Supplements D6 / Wing Pylon System v3.0

Wing Pylon System v3.0

Date of release: 18th August 1998

This document replaces previous versions of the Wing Pylon Rules. It is a combination of my original rules and Kevin Dole?s expansion rules but in some cases I have modified or altered the rules to better conform with my gaming.

The rules contained within this document are intended to introduce the ability for starfighters to carry and use externally mounted weapons, electronics or other equipment into the Star Wars Roleplaying Universe.

Some people might think that this contradicts canon, i.e such things are not used within the movies, but these rules are a logical extension of warfare as we know today on Earth. In addition, several of the novels feature externally pylon-mounted missiles and guns so in my view the point whether this is canon or not is moot. Use them as you see fit in your game play!

The Rules

Payload

First we must determine how much your starfighter can carry. The formula for this is simple; take the ship?s length, in meters times three. This is the maximum amount of payload you can carry externally. You must also determine what 3/4 and 1/2 of the maximum value is, and then, if necessary, round the values according to standard mathematical rules. The values you get is the number of payload dice you have.

Max: Ship?s length, in meters x 3 D
3/4: Max x 0,75 D
1/2: Max x 0,5 D

As always, it is up to the Gamemaster to determine if these values are indeed correct. Some fighters may not be capable of carrying the calculated amount of payload due to the configuration of the ship. This is especially true for the A-Wing and B-Wing. In those cases use your own judgement.

Hard Points:

In order to carry the payload, you must have somewhere to put it. There are several types of hard points available ranging from pylons to bomb bays.

Bomb Bay

Internal weapon bays, which can carry any type of gear, although some might require special equipment. Gravity bombs and missiles are no problem, for direct-fire weapons such as gun pods and direct fire/dumb rockets, you will need a elevator system to lower the gun out of the weapons bay. This is simply a hydraulic lift fitted with the needed link ups, it weighs 1D.
Placement: Normally under the main body of the vessel

Semi-Recessed Missile Housing

These are actually indents into the skin of the fighter, wired to take missiles, but by adding a specially designed pylon (mass 1D), it is possible to mount any type of gear.
Placement: Normally under the main body of the vessel

Centerline Pylon

Capable of taking any kind of payload. This is in many cases the largest pylon available. Please note that it is possible to have several centerline pylons, although in those cases they are smaller than one large.
Placement: Under the main body of the vessel

Wing Pylons:

These are pylons bolted to the wings. You can, if possible subdivide these for each wing into Inboard Pylon, Middle Pylon and Outboard Pylon.
Placement: Normally under the wings of the vessel, but missile pylons can also be mounted above the wing.

Wingtip Pylon:

These are pylons which cannot take heavy payloads. They are normally used to take light or medium anti-fighter missiles.
Placement: On the tip of the wing

Fitting New Pylons:

Fitting exterior pylons takes up no weight, but it is difficult. Each 3D worth of pylons takes 2 Moderate Starfighter Repair or Space Transports Repair rolls (to mount the actual pylon), plus a Moderate Starship Weapons Repair roll for each pylon (to get the right computer linkups). They cost 500 credits per 1D in each pylon, plus 300 credits per individual pylon.

Semi-recessed missile housings require 3 Moderate Starfighter/Space Transports Repair rolls and a Moderate Starship Weapons Repair for each pylon roll. They cost 800 credits per 1D of space, plus 500 credits per individual housings.

Bomb Bays may only be added at the expense of cargo space, living quarters or other spaces. These are usually only added to freighters, as fighters usually don't have the needed space. Please note that fighters may have bomb bays but those were designed from scratch with this ability.

Bomb bays require three tons of space for every 20D of pylon capacity. They require four moderate Space Transports Repair rolls per bay, and two Moderate Starship Weapons Repair rolls per bay. They cost 1000-2000 credits per each 1D of space, plus 500-1000 credits for each individual bay.

