increases by 1.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet. Your base swim speed is 20 feet.

Languages. You know Basic and Umbarese.

Improved Darkvision. Hailing from a planet of near total darkness, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Stealthy. You are proficient in Stealth, and you have advantage on Stealth checks.

Sunlight Sensitivity: You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

WEEQUAY



The Weequay are well-known throughout the galaxy for their violent tendencies and lack of individuality. Deeply spiritual, they worship a broad pantheon of deities, the most senior of which is known as Quay. Zealous Weequay perform ritual sacrifices in

Quay's honor, at times resorting to murder. Such incidents have done little to dispel their violent reputation.

Ability Score Increase. Your Constitution score increases by 2 and your Charisma score increases by 1.

Size. Your size is Medium.

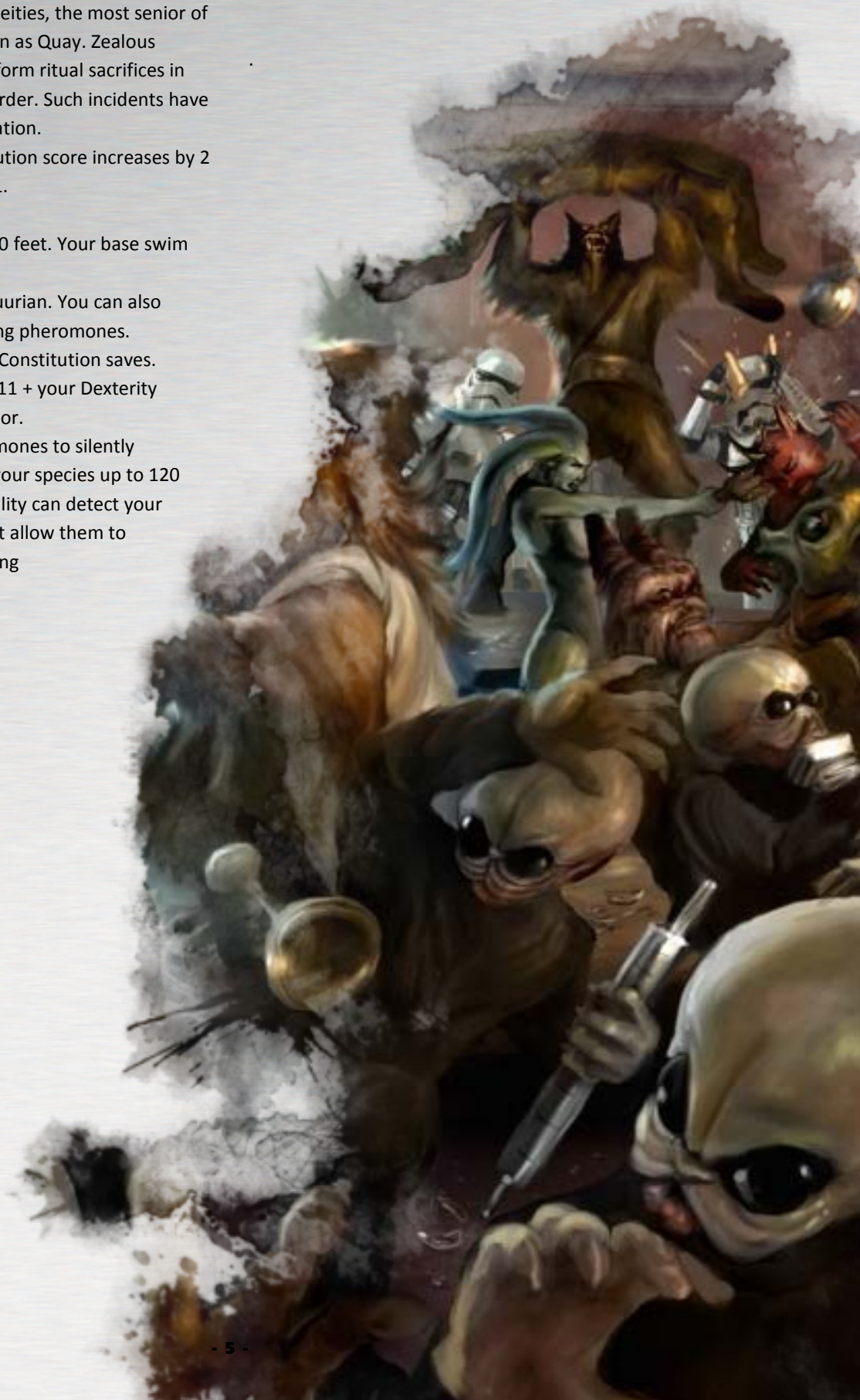
Speed. Your base walking speed is 30 feet. Your base swim speed is 20 feet.

Languages. You know Basic and Sriluurian. You can also communicate with other Weequay using pheromones.

Endurance. You have advantage on Constitution saves.

Natural Armor. Your Armor Class is 11 + your Dexterity modifier when you are wearing no armor.

Pheromones: You can exude pheromones to silently communicate with other members of your species up to 120 feet away. Creatures with the scent ability can detect your pheromones by smell, but this does not allow them to understand what you are communicating



SPECIALIST ARCHETYPE: SLICER

The following archetype is an addition and supplement to the Specialist class, found in the first *Star Wars 5e Conversion*.

SLICER

Wherever there is technology, there will be those trained to subvert it. Slicers are masters of hacking computers, recovering hidden documents, bypassing security, and even turning electronic systems against their former operators. They are swift ghosts in the machine, disappearing once their technological mission is accomplished.

KNACK: COMPUTER MASTERY

When you choose this archetype at 1st level, you improve on your ability to wrest control of computer systems away from enemies. When you make an Intelligence (Mechanics) check to access a computer system, add a 1d6 to your roll. Likewise, if you make an opposed Intelligence (Mechanics) check in which a creature is attempting to regain or take control from you, add the same. The amount you add increases as you take more levels in this class, as listed in the Knack column of the Specialist Table.

HOTWIRE

Starting at 3rd level, you hack a computer or electronics system without requiring a tool kit. If you happen to have a tool kit, you have advantage on any Intelligence (Mechanics) checks you make while using it.

BLACKOUT

Starting at 9th level, can completely shut down electronic systems and networks. You can make a DC 15 Intelligence (Mechanics) check as an Action when physically adjacent or connected to a computer terminal. On a success, the terminal and any electronic computer systems directly connected to it become inactive and shut down. This includes lights, doors, security systems, and networked computers. This shutdown lasts for 1 minute per Specialist level you possess, despite any attempts to restore it by anyone but you.

You can attempt to use this feature a number of times equal to your Intelligence modifier – whether you succeed or not. You regain all uses of this feature when you take a long rest.

HOLONET SPECTRE

At 13th level, you become a virtual ghost. When accessing a computer system, you only alert opposing forces to your attempts if you happen to roll a Natural 1 on an Intelligence (Mechanics) check. Otherwise you are undetectable unless someone physically sees you.

Furthermore, any computer that has access to the Holonet is considered “connected” to you when using the Blackout feature.



NEW FEATS

Several new feats can be added to the *Dungeons & Dragons 5th Edition* base list, functionally the same as core feats.

FORCE CRUSH

Prerequisite: Charisma 13 or higher, ability to cast at least 1 Force power

The Dark Side is strong in you, granting you power at the potential cost of your soul. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- When you affect a creature with a power that requires concentration, such as *hold person* or *suggestion*, you can choose to deal an amount of force damage every round in which the creature is affected. This does not apply if the power already deals damage. If the creature dies as a result of this damage, you gain 1 Dark Side Point.
- When you cast a Force power that deals damage to an object, you can deal maximum damage with that power.

FORCE SENSITIVE

Prerequisite: Wisdom 13 or higher

You have an innate connection to the Force, able to use it in several ways even without being trained. You gain the following benefits:

- You can make a Wisdom (Force) or Charisma (Force) check instead of Perception to detect nearby creatures. If they are proficient in either Force skill, you have advantage on the check.
- As an action, you can instantly pull an unattended item weight less than 5 lbs into your hand from up to 30 feet away.
- You automatically sense when a loved one or close contact is in danger, as determined by your DM, regardless of distance.

SPACER

You have lived and worked aboard starships for as long as you can remember. You gain the following benefits:

- You do not suffer disadvantage on attack rolls or Dexterity saves when in zero-gravity.
- You can use your Intelligence modifier instead of Dexterity when attack with starship weapons.
- Your base speed increases by 10 while aboard a starship.

STARSHIP DESIGNER

You have learned to push the limits of starship technology, creating unique effects. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- When you are the pilot or copilot of a starship with a hyperspace drive, you consider the drive one class better.
- When you personally oversee the installation of ship systems, the installation takes half the time and 1 emplacement point less (minimum 1 emplacement point).
- When you are the copilot of a starship, you can use your reaction to grant the pilot or any ship gunner advantage on an attack roll against another ship.

NEW VEHICLE INFORMATION

There is certainly no shortage of vehicles to be found in the *Star Wars* galaxy, whether streaking through the stars or stomping through forests. While the list could constitute its own encyclopedia, the following information adds many more options to those found in the first *Star Wars* 5th Edition Conversion supplement. Though the statistics were defined in the first book, they are repeated here for convenient reference.

Armor Class. The Armor Class of the vehicle is mechanically the same as armor worn by heroes, in regards to attacks made against them. Unless the pilot of the vehicle has traits that say otherwise, there are no modifiers such as Dexterity added to the AC.

Shields. Functionally, shields are extra hit points before attacks hit the vehicle itself. Whenever the vehicle takes damage, the shield takes the damage instead. If this damage reduces the shield to 0 hit points, the vehicle takes any remaining damage. Once reduced to 0 hit points, shields are considered inert unless restored. Otherwise, shields return to full capacity following a short rest.

Hit Points. Every vehicle as a finite amount of damage it can take. Once it reaches 0 hit points, the vehicle is destroyed. All creatures within the vehicle are automatically reduced to 0 hit points and Dying. If they manage to make their Death Saves, they suffer 1 level of exhaustion every round thereafter.

Speed. Vehicle speed is represented by squares. Land vehicles move at the same ratio as characters, with one square representing 5 feet of movement. Air and space vehicles, however, cover far greater and more abstract distances. These squares are not adaptable to character distances, and are considered their own scale without representing a specific unit of measurement.

Gunners. Regardless of how many types of weapons are aboard a vehicle, they need gunners to fire them. The pilot is always considered Gunner #1. Any numbers of 2 or higher represent weapons that can be manned by co-pilots, turret operators, or the like. For example, the YT-1300 has one weapon type listed, but 2 gunners. Either pilot or one other gunner could fire the primary weapon, if they chose to.

Weapon 1. This is the primary weapon of the vehicle (if any).

Weapon 2. This is the secondary weapon of the vehicle (if any).

Crew. The crew represents the minimum number of characters requires to operate the vehicle under normal circumstances. The pilot is always considered Crew #1. Vehicles with an asterisk (*) in this column indicate the addition is a droid only, generally an astromech droid.

Passengers. This column lists the capacity for characters besides the pilot and crew, or “nonessential personnel.” This includes travelers, medical staff, or other transported units.

Cost. While some vehicles may be difficult or nearly impossible to acquire, depending on the setting or militaristic nature of the vehicle, the cost is a general estimate in credits what one could feasibly expect to pay in appropriate situations.

SHIP SIZE

Because starships are used on a different scale than normal, their size in squares is represented by their individual sizes. A Starfighter, for example, is considered Medium – though on a personal scale it would easily be 30 x 30 feet or more. On starship scale, however, it is a single 1 x 1 square unit. Large ships are 2 x 2 squares, and so on.

COST MODIFIERS

It costs more to build a hyperdrive that can move a capital-class ship than one for a starfighter. Bigger starships are simply costlier to improve or modifier. Thus, each size of starship has a cost modifier, which is applied to the base cost of starship systems added to starships of that size. For example, regenerating shields have a base cost of 5,000 credits. When added to a Colossal ship, this price is multiplied by the ship's cost modifier of x5, for a final cost of 25,000 credits. If added to a Colossal (cruiser) starship, the modifier is x500, for a final cost of 2,500,000 credits.

COST MODIFIERS

STARSHIP SIZE	COST MODIFIER
Colossal (Station)	x 5000
Colossal	x 500
Gargantuan	x 50
Huge	x 5
Large	x 2
Medium	x 1

A NOTE ON COSTS

All costs given in this book are, by necessity, approximate. The *Star Wars* galaxy is a vast market, and it's impossible to create a system that realistically represents the thousands of factors that could affect a major purchase's final cost. As a result, the DM should feel free to modify these prices up or down as much as necessary to suit the plot of an adventure, the storyline of a campaign, or even personal preference.

EMPLACEMENT POINTS

You must meet certain size, bracing, and power requirements before adding a system to a starship. Often, it simply isn't practical to add numerous new systems to an existing starship. Emplacement points represent the numerous factors that combine to limit how many systems a single starship can have.

Each modification or new system has a rating in emplacement points to represent the effort required to add that feature to an existing starship. The more emplacement points a modification requires, the greater its demand in terms of room, bracing, power, and integration with other systems.

If you lack the emplacement points to support a system, you can still install it; however, more time and credits are needed to add the subsystems that enable your new systems to function. For every emplacement point you lack for a system, add 2 days to the base installation time, 5 to the Intelligence (Mechanics) check DC to install it, and 20% to the system cost. Additionally, any starships that have modifications installed in this manner are automatically considered "used" (and therefore their resale value is severely diminished) and any systems added without sufficient emplacement points are damaged beyond repair if the starship is disabled. This represents the harder work of finding ways to route power to your system, squeeze through already jammed conduits, and overcome the limitations of your overstuffed starship. Additionally, DMs should feel free to rule that some modifications cannot be installed without sufficient emplacement points, such as passenger conversions when no cargo space is available.

GAINING EMPLACEMENT POINTS

A ship can gain additional emplacement points in one of three ways. Existing systems can be removed, making their emplacement points available for new systems. Thus, if a smuggler decides he needs a quad laser more than he needs maneuvering jets, he can remove the jets and gain the emplacement points needed to install a quad laser. Removing systems in this way takes half as long as installing them would take and involves no associated cost. In fact, the old system can normally be sold for 1/4 of its original value (assuming it's in good working condition and you can find a buyer).

Alternatively, a starship can give up cargo capacity to gain more emplacement points (a favorite tactic among pirate and Rebel engineers). The freed space makes it much easier to reroute power lines, add small power generators, and securely lock new systems into the ship's superstructure. It takes a number of tons of cargo capacity equal to a starship's cost modifier to equal 1 emplacement point. For example, to gain an additional 4 emplacement points for a Corellian Corvette, you must sacrifice 200 tons of cargo capacity: 1 ton x 50 for a Gargantuan starship for each point.

Finally, a starship of Huge or larger size can gain emplacement points by removing escape pods, gaining 1 emplacement point per 10% of the escape pods removed. However, doing this is illegal on anything other than a military starship, and it takes only a DC 10 Wisdom (Perception) check to notice. A first offense might lead to a fine of 1,000 credits, a second 5,000 credits, and a third offense results in the ship being impounded and the captain's accredited license being revoked. A decent bribe and a Charisma (Persuasion) check might avoid this unpleasantness, however, particularly in a seedy spaceport on a backwater plane - and some such spaceports don't bother with safety inspections in any event.

UNUSED EMPLACEMENT POINTS

Any off-the-rack starship has some unused capacity, allowing some modifications to be made more easily. A standard, unmodified starship design generally has 1 unspent emplacement point. In some cases, this capacity is later used for a "standard" upgrade. For example, an unmodified V-19 Torrent has 1 unspent emplacement point, but it became standard practice to use this to install a hyperdrive generator in later models of the starfighter.

Some stock ships are renowned for being easily modified. In part, this is the result of extra attachment points, power outlets, access hatches, and unused carrying capacity left over after the ship's core systems are installed. Such ships have even more unused emplacement points, allowing multiple systems to be added without removing anything or dealing with additional expenses. (Stock starships designed by the Corellian Engineering Corporation have 5 unused emplacement points unless otherwise specified.) Common ship stocks and their unused emplacement points are listed in the table below.

UNUSED EMPLACEMENT POINTS

STOCK SHIP	UNUSED POINTS	STOCK SHIP	UNUSED POINTS
Action IV transport	3	Firespray-31	3
Baudo-class star yacht	2	Ghtroc-720	3
Blockade runner	5	J-Type transports	2
Citadel cruiser	3	Republic cruiser	5
CloakShape fighter	2	SoroSuub patrol fighter	3
Corellian gunship	5	Star Galleon-class frigate	4
Dreadnaught	3	YT-series	10
Dynamic-class freighter	6		

NONSTANDARD MODIFICATIONS

Rare or nonstandard system modifications (including those deemed by the DM to be ill suited for installation on a given ship) require substantially more effort to install, doubling the number of emplacement points required and multiplying the cost by 5. A modification is nonstandard if the starship does not have any similar system in its stock version.

For example, adding a hyperdrive, shields, or a passenger compartment to a TIE fighter would be nonstandard, but adding

new laser cannons (or replacing its existing laser cannons) would not.

The DM is the final arbiter of what systems are sufficiently dissimilar to qualify as nonstandard, and particularly unusual combinations may be forbidden altogether.

INSTALLATION

Installing a new system, or modifying an old one, is normally a matter of work force, Time, and a Mechanics check. This assumes the starship in which you are installing the system is otherwise fully functional, the system to be installed is freely available, and you have the tools and space needed.

Frequently, a given modification might be possible only if the heroes get hold of the system directly, such as stealing a shield generator from a Trade Federation shipyard, recovering moth balled fighters from an old Imperial supply depot, or trading rare spices to a Hutt crime lord for the last known example of a particular hyperdrive component. Whenever possible, a DM should make modifying the heroes' starship as much an adventure as a design issue.

INSTALLATION WORK FORCE

The bigger a ship, the more people it takes to make modifications. For ships of Medium size or smaller, a single person can do everything necessary (though it's often much easier with help). For larger ships, the minimum work force is also larger: Huge, 5; Gargantuan, 10; Colossal (cruiser), 20; and Colossal (station), 50. The minimum work force can make a modification or add a new system in the normal installation time (see below). It isn't practical for a smaller workforce to make changes to such big ships, regardless of how much time the workers have. If your work force is bigger than your minimum, the installation can go faster, but the maximum work force that can be used on any given installation is 10 x the minimum work force for the ship's size.

