EQUIPMENT STATS

THIAGO S. ARANHA
EQUIPMENT STATS
by Thiago S. Aranha

Adventure Journal stats by Grimace
Table of Contents

Protective Gear

Protective Vests
05. Leather Jerkin
05. Tracker Utility Vest
05. CV14-B Concussion Vest
05. Blast Vest
05. Koromonian Half-Vest
06. Coronex Blast Vest
06. Barabel Micro Vest
06. Massasa Chest Shield

Armor Accessories
06. Rock Boots
06. CT3 Concussion Helmet
06. Blast Helmet
06. Sonic Dampening Helmet

Camouflage Armor
07. Umbaran Shadowcloak
07. Camouflage Poncho
07. Camouflage Fatigue
07. Shadowsuit
07. Camo Armor
07. Thermoguard Jumpsuit

Environmental Suits
08. Shipsuit
08. Body Glove
08. All-Temperature Cloak
08. Morserian Environmental Suit
08. Thinsuit
09. Ooglit Cloaker
09. Lightweight Armor
09. Light Scout Armor
09. Scout Armor
10. A-5 Environsuit
10. SeaScape Diving Suit
10. Skakoan Pressure Suit
11. Versatex Survival Suit
11. Polarizing Field Insulator Suit

Spacesuits
11. Vacuum Ooglit
11. Vacuum Suit
11. Tech Vacuum Suit
11. LifeLine Space Suit
12. Flight Suit
12. Padded Flight Suit
12. Armored Flight Suit
12. Fitter Vacuum Suit
12. Vagabond Suit
13. Bulk Exploratory Armor
13. Space Suit
13. Armored Vacuum Suit
13. Wroks Works Armored Spacesuit
14. Merr-Sonn Armored Spacesuit
14. Heavy Radiation Powersuit

Combat Armor
14. Nova-Tech Powersuit
15. EVA Vacuum Pod

Military Unit Armor
29. Exo Armor
29. Exo Riot Armor
29. Jedi Battle Armor
30. Rodian Protector Armor
30. Iotran Braceman Armor
30. Goroth Planetary Police Armor
31. Clone Trooper Armor, Mark I
31. Clone SCUBA Trooper Armor
31. ARC Trooper Armor
31. Katarin Armor
31. Clone Trooper Armor, Mark II
31. Royal Guard Armor
32. Coruscant Guard Armor
33. Imperial Sentinel Armor
33. Imperial Dungeooneer Armor
34. Imperial Sovereign Protector Armor
34. CompForce Trooper Armor
34. Imperial Field Armor
34. Imperial Gunner Armor
35. Stormtrooper Armor
35. Sandtrooper Armor
35. AT-AT Operator Armor
36. Imperial Pilot Flight Suit
36. Scout Trooper Armor
36. Snowtrooper Armor
37. Swamp Trooper Armor
37. Raptor Commando Armor
37. Storm Commando Armor
38. Rafftrooper Armor
39. Seatrooper Armor
39. Spacetrooper Armor

Individual Armor
40. Belyssa’s Armor
40. Boba Fett’s Battle Armor
40. Boushh’s Armor
41. Darth Vader’s Armor
41. Dej Vennor’s Armor
41. Dengar’s Blast Armor
42. Jango Fett’s Battle Armor
42. Jodo Kast’s Battle Armor
43. Mist’s Bounty Hunter Armor
43. Stormtrooper X’s Modified Stormtrooper Helmet

Shields
44. Damper Aerosol
44. Shield Gauntlet
44. Primitive Shield
44. Beastwearden’s Shield
44. Riot Shield
44. Magnus Force Security Shield
44. Personal Energy Shield
45. “Hardpoint” Heavy Weapons Armor
45. Portable Shield Generator
45. Gungan Portable Shield Generator
46. Base Shield Generator
46. WorldArmor 4 Shield Generator
46. DefenStar Nyalan II Planetary Shield
47. MerrWeapons WorldArmor 9 Planetary Shield
47. Planetary Shield

Conveyances

Climbing Gear
48. Fibra-Rope
48. Kashyy Vine
48. Syntherope
48. Syntherope Dispenser
48. Gyro-Grappler
48. Line Master TLG
49. Verti-Go Line Thrower
49. Grappling Gun
50. Repulsorlift Grapping Gun
49. Climbing Boots and Gloves
49. Tree-Claw
50. Power Pitons
50. Adhesion Disc
50. Climbsuit

Repulsors
50. Stra Gravity Belt
50. Cloud Jumper
50. Grav Boots
50. Arachne R82 Jump Boots
51. Repulsorlift Cart
51. Repulsorlift Baggage Cart
51. Flotation Lifter

Jet Packs
51. Leaper Jet Pack
51. Jumper Jet Pack
51. NJP-433 Jet Pack
52. Skreemer Jumper Jet Pack
52. Swiftsure Jet Pack
52. Whisper Jet Pack
52. Z-6 Jet Pack
53. Hush-About Jet Pack
53. Floater Pack

Rocket Packs
53. Zim Systems Rocket Pack
53. Whisper Jumper Jet Pack
53. DSP-5 Rocket Pack
54. PRP-100 Rocket Pack
54. RP1 Carrier Rocket Pack
54. HSS Thruster Pack
Animal Gear
54. Coiling Tack
54. Tranthebar Racing Harness
55. Live Organism Comfort Conveyor

Medical
56. Containment Box
56. Containment Booth

Healing
56. Plasma Protein Replicator
56. Paravacc
57. Enzyme
57. Vitapill
57. Nilar Field Cauterizer
57. Slick
57. Medpac
57. Medkit
57. FastFlesh Medpac
58. Spray Plasto-Cast
58. Med-Aid
58. Bacta Geltab
59. Bacta Tank

Stabilizing
60. Replar Splint
60. Sluissi Gravitic Pressure Bandage
61. Bacta Tray
61. Anti-Shock Blanket
61. Portable Survival Pod
61. Hyperbaric Medical Chamber
62. Celegian Life-Support Chamber

Medical Scanners
62. Med Diagnostic Scanner
62. Medscanner
62. BioScan
62. Medsensor

Drugs
63. Signature Scent Synthesizer
63. Elixir of Infatuation
63. Orfite Scent Mask
63. Cyduct Chemical Booster
64. Ryll Spice
64. Andria White Spice
64. Carsunnum Black Spice
64. Glitterstine Spice
64. Death Stick

Boosters
65. Emotion Suppressor
65. Orfite Power Harness
65. Servo Slippers
65. Grav Mill
65. Myostim Unit

Cybernetics
66. Replacement Prosthetics
66. Cybernetic Hand
66. Cybernetic Forearm
66. Cybernetic Arm
67. Cybernetic Knee
67. Cybernetic Leg
67. Cybernetic Legs Package
67. Skeletal Reinforcement
67. Cardio-Muscular Package
67. Response Improvement

Survival
68. Hilfold Sensory Package
68. Hi-Sense Enhanced Eyes
68. Cybernetic Eye
68. Motion Interface Package
69. Ultrasound Sight Enhancer
69. Tremor Sensor
69. Neimoidian Data Goggles
69. Cyborg Construct
70. Weapon Mount
70. Cybernetic Nexus Ring

Information
81. Secure-A3 Comlink
81. Comset
81. Vehicle Comlink
81. Portable Message Transceiver
81. Visual Wrist Com
82. Holo Display Comlink
82. Holo Communicator
82. Hologram Projection Pod
82. Villip

Communication Disruptors
83. Alliance Communications Encrypter
83. Pocket Scrambler
83. Jammer Pack

Communication Aids
83. Anomim Vocalizer Mask
83. Qwohog Vocalizer Mask
84. AlienEnhancer Voicebox
84. Transliterator
84. Tizorym

Beacons
84. Landing Beacon
84. Distress Beacon
84. Portable Emergency Beacon

Information
Computers
85. Datapad
85. MicroThrust Portable Computer
85. Handheld Computer
86. Private Computer
86. Mainframe
86. Duros Bio-Computer
86. Mon Calamari Aquatic Computer
86. TerexComm DataSearch 9C
86. TerexComm DataSearch 12C-A
87. CFC-100 Corporate Watcher Computer
87. Galactic Currency Converter
87. Pocket Secretary
87. Tag Scanner Datapad
87. Permit Datapad
87. Dodonna's Battle Analysis Computer
87. Personal Combat Threat Analyzer
88. Spot-On Locator
88. Automap
88. Navigation/Direction Finder
88. Directional Transponder

Communications
89. Dedicated Terminal
89. Master Command Unit
89. Universal Computer Interface
89. Datapad Remote Link Unit
89. Cyborg/Computer Systems Data-Link
89. Synoptic Teacher
90. Remote Text Data Scanner
90. Crate Tag Imprinter

Data Carriers
90. Electronic Identification Display
90. Mem-Stik
90. Cyborg Knowledge Cartridges
91. Vessel Courier System
91. Code Cylinder
91. Datadagger
91. Jedi Holocron
92. Sith Holocron
92. Sith Scroll
92. Marker Placed

Recorders & Projectors
92. Recording Rod
92. Treaty Recording System
92. Biorecorder
93. Chilab
93. Gorondholo Chronometer
93. Imagecaster

Information Security
94. Accutronics Encryption Package
94. Analysis Encoding Computer
94. DCD-4800 Cryptographer Coder
94. Data Bio-Encryptor
94. Credit Chip Bio-Encoder

Slicing
95. Scree Spiker
95. Computer Spikes
95. Unitech "Patch"

Survellience
Binoculars
96. Dim Goggles
96. Macro lenses
96. Wide-Scan Binocs
96. Ziko 1000 Macrobinoculars
96. Macrobinoculars
97. Headstrap Macrobinoculars
97. Holorecording Macrobinoculars
97. Experimental Holorecording Macrobinoculars
97. Infra-Goggles
98. Snoopo Goggles
98. Peer Snoopo Goggles
98. Das'skar Hunting Mask
98. Kavaavik

Sensors
98. Hover-Cam
98. Eye In The Sky
99. General Purpose Scanner
99. Sensor Pack 9320/B
99. Surveillance Pod
99. Sensor Beacon
99. Motion Sensor Pack
99. Motion Sensor Array
100. Gotal Electromagnetic Scanner
100. Lifedetect Bioscanner
100. ILF-5000 Lifeform Scanner
100. Lifeform Scanner
100. Sensor Pack
100. Audio Pickup
101. "EAR" Eavesdropping Unit
101. Comm Scanner
101. Orbital Transmission Monitor

Accessories
98. Dedicated Terminal
98. Master Command Unit
98. Universal Computer Interface
98. Datapad Remote Link Unit
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98. Synoptic Teacher
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Slicing
95. Scree Spiker
95. Computer Spikes
95. Unitech "Patch"
4

102. Search-Scan 4 Security Scanner  
103. Veridicator  
103. Force Detector  
103. Measuring Scanner  
103. Geological Scanner  
103. Holographic Ore Scanner  
103. Focused Uni-Direction Sensor Dish  
104. Omni-Directional Sensor Globe  
104. Omniprobe Sensor Array  
104. Installation Sensor Array  
104. Sensor Array  

**Tracking Devices**  
105. Personal Transponder  
105. Tagger  
105. Trailmaster Tracking Device  
105. Observer Tracking Device  
105. SureSnoop Tracking Device  
105. Slave Tracking Device  
105. “Keeper” Vec-Tech Subdermal Control System  
106. Crab Trap  
106. ShipFinder  
106. Imperial XX-23 S-Thread Tracker  

**Anti-Surveillance**  
106. Dalabar Surveillance Detector  
106. Smoke Generator  
107. Instamist Generator  
107. Camo-Netting  
107. View Masker  
107. Voice Scrambler  
107. Silence Bubble Generator  
107. Sound Bubble  
108. Disruption Bubble Generator  
108. Heat Pod  
108. Sensor No-Show  
108. Sensor Jammer  
108. Sensor Scrambler  
108. Sensor Blind  

**Security**  
109. Pressure Plate Trip  
109. Laser Detection Trip  
109. Repulsorfield Trip  
109. Motion Sensor Trip  
110. Heat Sensor Trip  
110. SoroSuub Heat Sensor Trip  

**Sensor Trips**  
110. Stun Steps  
110. Monofilament Screen Guards  

**Locking Systems**  
111. Imperial Customs Holoseal  
111. Magna Lock  
111. Bith Computer Retinal Lock  
111. Bith Vehicle Voice Lock  
111. Key Card Ship’s Lock  
112. Electronic Combination Hatch Lock  
112. Remote Control Hatch Lock  
112. Console Lock Panel  
112. Console Dead Lock  

**Storage Devices**  
112. Spacer’s Chest  
112. Sleight Box  
112. Bith Hiding Cube  
113. Chronometer with Hidden Compartment  
113. Thermal Credit Belt  

**Restraining Devices**  
113. Binder Cuffs  
113. Magnacuffs  
113. Magnaharness  
114. Biodegradable Binders  
114. Stun Cuffs  
114. SC-401 Stun Cuffs/Remote  
114. Yuzzhun Vong Cuffs  
114. Security Collar  
114. Neural Control Collar  
115. Slave Collar (and Director Unit)  
115. Electro-Collar  
115. Bio-Cocoon  
115. Man Trap  
115. Restraint Capsule  
116. Force Cage  
116. Universal Energy Cage  

**Droid Gear**  
120. Fine Work Grasper Arm  
120. Heavy Grasper Arm  
120. Cargo Winch  
120. Line Caster  
120. Digging Claws  
120. Circular Saw  
121. Welding Laser  
121. Stun Field  
121. Storage Compartment  
121. Sensor-Shielded Storage Compartment  
121. Internal Comlink  
121. Subspace Tight-Beam Transmission Core  
122. Astromech Voice Box  
122. Modified Tranlang III Module  
122. Holocam  
122. Holoprojector  
122. InteleX IV Internal Computer  
123. Internal Automap  
123. Astrogation Buffer  
123. Scomp-Link  

**Owner Gear**  
123. CL-3 Droid Command Link  
123. Cyborg/Droid Interface  
124. Mk-11 Droid Diagnostic  
124. Droid Customization Kit  
125. Restraining Bolt  
125. Droid Caller  
125. Restraining Bolt & Owner  

**Ship & Vehicle Equipment**  
126. Vehicle Remote Activation Controller  
126. Personal Vehicle Coordinator  
126. CD-12a Autopilot Droid Brain  
127. Imperial Neural Interface Device  
127. System Diagnostic Filter  
127. Archaic Arrogation Plotter  
127. Alliance MasterNav  
127. Nav Computer Bypass  

**Sensor Countermeasures**  
128. Comm Jammer  
128. Sensor Jammer  
128. Sensor Jamming Hardware  
128. Sensor Mask  
128. Sensor Baffling  
128. “Micic” Decoy  
129. “Trickster” Sensor Decoys  
129. Copycat Pod  

**Drives**  
129. SoroSuub Boav Ion Drive  
129. Incom Starjumper Ion Drive  
129. Corellian Evader-GT Ion Drive  
129. Boshaa-Chi Ion Drive  
129. Starscream-9 Ion Drive  
130. Baffled Drive  
130. x5 Hyperdrive  
130. x4 Hyperdrive  
130. x3 Hyperdrive  
130. x2 Hyperdrive  
130. x1 Hyperdrive  

**Tools**  
130. Hyperdrive Booster  

**Mystical Items**  
135. Kashya Meditation Crystal  
135. Life Crystal  
135. Kaiburr Crystal  
135. Void Stone  
136. The Codex  
136. The Bracers of Naju  
136. Sith Translation Talisman  
136. Sith Force Mask Talisman  
136. Sith Concentration Talisman  
137. Sith Shield Talisman  
137. Sith Ensnarement Talisman  
137. Sith Abatkar  
137. Sith Sarcophagus  
138. Coruscant Cascadar  
138. Aqualish Bio-Light Panel  
138. Synth-Harmonica  
138. Kloo Horn  
139. Chidinkalu  
139. Spheroids Globe  
139. Declination Mental Combat Game  
139. Holomatic DejariK Set  
139. B’shingl  
139. Imperial Command Combat Simulator  

**Household**  
140. Universal Power Adaptor  
140. Cold Crate  
140. Hot Box  
140. Food Manager  
140. Dispersal Canister  
140. Refresher Booth  
141. Repulsor Lounge Floater  
141. Sun Room  

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140. Refresher Booth  
141. Repulsor Lounge Floater  
141. Sun Room  

**Miscellaneous**  
133. Plasma Torch Boarding Device  
133. Rotterdam Universal Airlock  
134. Universal Airlock  
134. Givin Emergency Vacuum Seal  
134. Personal Forcefield Generator  
134. Deflector Shields  
134. Cargo-Mover Tractor Beam  
134. Tractor Beam  
134. Backup Battery  

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Protective Gear

Protective Vests

**Leather Jerkin**
- **Model:** Kamperdine Clothing Specialists Leather Jerkin
- **Type:** Leather jerkin
- **Scale:** Character
- **Cost:** 300 (+150 for custom-fitting)
- **Availability:** 1
- **Game Notes:** Provides +1 to resist physical damage.
- **Source:** Arms and Equipment Guide (page 42)

**Tracker Utility Vest**
- **Model:** Ayelixe/Krongbing textiles
- **Type:** Utility vest
- **Scale:** Character
- **Cost:** 300
- **Availability:** 2
- **Game Notes:** Provides +1 to resist physical damage. The vest can carry up to 28 objects of 1 kilogram or less, each in one of a series of pockets, pouches and straps.
- **Source:** Arms and Equipment Guide (page 41)

**CV14-B Concussion Vest**
- **Model:** Core World Arms CV14-B
- **Type:** Personal armor
- **Scale:** Character
- **Cost:** 500
- **Availability:** 1
- **Game Notes:** Torso: +1D to front and back from physical (non-energy) attacks, including crash and falling damage.
- **Source:** Gundark’s Fantastic Technology (page 52), Tales of the Jedi Companion (page 124)

**Blast Vest**
- **Model:** Typical blast vest
- **Type:** Personal armor
- **Scale:** Character
- **Cost:** 300
- **Availability:** 1
- **Game Notes:** +1D physical, +1 energy (torso).
- **Source:** Rulebook (page 234)

**Koromondain Half-Vest**
- **Model:** Modified Koromondain PDS, Inc. Mk 45 Protective Vest
- **Type:** Protective vest
- **Cost:** 250
- **Availability:** 1
- **Game Notes:** +1D+2 from physical; +2 from energy attacks to torso front and back.
- **Source:** Gundark’s Fantastic Technology (page 56), Galaxy Guide 10: Bounty Hunters (page 87)
**Corondexx Blast Vest**

**Model:** Corondexx Blast Vest  
**Type:** Protective vest  
**Cost:** 3,000; 25 (power cells)  
**Availability:** 2

**Game Effects:**
- **Protective Vest:** The power cells project an ablative power screen that adds +1D for energy attacks; +2 physical attacks. Torso only.
- **Power Cell Storage:** Vest can store six standard power cells.
- **Power Jacks:** In place of power cells, the vest has power jacks allowing a small capacitor to be charged from a portable power generator. Requires one hour to charge and the capacitor can power the vest for two minutes of continuous operation.

**Source:** Galaxy Guide 10: Bounty Hunters (page 87), Gundark’s Fantastic Technology (page 49)

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**Armor Accessories**

**Rock Boots**

**Model:** Malik Industries Rock Boots  
**Type:** Survival boots  
**Cost:** 50-200 (depending on species)  
**Availability:** 2

**Game Notes:** Reinforced footwear designed to resist the harsh surface of volcanic badlands.

**Source:** Goroth, Slave of the Empire (page 86)

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**CT3 Concussion Helmet**

**Model:** Core World Arms CT3  
**Type:** Personal armor  
**Scale:** Character  
**Cost:** 375  
**Availability:** 1

**Game Notes:** Head: +2 to front and back from physical (non-energy) attacks, including crash and falling damage.

**Source:** Gundark’s Fantastic Technology (pages 51-52), Tales of the Jedi Companion (page 124)

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**Blast Helmet**

**Model:** Typical blast helmet  
**Type:** Personal armor  
**Scale:** Character  
**Cost:** 300  
**Availability:** 1

**Game Notes:** +1D physical, +1 energy (head).

**Source:** Rulebook (page 234)

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**Sonic Dampening Helmet**

**Model:** Pacnorval Sonic Dampening Helmet  
**Type:** Sonic dampening helmet  
**Scale:** Character  
**Cost:** 600  
**Availability:** 2

**Game Notes:** Provides +3D to resist sonic attacks.

**Source:** Arms and Equipment Guide (page 45)

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**Massassi Chest Shield**

**Model:** Massassi Chest Shield  
**Type:** Alchemically-treated body armor  
**Scale:** Character  
**Cost:** Not available for sale  
**Availability:** 4, X

**Game Notes:** This is a Massassi warrior’s primary body armor. It consists of an alchemically-treated shield strapped to the warrior’s chest which allows increased freedom of movement. It provides +1D+1 to Strength rolls made to resist physical and energy damage to the chest only, and reduces the wearer’s Dexterity by -1 pip.

**Source:** The Dark Side Sourcebook (page 114)
**Camouflage Armor**

**Umbaran Shadowcloak**

*Type:* Camouflage cloak  
*Scale:* Character  
*Cost:* 5,000  
*Availability:* 4  
*Game Notes:* Sensors sewn into the fabric allows an Umbaran who dons the cloak to alter its coloration, allowing the wearer to blend more easily into the surroundings (+1D to *hide*). Only Umbarans can control the color-shifting property of a shadowcloak.  
*Source:* Ultimate Alien Anthology (page 176)

**Camouflage Poncho**

*Model:* A/KT Camouflage Poncho  
*Type:* Cloth fatigues  
*Cost:* 250  
*Availability:* 1  
*Game Notes:* Adds +1D to *sneak*, +2D at ranges of more than 35 meters.  

**Camouflage Fatigue**

*Model:* Typical camouflage fatigue  
*Type:* Military fatigue  
*Availability:* 3  
*Game Notes:* +2D to *sneak* in forest at ranges of 35+  
*Source:* Galaxy Guide 5: Return of the Jedi (page 62)

**Shadowsuit**

*Model:* Ayellixe/Krongbing Textiles  
*Type:* Anti-sensor suit  
*Cost:* 600  
*Availability:* 3  
*Game Notes:* Adds +2D to *sneak*.  

**Camo Armor**

*Model:* Creshaldyne Industries Scout Armor  
*Type:* Light scout armor  
*Cost:* 1,500  
*Availability:* 2  
*Game Notes:*  
*Basic Suit:* +1D physical, +2 energy for torso, arms and legs.  
*Camo Field:* +1D to difficulty of *search* or *Perception* rolls for those trying to spot the wearer if the wearer remains motionless.  

**Thermoguard Jumpsuit**

*Model:* Thermoguard Jumpsuit  
*Type:* Anti-infrared sensor suit  
*Scale:* Character  
*Cost:* 2,500  
*Availability:* 3  
*Game Notes:* This jumpsuit makes the wearer invisible to infrared detection devices, and negates the benefits of “darkvision.” Beings with normal sight or darkvision can still see the wearer, though they are subject to normal concealment penalties for darkness (if any). Beings and creatures that are blind without darkvision cannot see the wearer at all. This jumpsuit can be turned on and off, and it takes one full minute to reach the correct temperature. If turned off, its effects fade within thirty seconds. The jumpsuit uses standard power packs, and one power pack is good for two hours of use. The suit is confining, and wearers suffer a -1 penalty to *Dexterity*.  
*Source:* Gamer Magazine
Environmental Suits

Shipsuit

Model: Ayelic/Krongbing Textiles
Type: General purpose shipsuit
Cost: 200
Availability: 1
Game Notes: Multi-pocketed coverall, fireproof and electrically nonconductive.
Source: Gundark’s Fantastic Technology (page 76), Pirates & Privateers (page 47)

Body Glove

Model: Kamperdine Clothing Specialists CSC-5000
Type: Luxury temperature control suit
Cost: 700
Availability: 3
Game Notes: Upper torso to foot coverage. Normal wear adds +1 to any subsequent survival or stamina rolls in harsh environmental conditions.
Source: Galladinium’s Fantastic Technology (page 42)

All-Temperature Cloak

Type: Typical weather cloak
Scale: Character
Cost: 100
Availability: 1
Game Notes: Provides a +2 bonus to stamina checks to resist severe weather.
Source: d20 Core Rulebook (page 140)

Morseerian Environmental Suit

Model: Morseerian Environmental Suit
Type: Methane survival suit
Cost: 1,500
Availability: 3
Game Notes: In addition to creating an artificial atmosphere capable of sustaining its wearer indefinitely, the suit and mask protect the wearer against harmful gases. It continues to function even when punctured by weapons and blaster fire.
Source: Ultimate Alien Anthology (page 100)

Thinsuit

Model: Karflo Corporation Thinsuit
Type: Insulation armor
Cost: 900
Availability: 2
Game Notes: +1 against physical attacks. Provides up to 18 hours of limited protection against chemical exposure in most known atmosphere types and temperature extremes from -30 to 100 degrees. Breath mask with extended filter (lasts up to 6 hours), storage room for up to 5 more filters. Can be worn in space, providing heat and protection for nearly one hour, however it does not contain air supply.
Ooglith Cloaker

Model: Yuuzhan Vong Ooglith Cloaker
Type: Organic environment suit
Scale: Character
Cost: Not available for sale
Availability: 4, X

Game Notes: The ooglith cloaker is an organic environment suit, and is typically used in conjunction with a gnulith. It is painful to wear, inflicting 2D damage to the wearer every time it is worn. It can be released by pressing a hidden organ. Anyone unaware of this organic switch can succeed at a Difficult Knowledge check to discover it.
Source: The New Jedi Order Sourcebook (pages 22-23)

Lightweight Armor

Type: Exploration armor
Availability: 2

Game Notes: +1 to Strength to resist damage; helmet contains a breath mask with extended filter (lasts up to 6 hours) and macrobinoculars fitted into the visor; utility belt with several pouches, usually worn with an integrated version of the Multipack; camouflage adds +1D to sneak while in natural terrain.
Source: Galaxy Guide 8: Scouts (page 45)

Light Scout Armor

Model: Voyage Enterprises Scout Armor
Type: Lightweight armor suit
Cost: 700
Availability: 2

Scout Armor
**A-5 Envirosuit**

Model: Malik Technologies A-5 Envirosuit
Type: Survival suit
Cost: 1,000
Availability: 2

**Game Notes:** Provides +2 to all physical attacks; +1 to all energy attacks for torso, arms, and legs. Provides +1 to all physical attacks for head (no protection from energy attacks); -1D penalty to all Dexterity attribute and skill checks due to bulk. Provides a full, sealed environment, protecting from radiation, environmental contaminants and extreme temperatures from -60° C to 150° C. Recycled air supply lasts 6 hours and backpack batteries last 10 hours (4 hours under extreme temperatures). Helmet is equipped with spotlight.

**Source:** Goroth, Slave of the Empire (pages 84-86)

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**SeaScape Diving Suit**

Model: SeaScape Aquasuit (Hardshell model)
Type: Heavy diving suit
Scale: Character
Skill: Swimming
Cost: 400
Availability: 1 in coastal areas, 2 elsewhere

**Game Notes:** The reinforced ribbing adds 2 pips to Strength code for damage purposes only. Only reduces Dexterity codes on land. The flippers and on-board propulsion unit add +2D to the user's swimming skill and allow an underwater Move rate of 12. Air tanks contain enough air for six hours of continuous use, and ribbing plates allow dives to 200 meters. There is a comlink in the helmet with a range of two kilometers.

**Source:** The Best of the Adventure Journals – Issues 1-4 (page 67), Gundark’s Fantastic Technology (page 60)

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**Skakoan Pressure Suit**

Model: Skakoan Pressure Suit
Type: Environment suit
Scale: Character
Cost: 1,000 (light), 4,500 (medium), 11,000 (heavy)
Availability: 4 (available only on Skako or through the Techno Union)

**Game Notes:** The Skakoan designed three different types of pressure suits to protect them from the adverse effects of atmospheres other than the one found on their homeworld:
- **Light Pressure Suit:** +1D physical, +1 energy.
- **Medium Pressure Suit:** +1D+2 physical, +1D energy, -1 to Dexterity.
- **Heavy Pressure Suit:** +2D+1 physical, +1D+1 energy, -1D to Dexterity.

All Skakoan pressure suits incorporate a vocalizer that distorts the wearer’s speech patterns, making it difficult to tell one suited Skakoan from another. If an attack deals a Wounded result on a suit’s wearer, there’s a 50% that the suit will rupture, exposing its wearer to hostile atmospheric conditions. Although not designed for it, the pressure suit can protect a non-Skakoan from the harmful effects of Skako’s dense, oxygen-poor atmosphere.

**Source:** Ultimate Alien Anthology (page 143)
Versatex Survival Suit

Model: Vectac Systems Inc. Versatex Survival Suit
Type: Personal survival suit
Cost: 900, 150 (armor plates), 5 (replacement dye concentrate capsules, 5 colors available)
Availability: 2
Game Notes: Suit is waterproof and tear and pressure resistant. Micro-capillaried fabric’s insulation fluids protect the wearer from temperature extremes from as low as -30°C to as high as 100°C. Suit’s microcapillaries have a limited camouflage system. By exposing the belt color sensor to the environment’s predominant color, custom tinted dyes will be injected into the micro-capillaries, altering the suit’s color, granting a +1D bonus to sneak and hide. Helmet has a built-in comlink, breath mask and glowlamp. Optional strap-on armor provides +1D physical and +2 energy protection, retaining the same camouflage capabilities.
Source: Galladinium’s Fantastic Technology (page 57)

Spacesuits

Vacuum Ooglith

Model: Yuuzhan Vong Vacuum Ooglith
Type: Organic vacuum suit
Cost: Not available for sale
Availability: 4, X
Game Notes: The vacuum ooglith is a variant of the ooglith cloaker that works in the vacuum of space. The vacuum ooglith only protects the wearer against the rigors of space, and in no way does it provide the wearer with any oxygen supply. Typically used in conjunction with a lungworm.
Source: The New Jedi Order Sourcebook (pages 21-22)

Vacuum Suit

Model: Incom Military Vacuum Suit
Type: Personal vacuum suit
Cost: 1,100
Availability: 1
Game Notes: Incom developed this version of the military flight suit decades ago; it is in common usage throughout the galaxy. It contains 10 hours worth of atmosphere. A player character in space must make a Moderate stamina or Strength check every hour or he or she is exposed to vacuum or suffer a wound caused by the freezing cold of space.
Source: Rulebook (pages 227-228)

Tech Vacuum Suit

Model: LifeLine TechMaster II Vacuum Suit
Type: Tech vacuum suit
Cost: 1,000
Availability: 1
Game Notes: Since it’s insulated, not heated, a character in space must make a Moderate stamina or Strength roll every hour or suffer a wound caused by the freezing cold.
Source: Platt’s Smugglers Guide (pages 58-59)

Polarizing Field Insulator Suit

Model: VargeCorp Polarizing Field Insulator Suit
Type: Insulator suit
Scale: Character
Cost: 3,000
Availability: 2
Game Notes: +1 to resist damage, -2D to Dexterity. When the polarizing field is turned on it generates a 4-meter-diameter insulation field that has 8D resistance against electricity/ion energy. A generator can operate for 30 minutes on a standard power pack.
Source: Arms and Equipment Guide (page 43)

LifeLine Space Suit
**Model:** LifeLine Technologies Model 11 Space Suit  
**Type:** Personal space suit  
**Cost:** 2,200  
**Availability:** 2, F  
**Game Notes:** The LifeLine Model 11 contains a heating unit, waste recycling and onboard food supply. The suit’s power supply, atmosphere and food supply will support a character for 10 standard days. The wearer suffers a -2D to all *Dexterity* attribute and skill checks.  
**Source:** Rulebook (pages 227-228)

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**Flight Suit**

**Type:** Typical flight suit  
**Scale:** Character  
**Cost:** 250  
**Availability:** 1  
**Game Notes:** The flight suit is a one-piece coverall (plus helmet) that provides life support, protects the wearer from hostile environments, and prevents the wearer from succumbing to the adverse effects of high-velocity flying.  
**Source:** d20 Core Rulebook (page 142)

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**Padded Flight Suit**

**Type:** Typical padded flight suit  
**Scale:** Character  
**Cost:** 800  
**Availability:** 1  
**Game Notes:** Provides +1 to *Strength* to resist physical damage and additional protection against decompression, g-forces and harmful environments. Comes with a matching helmet and gloves that seal around the wearer and provide up to 10 hours of life support in a hostile environment. It grants a +2 bonus to *stamina* to resist cold temperatures.  
**Source:** d20 Core Rulebook (page 139)

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**Armored Flight Suit**

**Model:** Corellian TX-3  
**Type:** Armored flight suit  
**Scale:** Character  
**Cost:** 4,000  
**Availability:** 2  
**Game Notes:** Provides +2 to *Strength* to resist damage and additional protection against vacuum for limited periods. It grants a +1D+1 bonus to *stamina* to resist cold temperatures.  
**Source:** d20 Core Rulebook (page 138)

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**Flitter Vacuum Suit**

**Model:** Regallis Engineering Flitter Suit  
**Type:** Tech rocket pack vacuum suit  
**Skill:** Rocket pack operation  
**Cost:** 1,500  
**Availability:** 2  
**Game Notes:** The suit’s reinforced fabric and durable construction provides +2 bonus when resisting physical attacks. Unless a character in space executes a “heater burn”, she must make a Moderate *stamina* or *Strength* check every hour or suffer a wound caused by the freezing cold.  
**Source:** Platt’s Smugglers Guide (page 59)

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**Vagabond Suit**

**Model:** Customized Vagabond Space Suit  
**Type:** Deep space powersuit  
**Scale:** Character  
**Skill:** Powersuit operation  
**Cost:** 2,500  
**Availability:** 3  
**Game Notes:** Add +2D to *sensors* and *communications* rolls while suit is used independent of a base ship. Add +1D if linked to base ship. The suit’s armor provides +2D against physical attacks. Booster jets provide a top speed equivalent of Space 1 with a maneuverability of 1D. The on-board sensor array has the following specifications:  
*Passive:* 3/0D  
*Scan:* 6/0D  
*Search:* 9/1D  
*Focus:* 1/2D  
**Source:** Gundark’s Fantastic Technology (page 62)
**Bulk Exploratory Armor**

Type: Exploration armor  
Availability: 3  
Game Notes: +1D to resist damage, -1D to Dexterity. Sealed environment stands up to the harshest weather or atmospheres. Rebreather and oxygen cylinders. Removable weight boots with magnetic soles. Small tool and utility belt. Helmet is equipped with comlink and overhead flashlight.  
Source: Galaxy Guide 8: Scouts (page 45)

**Space Suit**

Type: Typical space suit  
Scale: Character  
Game Notes: +1D to resist damage, -1D to Dexterity and related skills. Helmet has voice-activated comlink. Atmosphere pack can keep the user comfortably supplied with oxygen for six hours of vigorous activity. Fine manipulation is not possible with the heavy gloves. Normal blasters can’t be used, unless modifications involving the removal of trigger guards and addition of trigger extensions are made (an Easy blaster repair task that takes one hour). Characters firing jury-rigged weapons reduce their blaster skill by 1D.  
Source: The Abduction of Crying Dawn Singer (page 28)

**Armored Vacuum Suit**

Model: Corellian Technologies Boarding Armor  
Type: Armored vacuum suit  
Cost: 4,000 credits  
Availability: 2, R  
Game Notes:  
Armor: +1D versus physical and energy attacks.  
Vacuum: Holds 10 hours of atmosphere; user must make Moderate stamina check every hour exposed to space or suffer a wound.  
Source: Gundark’s Fantastic Technology (pages 48-49), Pirates & Privateers (page 45)

**Wrokix Works Armored Spacesuit**

Model: Wrokix Works Deluxe Boarding Armor  
Type: Armored spacesuit  
Scale: Character  
Cost: 8,500  
Availability: 2  
Game Notes: Body: space helmet and body armor +1D from all energy attacks, +2D from all physical attacks, -1D from Dexterity attribute and skills. Has life support for five hours and internal gyro stabilizer adding +1D to Dexterity for zero gravity situations.
**Merr-Sonn Armored Spacesuit**

**Model:** Merr-Sonn Weapons

**Type:** Armored space suit

**Cost:** 10,000

**Availability:** 2, X

**Game Notes:**

*Armor:* Provides +2D versus energy, +1D versus physical damage; -1D from *Dexterity* and related skills. Holds 25 hours of atmosphere.

*Rocket Pack:* Suit includes a rocket pack; Space Move: 1, uses *rocket pack operation*.

**Source:** Gundark's Fantastic Technology (page 63), Han Solo and the Corporate Sector Sourcebook (page 122)

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**Heavy Radiation Powersuit**

**Model:** Nova-Tech HR-211 Powersuit

**Type:** High radiation powersuit

**Scale:** Character

**Skill:** Powersuit operation

**Cost:** 3,000

**Availability:** 2

**Game Notes:**

*Armor:* Provides +2D physical and energy, -1D to *Dexterity* and related skills. Move: 3 (in gravity).

*Booster Jets:* Detachable booster jets have fuel for 10 bursts, with a speed of Space 1 and 1D maneuverability.

*Sensors:* The suit is equipped with a sensor pod with a maximum range of 100 meters; add +1D to the operator’s *sensors* skill.

*Equipment:* Helmet-mounted comlink, 12 hours of oxygen, 6-hour power supply, utility pouches, 50 meter lifeline, shoulder-mounted beam light, fusion cutter (5D), and magnetic traction boots.

**Source:** Gundark’s Fantastic Technology (page 55), Operation: Elrood (pages 106-107)

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**Nova-Tech Powersuit**

**Model:** Nova-tech Powersuit

**Type:** Space powersuit

**Scale:** Character

**Skill:** Powersuit operation

**Cost:** 1,000

**Availability:** 2

**Game Notes:**

*Armor:* Suit provides +2D energy, +3D physical; maneuverability 1D, space 1.

*Weapon:* Blaster cannon (fire control 1D, damage 5D)

**Source:** Gundark's Fantastic Technology (page 59)
EVA Vacuum Pod

Model: Regallis Engineering EVA Vacuum Pod
Type: Droid-monitored space pod
Skill: Powersuit operation: repair pod
Crew: 1
Cover: Full
Cost: 15,000
Maneuverability: 1D
Move: 55; 160 kmh
Body Strength: 4D
Game Notes: Life support system capable of functioning for 2 hours. Has full comlink system and a number of attachments for the two forward arms, plus exterior “storage pouch” of additional attachments. An annual maintenance overhaul of each pod (Easy powersuit repair total) is required.
Source: Galladinium’s Fantastic Technology (page 54), Arms and Equipment Guide (page 45)

Combat Armor

Primitive Armor

Type: Leather and hide armor
Scale: Character
Cost: 150
Availability: 2
Game Notes: +1 to resist physical attacks.
Source: Ultimate Adversaries (page 155)

Shockball Uniform

Type: Standard shockball uniform
Availability: 1
Game Notes: Padding provides +2 to Strength to resist physical damage, helmet provides +1. Insulated mit, scoop.
Source: Cracken’s Rebel Operatives (page 77)

Twi’lek Antistun Suit

Type: Antistun suit
Scale: Character
Cost: 1,000
Availability: 3
Game Notes: This grey mesh uniform grants a +1D bonus to Strength to resist stun attacks.
Source: Ultimate Alien Anthology (page 172)
**Reflect Body Glove**

**Model:** Syncronics ENVC-370 Glove  
**Type:** Protective energy-displacement suit  
**Cost:** 4,000  
**Availability:** 3, X  
**Game Notes:** This suit adds +1D to a character’s **Strength** when resisting damage from blaster attacks as long as the person hit was at the weapon’s medium or long range (blaster bolts disperse slightly over distance, and the minor dispersal at medium and long range makes blaster bolts much easier for the suit to affect). The suit can absorb five blasts before being destroyed. If the wearer of the suit is wounded (or worse) as the result of an energy blast, the suit is also destroyed.  
**Source:** Galaxy Guide 10: Bounty Hunters (page 88), Gundark’s Fantastic Technology (page 59)

**Combat Jumpsuit**

**Model:** A/KT Tuff1 Combat Jumpsuit  
**Type:** Light combat armor  
**Cost:** 500  
**Availability:** 2  
**Game Notes:** Provides +1D physical, +2 energy protection.  
**Source:** Galladinium’s Fantastic Technology (page 80), Rules of Engagement – The Rebel SpecForce Handbook (page 33), Arms and Equipment Guide (page 41)

**Link Armor**

**Model:** ProTech SupraLink  
**Type:** Link armor  
**Scale:** Character  
**Cost:** 500  
**Availability:** 1  
**Game Notes:** Head, torso, arms, legs: +1D to all physical (non-energy) attacks; +2 to all energy attacks; -1D penalty to all **Dexterity** attribute and skill checks.  
**Possible Modifications:** Character may opt to create twin-layer link armor by weaving two suits (one slightly larger than the other) together. The modification changes the armor’s statistics to the following: +1D+2 to all physical attacks; +1D to all energy attacks; -2D to all **Dexterity** attribute and skill checks. The alteration requires a Difficult armor repair roll, 550 credits, and one week of work.  
**Source:** Gundark’s Fantastic Technology (page 57), Tales of the Jedi Companion (page 124)

**Glistaweb**

**Model:** Glistaweb  
**Type:** Yuuzhan Vong personal armor  
**Scale:** Character  
**Cost:** Not available for sale  
**Availability:** 4, X  
**Game Notes:** A robe of shimmering cloth that acts as armor. Grants a +1 pip bonus to **Strength** rolls to resist physical damage, +1D+1 bonus to **Strength** rolls to resist energy damage, and -1 pips to the wearer’s **Dexterity** score.  
**Source:** The New Jedi Order Sourcebook (page 22), Ultimate Alien Anthology (pages 192-193)

**Blast-Dampening Armor**

**Model:** Creshaldyne Industries Blast-Dampening Armor  
**Type:** Personal armor  
**Scale:** Character  
**Cost:** 6,000  
**Availability:** 2  
**Game Notes:** +1D+1 energy, +1 physical.  
**Source:** Arms and Equipment Guide (page 43)
Flex-Armor

Model: Drolan Plasteel TYI Flex-Armor
Type: Personal armor
Scale: Character
Cost: 2,000
Availability: 3

Game Notes: Head, torso, arms, legs: +1D to all physical and energy attacks; -1D penalty to all Dexterity attribute and skill checks.

Possible Modifications: Flex-armor can be reinforced with steel wire mesh, thereby increasing its protection to +2D against physical strikes. Defense against energy attacks, however, is forfeited in the process. This alteration requires a Moderate armor repair roll and one day of time.

Source: Gundark’s Fantastic Technology (page 54), Tales of the Jedi Companion (page 124)

Arelik Armor

Model: Stock Arelik Armor
Type: Personal battle armor
Cost: Not available for sale
Availability: 4, X

Game Notes:

Armor: provides +2D to Strength for physical attacks, +1D for energy attacks; -1D to Dexterity and related skills. Covers head, torso and arms.

Sensor Pod: +1D to search.
Infrared Sensor: Adds +1D to Perception in darkness.

Environmental Filter: Helmet filter system can prevent harmful molecules from entering the lungs.

Source: Gundark’s Fantastic Technology (page 48)

Castaan Staad Armor

Model: Castaan Staad Armor
Type: Custom-designed Twi'lek warrior armor
Cost: 750
Availability: 3

Game Notes: +1D to physical and +1D to energy, covers torso.

Source: Gundark’s Fantastic Technology (page 50)

Electromesh Armor

Model: Nagai Electromesh Armor
Type: Powered armor
Scale: Character
Cost: 12,000
Availability: 4 (available only on Nagi)

Game Notes: +1D+2 energy, +1D physical, -1 to Dexterity and related skills. The lightweight, glossy-black, form-fitting suit incorporates an electrical field designed to absorb damage from energy weapons.

Source: Ultimate Alien Anthology (page 104)

Fenelar Armor

Model: Fenelar Armor
Type: Antique body armor
Scale: Character
Cost: 55,000 credits
Availability: 4, X

Game Notes: +2D to Strength rolls to resist damage from physical attacks, +1D from energy attacks. Dexterity is reduced by -1D. The armor’s helmet contains motion and sound sensors (+1D bonus to all search skill rolls), a comlink, and an infrared imaging system (allows the user to see in the dark up to 30 meters). The forearm bracers contain concealed combat knives (Difficulty: Easy, Damage: STR+1D). Due to the armor’s overall design, anyone wearing it gains a +1D bonus to all intimidation skill rolls.

Source: Gamer Magazine

Corellian 611 Combat Armor

Model: Corellian 611 Combat Armor
Type: Personal battle armor
Cost: 5,000
Availability: 3, F

Game Notes: provides +2D to Strength for physical attacks, +1D for energy attacks. Add +10 to the difficulty number of any swimming rolls made while wearing this armor.

