Vehicles

The following section lists many of the vehicle shields, armor, and weapons you might find or purchase in the game, denoted with the following format:

- **Armor Name** (Cost: # of credits): Armor Rating | Special Qualities or Notes
- **Weapon Name** (Cost: # of credits): Attribute + Skill | Damage [Type] | Special Qualities or Notes

When your vehicle takes damage, reduce it by the vehicle's Armor Rating. Special Qualities can increase its Armor Rating against certain kinds of damage. The maximum Armor Rating is 18. Armor can have a maximum of 2 qualities.

Each vehicle Weapon lists the Attribute and skill a character must use to make an attack—followed by the damage it deals on a successful attack. Weapons can have a maximum of 2 qualities.

VEHICLE ARMOR

- **Speeder Basic Deflectors** (Cost: 500cr): 3 | None
- **Speeder Heavy Deflectors** (Cost: 1,500cr): 6 | None
- **Speeder Heavy Burst Deflectors** (Cost: 4,500cr): 6 | Energy Shield
- **Small Starship Basic Deflectors** (Cost: 1,000cr): 3 | None
- **Small Starship Heavy Deflectors** (Cost: 2,500cr): 6 | None
- **Small Starship Battle Deflectors** (Cost: 7,000cr): 6 | Energy Shield
- **Large Starship Basic Deflectors** (Cost: 5,000cr): 6 | None
- **Large Starship Heavy Deflectors** (Cost: 10,000cr): 9 | None
- **Large Starship Battle Deflectors** (Cost: 28,000cr): 9 | Energy Shield, Kinetic Shield

VEHICLE WEAPONS

- **Speeder Laser Cannon** (Cost: 1,000cr): DEX or MEC + Gunnery | 2D + 2 [Energy] | None
- **Speeder Missile Launcher** (Cost: 1,500cr): DEX or MEC + Gunnery | 2D [Kinetic] | Explosive, Missiles cost 500cr
- **Small Starship Laser Cannon** (Cost: 2,000cr): DEX or MEC + Gunnery | 2D + 2 [Energy] | None
- **Small Starship Fire-linked Laser Cannon** (Cost: 4,000cr): MEC + Gunnery | 3D + 2 [Energy] | Scope
- **Small Starship Concussion Missile Launcher** (Cost: 6,000cr): MEC + Gunnery | 4D [Kinetic] | Heavy Frame, Explosive, Missiles cost 1,000cr

- **Small Starship Homing Torpedo Launcher** (Cost: 6,000cr): MEC + Gunnery | 3D [Kinetic] | Heavy Frame, Explosive, Scope, Missiles cost 1,000cr
- **Large Starship Laser Cannon** (Cost: 4,000cr): MEC + Gunnery | 2D +2 [Energy] | None
- **Large Starship Fire-linked Laser Cannon** (Cost: 8,000cr): MEC + Gunnery | 3D + 2 [Energy] | Scope
- **Large Starship Concussion Missile Launcher** (Cost: 12,000cr): MEC + Gunnery | 4D [Kinetic] | Heavy Frame, Explosive, Missiles cost 4,000cr
- **Large Starship Homing Torpedo Launcher** (Cost: 12,000cr): MEC + Gunnery | 3D [Kinetic] | Heavy Frame, Explosive, Scope, Missiles cost 4,000cr

The following section lists many of the vehicles you might find or purchase in the game, denoted with the following format:

- **Vehicle Name** (Cost: # of credits): Maneuverability, Resolve, Armor, Weapons, Seats, Modules

Seats denote a vehicle's maximum occupancy. Modules denote how many unique modules, like a medbay, can be installed on a vehicle. Vehicles that do not list Modules cannot install them.

SPEEDERS

- **Basic Landspeeder** (Cost: 2,500cr): +1 Maneuverability, Resolve 15, Armor 0, Seats 4.
- **Hover Tank Landspeeder** (Cost: 5,000) -1 Maneuverability, Resolve 20, Armor 2D, Laser Cannon, Seats 8.
- **Basic Speeder Bike** (Cost: 2,500cr): +3 Maneuverability, Resolve 5, Armor 0, Seats 1.
- **Racing Speeder Bike** (Cost: 4,000cr): +4 Maneuverability, Resolve 6, Armor 3, Seats 1.
- **Military Speeder Bike** (Cost: 6,000cr): +4 Maneuverability, Resolve 10, Armor 3, Laser Cannon, Seats 2.
- **Joy Airspeeder** (Cost: 4,000cr): +2 Maneuverability, Resolve 10, Armor 3, Seats 4.
- **Old Military Airspeeder** (Cost: 4,000cr): +0 Maneuverability, Resolve 10, Armor 3, Laser Cannon, Seats 2.
- **Modern Military Airspeeder** (Cost: 6,000cr): +2 Maneuverability, Resolve 10, Armor 6, Laser Cannon, Seats 2.