External payload for some well-known starfighters:

Z-95 Max: 11.8 x 3 = 35,4, rounded to 35D
External Payload; Max: 35D, 3/4: 26D, 1/2: 18D
1 Centreline Pylon (9D)
2 Semi-Recessed Missile Housings (2D)
4 Wing Pylons (5D)
2 Wingtip Pylons (1D)

A-Wing Max: 9.6 x 3 = 28.8, rounded to 29D
External Payload; Max: 29D, 3/4: 22D, 1/2: 14D)
4 Semi-Recessed Missile Housings (1D)
2 Wingtip Pylons (1D)

B-Wing Max: 16.9 x 3 = 50,7, rounded to 51D
External Payload; Max: 51D, 3/4: 38D, 1/2: 25D)
2 Semi-Recessed Missile Housings (2D)
3 Wingtip Pylons (2D)

X-Wing Max: 12.5 x 3 = 37,5, rounded to 38D
External Payload; Max: 38D, 3/4: 28D, 1/2: 19D
1 Centreline Pylon (10D)
2 Semi-Recessed Missile Housings (2D)
2 Wing Pylons (8D)
4 Wingtip Pylons (2D)

Y-Wing Max: 16 x 3 = 48D
External Payload; Max: 48D, 3/4: 36D, 1/2: 24D)
1 Centreline Pylon (16D)
4 Semi-Recessed Missile Housings (2D)
2 Wing Pylons (12D)

TIE Max: 6.3 x 3 = 18,9, rounded to 19D
External Payload; Max: 19D, 3/4: 14D, 1/2: 10D)
1 Centreline Pylon (3D)
2 Wing Pylons (8D)

TIE Interceptor Max: 6.6 x 3 = 19,8, rounded to 20D
External Payload; Max: 20D, 3/4: 15D, 1/2: 10D)
1 Centreline Pylon (4D)
2 Wing Pylons (8D)

TIE Bomber Max: 7.8 x 3 = 23,4, rounded to 23D
External Payload; Max: 23D, 3/4: 17D, 1/2: 12D)
2 Centreline Pylons (10D)
1 Wing Pylons (3D)

Penalties

As always, there are drawbacks. Starfighters which are heavily loaded suffers a reduction in maneuverability and speed according to the following table:

Spacecraft at 3/4 or above of allowed payload;
Maneuverability -2D
Space -1
Atmosphere speed drops 2 steps
Spacecraft at 1/2 up to 3/4 of allowed payload;
Maneuverability -1D
Atmosphere speed drops 1 step
Spacecraft below 1/2 of allowed payload suffers no penalties.

Game Notes:

* Maneuverability cannot go under 0, but any maneuverability penalty left reduces the relevant piloting skill with the remaining penalty.

Example: The pilot Maverick has starfighter piloting 5D, and is currently flying a Z-95 with a maneuverability of 1D. He has loaded his fighter as much as it can carry and consequently has a maneuverability penalty of -2D. This reduces his maneuverability to 0D and his piloting skill to 4D.

* The carrying of different types of weapons on the same pylon requires an adapter with a weight of 1D.
* All external payload can be ejected if necessary.
* Please note that 1D equals 100 kilogram.

Since missiles, proton torpedos, bombs and rockets are difficult to aim and target against moving targets, the following modifications apply:

Space Speed	Atmosphere Speed	Increase To Difficulty
3	100-150	+5
4	151-200	+10
5	201-250	+15
6+	251+	+20

THE WEAPONS:

Notes:
There are some abbreviations used below. Here are the definitions:
C character scale
S speeder scale
W walker scale
SF starfighter scale
CA capital scale

When I use the term "direct-fire weapon", I am referring to a weapon that fires off of the pylon itself, instead of dropping free before ignition

The given range for missiles and other self-propelled weapons is intended to be the range for the fire control on the weapon itself, while flighttime gives a figure on how many rounds it may travel at all-out speed.

The move rating on missiles is how fast it travels at cruise speed. Please note that missiles normally go at all-out movement and thus have a move four times the listed one.

The maneuverability rating on missiles is meant as a difficulty to try to shoot down the missile, not as an indication of how agile the missile is. If it can track you through the maneuver, it can do the maneuver. It is always in speeder scale.

The body rating is always in speeder scale, even if the warhead may be in capital scale, and is intended to provide an indication on how tough the hull of the missile is.