Source: Gundark’s Fantastic Technology (pages 50-51), Adventure Journal 3 (page 243)

Cresh Luck Armor

Model: Modified Creshaldyne Industries Riot Armor
Type: Personal battle armor
Cost: 500
Availability: 2

Game Effects:

Basic Suit: +2D physical; +1D energy for torso (front and back) and legs (front)
Infrared Motion Sensor Array: Has a range of 30 meters. An alarm is triggered when any mass over 10 kilograms is detected traveling in excess of 1 meter per second (this alarm can be audio or be run into a blast helmet for interior audio or visual).

Source: Galaxy Guide 10: Bounty Hunters (page 87), Gundark’s Fantastic Technology (page 50)

Ubese Raider Armor

Model: Stock Ubese Raider Armor
Type: Battle armor
Cost: 1,000
Availability: 3

Game Notes:

Basic Suit: +2D to Strength for physical attacks, +1D for energy attacks. Covers torso and head only. No Dexterity penalties.
Sealed Enviro-Filter: Filter system maintains Type II
atmospheres within helmet, and filters out harmful molecules and odors. 

**Flash Guard Visor:** Nullifies all stun damage from visual sources (for instance, flash canisters or grenades).  

**Source:** Gundark’s Fantastic Technology (pages 61-62), Alien Anthology (page 110), Ultimate Alien Anthology (page 174)

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**Gladiator Armor**

**Model:** Min-Dal JX4 Gladiator Prototype  
**Type:** Personal battle armor  
**Cost:** Not available for sale  
**Availability:** 4, X  

**Game Notes:**  
*Armor:* provides +2D to *Strength* for physical attacks, +1D for energy attacks. Covers head, torso and arms. No *Dexterity* penalties.  
*Conner Net Gun:* Stun damage, damage 5D if electrical charge is released, uses *missile weapons* skill, ranges: 3-10/19/25, mounted on left forearm armor.  
*Vibro-Shiv:* STR+1D damage, retracts into right gauntlet.  
*Jet Pack:* Has Move of 100 meters horizontally, 70 meters vertically. Uses *jet pack operation* skill, base difficulty is Easy, modified by obstacles. Has 10 charges, can expend up to two per round.  

**Source:** Gundark’s Fantastic Technology (pages 54-55)

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**Coynite Battle Armor**

**Model:** Ekkar Arms Coynite Battle Armor  
**Type:** Coynite personal battle armor  
**Cost:** 150  
**Availability:** 3  

**Game Notes:**  
*Armor:* Add +2D protection from all physical and energy attacks. All *Dexterity* skills are penalized -1D.  

**Source:** Gundark’s Fantastic Technology (page 51), Planets Collection (page 141)

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**Stalker Armor**

**Model:** Salus Corp Stalker Armor  
**Type:** Personal body armor  
**Cost:** 8,000  
**Availability:** 3, R  

**Game Notes:**  
*Armor:* Provides +2D to *Strength* for physical attacks, +2D to energy attacks; -2D to *Dexterity* and related skills. Covers head, torso, arms and legs.  
*Heaviness:* Due to this suit’s weight, the skills *hide, sneak* and *swimming* cannot be used while wearing this armor.  
*Tangle Gun:* 4D stun damage, uses *missile weapons* skill, ranges: 3-10/30/60, mounted on right arm.  
*Duo-Flechette Rifle:* 5D damage, uses *armor weapons* skill, ranges: 3-10/30/60, mounted on right forearm armor.  
*Retractable Claws:* STR+2D damage, concealed in right gauntlet.  
*Sensors:* A sensor pod and targeting computer provides +1D to *search*, and +1D to weapons skill rolls.  

**Source:** Gundark’s Fantastic Technology (pages 60-61)
**M’uuhk’gfa Battle Plate**

Model: Gamorrean M’uuhk’gfa Battle Plate
Type: Gamorrean armor
Scale: Character
Cost: 8,000 (2,000 on Gamorr or Pzob)
Availability: 3
Game Notes: +3D physical, +1D energy, -1D+2 Dexterity.
A m’uuhk’gfa consists of metal plates bound by thick leather straps. A high, segmented collar protects the neck, thick plates surround the torso, while the heaviest plates adorn the shoulders. Thinner sheets are strapped to the arms, and a heavy helmet, usually bearing oversized prongs that sheath the wearer’s own horns, complete the set. Armor takes 4 rounds to put on and 2 rounds to remove (double that time if the wearer does not have assistance).
Source: Ultimate Alien Anthology (page 62)

**A3AA Personal Defense Module**

Model: Corellian Technologies A3AA
Type: Personal defense system
Ammo: 3
Cost: 8,500 (often much more on the black market)
Availability: 4, X
Game Notes: Generally available only to Imperial hunters. Micro-nozzle spray system generates a five meter diameter cloud that disperses charged energy beams. The cloud reduces the damage of all blaster bolts by -2D. Dependant on prevailing wind conditions, once triggered, the dissipation field remains in effect upwards of four minutes. Optional adjustment generates a continuous 30 degree forward-facing cone of dispersal, for rapid forward movement. The suit itself provides +2D physical, +1D energy protection, but also reduces Dexterity and related actions by -1D.
Source: Galaxy Guide 10: Bounty Hunters (page 87), Gundark’s Fantastic Technology (page 48)

**“Nullifier” Energy Diffusion Armor**

Model: Unknown
Type: Energy diffusion armor
Scale: Character
Cost: Not available for sale
Availability: X (item is believed to be unique)
Game Notes: This ancient suit of powered armor consists of black, carapace-like plates, full cover helmet, and tactile gloves. When activated, the armor emits a powerful force field (5D to resist energy attacks; acts as cover) which is capable of nullifying nearly all energy attacks.
Source: Wretched Hives of Scum and Villainy (page 84)

**Warrior’s Armor**

Model: Warrior’s Vonduun Crab Armor
Type: Yuuzhan Vong personal armor
Scale: Character
Cost: Not available for sale

**Subaltern’s Armor**

Model: Subaltern’s Vonduun Crab Armor
Type: Yuuzhan Vong personal armor
Scale: Character
Cost: Not available for sale
Subcommander’s Armor
Model: Sub-Commander’s Vonduun Crab Armor
Type: Yuuzhan Vong personal armor
Scale: Character
Cost: Not available for sale
Availability: 4, X
Game Notes: Grants a +2D bonus to Strength rolls to resist all forms of damage, but reduces the wearer’s Dexterity score by –1D.
Source: The New Jedi Order Sourcebook (pages 21-22)

Commander’s Armor
Model: Commander’s Vonduun Crab Armor
Type: Yuuzhan Vong personal armor
Scale: Character
Cost: Not available for sale
Availability: 4, X
Game Notes: Grants a +2D+1 bonus to Strength rolls to resist all forms of damage, but reduces the wearer’s Dexterity score by –2 pips.
Source: The New Jedi Order Sourcebook (pages 21-22)

Supreme Commander’s Armor
Model: Supreme Commander’s Vonduun Crab Armor
Type: Yuuzhan Vong personal armor
Scale: Character
Cost: Not available for sale
Availability: 4, X
Game Notes: Grants a +2D+2 bonus to Strength rolls to resist all forms of damage, but reduces the wearer’s Dexterity score by –2 pips.
Source: The New Jedi Order Sourcebook (pages 21-22)

Warmaster’s Armor
Model: Warmaster’s Vonduun Crab Armor
Type: Yuuzhan Vong personal armor
Scale: Character
Cost: Not available for sale
Availability: 4, X
Game Notes: Grants a +3D bonus to Strength rolls to resist all forms of damage, but reduces the wearer’s Dexterity score by –2 pips.
Source: The New Jedi Order Sourcebook (pages 21-22)

Dead Armor
Model: Dead Vonduun Crab Armor
Type: Yuuzhan Vong personal armor
Scale: Character
Cost: Not available for sale
Availability: 4, X
Game Notes: Apply the following modifiers to any suit of Vonduun crab armor that has died: -1 pip to the armor’s bonus to Strength rolls made to resist damage, and -2 pips to Dexterity.
Source: The New Jedi Order Sourcebook (page 22)

Dark Combat Jumpsuit
Model: Dark Combat Jumpsuit
Type: Dark armor
Scale: Character
Cost: 16,500 & 1 Force Point
Availability: 4, X
Game Notes: A heavily-padded jumpsuit that incorporates Cortosis weave, a material that deactivates any lightsaber that damages the wearer. Grants +1D+2 to Strength rolls made to resist physical and energy damage. This armor also grants its wearer +1D to Perception or Control rolls made to resist the use of Projective and Receptive Telepathy, and increases the difficulty of Life Detection and Life Sense used against the wearer by +3.
Source: The Dark Side Sourcebook (page 61)

Dark Padded Battle Armor
Model: Dark Padded Battle Armor
Type: Dark armor
Scale: Character
Cost: 12,000 & 1 Force Point
Availability: 4, X
Game Notes: This armor provides the wearer with +2D to Strength rolls made to resist physical and energy damage. The armor is also imbued with Dark Side energy, granting the wearer a +1D bonus on rolls made to resist light side Force powers, or any Force power augmented by a light side Force Point.
Source: The Dark Side Sourcebook (page 61)

Dark Heavy Battle Armor
Model: Dark Heavy Battle Armor
Type: Dark armor
Scale: Character
Cost: 37,000 & 2 Force Points
Availability: 4, X
Game Notes: This heavily-plated armor conveys +3D to Strength rolls made to resist physical and energy damage. It is imbued with Dark Side stealth to keep the wearer hidden (+1D bonus to Perception or Control rolls made to resist the use of Projective and Receptive Telepathy, and increases the difficulty of Life Detection and Life Sense against the wearer by +3) and increases Strength (+2 pips to the wearer’s Strength when making skill or attribute rolls, or when rolling melee damage).
Source: The Dark Side Sourcebook (page 61)
**Orbalisk Armor**

**Type:** Parasite armor  
**Scale:** Character  
**Cost:** Not for sale  
**Availability:** 4  
**Game Notes:** Orbalisk infestation will cover a small host in 13 days, a medium host in 17 days, and a large host in 21 days. The biochemical reaction created by the mixture of Dark Side energy and orbalisk venom can be reflected in a Strength increase of +1 pips for every 20% of coverage. Additionally, characters who are host to orbalisks can make natural healing rolls twice as often for every 20% of coverage (see below).

<table>
<thead>
<tr>
<th>Orbalisk Coverage/Healing Rates</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wound Level</td>
</tr>
<tr>
<td>None</td>
</tr>
<tr>
<td>Wounded Once/Twice</td>
</tr>
<tr>
<td>In-capacitated</td>
</tr>
<tr>
<td>Mortal Wounded</td>
</tr>
<tr>
<td>20%</td>
</tr>
<tr>
<td>40%</td>
</tr>
<tr>
<td>60%</td>
</tr>
<tr>
<td>80%</td>
</tr>
<tr>
<td>100%</td>
</tr>
</tbody>
</table>

The armor bonus granted by orbalisks depends on the degree of coverage they have on the host.

<table>
<thead>
<tr>
<th>% of Coverage</th>
<th>Bonus</th>
<th>vs. Lightsaber</th>
<th>Dexterity Penalty</th>
<th>Move Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>10%</td>
<td>+1 pip</td>
<td>-1 pips</td>
<td>-0</td>
<td>-0</td>
</tr>
<tr>
<td>20%</td>
<td>+2 pips</td>
<td>+1D+2</td>
<td>-2 pips</td>
<td>-0</td>
</tr>
<tr>
<td>30%</td>
<td>+1D</td>
<td>-2 pip</td>
<td>-2</td>
<td>-0</td>
</tr>
<tr>
<td>40%</td>
<td>+1D+1</td>
<td>+2D+2</td>
<td>-1D+1</td>
<td>-2</td>
</tr>
<tr>
<td>50%</td>
<td>+2D</td>
<td>-1D+1</td>
<td>-2</td>
<td>-0</td>
</tr>
<tr>
<td>60%</td>
<td>+2D+1</td>
<td>+3D+1</td>
<td>-2</td>
<td>-2</td>
</tr>
<tr>
<td>70%</td>
<td>+2D+2</td>
<td>+4D+2</td>
<td>-2D</td>
<td>-4</td>
</tr>
<tr>
<td>80%</td>
<td>+3D</td>
<td>+5D+2</td>
<td>-2D</td>
<td>-4</td>
</tr>
<tr>
<td>90%</td>
<td>+3D</td>
<td>+6D</td>
<td>-2D</td>
<td>-4</td>
</tr>
<tr>
<td>100%</td>
<td>+3D</td>
<td>+6D+2</td>
<td>-2D+2</td>
<td>-8</td>
</tr>
</tbody>
</table>

**Source:** The Dark Side Sourcebook (pages 67-68)

---

**Powersuits**

**Galax Systems Powersuit**

**Model:** Galax Systems Powersuit  
**Type:** Powersuit  
**Skill:** Powersuit operation  
**Game Notes:** Adds +3D to lifting skill, and subtracts -1D from all Dexterity skills, but provides no protection from damage.  
**Source:** Cracken’s Rebel Field Guide (page 54)

---

**Servo-Lifter**

**Model:** Galax Systems Powersuit  
**Type:** Powersuit  
**Skill:** Powersuit operation  
**Game Notes:** Adds +3D to lifting skill, and subtracts -1D from all Dexterity skills, but provides no protection from damage.  
**Source:** Cracken’s Rebel Field Guide (page 54)
Model: Verekil Servo-Lifter V-2z
Type: Servo-enhanced exo-skeleton
Scale: Character
Length: 3 meters tall
Skill: Powersuit operation: servo-lifter
Crew: 1
Cost: 10,000 (new); 7,000 (used)
Availability: 3
Maneuverability: 1D
Move: 30; 90 kmh
Body Strength: 2D
Game Notes: Can lift up to 1.5 metric tons.
Source: Galladinium’s Fantastic Technology (page 57), Platt’s Smugglers Guide (page 50)

Corellian Powersuit
Model: Corellian powersuit
Type: Powersuit body armor
Scale: Character
Skill: Powersuit operation
Cost: 10,000
Availability: 2, R
Game Notes: +1D+2 physical, +1D energy, -1D Dexterity and related attributes. Servos in the armor provide +1D Strength bonus for lifting skill rolls and melee and brawling damage. If the wearer can’t make an Easy powersuit operation roll, or if the armor is disabled or out of power, this bonus doesn’t apply and the wearer suffers a further -1D penalty to Strength and Dexterity.
Source: d20 Core Rulebook (page 139)

Bounty Hunter Armor
Model: Corellian PowerSuit
Type: Bounty hunter armor
Scale: Character
Skill: Powersuit operation
Cost: 10,000
Availability: 2, R
Game Notes: +1D+2 physical, +1D energy, -1D Dexterity and related attributes. Servos in the armor provide +1D Strength bonus for lifting skill rolls and melee and brawling damage. If the wearer can’t make an Easy powersuit operation roll, or if the armor is disabled or out of power, this bonus doesn’t apply and the wearer suffers a further -1D penalty to Strength and Dexterity.
Source: Rulebook (page 234)

Corellian HuntSuit
Model: Corellian HUnSuit
Type: Personal battle armor
Cost: 2,900
Availability: 3, R
Game Effects:
Basic Suit: +2D physical; +1D energy for entire body; -1D to Dexterity and related skills.
Power Suit: +1D to lifting skill.
Sensor Pod: +1D to all search attempts made within 50 meters.
Source: Galaxy Guide 10: Bounty Hunters (page 87), Gundark’s Fantastic Technology (page 51)

Smasher Armor
Model: Modified Locris Syndicates personal Protection Suit
Type: Personal battle armor
Cost: 1,250
Availability: 3
Game Effects:
Servo Enhancers: +2D to brawling, climbing/jumping, lifting, and damage in Strength-related attacks.
Source: Galaxy Guide 10: Bounty Hunters (page 87), Gundark’s Fantastic Technology (page 60)

Charon Battle Armor
Type: Charoon battle armor suit
Scale: Character
Skill: Powersuit operation
Cost: Not available for sale
Availability: 4

Game Notes: Armor has Dexterity 4D+1, dodge 4D+2, plasma cannon 4D+2, Strength 5D, brawling 5D+2, climbing/jumping 5D+1 and lifting 6D. Armor can make no more than two attacks per round. Plasma cannon does 4D+1 damage, armor claws do 6D damage. Charon biosensing technology allows the battle armor to automatically acquire targets which are obscured by the environment, and to make a free 6D search roll against any hiding or sneaking character. Humanoids must make a Moderate Dexterity roll to twist into the battle armor and a Difficult powersuit operation roll to operate the suit. They also have +2 added to all difficulties numbers when using the suit to perform an action. A Moderate stamina roll must be made every 15 minutes, failure indicating exhaustion and heat prostration. Subtract 1D from all skills and attributes until the character has at least an hour’s rest.

Source: Otherspace (page 29), Otherspace II (page 23)

### AV-1 Power Armor

#### Damage Chart

<table>
<thead>
<tr>
<th>Lightly Damaged Armor</th>
<th>Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>-1D from Strength enhancements</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>-5 from Move of repulsorlift engine</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>On board weapon hit and destroyed</td>
<td></td>
</tr>
<tr>
<td>4-6</td>
<td>Armor loses one pip of its effectiveness</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Heavily Damaged Armor</th>
<th>Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Power loss for 1D rounds</td>
<td></td>
</tr>
<tr>
<td>2-3</td>
<td>-2D from Strength enhancements</td>
<td></td>
</tr>
<tr>
<td>4-5</td>
<td>-2D to Dexterity and all related skills</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Armor loses -1D of its effectiveness</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Severely Damaged Armor</th>
<th>Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Power loss for 2D rounds</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Power overload or power generator destroyed; wearer suffers 5D damage in explosion</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Overloaded power generator will explode in 1D rounds</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>All weapons disabled</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Armor loses all protection bonus at location of hit (head, torso, arm, leg)</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Armor toppled in assault, all power lost, suit non-functional</td>
<td></td>
</tr>
</tbody>
</table>

### AV-1S (Scout)

Model: GTU AV-1S Armor
Type: Powersuit
Skill: Powersuit operation
Cost: 7,500
Availability: 3, F

Game Effect:
* Basic Suit: +1D energy, +1D+1 physical protection, -1D Dexterity and all related skills.
* Enhanced Strength: +1D to Strength for all skills, including melee and unarmed combat damage.

Repulsorlift Engine: Move of 20, flight ceiling of 100 meters. Maneuver rolls are made with the powersuit operation skill.

Infrared Imaging Module: Ranged up to 200 meters, allows vision based on heat.

Starlight Imaging: Magnifies available light for excellent low-light vision (no penalties for darkness except in absolute darkness, but sudden flashes of light can cause 4D stun damage if the user does not make a Moderate Perception roll to close his or her eyes in time).

Power Lamp: 100 meter range.

Multi-channel Comm Unit: Includes comlink encoder, ranged up to 50 kilometers, and external amplifier.

Macrobinoculars: Standard rules as for macrobinoculars.

5 Sureseal Patches: Automatic patches against suit leaks.

Bio-Readout: Informs wearer of his/her physical condition.

Environment Scanner: Scans air for breathability and toxins and detects harmful radiation.

Game Notes: Can operate for 36 hours without replenishing supplies and takes 5 minutes to put on.

Source: Galladinium’s Fantastic Technology (pages 80-81), Arms and Equipment Guide (pages 44-45)

### AV-1C (Combat)

Model: GTU AV-1C Power Suit
Type: Powersuit
Skill: Powersuit operation
Cost: 12,000
Availability: 4, X

Game Effect:
* Battle Suit: +2D physical and energy, -1D to Dexterity and all related skills.

Strength Enhancement: +2D to Strength and related skills, but any failed Strength or related roll strips the servos, causing a full malfunction of the suit for 1D rounds; also roll 1D, if the result is 1-2, the wearer suffers 4D stun damage from arcing electricity.

Repulsorlift Engine: Move of 20, flight ceiling of 100 meters. Maneuver rolls are made with the powersuit operation skill.

Infrared Imaging Module: Ranged up to 200 meters, allows vision based on heat.

Starlight Imaging: Magnifies available light for excellent low-light vision (no penalties for darkness except in absolute darkness, but sudden flashes of light can cause 4D stun damage if the user does not make a Moderate Perception roll to close his or her eyes in time).
roll to close his or her eyes in time).

**Power Lamp:** 100 meter range.

**Multi-channel Comm Unit:** Includes comlink encoder, ranged up to 50 kilometers, and external amplifier.

**Macrobinoculars:** Standard rules as for macrobinoculars.

**5 Sureseal Patches:** Automatic patches against suit leaks.

**Bio-Readout:** Informs wearer of his/her physical condition.

**WITS:** Allows the wearer to link two weapons into the suit’s battle computer, getting +1D+2 to hit for each weapon.

**Integrated Medpac System:** Has first aid skill at 4D.

**Rocket Ejection System:** Ejects occupant if suit suffers heavy damage on a roll of 1-2 on 1D.

**Game Notes:** Can operate for 12 hours without replenishing supplies and takes 15 minutes to put on.

**Source:** Galladinium’s Fantastic Technology (page 81), Arms and Equipment Guide (pages 43-44)

---

**Telgorn Corp. Mark II Powersuit**

**Model:** Telgorn Corp. Mark II Powersuit

**Type:** High pressure power armor

**Scale:** Character

**Skill:** Powersuit operation: Mark VI

**Crew:** 1

**Cover:** Full

**Cargo Capacity:** 10 kilograms

**Consumables:** 2 days

**Cost:** 30,000

**Availability:** 2, F

**Maneuverability:** 1D

**Atmosphere:** 21; 60 kmh

**Body:** 4D

**Weapons:**

- **Cutting Laser**
  - **Fire arc:** Front or right (mounted on arm)
  - **Skill:** Vehicle blasters
  - **Fire Control:** 2D
  - **Range:** 1 meter
  - **Damage:** 4D

- **Blaster Cannon**
  - **Fire arc:** Front
  - **Skill:** Vehicle blasters
  - **Fire Control:** 1D
  - **Range:** 3-25/50/100
  - **Damage:** 5D

- **Mini-Proton Torpedoes**
  - **Fire arc:** Front
  - **Skill:** Missile weapons
  - **Fire Control:** 1D
  - **Range:** 3-5/10/20
  - **Damage:** 6D

**Source:** Supernova (page 78)

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**Telgorn Corp. Mark III Powersuit**

**Model:** Telgorn Corp. Mark III Powersuit

**Type:** High pressure power armor

**Scale:** Character

**Skill:** Powersuit operation: Mark VI

**Crew:** 1

**Cover:** Full

**Cargo Capacity:** 10 kilograms

**Consumables:** 2 days

**Cost:** 30,000

**Availability:** 2, F

**Maneuverability:** 1D

**Atmosphere:** 21; 60 kmh

**Body:** 5D

**Weapons:**

- **Blaster Cannon**
  - **Fire arc:** Front
  - **Skill:** Vehicle blasters
  - **Fire Control:** 1D
  - **Range:** 3-25/50/100
  - **Damage:** 5D

- **Mini-Proton Torpedoes**
  - **Fire arc:** Front
  - **Skill:** Missile weapons
  - **Fire Control:** 1D
  - **Range:** 3-5/10/20
  - **Damage:** 6D

**Source:** Supernova (page 78)
**Telgorn Corp. Mark IV Powersuit**

- **Model:** Telgorn Corp. Mark IV Powersuit
- **Type:** High pressure power armor
- **Scale:** Character
- **Skill:** Powersuit operation: Mark VI
- **Crew:** 1
- **Cover:** Full
- **Cargo Capacity:** 10 kilograms
- **Consumables:** 2 days
- **Cost:** 30,000
- **Availability:** 2, F
- **Maneuverability:** 1D
- **Atmosphere:** 25; 70 kmh
- **Body:** 6D
- **Weapons:** Laser Cannon
  - **Fire arc:** Front
  - **Skill:** Vehicle blasters
  - **Fire Control:** 2D
  - **Range:** 3-25/50/100
  - **Damage:** 6D
- **Game Notes:** This rapid escape version is built for speed and easy access. It is one difficulty easier to get this powersuit going rapidly.
- **Source:** Supernova (page 78)

**Malgon Armor**

- **Model:** Modified X5 Malgon Armor
- **Type:** Light power armor
- **Skill:** Powersuit operation
- **Cost:** Not available for sale
- **Availability:** 4, X
- **Game Notes:**
  - **Armor:** Provides +2D to Strength for physical attacks, +2D for energy attacks; -2D to Dexterity and related skills. Covers head, torso, arms and legs.
  - **Heaviness:** Due to the suit’s weight, the skills *hide*, *sneak* and *swimming* cannot be used while wearing this armor.
  - **Strength:** Servos in the arms and torso provide a +1D *Strength* bonus for *lifting* and melee and brawling damage.
  - **Sensors:** The helmet is equipped with a sensor pod which provides a +1D bonus to *search*.
  - **Flame Projectors:** 5D damage, uses *armor weapons* skill, creates a cone one meter wide, variable one to five meters long. One projector is mounted on each arm.
- **Source:** Gundark’s Fantastic Technology (pages 57-58)

**Telgorn Corp. Mark V Powersuit**

- **Model:** Telgorn Corp. Mark V Powersuit
- **Type:** High pressure power armor
- **Scale:** Character
- **Skill:** Powersuit operation: Mark VI
- **Crew:** 1
- **Cover:** Full
- **Cargo Capacity:** 10 kilograms
- **Consumables:** 2 days
- **Cost:** 30,000
- **Availability:** 2, F
- **Maneuverability:** 1D
- **Atmosphere:** 28; 80 kmh
- **Body:** 4D
- **Weapons:** Laser Cannon
  - **Fire arc:** Front or right (mounted on arm)
  - **Skill:** Vehicle blasters
  - **Fire Control:** 2D
  - **Range:** 3-25/50/100
  - **Damage:** 6D
- **Game Notes:** This repair model has a plethora of tools, making it the ideal choice for any maintenance function.
- **Source:** Supernova (page 78)

**Nemesis Armor**

- **Model:** Mili-Corp DZ 17X Nemesis
- **Type:** Medium power armor
- **Skill:** Powersuit operation
- **Cost:** Not available for sale
- **Availability:** 4, X
- **Game Notes:**
  - **Armor:** Provides +3D to Strength for physical attacks, +2D to energy attacks; -2D to Dexterity and related skills. Covers head, torso, arms and legs.
  - **Heaviness:** Due to the suit’s weight, the skills *hide*, *sneak* and *swimming* cannot be used while wearing this armor.
  - **Strength:** Servos in the armor provide a +1D *Strength* bonus for *lifting* skill rolls and melee and brawling damage.
  - **Speed:** Due to the bulk of the armor, the wearer’s Speed is reduced to 7.
  - **Sensors:** Provides 180-degree vision, macrobinocular vision and mini-targeting computer. Provides +2D to *Perception* and *search* rolls. Contains a multi-frequency targeting and acquisition system (MFTAS) which gives +1D to all ranged weapons skill rolls against targets at medium and long ranges.
  - **DEMP Gun:** 3D ionization damage, uses *armor weapons* skill, ranges: 3-4/8/12, mounted on left forearm armor.
  - **Light Repeating Blaster:** 6D damage, uses *armor weapons* skill, ranges: 3-50/120/300, mounted on right forearm armor.
- **Body Glove:** A climate-controlled body glove incorporates additional heating and cooling elements to allow comfortable operation in moderately hot and extremely cold climates.
- **Source:** Gundark’s Fantastic Technology (pages 58-59)
Krail 210 Personal Armor

**Model:** Modified Krail Armory Model 210 Personal Armor  
**Type:** Modified personal battle armor  
**Skill:** Powersuit operation: Krail 210 armor  
**Cost:** (with all modifications) 26,000  
**Availability:** Basic suit is “X” on most planets; modified suit is unique  

**Game Effect:**
- **Basic Suit:** +2D to *Strength* for energy attacks, -1D to *Dexterity* and related skills. Suit has a Move of 16, with movement rolled on *powersuit operation* skill  
- **Power Suit:** +1D to lifting.  
- **Sensor Pod:** +1D to search.  
- **Integral Internal Line Slinger:** 20-meter range. Can attach to grappling or magnetic hooks. Uses *missile weapons* skill.  
- **Jet Pack:** Has a Move of 100 meters horizontally, 70 meters vertically. Uses *jet pack operation* skill, base difficulty is Ease, modified by obstacles. Has 20 charges, can expend up to two per round.  
- **Winch:** Capable of lifting 100 kg  
- **Internal Dual Force Blades:** STR+3D damage, Moderate melee combat difficulty.  
- **Sealed Enviro Filter:** Filter system can block out harmful molecules, or in case of insufficient or deadly atmosphere, the suit can completely seal, drawing upon a two-hour internal supply of oxygen.  

**Source:** Galaxy Guide 9: Fragments from the Rim (page 31)

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Dragon Armor

**Model:** SoroSuub NLZ5-11 Dragon  
**Type:** Medium power armor  
**Skill:** Powersuit operation  
**Cost:** Not available for sale  
**Availability:** 4, X  

**Game Notes:**
- **Armor:** +3D to *Strength* for physical attacks, +2D for energy attacks, -2D to *Dexterity* and all related skills. Covers head, torso, arms and legs.  
- **Strength:** Servos in the armor provide +1D *Strength* bonus for lifting skill rolls and melee and brawling damage.  
- **Speed:** Due to the bulk of the armor, the wearer’s Speed is reduced to 7.  
- **Heaviness:** Due to this suit’s weight, the skills *hide*, *sneak* and *swimming* cannot be used while wearing armor.  
- **Armor:** +3D to *Strength* for physical attacks, +2D for energy attacks, -2D to *Dexterity* and all related skills. Covers head, torso, arms and legs.  
- **Body Glove:** A climate-controlled body glove incorporates additional heating elements to allow comfortable operation in moderately hot and extremely cold climates.  
- **Defensive Blaster:** 3D damage, uses *armor weapons* skill, ranges: 3-4/8/12, mounted alongside helmet.  
- **Twin Flamers:** 5D damage (fire-linked), used *armor weapons* skill, creates cone one meter wide, variable one to five meters long, mounted on left forearm armor.  
- **Mini-Missile Launcher:** 5D damage, uses *missile weapons* skill, ranges: 3-40/120/400, mounted on shoulder armor.  
- **Sealed Environ-Filter:** Filter system can block out harmful molecules, or the suit can completely seal, drawing upon a two-hour internal supply of oxygen.  

**Source:** Gundark’s Fantastic Technology (pages 52-53)
**Sunder 9**

**Model:** Llalik Designs Sunder 9 Armor Prototype (Incomplete)

**Type:** Multi-environmental personal battlesuit

**Skill:** Powersuit operation: Sunder 9

**Cost:** Not available for sale

**Availability:** 4, X

**Game Effects:**

- **Armor:** Provides +3D to Strength for physical attacks, +2D for energy attacks, -1D+2 to Dexterity and related skills. Full cover.
- **Strength:** Servos in the upper portion of the armor add +1D+2 to Strength for lifting, brawling and melee damage.
- **Blaster Cannon:** Cannon on left arm (usually right, but Dr. Llalik is left-handed). 6D damage, uses blaster skill, ranges 10-50/100/500
- **Flame Projector:** 5D damage, uses armor weapons skill, projects up to three meters. Right arm.
- **Rocket Pack:** Has Move of 90 meters horizontally, 50 meters vertically. Uses rocket pack operation skill, base difficulty is Easy, modified by terrain conditions. Has 12 charges, can expend up to three per round.
- **Sensors:** Provides 270 degree vision and macrobinocular vision. Gives wearer +1D to Perception rolls, +2D to search. Includes specialized sonar and infrared sensor packages for dark environment or aquatic depths where light is not available.
- **Aquatic Propulsion System:** Increases swimming skill by +2D; gives wearer and underwater Move of 14.
- **Body Glove:** A climate-controlled body glove provides heating and cooling systems to allow operation in extreme environments.
- **Sealed Enviro-Filters:** System prevents entry of foreign substances, can also be sealed completely when in hostile environments or during submersion. Has four hours of power and 6 hours of oxygen.

**Source:** Alliance Intelligence Reports (page 88), Gundark’s Fantastic Technology (page 61)

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**Hutt Battle Armor**

**Model:** Hutt Battle Armor

**Type:** Ancient Hutt powersuit

**Scale:** Character

**Skill:** Powersuit operation

**Cost:** Not available for sale

**Availability:** 4, X

**Game Notes:**

- **Basic Suit:** Overlapping plates provide +3D+2 against physical attacks, +2D+1 against energy, -2D to Dexterity and related skills.
- **Microrepulsors:** Allow silent movement (+1D to sneak) at an enhanced Move of 12.
- **Servos:** Increase wearer’s Strength by +1D+1 and Dexterity by +2.
- **Camouflage:** Plates are capable of changing color to match the surroundings, providing +1D to hide.
- **Helmet Sensors:** Plates are capable of changing color to match the surroundings, providing +1D to hide.
- **Onboard Computer:** Includes a datapad and comlink, and is capable of acting as a translator unit with languages 10D.
- **2 Built-In Hold-Out Blasters:** Mounted on each arm (3D damage).
- **E-Web Repeating Blaster:** Mounted onto right shoulder (8D damage).

**Source:** Tempest Feud (page 128), Ultimate Alien Anthology (page 75)

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**Juggernaut Armor**

**Model:** Cozzell Juggernaut 510 Combat Power Armor

**Type:** Assault power armor

**Skill:** Powersuit operation

**Cost:** Not available for sale

**Availability:** 4, X

**Game Notes:**

- **Armor:** Provides +3D to Strength for physical attacks, +3D to energy attacks; -3D to Dexterity and related skills. Covers head, torso, arms and legs.
- **Heaviness:** Due to this suit’s weight, the skills hide, sneak and swimming cannot be used while wearing this armor.
- **Strength:** Servos in the armor provide +3D Strength bonus for lifting skill rolls and melee and brawling damage.
Speed: Due to the bulk of the armor, the wearer’s Speed is reduced to 5.

Sensors: Provides 180-degree vision, macrobinocular vision and mini-targeting computer. Provides +2D to Perception and search rolls. Contains a multi-frequency targeting and acquisition system (MFTAS) which gives +1D to all ranged weapons skill rolls at medium and long ranges.

Body Glove: A climate-controlled body glove incorporates additional heating and cooling elements to allow comfortable operation in moderately hot and extremely cold climates.

Medium Repeating Blaster: 7D damage, uses armor weapons skill, ranges: 3-50/120/300, hand held with braces and targeting computer interface along right forearm armor.

Grenade Launcher: 5D damage, uses missile weapons skill, ranges: 1-250/350/500, mounted on left shoulder.

Retractable Claws: STR+2D damage, mounted in left gauntlet.

Source: Gundark’s Fantastic Technology (pages 55-56)

Leviathan Armor

Model: Mon Calamari Leviathan Armor
Type: Assault power armor
Skill: Powersuit operation
Cost: Not available for sale
Availability: 4, X

Game Notes:

Armor: Provides +3D to Strength for physical attacks, +3D to energy attacks; -1D to Dexterity and related skills underwater, -3D to Dexterity and related skills on land. Covers head, torso, arms and legs.

Customized: If worn by someone other than its owner add an additional -1D to the Dexterity penalty.

Heaviness: Due to this suit’s weight, the skills hide, sneak and running cannot be used while wearing it on land.

Strength: Servos in the armor provide +3D Strength bonus for lifting skill rolls and melee and brawling damage.

Speed: Due to the bulk of the armor, the wearer’s Speed is reduced to 5 while on land. Special underwater propulsion units in leg armor gives the wearer a Speed of 15 while swimming underwater.

Sensors: Provides 180-degree vision, macrobinocular vision and mini-targeting computer. Provides +2D to Perception and search rolls. Contains a multi-frequency targeting and acquisition system (MFTAS) which gives +1D to all ranged weapons skill rolls against targets at medium and long ranges. The targeting system also allows torpedoes to lock on and adjust course to follow moving targets. Includes special sonar gear. Thus this armor is designed to deal with deep waters where light is absent.

Body Glove: A climate-controlled body glove incorporates additional heating and cooling elements to allow comfortable operation in moderately hot and extremely cold climates.

Duo-Flechette Rifle: 5D damage, uses armor weapons skill, ranges: 3-10/30/60, mounted on right forearm armor.

Mini-Torpedo Launcher: 5D damage, uses missile weapons skill, ranges: 3-10/120/350, mounted in shoulder armor.

Source: Gundark’s Fantastic Technology (pages 55-56)
Military Unit Armor

Espo Armor

Model: Ayelixe/Krongbing Textiles blast vest and blast helmet
Type: Personal armor
Scale: Character
Cost: 200 (vest), 200 (helmet)
Availability: Not for sale

Game Notes: Blast helmet (+1 energy, +1D physical), blast vest (+1 energy, +1D physical, -1 Dexterity and related skills).

Source: Gundark's Fantastic Technology (pages 53-54), Han Solo and the Corporate Sector Sourcebook (pages 116-117)

Jedi Battle Armor

Model: Jedi Battle Armor
Type: Personal armor
Scale: Character
Cost: 6,000
Availability: 4, X

Game Notes: Jedi battle armor adds +2D to all Strength rolls made by the wearer to resist all forms of damage, but subtracts 1D+1 from the wearer’s Dexterity score and -2 from his Move score due to its bulk.

Source: Power of the Jedi Sourcebook (pages 55-56)

Espo Riot Armor

Model: Authority Riot Armor
Type: Blast armor
Cost: Not available for sale
Availability: X

Game Notes: Helmet: blast helmet with visor +1D from all energy attacks, +2D from all physical attacks; all other areas: +2 from energy attacks, +1D+2 from physical attacks,
Rodian Protector Armor

Model: Chattza Protector Armor
Type: Rodian personal battle armor
Scale: Character
Cost: Not for sale
Availability: 3, X (on Rodia)
Game Notes: +2D physical, +1D energy for entire body, -1D to all Dexterity related skills.
Source: Shadows of the Empire Planets Guide (page 12)

Goroth Planetary Police Armor

Model: Goroth Planetary Police Armor
Type: Specialized personal defense armor
Cost: Not available for sale
Availability: 3, X
Game Notes: Basic Suit: +2D physical, +1D+1 energy to Strength to resist damage. -1D to all Dexterity attribute and skill checks. Sealed environment with 10 hours of air supply. Heating/Cooling Unit: Keeps the wearer comfortable in ambient temperatures ranging from -75° to 170° C. Comlink: Helmet contains tongue-toggled comlink for instant communication with other units. Targeting System: Contains a Multi-Frequency targeting and Acquisition System [MTAS] which gives +2D to all Perception checks in darkness, smoke and other visibility-obscuring conditions. Also gives +2D to ranged weapon skill used (such as blaster) when the user aims for more than one round (in addition to the normal bonus for "preparing", as described in the Rulebook). Emergency Survival Kit: Incorporated into backpack, including two additional dylinium hydride power packs which last 12 hours (8 hours in extreme temperatures). Dedicated Emergency Locator: 150 kilometer range.
Source: Goroth, Slave of the Empire (pages 86-87)
**Clone Trooper Armor, Mark I**

**Model:** Republic Clone Trooper Armor, Mark I  
**Type:** Military armor  
**Scale:** Character  
**Cost:** Not available for sale  
**Availability:** 3, X  
**Game Notes:**  
*Armor Protection:* +2D physical, +1D energy, -1D Dexterity and related skills.  
*Comlink:* Tongue-activated helmet comlink.  
*Body Glove:* Climate controlled body glove allows operation in uncomfortably cold or warm climates.  
*MFTAS:* Multi-Frequency Targeting Acquisition System; adds +1 to *Perception* checks in low-visibility situations, +1D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.  
*Utility Belt:* High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs, spare breather.

**Clone SCUBA Trooper Armor**

**Model:** Republic Aquatic Assault Trooper Armor  
**Type:** Underwater military armor  
**Scale:** Character  
**Cost:** Not available for sale  
**Availability:** 3, X  
**Game Notes:**  
*Armor Protection:* +1D physical and energy, +2D swimming skill.  
*Comlink:* Tongue-activated helmet comlink.  
*Sealed Body Glove:* Climate controlled body glove allows operation in uncomfortably cold or warm climates. Miniaturized scrubbers built into the breathing unit are able to extract oxygen from water environments, and allow for attachment of oxygen tanks.  
*Aquatic Propulsion Pack:* Has an underwater Move of 20. Maneuverability jets incorporated into the shin guards add an extra +1D to *swimming*.  
*MFTAS:* Multi-Frequency Targeting Acquisition System; adds +1D to *Perception* checks in low-visibility situations, +1D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.  
*Utility Belt:* High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs.

**ARC Trooper Armor**

**Model:** Republic Advanced Recon Commando Armor  
**Type:** Military armor  
**Scale:** Character  
**Cost:** Not available for sale  
**Availability:** 4, X  
**Game Notes:**  
*Armor Protection:* +1D physical and energy.  
*Comlink:* Tongue-activated helmet comlink.  
*Body Glove:* Climate controlled body glove allows operation in uncomfortably cold or warm climates.  
*MFTAS:* Multi-Frequency Targeting Acquisition System; adds +1D to *search* checks, +1D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.  
*Utility Belt:* High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs.  
**Source:** Geonosis and the Outer Rim Worlds (pages 80-81)
**Katarn Armor**

**Model:** Katarn-class Republic Commando Body Armor  
**Type:** Commando armor  
**Scale:** Character  
**Cost:** Not available for sale  
**Availability:** 4, X  
**Game Notes:**  
- **Armor Protection:** +2D physical and energy, -1D Dexterity and related skills.  
- **Comlink:** Tongue-activated helmet comlink.  
- **Retractable Vibroblade:** Concealed in right gauntlet, does STR+1D+2 damage, uses melee combat skill. May be set to automatically spring out every time the user punches something, in which case it uses the brawling skill.  
- **Sealed Body Glove:** Climate controlled body glove and breath filter allows operation in uncomfortably cold or warm climates and limited protection in toxic-air environments. Sealed suit allows up to five minutes exposure to the vacuum of space.  
- **Auto-Bacta Injectors:** When the wearer suffers a Wounded or worse injury, the system automatically injects bacta on the affected area. This does not actually heal the wound, but reduces the injury penalty by 1D (and keeps an Incapacitated character awake, as if he was only Wounded Twice). Unit has a single charge; multiple bacta injections grant no further benefits.  
- **MFTAS:** Multi-Frequency Targeting Acquisition System; adds +2D to Perception and search checks in low-visibility situations, +1D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.  
- **Viewplate:** Macrobinocular imaging set (50-100/200/500 meters range) with UV nightvision (See MFTAS, above).  
- **Utility Belt:** High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs, additional supplies pouches.

**Clone Trooper Armor, Mark II**

**Model:** Republic Clone Trooper Armor, Mark II  
**Type:** Military armor  
**Scale:** Character  
**Cost:** Not available for sale  
**Availability:** 3, X  
**Game Notes:**  
- **Armor Protection:** +2D physical, +1D energy, -1D Dexterity and related skills.  
- **Comlink:** Tongue-activated helmet comlink.  
- **Sealed Body Glove:** Climate controlled body glove and breath mask allows operation in uncomfortably cold or warm climates and toxic-air environments.  
- **MFTAS:** Multi-Frequency Targeting Acquisition System; adds +1D to Perception checks in low-visibility situations, +1D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.  
- **Utility Belt:** High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs.

**Royal Guard Armor**

**Model:** Standard Royal Guard Armor  
**Type:** Military armor  
**Scale:** Character  
**Cost:** Not available for sale  
**Availability:** 3, X  
**Game Notes:**  
- **Armor Protection:** +2D physical, +1D energy, -1D Dexterity and related skills.  
- **Comlink:** Tongue-activated top-security scrambler helmet comlink.  
- **Sealed Body Glove:** Climate controlled body glove and breath mask allows operation in extremely cold or warm climates and toxic-air environments.  
- **MFTAS:** Multi-Frequency Targeting Acquisition System; adds +3D to Perception and search checks in low-visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.
Utility Belt: High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs.


Coruscant Guard Armor

Model: Standard Coruscant Guard Armor
Type: Personal battle armor
Scale: Character
Cost: Not available for sale
Availability: X

Game Notes:
Basic Suit: Provides +2D physical, +1D energy, -1D Dexterity and related skills.
Optic Sensors: Allows user to operate in complete darkness with no penalty.
Filter: Self-sealing filter system screens out all dangerous particulates. Unlike stormtrooper armor, this armor lacks an oxygen supply; there must be a potentially breathable (but polluted) atmosphere to filter or the user will suffocate.
Comlink Scrambler: Comlink is linked to other Coruscant Guard units and Coruscant Guard command, allowing units to disperse yet still be in full communication. Optional tracking beacon software adds a tracking beacon to that unit commander knows positions of other troops at all times; unit commander’s helmet has verbally activated internal “heads-up display” to show trooper positions.
Climate Control Body Glove: Allows user to operate comfortably in exceptionally hot or cold climates for periods of up to several hours.


Imperial Sentinel Armor

Type: Special guard armor
Scale: Character
Cost: Not available for sale
Availability: X

Game Notes: +2D physical, +1D energy, -1D to Dexterity and all related skills.