INSTALLATION TIME

The base time needed to add a modification or system is calculated as follows:

$$\text{time (in days)} = \frac{\text{(emplacement points)}}{\text{x (ship's cost modifier) / (number of workers)}}$$

In many cases, a new system can be added to a starfighter with just a single day of work. This is possible because many systems are modular, allowing different hyperdrives, weapons, and computer systems to be easily removed and new ones slotted in. Even something like reinforced bulkheads represents a predesigned kit of clamps and brackets that bolt on to existing

hull plating. Still, some installations take large amounts of time unless a huge work force can be brought to the project.

INSTALLATION CHECKS

Proper installation requires a Mechanics check at the end of the installation time. The base DC for such a check is 15, + 1 for each point of emplacement a system or modification uses.

If the check fails by less than 5, the installation is a partial failure. You can choose to complete the installation in twice the time and for twice the cost, or start over again (or even abandon the attempt altogether).

A check that fails by 10 or more is a total failure. All the time and money spent is wasted, and you must start over from the beginning.

STARSHIP SYSTEMS

A starship's systems can be upgraded, replaced, and modified many times throughout the ship's operational lifetime. A starship system falls into one of four categories: movement, defense, offense, or accessories. Each system has a number of factors that affect its cost and availability, detailed in the table that accompanies each section.

Emplacement Points: This value is the number of emplacement points required to install the system in a starship without incurring an additional cost or time delay.

Availability: Some starship accessories have limited availability or are strictly regulated. A system that is normally available without restriction is categorized as common.

Size Restriction: Some systems can be placed only in starships of a certain size. Systems are normally limited to ships of a given size or larger, and some systems can function only in smaller ships.

Cost: Sometimes a starship accessory has a flat cost or weight. Often the cost is determined by multiplying a base number by the starship's cost factor, which is determined by its size. If a cost is given as "base," you must multiply it by the cost modifier for the starship's size. If the cost is just given as a number of credits, the cost is the same no matter what size starship you add the system to.

MOVEMENT SYSTEMS

Starship movement falls into three basic categories – atmospheric, space, and hyperspace. A starship might be described as "fast" if it has an advanced hyperdrive, yet still be relatively slow at starship-scale movement. Movement systems are extremely popular modifications for pirates, smugglers, and – to a lesser degree – military designers.

Atmospheric Thrusters

Atmospheric thrusters increase a starship's speed when the ship is flying in the atmosphere of a planet. Any starship able to operate in an atmosphere has some engine system designed for air flight, normally a combination of repulsorlifts and ion engines. Atmospheric thrusters are an augmentation of these basic systems, designed to make the starship more competitive with a dedicated airspeeder.

Atmospheric thrusters allow a pilot to maneuver at starship scale in a planetary atmosphere. Otherwise the ship is considered to be inoperable in the atmosphere, other than flying in a straight line until it reaches the exosphere.

Combat Thrusters

Often used by smugglers, bounty hunters, and blockade runners, combat thrusters are modifications to a space transport's existing engines and maneuvering thrusters that allow the ship to engage in space combat as though it were a starfighter. A pilot flying a ship with combat thrusters can, as a reaction, impose disadvantage on attack rolls when targeted by a ship of two sizes larger or more.

Combat thrusters are only available for ships of Huge size or smaller.

Hyperdrives

The hyperdrive is the most important piece of technology in the known galaxy. Modern civilization was driven by the realization of fast and reliable galactic travel thousands of years ago with the advent of the hyperdrive. Hyperdrives are rated by numeric class: The smaller the number, the better the hyperdrive. The best hyperdrive ever created is the class .5. It's not possible to install a class .5 hyperdrive, because no manufacturer creates such a delicate and unreliable piece of equipment. The only way to achieve a hyperdrive of this type is to modify a class .75 hyperdrive using the Starship Designer feat. Because of its inherent unreliability, class .5 hyperdrives are illegal under all but the most unusual circumstances.

A class .5 hyperdrive is very carefully tuned and delicate, so it tends to malfunction much more often than a standard hyperdrive. It requires eight hours of maintenance per month and a DC 20 Mechanics check to keep one running smoothly. If the maintenance isn't kept up, or the Mechanics check for doing so fails, anyone attempting a Mechanics check to astrogate does so at disadvantage until the hyperdrive receives proper maintenance. Furthermore, any time you would normally have an astrogation mishap, the hyperdrive is instead disabled until repaired (normally requiring 1 hour of work and a DC 20 Mechanics check).

The class 1 hyperdrive is considered the pinnacle of stable hyperdrive technology from the Clone Wars forward. It is the favored technology of military vessels, but its high cost often

results in designers settling for a class 2 or class 3 drive, which were state of the art during most of the Rise of the Empire era.

A hyperdrive of class 4 to class 6 is normally either old technology or an aftermarket retrofit crammed in to a vessel not designed to support a hyperdrive. Backup hyperdrives, usually ranging from class 8 to class 15, are often used as emergency systems. Though no one wants to wait a month to arrive someplace when using a class 10 backup hyperdrive, often the alternative is to drift aimlessly in space for centuries.

Starfighters: Because of their bulk, hyperdrives are always treated as nonstandard modifications for Starfighters. Some alternatives have been devised to allow Starfighters to travel through hyperspace without installing expensive internal hyperdrives.

Hyperdrive Sleds: A hyperdrive sled is bolted onto the exterior of a Starfighter, such as a CloakShape fighter. The sled costs five times as much as a normal hyperdrive, but it is not considered nonstandard, it requires no emplacement points, and it can be added with 1 hour of work and a DC 15 Mechanics check. A sled does interfere with maneuverability, however, so a starfighter imposes disadvantage to its pilot on Dexterity saves and Space Vehicle skill checks while attached to a sled.

Hyperdrive Rings: A hyperdrive ring is designed for only occasional or temporary use. A ring costs as much as a normal hyperdrive for a starfighter of a given size, but it is not considered nonstandard and it requires no emplacement points. The pilot of a starfighter must use an Action and make a DC 10 Space Vehicles check to dock with or disconnect from a hyperdrive ring. If the check fails, the docking or undocking was unsuccessful; if it fails by 5 or more, a collision occurs, destroying the hyperspace ring.

In addition to requiring docking and undocking, hyperspace rings have some other drawbacks. Like a hyperdrive sled, a hyperdrive ring imposes disadvantage to its pilot on Dexterity saves and Space Vehicle skill checks while attached. A starfighter can't enter atmosphere or land with a hyperdrive ring attached, so it must be left in orbit - and some pirates and shipjackers enjoy the easy pickings of an unattended target.

Navicomputer

A navicomputer is an astrogation calculator designed to make all the calculations necessary to travel through hyperspace. Most starships have navicomputers, but those that lack hyperdrives and some fighters that depend on astromech droids do not.

Though extremely expensive, advanced navicomputers exist. These grant advantage on Mechanics checks made for astrogation. Additionally, a character aboard a ship that has a navicomputer need not be proficient in Mechanics to make use of the astrogate aspect of the skill.

Starfighters: Most navicomputers are nonstandard for starfighters - these ships simply don't have the room for the memory core required to store and track the locations of untold billions of celestial objects. Instead, starfighters often have limited navicomputers that store only two jumps' worth of information, enough to get to a destination and return. Some limited navicomputers have a greater memory capacity, but these are rare and more expensive.

Sublight Accelerator Motor

A SubLight Accelerator Motor (SLAM) is an overdrive system designed to draw power from systems not in use to give a starship a brief burst of additional speed. A starship equipped with a SLAM system moves three times its base speed during the Dash action, instead of the usual two times. It can also move at full speed during the Disengage action, instead of the usual half speed.

Sublight Drive

A sublight drive is what makes a ship move through space. Though a SubLight Accelerator Motor can enhance a ship's space speed, sometimes a new sublight drive is required to reach such speeds with minimal effort from the pilot.

Replacing a ship's sublight drive can be expensive, though, and many ships cannot reach high speeds due to the bulk of their sublight drives. Additionally, only military vessels are permitted to use incredibly fast ion drives. A sublight drive determines a ship's speed when moving through realspace.

MOVEMENT SYSTEMS

SYSTEM	EMPLACEMENT POINTS	AVAILABILITY	SIZE RESTRICTION	COST
Atmospheric Thruster	2	Common	Huge or smaller	2,000 credits base
Atmospheric Thruster, Advanced	5	Common	Large or smaller	5,000 credits base
Combat Thruster	1	Common	Huge	2,000 credits base
Hyperdrive, Class .75	4	Military	Colossal or smaller	5,000 credits base
Hyperdrive, Class 1	3	Licensed	Colossal or smaller	3,000 credits base
Hyperdrive, Class 1.5	3	Licensed	Colossal or smaller	2,500 credits base
Hyperdrive, Class 2	3	Common	--	2,000 credits base
Hyperdrive, Class 3	2	Common	--	1,500 credits base
Hyperdrive, Class 4	2	Common	--	1,000 credits base
Hyperdrive, Class 5	2	Common	--	500 credits base
Hyperdrive, Class 6	2	Common	--	400 credits base
Hyperdrive, Class 8	1	Common	--	300 credits base
Hyperdrive, Class 10	1	Common	--	200 credits base
Hyperdrive, Class 15	1	Licensed	--	100 credits base
Navicomputer, Limited	0	Common	--	500 credits
Navicomputer	1	Licensed	--	2,000 credits
Navicomputer, Advanced	2	Licensed	--	20,000 credits
SubLight Accelerator Motor	2	Military	Large or smaller	25,000 credits base
Sublight Drive (speed 1 square)	2	Common	--	1,000 credits base
Sublight Drive (speed 2 squares)	3	Common	--	2,000 credits base
Sublight Drive (speed 3 squares)	4	Licensed	Colossal or smaller	5,000 credits base
Sublight Drive (speed 4 squares)	5	Restricted	Colossal or smaller	10,000 credits base
Sublight Drive (speed 5 squares)	6	Military	Huge or smaller	20,000 credits base
Sublight Drive (speed 6 squares)	7	Military	Large or smaller	100,000 credits base

DEFENSE SYSTEMS

Defense systems include anything that reduces the chance a starship will be destroyed. They are often less regulated than weapon systems, since even the Empire acknowledges that citizens and merchants have a right to avoid suffering at the hands of pirates and rogue planetary defense forces.

Armor

A basic level of armor exists on all starships - it's a necessary part of building a hull strong enough to survive the rigors of space - and armor never has to be completely replaced, just patched up. However, it's possible to add additional armor beyond what's needed to keep a starship intact while traveling through hyperspace, and doing so can boost a ship's chance of making it out of a firefight. Heavier armor is generally obvious, giving a starship a blocky, military appearance. Armor uses the indicated Armor Class for the level of upgrade, instead of the default for the ship. Skilled pilots often prefer ships without heavy armor, since they can use their Dexterity bonus – which may prove more advantageous for less cost.

Jammers

Jammers come in many forms, from small jamming suites used in Medium to Large size ships, to massive jamming arrays carried vessels of Gargantuan size or larger.

A sensor jamming system is capable of blinding enemy sensors and fire-control computers, making the starship carrying the jammer a more elusive target. As a Bonus Action a system operator or co-pilot can activate a jammer, affecting all enemy starships within 6 squares (or 10, if an array) of the starship carrying it, regardless of the size of those ships. Maintaining the jammer every round also takes a Bonus Action. Affected ships cannot send or receive communications, and suffer disadvantage on attack rolls against any target.

An opposing operator can attempt to overcome the effect of a jammer. Doing this is a Bonus Action and involves a Mechanics skill check opposed by the Mechanics check of the ship with the jammer. On a successful result, the jammed ship takes no penalties from jamming until the start of their next turn.

Regenerating Shields

Because of the importance of shields, many engineers have tried to devise ways to improve their performance. For example, the Mon Calamari install backup shield generators on their warships to keep their defenses strong, while others have added additional power generators or special computers to ensure that shield generators have the most power when they need it. All these systems are essentially ways to have shields regenerate more quickly, even if they work on different principles.

If you have regenerating shields, your current shield rating increases by 10 (up to the ship's maximum shield rating) when you recharge the shields as an Action. Normal shields increase their shield rating by only 5 when recharged.

Reinforced Bulkheads

The overall durability of a craft can be increased by reinforcing its internal bulkheads. Reinforced bulkheads of Grade 1 provide resistance to bludgeoning, slashing, and piercing damage. Grade 2 provides resistance to radiant damage in addition to Grade 1 resistances. Grade 3 provides resistance to lightning damage in addition to Grade 1 and 2 resistances.

Shields

Not all starships have deflector shields, and they are an extremely popular addition for those that lack them. However, the energy and space cost of shields is extremely high, and it grows with the size of the craft to be protected; thus, only the largest vessels have enough power and internal space necessary to operate the most powerful shields.

DEFENSE SYSTEMS

SYSTEM	EMPLACEMENT POINTS	AVAILABILITY	SIZE RESTRICTION	COST
Armor, 12 + Dex Modifier	2	Licensed	--	2,000 credits base
Armor, 14 + Dex Modifier	5	Restricted	Huge or larger	5,000 credits base
Armor, 16	10	Military	Gargantuan or larger	10,000 credits base
Armor, 18	20	Military	Colossal or larger	20,000 credits base
Jamming Suite	1	Common	--	5,000 credits base
Jamming Array	5	Common	Huge or larger	20,000 credits base
Regenerating Shields	2	Restricted	--	5,000 credits base
Reinforced Bulkheads, Grade 1	2	Common	--	2,000 credits base
Reinforced Bulkheads, Grade 2	5	Licensed	--	5,000 credits base
Reinforced Bulkheads, Grade 3	10	Restricted	--	10,000 credits base
Shields, SR 10	1	Common	--	750 credits base
Shields, SR 20	1	Common	Large or larger	1,250 credits base
Shields, SR 30	2	Common	Large or larger	2,000 credits base
Shields, SR 40	2	Common	Huge or larger	3,000 credits base
Shields, SR 50	3	Common	Huge or larger	5,000 credits
Shields, SR 60	3	Common	Gargantuan or larger	8,000 credits
Shields, SR 70	3	Common	Gargantuan or larger	10,000 credits
Shields, SR 80	4	Common	Gargantuan or larger	12,500 credits base
Shields, SR 90	4	Common	Gargantuan or larger	15,000 credits base
Shields, SR 100	5	Common	Gargantuan or larger	20,000 credits base
Shields, SR 125	6	Common	Gargantuan or larger	25,000 credits base
Shields, SR 150	7	Common	Colossal or larger	30,000 credits base
Shields, SR 175	8	Common	Colossal or larger	40,000 credits base
Shields, SR 200	10	Common	Colossal or larger	50,000 credits base

WEAPON SYSTEMS

Most starships carry at least one or two weapons, for defense against pirates and asteroids if nothing else. Every weapon is required to have an arms load-out permit, but as long as a civilian ship isn't bristling with proton torpedo launchers, very few officials care to check such things. Similarly, no matter what documentation you have, a vessel outfitted with heavy turbolasers is viewed with suspicion unless it belongs to a well-known ally.

Several common (and some not-so-common) weapon systems are detailed below. Note that the damage given for these weapons is typical, not absolute, and naming conventions are far from universal. It's impossible to detail every weapon system for every manufacturer throughout every era. These values are representative, and a DM is free to modify them as he desires.

Autoblaster

Blaster cannons can be designed with a higher cyclic firing rate so long as they have sufficient cooling systems to keep the firing elements from overheating. Only single-mounted blasters are generally made into autoblasters, however.

Blaster Cannons

Blasters are more commonly found on airspeeders and ground vehicles than on starships, but they are frequently mounted on starfighters. Blasters are somewhat less expensive than lasers, but they have a more limited range.

Cannon, Double/Quad

Double and quad versions of blasters, lasers, ion cannons, and turbolasers are available, creating reciprocating multibarrel weapons. A double or quad cannon has the given availability or the availability of its base weapon, whichever is more restrictive.

Autofire: Double or quad blaster cannons, laser cannons, light ion cannons, and light turbolasers can fire normally or in autofire mode, with a swift action required to switch between the two.

Triple Cannons: Some starships also carry triple cannons. These are functionally identical to double cannons, using three cannons (with slightly less power individually) instead of two standard cannons.

Cannon Enhancements

It's possible to boost the damage output of a blaster, a laser (but not a turbolaser), or an ion cannon with a series of modifications designed to increase power draw and the cohesion of the energy bolts. Enhanced power cyclers, high-volume gas feeds, and larger energization crystals (coupled with enhanced or redundant cooling packs and compressors) create multistage laser weapons that have significantly more stopping power. Advanced cannon enhancements are also available, but they are substantially more expensive.

Because these modifications create a multistage laser, such weapons are sometimes referred to as turbo lasers, but they are substantially weaker than the larger weapons mounted on capital ships.

Concussion Missiles

A concussion missile carries a warhead containing a compact energy pack. When one explodes, it gives off a powerful concussive blast that disrupts delicate instruments and equipment, causing shock and blast damage to more durable targets. Because of their bulk, concussion missiles are generally preferred for space transports and capital ships. All concussion missiles have a 4-square splash radius.

Armor-Piercing: Advanced concussion missiles exist, designed to overcome even the most durable armors. Armor-piercing concussions missiles ignore resistance to Force damage provided by ship armor plating.

Launchers: The ammunition capacity of a concussion missile launcher is determined by its size: light, 6; medium, 16; heavy, 30. Additional capacity can be added, increasing the cost by 200% for each additional missile (up to a maximum of double capacity).

Docking Guns

Smugglers and pirates often add character-scale weapons to fighters and freighters, in order to allow them to open fire while docked without risking blowing up an entire docking facility. Any character-scale ranged weapon can be added as a docking gun, though repeating blaster rifles and heavy blaster rifles are most common. Docking guns count as heavy weapons once installed (regardless of their original weapon category). They draw power from the ship, operating as long as the ship has power, instead of requiring power packs. The idea has occasionally been used on military vessels - adding heavy guns to docking bays to assist in efforts to offload troops onto a battlefield, for example.