To figure out atmospheric range on the weapons below, the rule of thumb is that each space unit is equal to 100m.

Direct-fire Weapons

Turbolaser Pods

These are very powerful laser cannons. They have long range and hit hard. They also have horrible power requirements. Still, they provide powerful, long range firepower at the beginning of a raid, and then they may be ejected before entering close combat. For this reason, it is a common modification to fit these with a distress beacon. After all, no one wants to explain to the boss how they lost something this expensive.

Skill: Starship Gunnery: Turbolaser
Fire Control: vehicle's Focus sensors setting
Ammo: 10 Shots
Fire Rate: 1/2

Model	Scale	Range	Weight	Damage	Cost
Incom W-34t	SF	3-15/36/75	20D	7D	9,000
SoroSuub Turbogun	SF	3-15/36/75	15D	5D	8,000

Laser Cannon, Blaster Cannon and Autoblaster Pods

Not as heavy as turbolasers, laser cannons can shoot more often and are much smaller. They are often mounted in sets of two, three and four, and fire-linked.

Skill: Starship Gunnery: Laser Cannon, Blaster Cannon, or Autoblaster (depends on the weapon)
Fire Control: vehicle's Focus sensors setting
Ammo: 10 Shots, except Blasters which have 20 shots

Model	Scale	Range	Weight	Damage	Cost
---lasers---					
Kurt Vonak Light Laser		1-3/12/25	2D	2D	1,500
Kurt Vonak Medium Laser		1-3/12/25	3D	3D	2,000
Arakyd Tomral		1-3/12/25	5D	5D	3,000
---autoblasters---					
Slayn & Kopril G-3	SF	1-8/25/40	3D	2D	4,000
Slayn & Kopril G-4	SF	1-8/25/40	4D	3D	5,000
---blasters---					
Taim & Bak Kd-3	SF	1-5/10/17	1D	1D	1,000
Taim & Bak Kd-4	SF	1-5/10/17	2D	2D	1,200
Taim & Bak Kd-5	SF	1-5/10/17	3D	3D	1,500

Disruptors

Disruptors are not a traditional weapon. However, the Tenloss Syndicate isn't really all that interested in the repercussions of using these weapons, which shatter objects. They don't actually use these on their own ships, but they do sell them to other criminals, who care little for the risks of this weapon

Skill: Starship Gunnery: Disruptor Cannon
Fire Control: vehicle's Focus sensors setting
Ammo: 5 Shots
Fire Rate. 1/3

Model	Scale	Range	Weight	Damage	Cost
Tenloss Heavy Gun	SF	1/2/4	10D	10D	10,000

Game Note: On a Wild Die roll of "1", the cannon malfunctions.

Mass Drivers

Mass drivers are simple, old-style rail guns. They have remained in service for two reasons: they ignore ray shielding, and they use no power. This last is very important to anyone trying not to advertise that they are armed. They have the very noticeable draw back that they have limited ammo and low damage potential.

Skill: Vehicle Firearms: Mass Driver
Fire Control: vehicle's Focus sensors setting
Ammo: 20 Shots

Model	Scale	Range	Weight	Damage	Cost
Alderaan Royal Engineers:					
--M-242C Rail Gun	SF	1-2/8/12	4D	5D	1000
--M-238H Rail Gun	SF	1-2/8/12	3D	4D	800
--M-231B Rail Gun	SF	1-2/8/12	2D	3D	500
+30 shots of ammo			1D	--	100

Ion Cannon

Useful for privateering, counterintellignece and law enforcement, ion cannons are becoming an increasingly popular item on external mounts.

Skill: Starship Gunnery: Ion Cannon
Fire Control: vehicle's Focus sensors setting
Ammo: 10 Shots

Model	Scale	Range	Weight	Damage	Cost
Comar f-2	SF	1-3/7/36	1D	2D Ion	1,000
Comar f-4	SF	1-3/7/36	2D	3D Ion	1,500
Comar f-9	SF	1-3/7/36	3D	4D Ion	3,000

Incom Combi-gun

A new, and unique, weapon, the Incom Combi-gun combines both a laser and an ion cannon into one jointly fired and linked package. Currently in it's first generation, it is a little bulky. However, Incom expects that this shall improve within the next few years. This combination in designed for attacking shielded ships, and does its job quite well.