Source: Dark Empire Sourcebook (page 71)

Imperial Dungeoneer Armor

Type: Dungeoneer armor
Scale: Character
Cost: Not available for sale
Availability: X

Game Notes: Light duty (+1D to all attacks, breath filters) or heavy duty (+3D to physical, +2D to energy, internal comlink with life function information and continuous broadcast of audio and video pickups, motion sensor with 10 meter range (+1D to search), independent air supply).
Both armor types feature a unique buckle feature on the armor fasteners, requiring an electronic key to remove the armor.

Source: Dark Empire Sourcebook (pages 41-42)

**Imperial Sovereign Protector Armor**

- **Type:** Military bodyguard armor
- **Scale:** Character
- **Cost:** Not available for sale
- **Availability:** X
- **Game Notes:** +3D physical, +2D energy, sensor suite adds +1D to search or Perception.
- **Source:** Dark Empire Sourcebook (page 70)

**CompForce Trooper Armor**

- **Model:** Standard CompForce Trooper Armor
- **Type:** Combat armor
- **Scale:** Character
- **Cost:** Not available for sale
- **Availability:** 4, X
- **Game Notes:** +2 energy, +1D physical.
- **Source:** Rules of Engagement – The Rebel SpecForce Handbook (pages 96-97)

**Imperial Field Armor**

- **Type:** Army field armor
- **Scale:** Character
- **Cost:** Not available for sale
- **Availability:** X
- **Game Notes:** +1D physical and energy.
- **Source:** Galaxy Guide 3: The Empire Strikes Back (page 40)

**Imperial Gunner Armor**

- **Type:** Gunner armor
- **Scale:** Character
- **Cost:** Not available for sale
- **Availability:** X
- **Game Notes:** +1D physical, +2 energy, targeting computer linkup helmet (+2D to capital ship gunnery)
- **Source:** Galaxy Guide 1: A New Hope (page 55)
**Stormtrooper Armor**

**Model:** Standard Stormtrooper Armor  
**Type:** Military armor  
**Scale:** Character  
**Cost:** Not available for sale  
**Availability:** 3, X  
**Game Notes:**  
*Armor Protection:* +2D physical, +1D energy, -1D Dexterity and related skills.  
*Comlink:* Tongue-activated helmet comlink.  
*Sealed Body Glove:* Climate controlled body glove and breath mask allows operation in extremely hot climates and toxic-air environments. Body glove is supplemented with backpack cooling/moisture exchange unit.  
*MFTAS:* Multi-Frequency Targeting Acquisition System; adds +2D to *Perception* checks in low-visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.  
*Utility Belt:* High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs, and coolant tent.  
**Source:** Rulebook (page 234), Imperial Sourcebook (page 46), Rules of Engagement – The Rebel SpecForce Handbook (pages 97-99), The Far Orbit Project (page 143)

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**Sandtrooper Armor**

**Model:** Standard Desert Assault Trooper Armor  
**Type:** Hot terrain military armor  
**Scale:** Character  
**Cost:** Not available for sale  
**Availability:** 3, X  
**Game Notes:**  
*Armor Protection:* +1D physical and energy, -1D Dexterity and related skills.  

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**AT-AT Operator Armor**

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**Long-Range Comlink:** Tongue-activated helmet comlink, surface to orbit range.  
**Sealed Body Glove:** Climate controlled body glove and breath mask allows operation in extremely hot climates and toxic-air environments.  
**MFTAS:** Multi-Frequency Targeting Acquisition System; adds +2D to *Perception* checks in low-visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.  
**Utility Belt:** High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs, and coolant tent.  
**Source:** Rules of Engagement – The Rebel SpecForce Handbook (pages 99-100), Galaxy Guide 1: A New Hope (pages 19-20)
**Imperial Pilot Flight Suit**

- **Model:** Standard Imperial Flight Suit
- **Type:** Armored military flight suit
- **Scale:** Character
- **Cost:** Not available for sale
- **Availability:** 3, X
- **Game Notes:**
  - **Flight Suit:** Provides +2 to Strength to resist damage and additional protection against vacuum for limited periods. It grants a +1D+1 bonus to stamina to resist cold temperatures.
  - **Helmet:** Contains an internal comlink and navigation computer linkup (+1D to sensors).
  - **Utility Belt:** Ion flares, one week concentrated rations, spare comlink, water packs, 1 medpac.

**Source:** The Movie Trilogy Sourcebook (page 52), d20 Core Rulebook (page 138)

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**Scout Trooper Armor**

- **Model:** Stormtrooper Scout Armor
- **Type:** Military scout armor
- **Scale:** Character
- **Cost:** Not available for sale
- **Availability:** 3, X
- **Game Notes:**
  - **Armor Protection:** +2 physical and energy.
  - **Comlink:** Tongue-activated helmet comlink.
  - **Sealed Body Glove:** Climate controlled body glove and breath mask allows operation in uncomfortably cold or warm climates and toxic-air environments.
  - **MFTAS:** Multi-Frequency Targeting Acquisition System; adds +2D to Perception checks in low-visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.
  - **Viewplate:** Macrobinocular imaging set (100-250/500/1,000 meter range) with sensor relay.
  - **Sensor Pack:** Enables user to make passive sensor scans (no bonus); in forward focus the scanner patches into the rider’s viewplate to provide navigation aid (+2D to repulsorlift operation).
  - **Utility Belt:** High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs, camo-tent, water purifier.

**Source:** Rules of Engagement – The Rebel SpecForce Handbook (pages 100-101), Galaxy Guide 5: Return of the Jedi (page 65), Imperial Sourcebook (page 48)

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**Snowtrooper Armor**

- **Model:** Standard Cold Assault Trooper Armor
- **Type:** Cold-terrain military armor
- **Scale:** Character
- **Cost:** Not available for sale
- **Availability:** 3, X
- **Game Notes:**
  - **Armor Protection:** +1D physical and energy, -1D Dexterity and related skills.
  - **Comlink:** Tongue-activated helmet comlink.
  - **Sealed Body Glove:** Climate controlled body glove and breath mask allows operation in extremely cold climates and toxic-air environments.
  - **MFTAS:** Multi-Frequency Targeting Acquisition System; adds +2D to Perception checks in low-visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.
  - **Viewplate:** Macrobinocular imaging set (100-250/500/1,000 meter range) with sensor relay.
  - **Sensor Pack:** Enables user to make passive sensor scans (no bonus); in forward focus the scanner patches into the rider’s viewplate to provide navigation aid (+2D to repulsorlift operation).
  - **Utility Belt:** High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs, plus a thermal tent and attachment points for snowboot slippers.

Swamp Trooper Armor

Model: Imperial Swamp Trooper Armor
Type: Military scout armor
Scale: Character
Cost: Not available for sale
Availability: 3, X

Game Notes:
Armor Protection: +1D physical and energy, -1D Dexterity and related skills.
Comlink: Tongue-activated helmet comlink.
Sealed Body Glove: Climate controlled body glove and breath mask allows operation in uncomfortably cold or warm climates and toxic-air environments.
Viewplate: Telescopic sight (moves target up one range level or gives +1D to Perception-based skills) with infrared vision, allowing full vision up to 100 meters regardless of light.
Utility Belt: High-tension wire, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs, two spare grappling hook/cords.
Source: Planet of the Mists (pages 18-20)

Raptor Commando Armor

Model: Raptor Commando Armor
Type: Combat armor
Cost: Not available for sale
Availability: X

Game Notes: +1D to Strength to resist physical and energy damage, all locations, no Dexterity penalty.
Source: Cracken’s Threat Dossier (page 37)

Storm Commando Armor

Model: Imperial Munitions Storm Commando Armor
Type: Lightweight personal battle armor
Cost: Not for sale*
Availability: 3, X

Armor Protection: +1D physical and energy.
Comlink: Tongue-activated helmet comlink.
Sealed Body Glove: Climate controlled body glove and breath mask allows operation in uncomfortably cold or warm climates and toxic-air environments.
MFTAS: Multi-Frequency Targeting Acquisition System; adds +3D to Perception and search checks in low-visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.
Viewplate: Macrobinocular imaging set (100-250/500/1,000 meters range) with UV nightvision (See MFTAS, above)
Utility Belt: High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs, additional supplies pouches.
Stealth Coating: Special black reflect polymer coating hides wearer from sensor scans; +1D to hide and sneak.

*Storm Commando armor is classified as a military secret and carries the same penalty as possession of radtrooper armor. On the black market, Storm Commando armor is believed to cost upwards of 10,000 credits.
Radtrooper Armor

Model: Imperial Munitions Radiation Zone Trooper Armor
Type: Radiation-zone personal battle armor
Cost: Not for sale*
Availability: X

Armor Protection: +3D physical, +1D energy, -1D Dexterity and related skills.
Comlink: Tongue-activated helmet comlink.
Sealed Body Glove: Climate controlled anti-radiation body glove and breath mask allows operation in uncomfortably cold or warm climates, toxic-air environments, and light radiation zones.
MFTAS: Multi-Frequency Targeting Acquisition System; adds +2D to Perception checks in low-visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.
Utility Belt: High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs, plus anti-radiation pills, two additional detox hypos, radiation tent, water purifier, extra breathing filters, and radiation meter.

Anti-Radiation: The armor is treated with a radiation reflective coating, which insulates the wearer against heavy radiation zones. A heat and radiation backpack cooling unit supplements the body glove in heavy radiation.

*Radtrooper armor is classified as a military secret, so possession of such armor is punishable by life imprisonment or execution. Those few sets of armor that have reached the black market are believed to have sold for over 50,000 credits. It is believed that this highly specialized armor costs the Empire over 25,000 credits per suit.

**Seatrooper Armor**

**Model:** Standard Aquatic Assault Trooper Armor  
**Type:** Underwater military armor  
**Scale:** Character  
**Cost:** Not available for sale  
**Availability:** 3, X  
**Game Notes:**  
- **Armor Protection:** +1D physical and energy, +2D swimming skill.  
- **Comlink:** Tongue-activated helmet comlink.  
- **Sealed Body Glove:** Climate controlled body glove and breath mask allows operation in uncomfortably cold or warm climates and toxic-air environments. Helmet draws air from tank, and has a one-hour emergency rebreather attachment.  
- **MFTAS:** Multi-Frequency Targeting Acquisition System; adds +2D to Perception checks in low-visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.  
- **Utility Belt:** High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs, spare breather, and compressed-air inflated bubble tent.  
**Source:** Rules of Engagement – The Rebel SpecForce Handbook (page 99), Imperial Sourcebook (page 47)

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**Spacetrooper Armor**

**Model:** Standard Zergo-G Assault Stormtrooper Armor Mark I  
**Type:** Zero-g military power armor  
**Scale:** Character  
**Skill:** Powersuit operation: spacetrooper armor  
**Cost:** Not available for sale  
**Availability:** 3, X  
**Weapons:**  
- **Grenade Launcher**  
  **Scale:** Character  
  **Skill:** missile weapons  
  **Range:** 5-50/100/200 (space: 0/1/2)  
  **Game Notes:** Fires concussion grenades and gas/stun grenades.  
- **Concussion Grenades**  
  **Ammo:** 30  
  **Blast Radius:** 0-2/4/6/8  
  **Damage:** 5D/4D/3D/2D (stun)  
- **Gas/Stun Grenades**  
  **Ammo:** 30  
  **Blast Radius:** 0-2/4/6/8  
  **Damage:** 5D/4D/3D/2D  
**Source:** Rules of Engagement – The Rebel SpecForce Handbook (page 100), Imperial Sourcebook (pages 47-48), Heir to the Empire Sourcebook (page 55), The DarkStryder Campaign – The Kathol Rift (page 69), The Star Wars Sourcebook (page 107)
Individual Armor

Beylyssa’s Armor

Model: Modified Arelik Armor  
Type: Modified personal battle armor  
Cost: Not for sale  
Availability: Unique  
Game Notes:  
Basic suit: +2D to Strength for physical attacks, +1D for energy attacks. Covers head, torso and arms.  
Dexterity and related skills are -1D.  
Sensor pod: +1D to search.  
Infrared Sensor: Adds +1D to Perception in darkness.  
Turbo Projected Grappling Hook: 20 meter lanyard, uses missile weapon skill (ranges 0-3/10/20), spring-barbed hook (3D+2 damage if used on a live target).  
Winch: capable of lifting 100 kilograms.  
Environment filter: Helmet filter system can prevent harmful molecules from entering the lungs.  
Source: Adventure Journal 3 (page 286)

Boba Fett’s Battle Armor

Model: Modified Mandalorian battle armor  
Type: Modified personal battle armor  
Cost: Not for sale  
Availability: Unique  
Game Effect:  
Basic Suit: Provides +4D to Strength for physical attacks, +3D for energy attacks. Covers head, torso and arms. No Dexterity penalties.  
Wrist Lasers: 5D damage, uses armor weapons skill, ranges: 3-5/25/50.  
Turbo Projected Grappling Hook: 20 meter lanyard. Uses missile weapons skill (ranges 1-3/10/20), magnetic grappling “hook.”  
Flame Projector: 5D damage, uses armor weapons skill, creates cone 1 meter wide, variable one to five meters long.  
Concussion Grenade Launcher: Grenades cause 6D damage over a five meter blast radius. Uses missile weapons skill, ranges are 1-250/350/500, magazine carries 20 grenades.  
Jet Pack: Has a Move of 100 meters horizontally. 70 meters vertically. Uses jet pack operation skill, base difficulty is Easy, modified by obstacles. Has 20 charges, can expend up to two per round.  
Sensor Pod: +2D to search.  
Infrared/Motion Sensor: Integrated infrared and motion sensor that adds +1D to Perception in darkness or with moving objects ahead and to both sides.  
Macrobinoculars: Add +3D to Perception or search for objects 100-500 meters away. Scopm-linked into blaster rifle: reduces range two levels (for example, long range becomes short range).  
Sound Sensor: Adds +1D to Perception or search. This bonus only applies in quiet situations.  
Internal Comlink: Can be linked into Slave 1’s control system (with beckon call), adjusted to other standard frequencies. Also has external speaker.  
Broad-band Antenna: Can intercept and decode most communications made on standard frequencies. As a result, Boba Fett can patch into shipboard communications.  
Winch: Capable of lifting 100 kilograms (Fett and his equipment only).  
Sealed Enviro Filter: Filter system can block out harmful molecules, or in case of insufficient or deadly atmosphere, the suit can completely seal, drawing upon a two hour internal supply of oxygen.  
Source: Dark Empire Sourcebook (page 32), Galaxy Guide 3: The Empire Strikes Back (pages 52-53), Galaxy Guide 5: Return of the Jedi (page 28), Star Wars Trilogy Sourcebook SE (pages 65-66), The Movie Trilogy Sourcebook (page 90), The Star Wars Sourcebook (page 141)

Boushh’s Armor

Model: Modified Ubese Raider Armor  
Type: Modified battle armor  
Cost: Not for sale  
Availability: Unique  
Game Notes:  
Basic Suit: +2D to Strength for physical attacks, +1D for energy attacks. Covers torso and head only. No Dexterity penalties.  
Sealed Enviro-Filter: Filter system maintains Type II atmospheres within helmet, and filters out harmful molecules and odors.
Flash Guard Visor: Nullifies all stun damage from visual sources (for instance, flash canisters or grenades).
Infrared Sensors: Adds +1D to Perception in darkness.
Macrobinoculars: Add +3D to Perception or search for objects 100-500 meters away.
Sound Sensors: Adds +1D to Perception or search in quiet situations only.
Spiked Knuckle Guards: STR+1 damage when brawling.

Source: Shadows of the Empire Sourcebook (page 65), No Disintegrations (page 80)

Darth Vader’s Armor

Type: Unique dark armor
Scale: Character
Cost: Not for sale
Availability: Unique
Game Notes: +1D to Strength to resist physical and energy damage. Respiratory life-support system is necessary to keep Vader alive.

Source: The Star Wars Trilogy Sourcebook SE (page 49), The Dark Side Sourcebook (page 93), Rebellion Era Sourcebook (page 34)

Dej Vennor’s Armor

Model: Modified Imperial Scout Armor
Type: Bounty hunter armor
Scale: Character
Skill: Powersuit operation
Cost: Not available for sale
Availability: Unique
Game Notes:
Basic Suit: Vennor’s armor provides +1D protection versus physical and energy attacks, with no Dexterity penalty. Suit has a move of 20 (rolled on powersuit operation).
Power Suit: +1D to climbing/jumping and lifting.
Sensor Pod: +1D to search.
Internal Line Slinger: 20-meter range. Standard line is tipped with a magnetic or claw grappler. Roll missile weapons to fire.
Jet Pack: Can move 100 meters horizontally or 30 meters vertically in a single round. Has 20 charges and can expend 2 per round until exhausted.
Sealed Enviro Filter: Filter system can block out harmful gasses or toxins for up to two hours. Provides protection in vacuum.
Motion Sensor: Neuro-Saav MacroMotionMonitor. Adds +1D to search rolls involving motion up to 50 meters away.
Reflec Coating: Vennor’s armor has been coated with the sensor absorbing compound, reflec. If he is not being actively scanned for, he adds +1D to his hide and sneak rolls.
Wrist Lasers: Hold 15 shots per unit, and inflict 4D damage to targets within 3 meters.

Source: The Far Orbit Project (page 97)

Dengar’s Blast Armor

Type: Modified blast armor
Cost: Not for sale
Availability: Unique
Game Notes: +2D+2 physical, +1D+2 energy to torso, arms and legs, chest-mounted comlink.
Source: Galaxy Guide 3: The Empire Strikes Back (page 55), Galaxy Guide 10: Bounty Hunters (page 68), Star Wars Trilogy Sourcebook SE (page 63)
Jango Fett’s Battle Armor

Model: Modified Mandalorian battle armor
Type: Modified personal battle armor
Cost: Not for sale
Availability: Unique

Game Effect:
Basic Suit: Provides +4D to Strength for physical attacks, +3D+1 for energy attacks. Covers head, torso and arms. -1 penalty to Dexterity and related skills.

Saberdart Launcher: Uses Kamino Saberdarts with Kouhun venom: Victim must make a Moderate stamina roll or die. Succeeding the roll only suffers a -2D Strength penalty. Uses missile weapons skill, ranges are 3-10/30/120. Carries 4 darts.

Wrist Rocket Launcher: 3D damage over a 2 meters blast radius. Uses missile weapons skill, ranges are 1-3-10/30/120.

Missile Launcher: 6D damage over a five meter blast radius. Uses missile weapons skill, ranges are 1-250/350/500.

Rocket Dart launcher: 6D damage, uses missile weapons skill, ranges: 3-5/25/50, poison tipped (causes 5D damage for five rounds). Can use alternative poisons and stun serums.

Turbo Projected Grappling Hook: 20 meter lanyard. Uses missile weapons skill (ranges 1-3/10/20), magnetic grappling “hook.”

Flame Projector: 5D damage, uses armor weapons skill, creates cone 1 meter wide, variable one to five meters long.

Wrist Blades: retractable blades do STR+1D damage, uses melee combat skill.

Jet Pack: Has a Move of 100 meters horizontally. 70 meters vertically. Uses jet pack operation skill, base difficulty is Easy, modified by obstacles. Has 20 charges, can expend up to two per round.

Sensor Pod: +2D to search.

Infrared/Motion Sensor: Integrated infrared and motion sensor that adds +1D to Perception in darkness or with moving objects ahead and to both sides.

Macrobinoculars: Add +3D to Perception or search for objects 100-500 meters away. Scomp-linked into blaster rifle: reduces range two levels (for example, long range becomes short range).

Sound Sensor: Adds +1D to Perception or search. This bonus only applies in quiet situations.

Internal Comlink: Can be linked into Slave I’s control system (with beckon call), adjusted to other standard frequencies.

Also has external speaker.

Broad-band Antenna: Can intercept and decode most communications made on standard frequencies. As a result, Boba Fett can patch into shipboard communications.

Sealed Enviro Filter: Filter system can block out harmful molecules, or in case of insufficient or deadly atmosphere, the suit can completely seal, drawing upon a two hour internal supply of oxygen.

Source: d20 Core Rulebook (page 316)

Jodo Kast's Battle Armor

Model: Modified Mandalorian battle armor
Type: Modified personal battle armor
Cost: Not for sale
Availability: Unique

Game Effect:
Basic Suit: Provides +2D to Strength for physical attacks, +1D for energy attacks. Covers head, torso and arms. No Dexterity penalties.

Wrist Lasers: 5D damage, uses armor weapons skill, ranges: 3-5/25/35.

Flame Projector: 5D damage, uses armor weapons skill, creates cone 1 meter wide, variable 1-5 meters long.

Sensor Pod: +2D to search.

Infrared/Motion Sensor: Integrated sensor adds +1D to Perception in darkness or with moving objects forward and to both sides.

Macrobinoculars: Add +2D to Perception or search for objects 100-300 meters away. Scomp-linked into blaster rifle, reduces range two levels (for example, long range becomes short range).

Broad-band Antenna: Can intercept and decode most communications made on standard frequencies.

Source: Galaxy Guide 10: Bounty Hunters (page 62)
**Mist’s Bounty Hunter Armor**

**Model:** Modified Krail Armor

**Type:** Modified personal battle armor

**Skill:** Powersuit operation:

Krail 1010 armor

**Cost:** (with all modifications) 80,000

**Availability:** Basic suit is X on most planets; modified suit in unique

**Game Effects:**

*Basic Suit:* Protection +2D to Strength for energy attacks, +2D+1 to physical attacks; -1D to Dexterity and related skills. Suit has a Move of 15, with movement rolled on powersuit operations skill.

*Power Suit:* +1D to lifting.

*Sensor Pod:* +1D+1 to search.

*Integral Flechette Launcher:* 20-meter range, rolled on blaster skill (causes 3D stun damage).

*Jet Pack:* Move of 100 meters horizontally, 65 meters vertically. Uses jet pack operation skill, base difficulty is Easy, modified by obstacles. Has 16 charges, two of which can be expended per round.

*Sealed Enviro Filter:* Filter system blocks out harmful molecules, or in case of insufficient or deadly air supply, the unit can completely seal, drawing on three hour oxygen supply. In addition, the helmet’s filter contains a voice disguiser, rendering attempts at voiceprint identifications futile.

*Photo-reactive Coating:* The armor has a coating of photosensitive microscopic crystals that reflect the ambient colors in a given area, making the armor difficult to see in virtually any situation. This adds +2D to sneak.

*Reflec Plating:* In addition to enhanced camouflage, the armor is covered in a fine mesh of reflec, a sensor absorbing material favored by the Imperial Storm Commandos, adding an additional +1D to sneak.

**Source:** The DarkStryder Campaign – The Kathol Outback (page 20), – The Kathol Rift (page 67), – Endgame (page 115)

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**Stormtrooper X’s Modified Stormtrooper Helmet**

**Model:** Modified Stormtrooper Helmet

**Type:** Military Armor

**Scale:** Character

**Cost:** Not available for sale

**Availability:** 3, X

**Game Notes:** Provides +2D physical and +1D energy protection (head). This stormtrooper helmet is similar to the one described in the Rulebook, but with the following modifications: the helmet’s comlink has a broadband antenna that increases its range to 400 kilometers. In addition, it is equipped with a signal interceptor that allows the wearer to eavesdrop on encrypted communications with a Very Difficult communications skill roll.

**Source:** Gamer Magazine
Shields

Dampener Aerosol
Model: Zemphyr Defenders, Incorporated Passive Defender PD-0943
Type: Blaster dispersion system
Cost: 600
Availability: 4, F or R
Game Notes: The PD Canister is a cylinder 10 centimeters long by 4 centimeters in diameter; it has three charges. Each charge produces a visible cloud that covers a one meter cubic area. Any blaster bolt entering the cloud loses -1D of damage. The cloud lasts for one minute (barring heavy winds or precipitation). Additional charges in the same area have no additional benefit.
Source: Galladinium’s Fantastic Technology (page 80), Arms and Equipment Guide (page 45)

Shield Gauntlet
Model: Kilian Shield Gauntlet
Type: Energy shield
Scale: Character
Skill: Melee parry
Cost: Not available for sale
Availability: 4, X
Game Notes: An activated shield gauntlet can be used to parry incoming brawling and melee attacks. In addition, the activated gauntlet provides a +1 pip bonus to all Strength rolls made to resist damage.
Source: Rebellion Era Sourcebook (page 49)

Primitive Shield
Type: Wood or hide shield
Scale: Character
Skill: Melee parry: shield
Cost: 50
Availability: 2
Game Notes: Blocks brawling, melee or ranged attacks on a successful melee parry roll. The shield has a Strength of 3D.
Source: Ultimate Adversaries (page 155)

Beastwearden’s Shield
Model: Geonosian Beastwarden’s Shield
Type: Spike-rimmed shield
Scale: Character
Skill: Melee parry: shield/Thrown weapons
Cost: 200
Availability: 3
Range: 3-4/8/12
Damage: STR+2
Game Notes: Blocks brawling, melee or ranged attacks on a successful melee parry roll. The shield has a Strength of 4D. This bronze disc with sharp spikes along its rim can be hurled as a thrown weapon.
Source: Geonosis and the Outer Rim Worlds (page 61)

Riot Shield
Model: Drearian Defense Activv1 Riot Shield
Type: Riot shield
Scale: Character
Skill: Melee parry
Cost: 500
Availability: 2, R
Difficulty: Easy
Damage: 4D (stun)
Game Notes: If the character makes the skill roll, the user has used the shield to block incoming attacks on one facing. The shield has a Strength of 4D. If used as a melee weapon, it causes STR+2 damage as well as 4D stun damage. Using the firing notch adds one level to the difficulty of firing blasters, but the character is protected by the shield. The stun charge lasts for one hour of consecutive use.
Source: Gundark’s Fantastic Technology (page 59), Han Solo and the Corporate Sector Sourcebook (page 116), Ultimate Adversaries (page 155)

Magnaforce Security Shield
Model: Simcronics MagnaForce Security Shield
Type: Personal defensive field generator
Skill: Melee parry
Cost: 25,000 pair, 2,500 (custom power cells)
Availability: 4, F, R or X
Game Notes: This unit is used much like starship shields, except that it is character scale. Initial activation requires an Easy melee parry roll, which generates a round shield 50 centimeters in diameter. A character may make a melee parry round – if the roll is higher than the firer’s blaster roll (as per normal shield rolls), the wearer has placed the force shield in the way. If the roll is lower than the attacker’s blaster roll, the character didn’t get the shield in place in time and was hit by the blast. If the defender got the shield in place, the blaster bolt must roll against the shield’s defensive field of 4D to see if it penetrates the field (use the protection rules). Any further damage affects the target as indicated in the chart “Cover Modifiers”. The power cell will work for two minutes before being drained.
Source: Galladinium’s Fantastic Technology (page 92)

Personal Energy Shield
Model: Otoh Gunga Defense League Standard Issue Energy Shield
Type: Personal energy shield
Scale: Character
Skill: Melee parry: personal energy shield
Cost: Not available for sale
Availability: 3

Game Notes: This personal energy shield is held and wielded much like a normal shield. The user makes a *melee parry* skill roll to deflect incoming attacks, be they from melee weapons or blasters. Success indicates that the shield takes the damage. The shield has a *Strength* of 5D. If the damage roll is greater than the shield’s *Strength* roll, excess damage affects the shield bearer. Every time the shield is compromised, the protection value is reduced by 1D.

Source: Secrets of Naboo (pages 49-50)

**“Hardpoint” Heavy Weapons Armor**

**Model:** Imperial Munitions “Rampart” Blast Armor  
**Type:** Portable heavy armor  
**Scale:** Character  
**Cost:** 10,000  
**Availability:** X  
**Game Notes:** Provides +3D protection against physical attacks, +2D against energy attacks. These emplacements take 10 hours to set up and properly anchor, requiring a *Moderate Technical* roll to successfully install them. The armor has been formed to provide ample cover for an E-Web blaster, two gunners and a power generator.

Source: The DarkStryder Campaign - Endgame (page 101)

**Portable Shield Generator**

**Model:** Imperial Munitions Rampart II Shield Generator  
**Type:** Portable shield generator  
**Scale:** Character  
**Skill:** Computer programming/repair  
**Crew:** 1  
**Game Notes:** Provides 6D character-scale protection to those behind the shield. These shields are currently configured to one of two settings, either closing off an entire corridor, or standing roughly 1.5 meters high, and stretching 6 meters wide, allowing ample protection while permitting return fire. When the shield is struck, roll 6D versus the damage code of the weapon fired. If this total is lower than the weapon’s damage roll, the generator’s protection drops -1D; when the shield reaches 0D, it is destroyed.

Source: The DarkStryder Campaign – The Kathol Rift (page 50)

**Gungan Portable Shield Generator**

**Model:** Otoh Gunga Stock Shield Generator Units  
**Type:** Portable blast shield  
**Scale:** Speeder  
**Cost:** Not available for sale  
**Crew:** 2 operators (one for the capacitor, one for the
WorldArmor 4 Shield Generator

Model: WorldArmor 4 Defensive Shield
Type: Planetary defense shield
Scale: Capital
Skill: Planetary shields
Crew: 25
Cover: Full
Ammo: Power generator
Cost: 80 millions
Body: 3D
Shield: 5D
Range: 1/3/5
Difficulty: Easy (short range or half-planet), Moderate (medium range or full planet), Difficult (long range or orbital station)

Source: Hideouts & Strongholds (page 64)

DefenStar Nyalsan II Planetary Shield

Model: Nyalsan II Planetary Shield
Type: Planetary defense shield
Scale: Capital
Skill: Planetary shields
Crew: 18
Cover: Full
Ammo: Power generator or power grid
Cost: 500 million credits
Body: 3D
Shield: 10D
Range: 1/2/3
Difficulty: Easy (short range or half-planet), Moderate (medium range or full planet), Difficult (long range)

Game Notes: A ship may attempt to evade the shield using its sensors to determine where the shields are and move around them. Flying through shutter shields is a Moderate to Heroic task even if no attempt is being made to block the approaching ship. If the shields are being actively used to block approaching ships the difficulty is the operator’s planetary shields.
skill (typically 4D-5D) against the starship dodge, including scale and other modifiers.

**Source:** Hideouts & Strongholds (page 14)

**MerrWeapons WorldArmor 9 Planetary Shield**

**Model:** WorldArmor 9 Planetary Shield  
**Type:** Planetary defense shield  
**Scale:** Death Star  
**Crew:** 25  
**Cover:** Full  
**Ammo:** Power generator  
**Cost:** 12 billions  
**Body:** 3D (capital scale)  
**Shield:** 3D  
**Range:** 1/3/5  
**Difficulty:** Easy (short range or half-planet), Moderate (medium range or full planet), Difficult (long range or orbital station)

**Game Notes:** Planetary shields disrupt sensors and ship's power systems. Add the generator's shield dice to all sensor difficulties when attempting to sense inside the shield (including any attempt to fire through the shield using fire control), including scale modifier. For power systems, roll the shield dice against the ship's hull as damage (ship's shields don't apply), including scale modifiers.

**Source:** Hideouts & Strongholds (page 14)

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**Planetary Shield**

**Model:** Hibomehrt-Wyrrgex DefenStar 5000  
**Type:** Planetary shield relay system  
**Scale:** Death Star  
**Skill:** Planetary shields  
**Crew:** 150, skeleton: 50/+15  
**Crew Skill:** Planetary shields 6D  
**Cost:** 500,000 per shield  
**Availability:** X

**Game Notes:** Each shield protects a 100 square kilometer area. The shield provides 6D Death Star scale protection. Anything that hits the shield suffers 6D damage; energy bolts hitting the shields make opposed damage rolls, if the planetary shield's roll is higher the energy bolt is snuffed. If the energy bolt's roll is higher, for every 6 points by which the bolt exceeds the shield roll, 1D of damage passes through: additionally, the shield system takes damage as per normal combat results. If the shield system is damaged, the system has 5D of backup shields that can be brought on-line with a Moderate planetary shields roll. The shield system has a fire control of 3D. Each shield must have its own power generator.

**Source:** Dark Empire Sourcebook (pages 129-130)
Conveyances

Climbing Gear

Fibra-Rope
Model: Standard fibra-rope
Cost: 10 per 25 meters
Availability: 1
Game Notes: Can resist up to 750 kilograms of force before breaking.
Source: Gundark’s Fantastic Technology (page 76), Tales of the Jedi Companion (page 122)

Kashyy Vine
Type: Organic rope
Cost: Not available for sale
Availability: 2
Game Notes: These vines are used as ropes and cables. They are generally 1 to 4 centimeters thick, and take damage like any living thing (in other words, they have wound levels like characters do). A Kashyy vine has a *Strength* dice rating equal to its thickness in centimeters plus one (for example, a vine three centimeters thick has a *Strength* rating of 4D). This rating is used to resist damage that is applied to the vine. If left attached to a tree, or if soaked in the proper nutrients for at least 8 hours a day, the vines will heal one wound level a day. If a cut vine is not soaked for longer than a week, its *Strength* dice drop by half and it will no longer be capable of healing naturally.

Syntherope
Model: SureGrip Climbing Syntherope
Type: Synthetic fiber line
Cost: 5
Availability: 2
Game Notes: 20 meters. Can support 500 kilograms. Using rope adds +1D to *climbing* (+2D to *climbing* if treated with FrictionGrip).

Syntherope Dispensor
Type: Standard syntherope dispenser
Cost: 2
Availability: 1
Game Notes: Supports up to 500 kilograms of weight.
Source: Rulebook (page 228)

Gyro-Grappler
Type: Standard gyro-grappler
Cost: 15
Availability: 1
Game Notes: The gyro-grappler has built-in microthrusters that activate upon throwing, propelling the device forward in the intended direction. All *climbing* skill rolls have a bonus of +1D for characters employing a gyro-grappler in their ascent.
Source: Gundark’s Fantastic Technology (page 81), Tales of the Jedi Companion (page 122)

Line Master TLG
Model: Line Master Tube-Launched Grapple (TLG)
Type: Grappling device
Scale: Character
Skill: Missile weapons
Cost: 800
Availability: 2, R
Game Notes: An easy missile weapons roll is required to fire the grapple on target. When the handgrip is used to freeslide down the line, the motorized winch can pull a full load up the line with a move of 2.
Source: Gundark’s Fantastic Technology (page 81), Operation: Elrood (pages 85-86)
Verti-Go Line Thrower

Model: Susuax Verti-Go Climbing System
Type: Line thrower and climber
Scale: Character
Skill: Missile weapons
Ammos: 1 projectile rod, assorted grappler heads, 150-meters length of line
Cost: 400
Availability: 2
Range: 10-150 meters
Damage: 4D+2

Game Notes: The normal rate of ascent for the climbing motor is six meters per second for a normal human with gear. The secondary switch climbs at 12 meters per second but is three times as noisy (reduce Perception difficulty to spot climber by two levels).
Source: Gundark's Fantastic Technology (page 83)

Grappling Gun

Model: Zone Control Grappling Gun
Type: Grappling gun
Scale: Character
Skill: Firearms
Cost: 1,000
Availability: 2
Range: 3-25/50/200
Damage: 3D+1

Game Notes: Moderate firearms difficulty to grapple a suitable support, Difficult to grapple a specific support. Winch can reel the user up at a rate of 20 meters per round.

Repulsorlift Grappling Gun

Model: Zone Control Repulsor Grappling Gun
Type: Repulsor grappling gun
Scale: Character
Skill: Firearms
Cost: 1,200 (gun), 1,000 (wrist)

Availability: 2

Game Notes: Can be operated as a normal grappling gun, or operator can fire the gun normally, and then control the rate of ascent and direction of the repulsor-grappling hook via a thumb-operated joystick built into the gun. Hook’s charge will only last 30 seconds. Gun version makes 10 launchings on a standard blaster power pack, and stores 200 meters of molecularly reinforced line. Automatic winch pulls the owner at 20 meters per second and supports 200 kilograms. Wrist version makes 5 launchings on a hold-out blaster power pack, and stores 100 meters of line. Ascends at 10 meters per second and supports 150 kilograms.
Source: Galladinium’s Fantastic Technology (page 55)

Climbing Boots and Gloves

Model: SureGrip Climbing Boot and Glove Set
Type: Friction coated hand and footwear
Cost: 80
Availability: 2

Game Notes: Use of boots and gloves together enhances climbing by +1D. If used separately, they enhance climbing by +1.

Tree-Claw

Model: Nosaurian Tree-Claw
Type: Climbing claw
Scale: Character
Skill: Climbing
Cost: 100 (pair)
Availability: 2

Game Notes: A pair of tree-claws grant their wearer a +1D bonus to climbing rolls.
Source: Coruscant and the Core Worlds (pages 115-116)
Power Pitons
Model: MTS 56T
Power Pitons
Type: Climbing aid
Skill: Dexterity
Cost: 300
Availability: 2
Game Notes: Using a set of power pitons (all four) adds a +2D bonus to climbing rolls with an Easy Dexterity roll. If only two pitons are used (just foot or hand pitons), the bonus is reduced to +1D.
Source: Lord of the Expanse – Sector Guide (pages 47-48)

Adhesion Disc
Model: Alliance Adhesion Disc
Type: Climbing discs
Cost: Not for sale
Availability: 3
Game Notes: Enhances climbing by +2D.

Climbsuit
Model: Ayellixe/Krongbing Textiles Climbsuit
Type: Climbing suit
Cost: 350
Availability: 2
Game Notes: Adds +2D to climbing.

Repulsors
Lyra Gravity Belt
Model: lyranis Gravitics Limited Gravity Belt
Type: Gravity belt
Skill: Repulsorlift operation
Cost: 500
Availability: 3
Game Notes: Slows free-fall velocity to a gentle landing.
Source: Galladinium’s Fantastic Technology (page 44)

Cloud Jumper
Type: Repulsorlift personal jump pack
Scale: Character
Skill: Repulsorlift operation
Cost: Not available for sale
Availability: 3, R
Game Notes: The pack is not a true rocket pack in the sense that the wearer can “fly”. Instead, the pack allows the wearer to make incredible leaps, over 200 meters at a time, from point to point. The pack can also be used to slow the descent of a person who is free-falling, allowing a soft landing in most cases.
Source: The DarkStryder Campaign – The Kathol Outback (page 77)

Grav Boots
Model: Corgorlath Leisure Articles Master-Grav 1000
Type: Grav boots
Skill: Powersuit operation
Cost: 550 (pair)
Availability: 2
Game Notes: Move is up to 20 meters per round and maximum altitude is 150 meters. The unit is relatively quiet. Various difficulty maneuvers may be attempted, using the powersuit operation skill.
Source: Galladinium’s Fantastic Technology (pages 50-51)

Aratech R82 Jump Boots
Model: Aratech R82 Jump Boots
Type: Repulsor boots
Skill: Repulsorlift operation (repulsor engine), rocket pack operation (rockets)
Cost: 150, 25 (fuel)
Availability: 2
Game Notes:
**Repulsorlift Engine:** Can operate up to one hour before power packs must be replaced. Has a flight ceiling of 35 meters and a Move of 18.

**Rocket Jets:** Holds enough fuel for five blasts, which can move the wearer up to 25 meters vertically or 50 meters horizontally.

**Source:** Galladinium’s Fantastic Technology (pages 62-63), Rules of Engagement – The Rebel SpecForce Handbook (page 51)

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**Repulsorlift Cart**

**Model:** Ubrikkian Model 8 Cargo Platform  
**Type:** Repulsor cart  
**Cost:** 100  
**Availability:** 2  
**Game Notes:** Cart is 2 meters long and 1.5 meters wide. Raised railings at each end have clips for straps and nets to restrain cargo. Cart has fixed altitude of 0.35 meters.  
**Source:** Platt’s Smugglers Guide (pages 49-50)

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**Repulsorlift Baggage Cart**

**Model:** Falkenharn Repulsors Mark V14 Baggage Handler  
**Type:** Personal repulsor conveyor  
**Cost:** 250, 50 (infrared guide stick)  
**Availability:** 2  
**Game Notes:** When fully extended and locked into place, the carrier is 1.75 meters long, 80 centimeters wide and 65 centimeters tall. Left and right sections are hinged and can be folded back for storage. Manual steering handle (removable) and lift control studs are located at each end. Three miniaturized repulsor inducers and inertia dampeners are located along bottom surface layers and covered by a protective grill. When fully charged, this carrier provides continuous lift for 100 standard hours. Flotation height distance is adjustable to 1.8 meters. An optional infrared guide stick allows for hands-off control of the carrier within an effective range of 10 meters.  
**Source:** Galladinium’s Fantastic Technology (page 64)

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**Flotation Lifter**

**Model:** Haileyecraft MaxMode Lifter  
**Type:** Underwater flotation lifter  
**Skill:** Repulsorlift operation  
**Cost:** 1,000  
**Availability:** 3 in coastal areas, 4 elsewhere  
**Game Notes:** The lifter is an underwater mechanical device used by divers to lift light loads to the surface. It is not an industrial lifter and cannot lift extremely heavy loads. It can handle supply crates and three divers hanging on to straps on the sides, in addition to the “driver”.  
**Source:** Adventure Journal 1 (page 70)

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**Jet Packs**

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**Leaper Jet Pack**

**Model:** Merr-Sonn Leaper Jet Pack  
**Type:** Personal jet pack  
**Scale:** Character  
**Skill:** Jet pack operation  
**Cost:** 300  
**Availability:** 3, F  
**Weight:** 25 kilograms  
**Game Notes:** Carries single passenger plus 25 kilograms of cargo, 100 meters horizontally or 30 meters vertically. Fuel capacity for 10 bursts.  
**Source:** Galladinium’s Fantastic Technology (page 13)

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**Jumper Jet Pack**

**Model:** Aratech Jumper Jet Pack  
**Type:** Personal jet pack  
**Scale:** Character  
**Skill:** Jet pack operation  
**Cost:** 200  
**Availability:** 2, R  
**Weight:** 40 kilograms  
**Game Notes:** Fuel capacity for 8 bursts. Carries single passenger 100 meters horizontally or 65 meters vertically. May carry up to 100 kilograms total.  
**Source:** Galladinium’s Fantastic Technology (page 13)

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**NJP-433 Jet Pack**

**Model:** Nanogar NJP-433 Jet Pack  
**Type:** Personal jet pack  
**Skill:** Jet pack operation  
**Cost:** 400  
**Availability:** 2, R  
**Weight:** 20 kilograms  
**Game Notes:** Capable of lifting up to 250 kilograms (total). It moves vertically 50 meters per charge, horizontally up to 150 meters per charge. A fully charged unit has 5 charges.  
**Source:** Galladinium’s Fantastic Technology (page 13)
**Screamer Jumper Jet Pack**

*Model:* Aratech Screamer Jumper Jet Pack  
*Type:* Personal jet pack  
*Scale:* Character  
*Skill:* Jet pack operation  
*Cost:* 250 (fuel 50)  
*Availability:* 1  
*Weight:* 45 kilograms  
*Game Notes:* Fuel capacity for 10 bursts. Carries single passenger 100 meters horizontally or 70 meters vertically. Can slow descent to prevent injury from falling, requiring one burst per 200 meters fallen. After each burst the engines must be allowed to cool for one round. Requires Easy jet pack operation to use. May carry up to 75 kilograms of cargo, or another passenger, but distance traveled is halved.  
*Source:* Cracken’s Rebel Field Guide (page 43)

**Swiftsure Jet Pack**

*Model:* Moreldahl Swiftsure Jet Pack  
*Type:* Personal jet pack  
*Skill:* Jet pack operation  
*Cost:* 300  
*Availability:* 2, R  
*Weight:* 40 kilograms  
*Game Notes:* Capable of lifting up to 90 kilograms (total). It moves vertically 70 meters per charge, horizontally up to 100 meters per charge. A fully charged unit has 20 charges.  
*Source:* Galladinium’s Fantastic Technology (page 13)

**Whisper Jet Pack**

*Model:* Arakyd Aerodynes Inc. Whisper  
*Type:* Personal jet pack  
*Skill:* Jet pack operation  
*Cost:* 400  
*Availability:* 3, F  
*Weight:* 30 kilograms  
*Body Strength:* 2D  
*Game Notes:* The Arakyd Whisper is capable of lifting up to 150 kilograms (total). It moves vertically 70 meters per charge, horizontally up to 100 meters per charge. A fully charged unit has 20 charges.  