The cost of a docking gun is for the mount only - the gun itself is bought normally. Docking guns have no effect on starship-scale combat.

Gravity Well Projectors

Gravity well projectors are unique weapons in that they do not deal damage but instead produce a special effect. Projecting a gravity well is treated like firing a weapon in an area attack; the gravity well operator must choose a 4x4-square (starship scale) area within the generator's range. The gravity well projector creates a hyperspace interdiction field in those target squares. Any starship that starts its turn in a square covered by a hyperspace interdiction field may not activate its hyperdrive on that turn.

Ion Bombs

Ion bombs are primitive, fin-stabilized weapons used to knock out electronics and droid targets on the surface of a world. Because of their guidance system, the bombs are usable only in an atmosphere, and attacks with them take a -5 penalty. Ion bombs may target a square directly beneath the ship that deploys them. On impact, they create a strong ion field that deals 5d10 points of ion damage within a 10-square radius. Ion bomb racks can hold up to four ion bombs.

Ion Cannons

Ion cannons are generally viewed as defensive armament, but they are quite common on pirate and military vessels. Ion cannons deal lightning damage. Of starship-mounted ion cannons, all but the smallest don't have a cyclic rate of fire high enough to allow autofire, even when mounted in double, quad, or fire-linked configurations.

Hapan Triple Ion Cannon: The Hapan triple ion cannon is a special capital ship weapon that acts like a point-defense weapon (using point-defense ranges and ignores the benefits of a target's Combat Thrusters. It is also capable of autofire mode, but it may not make starship-scale area attacks. Until the New Jedi Order era, Hapan triple ion cannons are illegal outside the Hapan Consortium, and the Hapans do not sell them to outsiders.

Laser Cannons

Laser cannons are the most common starship weapons, carried by starfighters and space transports as primary armament and capital ships as point-defense weapons. They generally have a better range than blaster cannons, but they are somewhat more expensive.

Point-Defense Weapon

Normally, only blaster cannons, laser cannons, and light ion cannons can be point-defense weapons. Modifying a weapon to be a point-defense weapon costs 4,000 credits per weapon but has no emplacement point requirement (other than what is required to mount the weapon itself). A point-defense weapon ignores the benefits of a target's Combat Thrusters.

Proton Torpedoes

Proton torpedoes use a proton-scattering warhead that essentially causes a miniature nuclear explosion on the target's surface. Because of their small size and compact launcher, they are preferred for starfighters and other relatively small vessels. All proton torpedoes have a 4-square splash radius.

Launchers: A standard proton torpedo launcher holds three torpedoes. Additional capacity may be added, increasing the cost by 250% for each additional torpedo (up to a maximum of sixteen torpedoes).

Shieldbuster Torpedoes

These are plasma-based torpedo weapons that create bursts of radiation specifically designed to overwhelm a vehicle's shields. The T-33 used by K-wings is typical of weapons of this type. Against anything but shields, shieldbusters deal half damage. If an attack from a shield buster torpedo exceeds a target's SR, the target loses 10 points from its SR (rather than the normal 5). Shields damaged in this way can be recharged normally.

Launchers: A standard shield buster torpedo holds four torpedoes. Additional capacity may be added, increasing the cost by 250% for each additional torpedo (up to a maximum of eight torpedoes).

Space Mines

A space mine can be deployed as a swift action at any point along a starship's movement path. Whenever any ship enters a square in which a space mine was deployed, the mine detonates and the entering ship's pilot must make a Dexterity save against a DC of 15. On a failure, it deals full damage to the target; on a success, it deals only half damage. It is also possible for mines to be designed not to be detonated by ships with specific IFF codes (to allow defenders to fly freely past them) or to be command-detonated (requiring a gunner to detonate them as a standard action, often after readying an action).

Whenever a starship is about to enter the same square as a space mine, the pilot can make a Perception check as a reaction against a DC of 10 + the deploying pilot's Intelligence modifier to notice the mine and choose a different square to move into instead. If the ship has a system operator, the system operator may make a Mechanics check as a reaction as well, using the ship's sensors to detect the mine.

A typical space mine deals 10d10 points of force damage. An advanced space mine deals 20d10 points of damage. A heavy space mine 30d10 points of damage; however, due to its considerable size, targets of Huge size or smaller have advantage on their Dexterity save.

Mine Launcher: All mine launchers hold six mines. Additional capacity may be added, increasing the cost by 250% per each additional mine (up to a maximum of twelve mines).

Tractor Beam

Massive devices that require enormous outlays of energy to operate, tractor beams are generally found only on capital ships and stations. Tractor beams are considered nonstandard

modifications for space transports and starfighters, making such installations almost impossible for all but the best engineers.

A system operator can use a tractor beam to target a ship of two sizes smaller or less. The operator makes a ranged attack roll, using her Intelligence modifier instead of her Dexterity. On a success, the target ship is rendered immobile and the operator can move the target ship up to 2 squares closer per round as a bonus action. The operator must make this attack roll every round, and if she misses twice in succession, the target ship is freed of the effect. A tractor beam has an effective range of 10 squares.

Turbolasers

Turbolasers are capital ship weapons designed to use the immense power necessary to blast through the dense armor and shielding of other large targets. They use turbine generators to build the necessary energy, storing it in a capacitor bank until it is discharged. The barrels of turbolasers require substantial cooling to survive the enormous energy involved, so many are designed to recoil into a cryogenic "sleeve" immediately after firing. Because of this longer firing sequence, all but the smallest turbolasers are incapable of autofire even when mounted in double, quad, or fire - linked configurations.

WEAPON SYSTEMS

WEAPON	DAMAGE	EMPLACEMENT POINTS	EMPLACEMENT AVAILABILITY	COST
Autoblaster	--	0	Restricted	X2
Blaster Cannon, Light	6d10	1	Licensed	1,200
Blaster Cannon, Medium	8d10	1	Restricted	2,500
Blaster Cannon, Heavy	5d10	2	Military	5,500
Cannon, Double	+1d10	+0	Licensed	X3
Cannon, Quad	+2d10	+1	Restricted	X5
Cannon Enhancements	+1d10	+1	Military	X2
Cannon Enhancements, Advanced	+2d10	+2	Military	X5
Concussion Missile, Light	14d10	0	Military	500
Concussion Missile, Medium	18d10	0	Military	750
Concussion Missile, Heavy*	22d10	0	Military	2,000
Concussion Missile Launcher, Light	--	2	Military	2,000
Concussion Missile Launcher, Medium	--	5	Military	2,000
Concussion Missile Launcher, Heavy	--	20	Military	30,000
Docking Gun	By Weapon	1	Licensed	+1,000
Gravity Well Projector*	Special	5	Military	50,000
Ion Bomb	5d10	--	Military	500
Ion Bomb Rack	--	1	Military	1,000
Ion Cannon, Light	5d10	1	Licensed	2,000
Ion Cannon, Medium	10d10	2	Restricted	3,000
Ion Cannon, Heavy*	15d10	5	Military	6,000
Ion Cannon, Hapan Triple	20d10	3	Illegal	12,000
Laser Cannon, Light	6d10	1	Licensed	1,500
Laser Cannon, Medium	8d10	1	Restricted	4,000
Laser Cannon, Heavy	10d10	2	Military	6,000
Point-Defense Weapon*	--	0	Restricted	+4,000
Proton Torpedo	18d10	0	Military	800
Proton Torpedo Launcher	--	1	Military	2,500
Shieldbuster Torpedo	20d10	0	Military	1,000
Shieldbuster Torpedo Launcher	--	3	Military	10,000
Space Mine, Standard	15d10	0	Military	1,000
Space Mine, Advanced	20d10	0	Military	5,000
Space Mine, Heavy	30d10	0	Military	5,000
Space Mine Launcher	--	2	Military	5,000
Space Mine Launcher, Heavy*	--	4	Military	5,000
Tractor Beam	Special	10	Licensed	10,000
Turbolaser, Light*	15d10	2	Military	5,000
Turbolaser, Medium*	25d10	5	Military	10,000
Turbolaser, Heavy*	35d10	10	Military	20,000

* *Huge or larger starships only*

the vehicle, the cost is a general estimate in credits what one could feasibly expect to pay in appropriate situations.

WEAPON RANGES

WEAPON TYPE	RANGE (IN SQUARES)
Blaster Cannon	5/15
Gravity Well Projector	10
Laser Cannon	10/30
Missile/Torpedo	15
Tractor Beam	10
Turbolaser	15/45

ACCESSORIES

Accessories include any systems that do not fall under one of the previous categories. They add functions or improve existing systems on a starship, making them more capable and efficient.

Cargo Jettison System

A cargo jettison system allows a ship to dump part or all of its cargo into space without docking or slowing down. The system is most often used by smugglers, though such designs were originally built for large freighters hauling explosive materials that might become unstable. A pilot or systems operator can dump any single cargo bay, or all cargo on the ship, as a bonus action. If this is done while the starship is moving in space, it takes a DC 20 Perception or Mechanics check made as a reaction to notice the action from another starship.

Cargo Pods

Cargo pods are additional storage space added to a ship to boost its total carrying capacity. Though they allow independent traders to carry more goods, they also reduce a ship's ability to maneuver quickly, making them unpopular with pirates and military craft. Having more than one small cargo pod, or any medium or heavy cargo pod, gives disadvantage to Vehicle (Space) skill checks to maneuver.

The additional carrying capacity is based on the size of the starship. A small cargo pod adds (starship's cost modifier) x 1 tons of cargo. A medium cargo pod adds (starship's cost modifier) x 5 tons of cargo. A heavy cargo pod adds (starship's cost modifier) x 10 tons of cargo. A cargo pod can be made detachable (to act as an escape pod) for five times the cost.

Cloaking Device

A cloaking device creates a field of invisibility around a ship, making it nearly impossible to detect with sensors or the naked eye. The oldest form is the stygium crystal cloaking device, which uses rare crystals found only on Aeten II, a planet of the Outer Rim. These devices were used extensively on military craft during the time of the Old Republic. They were fantastically expensive, but fairly small and extremely effective. The supply of stygium crystals was so limited that they were almost impossible to find by the time of the Empire. A second technology uses hibridium, an ore found on the planet Garos IV. These cloaks are much larger and produce a "double-blind" effect, making it impossible for those within the ship to see out as long as the cloaking field is operating.

A cloaked ship is considered to be heavily obscured, and may always make a Stealth check to sneak. Noticing a cloaked ship does not negate its concealment, but does allow you to make attacks against it as though it is lightly obscured. A starship using a hibridium cloak also treats all other targets as being heavily obscured as long as the cloak is active.

Cryogenic Chambers

Cryogenic chambers are hibernation systems that allow live creatures to be carried in stasis. Originally developed prior to the invention of safe hyperdrive systems, they are now used to haul herds of livestock (often nerf or bantha herds) and to transport critically injured passengers. Each unit of cryogenic chambers can carry a number of Medium or smaller creatures equal to (starship's cost modifier)/5. Large creatures take up five times as much space, and Huge creatures take up twenty times as much space

Docking Clamp

A docking clamp allows a starship to dock with other starships in space. Normally, this accessory is used by passengers to move from shuttles to larger ships, but larger vessels can use them as makeshift starfighter launches. Once the clamp is in place, creatures can safely move between the clamped ships. A starship can maneuver, fight, and even travel hyperspace with ships of smaller size clamped to it. However, if a ship is reduced to half of its maximum damage, rounded down, all starships attached to it by docking clamps are shaken off.

Docking clamps on smaller ships aren't strong enough to do much more than hold the ship in place during routine docking. These are built into the cost of all starships and have no special game effect.

Droid Repair Team

A droid repair team automatically deploys to repair a starship when it is reduced to half its maximum hit points, rounded down - no action on the part of the crew is necessary to activate it. A droid repair team deploys the round after the triggering damage is taken, and does not take any action other than to make repairs, restoring 1/10 of the ship's maximum hit points (rounded down) per round until full health is restored.

If a starship takes damage that gets past its SR (if any) in a round when a droid repair team is active, there's a 25% chance that the droid repair team is destroyed.

Escape Pods

All space transports and capital ships automatically include enough escape pods for all nondroid passengers and crew—they're built into the cost of the ship. By law, starships are required to have sufficient escape pods on board at all times, but military starships are exempt from this rule and may carry fewer than the normal amount (see Gaining Emplacement Points, page 9).

If a Colossal or larger starship is destroyed, any character on board who survives may make a DC 20 Acrobatics or Athletics check to reach an escape pod. On a failed check, the character is stuck in a bit of wreckage that has enough air and heat to

keep him alive for about an hour. (Obviously, a character who gets into an escape pod prior to a ship's destruction does not need to make a check.)

Typical escape pods are small, single-use vehicles providing 1 day of life support for eight Medium creatures plus rations for another week and just enough fuel to reach a nearby planet. Many large ships upgrade their escape pods to more capable models.

Escape Pod **CL 1**
Small starfighter
Armor Class 15; **HP** 40
Fly Speed 1 square (starship scale)
Crew 0: Passengers 8
Cargo None; **Consumables** 1 day; **Carried Craft** None
Availability Common ; **Cost** 1,200 credits

Small lifeboats: These vessels, which can be installed on ships of Gargantuan size or larger, provide life support for fifteen Medium creatures for up to 1 week, and they have enough fuel to fly across a star system to reach a hospitable planet. They include extensive survival gear, including emergency shelters, 1 week of rations, water purifiers, and a small hunting blaster. One bay includes (starship's cost modifier)/50 lifeboats, and multiple bays may be installed.

Large lifeboats: These vessels, which can be installed on ships of Colossal or larger, provide life support for up to 50 Medium creatures for up to 2 months, and they include a x15 hyperdrive with enough fuel for a single hyperspace jump (plus a little left over for the ion engines and repulsorlifts to use during landing). Survival gear is similar to that of a small lifeboat. One bay includes (starship's cost modifier)/100 large lifeboats, and multiple bays may be installed.

Extended Range

Some starships need to operate for extended periods without ever returning to port. Such a ship can be built with oversized fuel tanks, extra stores of food, and improved recycling systems. Doing this improves a starship's consumables by 10 % of its original value (rounded down, minimum 1 day) x the number of times you have installed extended range on the starship.

Hangar Bay

A hangar bay can be installed on a ship of Gargantuan size or larger. It holds secondary craft such as starfighters or shuttles. Each bay has (starship's cost modifier)/50 units of hangar space, and multiple bays may be combined for more space. The hangar space taken up by a carried vehicle is determined by its size: Medium, 1 unit; Large, 5 units; Huge, 20 units. A vehicle can enter or exit a hangar with two move actions.

Concealed Hangars: The presence of a concealed hangar isn't obvious to an external examination. Determine the hangar space as for a regular hangar, above. It takes a DC 25 Perception check to recognize a concealed fighter bay for what it is from an external observation, though any thorough internal search of a ship reveals it. It takes two full rounds for a starship to exit or enter a concealed fighter bay.

HoloNet Transceiver/Hypertransceiver

All starships come equipped with basic communications systems, including speed-of-light comms and subspace transceivers. These systems allow for communication within a star system, including sending and receiving signals to personal comlinks.

Some ships require superior communications and are equipped with hypertransceivers or HoloNet transceivers. Hypertransceivers effectively have an unlimited range, allowing ships at opposite ends of the galaxy to communicate with each other, although such communications can experience significant time lag. Hypertransceivers also give a ship access to information on the HoloNet, though not with the full detail of a HoloNet transceiver. Most military vessels carry a hypertransceiver.

HoloNet transceivers are extremely rare and expensive systems that allow for real-time audio, visual, and holographic communication over an unlimited range. HoloNet transceivers function by taking advantage of the vast system of HoloNet satellites built during the days of the Old Republic. Only the most important ships carry HoloNet transceivers; during the reign of the Galactic Empire, HoloNet transceivers have an availability of military instead of restricted. All Investigation or Mechanics checks made to gain information with a HoloNet transceiver have advantage.

Hypertransceivers and HoloNet transceivers are the only means of communicating with a starship in hyperspace. However, they can do so only if both ships are traveling along the same path in hyperspace or if one ship is near the point of arrival or departure for the ship in hyperspace.

If multiple ships with HoloNet transceivers work together, they can create their own secure communications network, such as was done with Banking Clan Frigates.

Luxury Upgrade

A luxury upgrade is a shipwide increase in the quality of a starship's accommodations. Panels of calming colors, stylish trim, and quality artwork cover bulkhead walls and access panels. Bunks and stowage lockers are replaced with comfortable beds and wooden ward robes. Lounges are upgraded with recliners, desks, and multipurpose game boards. Music systems are installed throughout the ship, and food

preparation areas are adapted to allow gourmet cooking and fresh food storage.

A basic luxury upgrade changes a starship from a harsh travel vehicle to a comfortable home on the move. An advanced luxury upgrade goes a step farther, making the ship the equivalent of an upper-scale hotel. An extreme luxury upgrade turns a starship into a palace in space, fit for emperors and lords of industry. So satisfying is life on a ship with an extreme luxury upgrade that the crew quality of the ship increases by one step (maximum of expert), though this has no effect on the statistics of a crew of heroes.

To maintain such luxury is not cheap, requiring 1/50 of the cost of the upgrade each month to keep music current, quality foods stored, and worn pillows replaced. After any month when this expense is not paid, the luxury level of the ship is reduced one step (extreme to advanced, advanced to basic, basic to a typical starship) until proper upgrading is again established (including recouping the cost of all missed months of maintenance).

Medical Suite

A medical suite, which can be installed on ships of Colossal (frigate) size or larger, provides the necessary facilities to maintain the health of a crew over a long period. A medical suite includes (starship's size modifier) / 5 medical beds and (starship's size modifier) / 50 bacta tanks (A starship may combine multiple medical suites when determining the facilities available). When a starship can't accommodate a bacta tank, a medical bed is usually sufficient to stabilize a patient. A medical bed contains monitoring equipment to keep track of vital signs and the medical gear needed to deal with most common injuries and illnesses. Treat a medical bed as a medpac (10 uses, with a single charge costing as much as a medpac), a medical kit, and a surgical kit.

For mechanical purposes, a medpac is treated as a *potion of healing* (See the *Dungeon Master's Guide*). Anyone submerged in a bacta tank is considered to be treated with a medpac every hour.