Skill: Starship Gunnery: Combi-Gun
Fire Control: uses the vessel's Focus sensor mode.
Ammo: 6 Shots
Fire Rate: 1/2

Model	Scale	Range	Weight	Damage	Cost
Incom XW-21 Combi-gun	SF	1-3/12/25	10D	4D Ion 4D Normal	10,000

Note: Roll Ion damage before the regular damage.

Tractor Beam Pod

The tractor beam reduces the targets maneuverability, however, it is under development and therefore is fragile to use under real combat situations.
Roll 1D each time it is used, on a 5 or 6 the tractor beam is disabled, requires a moderate starship weapon repair roll to fix.

Skill: Starship Gunnery: Tractor Beam
Fire Control: vehicle's Focus sensors setting
Ammo: 10 Rounds of use

Model	Scale	Range	Weight	Damage	Cost
Sienar Adv/x-2T	SF	1-3/12/25	10D	-3D man.	8,000

Conner Nets

An older weapon, they have remained in service as they are very useful to immobilize ships, particularly those on the ground. They have the added bonus of potentially damaging those who touch the net, requiring them to burned off unless the crew is willing to wait a few hours for any residual charge to disperse.

Model	Scale	Range	Weight	Damage	Blast Radius	Cost
SoroSuub Type IV	SF	1/5/10	5D	5D ion	50m	5,000

Game Notes: Difficult Starship Gunnery roll to activate. All ships touched by net suffer +5D penalty to any action that requires an electronic system. Any person touching the net suffers 10D character damage.

"Dumb" Rockets

"Dumb", or unguided, rockets are simple, ballistically fired weapons that contain no seekers nor maneuvering capabilities. They are manufactured my many manufactures and fill many different roles. Usually packed in pods containing anywhere from 5 to 20, their mission is dictated by their payloads. They are in limited service with the Empire, but planetary and corporate forces are known to use them.

Skill: Missile Weapons: Air-to-ground Rockets
Fire Control: vehicle's Focus sensors setting
Move: 8

Model	Scale	Range	Weight	Cost
Rendilli Arms AX-13	S	100-200/400/800m 2D/10-shot, 3D/20-shot	1D/5-shot,	250/rocket
-13A Hypervelocity	Damage: 5D		Blast Radius: 2m	
-13B Fragmentation	Damage: 3D		Blast Radius: 10m	
-13C Incendiary	Damage: 4D for 10 rounds		Blast Radius: 5m	
Incom Starburst	S	100-200/800/1600m	+2	600
	Damage: 5D		Blast Radius: 20m	

SoroSuub Firestorms C 3-40/120/400m 1D (10-shot) 2000
--Anti-tank Damage: 10D Blast Radius: 2m
--Anti-personnel Damage: 5D/4D/3D/2D Blast Radius: 2/8/14/20m
--Smoke Damage: 4D smoke Blast Radius: 10m
--White Phosphorous Damage: 5D/4D/3D next 5 rounds Blast Radius: 2/8/14m

Indirect Fire Weapons:

Concussion Missiles

These are simply high explosive warheads, usually with duraluminum penetrator tips. The explosives are calibrated to produce a harmonized shock wave in hard material, tearing the target apart from the inside. They are more popular than proton torpedoes with the Empire, while smugglers, pirates and mercenaries use them in about equal portions.

Skill: Starship Gunnery: Concussion Missiles

Fire Control: vehicle's Search sensors setting. +10 bonus to hit capital scale or larger targets.