**Z-6 Jet Pack**
Model: Mitrinomon Z-6
Type: Personal jet pack
Skill: Jet pack operation
Cost: 300
Availability: 4, F or R
Weight: 30 kilograms
**Game Notes:** Has a Move of 100 meters horizontally, 70 meters vertically. Base difficulty is Easy, modified by obstacles. Has 20 charges, can expend up to two per round. May carry an extra 100 kilograms of cargo, besides the operator, but movement is halved.
**Source:** Galladinium’s Fantastic Technology (page 13)

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Hush-About Jet Pack

Model: Arakyd Aerodynes Inc. Hush-About AJP-400
Type: Personal jet pack
Skill: Jet pack operation
Cost: 1,800, 150 (power pack recharge), 150 (portable carrying case)
Availability: 3, F or R
Weight: 15 kilograms
**Game Notes:** The Arakyd Hush-About AJP-400 is capable of lifting up to 300 kilograms (total). It moves vertically 200 meters per charge, horizontally up to 500 meters per charge. A fully charged unit has 10 charges and can be run on continuous charge-feed. During normal operation this unit produces very little noise. Any attempt to locate a Hush-About using auditory pickups requires a successful search roll at a +10 penalty to the difficulty.
**Source:** Rulebook (page 226), Galladinium’s Fantastic Technology (pages 11-12)

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Flutter Pack

Model: Yinchorri Flutter Pack
Type: Winged thrust pack
Scale: Character
Skill: Flutter pack operation
Cost: 1,800
Availability: 4 (available only in the Yinchorr system)
**Game Notes:** A flutter pack contains a powerful engine attached to four lightweight, insectlike wings. Activating the pack causes the wings to flutter rapidly, providing lift and thrust. The wearer controls direction and speed using a small console built into a bracer or gauntlet. Flutter pack can lift 200 kilograms to an altitude of up to 1 kilometer, with a Move of 50. Operates for 1 hour before recharging (takes 8 hours). Comes with a set of goggles.
**Source:** Ultimate Alien Anthology (page 143)

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Rocket Packs

Zim Systems Rocket Pack

Model: Zim Systems ROCKET
Type: Personal rocket pack
Skill: Rocket pack operation
Cost: 750
Availability: 2, 3
**Game Notes:** The ROCKET can carry 80 kilograms up to 40 meters vertically and 120 meters horizontally on a single charge. The pack has 10 charges.
**Source:** Gundark’s Fantastic Technology (page 68), Tales of the Jedi Companion (page 123)

Whisper Jumper Jet Pack

Model: Aratech Whisper Jumper
Type: Personal rocket pack
Skill: Rocket pack operation
Cost: 450
Availability: 3, F
Weight: 35 kilograms
**Game Notes:** Carries single passenger 100 meters horizontally or 70 meters vertically per jump. Fuel capacity for 5 jumps, must cool for one round after each jump.
**Source:** Galaxy Guide 9: Fragments from the Rim (page 9), Galladinium’s Fantastic Technology (page 13)

DSP-5 Rocket Pack
Model: Zandraman DSP-5 rocket pack  
Type: Personal rocket pack  
Skill: Rocket pack operation  
Cost: 400  
Availability: 2, R  
Weight: 45 kilograms  
Game Notes: The DSP-5 rocket pack can carry up to 60 kilograms and can move up to 70 meters vertically or 160 meters horizontally in a single charge. The unit has 12 charges.  
Source: Rulebook (page 227)

**PRP-100 Rocket Pack**

Model: Presentian PRP-100  
Type: Personal rocket pack  
Skill: Rocket pack operation  
Cost: 350  
Availability: 2, R  
Weight: 50 kilograms  
Game Notes: Can carry up to 65 kilograms and can move up to 75 meters vertically or 170 meters horizontally in a single charge. The unit has 8 charges.  
Source: Galladinium’s Fantastic Technology (page 13)

**RP1 Carrier Rocket Pack**

Model: Fersherid RP1 Carrier  
Type: Personal rocket pack  
Skill: Rocket pack operation  
Cost: 450  
Availability: 2, R  
Weight: 55 kilograms  
Game Notes: Can carry up to 65 kilograms and can move up to 80 meters vertically or 180 meters horizontally in a single charge. The unit has 8 charges.  
Source: Galladinium’s Fantastic Technology (page 13)

**HSS Thruster Pack**

Model: Greshnahr  
Name: DRPV-78 Rocket Pack  
Type: Rocket pack  
Skill: Rocket pack operation  
Cost: 600  
Availability: 2, R  
Weight: 65 kilograms  
Game Notes: Each operation burst permits horizontal flight up to 500 meters and vertical lift up to 300 meters. Has fuel for 12 bursts, but the pack must cool for one round after each burst. Can carry 30 kilograms of cargo besides the operator. The repulsorlift generator allows the pack to hover and has a Move of 15 (cannot be used in conjunction with the rocket blast). The repulsor unit can operate continuously for a maximum of 10 minutes; it must cool for twice as long as it was operating.  
Source: Galaxy Guide 10: Bounty Hunters (pages 90-91), Gundark’s Fantastic Technology (pages 67-68)

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**Animal Gear**

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**Coiling Tack**

Model: Swokes Swokes Coiling Tack  
Type: Schinga riding saddle  
Skill: Beast riding  
Cost: 1,000  
Availability: 3  
Game Notes: Provides a +1D bonus to *beast riding* when dealing with any rideable shinga or +2D if the mount is a schinga shikou. Normally used in conjunction with a Schinga Electropole.  
Source: Geonosis and the Outer Rim Worlds (page 92)

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**Tranthebar Racing Harness**

Model: leisure mechanicals  
Name: TRHA-300 Control Harness  
Type: Cybernetic avian symbiotic control harness  
Skill: Beast riding: tranthebar  
Cost: 12,500; the tranthebar, training fees, and registration fees are separate  
Availability: 4, F  
Game Notes: Adds +2D to the user’s *beast riding* skill. The TRHA control harness is a series of external cyber-attachments that links the minds of the tranthebar mountain ripper and the rider, allowing them to share emotions and exchange thoughts.  
Source: Galladinium’s Fantastic Technology (pages 90-91)
Live Organism Comfort Conveyor

**Model:** Kolocast Consumer Goods T-P-C4 Live Organism Comfort Conveyor

**Type:** Animal transport and containment system

**Cost:** 300 (25 kilogram size), 500 (60 kilogram size), 800 (100 kilograms size)

**Availability:** 2

**Game Notes:** Three different sizes available: small accommodates creatures up to 25 kilograms, medium up to 60 kilograms, and large up to 100 kilograms. Special orders can be made for larger needs.

**Source:** Galladinium’s Fantastic Technology (page 14)
Medical

Containment Box
Model: Synthetic Medtech Corporation Irradiator Box
Type: Containment box
Cost: 500
Availability: 2
Game Notes: Containment units use a combination of broad-spectrum radiation, ultrasonics and other means to kill bacteria, viruses and microscopic nasties which might find their way onto tools or other objects.
Source: Platt’s Smugglers Guide (pages 51-52)

Containment Booth
Model: Synthetic Medtech Corporation Irradiator Booth
Type: Containment booth
Cost: 2,500
Availability: 2, F
Game Notes: Containment units use a combination of broad-spectrum radiation, ultrasonics and other means to kill bacteria, viruses and microscopic nasties which might find their way onto tools or other objects.
Source: Platt’s Smugglers Guide (pages 51-52)

Healing

Plasma Protein Replicator
Model: Hadrassi Emergency Medicals Systems Technologies PFG-700
Type: Emergency blood synthesizer
Skill: First aid
Cost: 5,500
Availability: 3
Game Notes: A Difficult first aid roll is required to properly prepare tissue and blood sample and match it up with local organic samples for synthesis. A successful operation can replicate up to 2 liters of blood substitute in one hour.
Source: Galladinium’s Fantastic Technology (page 39)

Paravacc
Model: Uukablian MedCorp Paravacc 1.X
Type: Parasite-repelling vaccine
Skill: Medicine
Cost: 1,000
Availability: 2
Game Notes: Use of the paravacc requires an Easy medicine roll. If successful, the vaccinated character’s Strength is treated as 1D higher for rolls to resist diseases caused by parasites for the next 20 hours. Each paravacc holds enough medicine for 10 vaccinations. Characters using the vaccine for more than three days begin to suffer from what seems like utter exhaustion, losing one pip from each attribute for each day thereafter until the paravacc’s use is ended. Each day without injection returns one pip to each attribute.
Source: The DarkStryder Campaign – The Kathol Outback (page 54)
Enzymer

Model: BioTech Mark 16 Enzymer
Type: Bio-Identification unit and counter agent producer
Skill: First Aid
Availability: 1

Game Notes: An enzymer is a device that grows and identifies biological residues and produces a counter agent to known bacteria and viruses. The enzymer can only produce counter agents to diseases and certain parasites.

Source: Adventure Journal 14 (page 59)

Vitapill

Model: Vitapill
Type: Vitality pill
Scale: Character
Cost: 25
Availability: 2

Game Notes: Vitapills are a stimulant that aids in stun recovery, with a single pill reducing the number of “stuns” a character has received by 1D+2. For each pill past the first that is taken within the same 21 hour period, this roll is modified by -2.

Source: Coruscant and the Core Worlds (page 82)

Nilar Field Cauterizer

Model: Nilar Med/Tech Corporation Field Cauterizer
Type: Field cauterizer
Skill: First aid
Cost: 200 (50 when sold to the Rebel Alliance)
Availability: 3

Game Notes: Heals minor wounds, removing stun damage due to bleeding only (gamemaster’s discretion).

Source: Galladinium’s Fantastic Technology (page 38), Arms and Equipment Guide (page 93)

Slick

Model: Slick
Type: Healing agent/recreational narcotic
Scale: Character
Cost: 100 credits per dose
Availability: 3, F, R, or X

Game Notes: A single dose of slick can be applied like a medpac in order to treat wounds. Slick causes a euphoric delirium in the patient, and anyone under the influence of the drug must roll a Heroic-difficulty stamina check or suffer a -1D penalty to their Knowledge, Perception, and Technical attributes for three hours.

Source: Gamer Magazine

Medpac

Type: Standard medpac
Skill: First aid
Cost: 100
Availability: 1

Game Notes: Heals one wound level on a successful first aid roll, being expended after that.

FastFlesh Medpac

Model: VioTech FastFlash Medpac
Type: Advanced medpac
Skill: First aid
Cost: 500
Availability: 2

Game Notes: Use the following difficulties for FastFlesh medpacs:

- Wounded: 5
- Incapacitated: 10
- Mortally Wounded: 15

Can only be used once per day on a patient. Can be used in conjunction with regular medpacs. If used more than once per day, the character suffers a mortally wound in addition to the wounds he or she may already have incurred; this is usually fatal.
**Spray Plasto-Cast**

**Model:** SyntheCure Plasto-Cast

**Type:** Spray immobilizing cast

**Skill:** First aid

**Cost:** 35

**Availability:** 1

**Game Notes:** An Easy *first aid* roll is required for proper application; each pistol has one application and cannot be refilled. Effect is to add +2 to the character’s next healing roll. Adjustments to emission tip controls width of spray. One plasto-cast contains sufficient chemical adherent to cover a surface area approximately 50 centimeters by 20 centimeters. In emergency situations, a Moderate *survival* roll may be substituted for the *first aid* roll.

**Source:** Galladinium’s Fantastic Technology (page 41)

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**Med-Aid**

**Model:** Jassim Design QuickMed

**Type:** Emergency medical kit

**Skill:** First aid

**Cost:** 250

**Availability:** 1

**Game Notes:** Med-aids convey a +1D bonus to any *first aid* skill rolls. Each med-aid may be used only once.

**Source:** Gundark’s Fantastic Technology (page 82), Tales of the Jedi Companion (page 123)

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**Bacta Geltab**

**Model:** Genetech G-5 Geltab

**Type:** Medpac treatment enhancer

**Skill:** Dexterity

**Cost:** 50 (for pack of six)

**Availability:** 1

**Game Notes:** By applying a bacta geltab to a wound, and making a Very Easy *Dexterity* roll, the user gains a +1D bonus on the following *first aid* roll using a medpac on the treated wound.

**Source:** Lord of the Expanse – Sector Guide (page 45)

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**Trauma Kit**

**Model:** Imperial-issue Medical Resources Kit

**Type:** Trauma medpac

**Scale:** Character

**Skill:** First aid

**Cost:** 200

**Availability:** 1, F

**Game Notes:** Provides +1D to *first aid* or *medicine* when used to treat severe physical trauma, such as burns, cuts, contusions, abrasions and other external physical injuries.
Provides no bonus for other types of injury (such as internal injuries) or the treatment of toxins or poisons.

**Source:** The DarkStryder Campaign – The Kathol Rift (page 90)

### Customized Medical Backpack

**Model:** Chiwab Amalgamated Pharmaceuticals Company
**Type:** Advanced medical kit
**Skill:** First aid
**Cost:** 600
**Availability:** 2

**Game Notes:** Treat all components as requiring an Easy first aid roll unless otherwise noted. Each kit contains the following items:
- **Hand-Held Diagnostic Scanner:** Easy first aid or Moderate sensors roll. Provides readout of patient’s vital signs, specifics on injury and recommended procedures.
- **Medicines:** Anesthetics, blood pressure, respiration and pulse regulation compounds, as well as other essential medicines (for a number of common species).
- **Emergency Procedures Database:** Easy computer programming/repair roll. Based on initial scanner findings, this emergency database provides the user with a quick-reference collection of treatment procedures.
- **Filtration Mask:** Supplies sufficient oxygen flow; may also be connected to one of several atmospheric compound bottles for non-oxygen breathers.
- **Heat Closure Packs:** Pressurized sealant bandages with medicines which, when exposed to air, cauterize and sterilize a wound up to 10 centimeters in diameter.
- **Laser Scalpel:** Difficult first aid roll. Precision cutting tool.
- **Medicine Dispenser:** Moderate first aid roll. Can be loaded with a variety of medicines.
- **Portable Repulsor-Stretcher:** Collapsible one-person operation anti-grav stretcher capable of supporting up to 150 kilograms.
- **Pressure Cuffs:** Circular metal sleeves of varying diameter (5-30 centimeters) which inflate pressurized chambers around wound area.
- **Sterile Heating Cloth:** Covers an area up to 1.6 meters x 0.75 meters with a sterilized, heat-insulated covering.
- **2 Universal Plasma Fluid Sacks:** Require Moderate first aid roll. Intravenous feed provides universal plasma stabilization serums.


### Abyssin Grafting Patch

**Model:** Kirgalis Pharmaceutical Exports Abyssin Grafting Patch
**Type:** Regenerative grafting patch
**Skill:** First aid or medicine
**Cost:** 5,000
**Availability:** 3

**Game Notes:** A Difficult first aid or Easy medicine roll is required for normal application. As with bacta tanks, the patient will heal if allowed to rest, but the healing time depends upon the severity of injury.

**Character is:** Treatment time:
- Wounded 2D hours
- Incapacitated 8D hours
- Mortally Wounded 2D days

After a patch is used once, it is all used up and new patches must be bought. Many lifeforms with natural regenerative abilities have a high resistance to the effects of this patch.

**Source:** Galladinium’s Fantastic Technology (page 85)

### Med Unit

**Model:** Athakam II Med Unit
**Type:** Portable medical unit
**Cost:** 3,000
**Availability:** 2

**Game Notes:** Device can diagnose and treat common diseases and poisons, in addition to stabilizing a seriously injured patient. Has first aid 5D and medicine 1D. A medical droid may interface with the med unit, receiving a +2D bonus to first aid and +1D to medicine.

**Source:** Galladinium’s Fantastic Technology (page 40), Arms and Equipment Guide (page 92)
**Bacta Tank**

**Model:** Zaltin and Xucphra Corporation Bacta Tank  
**Type:** Bacta tank  
**Scale:** Character  
**Skill:** Medicine or First aid  
**Cost:** 3,000  
**Availability:** 2  
**Game Notes:** Fully heals a patient on a successful Very Easy *medicine* or Heroic *first aid* roll. Healing time is 1D hours for Wounded patients, 4D hours for Incapacitated and 1D days for Mortally Wounded. If the roll fails, patient’s injury worsens two levels.  
**Source:** d20 Core Rulebook (page 140)

**Stabilizing**

**Replar Splint**

**Model:** Xarnin Medical Technologies GRS-600  
**Type:** Field splint  
**Skill:** First aid  
**Cost:** 200  
**Availability:** 2  
**Game Notes:** An Easy *first aid* roll is required for normal placement. This is increased to Moderate level for multiple or compound fractures. Once activated, limited movement is possible.  
**Source:** Galladinium’s Fantastic Technology (page 40)

**Sluissi Gravitic Pressure Bandage**

**Model:** Slusani Interstellar Pharmacologies SGB-543  
**Type:** Micro-gravity pressure patch  
**Skill:** First aid  
**Cost:** 750  
**Availability:** 2  
**Game Notes:** An Easy *first aid* roll is required for proper placement and will allow Wounded patients to act as if
unwounded or incapacitated patients to act as Wounded (the injury is still there, but the patient will be able to move and so forth). It is up to the gamemaster to require players to properly roleplay the effects of this device.

Source: Galladinium’s Fantastic Technology (pages 40-41)

Bacta Tray

Model: Genetech BT-16 Bacta Tray
Type: Mobile medical stabilization unit
Skill: First aid
Cost: 2,200
Availability: 2

Game Notes: Activating a bacta tray requires an Easy first aid roll. If successful, the patient’s mortally-wounded status remains unchanged until a time as the patient can undergo full bacta treatment.

Source: Lord of the Expanse – Sector Guide (page 45)

Anti-Shock Blanket

Model: Fabreth Medical Biochemicals Shock Cloth
Type: Emergency blanket
Skill: First aid
Cost: 250
Availability: 2

Game Notes: When attached to a medical scanner, computer, or datapad (not included), a shock cloth can prevent shock by administering medication to different parts of a patient’s body while simultaneously stabilizing his temperature. This results in a +2D bonus to any first aid or (A) medicine skill rolls made to stabilize a wounded, dying, or incapacitated character. A first aid roll is required for normal application (use medpac rules, but reduce difficulties by one level). The blanket’s medicines must be replenished after one use (normally costs about 20-40 credits).

Source: Galladinium’s Fantastic Technology (page 38), Arms and Equipment Guide (page 93)

Hyperbaric Medical Chamber

Model: Athakam/RSMA Atmosphere Replicator
Type: Hyperbaric medical chamber
Scale: Character
Cost: 50,000
Availability: 3, F
**Game Notes:** The chamber’s atmosphere can be adjusted to allow comfortable habitation for any species or medical conditions patient may have. This negates any penalties and the need for life-support apparatus while in the chamber.  
**Source:** Shadows of the Empire Sourcebook (page 112)

### Celegian Life-Support Chamber

**Model:** Celegian Life-Support Chamber  
**Type:** Cyanogen gas chamber  
**Cost:** 6,000  
**Availability:** 4  
**Game Notes:** Chamber provides full cover to its occupant and has a Strength of 5D to resist damage. If destroyed, it releases a 10-meter-radius cyanogens gas cloud that deals a temporary -1D Strength penalty to non-cyanogen breathers in the area who fail a Moderate stamina roll each round of exposure. The cloud dissipates in 1 round if not confined.  
**Source:** Ultimate Alien Anthology (page 30)

### Medical Scanners

#### Med Diagnostic Scanner

**Model:** Synthetic Medtech Corporation MDS-50  
**Type:** Personal medical scanner  
**Skill:** First aid  
**Cost:** 75  
**Availability:** 1  
**Game Notes:** An Easy first aid roll will provide basic readouts relating to the patient's overall physical condition, Moderate first aid roll required to scan for specific ailment. Device will not make recommendations for treatments, but will identify current physical abnormalities and suggest probable causes. Difficulties should be adjusted for unusual or hard to detect conditions.  
**Source:** Galladimium’s Fantastic Technology (page 39), Arms and Equipment Guide (page 93)

#### Medisensor

**Model:** Cryoncorp Mediscan 21  
**Type:** Medisensor  
**Cost:** 3,000  
**Availability:** 2  
**Game Notes:** The difficulty level for using this scanner is the same as that for using a medpac – Easy for Wounded, Moderate for Incapacitated and Difficult for Mortally Wounded characters. Successful use of a medisensor adds 1D to first aid rolls.  
**Source:** Gundark’s Fantastic Technology (pages 103-104)

#### Medscanner

**Model:** BioTech RXF/K Medical Sensor Supplument  
**Type:** Portable medical diagnostic relay  
**Skill:** First aid  
**Cost:** 5,000  
**Availability:** 2  
**Game Notes:** Mediscanners are used to augment the diagnostic scanner of a medical bay. Since they can access the medical database of a standard medbay, they are basically booster relays for the existing system. (Access range from database medical computer is 2 kilometers for military-issue units, 300 meters for cibilian units). Anyone using a medscanner receives a +2D bonus to first aid checks. However, a medscanner that is not patched into a medbay’s computer only delivers a +1D bonus.  
**Source:** Gundark’s Fantastic Technology (page 103), Rules of Engagement – The Rebel SpecForce Handbook (page 39), The Truce at Bakura Sourcebook (page 138), Arms and Equipment Guide (page 93)
**Drugs**

### Signature Scent Synthesizer

**Model:** Paradour Enterprises Signature Scent Synthesizer  
**Type:** Computerized fragrance synthesizer and replicator  
**Cost:** 1,500, 150 (refills)  
**Availability:** 3  
**Game Notes:** Some fragrances may contain biological ingredients (such as pheromonal additives) that may induce an exceptionally strong effect on some beings. In game terms, "victims" of such pheromonal fragrances might suffer penalties to willpower rolls to avoid infatuation or resist the effect of command, con, persuasion and similar skills. Enterprising characters with the appropriate chemistry background may concoct all kinds of substances with a number of psychological effects.  
**Source:** Galladinium’s Fantastic Technology (page 46)

### Elixir of Infatuation

**Model:** Zeltron Elixir of Infatuation  
**Type:** Mind-affecting drug  
**Cost:** 250 (per vial)  
**Availability:** 3  
**Game Notes:** A creature that imbibes the transparent, odorless liquid becomes infatuated with the first creature he or she sees afterwards. The mind-influencing effect lasts for 1D hours, and a successful Difficult willpower roll negates the effect. If the drinker and the source of the infatuation are of the same species, apply a -1D+1 penalty to the drinker’s roll. If both are human or near-human, but of different species, apply a -2 penalty to the roll instead. Creatures with Dark Side Points or immune to mind-influencing effects are immune to the elixir. An infatuated creature suffers a -2D penalty to Perception-based rolls regarding the source of infatuation. If this source threatens the infatuated creature in any way, the victim gets another willpower roll to negate the elixir’s effect.  
**Source:** Ultimate Alien Anthology (page 197)

### Cyduct Chemical Booster

**Model:** Seselin Medicinal Electronics Cyduct E-23 Booster  
**Type:** Interdermal injection system  
**Skill:** First aid  
**Cost:** 1,250  
**Availability:** 3, F, R or X  
**Game Notes:** An Easy first aid roll is required for first time set up. A variety of different chemical compounds are available from physicians by prescription. The booster holds up to 10 doses.

<table>
<thead>
<tr>
<th>Serum</th>
<th>Cost/Dose</th>
<th>Duration</th>
<th>Comments</th>
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</table>
| DiMatolin          | 100       | 1 hour   | Negates Dexterity penalties in high gravity environments (up to 1.4 standard gravities)  
+1D+1 to Strength or stamina to resist radiation sickness  
| Elisinandrox       | 250       | 10 hours | Negates Strength penalties in high-gravity environments (up to 2 standard gravities)  
+1D to Perception and related skills; effective as neurological stimulant  
| Gresholl-polyforim | 150       | 3 hours  |                                                                             |
| Haladreshin        | 200       | 8 hours  |                                                                             |
| Requilisant        | 200       | 6 hours  | Negates Dexterity related penalties in low and zero gravity environments    |

**Source:** Galladinium’s Fantastic Technology (pages 43-44)
Ryll Spice

Model: Rylloth Spice
Type: Narcotic
Cost: 100-250 per kilogram
Availability: 2, R (legal on Ryloth)

Game Notes: Ryll spice has little effect on beings other than euphoria and interesting, sometimes disturbing, hallucinations. However, when used in excess, it can be a dangerous and addictive drug which stimulates (and sometimes burns out) the pleasure centers of most species brains.

Source: Shadows of the Empire Planets Guide (page 41)

Andris White Spice

Model: High-Grade White Sevari Spice
Type: Sense-enhancing drug
Cost: 500 per dose
Availability: 3, R

Game Notes: High-quality andris can be ingested directly, dissolved under the tongue, or taken with food. A dose increases Perception scores by +1D for one hour. Due to the increased sensitivity, damage done to the character while under the influence of the spice is increased by +1D.

Source: Shadows of the Empire Planets Guide (page 40), Adventure Journal 2

Carsunum Black Spice

Model: Black Sevari Spice
Type: Physical-enhancing drug.
Cost: 1,000 per dose
Availability: 4, X

Game Notes: Carsunum users become more intelligent, faster, stronger, and generally more able. Users also experience a mild euphoria and increased confidence. This benefit has a dark side: after the effect wears off, users become listless, sometimes poisoned, and occasionally overdose fatally. Carsunum increases all abilities and skills by +1D for 1D hours. At the end of the effect, the user takes 1D damage for each hour under the influence (the carsunum bonus cannot be applied). Force skills and bonuses from Force Points are decreased by -1D per dose for the appropriate period.

Source: Shadows of the Empire Planets Guide (page 40), Adventure Journal 2

Glitterstim Spice

Model: Kessel Glitterstim Spice
Type: Telepathic booster drug
Cost: 6,000-10,000 per dose
Availability: 4, X

Game Notes: Glitterstim is sealed into slim black cylinders. To activate the spice, one pulls back the opaque outer wrapper, exposing the inert glassy fibers of the spice to the light. As the spice reacts to the light, scintillating and glowing from within, it ripens. When the transparent fibers glow a pearlescent blue, they are ready to consume. The consumer takes the spice orally, which dissolves in his or her mouth with a crackling and faint show of tiny sparks. Characters imbibing glitterstim are considered Force-sensitive for 10 rounds. During this time, they can read the surface thoughts of a target person. This functions like the Receptive Telepathy Force power, except that the user is restricted to using his or her Perception to make the difficulty roll. Those who already have the Force power derive no benefit from using glitterstim.

Source: The Jedi Academy Trilogy Sourcebook (page 86), Shadows of the Empire Planets Guide (page 40)

Death Stick

Model: Ixetal Cilona Extract Drug (fluid or solid)
Type: Narcotic
Availability: 3, X

Game Notes: Users experience a temporary explosion of bliss. Anyone who samples a death stick must make a Difficult willpower skill check. If failed, the character suffers a -1D penalty to both his Dexterity and Knowledge attributes. After 1-2 hours, the effects wear off, and the character must attempt a Very Difficult Strength check. Failure indicates addiction and the loss of -1 pips of Strength (which is permanent, unless treated). Anyone wishing to break their addiction can seek treatment, but this is costly. At the GM’s option, lost points of Strength can be recovered by using the (A) medicine skill (difficulty equal to 20, +1 per lost point of Strength), or the Accelerate Healing or Accelerate Another’s Healing Force powers.

Source: Coruscant and the Core Worlds (page 18)
**Boosters**

**Emotion Suppressant**

*Model:* Consolidated Learning Systems  
*Model:* ES23  
*Type:* Emotion suppression system  
*Cost:* 750  
*Availability:* 3  
*Game Notes:* Device uses micro-powered cells. Each pair must be worn a minimum of 24-30 hours to allow for proper calibration to the wearer’s life function rhythms. Device adds +2D bonus to any *willpower* rolls to resist emotional impulses. Note that this device could conceivably be used to help resist torture (although it has no effect on resisting Force abilities).  
*Source:* Galladinium’s Fantastic Technology (pages 36-37)

**Orfite Power Harness**

*Model:* Orfa Toolco Power Harness  
*Type:* Strength enhancer  
*Cost:* 800  
*Availability:* 3  
*Game Notes:* Negates penalties for Orfites (and other low-gravity species) on standard gravity worlds.  
*Source:* Planets Collection (page 150)

**Servo Slippers**

*Model:* Mahled Medical Services  
*Type:* Repulsorlift assisted leg and arm braces  
*Cost:* 2,500 per pair (foot/leg or hand/arm)  
*Availability:* 3  
*Game Notes:* On high gravity worlds, foot/leg braces alone negate Movement penalties and cut *Dexterity* penalties by two pips. Hand/arm braces alone cut *Dexterity* penalties by two pips. Both foot/leg and hand/arm braces completely negate all *Dexterity* penalties.  
*Source:* Galladinium’s Fantastic Technology (page 45)

**Grav Mill**

*Model:* Quarlittech Aergronics, Inc. GRGC-800  
*Type:* Grav treadmill incline  
*Cost:* 700  
*Availability:* 2  
*Game Notes:* Dedicated training on the grav mill for an extended period of time (anywhere from a few days to weeks, depending upon the severity of gravity change) can help eliminate any penalties due to higher or lower gravity worlds.  
*Source:* Galladinium’s Fantastic Technology (page 31)

**Myostim Unit**

*Model:* Traxes BioElectronics Myostim Couch  
*Type:* Myostim unit  
*Cost:* 30,000  
*Availability:* 3  
*Game Notes:* For every 12 hours spent on a myostim unit the subject’s *Strength* is increased by +1 (maximum bonus of +1D). The bonus lasts for one week. Extended use of myostim unit might have psychologically damaging results in tense situations requiring sudden bursts of activity. After more than six months of use, characters in an extremely stressful situation may suffer a -2 penalty to *Dexterity*, *Knowledge*, *Perception*, and all related skills, with a mishap, the character becomes enraged and uncontrollable.  
*Source:* Gundark’s Fantastic Technology (pages 109-110), Shadows of the Empire Sourcebook (pages 112-113)
Cybernetics

Replacement Prosthetics

Model: BioTech Repli-Limb Prosthetic Replacements
Type: Cybernetic prosthetics
Cyber Points: 1 per replacement
Cost: The following costs include the basic prosthetic and operation:
   - Hand: 1,000 credits
   - Arm: 2,000 credits
   - Leg: 2,000 credits
   - Knee: 1,200 credits
   - Eye: 2,750 credits
   - Ear: 2,750 credits
   - Heart: 5,000 credits
   - Kidney: 4,500 credits
   - Lungs: 4,000 credits
Availability: 4
Game Notes: The prosthetic is almost completely lifelike – a Difficult Perception roll is needed to tell the part from an organic one. The replacement has no special abilities.
Source: Cracken’s Rebel Field Guide (page 29), Heir to the Empire Sourcebook (pages 109-110), Pirates & Privateers (pages 50-51)

Cybernetic Hand

Type: Prosthetic limb
Scale: Character
Skill: Medicine: cyborging (to install)
Cost: Varies by model
Availability: 2, R
Difficulty: To install: Moderate (+1 hand), Difficult (+2 forearm)
Game Notes: If the medicine roll to install forearm fails by less than 5 points, the limb has a side effect (listed below). Item bonus refers to attribute-based actions related to that limb only.
Bonus | Price | Surgery | Side Effects
--- | --- | --- | ---
+1 Strength | 3,000 | 9,000 | -1D Dexterity
+2 Strength | 7,500 | 22,500 | -2D Dexterity
Source: Hero’s Guide (page 129)

Cybernetic Forearm

Type: Prosthetic limb
Scale: Character
Skill: Medicine: cyborging (to install)
Cost: Varies by model
Availability: 2, R
Difficulty: To install: Moderate (+1 forearm), Difficult (+2 forearm)
Game Notes: If the medicine roll to install forearm fails by less than 5 points, the limb has a side effect (listed below). Item bonus refers to attribute-based actions related to that limb only.
Bonus | Price | Surgery | Side Effects
--- | --- | --- | ---
+1 Strength | 2,000 | 6,000 | -1D Dexterity
+2 Strength | 5,000 | 15,000 | -2D Dexterity
+1 Dexterity | 2,000 | 6,000 | -1D Strength
+2 Dexterity | 5,000 | 15,000 | -2D Strength
Source: Hero’s Guide (page 129)

Cybernetic Arm

Type: Prosthetic limb
Scale: Character
Skill: Medicine: cyborging (to install)
Cost: Varies by model
Availability: 2, R
Difficulty: To install: Difficult (+1 hand), Very Difficult (+2 hand)
Game Notes: If the medicine roll to install fails by less than 5 points, the limb has a side effect (listed below). Item bonus refers to attribute-based actions related to that limb only.
Bonus | Price | Surgery | Side Effects
--- | --- | --- | ---
+1 Strength | 2,000 | 6,000 | -1D Dexterity
+2 Strength | 5,000 | 15,000 | -2D Dexterity
+1 Dexterity | 2,000 | 6,000 | -1D Strength
+2 Dexterity | 5,000 | 15,000 | -2D Strength
Source: Hero’s Guide (page 129)
**Skeletal Reinforcement**

**Model:** BioTech Superstruct Skeletal Reinforcement  
**Type:** Skeleton reinforcement  
**Scale:** Character  
**Skill:** Medicine: cyborging (to install)  
**Cost:** 10,000 (surgery: 50,000)  
**Availability:** 2, R  
**Difficulty:** To install: Heroic  
**Game Notes:** Subject gains +1D to resist physical damage. If the medicine roll to install fails by less than 5 points, subject suffers a -1D penalty to Strength-based actions. This cannot be recovered until the cybernetic component is removed.  
**Source:** Hero’s Guide (pages 130-131)

---

**Cybernetic Knee**

**Type:** Prosthetic limb  
**Scale:** Character  
**Skill:** Medicine: cyborging (to install)  
**Cost:** Varies by model  
**Availability:** 2, R  
**Difficulty:** To install: Easy (+1 knee), Moderate (+2 knee)  
**Game Notes:** If the medicine roll to install knee fails by less than 5 points, the limb has a side effect (listed below). Item bonus refers to attribute-based actions related to that limb only.

<table>
<thead>
<tr>
<th>Bonus</th>
<th>Price</th>
<th>Surgery</th>
<th>Side Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1 Strength</td>
<td>1,500</td>
<td>4,500</td>
<td>3/4 Move</td>
</tr>
<tr>
<td>+2 Strength</td>
<td>4,000</td>
<td>12,000</td>
<td>1/2 Move</td>
</tr>
</tbody>
</table>

**Source:** Hero’s Guide (page 129)

**Cybernetic Leg**

**Type:** Prosthetic limb  
**Scale:** Character  
**Skill:** Medicine: cyborging (to install)  
**Cost:** Varies by model  
**Availability:** 2, R  
**Difficulty:** To install: Moderate (+1 leg), Difficult (+2 leg)  
**Game Notes:** If the medicine roll to install leg fails by less than 5 points, the limb has a side effect (listed below). Item bonus refers to attribute-based actions related to that limb only.

<table>
<thead>
<tr>
<th>Bonus</th>
<th>Price</th>
<th>Surgery</th>
<th>Side Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1 Strength</td>
<td>3,000</td>
<td>9,000</td>
<td>1/2 Move</td>
</tr>
<tr>
<td>+2 Strength</td>
<td>6,500</td>
<td>19,500</td>
<td>1/4 Move</td>
</tr>
</tbody>
</table>

**Source:** Hero’s Guide (page 129)

---

**Cybernetic Legs Package**

**Type:** Prosthetic limbs  
**Scale:** Character  
**Skill:** Medicine: cyborging (to install)  
**Cost:** Varies by model  
**Availability:** 2, R  
**Difficulty:** To install: Moderate (+2 leg), Difficult (+4 leg), Very Difficult (+6 leg)  
**Game Notes:** If the medicine roll to install legs fails by less than 5 points, the limb has a side effect (listed below).

<table>
<thead>
<tr>
<th>Bonus</th>
<th>Price</th>
<th>Surgery</th>
<th>Side Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2 Move</td>
<td>4,000</td>
<td>12,000</td>
<td>2D damage per use</td>
</tr>
<tr>
<td>+4 Move</td>
<td>9,000</td>
<td>27,000</td>
<td>3D damage per use</td>
</tr>
<tr>
<td>+6 Move</td>
<td>18,000</td>
<td>54,000</td>
<td>4D damage per use</td>
</tr>
</tbody>
</table>

**Source:** Hero’s Guide (page 129)

---

**Cardio-Muscular Package**

**Model:** Neuro-Saav Corporation Cardio-Muscular Package  
**Type:** Increases Strength attribute/skills  
**Cost:** 800 credits per pip  
**Cyber Points:** 2  
**Game Notes:** Operation takes one week. Recipient must spend another week recovering and adjusting to new implants. Doctor must make three Difficult medicine rolls over the week of the operation for success. If any of the rolls fail whenever the character makes a Difficult or Very Difficult Strength or associated roll, the character must make a second Difficult Strength roll. If this second roll fails, the character muscles contract and the character falls prone for 2D minutes.  
**Source:** Cracken’s Rebel Field Guide (page 35)

---

**Response Improvement Package**

**Model:** GeneeringResponseiMprOVENT Package (RiMPack)  
**Type:** Increases Dexterity attribute/skills  
**Cost:** 700 credits per pip  
**Cyber Points:** 2  
**Game Notes:** To install, doctor must make three Difficult medicine rolls over the week of the operation for success. If any of the rolls fail, the character becomes highly agitated, or hyperactivates, whenever he rolls a 20 or higher with a Dexterity skill. During hyperactivation, the character is overwhelmed with sensory input for 2D minutes and is controlled by the gamemaster. The character may attack friends or foes, flee the scene or be hypnotized with fear.  
**Source:** Cracken’s Rebel Field Guide (page 36)
**Hifold Sensory Package**

*Model:* Neuro-Saav Hifold Sensory Package  
*Type:* Increases Perception attribute/skills  
*Cost:* 400 credits per pip  
*Cyber Points:* 2  
*Source:* Cracken’s Rebel Field Guide (page 38), Hero’s Guide (page 131)

**Hi-Sense Enhanced Eyes**

*Model:* Neuro-Saav Hi-Sense Enhanced Eyes  
*Type:* Enhanced IR and UV eyes  
*Cost:* 100 credits per pip  
*Cyber Points:* 2  
*Game Notes:* Increases recipient’s search skill. Base cost is 100 credits per pip of existing skill code, plus 200 per pip of enhancement.  
*Source:* Cracken’s Rebel Field Guide (page 39)

**Cybernetic Eye**

*Type:* Prosthetic eye  
*Scale:* Character  
*Skill:* Medicine: cyborging (to install)  
*Cost:* Varies by model  
*Availability:* 2, R  
*Difficulty:* Moderate (to install)  
*Game Notes:* If the medicine roll to install eye fails by less than 5 points, the limb has a side effect (listed below).  
*Source:* Cracken’s Rebel Field Guide (pages 129-130)

<table>
<thead>
<tr>
<th>Item</th>
<th>Bonus</th>
<th>Price</th>
<th>Surgery</th>
<th>Side Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flare Suppressor</td>
<td>Can’t be flash-blinded</td>
<td>250</td>
<td>1,900</td>
<td>-1 on attack rolls</td>
</tr>
<tr>
<td>IR Sensor</td>
<td>Darkvision to 30m</td>
<td>300</td>
<td>2,250</td>
<td>Blinded by nearby heat sources</td>
</tr>
<tr>
<td>Optical Enhancer</td>
<td>+1D to search</td>
<td>450</td>
<td>3,400</td>
<td>-1D to ranged attacks</td>
</tr>
<tr>
<td>Targeting Eye</td>
<td>+1 on ranged attacks</td>
<td>500</td>
<td>3,750</td>
<td>-1D to search</td>
</tr>
<tr>
<td>Telescopic Eye</td>
<td>Reduced search ranges</td>
<td>500</td>
<td>3,750</td>
<td>-1D to search</td>
</tr>
</tbody>
</table>
**Ultrasound Sight Enhancer**

**Model:** Traxes BioElectronics

**Type:** Ultrasonic wave motion sensory system

**Cost:** 12,500; does not include cost of implantation surgery

**Availability:** 4

**Game Notes:** Sensory motion system implant feeds input directly into the user’s brain, creating a three-dimensional, black and white, sonic graph of the user’s surrounding. An Easy sensors total is required to properly calibrate wave receptors once implantation nodes are in place. Otherwise, a Very Easy Perception roll is required periodically (varies according to species) for normal use. Normal operating range is 50 meters and function is equally good in all environmental conditions excepting those involving severe electrical disturbances.

**Source:** Galladinium’s Fantastic Technology (page 37)

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**Tremor Sensor**

**Type:** Cyber sensor

**Scale:** Character

**Skill:** Medicine: cyborging (to install)

**Cost:** 400 (surgery: 3,750)

**Availability:** 2, R

**Difficulty:** To install: Difficult

**Game Notes:** Foot sensor picks up sonic vibration, allowing the character to detect the presence of anything within 20 meters if it’s moving in contact with the ground. With a search versus sneak opposed roll, the subject can also determine the precise location of the target. Subject must activate sensor and remain motionless to use this ability. If the medicine roll to install fails by less than 5 points, subject suffers a constant -2 penalty to both Strength and Dexterity actions, and can’t move beyond Cruising speed.

**Source:** Hero’s Guide (page 131)

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**Neimoidian Data Goggles**

**Model:** Stock Neimoidian Data Goggles

**Type:** Cybernetic interface

**Scale:** Character

**Cost:** 2,000 (includes implants and surgery)

**Availability:** 3; F or R

**Game Notes:** This is a cybernetic implant used by Neimoidians, and is not usually installed in non-Neimoidian patients (see below). To be of use, the goggles must be properly attuned to the wearer, and linked to a ship’s computer and communications system. The goggles grant a 1D+2 bonus on all astrogation, computer programming/repair, and appropriate spacecraft repair rolls, as well as a 3D+1 bonus on all appropriate spacecraft piloting rolls. If a successful attack disrupt the vessel’s internal communications network, the user must make a Heroic Strength check or be stunned for 1D+1 rounds. The price for such an installation is not only financial – the mere installation of the implant causes the pilot to lose +2 pips of both Knowledge and Perception (the loss is permanent). Neimoidian surgeons are unlikely to install this sort of hardware into non-Neimoidians without a sufficient bribe. However, since the technology is made specifically for Neimoidians, any character of another species loses twice as much Knowledge and Perception (ie, +4 pips/1D+1) due to the installation.

**Source:** Secrets of Naboo (page 17)

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**Cyborg Construct**

**Model:** BioTech Borg Construct AJ^6

**Type:** Basic cyborg construct

**Cost:** 80,000 for unit, 70,000 for surgery, 400 cheaper if without cyborg/droid interface

**Cyber Points:** 3

**Game Notes:** Increases computer programming/repair by 2D. Increases any Knowledge or Technical skill by 1D. Construct can store up to 8D worth of additional information. Cyborg can read the data in his data banks at any time.

**Source:** Cracken’s Rebel Field Guide (page 31), Hero’s Guide (page 130)
**Weapon Mount**

**Type:** Cybernetic weapon socket  
**Scale:** Character  
**Skill:** Medicine: cyborging (to install)  
**Cost:** 50 (surgery: 2,500) (does not include weapon)  
**Availability:** 2, R  
**Difficulty:** To install: Easy  
**Game Notes:** The character’s arm end in a socket, on which any range of specially modified weapons can be mounted. Standard weapons cannot be mounted, custom cyber-weapons usually cost twice the normal cost of the weapon. If the medicine roll to install fails by less than 5 points, the weapon fails to operate consistently. Every time a weapon is fired (or every round, if the weapon uses a constant power flow, such as a lightsaber or vibro-weapon), if the Wild Die rolls a 3 or less, the weapon fails to fire and shuts off (requiring an action to reactivate it).  
**Source:** Hero’s Guide (page 131)

**Cybernetic Nexus Ring**

**Model:** Menendahl Cybertronic Nexus Ring  
**Type:** Cyborg power interface  
**Cost:** 5,000  
**Availability:** 4, R  
**Game Notes:** If the user stores one hour’s worth of energy, the prosthetic in question gets a +1D Strength or Dexterity bonus for 10 minutes. No more than 15 minutes’ worth of energy (use time: 1 1/2 hour charge time) can be stored by the ring. However, if a complication is rolled while the “charged” prosthetic is in use, the cyborg suffers 4D stun damage due to excessive energy feedback. If user employs the nexus ring more than once per week, have the user make a Moderate willpower roll for each additional use. If the roll fails, the cyborg has developed a psychological need for the boosted energy – if the user doesn’t boost at least once a day, the character’s Strength is considered reduced by -1D. While boosted, however, the character uses their full Strength and gets the +1D bonus for using the ring.  
**Source:** Galladinium’s Fantastic Technology (pages 34-35)
Survival

Glow Rod

Type: Standard glow rod
Cost: 10
Availability: 1
Range: 50 meters
Source: Rulebook (page 226), Heir to the Empire Sourcebook (page 107)

Luma Flare

Model: Salamini Chemical Munitions Model-3287
Type: Aerial illumination system
Skill: Missile weapons
Cost: 100
Availability: 2
Range: 5 kilometers vertical, 10 kilometers horizontal
Blast Radius: 20 meters

Damage: 4D
Game Notes: Maximum range for the luma flare is five kilometers vertical and 10 kilometers horizontal. The illumination lasts for three minutes, and an area 300 meters in diameter is affected. While not designed as a weapon, luma flares will cause 4D burn damage to anyone within 20 meters of the detonation. Anyone within 50 meters of the detonation point and who is looking directly at the detonation point must make a Difficult Perception total or be blinded for eight minutes.
Source: Galaxy Guide 10: Bounty Hunters (page 91), Gundark’s Fantastic Technology (pages 81-82), Rules of Engagement – The Rebel SpecForce Handbook (page 70)

Personal Strobe Locator

Model: Saladar Systems Solo Strobe
Type: Personal strobe locator
Cost: 100
Availability: 2
Game Notes: The comlink-sized strobe flashes every five seconds for up to 20 hours, and is visible for three kilometers.
Source: Platt’s Smugglers Guide (page 54)

Anti-Insect Canister

Model: Barkesh Insect Culture
Type: Insecticide
Cost: 275
Availability: 3
Game Notes: A canister’s contents can coat three full sized humans or protect the atmosphere within a small ship or within several meters of a small camp. The canister is effective up to one month from purchase, when the microorganisms inside eventually die out.
Source: Gundark’s Fantastic Technology (pages 79-80)

Animal Excluder

Model: Merr-Sonn Excluder
Type: Animal excluder
Scale: Character
Cost: 350
Availability: 2, F or R
Game Notes: The excluder has three power settings – low power (2D), normal power (4D), and high power (6D). Each setting forms a protective “sphere” with a diameter of 10
meters, 20 meters and 40 meters, respectively. Every round that a creature possessing senses in the affected range attempts to approach, it must make a willpower or Strength roll (whichever is higher) against the excluder’s power setting to remain within the device’s range. Failure means the creature retreats as far as it can until it is out of range; success means it can advance but suffers -2D to all actions due to irritation and distraction. Attempting to corner a creature, however, is not a wise move, as full flight-or-fight instincts remain in affected creatures.