Passenger Conversion

Some space transports and small capital ships specialize in transporting passengers instead of cargo. One section of passenger space has sufficient room for a number of passengers equal to the ship's size modifier, and these passengers can either have seats (typically for voyages of only 1 day or less) or quarters. In either case, these are steerage-quality accommodations (shared rooms, bunk beds, storage lockers, and so on); for higher quality, the ship may also have a luxury upgrade (see above).

Sensor Enhancement Package

A sensor enhancement package includes sensors superior to those normally carried by starships, providing better detection and early-warning capability. A sensor enhancement package gives a system operator advantage on Perception and Mechanics checks made to operate the ship's sensors.

Slave Circuitry

Slave circuitry reduces the number of crewmembers required to operate a starship. This accessory is most commonly present in older capital ships, which require tens of thousands of crew. Basic slave circuitry reduces the crew requirements of a starship by 1/3, and advanced slave circuitry reduces it by 2/3. The crew requirement for a starship is never reduced to less than 1 - only certain exceptional and custom-built slave circuits are capable of such a feat, such as those guiding the Katana fleet. The crew quality of a starship that has slave circuits is still based on its remaining crew.

Recall Circuits: Available only for starships equipped with advanced slave circuits, recall circuits allow a starship to be summoned by comlink to the owner even when no one is aboard the ship. A ship piloted by its recall circuits can only liftoff, fly directly to the comlink used to summon it, and land at that location - it can take no other actions. The ship cannot attack or perform defensive maneuvers, and anyone in the pilot's position can disable the recall circuits as a swift action.

Smuggler's Compartments

Smuggler's compartments are hidden cargo spaces designed to resist detection. It takes a detailed inspection and a DC 25 Investigation check to find a smuggler's compartment. One section holds up to (starship's cost modifier) x 200 kg of cargo, and multiple compartments may be combined for greater cargo capacity. However, a starship can never have more than 5 % of its original cargo capacity in smuggler's compartments; beyond that, the missing cargo space is immediately obvious to anyone inspecting the ship.

Transponders

Because a ship's transponders are built in to its sublight engines, it is difficult to remove or alter a ship's transponder code. However, there are two options: You can mask your ship's code (making it impossible to read), or you can disguise your ship's code (making it look like a different code).

A masked transponder requires you only to reroute engine power to overheat the transponder director, but if your Mechanics check to install the modification fails by 10 or more, you destroy your sublight engines in addition to losing the cost of the modification. Furthermore, a masked transponder is immediately apparent to everyone who detects your ship, attracting the attention of the authorities.

A disguised transponder transmits a second signal that modifies the broadcast signal pattern of your ship's transponder, making it look like a different ship altogether. Activating or deactivating a disguised transponder is a swift action.

You must make a Mechanics check to access private information in order to find the transponder code for a ship similar to yours and then make a Deception check to create a deceptive appearance, forging a signal that will appear authentic. After this, installation may proceed normally, if successful, your transponder's signal will make you appear to be the mimicked ship. You may install more than one disguised transponder signal to give your ship different identities that can be turned on and off, but you have disadvantage on your Deception check if you have multiple false signals on your ship.

IFF Transponders: This is a blank Identify Friend or Foe transponder of the type normally installed on military starships, and you can activate or deactivate it as a bonus action. If you have the proper IFF codes for a given military unit, you can upload them to your IFF transponder and appear as a "friend" to its sensors.

If you do not have these codes, you can attempt a Mechanics check to improve access to an enemy ship's computer using your IFF transponder, sending queries and analyzing the other ship's response. Your Mechanics check is opposed by the enemy pilot's Perception check or a DC of 15, and you have disadvantage on the roll. If you manage to improve the attitude of the enemy ship's compute, you have successfully loaded your IFF transponder with the correct "friend" codes for that unit. If the attitude of the enemy ship's computer ever becomes hostile, you will appear as an enemy unit on that ship's sensors.

STOCK SHIP TYPES

CLASS	CREW	PASSENGERS	CARGO	CONSUMABLES	EMPLACEMENT POINTS
Battlecruiser	20,000	5,000	20,000 tons	2 years	200
Cruiser	5,000	1,000	10,000 tons	2 years	100
Frigate	1,000	200	5,000 tons	1 year	50
Corvette	50	200	2,000 tons	1 year	20
Heavy Freighter	10	10	100,000	6 months	5
Gunship	4	4	5 tons	1 month	20
Shuttle	4	8	20 tons	1 month	5
Light Freighter	2	6	100 tons	2 months	5
Bomber	2	0	50 kg	2 days	10
Superiority Fighter	1	0	50 kg	2 days	5
Interceptor	1	0	50 kg	2 days	5
Light Fighter	1	0	50 kg	2 days	2

Emplacement Points: If you worsen a stock ship's starting value in a category by 25%, you gain a number of emplacement points equal to 10% of the ship's stock emplacement points (or twice that many if you worsen it by 50%), For the purpose of the crew required to operate a starship, worsening means increasing the crew required (by 25% or 50%), Any emplacement points gained in this way may be kept as spares or used to purchase additional cargo space, adding tons of cargo capacity equal to the starship's cost modifier for each emplacement point spent.

STOCK SHIPS

If you need to design a ship from scratch, rather than modify an existing ship, simply start with one of the following stock ships. Each stock ship has a cost and basic description for a generic, no-frills version of a starship of that size. To improve the design, use the starship modification rules to add and improve the systems and abilities you need.

There is no hard and fast rule to determine the Challenge Level of a new stock starship. The easiest way to do so is to compare the new stock ship to comparable ships and use that as the basis of a CL, adjusting as necessary or appropriate.

STOCK SHIP TYPES

CLASS	SIZE	SPEED	HP	COST
Battlecruiser	Colossal	2	2,000	20,000,000
Cruiser	Colossal	2	1,500	10,000,000
Frigate	Gargantuan	2	800	2,000,000
Corvette	Gargantuan	3	600	1,000,000
Heavy Freighter	Gargantuan	1	400	500,000
Gunship	Huge	3	150	200,000
Shuttle	Huge	3	120	50,000
Light Freighter	Huge	2	120	20,000
Bomber	Large	3	150	50,000
Superiority Fighter	Large	4	120	50,000
Interceptor	Medium	6	90	100,000
Light Fighter	Medium	5	60	30,000

Speed: This entry gives the ship's fly speed in squares, at starship scale.

Cost: The cost for the stock ship's basic frame. This does not include the cost of hyperdrives, cargo space, weapons, or shields. It does include the basic systems required for a ship to function, including ion drives, life support, and basic facilities. The given cost assumes a typical new starship from a typical production facility.

Do not multiply the costs for stock ships by the cost multiple for ships of that size. All multipliers for the basic starship frame have already been included in these costs.

STARSHIP CODEX

This section features several commonly-encountered starships from a variety of eras and locales. Each starship has its own entry, with a complete stat block and an illustration of the starship. Many entries describe multiple starships, and sometimes variants or famous individual ships, to further expand the usefulness of each entry.

Statistics for the ships include the estimated skill proficiencies of the pilot and crew. These figures can be adjusted to scale the Challenge Level of the ship as necessary.

Additionally, some space transports have deckplans included in their entries. These ships are among the most suitable vessels for heroes to use as a base of operations and means of transport, and the deckplans are designed to let DMs use the ships as an adventuring locale as well as a means of transport.

AETHERSPRITE INTERCEPTOR

Delta-7 Aethersprite Light Interceptor **CL 10**

Medium starfighter

Initiative +3; **Senses** Perception +7

Armor Class 19; **Combat Thrusters**

HP 65; **SR** 15

Speed 5 squares

Ranged Laser Cannons +7 (see below)

Fighting Space 1 square

Attack Options Autofire (laser cannons)

Skills Mechanics +6, Perception +7, Vehicle (Space) +7

Crew 1 plus astromech droid; **Passengers** None

Cargo None; **Consumables** None; **Carried Craft** None

Hyperdrive x1 (with booster ring), 10-jump memory (droid)

Nonstandard Droid has disadvantage on Mechanics checks to astrogate and travel through hyperspace

Availability Military (Jedi Only); **Cost** 180,000 (145,000 used)

Laser Cannons (Pilot)

Attack +7, **Damage** 6d10 Radiant

Kuat Systems Engineering developed the Delta-7 Aethersprite when Jedi Master Saesee Tiin suggested that the Jedi form their own corps of starfighter pilots. In the time prior to the Clone Wars, these fighters provided an economical- and combat-effective - means for Jedi to get from place to place.

Despite its utility, the Delta-7 was distinctly Jedi in nature. For this reason, it was rarely used by Jedi during covert operations.

Although the design was well received by the Jedi, Saesee Tiin was nonetheless dissatisfied with the Aethersprite light interceptor's performance. He insisted on modifying two Aethersprites to his own specifications, adding additional weaponry, a hyperdrive of his own design, and a meditation chair in place of the pilot's seat.

The Delta-7 is available only to Jedi through the Supreme Chancellor's office, and is not legally available on the open market. The prices given are for a Delta-7 found on the black market, which is rare but not unheard of.

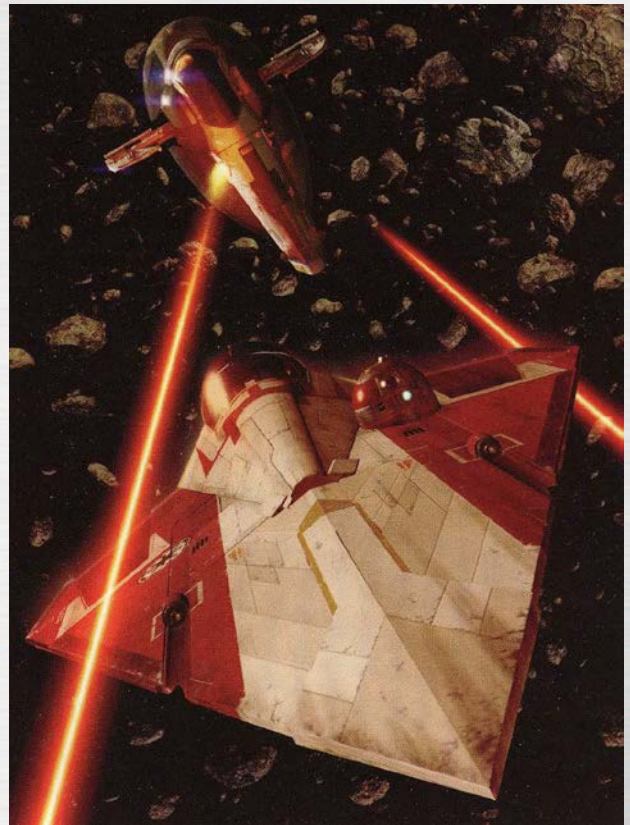
CAPABILITIES

The Delta-7 was conceived primarily as a light reconnaissance starfighter, and its relatively light armament reflects this.

Though not designed for extended combat operations, the Aethersprite is a capable weapons platform when flown by a Jedi pilot.

Like its successor, the Eta-2 Actis-class Interceptor, the Jedi Starfighter is not hyperdrive capable, and it requires a separate hyperdrive module to travel long distances.

Each Aethersprite comes equipped with an R-4P astromech droid, which is hardwired directly into the starfighter. Due to the nonstandard nature of the ship's components, the pilot has disadvantage on Mechanics checks if the R4-P is not installed. These penalties are also taken by the droid (if present) and are reflected in the statistics given above.



ARC-170 STARFIGHTER

Incom/Subpro ARC-170 Starfighter	CL 11
Large starfighter	
Initiative +4; Senses Perception +6	
Armor Class 19; Combat Thrusters	
HP 150; SR 25	
Speed 4 squares	
Ranged Light Laser Cannons +6 (see below) Medium Laser Cannons +6 (see below) and Proton Torpedoes (see below)	
Fighting Space 2x2 squares	
Attack Options Autofire (laser cannons)	
Skills Mechanics +6, Perception +6, Vehicle (Space) +7	
Crew 3 plus astromech droid; Passengers None	
Cargo 110 kg; Consumables 5 days; Carried Craft None	
Payload 6 proton torpedoes	
Hyperdrive x1.5, 10-jump memory (droid)	
Availability Military; Cost 155,000 (70,000 used)	
Light Laser Cannons (Gunner)	
Attack +6, Damage 6d10 Radiant	
Medium Laser Cannons (Gunner)	
Attack +6, Damage 8d10 Radiant	
Proton Torpedoes (Pilot)	
Attack +7, Damage 18d10 Force, 4-square splash	

The Aggressive Reconnaissance fighter, or ARC-170-developed as a joint venture by the Incom and Subpro Corporations-serves as both a long-range scout and a heavy assault fighter. The ARC-170 is part of a line of starfighters, including the Z-95 Headhunter, that eventually led to the development of the X-wing. The narrow frame, flanked by powerful twin engines and S-foils, was innovative at the time of the ARC-170's introduction. Though it served with distinction during the later days of the Clone Wars, the fighter was never built in the vast numbers of many other designs.

The ARC-170's ultimate failing was not lack of firepower or ability, but the high supply cost to keep it in combat. The starfighter needs regular maintenance and requires a three-person crew, making it expensive in terms of training, personnel, and up keep. As a result, once the TIE fighter replaced it in Imperial squadrons, there was very little demand for the ARC-170. Though some were liberated by the Rebellion, most were mothballed or scrapped simply because the Rebels lacked the flight crews and repair bays necessary to keep the older ARC-170s ready for combat.

CAPABILITIES

The ARC-170 is a heavy-hitting fighter, with long-range capabilities and enough stowage to operate for 5 days without resupply. Though taxing, it was possible for the crew to sleep in shifts, allowing the starfighter to be alert and ready for action for days at a time. This made it popular as a scout and a picket ship, keeping an eye on likely targets, enemy forces, or even friendly planets until larger ships could arrive for permanent duty. An ARC-170 could be sent deep into enemy territory, and its shield generator gave it a good chance of surviving even if it ran into a larger force of fighters when performing such missions.

The durability and range of the vessel came at a cost, however. The ARC-170 has slow acceleration and poor maneuverability compared to smaller fighters.



A-WING INTERCEPTOR

Alliance A-Wing Starfighter	CL 9
Medium starfighter	
Initiative +9; Senses Perception +6	
Armor Class 19; Combat Thrusters ; Vehicular Dodge 5d6 HP 80; SR 15	
Speed 6 squares	
Ranged Laser Cannons +5 (see below) or Medium Concussion Missiles +5 (see below)	
Fighting Space 1x1 square	
Attack Options Autofire (laser cannons)	
Skills Mechanics +6, Perception +6, Vehicle (Space) +7	
Crew 1; Passengers None	
Cargo 40 kg; Consumables 1 week; Carried Craft None	
Payload 12 medium concussion missiles	
Hyperdrive x1, 2-jump memory	
Availability Military; Cost 175,000 (70,000 used)	
Laser Cannons (Pilot)	
Attack +5, Damage 6d10 Radiant	
Medium Concussion Missiles (Pilot)	
Attack +5, Damage 18d10 Force, 4-square splash	
Jammer (Pilot)	
Effects 6-square radius, blocks communication and grants disadvantage on enemy attack rolls	

Development of the A-wing began in secret shortly after the Battle of Yavin. General Dodonna realized that the speed of Imperial fighters had nearly cost the Alliance its victory, and he intended to remedy the situation by designing a newer, faster starfighter. With the aid of starship engineer Walex Blissex, the A-wing was born. Although not as durable as other Alliance starfighters, the A-wing is often considered to be the fastest starfighter to see service during the Galactic Civil War.

Though the A-wing is a finicky spacecraft that is often difficult to maintain in the field, it has proven itself to be a capable strike fighter and reconnaissance craft. Due to its speed and maneuverability, it excels at "hit and fade" operations and surgical strikes carried out behind enemy lines. Despite its relatively light armament, the A-wing is deadly in the hands of a skilled pilot. During the Battle of Endor, A-wings were responsible for the destruction of the Super Star Destroyer Executor.

CAPABILITIES

A-wings are phenomenally fast and agile spacecraft, making them capable dogfighters. A-wing pilots quickly learn to use this fact to their advantage in battle, for even a single hit from an enemy weapon can mean a quick and fiery death. During its earliest months in service, the A-wing was armed only with laser cannons and a sophisticated suite of electronic jammers. In time, many A-wings were modified to carry concussion missile launchers, adding to the nimble ship's versatility. (This configuration was standard by the time of the New Republic.)

The A-wing's jamming system is capable of blinding enemy sensors and fire-control computers, making it an even more elusive target. The effectiveness of the jamming suite is limited to small craft and space transports, and does little more than make the A-wing a more tempting target for capital scale ships.



CORVETTE, CORELLIAN

Corellian Engineering Corporation CR90 Corvette	CL 19
Gargantuan capital ship	
Initiative +2; Senses Perception +6	
Armor Class 17; Vehicular Dodge 6d6; Resistance Radiant dmg HP 800; SR 100	
Speed 3 squares	
Ranged 2 turbolaser batteries +9 (see below) 2 point-defense medium laser cannons +9 (see below)	
Fighting Space 4x6 squares	
Attack Options None	
Skills Mechanics +6, Perception +6, Vehicle (Space) +7	
Crew 30 to 165; Passengers 150 to 600	
Cargo 3,000 tons; Consumables 1 year; Carried Craft None	
Hyperdrive x2, navicomputer	
Availability Licensed; Cost 3.5 million (1.5 million used)	
Turbolaser Battery, Medium (Gunners) Attack +9, Damage 18d10 Radiant	
Medium Laser Cannon, Point-Defense (Gunners) Attack +9, Damage 8d10 Radiant	

One of the most common and popular vessels produced by the Corellian Engineering Corporation, the CR90 Corvette serves multiple purposes in fleets of all types throughout the galaxy. A smaller capital ship that is just a step up from a space transport, the Corellian Corvette is large enough to carry a significant complement of passengers or troops while requiring a relatively small crew to operate. Durable vessels that complement any battle group (and, indeed, they are often seen in Rebel and pirate fleets), many Corellian Corvettes are owned by individuals and private organizations. Often referred to as blockade runners, these ships boast a distinctive "hammerhead" design that is recognizable across in the galaxy.