SMALL STARSHIPS

- **Basic Starfighter** (Cost: 7,000cr): +2 Maneuverability, Resolve 10, Armor 0, Laser Cannon, Seats 1. You can spend an additional 2,000cr up to three times to increase Maneuverability by 1 or Resolve by 5.
- **Military Starfighter** (Cost: 12,000cr): +3 Maneuverability, Resolve 10, Armor 0, Fire-Linked Cannon, Seats 1, Modules 1 (Astromech Socket). You can spend an additional 2,000cr up to three times to increase Maneuverability by 1, Resolve by 5, or Seats by 1.

- **High-End Starfighter** (Cost: 20,000cr): +4 Maneuverability, Resolve 15, Armor 3 [Energy Shield], Fire-Linked Laser Cannon, Seats 1, Modules 1 (Astromech Socket). You can spend an additional 2,000cr up to two times to increase Maneuverability by 1, Resolve by 5, or Seats by 1.
- **Basic Transport** (Cost: 10,000cr): +0 Maneuverability, Resolve 10, Armor 0, Laser Cannon, Seats 8, Modules 2. You can spend an additional 2,000cr up to three times to increase Maneuverability by 1, Resolve by 5, or Seats by 4.
- **Medium Transport** (Cost: 25,000cr): +0 Maneuverability, Resolve 15, Armor 3, 2x Laser Cannons, Seats 12, Modules 4. You can spend an additional 2,000cr up to three times to increase Maneuverability by 1, Resolve by 5, or Seats by 4.
- **High-End Corvette** (Cost: 50,000cr): +2 Maneuverability, Resolve 20, Armor 6 [Energy Shield], 4x Laser Cannons, Seats 16, Modules 5. You can spend an additional 2,000cr up to three times to increase Maneuverability by 1, Resolve by 5, or Modules by 1.

STARSHIP MODULES

- **Cargo Bay** (Cost: 1,000cr): This module includes enough open space, reusable crates, and equipment to safely store several hundred metric tons of cargo or two starfighters.
- **Smuggler's Cargo Bay** (Cost: 2,000cr): This module includes enough open space, reusable crates, and equipment to safely store several hundred metric tons of cargo or two starfighters. It also contains a hidden smuggling hold that can be uncovered with a TN 15 PER + Search check.
- **Weapon Module** (Cost: 2,000cr): This module allows a vehicle to install an additional weapon without removing one of its other weapons.
- **Astromech Socket** (Cost: 4,000cr): This module includes an Astromech droid (TEC 3, Computers 2, Vehicles 2) designed to plug into the socket's recharging station. Characters gain +1D to Astrogation and Piloting checks while using this module. When the vehicle takes damage—and the Vicious Destiny is rolled—the droid is destroyed. The droid costs 2,000cr to replace.
- **Drive Boosters** (Cost: 4,000cr): This module increases the vehicle's Maneuverability by 1 up to a maximum of 5.
- **Laboratory** (Cost: 4,000cr): This module includes advanced scientific testing and research equipment and is protected by automatic quarantine protocol in case of an accident. Characters gain +1D to Xenology and Medicine checks while using this module. Downtime Projects that benefit from using the laboratory gain an additional Project Point.
- **Medbay** (Cost: 4,000cr): This module includes a state-of-the-art medbay with two Bacta tanks. Characters resting in a Bacta tank regain double the Resolve. Characters gain +1D to Medicine checks while using this module.
- **Workroom** (Cost: 4,000cr): This module contains high-end tools and machinery popular with gearheads. Characters gain +1D to checks to repair items, machines, or droids while using this module. Downtime Projects that benefit from using the workroom gain an additional Project Point.
- **Communications Tower** (Cost: 8,000cr): Characters gain +2D to Astrogation, Sensors, and Computers checks while using this module. This module requires spending two

Module slots.

- **Meditation Chamber** (Cost: 8,000cr): This module includes holographic and other sensory technology to create a calm, safe place amidst the void. Characters gain +1D to Force and Willpower checks while using this module. Characters resting in the chamber regain a Force Point.
- **Cloaking Device** (Cost: 16,000cr): This module is an experimental technology powered by stygium crystals that disrupts your vehicle's electronic signature so long as it is not in the range of an interdiction field or gravity well projector. Your vehicle can pass nearby other vessels and scanners mostly undetected. Sensors checks against your vehicle have a -2D penalty and cannot benefit from bonuses to their check. Additionally, Weapons targeting your vehicle cannot benefit from the Scope quality.

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