**Source:** Gundark’s Fantastic Technology (page 79)

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**Ration Concentrates**

**Model:** Adventure Hiker & Hunter Ration Pack  
**Type:** Compact field meal  
**Cost:** 5  
**Availability:** 1  
**Source:** Rules of Engagement – The Rebel SpecForce Handbook (page 32), Arms and Equipment Guide (page 95)

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**Dehydrated Food Pack**

**Type:** Standard dehydrated food pack  
**Cost:** 2  
**Availability:** 1  
**Game Notes:** Each dehydrated food pack contains enough nourishment for a human for one meal (does not include liquids).  
**Source:** Gundark’s Fantastic Technology (pages 80-81), Tales of the Jedi Companion (page 122)

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**Water Purifier**

**Model:** Pretormin Environmental WPR-60  
**Type:** Water purification system  
**Skill:** Survival  
**Cost:** 100  
**Availability:** 1  
**Game Notes:** A Very Easy survival roll is required for normal use. The amount of time required to properly filtrate water samples is dependant on local sources. Average filtration time is 5 minutes. The unit will notify the user when cleansing process is completed.  
**Source:** Galladinium’s Fantastic Technology (page 67)

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**Water Purifying Canteen**

**Model:** SurvivalGear Water JugFilter  
**Type:** Water purifier  
**Cost:** 100  
**Availability:** 1  
**Game Notes:** The water-purifying canteen can remove contamination from tainted water. It takes two minutes to purify lightly contaminated water, four minutes to purify moderately contaminated water, eight minutes to purify highly contaminated water, and 1D hours to purify toxic water. (See pages 20-21 for more information on water contamination).  
**Source:** Rules of Engagement – The Rebel SpecForce Handbook (page 32), Arms and Equipment Guide (page 95)

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**Micro Fusion Reactor**

**Model:** Lardanis Survival Systems MFCR-200 Power Generator  
**Type:** Medium fusion power generator  
**Cost:** 750  
**Availability:** 1  
**Source:** Galladinium’s Fantastic Technology (page 55)

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**Energy Capacitor**

**Model:** Dardrennis Survival Technologies EMS-500  
**Type:** Energy collection system  
**Skill:** Survival  
**Cost:** 1,500  
**Availability:** 2  
**Game Notes:** An Easy Technical roll is required for normal operation. The difficulty level may vary depending upon the type and amount of energy flow being accessed. Energy collection rates will vary from anywhere for an hour (from large power source or generator) up to six days (such as from low power blaster power packs) for a full charge.  
**Source:** Galladinium’s Fantastic Technology (page 65)

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**Defel Heat Reducer**

**Model:** Farendress Defek Exports HR-1200  
**Type:** Heat reducer/energy generator  
**Cost:** 500  
**Availability:** 2  
**Game Notes:** When operating in an environment with high levels of ultraviolet radiation, the exchanger can produce enough energy to power several datapads or other small appliances.  
**Source:** Galladinium’s Fantastic Technology (pages 29-30)
Heat Induction Staff

Model: Salasetti Survival Systems, Incorporated Heat Induction Staff
Type: Emergency heat generator
Skill: Survival
Cost: 300
Availability: 2
Game Notes: An Easy survival roll is required for normal operation. Accidental contact with the heating point results in 3D damage.
Source: Galladinium’s Fantastic Technology (page 66)

Portable Heater

Type: Portable heating unit
Availability: 2
Game Notes: Provides enough heat to keep a person alive within an encosed area of a maximum of 3 cubic meters in temperatures down to -75 degrees C for several days, perhaps a week or two with careful regulation.
Source: Galaxy Guide 8: Scouts (page 46)

Radiation Deflection Pin

Model: Raflkind Industrial Radiation Screener
Type: Personal ornamentation energy deflectors (various styles)
Cost: 250-500
Availability: 2
Game Notes: Miniature power cell must be replaced after 50 hours of continuous use. This item adds +1D to any survival rolls concerning low-level radiation. Bonus does not apply to high-energy radiation situations, but warning alarm will sound if radiation levels exceed specified amounts.
Source: Galladinium’s Fantastic Technology (page 36)

Radiation Deflection Badge

Model: Raflkind Industrial Radiation Screener
Type: Industrial radiation deflector
Cost: 300
Availability: 2
Game Notes: Power cell must be replaced after 50 hours of use, regardless of actual radiation levels (cells cost 10 credits). Adds +2D to survival rolls made due to radiation exposure. Badge changes color if its radiation deflection levels are exceeded. Use the same effects as water contamination (pages 20-21) to determine the severity of radiation contamination.
shelter, a breath mask, six meters of syntherope, a knife, and a portable fusion power generator. Special missions-issue packs may include vibropick, fusion cutter, pocket computer, recording rod, portable field scanner, macrobinoculars, standard explosive charge, exposure suit, portable moisture vaporator.


**Scout's Survival Pack**

- **Type:** Custom survival pack
- **Cost:** 900-2,000
- **Availability:** 2

**Game Notes:** While each pack varies, they often consist of a backpack rig packed with any of the following items – breath mask, comlink, datapad, fusion grapple, glowrod, hold-out blaster (3D), macrobinoculars, medpac, personal moisture vaporator, rations, recording rod, survival shelter, syntherope, thermal flare. The pack may also contain other items added by individual scouts customizing their kits.

Source: Gundark's Fantastic Technology (pages 82-83)

**Coruscant Survival Kit**

- **Type:** Typical Coruscant survival kit
- **Scale:** Character
- **Cost:** 250 (off-Coruscant), 500 (on Coruscant), value of credit stick not included
- **Availability:** 1

**Game Notes:** Typical contents of the kit include: A credit stick containing a prepaid amount in Republic or Imperial currency (depending on era), maps of all major areas and sections of the planet (+2 bonus to all planetary systems: Coruscant skill rolls), breath mask and protective goggles for trips to polluted sectors, glow rod, "Stinger" hold-out blaster (3D, 3-4/8/12, 5 shots), datapad and comlink.

Source: Coruscant and the Core Worlds (page 123)
Breathing Gear

Oxygen Extractor

Model: Vercanne Mineral Technologies FOE-2000
Type: Oxygen extractor
Cost: 350
Availability: 2
Game Notes: Extracts oxygen from sub-surface water deposits or water vapor trapped in rock formations.
Source: Galladinium’s Fantastic Technology (page 57)

Breather-1 Breath Mask

Model: Duwani Mechanical Products Breather-1
Type: Portable atmosphere-filtering system
Cost: 150
Availability: 2
Game Notes: Allows characters to survive in otherwise hostile gaseous environments. Note that the breath mask does not protect against gravitational or air pressures.
Source: Tales of the Jedi Companion (page 121)

Roamer-6 Breath Mask

Model: Gandorthral Atmospherics Roamer-6 Breath Mask
Type: Breath mask
Cost: 400
Availability: 1
Game Notes: Provides six hours of breathable air on poisonous atmospheres. If there is not enough breathable gas in the atmosphere, the roamer uses its 10-minute compressed air supply. This item uses a special air cylinder (cost: 50) and air scrubbers (cost: 100) which must be replaced periodically.
Source: Arms and Equipment Guide (page 86)

Oxidizer

Model: Gandorthral Atmospherics Oxidizer
Type: Molecular oxygen extractor
Cost: 350
Availability: 2
Game Notes: Extracts breathable oxygen from poisonous atmospheres; lasts 4 hours on a full power pack. Power pack recharging takes one hour.

Tasari Breath Mask
**Model:** Bavar Breathing Systems Portable Environmental Support Unit  
**Type:** Breath mask  
**Cost:** 40 credits  
**Availability:** 3  
**Game Notes:** Tasari breath masks cover the face and nose of humanoid beings. Oxygen is supplied through a hose, from a detachable tan. See the “Oxygen Tanks” entry for additional information.  
**Source:** Adventure Journal 15 (page 187)

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### Tasari Oxygen Tank

**Model:** Tasari Elder Council Oxygen Tank  
**Type:** Element of portable life support units, available in personal and vehicle models  
**Cost:** 10 credits (personal) or 55 credits (vehicle)  
**Availability:** 3  
**Game Notes:** Allows work of about one standard hour before it must be refilled. Refilling generally costs about 1 credit for personal models and 5 credits for vehicle models. Tasari oxygen tanks have armor values of 1D (personal model) and 3D (vehicle model). Should a personal tank be punctured, the carrier is subjected to 2D damage from the explosion and shrapnel generated by the sudden release of compressed gases. When the vehicle tanks are punctured, all beings within 2 meters suffer 2D damage.  
**Source:** Adventure Journal 15 (page 189)

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### Breath Mask

**Model:** VargeCorp Easy Breathing Breath Mask  
**Type:** Breath mask  
**Cost:** 50 credits  
**Availability:** 1  
**Game Notes:** Provides one hour of breathable air.  
**Source:** Rulebook (pages 225-226), Rules of Engagement – The Rebel SpecForce Handbook (page 32), Arms and Equipment Guide (page 86)

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### Emergency Life Support Module

**Model:** MineSystems Emergency Life Support Unit  
**Type:** Emergency life support system  
**Cost:** 3,000 credits  
**Availability:** 2  
**Game Notes:** Unit provides enough oxygen to sustain 10 people for 30 hours (there are 10 masks). The module is a rectangular box, 2 meters by 1 meter by 1.5 meters. The unit will activate automatically if its sensors detect a dangerous drop in air quality. The module has emergency supplies, two medpacs, and an automated distress beacon.  
**Source:** Flashpoint! Brak Sector (page 25)

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### Aquata Breather

**Model:** A99 Aquata Breather  
**Type:** Breathing device  
**Scale:** Character  
**Cost:** 350 credits  
**Availability:** 2  
**Game Notes:** Provides up to 2 hours of breathable air through its mouthpiece. The A99 has advanced filters to allow it to function underwater, in a vacuum, and in certain poisonous environments.  
**Source:** d20 Core Rulebook (page 140), Arms and Equipment Guide (page 85)

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### Organic Gill

**Model:** Mon Calamari Organic Gill  
**Type:** Synthetic organic gill  
**Cost:** 200 credits  
**Availability:** 3  
**Game Notes:** While wearing an organic gill, a diver may breathe in underwater environments.  
**Source:** The Jedi Academy Sourcebook (page 140), Gundark’s Fantastic Technology (page 76), Arms and Equipment Guide (page 86)
**Gnullith**

**Model:** Yuuzhan Vong Gnullith  
**Type:** Organic breath mask  
**Scale:** Character  
**Cost:** Not available for sale  
**Availability:** 4  
**Game Notes:** A gnullith is an organic breath mask that sticks a proboscis down the user’s throat, allowing him to breathe any non-corrosive gas, or underwater. To successfully employ a Gnullith requires a Moderate Strength check, which can be attempted once per round.  
**Source:** d20 Core Rulebook (page 356), The New Jedi Order Sourcebook (page 22)

**Lungworm**

**Model:** Yuuzhan Vong Lungworm  
**Type:** Organic breathing device  
**Scale:** Character  
**Cost:** Not available for sale  
**Availability:** 4, X  
**Game Notes:** A lungworm is worn in conjunction with a vacuum ooglith, and provides the wearer with breathable air for up to 2 hours. Once this time period is up, the lungworm dies.  
**Source:** The New Jedi Order Sourcebook (page 123)

**Kel Dor Antiox Breath Mask**

**Model:** Antiox Breath Mask  
**Type:** Dorin isotopes breath mask  
**Cost:** 2,000 (500 on Dorin)  
**Availability:** 3  
**Game Notes:** Any non-Kel Dor who attempts to breathe through the mask takes 4D damage. A One year supply of filters for an antiox breath mask costs 50 credits on Dorin and 200 credits elsewhere.  
**Source:** Ultimate Alien Anthology (page 83)

**Shelters**

**Shelter**

**Model:** Adventure Hiker & Hunter DuraShelter  
**Type:** Single-person di-chrome multi-environment shelter  
**Crew:** 1  
**Cost:** 120  
**Availability:** 2  
**Game Notes:** Adds +2D to hide attempts once activated.  
**Source:** Rules of Engagement – The Rebel SpecForce Handbook (page 39), Arms and Equipment Guide (page 95)

**ThinHut**

**Model:** Antiox Breath Mask  
**Type:** Dorin isotopes breath mask  
**Cost:** 2,000 (500 on Dorin)  
**Availability:** 3  
**Game Notes:** Any non-Kel Dor who attempts to breathe through the mask takes 4D damage. A One year supply of filters for an antiox breath mask costs 50 credits on Dorin and 200 credits elsewhere.  
**Source:** Ultimate Alien Anthology (page 83)
Model: Karflo Corporation ThinHut
Type: Insulation tent
Availability: 1
Game Notes: Provides up to 30 hours of limited protection against chemical exposure in most known atmosphere types. Small, 3 cubic meter shelter against cold and atmosphere. Can be folded into a packet no larger than a datapad, and considerably lighter.
Source: Galaxy Guide 8: Scouts (page 46)

Bubble Cloak

Model: Meredex Atmospherics EMS-90
Type: Emergency shelter
Cost: 800
Availability: 2
Game Notes: An Easy Dexterity roll is required for removal and inflation within 30 seconds. Puncture and heat resistant, opaque bubble has a Strength of 1D+2 to resist damage and atmosphere loss.
Source: Galladinium’s Fantastic Technology (pages 42-43), Arms and Equipment Guide (page 95)

Emergency Inflation Shelter
Model: Valerenn Environmentals Personal Shelter Capsule
Type: Personal environmental protection shelter
Skill: Survival
Cost: 500
Availability: 2
Game Notes: Prior to activation, the PSC is a flat, 1 meter square, 25 centimeters thick cube that houses an inflatable, highly reflective fabric shelter. Filaments running throughout the fabric draw solar energy to the shelter’s batteries, allowing for up to 10 hours of continuous use. When fully inflated, the shelter expands to a diameter of 2.5 meters and oxygen recycling and heating elements are automatically activated. A zippered entranceway gives access to the interior. A Very Easy survival roll is required for activation.
Source: Adventure Journal 15 (page 190)

Pressure Tent
Model: TasCorp Enviro-Tent 2A (small), 9B (medium), 30C (large)
Type: Survival tent
Skill: Survival
Cost: 100 (small), 350 (medium), 1,200 (large)
Availability: 3
Game Notes: A pressure tent provides a safe habitat on the surface of Tasariq. A small pressure tent uses 2 individual oxygen tanks, a medium pressure tent uses 2 vehicle oxygen tanks, a large pressure tent uses 4 vehicle oxygen tanks. The tanks provide one week of use. A pressure tent can be set up in about an hour. A small tent holds 1-3 people, a medium tent hold 6-12 people, a large tent hold 20-40 people. Pressure tents only protect the inhabitants from weather conditions, even severe storms. It provides no protection from blaster fire, explosions, or projectile or melee weapons.
Source: Adventure Journal 15 (page 190)

Aqua Survival Shelter
Model: Valerenn Environmentals Flotation Shelter
Type: Ocean survival raft
Cost: 2,500
Availability: 2
Game Notes: Equipped with a built-in homing beacon, heat vent, glow rod, six meters of syntherope, two medpacs, and a very large water tank. The generator has enough energy to last 250 hours. The supplies in the raft can support two people for two weeks. Reduce that time if more than two people are crammed inside.
Source: Platt’s Smugglers Guide (page 54)
Communicators

Gnullith-Villip
Model: Yuuzhan Vong Gnullith-Villip
Type: Organic communicator/breathing device
Scale: Character
Cost: Not available for sale
Availability: 4, X
Game Notes: This is a gnullith/villip hybrid that allows a Yuuzhan Vong to communicate with anyone who is likewise equipped to a distance of 500 meters while allowing the user to breathe in an inhospitable environment.
Source: The New Jedi Order Sourcebook (page 123)

Husher Mike
Model: Crozo Industrial Products
Type: Vocal communications implant
Cost: 3,000 (mike and receiver; implantation surgery is extra)
Availability: 3
Game Notes: Effective operating range is 1 kilometer. This device offers one way transmission of voice only and does not cover reception of voice or data transmissions.
Source: Galladinium’s Fantastic Technology (page 61)

Implant Communicator
Model: Traxes BioElectronics Implant Communicator
Type: Implant personal communications unit
Cost: 12,500 (operation costs and license requirements will vary)
Availability: 4, F, R or X
Game Notes: Maximum broadcast range is 1 kilometer.
Source: Galladinium’s Fantastic Technology (pages 87-88), Arms and Equipment Guide (page 88), Hero’s Guide (page 131)

PTP Link
Type: Point-to-point multi-channel personal communicator
Cost: 150
Availability: 2
Game Notes: PTP links can reach distances up to 25 kilometers. Average PTP links are simple communication devices, capable of audio transmissions only. More expensive models often contain encryption packages that help secure a channel that is in use. Such PTP links can cost as much as 1,000 credits, and require a Moderate communications roll to use successfully. If successful, the channel is secured and cannot be deciphered.
Source: Gundark’s Fantastic Technology (page 90), Tales of the Jedi Companion (page 123)
Personal Comlink

Type: General issue comlink  
Skill: Communications  
Cost: 25  
Availability: 1  
Range: 50 kilometers  
Source: Rulebook (page 226), Heir to the Empire Sourcebook (pages 105-106)

C1 Personal Comlink

Model: SoroSuub C1  
Type: Personal comlink  
Skill: Communications  
Cost: 200  
Availability: 1  
Range: 50 kilometers over land and up to low orbit  
Source: Arms and Equipment Guide (page 87)

MultiNode Comlink

Model: BBC MultiNode Communications Link  
Type: High-durability comlink  
Skill: Communications: comlink  
Cost: 75  
Availability: 2  
Difficulty: Moderate  
Game Notes: 50 kilometer surface range, surface to orbit range in clear weather.  

3-Mal Personal Comlink

Model: Crozo Industrial Products 3-Mal  
Type: Personal comlink  
Skill: Communications  
Cost: 250  
Availability: 1  
Range: 50 kilometers over land and up to low orbit  
Game Notes: Automatically monitors local "standard clear frequencies", which are used for emergency news bulletins by military and civilian authorities.  
Source: Arms and Equipment Guide (page 86)

Hush-98 Comlink

Model: SoroSuub Hush-98  
Type: Personal comlink  
Skill: Communications  
Cost: 4,000

Availability: 4  
Range: 100 kilometers over land and up to low orbit  
Game Notes: Encryption technology requires a Heroic communications roll to decrypt if intercepted. The Hush-98 also creates a tiny field of white noise around the comlink and whoever holds it, making it difficult to overhear what is said into the unit (-2D search penalty to overhear) or sounds coming out of it (-3D search penalty).  
Source: Arms and Equipment Guide (page 88)

Wrist Chronometer

Model: MicroThrust Clockwatcher  
Cost: 50 (+10 for thermo sensor; +10 for gravity sensor; +30 for atmosphere sensor; +50 for comlink; +50 for droid linkup)  
Availability: 1  
Source: Galladinium's Fantastic Technology (pages 46-47)

Headset Comlink

Model: Varge Copr. Hands-Free Comlink  
Type: Headset comlink  
Skill: Communication  
Cost: 100  
Availability: 1  
Game Notes: Since the microphone transmitter is voice-activated, a headset comlink left on will broadcast any sound above background level.  
Source: Platt’s Smugglers Guide (pages 47-48)

Military-Grade Comlink

Type: Military headset comlink  
Skill: Communications  
Cost: 900  
Availability: 2, R  
Range: 50 kilometers overland and up to low orbit  
Game Notes: Can send encrypted messages that require a Heroic communications roll to decrypt if intercepted.  
Source: Hero's Guide (page 123)
**Military Comlink**

Type: Military issue comlink  
Skill: Communications  
Cost: 50  
Availability: 2, R  
Range: 50 kilometers  
Source: Rulebook (page 226), Rebel Alliance Sourcebook (pages 95-96)

**Secure-A3 Comlink**

Model: Naboo Technologies Secure-A3  
Type: Military comlink  
Skill: Communications  
Cost: 900  
Availability: 1  
Range: 50 kilometers over land and up to low orbit  
Game Notes: Can send encrypted messages requiring a Heroic communications roll to decrypt if intercepted.  
Source: Arms and Equipment Guide (page 87)

**Comset**

Model: BBC OmniNode Communications Set  
Type: High-power multisignal comset  
Skill: Communications: comset  
Cost: 300  
Availability: 2  
Difficulty: Easy  
Game Notes: 200-kilometer surface range, surface-to-orbit in harsh weather.

**Portable Message Transceiver**

Model: Cirenian Communications Model SW-95  
Type: Extended range message transceiver  
Skill: Communications  
Cost: 400  
Availability: 2  
Game Notes: Modulated broadcast relays extend broadcast and reception range to over 2,000 kilometers. Maximum range dependant on local conditions: inadequate communications outlets in outlying areas or extreme weather conditions can greatly hamper or eliminate communications capability.  
Source: Galladinium’s Fantastic Technology (page 67), Arms and Equipment Guide (page 86)

**Vehicle Comlink**

Type: Vehicle comlink  
Skill: Communications  
Cost: 300  
Availability: 1  
Range: 200 kilometers  
Source: Rulebook (page 226)

**Visual Wrist Com**

Model: Fabritech PAC20  
Type: Visual wrist comlink  
Skill: Communications  
Cost: 1,500  
Availability: 2  
Range: 75 kilometers over land and up to low orbit  
Game Notes: Can send and receive two-dimensional images as well as standard audio signals. Energy cell lasts 10 days of operation. Device also functions as a very basic datapad.  
Source: Arms and Equipment Guide (page 87)

**Holo Display Comlink**

Model: Tramora Interstellar Communications VDV-100  
Type: Holographic comlink  
Skill: Communications  
Cost: 800  
Availability: 2  
Game Notes: This comlink is able to receive and send holographic images, it can even receive (though not send)
HoloNet transmissions. A unique feature is the ability to match a recorded holographic image with the sender’s live audio. When this feature is used, the sender’s visual image is replaced by a recorded hologram (of him or another person), which moves to match the sender’s speech. Detecting that the image does not exactly match the spoken message is a Difficult search task.

**Source:** Arms and Equipment Guide (page 88)

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**Holo Communicator**

**Model:** Tramora Interstellar Communications VDV-100
**Type:** Holo communications display
**Cost:** 800
**Availability:** 2

**Game Notes:** Special security feature allow blockage of specific holo signals or identification of an incoming signal’s source. A default built-in image processor can create a virtual image to replace the owner’s actual features.

**Source:** Galladinium’s Fantastic Technology (page 33)

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**Hologram Projection Pod**

**Model:** SoroSuub Hologram Projection Pod
**Type:** HoloNet transceiver
**Skill:** Communications

**Cost:** 250,000
**Availability:** 4, R

**Game Notes:** 2-meter-diameter disc allows for real-time audio, visual, and holographic communication over an unlimited range. It can also be used to search for specific information available on the HoloNet, just like a computer. However, since it was not designed for this function it imposes a -2D computer programming/repair penalty.

**Source:** Arms and Equipment Guide (pages 87-88)

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**Villip**

**Model:** Yuuzhan Vong Villip
**Type:** Organic interstellar communicator
**Cost:** Not available for sale
**Availability:** 4

**Game Notes:** Created in pairs, these leathery lumps of flesh maintain contact with each other over even interstellar distances. Awakening a villip requires a Difficult Knowledge roll to stroke it correctly, after which it stimulates its twin to awaken as well. Each then unfolds along the sole break in its membranous tissue, and puckers its flesh into the shape of the owner of the villip at the other end. In effect, the villip shows its operator the features of the person he or she is communicating with, as well as emulating the voice and speech of its twin’s owner.

**Source:** d20 Core Rulebook (page 356), The New Jedi Order Sourcebook (page 23)
Communication Disruptors

Alliance Communications Encrypter

Model: Alliance Communications Encoder/Decoder
Type: Communications device
Skill: Communications
Cost: Not for sale
Availability: 4
Game Notes: The encrypter adds +2D to the users communications skill for encoding or decoding transmissions. Carried Code Quasar has no game effect per se; it's more like flying an ID flag.
Source: Gundark's Fantastic Technology (page 96), Pirates & Privateers (page 47)

Pocket Scrambler

Model: Verge Corp. PS-xqt9s
Type: Data encryption device
Skill: Communications
Cost: 800
Availability: 4, F or R
Game Notes: An Easy communications roll is required for normal use. Without a similar device and the appropriate code, a Very Difficult to Heroic communications roll is necessary to decrypt message.
Source: Galladiniun's Fantastic Technology (page 62), Arms and Equipment Guide (page 88)

Jammer Pack

Model: Modified M39 MicroThrust ComTech Eavesdrop Protection Unit
Type: Communications disruption unit
Skill: Communications
Cost: 1,050 (basic unit), 3,400 (Imperial modified unit), 1,750 (jury-rigged unit)
Availability: X*
Game Notes: To successfully activate the jammer pack requires a Moderate communications roll. If successful, it produces high-gain white noise on all communications bandwidths, preventing any comlink transmission within a 150-meter radius. A successful Difficult communications roll is necessary to tie the jammer pack into an integrated communications network (such as the comlink system in Imperial Palace on Coruscant). If completed, the jammer pack produces communications-fouling noise that is broadcast throughout the entire system, completely shutting down the network. The jammer pack can tie into an integrated network from any public access terminal, but this normally requires several additional computer programming/repair totals to successfully slice into the network's management program routines.
* Note: This item is not available prior to the Battle of Endor.

Communication Aids

Anomid Vocalizer Mask

Model: Anomid Vocalizer Mask
Type: Alien vocabulator
Cost: 100
Availability: 3
Game Notes: The mask converts the subtle movement of the anomid’s jaw and throat muscles into synthesized words and phrases. It’s programmed for one language only (usually Basic) but can be reprogrammed to synthesize words in a different language, with a Heroic computer programming/repair roll. A non-anomid needs a Very Difficult Dexterity roll to operate the mask correctly.
Source: Ultimate Alien Anthology (page 11)

Qwohog Vocalizer Mask

Model: Qwohog Vocalizer Mask
Type: Alien vocabulator
Cost: 100
Availability: 3
Game Notes: The mask converts sound waves and subtle movement of the wearer's jaw into synthesized words and phrases, allowing Qwohog to converse on land. It's programmed for one language only (usually Basic or
Qwohog) but can be reprogrammed to synthesize words in a different language, with a Heroic computer programming/repair roll. A non-Qwohog needs a Very Difficult Dexterity roll to operate the mask correctly.

Source: Ultimate Alien Anthology (pages 126-127)

**AlienEnhancer Voicebox**

Model: Whappamanga AlienEnhancer Voicebox  
Type: Audio playback unit  
Cost: 75  
Availability: 2 (Basic), 3 (other languages)  
Game Notes: This is a simple audio playback unit with twelve preprogrammed basic phrases (“Yes”, “No”, “Greetings”, “When?”, “Where?”, “How much?”, “Please take me to someone with authority”, “I understand”, “I need medical attention”, “I mean no harm”, “I’m sorry”, and “I don’t speak Basic”), each with its own button. Useful for species unable to speak Basic.

Source: Arms and Equipment Guide (page 88)

**Transliterator**

Model: Consolidated Learning Systems  
Transliterator  
Type: Language interpretation unit  
Skill: Communications  
Cost: 1,200 (includes 500 most common languages), 500 (module with 500 additional languages)  
Availability: 3  
Game Notes: An Easy communications roll is required to properly select up to 20 different languages to be tracked. Device is effective to a range of 10 meters, but aural receptors focus on nearest sounds first. Individual displays of phrase or word translations can either remain in place until manually cleared by user or clear after a pre-set delay period of 15 seconds. This unit’s database contains 500 specific “common” languages and dialects.

Source: Galladinium’s Fantastic Technology (page 47)

**Tizowyrm**

Model: Yuuzhan Vong Tizowyrm  
Type: Organic translator  
Scale: Character  
Cost: Not available for sale  
Availability: 4  
Game Notes: A tizowyrm, which is placed inside a Yuuzhan Vong’s ear, allows him to speak and understand one specific language.

Source: d20 Core Rulebook (page 357), The New Jedi Order Sourcebook (page 23)

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### Beacons

#### Landing Beacon

Model: Alliance Landing Beacon  
Type: Multifrequency landing beacon  
Cost: Not available for sale  
Availability: 3  
Game Notes: Uses sensors to detect, Moderate if frequency and mode is known, Very Difficult otherwise.


#### Distress Beacon

Model: Saladar Systems PED-21  
Distress Beacon  
Type: Portable emergency distress beacon  
Cost: 200  
Availability: 2  
Game Notes: Transmits personal transponder codes along all major subspace frequencies at a range of up to five light-years. Normal operation is automatic upon activation. A moderate communications roll is required, however, should the user attempt to calibrate the device for non-standard bandwidths, such as Imperial military, government-restricted or Alliance frequencies.

Source: Galladinium’s Fantastic Technology (pages 64-65), Arms and Equipment Guide (page 95)

#### Portable Emergency Beacon

Model: Chedak Emergency Pack  
Type: Personal emergency beacon  
Cost: 1,000  
Availability: 2  
Game Notes: Burst beacon broadcasts your position on an emergency frequency, with a range of four light years. A strobe also marks your position. Also contains a detachable glow rod and a general recharge power jack. The mini generator has enough power for 250 hours, less one hour for each item it recharges.

Source: Platt’s Smugglers Guide (pages 53-54)
Information

Computers

**Datapad**

- **Model:** Standard Datapad
- **Type:** Portable computer workstation
- **Skill:** Computer programming/repair
- **Cost:** 25-100
- **Availability:** 1
- **Source:** Rulebook (page 226), Gundark's Fantastic Technology (pages 92-93), Heir to the Empire Sourcebook (pages 106-107)

**MicroThrust Portable Computer**

- **Model:** MicroThrust Portable Computer
- **Type:** Portable computer
- **Skill:** Computer programming/repair
- **Cost:** To calculate the price of a portable add the cost of the power to the cost of the memory.
- **Availability:** F
- **Power:** The power ratings range from 0D to 5D. A character using a portable adds the machine's power to his computer programming/repair roll. Power cannot be upgraded – a new computer has to be bought for more power.
  - 0D Power: 5,000 Credits
  - 1D Power: 10,000 Credits
  - 2D Power: 25,000 Credits
  - 3D Power: 35,000 Credits
  - 4D Power: 45,000 Credits
  - 5D Power: 55,000 Credits
- **Memory:** A portable comes equipped with 5D of memory. Each additional 1D costs 500 Credits. Memory can be upgraded by paying the cost of the additional memory. Maximum memory is 20D.
- **Source:** Cracken's Rebel Field Guide (page 10)

**Handheld Computer**

- **Model:** Standard Handheld Computer
- **Type:** Computer
- **Skill:** Computer programming/repair
- **Cost:** Varies (see below)
- **Availability:** 1
- **Game Notes:** Handheld computers can be used to access public information networks, or even to slice into the HoloNet or other secure networks. It can be loaded with as many as 5 datacards simultaneously. Handheld computers grant a computer programming/repair bonus to rolls relating to calculation, or involving information download. The bonus depends on the computer’s power:
  - **Bonus**
    - +1D+1: 1,500
    - +1D+2: 3,000
    - +2D: 6,000
- **Source:** Hero's Guide (page 125)
**Private Computer**

**Model:** Standard Private Computer  
**Type:** Computer  
**Skill:** Computer programming/repair  
**Cost:** Varies (see below)  
**Availability:** 1  
**Game Notes:** Private computers can be used to access public information networks, or even to slice into the HoloNet or other secure networks. It can be loaded with as many as 5 datacards simultaneously. Private computers grant a computer programming/repair bonus to rolls relating to calculation, or involving information download. The bonus depends on the computer's power:  

<table>
<thead>
<tr>
<th>Bonus</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1D+1</td>
<td>1,200</td>
</tr>
<tr>
<td>+1D+2</td>
<td>2,400</td>
</tr>
<tr>
<td>+2D</td>
<td>4,800</td>
</tr>
</tbody>
</table>

**Source:** Hero's Guide (page 125)

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**Mainframe**

**Model:** Standard Mainframe  
**Type:** Computer mainframe  
**Skill:** Computer programming/repair  
**Cost:** Varies (see below)  
**Availability:** 1  
**Game Notes:** Mainframes are data processing and information storage computers, capable of supporting multiple users simultaneously. Mainframe security varies by the kind of corporation it belongs to. Mainframes grant a computer programming/repair bonus to rolls involving information download. The bonus depends on the mainframe’s power:  

<table>
<thead>
<tr>
<th>Bonus</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1D+1</td>
<td>8,500</td>
</tr>
<tr>
<td>+1D+2</td>
<td>17,000</td>
</tr>
<tr>
<td>+2D</td>
<td>34,000</td>
</tr>
</tbody>
</table>

**Source:** Hero’s Guide (pages 124-125)

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**Duros Bio-Computer**

**Model:** MerenData Duros Bio-Comp 1000  
**Type:** Biological personal computer  
**Skill:** Computer programming/repair  
**Cost:** 35,000  
**Availability:** 4  
**Game Notes:** Offers a maintenance-free performance standard with virtual independence from any external power source.  
**Source:** Galladinium’s Fantastic Technology (page 87)

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**Mon Calamari Aquatic Computer**

**Model:** Kee-Piru environment ACCA-1dx000  
**Type:** Aquatic computer  
**Skill:** Computer programming/repair  
**Cost:** 8,000  
**Availability:** 4  
**Game Notes:** Internal battery cell allows for continued use out of water up to 10 standard hours. As an advanced portable computer with powerful artificial intelligence modules, this computer adds +1D to the user’s computer programming/repair rolls.  
**Source:** Galladinium’s Fantastic Technology (page 88)

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**TerexComm DataSearch 9C**

**Model:** TerexComm-Deluxe (DataSearch Engine 9C)  
**Type:** Administrative datasearch device  
**Skill:** Computer programming/repair  
**Cost:** 600  
**Availability:** 2  
**Game Notes:** An Easy computer programming/repair roll is required to connect the unit. When connected, it adds 1D+2 to the character’s computer programming/repair skill and 2D to the character’s security skill when used to search for information. A Moderate computer programming/repair roll is needed to modify the 9C with the power condenser.  
**Source:** Gundark’s Fantastic Technology (page 93)

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**TerexComm DataSearch 12C-A**

**Model:** terexComm Executive (DataSearch Engine 12C-A)  
**Type:** Administrative datasearch device  
**Skill:** Computer programming/repair  
**Cost:** 850  
**Availability:** 2  
**Game Notes:** Using the 12C-A requires an Easy computer programming/repair roll. The 12C-A adds 2D to the character’s computer programming/repair skill when searching for information.  
**Source:** Gundark’s Fantastic Technology (page 93)
**CFC-100 Corporate Watcher**  
**Model:** CoreDataFiles CFC-100  
**Type:** Corporate watcher computer  
**Skill:** Business  
**Cost:** 12,500, 10,000 credits annual service fee for weekly data upgrades  
**Availability:** 2  
**Game Notes:** Requires no specialized computer skills to install. However, an Easy business roll is required to retrieve information dealing with a given company’s recent operations. Moderate or higher skill totals are required when attempting to model hypothetical “what-if” scenarios and analysis of long-term trends.  
**Source:** Galladinium’s Fantastic Technology (pages 28-29)

**Galactic Currency Converter**  
**Model:** Bank of the Core GCC-1000  
**Type:** Currency converter  
**Skill:** Business  
**Cost:** 300, 50 (additional sector modules)  
**Availability:** 2  
**Game Notes:** Base unit handles data for all major Core, Inner Rim and Colonies sectors. Additional program modules for additional sectors also available. An Easy business roll is required for normal operation.  
**Source:** Galladinium’s Fantastic Technology (page 66)

**Pocket Secretary**  
**Model:** MicroData Pocket Secretary  
**Type:** Audio activated datapad  
**Cost:** 150  
**Availability:** 1  
**Game Notes:** Consists of a comlink-sized audio receptor device and an audio encoding datapad. Unit is activated with a predetermined code-phrase, and proceeds to translate the spoken information into computer data.  
**Source:** Galladinium’s Fantastic Technology (page 29), Arms and Equipment Guide (page 96)

**Tag Scanner Datapad**  
**Model:** MerenData Data Scanner  
**Type:** Tag scanner and datapad  
**Cost:** 150  
**Availability:** 2  
**Game Notes:** The datapad can be modified to interpret other scan coding. This requires access to the coding cipher program, a Very Difficult computer programming/repair roll, and a Moderate sensors roll.  
**Source:** Platt’s Smugglers Guide (pages 50-51)

**Permit Datapad**  
**Model:** BoSS Documentation Datapad  
**Type:** Permit datapad  
**Cost:** 150  
**Availability:** 2, F  
**Game Notes:** Altering data using the “read only” port as a “write only” port requires a Heroic forgery roll. Those using a custom-made input plug need to make a Difficult roll, but the forger must first purchase or make his own plug. Cracking the datapad to change documentation requires a Very Difficult forgery roll. Don’t forget to factor in modifiers based on the forgery skill description on page 56 of the Rulebook. Failure at most of these rolls often lowers the forgery’s quality. Rolling a 1 on the wild die means the forger has accidentally fried the circuitry and destroyed the datapad.  
**Source:** Platt’s Smugglers Guide (pages 46-47)

**Dodonna’s Battle Analysis Computer**  
**Model:** Custom Battle Analysis Computer  
**Type:** Battle analysis computer  
**Skill:** Tactics: fleets, tactics: starfighters  
**Cost:** Not available for sale  
**Availability:** Unique  
**Game Notes:** In addition to displaying course, distance, shield strength, firepower, damage, speed and condition of vessel for all combatants, the BAC has tactics: fleets 5D and tactics: starfighters 5D. A battlefield commander may defer to the machine’s recommendations (use the BAC’s skill for tactics rolls), or the BAC may assist the commander (use the rules for “Combined Actions” from the Rulebook).  
**Source:** The Truce at Bakura Sourcebook (pages 136-137)

**Personal Combat Threat Analyzer**  
**Model:** Golan Personal Combat Threat Analyzer  
**Type:** Combat scanning device  
**Cost:** 4,500  
**Availability:** 4  
**Game Notes:** this device provides a +1D bonus to tactics or search rolls pertaining to a specific combat situation. The gamemaster can use this device to give characters hints about a given combat situation without having to divulge all the facts pertaining to the situation: the results are given as a percentage probability of a certain attack’s type, origin
and predicted future action.

Source: Galladinium’s Fantastic Technology (pages 88-89)

**Spot-On Locator**

**Type:** Urban navigational device  
**Cost:** 50  
**Availability:** 1  
**Game Notes:** A user inputs an address directly onto the tiny device’s display, which then links with orbital satellites to provide an interactive map showing the best route and the destination’s district, megablock, block, subblock, level, and unit number.  
**Source:** Coruscant and the Core Worlds (page 19)

**Automap**

**Model:** SoroSuub “Tracker” GPS Module  
**Type:** Global positioning system  
**Scale:** Character  
**Skill:** Computer programming/repair  
**Cost:** 2,000  
**Availability:** 2  
**Game Notes:** It is virtually impossible for a character using an Automap to get lost. As long as the device is linked to an orbiting source of data (such as a ship’s sensors or weather satellite) the device relays accurate data regarding the user’s location, local weather conditions, other moving objections and navigational hazards. The link requires a Moderate computer programming/repair roll once per hour to maintain. Failure indicates that the link has been terminated and the device will extrapolate the character’s position with marginal accuracy. (Unlinked automaps produce faulty position data on anything less than a Difficult computer programming/repair roll.)  
**Source:** Gundark’s Fantastic Technology (page 80)

**Navigation/Direction Finder**

**Model:** Celextrian SNDF-12  
**Type:** Satellite navigation/direction finder  
**Skill:** Survival  
**Cost:** 850  
**Availability:** 2  
**Game Notes:** An Easy survival roll is necessary for normal operation. In lieu of standard orbital satellite relay networks, coordinated broadcast signals may be received from local broadcast networks by adjusting reception band width (a Moderate survival roll).  
**Source:** Galladinium’s Fantastic Technology (page 67)

**Directional Transponder**

**Model:** Graph 18 Surface Locator  
**Type:** Orientation console  
**Skill:** Sensors: directional transponder  
**Crew:** 1  
**Cost:** 1,000  
**Availability:** 2  
**Game Notes:** Successful use adds +2D to search: tracking attempts to navigate unfamiliar terrain.  
**Source:** Rules of Engagement – The Rebel SpecForce Handbook (page 38)
Accessories

**Dedicated Terminal**

**Model:** Standard Dedicated Terminal  
**Type:** Computer device  
**Cost:** 400  
**Availability:** 1  
**Game Notes:** A dedicated terminal is connected to a mainframe computer and has no processing power of its own. It can be loaded with as many as 5 datacards simultaneously, which it can read but not process or add data to them on its own, being little more than a monitor with a control interface.  
**Source:** Hero’s Guide (page 124)

**Master Command Unit**

**Model:** Authority master Command Unit  
**Type:** master control unit  
**Cost:** 100,000  
**Availability:** 4, X  
**Game Notes:** This small flat instrument can be used to remotely control over a total of 25 different technological items, mastering any signal within 300 meters. Code slicer takes over any nearby machinery, allowing the user to control it.  
**Source:** Gundark’s Fantastic Technology (page 93)

**Universal Computer Interface**

**Model:** MerenData Universal Computer Interface  
**Type:** Computer access translator  
**Skill:** Computer programming/repair  
**Cost:** 2,500, 100 (annual software upgrades)  
**Availability:** 1  
**Game Notes:** A computer programming/repair roll is required for successful operation (difficulty varies based on how much the unknown computer system varies from standardized systems). A successful roll allows the user to add a +1D bonus to any subsequent computer programming/repair rolls using this system. This device will not override security programming in place nor will it permit otherwise unauthorized access to host systems. This unit does, however, provide for easy data transference between what might otherwise be incompatible system architectures.  
**Source:** Galladinium’s Fantastic Technology (page 32)

**Datapad Remote Link Unit**

**Model:** TaggeCo TC-40 Padlink  
**Type:** Remote two-piece datapad/system interface unit  
**Cost:** 1,000 credits  
**Availability:** 2  
**Game Notes:** Enables any authorized user to access and work from a conveniently sized datapad, while still keeping the user hooked into the primary system. The padlink has a range of 100 meters. An Easy computer programming/repair roll must be made to use the device in its intended fashion; a +5 modifier in addition to the assigned difficulty number is applied when characters determine their computer programming/repair roll when slicing into the target system. Installation of the comm unit onto a master terminal requires an Easy computer programming/repair roll.  
**Source:** Adventure Journal 10 (page 142)

**Cyborg/Computer Systems Data-Link**

**Model:** Crozo Industrial Products At-Computer Link  
**Type:** Allows long-range transfer of information between computer and cyborg  
**Cost:** 500 (includes link with one computer), 100 for each additional computer  
**Range:** 1,000 meters  
**Cyber Points:** 1 (add 1 for each computer beyond the first)  
**Game Notes:** Cyborgs can make computer programming rolls or give simple commands. At-Computer Link is linked to a specific computer, but extra computers may be added. Cyborgs can only manipulate simple operations on a ship, such as things that a computer normally handles by itself. Air locks can be opened, grappling hooks deployed or released. Piloting and gunnery are far to sophisticated operations to be run through the computer system.  
**Source:** Cracken’s Rebel Field Guide (page 32)

**Synoptic Teacher**

**Model:** Consolidated Learning Systems Synoptic Teacher  
**Type:** Subconscious teaching system  
**Cost:** 10,500, 200-1,000 (information modules)  
**Availability:** 3  
**Game Notes:** A variety of pre-designed information learning modules are available on a wide variety of subjects (gamemaster should determine availability). Transference...
procedure takes between 15-30 minutes. Depending on the level of module content, its degree of technical or cultural sophistication, the user must make an Easy-Very Difficult Perception roll to effectively absorb the material. A successful roll means the user gains +1D-3D in that given skill or skill specialization if the character’s skill level is below 5D (including attribute). The gamemaster is free to adjust costs, difficulties, skill bonus and maximum limits to any degree desired. The user may gain a benefit from a data module only once. The synoptic teacher is a favorite subconscious “brainwashing” tool of Imperial Intelligence and other organizations which may wish to plant post-hypnotic suggestions in the minds of operatives without their knowledge or consent.