CAPABILITIES

Though excellent as consulars or transport ships, Corellian Corvettes also see extensive use as military and pirate vessels. Most Corellian Corvettes are easily modified (a common trait among many of the ships produced by the Corellian Engineering Corporation), and as such they can be tailored to a specific owner's needs. The ease with which CR90 Corvettes are modified makes adding weaponry, shielding, and even secondary hull plating a simple matter, meaning that aftermarket modifications that boost the ship's offensive capability are among the most common upgrades made to the vessel. Pirates, gunrunners, shipjackers, and smugglers favor the CR90 Corvette because even a heavily modified ship can appear innocuous at first glance, making it easy to launch surprise attacks on unsuspecting targets (or sneak past the watchful eyes of the authorities).

Corellian Corvettes often see use in small-scale naval skirmishes, such as breaking planetary blockades. In fact, many planetary defense fleets use Corellian Corvettes to breach enemy lines and setup flanking maneuvers. Since the ship's configuration can be changed to suit a variety of roles (including naval combat, escort, troop carrier, and cargo hauler), these ships are often considered dynamic assets, allowing their owners to get greater use out of the ship when compared to more static vessels. As such, they are highly valued in

both military and civilian roles (and can often shift between the two over the course of a single ship's lifetime).

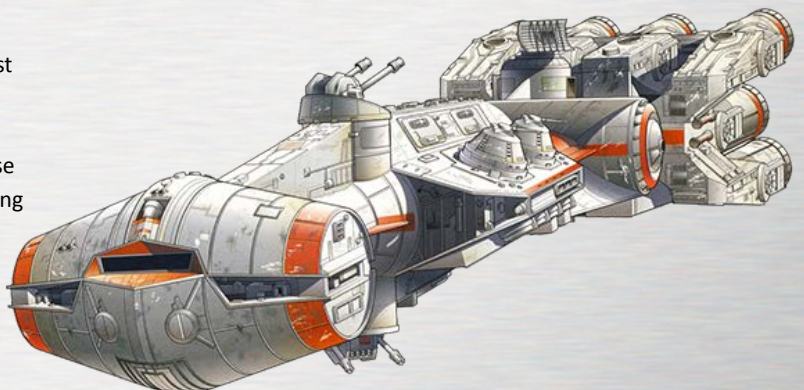
Tactical Fire: Corellian Corvettes work well as blockade runners and can use their weapons and shielding to punch through enemy lines. As an action, a Corellian Corvette can forgo all attacks to provide tactical fire to all adjacent squares. All allied starships within this area automatically avoid being engaged in a dogfight when subject to the Dogfight Specialist class ability.

THE VANOUARD C20 RETROFIT

When the Corellian Engineering Corporation began producing the CR90 Corvette as its standard (rather than as an upgrade), current owners of CR70 Corvettes were given the option of purchasing an aftermarket modification suite that brought the vessels up to date tech no logically with the CR90 Corvette. Known as the Vanguard c20 retrofit, this modification enhanced the combat prowess of the Corellian Corvette and ensured that the CR70 remained on par with the CR90, essentially transforming the former into the latter. The Tantive IV for example, began as a CR70 Corvette that was used by Bail Organa at the tail end of the Clone Wars. By the time of the Galactic Civil War, the Tantive IV had undergone retrofitting that transformed it into a CR90 Corvette.

A Vanguard c20 retrofit costs 500,000 credits (which includes both raw materials as well as labor costs for having the retrofit applied) and usually takes 2 to 3 weeks of work by trained professionals. The process changes the base statistics for the CR70 Corvette to those of the CR90 Corvette, though this does not change the crew quality by default.

Corellian Engineering Corporation CR90 Corvette	CL 8
Gargantuan capital ship	
Initiative +1; Senses Perception +4	
Armor Class 16;	
Resistance Bludgeoning/Slashing/Piercing, Radiant damage HP 800; SR 90	
Speed 3 squares	
Fighting Space 6x8 squares	
Attack Options None	
Skills Mechanics +4, Perception +4, Vehicle (Space) +5	
Crew 18 to 150; Passengers 250 to 600	
Cargo 5,000 tons; Consumables 1 year; Carried Craft None	
Hyperdrive x2, navicomputer	
Availability Licensed; Cost 2.9 million (1 million used)	



DYNAMIC-CLASS FREIGHTER

Dynamic-class Freighter	CL 6
Huge space transport Initiative +2; Senses Perception +5	
Armor Class 14 HP 110; SR None	
Speed 2 squares Ranged Double Laser Cannons +4 (see below) or Fighting Space 3x3 squares Attack Options Autofire (double laser cannons)	
Skills Mechanics +5, Perception +5, Vehicle (Space) +5	
Crew 2; Passengers 6 Cargo 60 tons; Consumables 2 months; Carried Craft None Hyperdrive x3, navicomputer Availability Licensed; Cost 80,000 (30,000 used)	
Double Laser Cannons, Light (Gunner) Attack +5, Damage 7d10 Radiant	

The *Dynamic*-class freighter is a sturdy if rare type of starship whose origins date back to the earliest days of the Old Republic. Manufactured by a subsidiary of Core Galaxy Systems based on the planet Transel, the *Dynamic*-class freighter has been produced only in limited quantities by a single factory on that obscure, backwater world. The manufacturing plant that produces the *Dynamic*-class freighter was originally the production facility for a small, independent starship engineering firm that was purchased by Core Galaxy Systems during a period of rapid company expansion. However, in ensuing reorganizations little attention was paid to the *Dynamic*-class freighter or its manufacturing plant, and as a result the ship continued to be produced for many years, using the funding from Core Galaxy Systems to build each vessel one at a time.

The *Ebon Hawk* was a heavily modified *Dynamic*-class freighter that played an integral role in the Jedi Civil War.



CAPABILITIES

The *Dynamic*-class freighter gets its name from the ease with which it is modified. The ship is particularly well suited to customization, and the hand crafted feel that each vessel possesses only enhances this reputation. Though not particularly fast or tough, the ship is sturdy and can handle extensive modifications without losing any efficiency. When a character attempts to make a Mechanics check to repair or modify a *Dynamic*-class freighter, that character has advantage skill check.

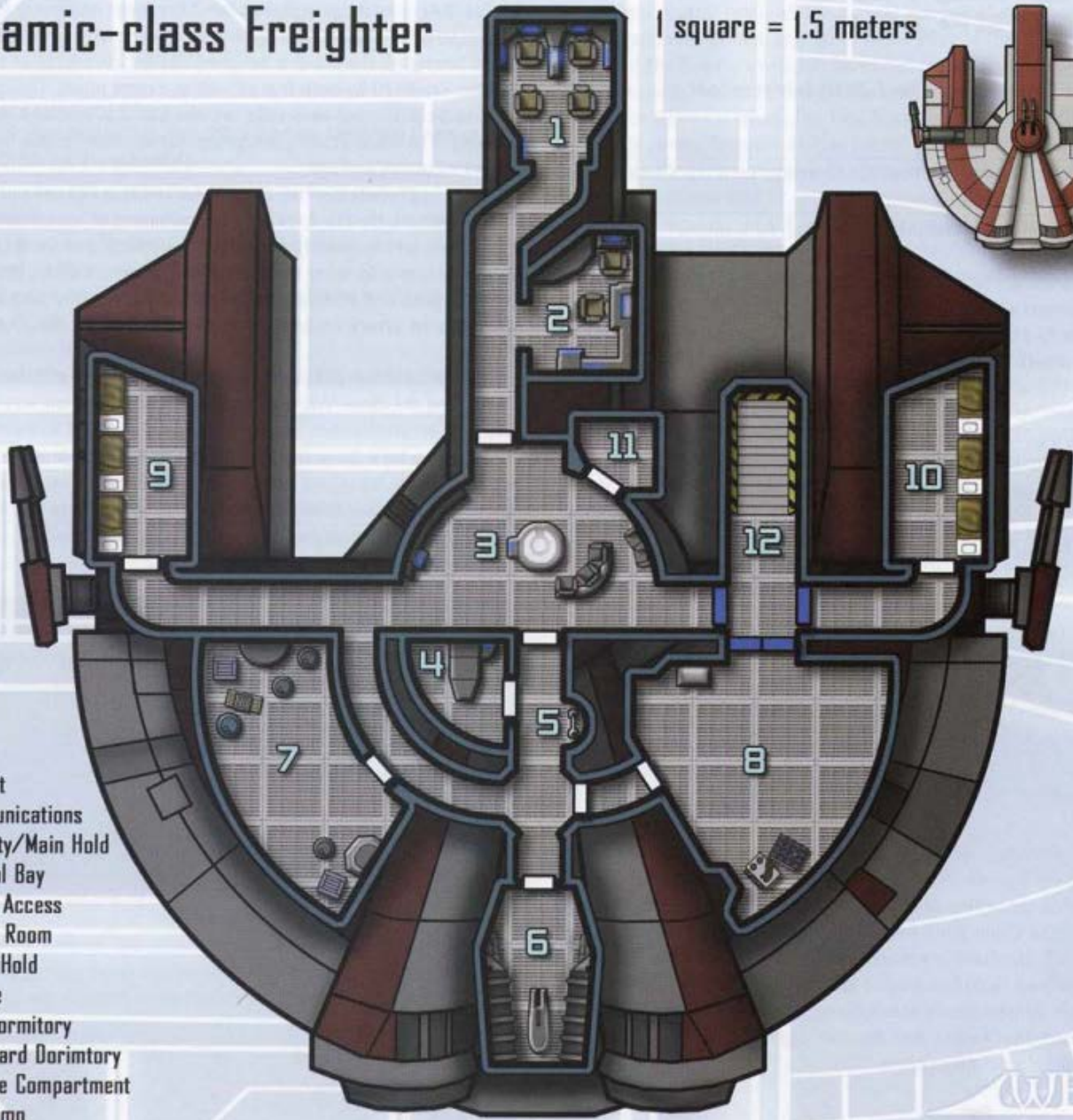
The basic model of the ship does not have impressive armament or any shielding, though the manufacturers were sure to engineer the vessel to allow the ship to accept such modifications with ease. Less spacious than larger freighters such as the YT-1300, a *Dynamic*-class freighter can hold less cargo but maintains the ability to transport a number of passengers, making it a more utilitarian starship than most freighters.

EBON HAWK

Dynamic-class Freighter	CL 18
Huge space transport Initiative +9; Senses Perception +9	
Armor Class 18; Combat Thrusters , Vehicular Dodge 5d6 Resistance Bludgeoning/Slashing/Piercing, Radiant damage HP 110; SR 20	
Speed 2 squares Ranged 2 Double Laser Cannons +4 (see below), 2 Heavy Turbolaser Batteries (see below), Heavy Blaster, Docking (see below) or Proton Torpedo (see below)	
Fighting Space 3x3 squares Attack Options Autofire (double laser cannons), Strafe	
Skills Mechanics +9, Perception +9, Vehicle (Space) +9	
Crew 2; Passengers 6 Cargo 30 tons; Consumables 2 months; Carried Craft None Payload 3 proton torpedoes Smuggler Compartments 500 kg Hyperdrive x1, navicomputer Availability N/A; Cost --- (500,000 used)	
Double Laser Cannons, Heavy (Gunner) Attack +9, Damage 9d10 Radiant Turbolasers, Heavy (Gunner) Attack +9, Damage 35d10 Radiant Heavy Blaster (Docking Gun) Attack +5, Damage 1d10 Radiant Proton Torpedo (Pilot) Attack +5, Damage 18d10 Force, 4-square splash Jammer (Co-Pilot) Effects 6-square radius, blocks communication and grants disadvantage on enemy attack rolls	

Dynamic-class Freighter

1 square = 1.5 meters



1. Cockpit
2. Communications
3. Security/Main Hold
4. Medical Bay
5. Turret Access
6. Engine Room
7. Cargo Hold
8. Garage
9. Port Dormitory
10. Starboard Dorimtory
11. Storage Compartment
12. Exit Ramp

WEST

IMPERIAL STAR DESTROYER

Kuat Drive Yards Imperial II-class Star Destroyer **CL 20**

Colossal (Station) capital ship

Initiative +2; **Senses** Perception +6

Armor Class 18

Resistance Bludgeoning/Slashing/Piercing, Radiant, Force damage

HP 2,100; **SR** 125

Speed 3 squares

Ranged 5 Heavy Turbolaser batteries +10 (see below),

5 Medium Turbolaser batteries +10 (see below),

4 Heavy Ion Cannon batteries (see below) and

2 Tractor Beam batteries (see below)

Fighting Space 20x30 squares; **Cover** Total

Attack Options Autofire (heavy laser cannons)

Skills Mechanics +8, Perception +6, Vehicle (Space) +8

Crew 37,085; **Passengers** 9,700

Cargo 36,000 tons; **Consumables** 6 years;

Carried Craft 72 TIE fighters, 8 Lambda-class shuttles, support

Hyperdrive x2 (backup x8), navicomputer

Availability Military; **Cost** N/A

Turbolasers, Heavy (5 Gunners)

Attack +10, **Damage** 35d10 Radiant

Turbolasers, Medium (5 Gunners)

Attack +10, **Damage** 25d10 Radiant

Heavy Ion Cannon (4 Gunners)

Attack +10, **Damage** 15d10 Lightning

Tractor Beam (2 System Operators)

Attack +10 **Effect** Moves target 2 squares closer

Few starships inspire terror the way an Imperial Star Destroyer can. A symbol of the Empire's might and an instrument of its tyranny, the Imperial Star Destroyer is a dagger-shaped vessel of pure destruction. Armed with powerful weapons and nearly impregnable defenses, the Imperial Star Destroyer is a one-ship command platform that can be used to fill a variety of roles. Star Destroyers act as assault warships, planetary defenders, and even escort vessels for extremely important ships. An Imperial Star Destroyer carries enough troops and assault vehicles to stage an invasion on a lightly defended planet, and acts as a mobile fortress from which the Empire can engage in entire military campaigns.

During the height of the Empire, Star Destroyers were deployed in every sector, and some planets even have their own Star Destroyers assigned to them. The Imperial fortress worlds of the Deep Core often had multiple Star Destroyers assigned to the planet, and important planets such as Coruscant might have as many as a dozen Star Destroyers, if not more, in orbit at any given time. Unlike the Old Republic, the Empire built enough ships to extend its reach all the way to the Outer Rim, and multiple Star Destroyers patrolled the space lanes on a regular basis.

Star Destroyers are among the few vessels used for orbital bombardment, a favorite tactic of the ruthless Empire. Entire planets have been frightened into submission by the mere presence of an Imperial Star Destroyer in orbit. Imperial Star Destroyers are capable of delivering precise orbital strikes destroying only a small section of a planet - as well as delivering bombardments that wipe out all life and industry on a world (a tactic known as Base Delta Zero). Only those planets that have powerful shields can withstand the turbolasers of an Imperial Star Destroyer, and some worlds (including Caamas) have been devastated by such tactics.

CAPABILITIES

An Imperial Star Destroyer bristles with weapons, and for good reason. With twenty turbolaser batteries, a Star Destroyer can pound on other capital ships, reducing their shields in a matter of minutes. Likewise, its ion cannons can quickly disable ships, allowing the Empire to tear the ship apart and take the prisoners alive. Another ten tractor beam generators ensure that few ships will escape its grasp, especially smaller capital ships. Though less effective against starfighters, a Star Destroyer is not to be trifled with. Even the best starfighter corps fears the armament of an Imperial Star Destroyer, since a lucky shot from a turbolaser will turn even the most nimble starfighter into a smoldering cloud of debris in an instant.

Tactical Fire: An Imperial Star Destroyer is designed to provide heavy gunnery support in any situation, and excels at disrupting other capital ships above all. Its weakness against other ships, such as starfighters, is usually overcome by its own complement of starfighters. As a standard action, a Star Destroyer can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. All allied starships attacking targets within that area gain advantage on their attack rolls.

THE STAR DESTROYER DESIGNATION

Though the term "Star Destroyer" is typically used only to describe the dagger-shaped capital ships used by the Empire, the designation is general enough that it can be applied to many other heavily armed capital ships. However, during the time of the Empire, the term "Star Destroyer" comes to be colloquially associated with the Imperial-class Star Destroyer. As such, most references to a Star Destroyer are actually to the Imperial I- and Imperial II-class ships. Some larger ships, such as the Executor-class star dreadnaught and the Eclipse, are often referred to as Star Destroyers, though this is not an official designation and more of a generic descriptor.

USING THE STAR DESTROYER

The Star Destroyer is an iconic ship from Star Wars lore that symbolizes the might and power of the Empire. At the same time, Star Destroyers are incredibly powerful vessels that can put out the kind of firepower that can decimate a space transport in an instant. Using Star Destroyers in the roleplaying game can be problematic, since although they are easily recognizable (and thus help instill a Star Wars feel to the game), they can be inappropriately powerful for most encounters.

The Imperial Star Destroyer can be used in two ways. As an individual ship engaging in an encounter, an Imperial Star Destroyer can be a high level challenge that the heroes intend to disable or destroy. These kinds of challenges are high on the CL scale and are appropriate only for equally high-level heroes. However, including an Imperial Star Destroyer as a set piece, something that is a part of the encounter but not a target to be destroyed, can be a rewarding way to simulate the action of the movies. For the latter situation, a Star Destroyer should almost always use the tactical fire option, leaving the actual combat to the ship's complement of TIE fighters. This approach allows the DM to include the ship in an encounter without introducing the potential to wipe out the heroes with one lucky shot. The Star Destroyer then effectively becomes a "terrain hazard" rather than an opponent, and XP should not be awarded for the Star Destroyer unless the ship is destroyed.



TIE FIGHTER

Sienar Fleet Systems TIE/In Fighter	CL 7
Medium starfighter Initiative +2; Senses Perception +5	
Armor Class 16; Vehicular Dodge 2d6 HP 60; SR None	
Speed 5 squares Ranged Light Laser Cannons +5 (see below) Fighting Space 1x1 square Attack Options Autofire (laser cannons)	
Skills Mechanics +5, Perception +5, Vehicle (Space) +5	
Crew 1; Passengers None Cargo 65 kg; Consumables 2 days; Carried Craft None Hyperdrive None Availability Military; Cost 60,000 (25,000 used)	
Light Laser Cannons (Pilot) Attack +5, Damage 6d10 Radiant	

The Empire, wanting to standardize its starfighter fleet with smaller ships, selected the TIE to replace a number of disparate models that were currently in use. In time, and with continual upgrades to the design, the TIE/In became the standard Imperial starfighter craft. It is relatively inexpensive to produce, and though often maligned by both Imperial and Alliance pilots, it is nonetheless effective.