Model	Scale	Range	Weight	Damage	Cost
Arakyd Dumb Missile	SF	1-2/8/15	2D	8D	500
(Move 15, maneuver 1D, tracking 0D, flightime 10 rounds, body +1)					
Arakyd Smart Missile	SF	1-2/8/15	2D	8D	1,500
(Move 15, maneuver 1D, tracking 4D, flightime 10 rounds, body +1)					
Arakyd Savant Missile	SF	1-2/8/15	2D	8D	3,000
(Move 15, maneuver 1D, tracking 0D/4D first/later round(s), 10 rounds, body +1)					

Subpro Concussive:

mk.I	SF	1/3/7	1D	5D	500
(Move 24, maneuver 1D, tracking 1D, flighttime 6 rounds, body +1)					
mk.II	SF	1/3/7	1D	6D	800
(Move 24, maneuver 1D, tracking 2D, flighttime 6 rounds, body +1)					
mk.III	SF	1/3/7	2D	7D	1,000
(Move 24, maneuver 1D, tracking 3D, flighttime 6 rounds, body +1)					
mk.IV	SF	1-5/8/12	2D	8D	1,200
(Move 24, maneuver 1D, tracking 3D, flighttime 6 rounds, body +1)					

Proton Torpedoes

Similar to concussion missiles, these projectiles carry proton scattering warheads, much like an overgrown thermal detonator. These are preferred by the Rebellion (which has standardized the Incom M-4329 series for their starfighters' launchers), and the Empire is showing some interest in them, as demonstrated by the new multi-launcher adopted on the TIE Bomber after the first production run. They lack the range of modern concussion missiles, but are more powerful.

Skill: Starship Gunnery: Proton Torpedoes

Fire Control: vehicle's Search sensors setting. +10 bonus to hit Capital scale or larger targets.

Model	Scale	Range	Weight	Damage	Cost
Incom M-series:					
(Move: 12, maneuver 1D, tracking 2D, flighttime 12 rounds, body +2)					
M-4329/A	SF	1/3/7	2D	9D	800
M-4329/E	SF	1/5/9	2D	9D	1,000
M-4329/HART	SF	1/3/7	2D	2D, 5D ion	2,500
M-4329/T	SF	1/3/7	2D	homing beacon*	1,500

Arakyd Proton Torpedoes:
(Move: 12, maneuver 1D, tracking 2D, flighttime 12 rounds, body +2)

APT-148	SF	1/3/7	2D	7D	700
APT-152	SF	1/3/7	2D	8D	750
APT-169	SF	1/3/7	2D	9D	800
APT-190	SF	1/3/7	3D	10D	900

*Note: uses subspace transmitter, 10Ly range)

Stand Off Missiles

SOMs give the user a nice feeling of security during an attack, as they are usually fired outside the range of the enemy's guns. Most use a proton warhead, and a very large ion engine for propulsion. Usually used to attack capital ships, these semi-intelligent weapons are rapidly becoming popular with the Rebellion. Fortunately for civilians, the Emperor's troops have taken greater control of the sale of these weapons to prevent these from being used by the Criminal Rebellion against civilian shipping and transport.

Skill: Starship Gunnery: Stand-Off Missiles

Fire Control: Requires target lock, an entire round for aiming and holding the target in sight. The advantage of target lock is an additional +1D to fire control. SOM's uses the search mode on the ships sensors for initial targeting but relies on its own sensor for mid-course updating and terminal homing. Their tracking abilities, speed, maneuverability and body strength varies between models. If target is in starfighter-scale or smaller, add +10 to difficulty to hit.

Model	Scale	Range	Weight	Damage	Cost
Arakyd AGM-84A Harpoon	SF	1-5/15/30	5D	9D	5,000
(Move 10, maneuver 2D, tracking 4D, flighttime 22 rounds, body 1D)					
Ekkar Arms AM39	SF	1-5/15/30	6D	10D	5,000
(Move 10, maneuver 2D, tracking 3D, flighttime 20 rounds, body 1D)					
Incom AGM-86B	CA	1/3/7	13D	10D nuke	20,000
(Move 10, maneuver 0D, tracking 1D, flighttime 600 rounds, body 1D)					
Interstellar Arms ASMP	CA	1-5/8/12	9D	5D	12,000
(Move 30, maneuver 1D, tracking 1D, flighttime 25 rounds, body 1D)					
Interstellar Arms RBS15	SF	1-5/20/40	6D	10D	6,000
(Move 10, maneuver 2D, tracking 4D, flighttime 20 rounds, body 1D)					
Sienar Fleet Systems:					
--AS-6a	CA	1/3/7	40D	14D nuke	50,000
--AS-6b	CA	1-5/20/40	40D	10D	30,000
(Move 30, maneuver 0D, tracking 3D, flighttime 50 rounds, body 1D)					