Source: Galladinium’s Fantastic Technology (page 47)

**Remote Text Data Scanner**

**Model:** Willienk Data Systems RTDS-1000  
**Type:** Remote text data scanner  
**Skill:** Communications  
**Cost:** 750  
**Availability:** 2  
**Game Notes:** A Very Easy communications roll is required to properly scan hard copy datasheets; an Easy communications roll is required to transmit data.  

Source: Galladinium’s Fantastic Technology (page 45)

**Crate Tag Imprinter**

**Model:** MerenData Cargo Label Generator 2-CLG  
**Type:** Crate tag imprinter  
**Cost:** 1,500  
**Availability:** 2, F  
**Source:** Platt’s Smugglers Guide (page 50)

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**Data Carriers**

**Electronic Identification Display**

**Model:** MerenData IPI-1000  
**Type:** Electronic identification/credential display  
**Skill:** Security  
**Cost:** 450  
**Availability:** 2, possibly F  
**Game Notes:** An Easy security roll is required to properly scan document images. Holographically scans any document up to 30 centimeters long by 30 centimeters wide. Data storage is coded under one of 10 different security levels, personally coded. Stores up to 12 documents. Only certified officials may perform document scans.  

Source: Galladinium’s Fantastic Technology (page 44)

**Mem-Stik**

**Model:** Hi-Baka 2000 Mem-Stik  
**Type:** Memory stick  
**Skill:** Computer programming/repair  
**Cost:** 50  
**Availability:** 2  
**Game Notes:** Each mem-stik contains 1D of data. The information can be broken down and reassembled into a larger file later on.  

Source: Cracken’s Rebel Field Guide (page 11)

**Cyborg Knowledge Cartridges**

**Model:** Perzome SoftWEAR Cyborg Knowledge Cartridges  
**Skill:** Cartridges are available only for knowledge and technical skills.  

**Knowledge Skills**  
- Basic 3D skill: 250 credits  
- Expert 5D skill: 750 credits  
- Master 6D skill: 1,000 credits  

**Technical Skills**  
- Basic 3D skill: 500 credits  
- Expert 5D skill: 1,500 credits  
- Master 6D skill: 2,000 credits  

**Availability:** R  
**Cyber Points:** 0  
**Game Notes:** Cyborg construct can hold a maximum of 6D worth of skills. Cartridges replace user’s skill.  

Source: Cracken’s Rebel Field Guide (page 34)
**Vessel Courier System**

**Model:** Swift 78B Vessel Courier System  
**Type:** Vessel Data Courier System  
**Cost:** 5,000 for systems, 20,000 for operation  
**Cyber Points:** 2  
**Game Notes:** Vessel system can carry 8D of information. Vessel courier may not read the data or interact with it in any way. Virus protection package can be uploaded for 50 credits. After beating computer programming difficulty, takes one minute per die of information to upload. 8D may be downloaded in one minute.  
**Source:** Cracken’s Rebel Field Guide (page 30)

**Code Cylinder**

**Model:** Standard Code Cylinder  
**Type:** Compact encoded security device  
**Scale:** Character  
**Skill:** Computer programming/repair  
**Cost:** 500  
**Availability:** 2  
**Game Notes:** A code cylinder accesses computer data via a droid’s comp link or provides entry into restricted facilities. Each cylinder features the user’s personal security clearance data and access codes encrypted within them. Code cylinders can be programmed at properly equipped computers by making a Moderate computer programming/repair roll. Without such systems the difficulty is Very Difficult.  
**Source:** d20 Core Rulebook (page 141)

**Datadagger**

**Model:** Datadagger  
**Type:** Melee weapon/code cylinder  
**Scale:** Character  
**Skill:** Melee combat  
**Cost:** 2,000  
**Availability:** 3, R  
**Difficulty:** Easy  
**Damage:** STR+2 (maximum: 5D)  
**Game Notes:** The code cylinder allows access to restricted data via scomp link, based on the owner’s level of personal security clearance.  
**Source:** Coruscant and the Core Worlds (page 66)

**Jedi Holocron**

**Type:** Jedi holocron  
**Cost:** Not available for sale  
**Availability:** 4  
**Game Notes:** Using the information provided by a Jedi holocron will grant a +2 pip bonus to repair and scholar skill rolls that have to do with Jedi-oriented equipment (lightsabers, jedi armor, vehicles, starships, etc.). If a character attempts to convince a “gatekeeper” (ie, the Jedi Master whose personality is imprinted into the holocron) to reveal information, he must roll a Very Difficult scholar: Jedi lore skill check. The character receives a +1 pip bonus for every Force point he has, and a -1 pip penalty for every Dark Side point he has. The gatekeeper is nothing more than a construct, and cannot be manipulated by the Force.  
**Source:** Power of the Jedi Sourcebook (pages 62-63)
Sith Holocron

**Type:** Sith holocron  
**Cost:** Not available for sale  
**Availability:** 4, X  
**Game Notes:** These devices act as interactive stores of information, most often used to retain the secrets of Force powers for future generations. The creator of the Holocron essentially transfers a portion of his personality into the object, and this sentient presence is then referred to as the gatekeeper of that Holocron. Using special organic crystalline components, the device can reproduce light and sound wave information. Each Holocron focus on different aspects of Sith lore and powers.  
**Source:** Tales of the Jedi Companion (pages 79-80)

Sith Scroll

**Type:** Sith scroll  
**Cost:** Not available for sale  
**Availability:** 4  
**Game Notes:** To read a Sith scroll requires that the reader be familiar with the Sith language, either through pre-established character knowledge, or a Very Difficult languages roll. A Sith library typically contains 16D scrolls. The chance that a character finds the information he is searching for is a cumulative 1% per scroll researched.  
**Source:** Gamer Magazine

Marker Placard

**Model:** SoroSuub Marker Signs  
**Type:** Starship signage  
**Cost:** 10  
**Availability:** 2  
**Source:** Platt's Smugglers Guide (page 48)

Recorders & Projectors

Recording Rod

**Type:** Data storage device  
**Cost:** 30  
**Availability:** 1  
**Range:** 15 meters  
**Game Notes:** Can store up to 100 standard hours worth of audio-visual data.  
**Source:** Rulebook (page 227)

Treaty Recording System

**Model:** Rebel Alliance Treaty Recording System  
**Type:** Holorecorder  
**Skill:** Holorecorder operation: Rebel Alliance Treaty Recording System  
**Cost:** None  
**Availability:** Only available to Rebel Alliance diplomatic teams  
**Game Notes:** Recorder images are processed through a special set of RTZ security filters, then recorded on a WORM chip so the data cannot be modified. The main image lens on the RecSys holorecorder has a fixed focus and only one focal length (depth of visual field, 1.1 to 3 meters), making it unusable for long-range surveillance.  
**Source:** Classic Adventures – Vol. 4 (page 5)

Biorecorder

**Model:** Ulqib MicroTronics BX-333 BioRecorder  
**Type:** Personal recording system  
**Cost:** 5,000, 50 (holocubes)  
**Availability:** 3

92
**Game Notes:** Matrix of sensors capture the feelings and emotions of the moment by recording the user’s respiration, brain waves and bio-functions, as well as the words and holo-image.

**Source:** Galladinium’s Fantastic Technology (page 42), Arms and Equipment Guide (page 88)

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**Chilab**

**Model:** Yuuzhan Vong Chilab  
**Type:** Organic covert recording media  
**Cost:** Not available for sale  
**Availability:** 4, X  
**Game Notes:** Chilabs are “worn” in the nasal cavity of a subject. From this unlikely spot, they can “record” everything that their host sees and hears, creating a record that can be “uploaded” to a Qang qahsa (a biological memory storage device).

**Source:** The New Jedi Order Sourcebook (page 22)

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**Gorondin Holo Chronometer**

**Model:** Gorondin Chronometrics Time Piece Model 7643  
**Type:** Personal holographic chronometer  
**Cost:** 300 (standard model), 50 (chips with additional imagery), 500+ deluxe models (depending upon features)  
**Availability:** 2  
**Game Notes:** Wearer can choose from over a dozen built-in holographic displays to relay time, temperature, or other vital information. Deluxe models allow personalized holomessages up to 15 centimeters in height.

**Source:** Galladinium’s Fantastic Technology (page 35)

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**Imagecaster**

**Model:** SoroSuub Imagecaster  
**Type:** Personal holoprojector  
**Cost:** 1,000  
**Availability:** 2  
**Game Notes:** Can project holographic images up to 30 centimeters across and stores up to 100 minutes’ worth of images. Can be connected to almost any data source, including droids, holorecorders and larger holoprojectors. It cannot transmit or receive images by itself, but if two comlink are each connected to an Imagecaster, they can send and receive real-time images. Energy cell lasts for 24 hours of use.

**Source:** Arms and Equipment Guide (page 88)

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**Hologram Projector**

**Model:** Plescinia Entertainments CS-Mark 12  
**Type:** Hologram projector  
**Cost:** 10,000  
**Availability:** 2  
**Game Notes:** It is designed to receive holographic images from data slides, droids, comlink, subspace and hypertransceivers and even HoloNet transceivers. Can record and manipulate holographic images, as well as project a holographic image up to 5 meters in diameter.

**Source:** Arms and Equipment Guide (page 87)
**Information Security**

**AccuTronics Encryption Package**

- **Model:** AccuTronics Encryption Package 1a.44.87
- **Type:** Datafile encryption device
- **Skill:** Computer programming/repair
- **Cost:** 500
- **Availability:** 2

**Game Notes:** Any datafile encrypted with the AccuTronics package gains a +5 modifier to its difficulty number to be found, and requires a Moderate computer programming/repair roll to crack the encrypt code if the password is known.

**Source:** Gundark’s Fantastic Technology (page 96)

**Analysis Encoding Computer**

- **Model:** Analysis/Encoding Docu-Server
- **Type:** Analysis encoding computer
- **Skill:** Computer programming/repair
- **Cost:** Not for sale
- **Availability:** 2, R (restricted to Imperial use)

**Game Notes:** A Moderate computer programming/repair roll enables a character to connect the a/e unit to another system. Once connected, a Moderate computer programming/repair roll activates the unit. Reduce the difficulty level of encryption on Imperial scandocs or files that have been transferred to the system with the a/e unit by one level (from Difficult to Moderate, etc.)

**Source:** Adventure Journal 10 (page 138)

**DCD-4800 Cryptographer Coder**

- **Model:** Ealewon Electronics DCD-4800 Cryptographic Coder
- **Type:** Computer data encryptor
- **Skill:** Computer programming/repair
- **Cost:** 1,200
- **Availability:** 3

**Game Notes:** Requires an Easy computer programming/repair roll to secure selected data files with selected option(s) in place. Attempts to access encrypted files require a Difficult computer programming/repair roll if the user doesn’t have the appropriate authorization.

**Source:** Galladinium’s Fantastic Technology (page 29), Arms and Equipment Guide (page 94)

**Data Bio-Encryptor**

- **Model:** Servenidain Securities, Limited Data Bio-Encoder
- **Type:** Data transfer system
- **Skill:** Computer programming/repair
- **Cost:** 25,000
- **Availability:** 3, R

**Game Notes:** An Easy computer programming/repair roll is required to successfully download and encrypt the desired information or to safely upload data upon arrival at one’s destination. Ingested data capsule’s time-release coating can be set for anywhere from 20 to 200 hours later. Detection of ingested data capsule requires a Heroic sensors roll.

**Source:** Galladinium’s Fantastic Technology (page 60)

**Credit Chip Bio-Encoder**

- **Model:** MerenData Credit Chip Bio-Encoder
- **Type:** Biological encoder
- **Cost:** 2,500
- **Availability:** 3, R or X

**Game Notes:** An Easy first aid roll is required to properly encode a genetic sample from the owner. Attempts to access chip by unauthorized agents result in 4D stun damage.

**Source:** Galladinium’s Fantastic Technology (page 43)
Slicing

**Scomp Spiker**

**Model:** Custom made  
**Type:** Outlaw tech computer spiker  
**Cost:** 20 (in spare parts)  
**Availability:** X  
**Brief capsule:** Spiker is plugged first into the scomp link, and then the power jack to prevent blowout. After charging, unit sends high voltage blast into computer system, melting connections and destroying programs along its course. This device is not selective, it is designed to destroy computer components, or at least the sub-station where it is used.  
**Source:** Adventure Journal 13 (page 158)

**Computer Spikes**

**Model:** MicroThrust Computer Spikes  
**Type:** Computer spikes  
**Skill:** Computer programming/repair  
**Availability:** X  
**Name** | **Power** | **Cost**  
---|---|---  
Piercer II | 2D | 3,000 Credits  
Intruder | 3D | 4,500 Credits  
Piercer IV | 4D | 6,000 Credits  
Spear V | 5D | 7,500 Credits  
Lancer | 6D | 9,000 Credits  
Impalement Forward | 7D | 10,500 Credits  
Riddle Eight | 8D | 12,000 Credits  
Honey Comb IX | 9D | 13,500 Credits  
Tunneler | 10D | 15,000 Credits  

**Game Notes:** Character must make an Easy computer programming/repair roll to prepare the spike. If roll succeeds, the program can be slotted into the computer system to be raided. If the roll fails, the spike is ruined. The player then rolls the spike's die code against the difficulty number of the information. Use the computer programming/repair guidelines on page 63 of the Rulebook to determine the difficulty. A spike can only be used once.  
**Source:** Cracken's Rebel Field Guide (page 8)

**Unitech “Patch”**

**Model:** UniTech Diagnostic Systems Diverter  
**Type:** Interfacing system bridge  
**Skill:** Computer programming/repair  
**Cost:** 5,200  
**Availability:** 2, R (restricted to governments)  
**Game Notes:** The patch requires a Moderate computer programming/repair roll to apply, and adds 1D+2 to the character’s security or relevant skill.  
**Source:** Gundark’s Fantastic Technology (page 94)
Surveillance

Binoculars

**Dim Goggles**
Model: Standard Dim Goggles  
Cost: 50  
Availability: 2  
Game Notes: When worn by a light-sensitive character, these goggles negate any penalties caused by bright illumination or sunlight.  
Source: Coruscant and the Core Worlds (page 123)

**Macrolenses**
Type: Macrolenses  
Cost: 10,000  
Availability: 2, F  
Game Notes: These are worn like contact lenses, and can alter the appearance of a person’s eyes (in Amaiza’s case, they make her eyes appear to be slitted like a cat’s). In addition to the cosmetic use, the macrolenses also add +2D to the wearer’s vision-related search rolls, and they reduce all range penalties by one grade (ie, Long Range becomes Medium Range, Medium Range becomes Short Range, etc.).  
Source: Gamer Magazine

**Wide-Scan Binocs**
Model: Jassim Design VX3 Scanner  
Type: Wide view binoculars  
Cost: 100  
Availability: 1  
Game Notes: Wide-scan binocs provide a +1D bonus to search skill rolls where the target individual or area lies more than 20 meters away from viewer.  
Source: Gundark’s Fantastic Technology (page 90), Tales of the Jedi Companion (pages 123-124)

**Ziko 1000 Macrobinoculars**
Model: Ziko 1000 Field Macrobinoculars  
Type: Image-magnification sensor  
Skill: Sensors  
Cost: 100  
Availability: 1  
Range: 100-250/500/1,000  
Game Notes: All modes have an Easy sensors difficulty at short range, increasing one level per range band. Search and other Perception-based rolls may be increased when using macrobinoculars by +3D when used to find something more than 100 meters away, at the gamemaster’s discretion.  
Holorecording Macrobinoculars

Model: Neuro-Saav Model TT4 Holorecording Macrobinoculars
Type: Specialized image magnification/recording device
Skill: Search
Cost: 2,000
Availability: 2*

Game Notes: Holorecording macrobinoculars provide the normal advantages of standard image magnification devices (this specific unit gives +2D to all search or Perception rolls more than 100 meters away). In addition, the device can record up to three standard hours of visuals on a standard data card.

* Note: This item is not available prior to the Battle of Endor.

Source: The Last Command Sourcebook (page 123), Gundark’s Fantastic Technology (page 88), The Thrawn Trilogy Sourcebook (page 189), Arms and Equipment Guide (page 90)

Experimental Holorecording Macrobinoculars

Model: SpecForce Holorecording Macrobinoculars
Type: Specialized image-magnification/recording device
Skill: Sensors
Cost: 8,000
Availability: 2

Range: 100-250/500/1,000

Game Notes: All modes have an Easy sensors difficulty at short range, increasing one level per range band. Search and other Perception-based rolls may be increased when using macrobinoculars by +3D when used to find something more than 100 meters away, at the gamemaster’s discretion.


Infra-Goggles

Model: Drolan Plasteel Infra-goggles
Type: Infrared goggles
Cost: 300
Availability: 2

Game Notes: Reduces darkness-related attack difficulty modifiers by 2D. However, if intense light (from a glowrod or other sudden source of illumination) is shined directly on the goggles, the wearer must immediately make a Difficult willpower roll or be blinded for 1D rounds.

Source: Gundark’s Fantastic Technology (page 89), Tales of the Jedi Companion (page 122)
Snooper Goggles

Type: Night macrobinoculars  
Skill: Search  
Cost: 300  
Availability: 2, R  
Game Notes: Adds +2D to search in low light conditions; goggles without photo-reducing sensors are susceptible to sudden flashes of light (the wearer can be blinded).  
Source: Gundark’s Fantastic Technology (page 90), Han Solo and the Corporate Sector Sourcebook (page 121)

Peer Snooper Goggles

Model: VidGraph Peer Macrobinoculars  
Type: Low-light image-magnification sensor  
Skill: Sensors  
Cost: 300  
Availability: 2, X in some systems  
Game Notes: Add +2D to search in low light. All modes have an Easy sensors difficulty at short range, increasing one level per range band. Search and other Perception-based rolls may be increased when using macrobinoculars by +3D when used to find something more than 50 meters away, at the gamemaster’s discretion.  

Das’skar Hunting Mask

Model: Nikto Das’skar Hunting Mask  
Type: Hunting mask  
Scale: Character  
Cost: 3,000 (1,500 for a half-mask)  
Availability: 4  
Game Notes: This is a two-part mask: An upper half that covers the eyes, nose, and temples, incorporates special light-enhancing lenses that gives the wearer low-light vision (+1D in low-light conditions); and a lower half that covers the wearer’s jaw and cheekbones, and includes sensors that enhance the wearer’s ability to locate creatures by scent (+2 to search: tracking by scent).  
Source: Ultimate Alien Anthology (page 110)

Kavaavik

Model: Yuuzhan Vong Kavaavik  
Type: Organic night vision device  
Cost: Not available for sale  
Availability: 4, X  
Game Notes: Kavaavik are flightless birds used by the Yuuzhan Vong so that they can see in the dark. When worn, the creature inserts its “spinal needle” into the user’s optic nerve, allowing the user to effectively see in complete darkness at a range of up to 500 meters via echolocation. While wearing a kavaavik, the wearer is only able to perceive his surroundings as silhouettes, and cannot view datascreens, scrolls, etc. If the kavaavik is killed while being worn, its host is blinded for 1D rounds while his optic nerve adjusts.  
Source: Gamer Magazine

Sensors

Hover-Cam

Model: Data-Link Industries 250 Hover-Cam  
Type: Audio, visual and holo recording device  
Cost: 900  
Availability: 2, F  
Game Notes: Using small repulsors, hover cams float about a meter above and slightly behind their user. They follow spoken directions to record information on a standard datocard.  
Source: Gundark’s Fantastic Technology (pages 88-89)

Eye In The Sky

Model: Kystallio Detection Plus RMD-20 Eye In The Sky  
Type: Remote monitoring device  
Skill: Sensors  
Altitude Range: Ground level-200 meters  
Cost: 800  
Availability: 2  
Move: 45; 130 kmh  
Game Notes: An Easy sensors roll required for initial activation only. Free flight operation is automatic. The device appears as a 30-centimeters diameter sphere studded with sensory apparatus and micro-repulsorlift nodes. Maximum hover height is 200 meters, maximum range is 10 kilometers, and maximum flight before cell recharge is 5 hours. Contains audio and visual sensors feeds to the user operate out to 100 meters radius.  
Source: Galladinium’s Fantastic Technology (page 60)
**General Purpose Scanner**

**Model:** Cryoncorp

**Type:** Portable scanning device

**Skill:** Sensors

**Cost:** $2,000

**Availability:** 2

**Game Notes:** Able to scan to a range of 1,500 meters (though more than 1 meter of rock or metal blocks it). It can detect movement, find life forms and monitor comlink signals. Scanning for life forms or comm. signals requires a Difficult sensors roll. Device gives a +1D bonus to search rolls.

**Source:** Arms and Equipments Guide (page 89)

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**Sensor Beacon**

**Model:** Fabritech SE-Vigilant Automated Sensor Beacon

**Type:** Sensor beacon

**Skill:** Sensors

**Cost:** $3,000

**Availability:** 2

**Game Notes:** It is a pole 1.4 meters long when collapsed and 3 meters long at full extension. Sensor has a built-in comlink with a 50-km range. When activated, it continually scans the area within 250 meters of it with a search skill of 5D to notice any vehicles or creatures moving within its monitored area. It can be set to sound an alarm or send an alert by comlink, when it detects a vehicle or creature of a particular size, or anything at all. Can also be continuously monitored locally or remotely via a video-comlink, granting a +1D search bonus.

**Source:** Arms and Equipment Guide (page 89)

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**Motion Sensor Pack**

**Model:** NeuroSaav 9320/B Sensor Pack

**Type:** Portable scanning device

**Skill:** Sensors

**Cost:** $1,200

**Availability:** 2, R

**Range:** 50/150/300

**Game Notes:** Detects life forms, presence of comm signals, movement, density, mass, volume, and energy type and intensity. No sensors bonus.

**Source:** Rules of Engagement – The Rebel SpecForce Handbook (page 42)

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**Surveillance Pod**

**Model:** Taptronics CovOps mark III Surveillance Unit

**Type:** Concealed surveillance pod

**Scale:** Character

**Skill:** Sensors

**Cost:** $8,000

**Availability:** 2, R

**Body:** 1D

**Game Notes:** The Taptronics CovOps Mark III Surveillance unit – independently powered listening and tracking devices – add +2D to the sensors roll of the character operating it. In auto-function mode, the Mark III should be treated as if it has sensors 4D, automatically raising an alert if it detects an unauthorized motion, heat or sound source.

**Source:** Hideouts & Strongholds (pages 52-53)

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**Motion Sensor Array**

**Model:** NeuroSaav MacroMotionMonitor

**Type:** personal motion detector

**Cost:** $40

**Availability:** 3

**Game Notes:** Adds +1D to search rolls involving motion up to 50 meters away.

**Source:** Galaxy Guide 10: Bounty Hunters (page 91), Gundark’s Fantastic Technology (page 64)
**Gotal Electromagnetic Scanner**

Model: Vreshann Electronics, Incorporated EMS Scanner  
Type: Electromagnetic radiation scanner  
Skill: Sensors  
Cost: 2,500  
Availability: 3  
Game Notes: A Moderate sensors roll is required to detect electromagnetic emissions within a 100 meter radius. A Difficult sensors roll is required to detect life-forms behind walled enclosures or other blocking materials. Information readouts are limited to providing data on the number of persons present, approximate size and mass.  
Source: Galladinium’s Fantastic Technology (page 61)

**Lifedetect Bioscanner**

Model: Cryoncorp Lifedetect Bioscanner  
Type: Bioscanner  
Cost: 2,800  
Availability: 2  
Range: 500/1.5 km  
Game Notes: The portable scanner detects the presence of lifeforms and pinpoints their location. This scanner can even determine the species of a lifeform if species templates are loaded into the lifeform indicators.  
Source: Gundark’s Fantastic Technology (page 103)

**ILF-5000 Lifeform Scanner**

Model: Idellian Arrays ILF-5000 Lifeform Scanner  
Type: Lifeform scanner  
Skill: Sensors  
Cost: 3,500  
Availability: 2  
Range: 500/1.5 km  
Game Notes: A sensors roll is required to use the device; the difficulty depends upon the conditions as described in the sensors rules in the Star Wars Adventure Journal. In addition to providing the number of lifeforms detected, and rate and direction of movement, the unit will inform the user if the body function parameters match or are similar to any lifeforms pre-programmed into the unit’s database. The unit will inform the user of the detected target’s body temperature, mass and respiration rates. User may make an alien species or beast riding total to determine which lifeform is detected if such an attempt is reasonable in the gamemaster’s opinion.  
Source: Galladinium’s Fantastic Technology (page 61)

**Sensor Pack**

Model: Idellian Arrays ILF-5500  
Type: Lifeform scanner  
Skill: Sensors  
Cost: 3,500  
Availability: 2  
Range: 500/1.5 km  
Game Notes: 4D alien species programming for identification. If the species is unidentified, the user may attempt an alien species roll.  

**Audio Pickup**

Model: NeuroSaav TeleSonic Model Audio Pickup  
Type: Specialized audio-magnification device  
Skill: Sensors  
Cost: 450, 10 per replacement datacard  
Availability: 2  
Range: 50-100/250/500  
Game Notes: Easy to detect noise, Moderate to magnify, and Difficult to filter, plus one level of Difficulty per range band.  
"EAR" Eavesdropping Unit

Model: EAR-1 Unit
Type: Eavesdropping electrobug and listening device
Cost: 750 (each bug), 1,000 (handset), 2,500 (microcomputer & recording unit)
Availability: 2, R
Game Notes: After planting one of the thumbnail-sized bugs on a target or location, the microcomputer unit can pick up its signal within 200 meters, but only in line of sight. Using a headset, the bug acts as a microphone, collecting conversations or sounds and sending them to the microcomputer. The microcomputer records and saves information, both in audio and a hardcopy.
Source: Lord of the Expanse – Sector Guide (page 46)

Comm Scanner

Model: Courier Communications Scanner
Type: Comm detector and scanner
Skill: Sensors and communications
Cost: 2,500
Availability: 2, R
Game Notes: Allows user to detect and tap into com transmissions.

Orbital Transmission Monitor

Model: Arantha Communications OTM-900
Type: Subspace receiver
Skill: Communications
Cost: 550
Availability: 2

Energy Scanner

Model: Fabritech 9000 Energy Scanner
Type: Energy scanner
Cost: 5,600
Availability: 2
Range: 500/1/2 km
Game Notes: Capable of detecting many forms of energy emissions and provide data on type, intensity, effects, and origin.
Source: Gundark’s Fantastic Technology (page 102)

PX-7 Heat Sensor

Model: Chandritech PX-7 Heat Sensor
Type: Hand-held heat sensor
Skill: Sensors
Cost: 250
Availability: 4
Game Notes: Detects heat sources in a 100-meter radius. Heat intensity is indicated by brightness of image on readout screen.
Source: Galladinium’s Fantastic Technology (page 32), Arms and Equipment Guide (page 89)
**Food Analyzer**

*Model:* SuriTech Foodstuffs Ez1 Analyzer  
*Type:* Personal food analyzer  
*Cost:* 250, 50 (additional data chips), 100 (customized data chips)  
*Availability:* 2  
*Game Notes:* A Very Easy survival roll is required for normal operation. The user will typically purchase additional data chips (up to a maximum of 5 can be added at any time) which provide information on additional entrees. Persons suffering from reactions to specific foods or food additives may purchase customized datachips designed to examine for specific components and warn against possible allergic reactions.  
*Source:* Galladinium’s Fantastic Technology (pages 65-66), Arms and Equipment Guide (page 91)

**Sniffer**

*Model:* Neuro Saav ChemDetect  
*Type:* Chemical detection and identification device  
*Skill:* Sensors  
*Cost:* 1,500  
*Availability:* 2  
*Game Notes:* Range highly variable, depending on wind conditions, humidity and the presence of other chemicals.  

**ChaumScanner 5 Brooch**

*Model:* Zzip Personality Series ChaumScanner 5  
*Type:* Poison detector  
*Cost:* 6,540  
*Availability:* 3, F (standard model), 4, R (luxury version)  
*Game Notes:* The food scanner itself has a 4D search to detect any chemical or biological toxins. If specially programmed with the owner’s unique biochemistry (allergies and the like), its skill goes to 7D. It produces a distinctive rhythmic vibration (detectable only by the wearer) when it detects a toxic substance. The wearer may make a Moderate cultures roll to seem inconspicuous when rejecting the poisoned food or drink.  
*Source:* Cracken’s Rebel Field Operatives (page 34)

**Tox Detector**

*Model:* SuriTech Disposable Toximeter Patch  
*Type:* Toxin detector  
*Cost:* 20  
*Availability:* 2  
*Game Notes:* The detectors are flat, one-decimeter square metallic sticker patches with a slightly raised deep-blue circle in the middle. This circle changes color to a phosphorescent orange when exposed to any harmful gases.  
*Source:* Platt’s Smugglers Guide (pages 48-49)

**BlasTech Sniffer Weapons Detector**

*Model:* BlasTech Sniffer Weapons Detector  
*Type:* Portable weapon detector  
*Cost:* 5,600  
*Availability:* 2, R (restricted to governments)  
*Game Notes:* Has a search of 5D to detect hidden energy weapons or adds +2D to an operator’s search: weapon detector skill (the operator must have at least 1D in this specialization to qualify for the bonus). The difficulty depends on how well someone has camouflaged the weapons: simply putting it in a pack is an Easy difficulty; draining all the blaster gas, pulling out the power packs, cleaning the weapon of all residue and then disassembling it, and spreading the parts among several pieces of luggage, would be a Very Difficult difficulty.  
*Source:* Gundark’s Fantastic Technology (pages 101-102), Han Solo and the Corporate Sector Sourcebook (page 116)

**CorSec Autoscan Weapon Detector**

*Model:* CorSec Autoscan Weapons Detector  
*Type:* Stationary weapons detector  
*Cost:* 7,200  
*Availability:* 2, R (restricted to governments)  
*Game Notes:* Has a search of 6D to detect hidden energy weapons. The difficulty level to detect weapons depends on how well someone has hidden the weapon using their hide skill.  
*Source:* Gundark’s Fantastic Technology (page 102)

**Search-Scan 4 Security Scanner**

*Model:* BlasTech Search-Scan 4  
*Type:* Multi-capable security scanner  
*Cost:* 9,800  
*Availability:* 2, R (restricted to governments)  
*Range:* 3/7/25  
*Game Notes:* This scanner adds 1D to the sensor skill roll of its operator. It can help detect structural anomalies hiding
secret compartments, and can find energy signatures showing weapons, life forms, and energy sources within a confined area, such as a docking bay, cargo hold, or compartment.

Source: Gundark's Fantastic Technology (page 104), Adventure Journal 4 (page 262)

### Measuring Scanner

**Model:** Fabritech A-11 Cargo Scanner  
**Type:** Handheld measuring scanner  
**Skill:** Sensors  
**Cost:** 150  
**Availability:** 1  
**Game Notes:** Using the scanner to calculate the size of cargo and cargo bays is a Very Easy sensors task, while the difficulty for using it for other purposes depends on the size, density and speed of the object being measured, usually no more than a Moderate task. The scanner has a range of 10 meters.  

Source: Adventure Journal 4 (page 169)

### Geological Scanner

**Model:** Fabritech 7000 Geoscanner  
**Type:** Geoscanner  
**Cost:** 4,800  
**Availability:** 2  
**Range:** 500/1/2 km  
**Game Notes:** Can detect geological characteristics like precious minerals, ore deposits and underground features, as well analyzing geo-thermal, seismic, volcanic, and glacial activity.  

Source: Gundark's Fantastic Technology (page 103)

### Holographic Ore Scanner

**Model:** MicroThrust Holo Ore Scanner FR9  
**Type:** Semi-portable ore scanner  
**Skill:** Sensors: mining  
**Cost:** 5,000  
**Availability:** 3  
**Sensors:**  
**Search:** 1 km/1D  
**Focus:** 500/2D  
**Game Notes:** Using the ore scanner requires a sensors roll.  

Source: Flashpoint! Brak Sector (page 25)

### Focused Uni-Direction Sensor Dish

**Model:** Melihat UniScan Sensor System  
**Type:** Focused uni-direction sensor dish  
**Skill:** Sensors: uni-direction sensor dish  
**Crew:** 5, skeleton: 3/+10  
**Cost:** 7,800 (new), 3,600 (used)  
**Availability:** 2, R

Model: Government Issue Force Detector Unit  
Type: Imperial Force detector  
Skill: Sensors  
Cost: Not available for sale  
Availability: 4, X  
**Game Notes:** Use of the Force detector will tell a trained operator whether a subject is Force-sensitive, and whether he or she has any Dark Side Points (but not how many). Operating a Force detector requires 5 rounds and a Difficult sensors check.  

Source: The Jedi Academy Sourcebook (page 140), Gundark's Fantastic Technology (page 102), Power of the Jedi Sourcebook (page 56)
Omni-Directional Sensor Globe

Model: Siep-Irol GlobeScan
Type: Omni-directional sensor glove
Skill: Sensors: omni-directional sensor globe
Crew: 10, skeleton: 4/+10
Cost: 12,500 (new), 6,250 (used)
Availability: 2, R
Game Notes: Scans in a 20 kilometer radius in all directions (including into the atmosphere). Adds +1D to the user’s sensors skill to detect targets only. However, this sensor provides no bonus in rough, hilly, mountainous, cluttered urban or other terrains that targets could use obstacles to hide behind.
Source: Rebel Alliance Sourcebook (page 106)

Installation Sensor Array

Model: NeuroSaav 9954/I Sensor Array
Type: Installation-level sensor package
Skill: Sensors
Crew: 3
Cost: 5,000
Availability: 2, R
Game Notes: Consists of a central processing computer and over 50 sensor dishes. Includes a powerful full-spectrum transceiver (FST) capable of picking up basic information from as far away as low orbit; this range can be increased by the addition of Sensor Relay Satellites (2,000 credits each). The array also has a dedicated energy receptor (DER) for detecting energy use and fluctuation, and a hyperwave signal interceptor (HSI). A life form indicator (LFI) is available for an additional 1,000 credits.
Source: Hideouts & Strongholds (page 12)

Sensor Array

Model: Fabritech LongView-382.X
Type: Long range sensor array
Skill: Sensors
Crew: 2
Cost: 110,000
Availability: 2, R
Game Notes: The sensor array can scan as far as 10 Space Units from the planet. Sensor operators add +1D to sensors.
Source: Hideouts & Strongholds (page 95)

Omniprobe Sensor Array

Model: tana Ire GroundSweeper-3
Type: Omniprobe sensor array
Skill: Sensors: omniprobe sensor array
Crew: 5, skeleton: 2/+15
Cost: 18,000 (new), 12,000 (used)
Availability: 2, R
Game Notes: Scans in a five kilometer radius up to a maximum height of two meters. Adds +1D to the user’s sensors skill to detect targets only, and rough terrain provides no protection (as it does with other types of sensors).
Source: Rebel Alliance Sourcebook (page 106)

Game Notes: Has a maximum range of 10 kilometers. Can only provide information on a small focused area: 100 meters wide by 100 meters long by 20 meters high, adding +2D to the user’s sensors skill to identify targets only. However, this sensor provides no bonus in rough, hilly, mountainous, cluttered urban or other terrains that targets could use obstacles to hide behind.
Source: Rebel Alliance Sourcebook (page 106)
Tracking Devices

Personal Transponder

Model: zZip Product Concepts
Limited Transponder Ring
Type: Personal location detector
Cost: 100-500 (depending on setting design selected)
Availability: 2
Game Notes: A Very Easy sensor roll is required to locate transponder signal within a 200 meters radius.
Source: Galladinium’s Fantastic Technology (page 36)

Tagger

Model: Culcanis MicrInstruments Tagger
Type: Remote surveillance tracking tool
Cost: 250
Availability: 3, F
Game Notes: The business end of the tagger is a small (5 mm) transponder dart. The tagger stylus has a small amount of pressurized gas to silently propel the transponder up to 5 meters. Once attached to its target, the device broadcasts an intermittent (once every 5 minutes) signal which can be picked up 1.2 kilometers away. Dart operates up to 40 standard hours.
Source: Galladinium’s Fantastic Technology (page 62), Arms and Equipment Guide (page 87)

Trailmaster Tracking Device

Model: Astroserver Trailmaster
Type: Personal tracking device
Skill: Search
Cost: 400
Availability: 2
Range: 1 kilometer
Game Notes: Tracker only gives direction. Search is one difficulty easier when beacon is within tracker’s range.
Source: Cracken’s Rebel Field Guide (page 21)

Observer Tracking Device

Model: MechBlaze Tracking Corp. Observer
Type: Personal tracking device
Skill: Search
Cost: 500
Availability: 2
Range: 1 kilometer
Game Notes: Tracker only gives direction and range from beacon. Search is one difficulty easier when beacon is within tracker’s range.
Source: Cracken’s Rebel Field Guide (page 21)

Rover Tracking Device

Model: Astroserver Industries Rover
Type: Personal tracking device
Skill: Search
Cost: 1,000
Availability: 2
Range: 3 kilometers
Game Notes: Tracker tells range, direction and speed of beacon. Search is one difficulty easier when beacon is within tracker’s range.
Source: Cracken’s Rebel Field Guide (page 21)

SureSnoop Tracking Device

Model: Rhinsome Tracking Corp. SureSnoop
Type: Personal tracking device
Skill: Search
Cost: 3,000
Availability: 4
Range: 5 kilometers
Game Notes: Top of line. Give exact range, direction and speed of beacon. Search is one difficulty easier when beacon is within tracker’s range.
Source: Cracken’s Rebel Field Guide (page 21), Arms and Equipment Guide (pages 90-91)

Slave Tracking Device

Model: Hutt Slave Tracking Device
Type: Implanted tracking device/explosive
Scale: Character
Cost: Not usually available for sale
Availability: 3, X
Range: 50 kilometers
Game Notes: These devices are implanted into the bodies of slaves to prevent them from escaping. If the slave travels beyond the range of his owner’s tracking transmitter, the device triggers a small explosion. The transmitter has a range of 50 kilometers, but can be calibrated down depending on the owner’s needs. The tracking device is most often implanted while the slave is sedated. The device is hard to locate, requiring a specialized scanner and a Heroic security skill check. These scanners are not commercially available. In order to deactivate the tracking device, the tracking transmitter is required. With the proper codes, the required security skill check is Easy difficulty. Without the codes, the difficulty is increased to Heroic. If tampered with, or if the slave attempts to leave the transmitter’s range, the slave begins to take damage as the tracking device begins to heat up: 1D damage the first round, 2D on the second, and 3D on the third. If the slave does not rectify his behavior, the device will explode on the fourth round, doing 5D of damage to the slave.
Source: Secrets of Tatooine (page 37)

“Keeper” Vec-Tech Subdermal Control System

Model: Vector technologies AA-2 Keeper
Cost: 5,000
Availability: 4, X
Range: 25 kilometers
Game Notes: A beacon is surgically implanted under
the victim’s skin. It can only be removed by the being in possession of the tracker unit, who must first enter a password. Any other attempt to extract the beacon results in the release of an exotic neurotoxin that kills instantly (8D damage). The tracker can tell the range, direction, and speed of the target, up to a range of 25 kilometers. There’s no need to worry about the target after that, because if he or she moves beyond that range, the beacon releases the neurotoxin automatically.

Source: Wretched Hives of Scum and Villainy (page 77)

### Crab Tracer

**Model:** Crab Tracer  
**Type:** Tiny self-guided tracking device  
**Cost:** 3,000  
**Availability:** 3, X  

**Game Notes:** Unit is programmed to sneak onto a target and transmit its location through HoloNet with a miniaturized hypertransceiver. Unit possesses the sneak and hide skills at 5D and are remotely controlled. They can be deactivated with a Moderate computer programming/repair roll. A crab tracer aboard a ship sends a strong enough signal to be tracked through hyperspace, and grants a +2 bonus to starship attacks made against the tracked vessel.

Source: Tempest Feud (page 127)

### ShipFinder

**Model:** Droooin-Durtha Systems ShipFinder  
**Type:** Subspace tracking device  
**Skill:** Sensors  
**Cost:** 100,000  
**Availability:** X  

**Game Notes:** Use of the ShipFinder requires an Easy sensors roll. If successful, the character can locate the tracking device and plot a course to it from her present coordinates. Tracking device’s power cells last only eight days once activated.

Source: Classic Adventures – Vol. 4 (page 59)

### Imperial XX-23 S-Thread Tracker

**Model:** Imperial XX-23 S-Thread Tracker  
**Type:** Hyperspace ship tracker  
**Skill:** Astrogation  
**Cost:** Not available for sale  
**Availability:** X  
**Difficulty:** Difficult  
**Range:** Unlimited  

**Game Notes:** Imperials may make on astrogation roll per hour to track ship. In hyperspace, only the general direction of the ship may be found. Once in normal space, the ship may be tracked to within one parsec. Tracker is too powerful at ultra-high frequencies to find exact location, and system in question must be searched with conventional means. Tracker is a 10 cm long tube. May be easily destroyed if found. In no way interferes with normal communications or cannot be detected by such means.

Source: Cracken’s Rebel Field Guide (page 62)

### Anti-Surveillance

### Dalabar Surveillance Detector

**Model:** Dalabar Micro-Electronics SDS-632  
**Type:** Personal surveillance detector  
**Skill:** Sensors  
**Cost:** 450  
**Availability:** 3  

**Game Notes:** The SDS-632 scans an area with a sensors skill of 5D. For an additional 175 credits, the optional noise inhibitor (NI-632) blocks aural receptors by blanketing a 10-meter diameter area with sonic disturbances to match the frequency of the sensors detected.

Source: Galladinium’s Fantastic Technology (pages 59-60), Arms and Equipments Guide (page 89)

### Smoke Generator

**Model:** GFBS SFX Smoke Generator  
**Type:** Mood effects stage smoke generator  
**Cost:** 40  
**Availability:** 2  

**Game Notes:** Adds +2D of cover to blaster firer’s difficulty. Adds +1D to difficulty with physical weapons (due to obscuration).

**Instamist Generator**

Model: Agrierd Intergalactics InstaMist Generator  
Type: Mist generator  
Cost: 15 (dispenser), 10 (mist cartridge)  
Availability: 2  
Game Notes: Can generate a fire extinguishing mist which turns into a smothering foam, water mist for desert conditions, or a misty fog to provide cover.  
Source: Galladinium’s Fantastic Technology (page 33)

**Camo-Netting**

Model: Fabritech CN-15 Camouflage Netting  
Type: Camo-netting  
Skill: Hide  
Cost: 3,500  
Availability: 2, R  
Game Notes: Camo-netting adds +2D to the difficulty to detect the camouflaged object with sensor-scanning equipment at ranges greater than 250 meters. Camo-netting offers no bonus at a range of less than 250 meters. If more than three camo-nets are used in tandem, the sensor-scanning equipment gains a +1D to detect the nets because of the interference the nets cause.  

**View Masker**

Model: zZip Product Concepts PSG-8487 View Masker  
Type: Portable distortion field  
Cost: 2,500, 50 (power cells), 100 (sensor alarm module)  
Availability: 3, F, R or X  
Game Notes: With voice code activation, it creates a localized visual distortion field (1 meter in diameter) which makes visual or audio scans virtually impossible.  
Source: Galladinium’s Fantastic Technology (page 63)

**Voice Scrambler**

Model: Ulkop Securities SVC-700 Voice Scrambler  
Type: Voice scrambler  
Cost: 600  
Availability: 3  
Game Notes: The voice scrambler distorts conversation so that more than three meters away it is impossible to determine the content of the conversation.  
Source: Galladinium’s Fantastic Technology (page 63)

**Silence Bubble Generator**

Model: Audio Performance Inc. Sheer Silence Bubble Generator  
Type: Anti-surveillance device  
Cost: 3,000  
Availability: 2  
Game Notes: Sensor stealth code of 4D to counter audio pickups; failure indicates the bubble itself is detected.  