CAPABILITIES

In order to save on production costs, the TIE/In lacks many of the features that are considered to be standard on other starfighters. The relatively fragile craft is not equipped with deflector shields, a hyperdrive, or a life support system. In order to survive the rigors of space when piloting their fighters, TIE pilots must don distinctive, fully sealed flight suits. Without the proper supports or docking scaffolds, TIE fighters are also unable to land in any sort of conventional manner.

Although the TIE's versatility is somewhat limited by these deficiencies, it does have several points in its favor. Its agility, combined with its small size and speed, makes it a difficult target for all but the most talented or well-trained gunners. TIE fighters, being inexpensive and easy to produce, are deployed in large quantities. Imperial starfighter tactics stress that enemies must be overwhelmed by sheer force of numbers, and casualty rates among TIE pilots are much higher than average.

TIE BOMBER

Sienar Fleet Systems TIE/sa Bomber	CL 9
Large starfighter Initiative +3; Senses Perception +6	
Armor Class 16; Vehicular Dodge 2d6 HP 130; SR None	
Speed 3 squares Ranged Light Laser Cannons +6 (see below) or Medium Concussion Missiles +6 (see below) Fighting Space 2x2 squares Attack Options Strafe	
Skills Mechanics +6, Perception +6, Vehicle (Space) +6	
Crew 1; Passengers None Cargo 15 tons (bomb bay); Consumables 2 days Payload 16 medium concussion missiles Hyperdrive None Availability Military; Cost 150,000 (60,000 used)	
Light Laser Cannons (Pilot) Attack +6, Damage 6d10 Radiant Medium Concussion Missiles (Pilot) Attack +6, Damage 18d10 Force, 4-square splash	

Designated the TIE/sa, the TIE bomber is one of the few TIE craft that does not incorporate its sister craft's distinctive hull shape. Instead, it employs a distinctive double hull design, with two cylindrical pods mounted side by side between two bent solar array panels. The starboard pod houses the cockpit and flight controls, while the portside pod stores the bomber's payload. Rebel pilots commonly referred to TIE bombers as "dupes."

CAPABILITIES

TIE bombers form the backbone of the Imperial Navy's strike capability. They are commonly deployed against enemy capital ships, space stations, and ground targets. They are able to employ heavy weapons, delivering payloads with uncanny precision. TIE bombers are most often equipped with a rack of sixteen medium concussion missiles. Two forward-mounted laser cannons, used primarily for strafing runs and self-defense, are also standard armament.

Several other payload configurations are used, depending on specific mission parameters. Instead of missiles, as many as eight proton torpedoes can be loaded into the ship's ordnance pod. By decreasing the missile or torpedo payload by half, up to eight proton bombs or six orbital mines can also be deployed. When providing ground support, a TIE bomber is capable of carrying as many as 64 thermal detonators that are used to carpet-bomb enemy infantry formations. Nonconventional payloads include leaflets filled with demoralizing Imperial propaganda, as well as supply canisters for isolated Imperial infantry units.

TIE INTERCEPTOR

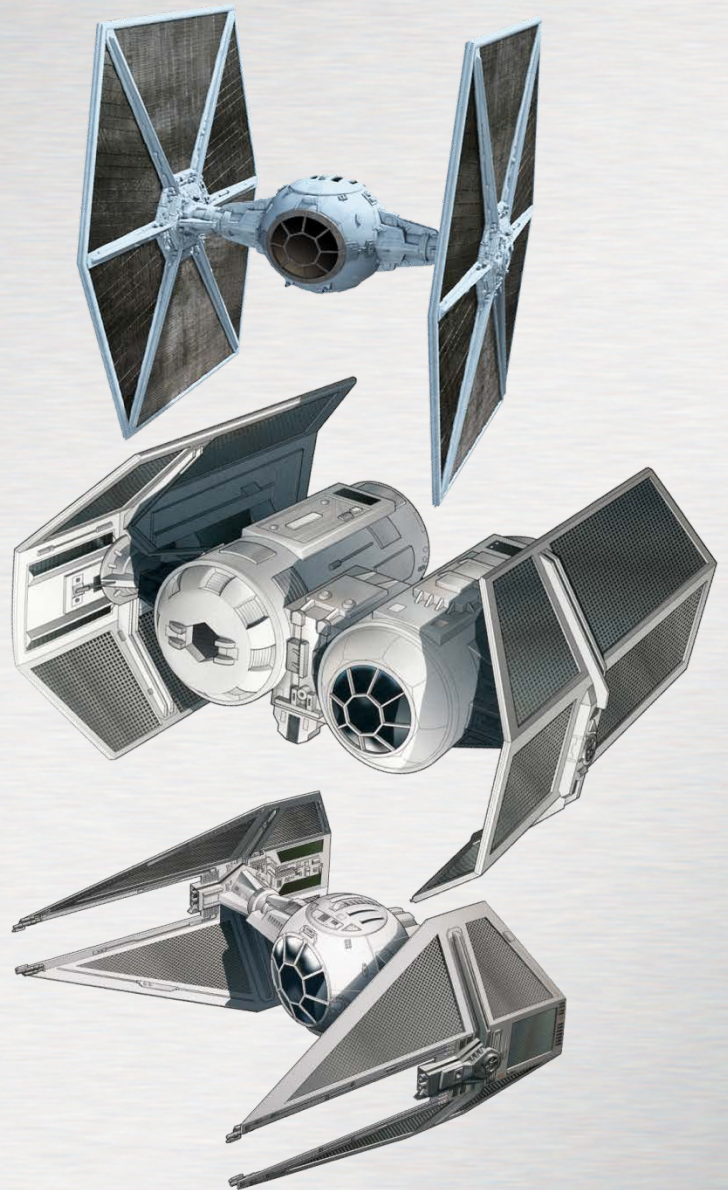
Siemar Fleet Systems TIE/In Fighter	CL 8
Medium starfighter Initiative +9; Senses Perception +6	
Armor Class 18; Combat Thrusters , Vehicular Dodge 2d6 HP 90; SR None	
Speed 5 squares Ranged Double Light Laser Cannons +6 (see below) Fighting Space 1x1 square Attack Options Autofire (laser cannons)	
Skills Mechanics +6, Perception +6, Vehicle (Space) +6	
Crew 1; Passengers None Cargo 75 kg; Consumables 2 days; Carried Craft None Hyperdrive None Availability Military; Cost 120,000 (50,000 used)	
Double Light Laser Cannons (Pilot) Attack +6, Damage 7d10 Radiant	

After the Battle of Yavin, Imperial Naval commanders demanded a starfighter that could counter the speed and firepower of the X-wing fighters that the Rebel Alliance had employed. The TIE interceptor, which incorporated several of the TIE advanced prototype's features, was the ultimate result. Prototypes similar to the initial interceptor design had undergone testing prior to the Battle of Yavin, but these had seen little action outside Siemar's test yards.

It was only a short time later that the final TIE interceptor design was integrated into existing starfighter squadrons. The Imperial Navy's eventual plan was to replace all standard TIE fighters with TIE interceptors. This lofty goal was never quite met, with interceptors representing only twenty percent of all TIE fighters by the time the Battle of Endor took place. As the number of interceptors in the Imperial Navy increased, it became standard procedure to include at least one squadron of TIE/In starfighters aboard each Star Destroyer

CAPABILITIES

The TIE interceptor is a consummate dogfighter, possessed of increased speed and maneuverability when compared to the standard TIE fighter. Not only is the interceptor faster and more agile than the TIE fighter, it also incorporates four fire-linked laser cannons mounted on the tips of its bent, dagger-shaped solar arrays. The solar arrays themselves featured a horizontal notch that improves pilot visibility to both sides. Although it lacks shields, armor, and life support, the TIE interceptor has proven to be more than a match for the X-wing fighter. Interceptor tactics are nearly identical to those utilized by standard TIE fighters.



X-WING

Incom T-65B X-Wing Starfighter	CL 10
Medium starfighter Initiative +4; Senses Perception +7	
Armor Class 18; Vehicular Dodge 3d6 HP 120; SR 15	
Speed 4 squares Ranged Light Laser Cannons +7 (see below) or Proton Torpedoes +7 (see below)	
Fighting Space 1x1 square Attack Options Autofire (laser cannons)	
Skills Mechanics +6, Perception +7, Vehicle (Space) +7	
Crew 1 plus astromech droid; Passengers None Cargo 110 kg; Consumables 1 week; Carried Craft None Payload 6 proton torpedoes Hyperdrive x1, 10-jump memory (astromech droid) Availability Military; Cost 150,000 (65,000 used)	
Light Laser Cannons (Pilot) Attack +7, Damage 6d10 Radiant	
Proton Torpedoes (Pilot) Attack +7, Damage 18d10 Force, 4-square splash	

The X-wing was designed following the formation of the Empire. Incom Corporation, suspected by the Empire of harboring Rebel sympathizers, was forced to halt production of non-Navy combat craft during an Imperial Security Bureau investigation into allegations of treason within the company. Members of the X-wing design team were placed under arrest while they were interrogated by Imperial agents. As the Imperial investigation intensified, a group of Rebel commandos infiltrated the facility and rescued the X-wing's senior design team, taking all T-65 plans and prototypes with them.

Following the acquisition of the X-wing's schematics, the Alliance began to produce and test small numbers of the new starfighter. Most of the initial trials were done under combat conditions. With its efficacy proven beyond a doubt, Rebel factories ramped up production of the T-65B. The craft soon became a favorite of Rebel fighter pilots, and it has been a staple of Rebel strategy ever since.

CAPABILITIES

The T-65B is an excellent all-around starfighter, capable of filling a number of roles with little or no modification. Not only is it maneuverable and easy to fly, it is equipped with modest shields, heavy weaponry, and an integrated hyperdrive. It is also a durable craft, capable of sustaining heavy damage while remaining operational. Were it not for this inherent sturdiness of design, the Rebel Alliance could never hope to match the sheer number of Imperial fighters that are thrown against it.

Each X-wing is equipped with a socket that is capable of carrying an astromech droid. The astromech droid is an integral component of the X-wing, and only adds to the starfighter's versatility. Not only can the diminutive droid see to minor repairs, it also uses its systems to help compute and store hyperspace coordinates.



YT-SERIES TRANSPORTS

Corellian YT-1300 Transport	CL 6
Huge starfighter Initiative +2; Senses Perception +4	
Armor Class 14 HP 120; SR 20	
Speed 2 squares Ranged Laser Cannons +4 (see below) Fighting Space 4x4 squares Attack Options None	
Skills Mechanics +4, Perception +4, Vehicle (Space) +2	
Crew 2; Passengers 6 Cargo 100 tons; Consumables 2 months; Carried Craft None Hyperdrive x2 (backup x12), navicomputer Availability Licensed; Cost 150,000 (65,000 used)	
Medium Laser Cannons (Pilot) Attack +4, Damage 8d10 Radiant	

The YT series is a popular line of light freighters built by the Corellian Engineering Corporation that includes the YT-1300, the model of vessel that includes the *Millennium Falcon*. The first YT freighters were built during the height of the Old Republic, and new models continue to be produced in every era since. The core design of the YT series is built around two basic components - a disc-shaped main body and a large external cockpit area with extensive windows. Although some models moved away from these core design elements, they would return in later designs. Indeed, CEC made a point of reusing as many of the same parts as possible between designs, which had the advantage of allowing many different YT lines to be produced at one time without retooling the CEC shipyards. As a side effect, this helped make all YT ships extremely modular and easily modified, a fact that went far to explain the line's ongoing popularity with independent traders, smugglers, and pirates.

CAPABILITIES

All YT-series ships are solid light freighters, renowned for being sturdy and reliable. Their greatest asset is their easily modified nature. With less effort than for nearly any other ship line, a YT-series vessel can be fine-tuned to act as a smuggler, bulk hauler, luxury transport, or even a gunship or patrol craft. Every YT-series ship has 10 unused emplacement points as a stock ship (see page 9 for more information on emplacement points), and new captains are quick to use them to add more guns, better shields, or whatever else their minds can conjure up. This adaptability is intentional, and has often led to authorities claiming that CEC designs the ships for use by smugglers and pirates. The CEC points out that thousands of YT ships are being used by law-abiding free traders and small companies. Of course, how many of those "law-abiding" customers are actually smugglers or spies is unknown and, more important, not provable in court.

YT-2000

Corellian YT-2000 Transport	CL 8
Huge starfighter Initiative +2; Senses Perception +4	
Armor Class 16 HP 180; SR 30	
Speed 3 squares Ranged 2 Double Laser Cannons +4 (see below) Fighting Space 4x4 squares Attack Options Autofire (double laser cannons)	
Skills Mechanics +4, Perception +4, Vehicle (Space) +4	
Crew 4; Passengers 7 Cargo 115 tons; Consumables 3 months; Carried Craft None Hyperdrive x2 (backup x12), navicomputer Availability Licensed; Cost 150,000 (45,000 used)	
Double Medium Laser Cannons (2 Gunners) Attack +4, Damage 9d10 Radiant	

The YT-2000 was designed to be a straight improvement of the YT-1300, borrowing successful concepts from other YT designs as well (such as the YT-1930's symmetrical layout). Because it was produced in a more turbulent era, the YT-2000 boasted heavier standard shields and weapons than most civilian freighters, a fact that caused many Imperial officials to view its "civilian" market with suspicion. Extensive corporate espionage leaked the early design specifications to competing shipyards, leading to CEC putting the YT-2000 into production before all its potential drawbacks had been worked out. As a result, the ship is somewhat touchier than most of the extremely reliable YT designs (a character making a Mechanics check to modify or repair a YT-2000 does so with disadvantage). However, its extensive cargo capacity, good defenses, and a mazing maneuverability for a ship its size, coupled with plenty of spare space and power to make custom modifications, catapulted the YT-2000 in popularity among its owners. The line was discontinued early not because of poor sales, but so CEC could push the new YT-2400 design, which had not been compromised by espionage or rushed design work.



YT-2400

Corellian YT-2400 Transport	CL 9
Huge starfighter Initiative +2; Senses Perception +4	
Armor Class 18 HP 120; SR 30	
Speed 3 squares Ranged Laser Cannons +4 (see below) Fighting Space 4x4 squares Attack Options Autofire (laser cannons)	
Skills Mechanics +4, Perception +4, Vehicle (Space) +4	
Crew 3; Passengers 6 Cargo 150 tons; Consumables 2 months; Carried Craft None Hyperdrive x2 (backup x12), navicomputer Availability Licensed; Cost 130,000 (32,000 used)	
Medium Laser Cannon (Gunner) Attack +4, Damage 8d10 Radiant	

The YT-2400 is CEC's bid to produce a "perfect" light freighter. An upgrade of the YT-2000 design, it incorporates everything learned during the run of the long and successful YT line. Though it uses many of the same technology upgrades as the short-run YT-2000, the YT-2400 returned to the off-center cockpit arrangement. Though for both smaller and larger craft a center-mounted cockpit makes sense, it turned out that many pilots preferred an offset cockpit so they could easily dock their ships with the cockpit side directly against a wall or similar obstruction.

Though the YT-2400 isn't as sturdy as the YT-2000, it has thirty percent more cargo capacity, an escape pod built into the cockpit section (disadvantage on Acrobatics checks to enter the escape pod from the cockpit if the YT-2400 is destroyed), and better maneuverability. Since most owners end up adding additional weapons and defenses after purchase anyway, the slightly reduced martial capability of the YT-2400 does little to discourage sales.

Among the most well-known YT-2400s is the *Outrider*, the ship of smuggler and mercenary Dash Rendar.



MILLENNIUM FALCON

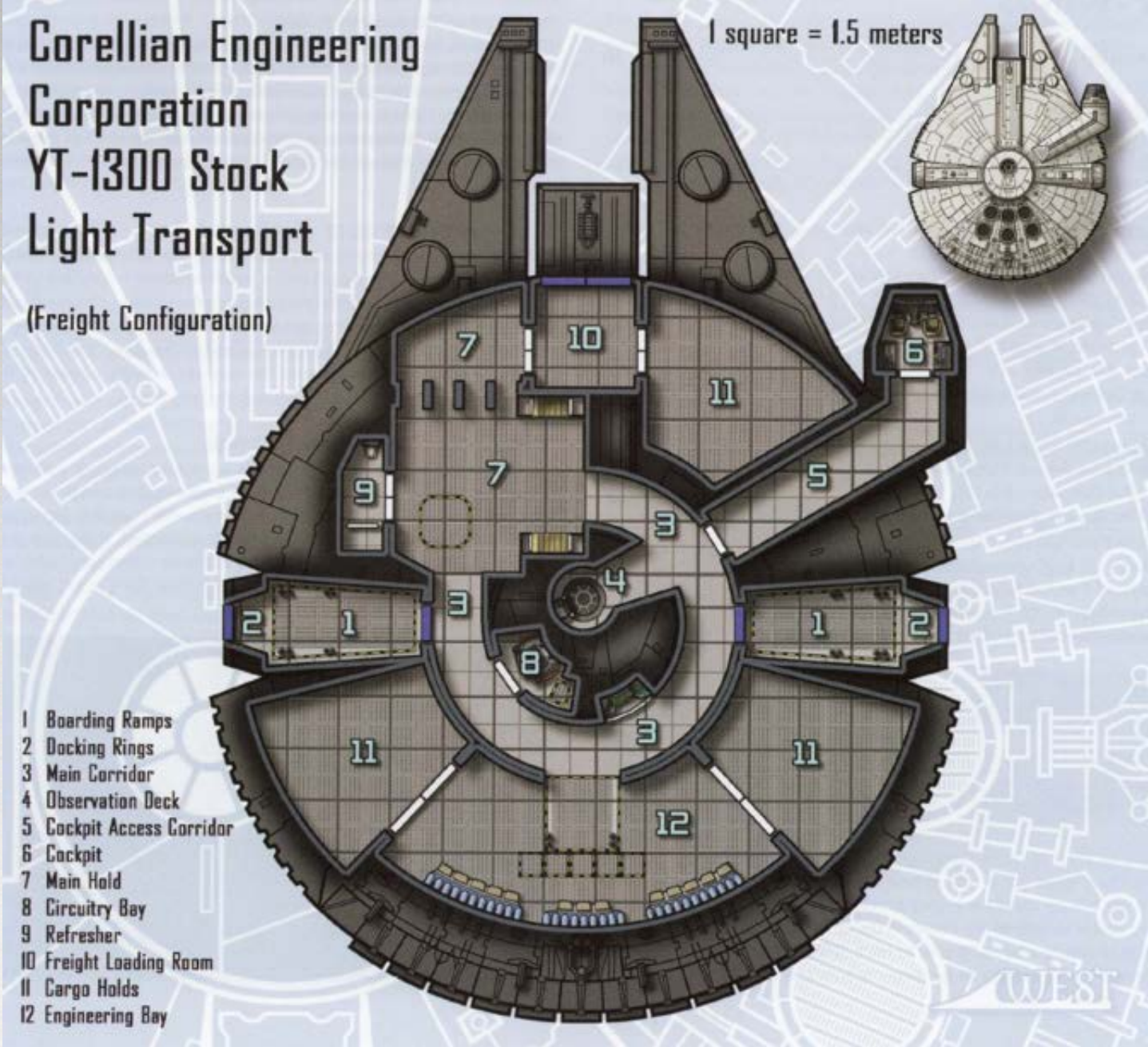
The *Millennium Falcon* is among the most famous starships in the galaxy. Originally a stock YT-1300, it's not clear how many hands and technicians the vessel went through before it came to the possession of Lando Calrissian. Though cobbled together from different ships, the Falcon is proof that the whole is often more than the sum of its parts. It is often flown under false registration, and has been identified at the Argos, Sunlight Franchise, Longshot, and Shadow Bird, among other aliases.