Ion Radiation Tracking Missiles

This is a very old design. Originally used against atmospheric craft, these used to track the thermal signature of the target's engines. When Ion engines came into existence, starfighters lost most of their thermal signature. Then some bright boy designed a seeker head that tracked off of the ion trail left by an ion engine. Their use remains unchanged- short range, fire and forget capabilities. They are easily distracted by ion flares.

Skill: Starship Gunnery: IR missiles

Fire Control: The IR-missile uses the passive mode on the ships sensors for initial targeting but relies on its own sensor for terminal homing. Its specialized tracking device gives +2D to fire control when used against starfighter-scale vessels. The range given is the target lock range. Their tracking abilities, speed, maneuverability, and range and body strength varies between models.

Difficulty to hit the target varies depending upon launch position:
Frontal Attack : +10 to difficulty
Side Attack : +5 to difficulty
Rearward Attack : -10 to difficulty

Model	Scale	Range	Weight	Damage	Cost
Arakyd AA-8 Aphid	SF	1-2/3/5	+2	3D	1,000
(Move: 24, maneuver 6D, tracking 3D, flighttime 2 rounds, body +1)					
Incom Mynock:					
--AIM 9B	SF	1-3/5/8	+2	3D	800
(Move: 24, maneuver 2D, tracking 1D, flighttime 4 rounds, body +1)					
--AIM 9J	SF	1-3/5/10	+2	4D	1,100
(Move: 24, maneuver 2D, tracking 2D, flighttime 8 rounds, body +1)					
--AIM 9L	SF	1-5/10/15	+2	4D	1,500
(Move: 24, maneuver 2D, tracking 3D, flighttime 12 rounds, body +1)					
Taim & Bak R.550 Magic	SF	1-2/5/10	+2	4D	1,200
(Move: 24, maneuver 2D, tracking 4D, flighttime 4 rounds, body +1)					

Intercept Missiles

Using an active sensor seeker head, these missiles offer longer range than ion tracking missiles. The Republic used these extensively, but they see little use today. Why this is unknown, but no one seems to like them these days. It could be because capital ships, the usual target of missiles these days, are just to large for an intercept missile's brain to hit.

Skill: Starship Gunnery: Intercept Missiles

Fire Control: IM's uses the search mode on the ships sensors for initial targeting but relies on its own sensor for terminal homing. Its specialized tracking device gives +2D to fire control when used against starfighter-scale vessels. Their tracking abilities, speed, maneuverability and body strength varies between models. However, if the missile is used against capital-scale targets or bigger, add +10 to difficulty to hit.

Model	Scale	Range	Weight	Damage	Cost
Arakyd Intercept Missiles:					
--AIM-7E Firestreak	SF	1-5/15/25	2D	7D	5,000
(Move: 40, maneuver 2D, tracking 3D, flighttime 3 rounds, body +2)					
--AIM-7F Firestreak	SF	1-5/15/25	2D	7D	6,000
(Move: 40, maneuver 3D, tracking 4D, flighttime 6 rounds, body +2)					
Interstellar Arms:					
-- RB71 Sky Flash	SF	1-5/15/25	2D	7D	5,500
(Move: 40, maneuver 2D, tracking 4D, flighttime 4 rounds, body +2)					
Sienar Fleet Systems:					
--AIM-54A Phoenix	SF	3-15/30/45	5D	9D	14,000
(Move: 50, maneuver 2D, tracking 4D, flighttime 10 rounds, body +2)					

Anti-Radiation Missiles

These were original meant for suppression of enemy sensor systems, they quickly became a selfdefense weapon as IR and Intercept missiles were adapted for ground launching against starfighters and landing craft. As the anti-starfighter business went over almost entirely to energy weapons, ARMs dropped in popularity. Now, they are used primarily to force enemy ships to shut off their sensors at the beginning of a raid. They are effective, in that the best use a sub-nuclear explosive that is designed to minimize fallout and blast, much like a proton torpedo, but to maximize the electromagnetic pulse, killing electronics.