**Sound Bubble**
**Disruption Bubble Generator**

Model: Bakuran DB Generator  
Type: Anti-surveillance device  
Cost: 150,000 (Bakuran black market), 2,500-5,000 (elsewhere)  
Availability: 4, F, R or X  
Game Notes: The Disruption Bubble Generator is capable of producing a small, quiet area of interference to audio sensors. This bubble is generally 2 meters in diameter and can only be penetrated by a Very Difficult sensors roll. The DB generators still in circulation are extremely old and extremely fragile. They should be treated as having 1D Strength to resist damage. If Dropped, shot or handled roughly the DB must roll to resist damage. If the DB generator fails its Strength check, it is destroyed.  
Source: The Truce at Bakura Sourcebook (pages 137-138), Gundark’s Fantastic Technology (pages 96-97)

**Heat Pod**

Model: Dalesepp Survival Apparatus HPD-100 Heat Pod  
Type: Heat generator  
Skill: Thrown weapons  
Cost: 70  
Availability: 3, F  
Game Notes: Once employed, increases the difficulty of heat-based sensors or tracking systems by two levels (may vary depending upon type of information sought, distance from actual target and other factors).  
Source: Galladinium’s Fantastic Technology (page 61)

**Sensor No-Show**

Model: Alliance No-Show/Individual criminal manufacture  
Type: Passive field generators  
Skill: Sneak  
Cost: Not for sale (5,000 for similar black market units)  
Availability: 4, X  
Game Notes: No-show protect on individual, giving them +2D to sneak when pertaining to heat- and infrared-based sensors. A standard power cell is completely drained after 15 minutes of use.  

**Sensor Jammer**

Model: IntelStar BlindSide Sensor Jammer  
Type: Sensor jammer  
Skill: Sensors  
Cost: 5,000 plus installation  
Availability: 2, X  
Game Notes: To use this device, an opposed sensor contest is rolled between the scanner and the jammer, each one using its operator’s sensors skill. If the jammer wins, the scanner still knows he’s being jammed, though he can’t locate the source.  
Source: Hideouts & Strongholds (page 12)

**Sensor Scrambler**

Model: Modified MicroThrust Com-Repeater  
Type: Sensors disruption unit  
Skill: Sensors  
Cost: 1,175 (basic unit), 1,825 (jury-rigged unit)  
Availability: X  
Game Notes: Moderate sensors roll to foul sensors within 200 meters. Sensor operators attempting to descramble the signal must make a Difficult sensors roll.  

**Sensor Blind**

Model: IntelStar Tranquility System I  
Type: Sensor blind  
Skill: Sensors  
Cost: 400,000  
Availability: 4, X  
Game Notes: To use the sensor blind, the operator must engage in an opposed roll with the operator of the scanning sensors. If the blind’s operator beats the opposing sensor operator by more than 5, then the scanner receives a false reading. In densely populated areas, give the blind’s operator a +1D bonus to his roll.  
Source: Hideouts & Strongholds (page 12)
Security

Sensor Trips

Pressure Plate Trip

Model: Zone Supplies, Ltd. Pressure Plate Trip
Type: Trip sensor
Skill: Sensors
Cost: 300
Availability: 2, F
Game Notes: Two sizes available: one-third meter by one-third meter, and one meter by one meter. Small trips weigh 300 grams, and large trip weigh one kilogram. Power pack lasts 72 hours. Characters must make a search roll to detect the trips. A Moderate roll is necessary to spot the large trip, while a Difficult roll is necessary to spot the small trip. Any pressure triggers the plate; can be set to trip at minimum weights. Can be attached to blasters, bombs or alarms.

Laser Detection Trip

Model: Merr-Sonn LCT Laser Trip
Type: Laser emplacement trip
Skill: Computer programming/repair
Cost: 350
Availability: 2
Game Notes: If tied into a computer system, the trips detect living beings passing through its beam.
Source: Shadows of the Empire Planets Guide (page 84)

Repulsorfield Trip

Model: Zone Supplies, Ltd. Repulsor Trip
Type: Trip sensor
Skill: Sensors
Cost: 500
Availability: 2
Game Notes: Can be set to trip to minimum field intensities.

Motion Sensor Trip

Model: BlasTech MoveSense 34 Motion Trip
Type: Trip sensor
Skill: Sensors
Cost: 100
Availability: 2, F
Range: 4 meters, 180-degree dome arc
Game Notes: Finding sensor requires Difficult security roll. Sneaking by a motion sensor trip requires a Difficult sneak roll. Alarm emits a piercing shriek when triggered by any motion above 0.2 meters-per-second. Can be remotely turned on and off with calibrated security systems. Unit is cubed, six centimeters to a side.
**Heat Sensor Trip**

*Model:* Imperial Heat Sensor Trip  
*Type:* Trip sensor  
*Cost:* Not available for sale  
*Availability:* X  
*Range:* 20 meters, 45-degree arc  
*Game Notes:* Sensors can be programmed to set off alarms or notify a central computer. Character must disable heat sensor or successfully disguise his heat pattern as a proper shape and heat pattern to pass by undetected. Sensor connected to computers by 50-meter long cable, although multiple cables can be connected for greater range.  
*Source:* Cracken’s Rebel Field Guide (page 18)

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**SoroSuub Heat Sensor Trip**

*Model:* SoroSuub Heat Sensor  
*Type:* Heat sensor  
*Skill:* Sensors  
*Cost:* 100  
*Availability:* 2  
*Range:* 20 meters, 45-degree arc. Has a variable trigger mechanism; can be set to trip if it detects a heat source with a temperature ranging from three to thirty degrees standard.  
*Game Notes:* An intruder must make a Very Difficult search roll to detect strips in place. Contact with the strips causes 6D damage (if the subject is moving rapidly when contact is made, increase the damage to 9D).  

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**Defense**

**Stun Steps**

*Model:* Telex-Delcor Ramp Entry Security System  
*Type:* Anti-boarding security device  
*Scale:* Character  
*Cost:* 1,500, 500 for each additional die of stun damage past 3D up to 5D  
*Availability:* 2, F  
*Damage:* 3D-5D stun damage  
*Source:* Adventure Journal 13 (page 158)

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**Monofilament Screen Guards**

*Model:* Novaplex Monofilament Screen Guards  
*Type:* Anti-intrusion device  
*Cost:* 450 (1 pair 80 centimeter long strips)  
*Availability:* 4, F, R or X  
*Game Notes:* An intruder must make a Very Difficult search roll to detect strips in place. Contact with the strips causes 6D damage (if the subject is moving rapidly when contact is made, increase the damage to 9D).  
*Source:* Galladinium’s Fantastic Technology (pages 31-32), Arms and Equipment Guide (page 94)
Locking Systems

Imperial Customs Holoseal

Model: MerenData Imperial Holoseal
Type: Customs holoseal
Cost: Not available for sale
Availability: 2, R
Game Notes: Successfully removing an Imperial holoseal is a Very Difficult security task. Other seals used by sector and system customs authorities can be removed with Moderate to Difficult security roll.
Source: Platt’s Smugglers Guide (page 51)

Magna Lock

Model: Locris Syndicates MLC-50
Type: Surface locking mechanism
Skill: Security
Cost: 150
Availability: 2
Game Notes: A Very Easy security roll is required to activate the unit in place. The device adds +2D to an object’s Strength to resist damage.
Source: Galladinium’s Fantastic Technology (page 31), Arms and Equipment Guide (page 94)

Bith Computer Retinal Lock

Model: Veredictas CompuTechnology Bith Computer Retinal Lock
Type: Computer security system
Skill: Computer programming/repair
Cost: 1,200
Availability: 3
Game Notes: An Easy computer programming/repair roll is required for installation. Once in place, only retinal falsification system will allow unauthorized users to access secured files.
Source: Galladinium’s Fantastic Technology (page 59)

Bith Vehicle Voice Lock

Model: Casilis Electronics Defenses BiVVoL RVR-325
Type: Vehicle theft deterrent
Skill: Streetwise
Cost: 650
Availability: 3
Game Notes: An Easy communications total is required to properly encode the BiVVoL or change an established pattern. Normal activation by the owner with voice command code is automatic within a 10-meter range (if the owner is willing). The owner can alter the command sequence’s tone to fail an activation if under duress. A failed attempt to circumvent a BiVVoL means that the vehicle’s power system is disabled until the secondary system establishes identity. Attempting to “forge” a voice replication requires a voice replication unit with sound adjustment functions, at least three hours of work creating the forgery, and a Moderate communications roll and a Moderate forgery roll.
Source: Galladinium’s Fantastic Technology (pages 12-13)

Key Card Ship’s Lock

Model: Aratech Cradset System
Type: Code key lock
Cost: 1,000
Availability: 2, F
Game Notes: Installing this lock yourself requires a Difficult security roll. Failure means the lock sometimes sticks, and sometimes doesn’t engage all the way. Most key card locks come with two imprinted cards. Bypassing this lock requires a Very Difficult security roll.
Source: Platt’s Smugglers Guide (pages 55-56)
Electronic Combination Hatch Lock

Model: Varge Corp. Cipher Security Seal
Type: Combination hatch seal
Cost: 750
Availability: 2, F
Game Notes: Installing this lock yourself requires a Difficult security roll. Failure means the lock sometimes sticks, and sometimes doesn’t engage all the way. Bypassing this lock requires a Difficult security roll.
Source: Platt’s Smugglers Guide (pages 55-56)

Remote Control Hatch Lock

Model: Varge Corp. Ranged Lock
Type: Remote control seal
Cost: 1,250
Availability: 2, F
Game Notes: Installing this lock yourself requires a Very Difficult security roll. Failure means the lock sometimes sticks, and sometimes doesn’t engage all the way. The remote control unit has a range of 30 meters. Bypassing this lock requires a Very Difficult security roll.
Source: Platt’s Smugglers Guide (pages 55-56)

Console Lock Panel

Model: Varge Corp. CS20 Board Plate
Type: Control lock panel
Cost: 300 (electronic combination), 500 (key card)
Availability: 2
Game Notes: Installing the panel assembly yourself requires a Difficult security roll. Failure means the lock sometimes sticks, and sometimes doesn’t engage all the way. To engage or remove the panel takes six rounds.
Source: Platt’s Smugglers Guide (page 56)

Console Dead Lock

Model: Arakyd PowerLock 2500
Type: Console power lock
Cost: 1,000 (electronic combination), 1,500 (key card)
Availability: 2
Game Notes: Cuts the energy feed to your control boards. Installing the lock yourself requires a Very Difficult security roll. Failure damages some of the cockpit, instrumentation and controls. Bypassing the lock requires a Very Difficult security roll.
Source: Platt’s Smugglers Guide (page 56)

Storage Devices

Spacer’s Chest

Model: SoroSuub Wanderer Space Chest
Type: Spacer’s chest
Cost: 200 credits
Availability: 1
Game Notes: A rectangular, 1 meter long chest, with handles on each face. It can be locked with an electronic combo-lock (Moderate to pick), sealed against vacuum, and is quite durable: 6D Strength.
Source: Platt’s Smugglers Guide (page 46), Gundark’s Fantastic Technology (pages 76-77), Pirates & Privateers (pages 47-48)

Sleight Box

Model: Ecls Industries R-Roll Crate
Type: Sleight box
Cost: 750-2,000
Availability: 3, X
Game Notes: These cargo containers have a low-powered repulsorlift coil matrix and power supply cleverly concealed in the bottom casing. A small compensator c-board helps the repulsorfield neutralize the weight of anything inside, making the box feel like it’s empty. Scans detect a sleight box’s energy source on a Difficult sensor roll; increase the difficulty one level if the container is stowed near another power source.
Source: Platt’s Smugglers Guide (pages 52-53)

Bith Hiding Cube

Model: Veretrex Securities Hiding Cube SCT-1000
Type: Security container
Cost: 3,000
Availability: 4
Game Notes: Cube is 75 centimeters on a side. When activated and properly hidden, a viewer must make a Moderate Perception roll to notice “something” about the wall where the cube is. External magna-locks along the container surface require a Very Difficult security total to pick. The container’s outer surface has a Strength of 4D to resist damage.
Restraining Devices

**Binder Cuffs**

**Model:** Loris Merr-Sonn Binder Cuffs  
**Type:** Personal restraint device  
**Cost:** 50  
**Availability:** 1  
**Game Notes:** Binder cuffs have a Strength of 5D to hold individuals.  
**Source:** Arms and Equipment Guide (page 94)

**Magnacuffs**

**Model:** Loris Syndicated Securities MCI-100  
**Type:** Personal restraint device  
**Cost:** 75  
**Availability:** 2, F  
**Game Notes:** Magnacuffs have a Strength of 6D+2 to hold individuals.  
**Source:** Galaxy Guide 10: Bounty Hunters (page 89), Gundark’s Fantastic Technology (pages 70-71), Arms and Equipment Guide (page 94)

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**Chronometer with Hidden Compartment**

**Model:** Alliwon Electronics Vennoc-x Chronometer  
**Type:** Personal chronometer  
**Cost:** 50, 65 (belt version)  
**Availability:** 1  
**Game Notes:** Hidden compartment can hold items smaller than four by four centimeters.  
**Source:** Galladinium’s Fantastic Technology (page 44), Arms and Equipment Guide (page 96)

**Thermal Credit Belt**

**Model:** Novaplex Security Belt  
**Type:** Money belt  
**Cost:** 100  
**Availability:** 2  
**Game Notes:** If worn with a blast vest or other torso armor, the user suffers -2 to Dexterity and related skill rolls.  
**Source:** Platt’s Smugglers Guide (page 48)
**Magnaharness**

**Model:** Loris Syndicated Securities MCI-200  
**Type:** personal full-sized restraint device  
**Cost:** 200  
**Availability:** 2, F  
**Game Notes:** Magnaharness have a Strength of 8D to hold individuals.  
**Source:** Galaxy Guide 10: Bounty Hunters (pages 89-90), Gundark’s Fantastic Technology (page 71)

**Biodegradable Binders**

**Model:** TaggeCo. Biodegradable Binders  
**Type:** Temporary binders  
**Cost:** 75  
**Availability:** 2, R  
**Game Notes:** Once applied, a character must make an opposed Strength roll to break free (the binders have a Strength of 6D). Once activated, the binders deteriorate in 36 hours. An application of a special harmless molecular solvent will degrade the binders sooner if necessary.  
**Source:** Gundark’s Fantastic Technology (page 70), Han Solo and the Corporate Sector Sourcebook (page 117)

**Stun Cuffs**

**Model:** BlasTech AR-101 Stun Cuffs  
**Type:** Stun binders  
**Cost:** 100  
**Availability:** 2, F  
**Game Notes:** The stun cuffs are passive if the cuffsed character does not struggle. If the character does struggle, the cuffs deliver stun damage equal to the character’s Strength.  
**Source:** The Jedi Academy Sourcebook (pages 140-141), Gundark’s Fantastic Technology (page 73)

**SC-401 Stun Cuffs/Remote**

**Model:** Loris Syndicated Securities SC-401 Stun Cuffs/ Stun Cuff Remote  
**Type:** Stun binders  
**Cost:** 100 (remote: 500)  
**Availability:** 4  
**Game Notes:** The stun cuffs are passive if the cuffsed character does not struggle. If the character does struggle, the cuffs deliver 5D stun damage. Remote has a 50-meter range and can control multiple stun cuffs.  
**Source:** Arms and Equipment Guide (page 94)

**Yuuzhan Vong Cuffs**

**Model:** Yuuzhan Vong Cuffs  
**Type:** Organic restraint device  
**Scale:** Character  
**Cost:** Not available for sale  
**Availability:** 4, X  
**Game Notes:** These small creatures are used by the Yuuzhan Vong as restraint devices, and are locked around humanoid wrists much like regular handcuffs or binders. Anyone attempting to escape can roll a security skill check, with a Heroic +15 difficulty. On a failed roll, the cuffs tighten painfully, inflicting 1D of damage. If attacked, the creature has a Body Strength of 2D, and an armor bonus of +3D. If not killed in a single attack, the creature will tighten its grip, inflicting 2D damage per round until dead.  
**Source:** The New Jedi Order Sourcebook (page 103)

**Security Collar**

**Model:** Thalassian Security Collar  
**Type:** Personal restraint device  
**Cost:** 1,000  
**Availability:** 3, X  
**Game Notes:** Security collars have a Strength of 7D+1 to hold individuals. If the collar takes any damage, or if a security attempt to escape (Heroic+10 difficulty) fails by more than 5, it delivers an extremely painful neural shock, (2D damage, victim must make a Difficult stamina roll or fall unconscious). Most security collars come with remote triggers or voice activation.  
**Source:** Arms and Equipment Guide (pages 94-95)

**Neural Control Collar**

**Model:** Cybersoft Corp. neural Control Collar  
**Type:** Animal control device  
**Cost:** 600 (one collar and basic control computer), 300 (collar only), 1,000 (control computer for use with multiple collars)  
**Availability:** 2, R or X
Game Notes: Causes 7D stun damage, but instead of falling unconscious, the animal is subdued by the control computer, capable of giving simple instructions. A central computer can control up to 50 collars with a range of 5 kilometers. A collar that is moved out of range of its control unit will automatically make its wearer return to the control unit and inflict 6D damage.

Source: Galladineum’s Fantastic Technology (page 58)

Slave Collar
(and Director Unit)

Model: Custom-made Slave Collars with Director Unit
Type: Slave collars
Scale: Character
Cost: 10,000 (for one director unit and 10 slave collars)
Availability: 3, R or X

Game Notes: 2D-5D physical damage depending on setting. "kill" setting: 8D damage.

Source: Gundark’s Fantastic Technology (page 72), Han Solo and the Corporate Sector Sourcebook (page 121)

Electro-Collar

Type: Personal restraint device
Cost: 1,000
Availability: 3, X

Game Notes: Security collars have a Strength of 8D to hold individuals. They can be remotely triggered to explode, doing 10D damage.

Source: Geonosis and the Outer Rim Worlds (page 14)

Bio-Coconen

Model: Dendratis Biological Exports, Incorporated Bio-Coconen
Type: Biological containment system
Cost: 2,000
Availability: 3

Game Notes: Upon activation, the intended victim must make a Moderate brawling parry roll to avoid entrapment (for victims up to 150 kilograms; victims from 151-300 kilograms need only make an Easy roll, while 301-450 kilograms targets require a Very Easy roll; this unit has no effect on targets over 450 kilograms). Failure results in an immediate -1D to Dexterity and 1D stun damage. Increase the brawling parry difficulty to escape by one level each additional round and increase the Dexterity penalty by -1D and increase the stun damage by +1D. The target is fully cocooned when the Dexterity penalty or the stun damage is sufficient to knock out the character.

Source: Galladineum’s Fantastic Technology (page 53)

Man Trap

Model: Ubrikkian R-TechApp Man Trap
Type: Localized gravity enhancer
Cost: 8,000
Availability: 3, F

Game Notes: The person setting the man trap should make a hide roll to see how well the device is hidden; any potential target making a successful Perception roll will notice the trap. Anyone caught by the trap must make an opposed Strength roll – the man trap’s gravity setting is variable, simulated by allowing the hunter to choose a Strength anywhere between 5D and 15D.

Source: Galaxy Guide 10: Bounty Hunters (page 90), Gundark’s Fantastic Technology (page 71)

Restraint Capsule

Model: Damorind Securities RPC-12
Type: Shipboard containment system
Skill: Security
Cost: 10,700
Availability: 3, F

Game Notes: The shock system may be set for variable damage (1D-7D, stun or normal damage). Anyone confined within the cage must make an opposed roll against the cage’s Strength of 7D to break out.

Source: Galaxy Guide 10: Bounty Hunters (page 90), Gundark’s Fantastic Technology (pages 71-72)
**Force Cage**

Model: Damorind Securities
Model S-3
Type: Humanoid portable containment system
Skill: Security (to assemble)
Cost: 7,000
Availability: 3
Game Notes: As Easy security roll is necessary to properly assemble the device; if not assembled properly, the shock system does not work. The shock system may be set for variable damage (1D-7D, stun or normal damage). Anyone confined within the cage must make an opposed roll against the cage’s Strength of 7D to break out.
Source: Galaxy Guide 10: Bounty Hunters (page 89), Gundark’s Fantastic Technology (page 70)

**Universal Energy Cage**

Model: Imperial Universal Energy Cage
Type: Enclosed prisoner transfer system
Scale: Character
Cost: 100,000
Availability: X (restricted to legal governments)
Move: 15; 45 kmh
Game Notes: Energy cage encloses prisoner In a force field with a Strength of up to 15D (unit only applies as much energy as necessary to restrain prisoner, so the energy level is often much lower than when not being resisted). Somehow, the cage emanates a special type of energy that blocks Force energies and similar mental energies with an effectiveness of up to 15D. The unit has a special repulsor unit keeping the prisoner suspended in the center of the cage. This bottom mounted unit also supplies oxygen to the prisoner (there are no provisions for food and water; it is presumed that a Jedi will go into hibernation if he or she spends a long time in the cage).
Source: Dark Empire Sourcebook (page 129), Gundark’s Fantastic Technology (page 74)

**Anti-Security**

**Code Slicer**

Model: Duwani Mechanical Products UniSlice
Type: Security code breaker
Skill: Security
Cost: 2,000
Availability: 3
Game Notes: Provides +1D security bonus in attempts to bypass or break through security measures.
Source: Gundark’s Fantastic Technology (page 70), Tales of the Jedi Companion (page 122)

**Security Kit**

Type: Typical security kit
Skill: Security
Cost: 750, 1,500 (mastercraft)
Availability: 2, R or X
Game Notes: A security kit is a set of special tools for bypassing electronic and mechanical locks. This item gives it user a +1D bonus on security rolls. It also provides a +1D bonus on any repair rolls relating to security systems. A mastercraft security kit provides a +2D bonus and contains a comlink that monitors frequencies typically used by silent alarms, so the user can know if such an alarm has been triggered at any point during the operation.
Source: d20 Core Rulebook (page 143)

**Lock Breaking Kit**

Model: Individual manufacture; many types
Type: Security code de-scrambler
Skill: Security: lockpicking
Cost: 8,000 (if purchased through legitimate agent), 16,000+ (black market price)
Availability: 4, R or X
Game Notes: Adds +2D to a user’s security skill when attempting to open an electronically sealed entryway.

**Electronic Lock Breaker**

Model: Outlaw Tech Lock Breaker
Type: Security tampering unit
Skill: Security, computer programming/repair
Cost: 25,000 (basic unit), 1,000 (per security system profile software package)
Availability: X
Game Notes: The Lock Breaker requires a Moderate security roll to activate and a Difficult computer programming/repair roll to successfully determine gene code sequences in advanced computer locks. Specific system profiles must be programmed before use, but pre-programmed system profiles (which are quicker to enter and generally more effective than “homemade” profiles) can be installed with a Moderate computer programming/repair roll.
*Note: This item is not available prior to the Battle of Endor.

Source: The Last Command Sourcebook (pages 122-123), Gundark's Fantastic Technology (pages 97-98), The Thrawn Trilogy Sourcebook (pages 188-189)

Master Coder Chip

**Type:** Illegal security override  
**Skill:** Security  
**Cost:** 1,000 - 340,000 (dependant upon quality and utility)  
**Availability:** 4, X  
**Game Notes:** A properly coded master coder chip gives the user a +1 to +4D bonus to security rolls involving electronic systems (electronic code locks, palm print scanners and retinal scanners, for example; the bonus modifier depends upon the sophistication of the computer system) but failure on a security roll (or a “1” on the Wild Die roll) means that the illegal master coder has been detected by the security system, sounding an alarm.

Source: Gundark's Fantastic Technology (pages 98-99), The Truce at Bakura Sourcebook (pages 138-139)

VoiceBox

**Model:** BothiCorp VoiceBox Speech Patter Duplicator  
**Type:** Voice lock buster  
**Skill:** Security  
**Cost:** 5,000  
**Availability:** X  
**Game Notes:** A successful security roll against the lock's difficulty rating is required for success.

Source: Gundark's Fantastic Technology (page 99)

Retinal Disguiser

**Model:** Individual criminal manufacture  
**Type:** Retinal pattern falsification device  
**Skill:** Medicine  
**Cost:** 25,000 (black market)  
**Availability:** 4, X  
**Game Notes:** Normal operation requires an Easy medicine total. In the event that a pre-existing pattern has been loaded into the device (rather than storing a live subject scan), the gamemaster must determine the relative accuracy of the pattern. This may require the user to make a higher difficulty roll. Users deemed to be sufficiently proficient may attempt to manufacture their own retinal patterns “from scratch”. Such attempts will always result, however, in much higher medicine difficulties.

Source: Galaxy Guide 11: Criminal Organizations (pages 84-85), Gundark's Fantastic Technology (page 110)

Fingerprint Masque

**Model:** Individual criminal manufacture  
**Type:** Fingerprint pattern alteration kit  
**Skill:** Computer programming/repair (to use)  
**Cost:** 15,000 (black market)  
**Availability:** 4, X  
**Game Notes:** The flip-top surface contains a liquid crystal display used to confirm commands and the display of desired patterns. The bottom half of the device’s “pad” contains a small input panel and a “sensor pad” where the digit is placed while the new pattern is being formed.

Source: Galaxy Guide 11: Criminal Organizations (page 84), Gundark's Fantastic Technology (page 108)

Shipjacking Kit

**Model:** Individual manufacture  
**Type:** Ship security code scrambler  
**Skill:** Security  
**Cost:** 8,000 (licensed collection agency), 16,000+ (black market)  
**Availability:** 4, F or X  
**Game Notes:** Adds +3D to user’s security roll to break through a ship’s security code system.

Source: Galaxy Guide 11: Criminal Organizations (pages 85-86), Gundark's Fantastic Technology (page 99), Han Solo and the Corporate Sector Sourcebook (page 121)
**Tri-laser Engraver**

Model: Opirus Personal Lasers, Model KL-543  
Type: Tri-laser engraver  
Skill: Forgery  
Cost: 4,000; 8,000+ on the black market  
Availability: 3, F or R  
Game Notes: Long-term close-up use of this device without proper protective eyewear can lead to temporary visual distress and permanent injury.  
Source: Galaxy Guide 11: Criminal Organizations (page 86), Gundark's Fantastic Technology (page 110)

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**Disguises**

**Disguise Kit**

Type: Typical disguise kit  
Skill: Con: disguise  
Cost: 500  
Availability: 2, R  
Game Notes: This kit contains an easily hidden voice-distorter, prosthetics, pigments, and contact lenses. It allows humanoids to pass for a member of some other humanoid species of similar size, adding a +1D bonus to any con: disguise skill rolls.  
Source: Coruscant and the Core Worlds (page 125), Ultimate Adversaries (pages 155-156)

**Flesh Camouflage**

Model: Illicit Electronics Flesh Camouflage  
Type: Personal disguise device  
Skill: Computer programming/repair  
Cost: 11,000 (computer), 500 (per retinal contact pair; non-reusable), 500 (per SecCard taker), 250 (per flesh concealment kit, non-reusable)  
Availability: 4, X  
Game Notes: The operator must make a computer programming/repair roll:  

<table>
<thead>
<tr>
<th>Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Very Easy</td>
<td>Contacts, SecCard and flesh are all unusable</td>
</tr>
</tbody>
</table>
| Easy      | Contacts: +2 to security for retinal scans  
SecCard: +2 to security for card scans  
Flesh: +2 to con.                          |
| Moderate  | Contacts: +1D to security for retinal scans  
SecCard: +1D to security for card scans  
Flesh: +1D to con.                          |
| Difficult | Contacts: +1D+2 to security for retinal scans  
SecCard: +1D+2 to security for card scans  
Flesh: +1D+2 to con.                        |
| Very Difficult | Contacts: +2D to security for retinal scans  
SecCard: +2D to security for card scans  
Flesh: +2D to con.                          |
| Heroic    | Contacts: +3D to security for retinal scans  
SecCard: +3D to security for card scans  
Flesh: +3D to con.                          |
| Retinal Contact: | These will produce thin plasticizes membranes which replicate the retina pattern of the target to be impersonated.  
Chemical Security Card (SecCard): | This will store 10 image sheets, which can contain pictures, text information or identification with proper code sequences.  
The SecCard has no electronic parts. On change to the next identification screen, one presses the “advance” button. Once an image sheet is used the information cannot be retrieved.  
Flesh Disguise: These are replicas of the face, hands, and feet of another person. Once fitted into place, the replications are extremely effective at a distance. The mouth of the disguise has a small electronic link to modify the pitch and tone of the voice (if the recorded voice is available)  
Source: Galladinium’s Fantastic Technology (pages 95-96)  
Ooglith Masquer**

Model: Yuuzhan Vong Ooglith Masquer  
Type: Organic disguise  
Skill: Con: disguise  
Cost: Not available for sale  
Availability: 4, X  
Game Notes: The ooglith masquer, similar to the ooglith cloaker, covers its user’s body with a convincing disguise. Each masquer is engineered to mimic a specific species. When used, an ooglith masquer grants a Yuuzhan Vong a +3D bonus to his con: disguise skill roll. Just like the ooglith cloaker, the masquer is painful to wear, and inflicts 2D damage every time it is worn. It can also be removed by pressing a hidden organ.  
Source: d20 Core Rulebook (page 356), The New Jedi Order  
Sourcebook (page 23)

**Shadowcloak**

Model: Shadowcloak  
Type: Disguise field  
Scale: Character  
Skill: Con: disguise  
Cost: 10,000  
Availability: 3, R  
Game Notes: This device, when worn, distorts the wearer’s voice until it cannot be recognized, even to a voice reader. It also creates as static “black field,” which generates a field of blackness over the wearer’s entire body. This makes the subject featureless to all eyes and sensors. A shadowcloak grants a +6D bonus to any con: disguise skill checks made to conceal a character’s identity. An opposed search roll can be attempted against the wearer’s con: disguise skill if an observer wishes to identify the subject. The downside is that a subject cannot walk around without being identified, but must instead remain stationary. The device can maintain its black field for an hour, after which it must cool down and recharge for 4 hours.  
Source: Coruscant and the Core Worlds (pages 44-45)
DimSim

Model: DimSim (custom designed unit)
Type: Personal holographic projector/interference unit
Cost: 5,000
Availability: 4

Game Notes: DimSim completely conceals the user's features.

Source: Galaxy Guide 11: Criminal Organizations (page 85), Gundark's Fantastic Technology (page 107)

Holographic Image Disguiser

Model: Corellidyne CQ-3.9x
Type: Holographic image disguiser
Cost: 25,000
Availability: 4

Game Notes: This small unit can be worn on a belt and projects an holographic image over an existing real world object or living creature. Its memory capacity can store only a single holographic image and it can operate for 2 minutes before recharging, though it's possible to hook it up to a larger power supply. The holoprojection is almost perfect and even moves as the item or person shrouded moves. It takes a Difficult search roll to detect a fake, though sensors, cameras and droids get a +2D bonus to detect it.

Source: Arms and Equipment Guide (page 91), Ultimate Adversaries (page 155)

Doubler Suit

Model: Modified Corellidyne Holographic Projector Doubler Suit
Type: Human-sized three-dimensional imaging system
Skill: Computer programming/repair (Difficult difficulty to properly operate doubler imaging application; if the programming roll fails, the flaws will be immediately evident the first time the doubler image is used)
Cost: 30,000
Availability: 4, X

Game Notes: Once programmed, an Easy Mechanical roll will allow projection of lifelike image duplicating the character. The image can be projected in any direction, up to 10 meters away. The operating character should secretly inform the gamemaster of attempts to project the holo image, specifying location and distance relative to the true individual. If a successful roll is made, all others will see the apparent image of original character projected as previously indicated. Viewers must make Very Difficult Perception or search roll to discover the true nature of the image (at a range of 50 meters or more; for every 10 meters close to the target, reduce the difficulty by one level).

Source: Galaxy Guide 10: Bounty Hunters (page 88), Gundark's Fantastic Technology (page 52)
Droid Gear

**Fine Work Grasper Arm**
- **Model:** Varies widely
- **Type:** Droid appendage
- **Scale:** Character
- **Skill:** Lifting
- **Cost:** 350 credits
- **Availability:** 2

**Game Notes:** Fine work grasper arms are retractable, folding into a small compartment in the droid's chassis. The arm extends up to 0.5 meters and has servo-boosted mechanisms in the joints and “fingers” (which allow the droid to type or manipulate small objects). There are a number of types available, some tipped with claws or pincers, others with three- or five-fingered “hands.”

**Source:** Cynabar's Fantastic Technology (page 34)

**Heavy Grasper Arm**
- **Model:** Varies widely
- **Type:** Droid appendage
- **Scale:** Character
- **Skill:** Lifting
- **Cost:** 550 credits
- **Availability:** 2

**Game Notes:** Heavy grasper arms are retractable, folding into a small compartment in the droid's chassis. The arm extends up to 0.5 meters and has servo-boosted mechanisms in the joints and “fingers” (which allow the droid to type or manipulate small objects and add +2D to lifting attempts). There are a number of types available, some tipped with claws or pincers, others with three- or five-fingered “hands.”

**Source:** Cynabar's Fantastic Technology (page 34)

**Cargo Winch**
- **Model:** Utilitech AR5G Cargo Winch
- **Type:** Small cargo-lifting device
- **Scale:** Character
- **Skill:** Lifting
- **Cost:** 400 (for basic unit), 800 (for heavy lifting winch)
- **Availability:** 2

**Game Notes:** A cargo winch typically comes equipped with 50 meters of durasteel cable, and is capable of supporting 80 kilograms (though the droid must anchor itself; factors such as unstable or uneven ground can increase the lifting difficulty by one level). A heavy cargo winch is also available; it performs much like a standard winch but gives the droid +1D to lifting attempts.

**Source:** Cynabar's Fantastic Technology (pages 33-34)

**Line Caster**
- **Model:** Jabriel VCA Droid Line Caster
- **Type:** Cable delivery system
- **Scale:** Character
- **Skill:** Blaster: line caster (or Dexterity)
- **Cost:** 1,100 credits
- **Availability:** 2, F

**Game Notes:** The line caster can fire a grappling hook and cable up to 50 meters (1-10/20/50) though some type of targeting SkillWare is needed to use the device effectively.

**Source:** Cynabar's Fantastic Technology (page 36)

**Digging Claws**
- **Model:** Droid digging claws
- **Skill:** Strength: digging
- **Cost:** 500
- **Availability:** 2

**Game Notes:** A droid with digging claws gains a burrow speed equal to one-half its Move (rounded down). It can move at full burrow speed through solid stone and at half this rate through transparisteel.

**Source:** Ultimate Adversaries (page 156)

**Circular Saw**
- **Model:** Industrial Automaton Type 10 Cutting Saw
- **Type:** Circular saw
- **Scale:** Character
- **Skill:** Any appropriate repair skill; use melee combat: circular saw in combat
- **Cost:** 500 (for external model), 1,200 (for retractable internal model; droid must be a minimum of 0.3 meters long/tall)
- **Availability:** 2

**Game Notes:** The type 10 cutting saw does 4D damage and has a range of 0.3 meters. It can be used in combat, though the device’s limited range and damage make it an impractical weapon at best.

**Source:** Cynabar's Fantastic Technology (page 34)
**Welding Laser**

**Model:** Drever Corporation HLAutomata-Assisted Welding Laser
**Type:** Welding tool
**Scale:** Character
**Skill:** Any appropriate repair skill; use blaster: welding laser in combat
**Cost:** 1,200 credits
**Availability:** 2
**Game Notes:** The HL welding laser is a small, versatile tool designed for ship-based repair efforts. The laser is small (5 cm long), attached to an external blaster power cell that can be strapped to a droid. The laser has a short range (3 centimeters) but is extremely powerful (5D+2 damage); the welding beam lasts for 10 rounds. If there is no power cell available, the laser can be powered for short periods of time by the droid’s own energy source; such a hook-up requires 1D rounds and a Moderate repair roll. The beam will last for 5 rounds if powered by the droid. If the droid attempts to run the beam for longer periods of time, it must make a Moderate stamina or Strength roll (whichever is higher); if the droid fails the roll, it takes 2D damage each round until the beam is deactivated. (Regardless, the beam will only last for a maximum of 10 rounds.)
**Source:** Cynabar’s Fantastic Technology: Droids (page 38)

**Stun Field**

**Type:** Droid stun field
**Scale:** Character
**Cost:** 750 credits
**Availability:** 2, R
**Game Notes:** A stun field is built into a droid’s exterior to deliver a painful shock to any creatures touching the droid. Anyone touching the droid (including melee weapon attacks) when the field is active takes 4D stun damage. A stun field emits a constant humming noise while active, granting a +2 bonus to search rolls to notice the droid.
**Source:** Ultimate Adversaries (page 156)

**Storage Compartment**

**Model:** Utilitech Droid Storage Module
**Type:** Storage compartment
**Scale:** Character
**Cost:** 200 credits (external compartment), 4,000 credits (internal compartment)
**Availability:** 2
**Game Notes:** Utilitech storage compartments can hold small amounts of “cargo.” External “storage packs” are generally magnetically sealed to a droid, and require a Difficult droid repair roll to remove. These packs are small (20 centimeters long, 10 centimeters, 8 centimeters deep) and can hold objects (such as a comlink, small blaster, datapad or medpac) that an owner may wish to retrieve later. External compartments are immediately visible; internal compartments can be detected with a Moderate search or Perception roll (or an Easy sensors roll). Most droids of moderate size (1 meter or taller) can be equipped with a maximum of two compartments; smaller droids can be equipped with a single compartment (Utilitech custom-manufactures smaller compartments for the price of an internal compartment).
**Source:** Cynabar’s Fantastic Technology: Droids (page 38)

**Sensor-Shielded Storage Compartment**

**Model:** Illegally-modified Utilitech Droid Storage Module
**Type:** Sensor-shielded storage compartment
**Scale:** Character
**Cost:** 500 credits (external compartment), 8,000 credits (internal compartment)
**Availability:** 3, X
**Game Notes:** Utilitech storage compartments can hold small amounts of “cargo.” External “storage packs” are generally magnetically sealed to a droid, and require a Difficult droid repair roll to remove. These packs are small (20 centimeters long, 10 centimeters, 8 centimeters deep) and can hold objects (such as a comlink, small blaster, datapad or medpac) that an owner may wish to retrieve later. External compartments are immediately visible but sensor-absorbent material makes it virtually impossible to detect what is inside (requires a Very Difficult sensors roll). Internal compartments can be detected with a Very Difficult search or Perception roll (or a Difficult sensors roll). Most droids of moderate size (1 meter or taller can be equipped with a maximum of two compartments).
**Source:** Cynabar’s Fantastic Technology: Droids (page 38)

**Internal Comlink**

**Model:** Fabritech “VoxLink” Internal Comlink
**Type:** Basic droid internal comlink
**Scale:** Character
**Skill:** Communications
**Cost:** 100 credits
**Availability:** 2
**Game Notes:** The VoxLink has a broadcast and reception range of 50 kilometers in clear weather. It can monitor up to 10 frequencies simultaneously.
**Source:** Cynabar’s Fantastic Technology (page 37)

**Subspace Tight-Beam Transmission Core**

**Model:** MerenData 45-T InfoCore
**Type:** Subspace tight-beam transmission core
**Cost:** 900 credits
**Availability:** 2, R
**Game Notes:** The subspace transmission core is one of the integral portions of an espionage unit’s secondary programming, for it relays the information to its planter. Upon receipt of a prearranged high-frequency signal, the droid downloads the information via the tight beam to the signal’s source. It takes a Very Difficult droid programming roll to detect an espionage droid, and the programmer must specifically state that he or she is searching for the secondary programming. Once the secondary programming is detected, it requires a Moderate droid programming roll to remove the chips without damaging the droid. The chips must be physically removed, as the espionage programming will withstand a normal memory wipe.
**Source:** Adventure Journal 10 (page 140)
Astromech Voice Box

Model: Industrial Automaton R-Series Voice Box Adaptor
Type: Astromech verbal attachment
Cost: 250
Game Notes: Allows and R-series droid to speak a specific language (language programs run from 25 to 100 credits), with adjustable pitch, intonation and accent. Installation requires a Moderate droid repair roll and takes 15 minutes. Removal requires an Easy droid repair roll and 15 minutes; failure causes 3D stun damage to the droid and randomly eliminates one skill.
Source: Galladinium’s Fantastic Technology (page 27)

Modified Tranlang III Module

Model: TranLang III communication module (modified)
Type: Modified droid and systems organic and electronic translation module
Cost: 1,500 credits (market version)
Availability: 2 (market version), modified Alliance Intel version is strictly illegal
Game Notes: The modified unit uses pre-specified keywords in a specific language understood by the receiving agent (usually organic), so that any translator droid or opposed agent monitoring communications takes the exchange as simple conversation. The modification of a standard unit to the specifications above requires a Difficult droid programming roll, followed by a Moderate droid repair roll to install the unit without damaging the droid. Planting the droid in the desired locale afterwards is another matter.
Source: Adventure Journal 10 (page 139)

Holocam

Model: Neuro-Saav TL3 Holo-Imaging Package
Type: Droid recording device
Scale: Character
Skill: Sensors
Cost: 2,500 (basic unit)
Availability: 2
Game Notes: The TL3 holocam is designed specifically for droids; it is a small processing device that can be tied into the droid’s existing optical modules, allowing a complete first person view from the droid’s perspective (up to 20 meters, limited by droid’s line-of-sight). Images can be downloaded to datacards, dataplaques or holoprojectors, allowing playback and storage of the recording. The basic TL3 ties into the droid’s existing optics, though only human-range recordings are possible. For an additional 200 credits per upgrade, the TL3 can be adapted to record with the following improvements: macrobinocular hookup (improves range of recording to 100 meters), all-environment (360 degree recording, in a 10-meter radius; playback appears as if the viewer is “with” the droid and can look in any direction to see what else is nearby), thermal, motion sensor, and UV hookup (records in “night-vision” mode with thermal/UV hookups; focuses on moving objects with motion sensor option).
Source: Cynabar’s Fantastic Technology (pages 34/36)

Holoprojector

Model: SoroSuub G-series Holoprojection Unit
Type: Holoprojector
Scale: Character
Skill: Computer programming/repair
Cost: 300-8,000 credits
Availability: 2
Game Notes: Basic holoprojectors-like those that are standard equipment on most R-series astromechs-can project a prerecorded hologram up to 1.5 meters away, with an image size ranging from 0.5 to 10 meters.
Source: Cynabar’s Fantastic Technology (page 36)

Intellex IV Internal Computer

Model: Industrial Automation Intellex IV internal computer
Type: Astromech droid internal computer
Cost: 800 credits
Availability: 2
Game Notes: In addition to the ability to scan technical files to pinpoint problems, the Intellex IV also supports sophisticated analysis programs, such as the lifeform identification subroutines (LFIs) and many low level scanner tasks. As the Intellex IV’s primary function is to scan technical files and find data patterns, it is very useful to characters who have improved Technical skills and a need to retrieve restricted files and information. A character can use an independent Intellex IV unit as a tool when trying to
enter restricted systems or files: computer programming/repair difficulty numbers should be determined by the gamemaster. If the Intellex IV is part of a non-cooperative astromech droid, a Moderate droid repair roll must be made to remove the unit without damage. This procedure usually takes about half an hour to complete. Allied astromech droids, however, are often willing to execute such operations upon their owner’s request. If attempting to do this with an Intellex V or VI, raise each difficulty one level. Source: Adventure Journal 10 (page 141)

Internal Automap
Model: SoroSuub “AutoTracker” Droid GPS Module
Type: Global positioning system
Scale: Character
Cost: 4,000 credits
Skill: Computer programming/repair
Availability: 2
Game Notes: It is virtually impossible for a character using an Automap to get lost. As long as the device is linked to an orbiting source of data (such as a ship’s sensors or a weather satellite) the device relays accurate data regarding the user’s location, local weather conditions, other moving objects and navigational hazards. The link requires a Moderate computer programming/repair roll once per hour to maintain. The droid using the automap link can automatically display this information on a datapad (with a scomp-link) or project it on any on-board imaging systems it possesses.
Source: Cynabar’s Fantastic Technology (page 36)

Astrogation Buffer
Model: Cybot Galactica “Lifeline” Astrogation Buffer
Type: Nav data backup system
Scale: Character
Skill: Computer programming/repair
Cost: 1,300
Availability: 2, F
Game Notes: An astrogation buffer can store one set of nav coordinates indefinitely; note that any attempts to load more than one set of coordinates into the buffer will fail, the newest data overwriting the older information. A scomp-link (and a Moderate computer programming/repair roll) allows this data to be downloaded into a nav computer, after which the information is deleted.
Source: Cynabar’s Fantastic Technology: Droids (page 33)

Scomp-Link
Model: Cybot Galactica Nexus Scomp-link
Type: Computer interface
Scale: Character
Skill: Computer programming/repair
Cost: 800
Availability: 2
Game Notes: The scomp-link allows information transfer from a droid to virtually any type of data-storage device (such as a computer, dataplaque or datapad). In addition, the scomp-link allows a droid to search computer networks for information (adding +1 D to computer programming/repair rolls).
Source: Cynabar’s Fantastic Technology: Droids (page 37)

Owner Gear

CL-3 Droid Command Link
Model: AccuTronics CL-3 Droid Command Link
Type: Remote droid command link
Cost: 850
Game Notes: Unit contains all the features of a comlink and allows user to command a droid equipped with a response rig from a range of up to one kilometer. Installation requires a Moderate droid repair roll, and Easy droid programming roll and two hours of work. Unit displays audio/video feed from linked droid’s sensors, and allows switching of supported visual ranges (infrared, ultraviolet, etc). Another control allows droid’s communications to be displayed as text.
Source: Galladinium’s Fantastic Technology (pages 26-27)

Cyborg/Droid Interface
Model: Neuro-Saav Cyborg/Droid Interface
Type: Cyborg/droid interface
Cost: Normally included with cyborg construct, 600 if installed separately
Cyber Points: 0
Game Notes: Cyborg/Droid interface makes all droid
programming rolls one difficulty level easier. Use the computer programming difficulties listed on page 63 of the Rulebook if the cyborg is trying to learn something the droid does not want to share, although the difficulty is one level easier. Interface is standard on most cyborg implants. Source: Cracken’s Rebel Field Guide (page 33)

**Mk-11 Droid Diagnostic**

**Model:** Interstellar Droid Monitoring, Inc. Mk-11 Droid Diagnostic  
**Type:** Droid diagnostic  
**Skill:** Droid programming, droid repair  
**Cost:** 200  
**Game Notes:** Very Easy droid programming roll required for standard systems check and readout (takes 30 minutes). Diagnostic assisted repair procedures normally require an Easy droid repair roll and the diagnostic’s expertise adds +1D to the skill roll. This bonus is for maintenance only and does not apply to major repairs or modifications.  
**Source:** Galladinium’s Fantastic Technology (page 26), Arms and Equipment Guide (page 96)

**Droid Customization Kit**

**Model:** Ulqib MacroTronics Droid Customization Kit  
**Type:** Droid modification tool kit  
**Skill:** Droid programming, droid repair  
**Cost:** 400 (additional costs for specific attachments may also be incurred)  
**Kit Includes:**
- Droid datapad neural pathway linkage
- Memory modulator (allows for skill and/or attachments software programming)
- Memory wipe module (completely erases all non-hardwired memory and related skills)
- Replacement actuators
- Replacement micro-servos
- Additional software node (boosts one specific skill +2D over the attribute if the droid’s skill is less than 2D over the attribute; has no effect if the droid’s skill is 2D or more over the attribute)
- Broadband antenna receiver
- Movement sensor (if the droid has less than 2D in search (over the Perception attribute), the search skill goes to +2D over Perception only when searching for moving objects within 100 meters of the droid)
- Repulsorlift motor (also requires repulsorlift repair skill to install; has a Move of 13 for droids under 100 kilograms)
- Internal computer interface socket
- Two photoreceptors (moderately above Human range)
- Two audio receptors (normal Human range)
- Vocabulator panel
- Database retrieval system (content files must be loaded after installation as per normal programming rules)
- Remote programming receiver  
**Game Notes:** Most hardware additions also require successful installation of corresponding software programming to properly interface new equipment. Additional tools (e.g., electric arc welder) and other droid parts may be required for certain alterations. The gamemaster must determine specific difficulty levels and time taken.  
**Source:** Galladinium’s Fantastic Technology (pages 25-26)
Restraining Bolt

Skill: Droid repair
Cost: 50 credits
Availability: 1

Game Notes: A droid fitted with a restraining bolt must obey commands sent by a “Caller.” The droid cannot resist the effects of the restraining bolt.