It served Lando Calrissian, Han Solo, Princess Leia, and Rey and was at various points piloted by any number of copilots and allies. (For this reason, the statistics given here assume a "typical" crew of ace smugglers; if the ship is encountered with Lando, Han Solo, or Chewbacca flying it, their abilities may be used rather than those of a generic crew.)

CAPABILITIES

The Millennium Falcon is a fast, agile ship able to take and dish out considerably more damage than its appearance would suggest. Any other description of its abilities is a generalization and guess, because the ship is constantly modified, upgraded, damaged, jury-rigged, and redesigned. The configuration given here is typical, and a good representation of the ship's status as of the Battle of Yavin. At this time it has a cargo jettison system, smuggler's compartments, a medical bed, a docking clamp, a hypertransceiver, and a sensor array computer (granting advantage on Perception and Mechanics checks using sensors).

Millennium Falcon	CL 12
Huge space transport Initiative +5; Senses Perception +9 (Advantage)	
Armor Class 18; Combat Thrusters, Vehicular Dodge 5d6 Resistance Bludgeoning/Slashing/Piercing, Radiant damage HP 120; SR 45	
Speed 2 squares Ranged 2 Double Laser Cannons +8 (see below), Heavy Carbine, Docking +6 (see below) or Medium Concussion Missiles +8 (see below)	
Fighting Space 3x3 squares Attack Options Autofire (double laser cannons)	
Skills Mechanics +9, Perception +9, Vehicle (Space) +9	
Crew 4; Passengers 6 Cargo 100 tons; Consumables 2 months; Carried Craft None Payload 8 medium concussion torpedoes Smuggler Compartments 500 kg Hyperdrive x0.5 (backup x10, navicomputer Availability N/A; Cost --- (400,000 used)	
Double Laser Cannons, Heavy (Gunner) Attack +8, Damage 9d10 Radiant	
Heavy Carbine (Docking Gun) Attack +6, Damage 1d12 Radiant	
Proton Torpedo (Pilot) Attack +5, Damage 18d10 Force, 4-square splash	



Y-WING

Koensayr BTL-S3 Y-Wing

CL 10

Large starfighter

Initiative +4; **Senses** Perception +7

Armor Class 16; **Vehicular Dodge** 2d6

HP 130; **SR** 10

Speed 4 squares

Ranged Medium Laser Cannons +7 (see below) and
Medium Ion Cannons +7 (see below) or

Ranged Proton Torpedoes +7 (see below)
Medium Ion Cannons +7 (see below) or

Fighting Space 2x2 squares

Attack Options Autofire (laser cannons, ion cannons), Strafe

Skills Mechanics +7*, Perception +7, Vehicle (Space) +7

Crew 2 plus astromech droid; **Passengers** None

Cargo 110 kg; **Consumables** 1 week; **Carried Craft** None

Payload 8 proton torpedoes

Hyperdrive x1, 10-jump memory (astromech droid)

Availability Military; **Cost** 135,000 (60,000 used)

Medium Laser Cannons (Pilot)

Attack +7, **Damage** 8d10 Radiant

Medium Ion Cannons (Gunner)

Attack +7, **Damage** 8d10 Lightning

Proton Torpedoes (Gunner)

Attack +7, **Damage** 18d10 Force, 4-square splash

Built by Koensayr Manufacturing, the Y-wing was designed to be used in the Clone Wars, but wasn't in production until after that conflict ended. Having already spent the money to retool shipyards to produce the ships, and unable to interest the Empire in the design, Koensayr began selling the ships to anyone who had credits to spare. Officially all such purchases were to legitimate planetary or business concerns, but Koensayr was happy to look the other way if a Hutt or a Rebel managed to produce even halfway realistic documents supporting a sale.

As a result, the Y-wing fighter, lovingly called the "wishbone" by Rebel Alliance pilots, was the workhorse and backbone of the early Rebellion. As the X-wing became increasingly available to the Rebellion, Y-wings became second-line starfighters used only because so many were available. Plans to decommission all Y-wings are periodically drawn up, but some of the ships continue to serve through the Yuuzhan Vong invasion and the conflicts that follow it.

CAPABILITIES

Although not as swift as an X-wing, the Y-wing was a sturdy, well-shielded craft with a powerful attack in the form of two ion cannons and proton torpedo tubes. Ungainly for a snubfighter, the Y-wing served as a joint fighter/bomber, able to both enter dogfights with TIE fighters and take out armored targets, such as enemy freighters and planetary bunkers.





BESTIARY

This Star Wars universe is home to a dizzying array of sapient species. Despite the fact that humans have been traveling the stars for tens of thousands of years, and many aliens have been doing the same for an equal amount of time, scouts discover new inhabited worlds all the time.

This section presents various creatures and characters that DMs can use as potential allies or adversaries for the heroes, from rampaging rancors to clone troopers. Each ally or opponent comes with ready-to-play statistics to make the DM's job a little easier.

BEASTS

ACKLAY

The most dangerous predator native to Geonosis is the savage acklay, a monstrous antropod with an armored exoskeleton and slashing foreclaws.

ACKLAY

Huge beast

Armor Class 18 (natural armor)

Hit Points 136 (16d10+48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	2 (-4)	13 (+1)	10 (+0)

Saving Throws Str +7

Damage Resistances Poison

Damage Immunities --

Condition Immunities --

Senses passive Perception 11

Languages --

Challenge 8 (3,900 XP)

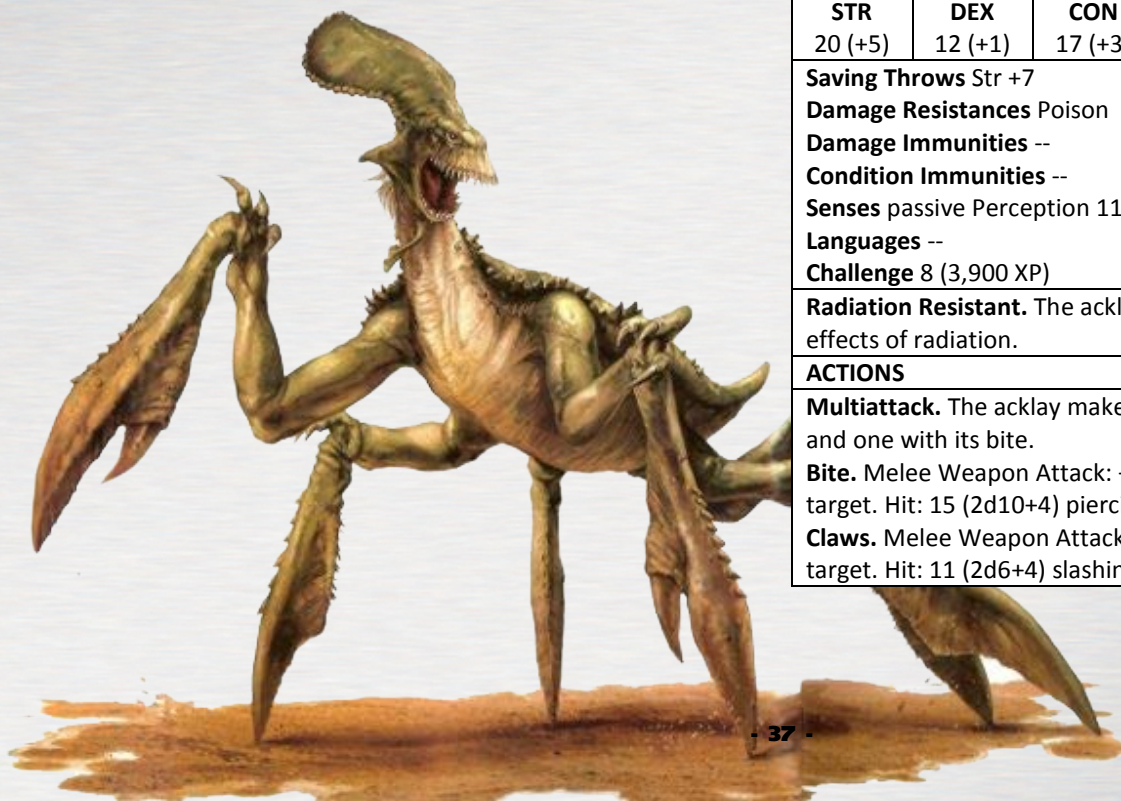
Radiation Resistant. The acklay is immune to the negative effects of radiation.

ACTIONS

Multiattack. The acklay makes three attacks: two with its claws and one with its bite.

Bite. Melee Weapon Attack: +7 to hit, reach 10 feet., one target. Hit: 15 (2d10+4) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 10 feet., one target. Hit: 11 (2d6+4) slashing damage.



DEWBACK

Of all the creatures indigenous to Tatooine's vast deserts, the dewback is the most respected. While the plodding bantha makes for shelter at the first hint of a sandstorm, the dewback marches resolutely on without so much as a grunt, even right through the heart of the storm.

DEWBACK						
<i>Large beast</i>						
Armor Class 13 (natural armor)						
Hit Points 68 (8d10+24)						
Speed 20 ft.						
STR	DEX	CON	INT	WIS	CHA	
18 (+4)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)	
Saving Throws Con +5						
Damage Resistances Bludgeoning						
Damage Immunities --						
Condition Immunities --						
Senses passive Perception 13						
Languages --						
Challenge 2 (450 XP)						
Hold Breath. The dewback can hold its breath for 1 hour.						
ACTIONS						
Bite. Melee Weapon Attack: +6 to hit, reach 10 feet., one target. Hit: 14 (3d6+4) piercing damage.						

NEXU

Native to the jungles of Indona and Cholganna, the nexu is a fierce, stealthy predator with little fear of larger opponents, or even the weapons of sentient beings. Hunter for sport in the native planet, nexu often turn the tables on their would-be hunters and slash them to ribbons before they can fire a shot.

Nexu						
<i>Medium beast</i>						
Armor Class 14 (natural armor)						
Hit Points 114 (12d10+48)						
Speed 40 ft.						
STR	DEX	CON	INT	WIS	CHA	
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)	
Saving Throws Dex +2						
Damage Resistances --						
Damage Immunities --						
Condition Immunities --						
Senses Darkvision 60 ft., passive Perception 18						
Languages --						
Challenge 6 (2,300 XP)						
Ambusher. When a nexu enters combat, it has advantage on attack rolls against any creature that has not yet acted in the first round.						
Keen Smell. The nexu has advantage on Wisdom (Perception) checks that rely on smell.						
Pounce. If the nexu moves at least 20 feet straight toward a creature and then hits with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the nexu can make one bite attack against it as a bonus action.						
ACTIONS						
Multiattack. The acklay makes three attacks: two with its claws and one with its bite.						
Bite. Melee Weapon Attack: +7 to hit, reach 10 feet., one target. Hit: 11 (2d6+4) piercing damage.						
Claws. Melee Weapon Attack: +7 to hit, reach 5 feet., one target. Hit: 11 (2d6+4) slashing damage.						



RANCOR

While there are certainly larger and more vicious creatures in the galaxy, the rancor holds a special place in the nightmare of countless sentient creatures. Creatures of vast rage and single-minded carnage, rancors are periodically captured by big-game hunters and shipped to new worlds as exotic pets.



Rancor <i>Huge beast</i>					
Armor Class 14 (natural armor) Hit Points 136 (13d12+52) Speed 40 ft.					
STR 25 (+7)	DEX 10 (+0)	CON 19 (+4)	INT 3 (-4)	WIS 12 (+1)	CHA 9 (-1)
Saving Throws Strength +6, Con +6 Damage Resistances Piercing Damage Immunities -- Condition Immunities -- Senses Darkvision 60 ft., passive Perception 13 Languages -- Challenge 9 (5,000 XP)					
Reckless. At the start of its turn, the rancor can gain advantage on all melee attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn. Regeneration. The rancor regains 5 hit points at the start of its turn. A rancor reduced to 0 hit points does not regenerate.					
ACTIONS					
Multiattack. The rancor makes two attacks with its claws. Bite. Melee Weapon Attack: +7 to hit, reach 10 feet., one target. Hit: 11 (2d6+4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the rancor can't bite another creature. Claws. Melee Weapon Attack: +10 to hit, reach 10 feet., one target. Hit: 20 (3d8+7) slashing damage. On a successful hit, the rancor can attempt a bite attack against the same creature as a bonus action.					

REEK

Reeks wander the plains of Ylesia in great herds, contentedly munching on grass and lichens. Although immensely strong, they generally reserve their violent behavior for the mating season, when the sound of two bull reeks fighting for dominance rumbles like thunder across the plains.

When a reek attacks, it lowers its head, charges, and attempts to gore with its large horn. Should the initial attack miss, the reek flails its head around blindly, hoping to chase away its prey so that it can attempt another charge.



REEK <i>Large beast</i>					
Armor Class 13 (natural armor) Hit Points 95 (10d12+30) Speed 20 ft.					
STR 22 (+6)	DEX 9 (-1)	CON 17 (+3)	INT 2 (-4)	WIS 10 (+0)	CHA 5 (-3)
Saving Throws Str +8 Damage Resistances -- Damage Immunities -- Condition Immunities -- Senses Darkvision 60 ft., passive Perception 13 Languages -- Challenge 5 (1,800 XP)					
Trampling Charge. If the reek moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed in a DC 13 Strength saving throw or be knocked prone. If the target is prone, the reek can make one stomp against it as a bonus action.					
ACTIONS					
Gore. Melee Weapon Attack: +9 to hit, reach 5 feet., one target. Hit: 24 (4d8+6) piercing damage. Stomp. Melee Weapon Attack: +9 to hit, reach 5 feet., one target. Hit: 22 (3d10+6) bludgeoning damage.					

TAUNTAUN

Dirty and smelly, the reptilian tauntaun is perfectly suited to life on the barren ice world of Hoth. The tauntaun's thick fur and layers of fat keep its body temperature high enough to operate during the day, but it must seek shelter from the bitter cold at night.

TAUNTAUN					
<i>Large beast</i>					
Armor Class 12 (natural armor)					
Hit Points 19 (3d10+3)					
Speed 50 ft.					
STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	2 (-4)	12 (+1)	8 (-1)
Saving Throws --					
Damage Resistances Cold					
Damage Immunities --					
Condition Immunities --					
Senses passive Perception 13					
Languages --					
Challenge 1 (200 XP)					
Scent. The tauntaun has advantage on Wisdom (Perception) checks that rely on smell. In addition, it can track and attempt to locate creatures by scent alone.					
ACTIONS					
Bite. Melee Weapon Attack: +5 to hit, reach 5 feet., one target. Hit: 8 (1d10+3) piercing damage.					
Claw. Melee Weapon Attack: +5 to hit, reach 5 feet., one target. Hit: 10 (2d6+3) piercing damage.					

WAMPA

The wampa is a fearsome predator, both aggressive and subtle. Displaying uncanny cunning, a wampa sometimes ventures into even heavily guarded areas to slaughter and drag a victim away, leaving the survivors confused, and ripe targets for another attack later.

Wampas are covered in dirty white fur and move with amazing stealth. Only their claws, horns, and gleaming yellow eyes show up against the backdrop of Hoth's endless snowfields. Most of the time, especially in a raging storm, that simply isn't enough to betray the wampa's presence.

WAMPA					
<i>Large beast</i>					
Armor Class 13 (natural armor)					
Hit Points 51 (6d10+18)					
Speed 40 ft.					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	8 (-1)	12 (+1)	7 (-2)
Saving Throws Con +5					
Skills Stealth +4					
Damage Resistances Bludgeoning					
Damage Immunities Cold					
Condition Immunities --					
Senses Darkvision 60 ft., passive Perception 13					
Languages Wampa					
Challenge 4 (1,100 XP)					
Keen Smell. The wampa has advantage on Wisdom (Perception) checks that rely on smell.					
Snow Camouflage. The wampa has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.					
ACTIONS					
Multiattack. The wampa makes two attacks with its claws.					
Claws. Melee Weapon Attack: +8 to hit, reach 10 feet., one target. Hit: 17 (3d8+4) piercing damage.					



NONHEROIC CHARACTERS

Nonheroic characters include everything from professional workers to petty criminals, officers to common thugs. They lack the inclination or training to be heroes, but they are capable in their own fields. Skilled engineers, educated professors, and master architects are all nonheroic characters, as is the local governor, the self-serving spice merchant, and the baseline Imperial stormtrooper.

The Minions featured in the Noble class – Bodyguard, Thug, and Trooper – are included here as well for easier reference.

THE GALACTIC EMPIRE

The Galactic Empire is a vast and highly organized government ruled over by Emperor Palpatine. The Empire seized power at the end of the Clone Wars following an unprecedented military built-up and the destruction of the Jedi Order.

The Empire is divided into sectors, each of which is government by a Moff and guarded by military forces. The Empire’s authority on any given world can range from a single garrison (found mostly on backwater planets like Tatooine) to an intense presence with a Stormtrooper on every street corner (as in the Deep Core and important Core worlds).

STORMTROOPER

Stormtroopers are the elite troops of the Empire, trained to fight and die without fear or question. Squads of Stormtroopers strike terror into the hearts of civilians throughout the galaxy, enforcing the Emperor’s will with ruthless zeal and efficiency.

Stormtroopers are a separate force from the troops of Imperial Forces and do not answer directly to Imperial military officers. They are obedient and devoted to the Emperor. They cannot be bribed, blackmailed, or seduced. Any such attempt automatically fails.

After recognizing the need for troopers with special equipment and training, the Emperor ordered the development of additional types of stormtroopers, including (but not limited to) snowtroopers, sandtroopers, and scout troopers.

STORMTROOPER						
<i>Medium Human</i>						
Armor Class 17						
Hit Points 27 (6d8)						
Speed 20 ft.						
STR	DEX	CON	INT	WIS	CHA	
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	12 (+1)	
Dark Side 1						
Senses passive Perception 12						
Languages Basic and one other language						
Challenge 1 (200 XP)						
Coordinated Attack. The stormtrooper has advantage on attack rolls against any creature that has been damaged by another stormtrooper in the same round.						
ACTIONS						
Blaster Rifle. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 7 (1d10+2) radiant damage.						
Frag Grenade (3). Ranged Weapon Attack: +4 to hit, range 20/60 ft., 2x2 square area. Hit: 7 (1d10+2) force damage.						

HEAVY STORMTROOPER						
<i>Medium Human</i>						
Armor Class 17						
Hit Points 58 (9d8+18)						
Speed 20 ft.						
STR	DEX	CON	INT	WIS	CHA	
10 (+0)	15 (+2)	14 (+2)	12 (+1)	14 (+2)	12 (+1)	
Dark Side 1						
Senses passive Perception 12						
Languages Basic and one other language						
Challenge 2 (450 XP)						
Coordinated Attack. The heavy stormtrooper has advantage on attack rolls against any creature that has been damaged by another stormtrooper in the same round.						
ACTIONS						
Multiattack. The stormtrooper makes two attacks: either one rifle attack and one grenade or two rifle attacks.						
Light Repeating Rifle. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 7 (1d10+2) radiant damage.						
Frag Grenade (4). Ranged Weapon Attack: +4 to hit, range 20/60 ft., 2x2 square area. Hit: 7 (1d10+2) force damage.						

SCOUT TROOPER					
<i>Medium Human</i>					
Armor Class 17					
Hit Points 49 (9d8+9)					
Speed 20 ft.					
STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+2)	12 (+1)	12 (+1)	14 (+2)	12 (+1)
Dark Side 1					
Skills Perception +4, Stealth +4					
Senses passive Perception 14					
Languages Basic and one other language					
Challenge 2 (450 XP)					
Sniper. During its first turn, the scout trooper has advantage on ranged attack rolls against any creature that hasn't taken a turn. Any hit the scout trooper scores against a surprised creature is a critical hit.					
ACTIONS					
Multiattack. The stormtrooper makes two ranged attacks with its blaster pistol, or one with its rifle.					
Blaster Pistol. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 7 (1d8+3) radiant damage.					
Blaster Rifle. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 8 (1d10+3) radiant damage.					

IMPERIAL OFFICER

Admired, respected, and feared, the officers of the Imperial Army and Imperial Navy are drawn from prestigious families with long histories of military service. Few are promoted up from the lower ranks. Most are inducted straight into officer training academies, instructed in doctrine, leadership, and tactics, and then awarded commissions. There, if they distinguish themselves, they finally get a chance to rise to the upper echelons – but rarely find occasion to dirty their hands.

IMPERIAL OFFICER					
<i>Medium Human</i>					
Armor Class 12					
Hit Points 40 (4d8)					
Speed 20 ft.					
STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	16 (+3)
Dark Side 5					
Skills Deception +5, Intimidation +5, Persuasion +5					
Senses passive Perception 11					
Languages Basic, Binary, High Galactic					
Challenge 5 (1,800 XP)					
Aura. An Imperial officer can have one aura active at a time, activated and dismissed as a bonus action.					
Aura of Offense. Allies within 30 feet of the Imperial officer have advantage on attack rolls.					
Aura of Defense. Attacks against allies within 30 feet of the Imperial officer are made with disadvantage.					
ACTIONS					
Blaster Pistol. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d8+2) radiant damage.					



REBEL ALLIANCE

The Rebel Alliance fights against the tyranny of the Empire in order to restore justice and freedom to the galaxy. Formed by loyalists such as Mon Mothma and Senator Bail Organa, the Rebel Alliance struggles against the Empire at every turn. It uses guerilla warfare and undercover violence to weaken the Imperial machine and help free the oppressed people of the galaxy. Though the Alliance sometimes engages in direct military action against the Empire, as soon at the Battle of Yavin or the Battle of Endor, most of the efforts of the Alliance take place under the guise of legitimate activity. For this reason, the Alliance has attracted not only freedom fighters but also outlaws, smugglers, and even pirates.

The Rebel Alliance is loosely organized into cells that can operate relatively independently of Alliance command. Each cell operates on Imperial worlds or out of hidden bases, such as the base on Hoth. Any worlds that sympathize with the Alliance find themselves the targets of Imperial wrath. Alliance agents are always on the run from the Empire, and Rebels that are captured are dealt with swiftly and harshly.

REBEL TROOPER

The basic Rebel Trooper is stationed on Rebel bases and aboard Alliance starships throughout the galaxy, serving as the first line of defense against the Empire's stormtroopers. They are also used as scouts and saboteurs.

REBEL TROOPER

Medium Human

Armor Class 13

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+2)	12 (+1)	14 (+2)	14 (+2)

Dark Side 5

Skills Deception +4, Mechanics +3, Stealth +4

Senses passive Perception 12

Languages Basic, Binary, and one other language

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the Rebel trooper can use a bonus action to take the Dash, Disengage, or Hide action.

ACTIONS

Blaster Pistol. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d8+2) radiant damage.

Frag Grenade (4). Ranged Weapon Attack: +5 to hit, range 20/60 ft., 2x2 square area. Hit: 7 (1d10+2) force damage.

ELITE REBEL TROOPER

Medium Human

Armor Class 13

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+2)	12 (+1)	14 (+2)	14 (+2)

Dark Side 5

Skills Deception +4, Mechanics +3, Stealth +4

Senses passive Perception 12

Languages Basic, Binary, and one other language

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the Rebel trooper can use a bonus action to take the Dash, Disengage, or Hide action.

Improved Cover. An elite Rebel trooper that has at least half cover is considered to have one degree of cover higher than normal for its situation.

ACTIONS

Blaster Pistol. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d8+2) radiant damage.

Frag Grenade (4). Ranged Weapon Attack: +5 to hit, range 20/60 ft., 2x2 square area. Hit: 7 (1d10+2) force damage.



GALACTIC REPUBLIC

Consisting of thousands of civilized worlds, the Galactic Republic is the oldest governing body in history. Senators from its constituent worlds determine policy and enact laws, ensuring that peace and prosperity reign throughout the galaxy.

The greatest threat to the Galactic Republic is the Confederacy of Independent Systems, a coalition of worlds that believes the Republic has become corrupt. The Senate authorizes the deployment of a vast clone army to quell the Separatist threat, leading to the Clone Wars and ending with the destruction of the Separatist leadership and the dissolution of the Republic in favor of a new Empire.

CLONE TROOPER

To counter the threat of the Trade Federation's droid armies, the Republic deploys an army of cloned warriors. The clones' creators, the Kaminoans, conceive the clones from a single genetic blueprint (that of the bounty hunter Jango Fett), making a few alterations to ensure the troopers' rapid maturation and unwavering obedience. The true loyalty of the clone troopers is revealed at the end of the Clone Wars, when Dark Sidious issues Order 66 and turns the clones against the Jedi Order.

Although identical in appearance, clone troopers have different levels of training, which accounts for their varying levels of ability. Clone troopers can't be bribed, blackmailed, or seduced. Any such attempt automatically fails.

CLONE TROOPER

Medium Human

Armor Class 17

Hit Points 49 (9d8+9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+2)	12 (+1)	12 (+1)	14 (+2)	12 (+1)

Skills Mechanics +3

Senses passive Perception 14

Languages Basic and Binary

Challenge 2 (450 XP)

Phalanx. The clone trooper has half cover if he is adjacent to another clone trooper.

ACTIONS

Multiattack. The stormtrooper makes two ranged attacks with its rifle, or one with a grenade.

Blaster Rifle. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 8 (1d10+3) radiant damage.

Frag Grenade (2). Ranged Weapon Attack: +5 to hit, range 20/60 ft., 2x2 square area. Hit: 7 (1d10+2) force damage.

CLONE TROOPER COMMANDER

Medium Human

Armor Class 17

Hit Points 58 (9d8+18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	16 (+3)	12 (+1)	16 (+3)

Skills Intimidation +5, Persuasion +5

Senses passive Perception 11

Languages Basic and Binary

Challenge 6 (2,300 XP)

Coordinate. A clone trooper commander can use its bonus action to grant one ally with 30 feet an immediate Attack, Dash, Disengage or Hide action.

ACTIONS

Multiattack. A clone trooper makes two ranged attacks.

Blaster Pistol. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 8 (1d8+4) radiant damage.

Blaster Rifle. Ranged Weapon Attack: +5 to hit, range 150/450 ft., one target. Hit: 9 (1d10+4) radiant damage.

Frag Grenade (4). Ranged Weapon Attack: +4 to hit, range 20/60 ft., 2x2 square area. Hit: 9 (1d10+4) force damage.



ARC TROOPER

The ARC Troopers (Advanced Recon Commandos) are elite clone units that were personally trained by Jango Fett. Whereas most clone troopers are trained to work as a unit, ARC Troopers function well as individuals, making them very formidable foes.

ARC TROOPER					
<i>Medium Human</i>					
Armor Class 17					
Hit Points 78 (12d8+24)					
Speed 20 ft.					
STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	16 (+3)	12 (+1)	16 (+3)
Skills Insight +3, Intimidation +5					
Senses passive Perception 16					
Languages Basic and Binary					
Challenge 8 (3,900 XP)					
Evasion. If the ARC Trooper is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the ARC Trooper instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.					
Follow Up. If the ARC Trooper hits a target with a ranged attack, it can attack again with the same weapon as a bonus action.					
Riposte. If the ARC Trooper is attacked and the attack misses, the ARC Trooper can use its reaction to make an attack against the creature if it is in range.					
ACTIONS					
Multiattack. A clone trooper makes two ranged attacks.					
Blaster Pistol. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 9 (1d8+5) radiant damage.					
Heavy Carbine Rifle. Ranged Weapon Attack: +5 to hit, range 150/450 ft., one target. Hit: 10 (1d12+5) radiant damage.					
Frag Grenade (4). Ranged Weapon Attack: +4 to hit, range 20/60 ft., 2x2 square area. Hit: 9 (1d10+4) force damage.					

THE FRINGE

Fringers live at the edges of society. Criminals, independents, traders, and mercenaries of all kinds consider themselves fringers. While not all members of the fringe are criminals (certainly, many are hard-working and honest folk), anyone who operates far from the seat of galactic power or outside the bounds of the law can be considered part of the fringe.

ASSASSIN

An assassin usually maintains a cover that enables him to travel freely, yet also explains why he's in a given location at a given time. Many assassins hold jobs as sales representatives for interstellar corporations, merchants, or diplomats. Others become full-time bounty hunters, mercenaries who get paid by the body – dead or alive. A truly villainous assassin has a “signature” consisting of a unique weapon, approach, or some memento left with his victims.

ASSASSIN					
<i>Medium Humanoid</i>					
Armor Class 15					
Hit Points 78 (12d8+24)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	16 (+3)
Saving Throws Dexterity +7					
Skills Stealth +7					
Senses Darkvision 60 feet., passive Perception 15					
Languages Basic and one other language					
Challenge 8 (3,900 XP)					
Assassinate. During the first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.					
Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.					
Sneak Attack (1/turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.					
ACTIONS					
Multiattack. An assassin makes two melee or two blaster pistol attacks.					
Blaster Pistol. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 7 (1d8+3) radiant damage.					
Blaster Rifle. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 8 (1d10+3) radiant damage.					
Vibroblade. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) slashing damage.					

BODYGUARD

Across the galaxy there are those in need, or mere desire, of protection. Bodyguards fill that position with steadfast dedication. Whether hired to defend a high-ranking noble or secure a location of importance. Bodyguards lay their lives on the line, though far too often they are seen as faceless assets.

BODYGUARD <i>Medium Humanoid</i>					
Armor Class 14 Hit Points 20 (3d8+6) Speed 30 ft.					
STR 12 (+1)	DEX 14 (+1)	CON 14 (+2)	INT 10 (+0)	WIS 14 (+2)	CHA 10 (+0)
Skills Perception +4 Senses passive Perception 14 Languages Basic and one other language Challenge 1/2 (100 XP)					
Protection. As a reaction, a bodyguard can impose disadvantage against an attack targeting an adjacent ally.					
ACTIONS					
Blaster Pistol. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 6 (1d8+2) radiant damage.					
Heavy Carbine Rifle. Ranged Weapon Attack: +3 to hit, range 150/450 ft., one target. Hit: 8 (1d12+2) radiant damage.					

CRIME LORD

Crime lords come from all strata of society. Some began their careers as streetwise thugs, crawling up from the darkest, filthiest pits of the galaxy to positions of power within the criminal underworld. Others are noble-born, using their money and influence to support their fiendish syndicates.

CRIME LORD <i>Medium Human</i>					
Armor Class 12 Hit Points 78 (12d8+24) Speed 20 ft.					
STR 9 (-1)	DEX 14 (+2)	CON 14 (+2)	INT 16 (+3)	WIS 12 (+1)	CHA 16 (+3)
Dark Side 7 Skills Deception +7, Intimidation +7, Persuasion +7 Senses passive Perception 13 Languages Basic, Huttese Challenge 8 (3,900 XP)					
Meat Shield. As a reaction if a crime lord is adjacent to an ally, a crime lord can force a creature that successfully attacked it to reroll. If the creature misses the reroll, the attack hits the adjacent ally.					
Silver Tongue (Recharge 5-6). As a reaction, a crime lord can impose disadvantage on an attack roll if targeted.					
Sneak Attack (1/turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.					
ACTIONS					
Blaster Pistol. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d8+2) radiant damage.					

DARK SIDE MARAUDER

Though the Jedi are the most powerful Force-users in the galaxy, they are by no means the only ones. Dark side marauders are Force-sensitive individuals consumed with rage, hatred, or an insatiable hunger for personal power.

DARK SIDE MARAUDER <i>Medium Humanoid</i>					
Armor Class 15 Hit Points 82 (11d8+33) Speed 30 ft.					
STR 16 (+3)	DEX 16 (+3)	CON 16 (+3)	INT 10 (+0)	WIS 12 (+1)	CHA 10 (+0)
Dark Side 10 Saving Throws Strength +3 Skills Perception +4 Damage Resistances Necrotic; bludgeoning, piercing, and slashing Senses Darkvision 60 feet., passive Perception 14 Languages Two languages Challenge 1/2 (100 XP)					
Dark Healing. Once per round, the dark side marauder regains 5 hit points whenever it hits a creature with a melee attack.					
Reckless. At the start of its turn, the dark side marauder can gain advantage on all melee attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.					
Temptation. As a reaction, a dark side marauder can offer an attack within 30 feet advantage on its attack roll. If the attacker accepts, it gains 1 Dark Side Point – whether it hits or not.					
ACTIONS					
Multiattack. The dark side marauder makes two melee attacks.					
Hold-Out Blaster Pistol. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. Hit: 7 (1d6+3) radiant damage.					
Vibroaxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing damage or 8 (1d10+3) slashing damage two-handed.					

THUG

Thugs are basic bruisers. They are street toughs aspiring to become swoop champions, grunts working for a local crime lord, security guards, or law enforcers prone to breaking heads and taking bribes.

THUG <i>Medium Humanoid</i>					
Armor Class 12 Hit Points 32 (5d8+10) Speed 30 ft.					
STR 15 (+2)	DEX 11 (+0)	CON 14 (+2)	INT 10 (+0)	WIS 10 (+0)	CHA 11 (+0)
Skills Intimidation +2 Senses passive Perception 10 Languages Basic and one other language Challenge 1/2 (100 XP)					
Pack Tactics. The thug has advantage on an attack roll against a creature if it at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.					
ACTIONS					
Multiattack. The thug makes two melee attacks.					
Mace. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) bludgeoning damage.					
Blaster Pistol. Ranged Weapon Attack: +2 to hit, range 80/320 ft., one target. Hit: 4 (1d8) radiant damage.					

TROOPER

Troopers are armed civilians with some military experience. From law enforcement officers to freedom fighters, their combat expertise comes highly sought-after. Unlike Rebel Troopers or Stormtroopers, these troopers tend to fight their own battles on much smaller scales.

TROOPER <i>Medium Humanoid</i>					
Armor Class 13 Hit Points 16 (3d8+3) Speed 30 ft.					
STR 11 (+0)	DEX 14 (+2)	CON 12 (+1)	INT 11 (+0)	WIS 13 (+1)	CHA 11 (+0)
Skills Mechanics +2 Senses passive Perception 15 Languages Basic and one other language Challenge 1/2 (100 XP)					
Keen Hearing and Sight. The trooper has advantage on Wisdom (Perception) checks that rely on hearing or sight.					
ACTIONS					
Multiattack. The trooper makes two melee attacks or two ranged attacks. Stun Baton. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) nonlethal lightning damage. Blaster Rifle. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 7 (1d10+2) radiant damage.					



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