Source: Cynabar’s Fantastic Technology: Droids (page 40)

Restraining Bolt & Owner

Type: Droid restraining bolt
Scale: Character
Cost: 75
Availability: 1
Range: 50 meters

Game Notes: Retraining bolts have a die code of 3D. Whenever the Droid is commanded to do something, roll 3D against the Droid’s Perception. If the bolt rolls higher, the droid obeys the bolt. If the Droid rolls higher, the Droid can ignore the retraining bolt.

“Halt” lasts 10 seconds.

“Return” compels the Droid to return.

“Orders” gives pleasure to the Droid so that it will obey its master. If the roll is successful, the Droid will obey the owner regardless of the length of time involved.

Source: Cracken’s Rebel Field Guide (page 16)

Droid Caller

Skill: Droid programming
Cost: 100-500 credits
Availability: 1

Game Notes: A caller is a compact, short-range signaling device that broadcasts directly into a droid’s motivational processor (via a restraining bolt). Simple callers can only broadcast simple commands (such as ordering a droid to activate or deactivate). More-sophisticated callers can transmit commands of greater complexity (issuing orders that a droid must obey). The average range of a caller is 20 meters.

Source: Cynabar’s Fantastic Technology: Droids (page 40)
Ship & Vehicle Equipment

Onboard Computers

Vehicle Remote Activation Controller

Model: Bespin Motors Remote DVI Activator
Type: Remote vehicle controller
Cost: 500 (for speeders); 2,500 (for starfighter scale starships)
Availability: 2
Game Notes: Range is 2 kilometers. Pre-flight checks can take as little as 20 seconds (for some speeders) to well over five minutes (for some starships). The user must still pilot the vehicle manually.
Source: Galladinium’s Fantastic Technology (pages 15/17)

Personal Vehicle Coordinator

Model: Vewas Data Controllers PVC-800
Type: Vehicle command controller
Cost: 1,200
Game Notes: Limited vehicles under 10 meters long and under 10 metric tons. Under normal situations, use of this device adds +1D to the appropriate vehicle operation skill. If so programmed by the owner, in emergency situations the PVC will automatically make evasive maneuvers to avoid a crash (allows the pilot +2D to his or her operation roll to avoid collision – but the PVC will prevent unsafe maneuvers that Rebels so love to perform).
Source: Galladinium’s Fantastic Technology (page 18)

CD-12a Autopilot Droid Brain

Model: Go Corp CD-12a Autopilot Droid Brain
Type: Autopilot droid brain
DEXTERITY 0D
KNOWLEDGE 1D
MECHANICAL 1D
(Has one of the following:) Repulsorlift operation 4D, space transports 4D, starfighter piloting 4D
PERCEPTION 1D
STRENGTH 0D
TECHNICAL 1D
Repulsorlift repair 2D
Cost: 5,000 (repulsorlift), 10,000 (starfighter-scale vehicles)
Availability: 4, R
Game Notes: Wrist activator has a range of up to 5 kilometers.
Source: Galladinium’s Fantastic Technology (page 18)
Imperial Neural Interface Device

Model: Imperial Neural Interface Device
Type: Ship neural interface
Cost: 9,000
Availability: X

Game Notes: The neural interface device is wired into the standard control systems of any starship. Four long wires ending in gelatinous diodes are placed on the pilot’s temples and just below the ears. After some initialization, the user can issue commands to his ship simply by thought. A character using the interface must make a Perception roll every round against the difficulty listed on the chart below. If successful, any rolls made for the ship are made at +2D for that round. This does not count as two actions, as the process is so incredibly fast that it takes practically no time at all.

Ship Type = Difficulty
Small Ship (Lone Scout-A, T-16, etc.) = Easy
Standard Fighter (X-Wing, TIE, etc.) = Moderate
Small Freighter or Bomber = Difficult
Corvettes, Light Cruisers, Frigates = Very Difficult
Cruisers and Star Destroyers = Heroic

Source: Adventure Journal 1 (page 110)

Alliance MasterNav

Model: Alliance MasterNav Software Module Gamma
Type: Specialized navigational database
Skill: Astrogation
Cost: Not available for sale
Availability: 4, X

Game Notes: Alliance MasterNav files can be patched into the navigation system of a starship with an Easy astrogation roll, giving a +1D bonus to astrogation rolls for one month (assuming the data being downloaded is accurate). However, if the software is older than 1 standard month, the user suffers a -1D penalty to astrogation rolls. In addition, a 1 on the Wild Die while using the MasterNav indicates a catastrophic navigational error (roll on the “Astrogation Mishap Table” on the Rulebook).

Source: The Truce at Bakura Sourcebook (page 137)

System Diagnostic Filter

Model: GST System Diagnostic Filter
Type: Starship computer translator
Skill: Computer programming/repair, space transports repair
Cost: 3,500
Availability: 2

Game Notes: +1D+1 for computer programming/repair for ship board computer systems and +2 to space transports repair.

Source: Galladinium’s Fantastic Technology (pages 18-19)

Nav Computer Bypass

Model: Kuat Drive Yards Computer Route Astrogation Bypass
Type: Prototype navigation computer bypass
Skill: Astrogation
Cost: Not available for sale
Availability: 4, X

Game Notes: Using the Nav-Computer Route Astrogation Bypass (N-CRAB) requires three astrogation rolls. The first is programming into the N-CRAB a duplicate of the original course (one difficulty level lower than the original course difficulty). The second roll is to chart a course from an upcoming point in the course to the new destination (the difficulty can vary dramatically, from Very Easy to Heroic). The final roll is to properly feed the course through the N-CRAB into the nav computer (this roll is one difficulty level lower than the second roll). Missing the first or second roll simply means that the N-CRAB will not function. Failing the third roll by any amount causes a mishap as described in the Rulebook. The whole programming procedure takes one-tenth the time of the new hyperspace travel route. Unfortunately, the N-CRAB has a tendency to interfere with a ship’s nav computer. The nav computer must be “cleaned” via programming (a Moderate astrogation or computer programming/repair roll). For a second use of the N-CRAB without cleaning, all astrogation difficulties are one difficulty higher. For the third use, all difficulties are two levels higher. Additional uses incur higher penalties (difficulties above Heroic are rated as Heroic+10, Heroic+20, Heroic+30 and do forth).

Source: Galladinium’s Fantastic Technology (pages 93-94)

Archaic Astrogation Plotter

Model: Republic Sienar Systems A-121 Plotter
Type: Manual astrogation plotter
Cost: 1,000 – 7,500
Availability: 4

Game Notes: If a pilot has all the necessary astrographic information on the point of origin and the destination, using an astrogation plotter to get coordinates quintuples the time a nav computer would ordinarily take; it also increases the astrogation difficulty by two levels. Downloading this information into the ship’s hyperdrive motivators requires some kind of jury-rigged interface with a personal computer or sophisticated datapad – a Very Difficult computer programming/repair roll.

Source: Platt’s Smugglers Guide (page 47)
Sensor Countermeasures

Comm Jammer

Model: IntelStar Silencer Comm Jammer
Type: Communications jammer
Skill: Communications
Cost: 5,000 plus installation costs
Availability: 2, R
Game Notes: While any ship use their communications array to jam, this communications jammer uses a ship’s transmitters to flood communications frequencies with static. However, comm. jammers have extremely high power demands and can only be used for short duration; basic jammers can operate for 10 combat rounds before requiring recharging (which takes an additional 10 rounds). In addition, for each fire arc that is being jammed, subtract one round from the operating time (focused jamming subtracts 5 rounds from the overall operating time). A ship being jammed must make an opposed communications roll against the jamming ship’s communications operator. The jamming ship gains bonus dice to jam, based on how many firing arcs are being jammed:

<table>
<thead>
<tr>
<th>Fire Arcs Jammed</th>
<th>Communications Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>All arcs</td>
<td>-</td>
</tr>
<tr>
<td>Three arcs</td>
<td>+1D</td>
</tr>
<tr>
<td>Two arcs</td>
<td>+2D</td>
</tr>
<tr>
<td>One arc</td>
<td>+3D</td>
</tr>
<tr>
<td>Focused jamming</td>
<td>+4D</td>
</tr>
</tbody>
</table>

Source: Pirates & Privateers (page 39)

Sensor Mask

Model: Fabritech Vanish 2 Military Sensor Masking System
Type: Sensor countermeasure masking system
Scale: Starfighter or capital
Cost: 20,000 per starfighter scale Hull die (ignore pips); 50,000 per capital scale Hull die (ignore pips)
Availability: 4, X
Game Notes: When activated, the sensor mask adds 2D to enemy sensor operator’s difficulty to detect and identify. Current masking technologies offer a maximum of 3D of sensor protection. Such items are practically impossible to locate, and are often considerably more expensive than the market norm.

Source: Pirates & Privateers (pages 38-39)

Sensor Baffling

Model: Arakyd Nightshadow anti-sensor treatment
Type: Sensor countermeasure coating
Scale: Starfighter or capital
Cost: 20,000 per starfighter scale Hull die (ignore pips); 50,000 per capital scale Hull die (ignore pips)
Availability: 4, X
Game Notes: A ship treated with this material adds to a sensor operator’s difficulty to detect the ship. A light treatment adds 1D to the difficulty. A heavy treatment (a second coat) adds 2D. Additional treatments are futile, since the treatment does nothing to prevent the detection of engine exhaust, a primary method of detecting ships. The type of vessel affects how well the ship can be “stealthed” – blunt, angular ships, 500 meters or more in length, or more than 5D Hull (either capital or starfighter scale) can only be “baffled” up to 1D of protection. Slender, rounded off ships (smaller Mon Calamari vessels for example) are easier to baffle, due to their natural design.

Source: Pirates & Privateers (page 38)

“Mimic” Decoy

Model: MerenData Mimic Sensor Decoy
Type: Military sensor countermeasure decoy system
Cost: 13,000 (for two launch tubes and three decoys), 1,000 per decoy
Availability: 2, X
Game Notes: Adds 2D to sensor operator’s difficulty to discriminate between the decoy and the real ship. The decoys move up to speed 10, have simple droid brains, and can be issued new movement instructions via comlink or programmed with several patterns. A “false image option” allows the decoy to impersonate any of five preloaded profiles, including the ship of origin, a TIE/ln, a YT-1300 freighter, a Lambda-class shuttle or a Corellian corvette. New profiles can be created with a Moderate droid programming roll and the appropriate signal profile.

Source: Pirates & Privateers (page 39)
“Trickster” Sensor decoys

Model: Corellian Engineering Trickster Drone
Type: Sensor countermeasure system
Cost: 7,500 (for launch tube and five drones), 500 per additional drone
Weight: 2 metric tons
Availability: 2, F
Game Notes: Trickster Drones add +2D to difficulty to determine which sensor reading is the ship and which is the decoy. System includes 5 drones. Drones move in a pre-programmed pattern, up to speed 5. Possession of this type of countermeasure requires Imperial certification.
Source: Pirates & Privateers (page 39), Galaxy Guide 6: Tramp Freighters (page 41)

Copycat Pod

Model: Corellian Engineering Corporation Copycat Pod
Type: Electronic countermeasure probe
Skill: Sensors
Cost: 10,000 (plus permit fees)
Availability: 3, F or R
Game Notes: This device mimics the performance of the parent vessel when used aboard a starfighter or small transport freighter (ship with a cargo hold of 100 metric tons or less); it has a maximum Space speed of 6. Any person attempting to distinguish a copycat pod from a “live” vessel must make a Difficult sensor roll on passive or scan mode (Moderate on search mode and Easy on focus mode) to determine which ship is real and which is the decoy. If the roll fails, the sensor operator will perceive both ships as being “real”.
Source: Galladinium’s Fantastic Technology (pages 53-54)

Drives

SoroSuub Boav Ion Drive

Model: SoroSuub Boav Ion Drive
Type: Commercial propulsion system
Cost: 10,000 plus installation costs
Weight: 10 metric tons
Availability: 2
Game Notes: Space rating of 4. Technicians installing a Boav unit will face an increase of one difficulty level in their space transports repair roll.
Source: Galaxy Guide 6: Tramp Freighters (page 39)

Incom Starslinger Ion Drive

Model: Incom Starslinger Ion Drive
Type: Commercial propulsion system
Cost: 20,000 plus installation costs
Weight: 12 metric tons
Availability: F
Game Notes: Space rating of 6. Requires a 500 credits Imperial permit. Double all difficulties for modifying this drive and double all modifiers when rolling for mishaps beyond a +1 modification.
Source: Galaxy Guide 6: Tramp Freighters (page 39)

Corellian Evader-GT Ion Drive

Model: Corellian Evader-GT Ion Drive
Type: Commercial propulsion system
Cost: 50,000 plus installation costs
Weight: 16 metric tons
Availability: F
Game Notes: Space rating of 8. Requires a 5,000 credits Imperial permit to legally possess. Double all difficulties for modifying this drive and double all modifiers when rolling for mishaps beyond a +1 modification.
Source: Galaxy Guide 6: Tramp Freighters (page 39)

Boshaa-C’hi Ion Drive

Model: Kuat Drive Yards’ Boshaa-C’hi Ion Drive
Type: Military ion engine
Cost: 100,000 plus installation costs
Weight: 18 metric tons
Availability: X
Game Notes: Space rating of 10
Source: Galaxy Guide 6: Tramp Freighters (page 38)

Starscream-9 Ion Drive

Model: Sienar Fleet Systems’ Starscream-9 Ion Drive
Type: Military ion engine
Cost: 500,000 plus installation costs
Weight: 24 metric tons
Availability: X
Game Notes: Space rating of 12 (atmosphere of 450; 1,300 kmh)
Source: Galaxy Guide 6: Tramp Freighters (page 38)
Baffled Drive

Model: Rendili StarDrive WhisperThrust
Type: Baffled realspace drive
Scale: Starfighter
Cost: 100,000 minimum on the black market
Weight: 20 metric tons; extra tank: 2 metric tons
Availability: 4, X

Game Notes: The Whisper is a highly illegal baffled realspace drive used on stealthy military starships. The Whisper allows a ship to move in space while running silent at a base speed of 2. Cautious movement is no more detectable than drifting; Cruise movement adds +5 to the sensor operator’s roll; High Speed adds +10; All-Out movement adds +15. A WhisperThrust engine has a limited storage capacity for the necessary gases to move: enough to move 100 spacial units. An extra or replacement tank costs 7,000 credits. Synthesizing the necessary fuel requires 120 liters of pin-sealed tibanna gas and 2 kilos of high-grade hyperbarides and a standard power generator. The fuel-refining process takes roughly three standard days.
Source: Pirates & Privateers (pages 39-40)

x5 Hyperdrive

Model: Sienar Fleet Systems Lifesaver 1000 Reserve Hyperdrive
Type: Commercial propulsion system
Cost: 2,500 plus installation costs
Weight: 8 metric tons
Availability: 1

Game Notes: The Lifesaver 100 is only recommended as a backup hyperdrive and must be overhauled after each use.
Source: Galaxy Guide 6: Tramp Freighters (pages 39-40)

x4 Hyperdrive

Model: Rendili StarDrive’s ATX-5
Type: Commercial propulsion system
Cost: 4,000 plus installation costs
Weight: 10 metric tons
Availability: 1
Source: Galaxy Guide 6: Tramp Freighters (page 39)

x3 Hyperdrive

Model: Incom Horizon-Hopper Light Stardrive
Type: Commercial propulsion system
Cost: 7,000 plus installation costs
Weight: 12 metric tons
Availability: 2
Source: Galaxy Guide 6: Tramp Freighters (page 39)

x2 Hyperdrive

Model: Corellian Avatar-10
Type: Commercial propulsion system
Cost: 10,000 plus installation costs
Weight: 15 metric tons
Availability: 2

Game Notes: Space transports repair rolls to install an Avatar-10 receive a +1D bonus.
Source: Galaxy Guide 6: Tramp Freighters (page 39)

Hyperdrive Booster

Model: HD 4-D Booster
Type: Hyperdrive booster
Skill: Space transports repair (to install)
Cost: 16,500+
Availability: 4, X

Game Notes: Reduces a ship’s hyperdrive as noted below, but risks a sever system ship failure. Roll for a hyperdrive mishap as described on pages 34-36 of Galaxy Guide 6: Tramp Freighters, with a +2 mishap modifier. Works only on freighters with a 100 metric ton cargo capacity or less.

<table>
<thead>
<tr>
<th>Current Hyperdrive</th>
<th>New Hyperdrive</th>
</tr>
</thead>
<tbody>
<tr>
<td>x10+</td>
<td>x4</td>
</tr>
<tr>
<td>x9-x6</td>
<td>x3</td>
</tr>
<tr>
<td>x5-x3</td>
<td>x2</td>
</tr>
<tr>
<td>x2</td>
<td>x1</td>
</tr>
<tr>
<td>x1</td>
<td>x1/2</td>
</tr>
</tbody>
</table>

Source: Galladinium’s Fantastic Technology (page 93)
Tools

Cargo Netting
Model: SoroSuub 1010 Cargo Restraint
Type: Cargo webbing
Cost: 100 per 10 by 10 meter section
Availability: 2
Game Notes: Cargo netting straps have 3D Strength for purposes of resisting damage.
Source: Platt’s Smugglers Guide (page 53)

Loader’s Gloves
Model: Vlanth LG70 Loader’s Gloves
Type: Reinforced leader’s gloves
Skill: Lifting or melee combat
Cost: 100 per pair
Availability: 1
Damage: STR+2
Game Notes: Gloves take five minutes to put on or take off, and you need a second non-gloved person to help you into the second glove. It’s impossible to wield a blaster or perform any fine manipulation while wearing the protection gloves.
Source: Platt’s Smugglers Guide (page 49)

Crate Hooks
Model: Vlanth Cargo Grippers
Type: Crate hooks
Skill: Lifting or melee combat
Cost: 50 per pair
Availability: 1
Damage: STR+1D
Game Notes: Although crate hooks make good melee weapons, they’re too small and awkward to be used to parry attacks.
Source: Platt’s Smugglers Guide (page 49)

Gear Bag
Model: SoroSuub Pak-It Gear Bag
Type: Gear bag
Cost: 50
Availability: 1
Source: Platt’s Smugglers Guide (page 46)

Corrosion Preventative
Model: ColuChem Anti-Corr 113
Cost: 75 per liter
Availability: 2
Game Notes: Anti-Corr 113 stains everything it comes into contact with a pasty blue residue. Only expensive chemical solvents can remove the stains, sometimes causing physical damage to the treated item if composed of softer materials.
Source: Adventure Journal 9 (page 142)

Tech Scanner
Model: Drever Corporation’s Techaide
Type: Tech scanner
Cost: 2,600
Availability: 2
Game Notes: The difficulty level for using this scanner corresponds to the difficulty needed to repair damaged equipment. A character successfully using a tech scanner gains +1D on repair rolls.
Source: Gundark’s Fantastic Technology (page 104)

Power Scanner
Model: Varge Corp. Energy Tester
Type: Power scanner
Cost: 150
Availability: 1
Game Notes: Bonuses for using a power scanner for repair work may range from +1 to +1D as decided by the gamemaster.
Source: Platt’s Smugglers Guide (pages 57-58)

Starship Tool Kit
Model: SoroSuub Journeyman Tool Box
Type: Starship tool kit
Cost: 200
Availability: 1
Game Notes: This toolkit adds +1D to any starship-related repair rolls.
Source: Platt’s Smugglers Guide (page 57)

Tasari Mining Kit
Model: asCorp Essential Miner’s Gear
Type: Utility kit for miners
Cost: 200
Availability: 3
Game Notes: A mining kit provides characters excavating tasar crystals with a +1D to their search or mining skill rolls.
Source: Adventure Journal 15 (page 189)
Hydrospanner

Model: Corellian Engineering V-07 Hydrospanner
Type: Hydrospanner
Cost: 50
Availability: 1
Game Notes: Bonuses for using a hydrospanner for repair work may range from +1 to +1D as decided by the gamemaster.
Source: Platt's Smugglers Guide (page 57)

Servodriver

Model: Corellian Engineering SD-47
Type: Servodriver
Cost: 50
Availability: 1
Game Notes: Bonuses for using a servodriver for repair work may range from +1 to +1D as decided by the gamemaster.
Source: Platt's Smugglers Guide (page 57)

Laser Welder

Model: Borallis Metalworking & Materials LSW-983 Laser Welder
Type: Laser welder
Cost: 50
Availability: 1
Game Notes: Allows for welds from 0.2-20 centimeters in diameter. Bonuses for using a laser welder for repair work may range from +1 to +1D as decided by the gamemaster.
Source: Galladinium’s Fantastic Technology (page 54), Platt’s Smugglers Guide (page 58)

Power Prybar

Model: SoroSuub Prybar 2800
Type: Power prybar
Cost: 30
Availability: 1
Game Notes: When used to pry things up, open or apart, this tool adds +1D to +3D to the users Strength.
Source: Platt’s Smugglers Guide (page 57)

Fusion Cutter

Model: Borallis Metalworkings & Materials PCW-876
Type: Fusion cutter
Skill: Various repair skills
Cost: 75
Availability: 1
Game Notes: Difficulty level when using this device is dependant on the project involved. Accidental exposure to beam causes 3D-6D damage. Bonuses for using a hydrospanner for repair work may range from +1 to +1D as decided by the gamemaster.
Source: Galladinium’s Fantastic Technology (page 55), Pirates & Privateers (page 48), Platt’s Smugglers Guide (page 58)

Heavy Fusion Cutter

Model: Borallis Metalworking & Materials PCW-880
Type: heavy fusion cutter
Skill: assorted Technical skills
Cost: 150
Availability: 1
Damage: 3D
Game Notes: This unit is 1.2 meters long and uses a rechargeable power pack.
Source: Gundark’s Fantastic Technology (page 98)

Portable Plasma Cutter

Type: Typical plasma cutter
Cost: 150 (gas canister: 20)
Availability: 1
Damage: 7D
Game Notes: It takes one round per 1D of body strength to cut a two-meter-by-one-meter hole. (For example: a blast door with 6D body strength would take six rounds.) When used as a weapon, the plasma cutter causes 7D physical damage; a Moderate melee combat roll is needed to hit. The blast goggles or blast visor must be used with the cutter;
anyone within two meters without proper eye protection must make a Moderate Perception roll to look away or be blinded for three minutes. (If someone is blinded, an attacker gets +10 to hit in combat.)

Source: Gundark’s Fantastic Technology (page 99), Operation: Elrood (pages 86-87)

### Plasma Punch

**Model:** Drever Corporation’s Phoenix Plasma Punch  
**Type:** Variable setting cutter  
**Scale:** Starfighter  
**Cost:** 5,000  
**Availability:** 2, X  
**Damage:** 6D  

**Game Notes:** The Plasma Punch can be set to cut a circle from 3 centimeters to 3 meters in diameter. Given time, the Punch is able to cut through any material on the market, including quadranium and magnetically sealed hatches. It is very power consumptive, however; the unit can only be activated twice, for up to ten minutes each, before its batteries are drained. Recharges take 6 hours. The tool has a very limited range, 0-2 meters, and is impractical as a ship-to-ship weapon.

Source: Pirates & Privateers (page 48)

### Plasma Torch Boarding Device

**Model:** BlasTech Plasma Cut Boarding Device  
**Type:** Plasma torch boarding device  
**Scale:** Starfighter  
**Skill:** Starship gunnery  
**Crew:** 2  
**Cost:** 4,750  
**Availability:** X  

**Game Notes:** The plasma torch boarding device is mounted on a ship’s airlock system. The controls are just inside the main airlock. The extendable plasma torch (fire control 0D, range of 4 meters, damage 8D) slowly cuts through a ship’s hull. Roll the target ship’s hull -2D; if the torch’s roll scores “lightly damaged” result, it has breached the hull. Once the hull is breached, the torch requires a full minute to cut a one meter wide by two meter high hole. The extendable boarding tube attaches to the hull and forms an airtight seal in 30 second.

Source: Han Solo and the Corporate Sector Sourcebook (page 101), Pirates & Privateers (page 49)

### Cotterdam Universal Airlock

**Model:** TaggCo. Cotterdam Universal Airlock  
**Type:** Ship-to-ship airlock  
**Cost:** 3,500  
**Availability:** 2  

**Game Notes:** One of the older and more proven universal spacelocks is a “cotterdam”. This is a flexible tube with an interior ladder/walkway with a multi-lock ring on the extended end. The multi-lock ring houses three sets of pressure, chemical, magnetic, and mechanical surface-to-surface sealing methods.

Source: Pirates & Privateers (page 49)
**Universal Airlock**

**Model:** SoroSuub Corp. Universal Airlock  
**Type:** Space-to-ship portable airlock  
**Cost:** 3,000  
**Availability:** 2  
**Game Notes:** This airlock is made of a durable synthetic fabric over a geometrically collapsible frame. Collapsed, it is no longer than a half meter in diameter, but expands to a 5 meter diameter capsule with a hatch and bag-lock. The bag-lock exits to space, and is pressurized by a high power pneumatic pump. The other exit is a simple hatch, with a multi-lock sealing ring. The pressurized interior leaves the airlock somewhat vulnerable to punctures, although the frame resists instant depressurization – **3D Strength** to resist damage.  
**Source:** Pirates & Privateers (page 49)

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**Deflector Shields**

**Model:** Standard Deflector Shields  
**Type:** Particle & ray/energy shields  
**Scale:** Starfighter  
**Shield Code** | **Cost** | **Weight (in tons)**  
---|---|---  
1D | 4,000 | 6  
2D | 10,000 | 8  
3D | 20,000 | 10  
**Source:** Galaxy Guide 6: Tramp Freighters (page 40)

---

**Cargo-Mover Tractor Beam**

**Model:** Bonadon Cargo-Mover Tractor Beam  
**Type:** Light ship-to-ship tractor beam  
**Scale:** Starfighter  
**Skill:** Starship gunnery  
**Cost:** 8,000  
**Weight:** 15 metric tons  
**Availability:** 2  
**Space Range:** 1-3/7/15  
**Atmosphere Range:** 100-300/700/1.5 km  
**Fire Control:** 2D  
**Damage:** 2D  
**Source:** Pirates & Privateers (pages 46-47)

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**Backup Battery**

**Model:** Corellian Engineering Corp. Lifesaver Emergency Battery  
**Type:** Backup battery  
**Cost:** 10,000  
**Weight:** 1 metric ton  
**Availability:** 2  
**Game Notes:** This backup battery is marketed as a life support system fail-safe, allowing up to an hour’s extra survival in the event of a catastrophic power failure. Ordinarily, life support fails while running silent in only a few minutes, due to lack of power, but the backup battery allows the ship to lurk in space for an extended period.  
**Source:** Pirates & Privateers (page 40)

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**Personal Forcefield Generator**

**Model:** meredex Atmospherics Personal Forcefield Generator  
**Type:** Forcefield generator  
**Cost:** 2,000  
**Availability:** 4  
**Game Notes:** This small device can be attached to a ship to seal small hull breaches by creating a forcefield up to two meters in diameter that protects a ship’s life support system from a breach while in space.  
**Source:** Ultimate Adversaries (page 156)
Miscellaneous

Mystical Items

Kasha Meditation Crystal

Type: Meditation crystal  
Cost: 2,000  
Availability: 4  
Game Notes: One hour of quiet, uninterrupted meditation with a kasha meditation crystal grants a Cerean a +3D *persuade* bonus for the next 24 hours. The character also gains a +1D inherent bonus on any single skill roll, provided the character has at least one pip allocated to that skill. Transforming an ordinary, unattuned kasha crystal into a meditative device requires an investment of 200 credits for raw materials, 72 hours of work and a Heroic *scholar: craft sculpture* roll.  
Source: Ultimate Alien Anthology (page 31)

Life Crystal

Model: Life Crystal  
Type: Alien technology  
Cost: 5,000 credits per crystal (up to the Rise of the Empire); 25,000 credits (later eras, black market)  
Availability: 3, R  
Game Notes: After the first week of wearing a life crystal, roll 2D to determine its effects on the wearer:  

<table>
<thead>
<tr>
<th>Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-3</td>
<td>+1 pips to <em>Strength</em></td>
</tr>
<tr>
<td>4</td>
<td>+1 pips to <em>Perception</em></td>
</tr>
<tr>
<td>5</td>
<td>+1 pips to <em>Knowledge</em></td>
</tr>
<tr>
<td>6-8</td>
<td>No Effect</td>
</tr>
<tr>
<td>9</td>
<td>+1 pips to <em>Technical</em></td>
</tr>
<tr>
<td>10</td>
<td>+1 pips to <em>Mechanical</em></td>
</tr>
<tr>
<td>11-12</td>
<td>+1 pips to <em>Dexterity</em></td>
</tr>
</tbody>
</table>

Each successive year, the wearer rolls again and can gain additional bonuses. The bonuses are cumulative, as are bonuses awarded by multiple life crystals. If a life crystal is not worn for 24 hours, the bonuses become penalties. If the crystal is replaced within a week, the bonuses are restored. If the crystal is not replaced, the penalties will wear off in one year.  
Source: Gamer Magazine

Kaiburr Crystal

Type: Force-enhancing artifact  
Cost: Not available for sale  
Availability: 4  
Game Notes: Kaiburr crystal stores Force points, which can be used by a Force-user that takes possession of it. Each crystal stores five Force points, and these Force points can only be used to increase rolls made to employ Force powers. As long as the crystal is in close proximity to the Temple of Pomojema on Mimban, it regains 1 Force point every minute. If removed from Mimban, a crystal does not regain spent Force points, but can be used as a lightsaber crystal. Kaiburr crystals used in this way grant a +2 pip bonus to the lightsaber’s damage, as well as a +2 pip bonus to all *lightsaber* skill rolls.  
Source: Rebellion Era Sourcebook (page 84)

Void Stone

Type: Force-dampening artifact  
Cost: Not available for sale  
Availability: 4  
Game Notes: All Force-users within 100 meters of the Void Stone suffer a –2D penalty to all Force skills. In addition, the use of Force points within the area of the Void Stone is reduced by half (ie, instead of doubling all dice pools, a Force point used near the Void Stone only grants a bonus of x1.5).  
Source: Rebellion Era Sourcebook (page 85)
**The Codex**

Type: DarkStryder artifact  
Scale: Character  
Cost: Not available for sale  
Availability: Unique  
Game Notes: The Codex is a small metallic pyramid that provides +2D to all Force skills that the user possesses. In addition, the Codes allows a Force-sensitive to automatically locate “galactic” scale disturbances in the Force (i.e. the destruction of a planet or other such cataclysm). Characters who attempt to use the device more than three round a day are subject to some penalties: any Dark Side points the character receives while using the Codex are doubled, and other Force-sensitives can locate the device fairly easily, often over distances of more than 100 light years. The Codex has a body strength of 1D to resist damage. If the device is roughly handled or otherwise damaged, it will break and cannot be repaired.  
Source: The DarkStryder Campaign – The Kathol Rift (page 62)

**The Bracers of Najus**

Type: Dark side artifact  
Scale: Character  
Cost: Not available for sale  
Availability: Unique  
Game Notes: If worn, the Bracers of Najus double the benefits of any attempts to call upon the Dark Side against a target who is allied with the light side of the Force (i.e., against a Force-sensitive opponent who has no Dark Side points). What this means is that any Force points gained by calling on the Dark Side triple the character’s dice pools instead of doubling them. The bracers have no effect if the user’s opponent has at least one Dark Side point. In fact, the Dark Side-allied opponent gains any beneficial bonuses if an attempt is made to use the bracers against him.  
Source: Gamer Magazine

**Sith Translation Talisman**

Type: Sith talisman  
Cost: Not available for sale  
Availability: 4  
Game Notes: This talisman allows the wielder to read the Sith’s ancient language as if it were his own native tongue.  
Source: Tales of the Jedi Companion (page 82)

**Sith Force Mask Talisman**

Type: Sith talisman  
Cost: Not available for sale  
Availability: 4  
Game Notes: Force-wielding characters using the sense skill to detect disturbances in the Force cannot perceive any Force use by the holder of a Force mask.  
Source: Tales of the Jedi Companion (page 81)

**Sith Concentration Talisman**

Type: Sith talisman  
Skill: Control, sense or alter  
Cost: Not available for sale  
Availability: 4  
Game Notes: Force-user must touch the talisman throughout the Force power’s initiation. It grants a 1D, 2D, or 3D bonus to any one Force skill. Affected skill may be changed between uses of Force powers, but not during the initiation of one power that requires more than one Force skill. The amount of bonus is dependant on the particular
taliman; weaker ones are more common, while the more powerful ones are extremely rare.
Source: Tales of the Jedi Companion (page 80)

**Sith Shield Talisman**

Type: Sith talisman  
Cost: Not available for sale  
Availability: 4  
Game Notes: The shield talisman confers a bonus of up to 3D (there are 1D, 2D, and 3D versions of the device) against energy and Force attacks directed at the wielder. The number of absorbed dice directly correlates to the rarity of the item.
Source: Tales of the Jedi Companion (pages 81-82), The Dark Side Sourcebook (page 67)

**Sith Healing Talisman**

Type: Sith talisman  
Skill: Control, sense or alter  
Cost: Not available for sale  
Availability: 4  
Game Notes: A Force-user may heal one being by one wound level for each die of Force skill (control, sense or alter) he wishes to give up for the following ten hours.
Source: Tales of the Jedi Companion (page 81)

**Sith Ensnarement Talisman**

Type: Sith talisman  
Skill: Control, sense or alter  
Cost: Not available for sale  
Availability: 4  
Game Notes: Force-user must touch the talisman throughout the Force power’s initiation. It grants a 1D, 2D, or 3D bonus to any one Force skill. Affected skill may be changed between uses of Force powers, but not during the initiation of one power that requires more than one Force skill. The amount of bonus is dependant on the particular taliman; weaker ones are more common, while the more powerful ones are extremely rare. Each time a light sider uses the device he must make a willpower or control roll against an ever-increasing difficulty. The first use requires a Very Easy roll, the second an Easy roll, the third a Moderate roll, and so forth. Failing the roll means that the user automatically turns to the dark side.
Source: Tales of the Jedi Companion (page 81)

**Sith Abattar**

Type: Sith talisman  
Skill: Alter  
Cost: Not available for sale  
Availability: 4  
Game Notes: This amulet consists of a thin silver chain adorned with six dagger-shaped wedges that’s inexplicably heavy. Force-users who don the abattar find themselves able to speak and understand any language, though the strain of the experience deals 2D damage per minute. Force-users with the Alter Force skill can focus the amulet’s energy into a destructive blast. Blast attack is rolled with the Alter skill, has a range of 2-5/10/20 and deals Alter+2D damage. Firing the blast deals a wound on the user and gives a Dark Side Point.
Source: Geonosis and the Outer Rim Worlds (pages 32-33)

**Sith Sarcophagus**

Type: Sith sarcophagus  
Cost: Not available for sale  
Availability: 4  
Game Notes: If the Dark Side spirit is within ten meters of its Sarcophagus, Force-sensitive characters within ten meters must make Moderate control or willpower rolls or succumb to feelings of anger, fear, and aggression. If a character who has failed this roll attempts to call on the Force at any time within 24 hours, he will automatically call on the Dark Side. If any character finds himself laying inside a Sith sarcophagus for more than a single full round, he must make a Moderate willpower roll or be possessed by the Dark Side spirit. Transferring the essence of a living being into a Sith sarcophagus requires that one be custom built. The being creating the sarcophagus must have the Alchemy Force power and another living being to sacrifice. To complete the process, the Force user must successfully use the Transfer Life Force power. For every 100 lives that are willingly sacrificed, the difficulties on the use of the Transfer Life power are reduced by 1.
Source: Gamer Magazine
Entertainment

Coruscant Cascader

Model: Farbreini MicroElectronics Limited Coruscant Crusader BPEA-1A
Type: Electronic molecular excitation net
Cost: 5,000
Availability: 4
Game Notes: Creates a dazzling matrix of custom-designed light shapes that highlight the wearer.
Source: Galladinium’s Fantastic Technology (page 34)

Aqualish Bio-Light Panel

Model: Ferisoliq Imports, Ltd. ABP-980
Type: Aqualish bio-light panel
Cost: 250
Availability: 2
Game Notes: Emmits light in an ever-changing array of fluid, picturesque patterns.
Source: Galladinium’s Fantastic Technology (page 28)

Synth-Harmonica

Model: Mikar Music Ampified Synth-Harmonica
Type: Musical instrument
Scale: Character
Skill: Musical instrument operation: synth-harmonica
Cost: 500
Availability: 2
Source: Gundark’s Fantastic Technology (page 86)

Kloo Horn

Model: Gonidor Supply Co. Hand-made Kloo Horn
Type: Custom-made Bith musical instrument
Scale: Character
Skill: Musical instrument operation: Kloo Horn
Cost: 2,000
Availability: 3
Source: Gundark’s Fantastic Technology (pages 85-86), Ultimate Alien Anthology (page 24)

Chidinkalu

Model: Gonidor Supply Co. Hand-made Chidinkalu
Type: Custom-made Bith musical instrument
Scale: Character
Skill: Musical instrument operation: chidinkalu
Cost: 2,500
Availability: 3
Source: Gundark’s Fantastic Technology (page 85), Ultimate Alien Anthology (page 89)

Spheroids Globe

Model: Sarno Technologies Home Spheroids Simulator
Type: Holographic spheroids simulator
Cost: 500
Availability: 2
Game Notes: Different game maneuvers are accomplished with various thrown weapons totals. The gamemaster may set target difficulties or have opponents make opposed rolls to see who wins a given contest.
Source: Galladinium’s Fantastic Technology (pages 48-49)
Declination Mental Combat Game

Model: Wethrenn Amusements, Unlimited Declination Holographic Game
Type: Mental holographic game
Cost: 3,500
Availability: 3
Game Notes: Characters may use either starfighter piloting and starship gunnery or Perception to play. Difficulties for navigating the asteroid field can range from Very Easy to Heroic (+10, +20, or more). Actual combat rolls are opposed skill rolls, with additional modifiers based on the difficulty of the terrain.
Source: Galladinium’s Fantastic Technology (page 49)

Holomatic Dejarik Set

Model: Lakan Industries DHS-2
Type: Holographic dejari system
Skill: Scholar: dejari (a Knowledge skill)
Cost: 1,500, 100 (additional data modules)
Availability: 2
Source: Galladinium’s Fantastic Technology (page 51)

B’shingh

Model: Dekerno Inc. B’shingh Holo Game
Type: Entertainment game
Scale: Character
Skill: Alien species, tactics
Cost: 500
Availability: 3
Game Notes: Intellectual military game.
Source: Gundark’s Fantastic Technology (page 85)

Imperial Command Combat Simulator

Model: Plescinia Entertainments CS-Mark 10
Type: Computerized holographic combat simulator
Skill: Tactics
Cost: 350
Availability: 2
Game Notes: In addition to the 12 “stock” historical simulations built into this unit, a “scenario editor” feature allows the user to custom create additional historical or hypothetical engagements. And Easy computer programming/repair roll is required to install the system. Games scenarios require various tactics rolls (difficulty varies by scenario).
Source: Galladinium’s Fantastic Technology (page 51)
Household

Universal Power Adaptor

Model: Udrane Galactic Electronics Universal Power Adaptor
Type: Universal power adaptor
Cost: 100
Availability: 2
Game Notes: The term “universal” is not 100 percent correct: the user is required to make a Very Easy Technical roll to make the proper adjustments for the adaptor.
Source: Galladinium’s Fantastic Technology (page 33)

Cold Crate

Model: SoroSuub CLD-50 Cryo-Case
Type: Cold crate
Cost: 250 (50 per additional cryo canister)
Availability: 2
Game Notes: The unit has enough power and liquid gas to keep the crate at or below freezing for 50 standard hours. Low temperatures can be maintained indefinitely by recharging the fuel cells from a generator and replacing the cryo canister with a spare.
Source: Platt’s Smugglers Guide (page 52)

Hot Box

Model: SoroSuub HT-50 Heated Crate
Type: Hot box
Cost: 250
Availability: 2
Game Notes: The power cells can keep the inside hot for up to 50 hours; it’s easily recharged from a generator.
Source: Platt’s Smugglers Guide (page 52)

Food Manager

Model: Synergentics Rapid Recipe Food Management System
Type: Automated food preparation unit
Skill: Culinary arts (Knowledge skill)
Cost: 250
Availability: 2
Game Notes: A Very Easy culinary arts roll is required to locate a specific recipe from the unit’s database. A Moderate (9 or higher) roll is necessary to incorporate a new recipe from scratch. Just add the ingredients and the system takes care of the entire food preparation process.
Source: Galladinium’s Fantastic Technology (page 30)

Dispersal Canister

Model: Valkrex Machinery Dispersal Canister
Type: Personal waste disintegrator
Cost: 400
Availability: 2
Game Notes: Canister is a round cylinder, 1 meter tall by 40 centimeters in diameter. Each canister contains 6 removable and rechargeable power packs, which are charged with the energy of disintegrated waste.
Source: Galladinium’s Fantastic Technology (page 30)

Refresher Booth

Model: zZip Products Concepts Ltd. Refresher Booth
Type: Personal hygienic refreshment system
Cost: 2,500
Availability: 2
Game Notes: Fully automated and self-contained ultrasonic shower system.
Source: Galladinium’s Fantastic Technology (page 30)
Repulsor Lounge Floater

Model: Gafladen Lounger 432GLM
Type: Repulsor lounge floater
Cost: 350
Availability: 2
Game Notes: Features adjustable repulsor field from one to 30 centimeters and micro-inducers for a relaxing massage.
Source: Galladinium’s Fantastic Technology (page 31)

Sun Room

Model: zZip Product Concepts Limited, Deluxe Sun Room
Type: Artificial environment booth
Cost: 22,500
Availability: 3
Game Notes: Unit is 20 square meters and 3 meters tall. Simulates natural lighting, temperature and radiation conditions on any number of worlds.
Source: Galladinium’s Fantastic Technology (page 32)
The Rebel Alliance is too well equipped. They're more dangerous than you realize.