Skill: Starship Gunnery: ARM Missiles

Fire Control: ARM's uses the search mode on the ships sensors for initial targeting but relies on its own sensor for terminal homing. Its specialized tracking device gives +2D to fire control when used against any type of active sensor.

Model	Scale	Range	Weight	Damage	Cost
Arakyd AGM-45 Shrike	SF	2-10/15/20	2D	1D, 3D ion	3,000
(Move 20, maneuver 2D, tracking 3D, flighttime 5 rounds, body +2)					
Arakyd AGM-78 Standard	SF	2-10/20/40	6D	2D, 6D ion	10,000
(Move 24, maneuver 1D, tracking 2D plus enemy's sensor bonus in their current operating mode, flighttime 6 rounds, body 1D)					
Arakyd AGM-88 HARM	SF	2-10/20/40	4D	2D, 5D ion	6,000
(Move 20, maneuver 2D, tracking 2D plus enemy's sensor bonus in their current operating mode, flighttime 3 rounds, body +2)					

"Iron" Bombs

"Iron", or unguided, bombs are simple, ballistically fired weapons that contain no seekers nor maneuvering capabilities. Easy to produce, they are manufactured by many. Most are based on those designed by Republic Munitions, later Imperial Munitions.

Skill: Missile Weapons: Bombs

Fire Control: vehicle's Focus sensors setting -1D

Space Range: Infinite

Atmosphere Range: Depends on launch height and attackers speed

Note: May only be used against stationary or very slow moving targets

Model	Scale	Effect	Weight	Damage	Blast Radius	Cost
Republic Munitions (later Imperial Munitions):						
M103	SF	Armour piercing	9D	11D/7D/2D	3/10/15m	600
M104	S	Leaflet	+1	---		50
M105	S	Leaflet	2D	---		100
M109	CA	General Purpose	54D	10D/6D/2D	10/20/40m	1700
M110	CA	General Purpose	100D	16D/10D/4D	20/40/60m	3000
M116	S	Napalm	3D	5D/4D/3D next 5 rounds	10/20/30m	250
M117	SF	General Purpose	3D	6D/3D/1D	3/15/30m	200
M118	SF	General Purpose	14D	15D/10D/5D	3/15/30m	700
M121	CA	General Purpose	45D	9D/5D/1D	10/20/40m	1500
M124	SF	Practice	1D	1D/+1/--	3/8/--m	50
Imperial Munitions:						
Mk 1	SF	Blast	9D	12D/10D/8D	3/15/30m	600
Mk 15	S	Practice	+1	+1/--/--	2/--/--m	30
Mk 33	SF	Armour-Piercing	4D	8D/4D/1D	3/10/15m	600
Mk 79	S	Napalm	3D	5D/4D/3D next 5 rounds	10/20/30m	300
Mk 81	SF	General purpose	1D	3D/2D/1D	3/15/30m	150
Mk 82	SF	General purpose	2D	5D/3D/1D	3/15/30m	200
Mk 83	SF	General purpose	4D	7D/5D/2D	3/15/30m	350
Mk 84	SF	General purpose	9D	10D/7D/4D	3/15/30m	500
Mk 86	SF	Practice	1D	1D/+1/--	3/8/--m	50
Mk 87	SF	Practice	2D	2D/1D/--	3/8/--m	75
Mk 88	SF	Practice	4D	3D/1D+2/+1	3/10/15m	100

Guided Bombs

A guided bomb is basically a plain iron bomb fitted with a target-detecting device in front and trajectory-control fins at the front and rear. This increases the stand-off range and greatly improves the chance of a hit compared to normal bombs. Iron bombs modified to this standard adds the acronym HOBOS (Homing Bomb System) to their model number. i.e mk84 HOBOS.

Skill: Missile Weapons: Guided Bombs
Fire Control: vehicle's Focus sensors setting
Space Range: Infinite
Atmosphere Range: Depends on launch height and attackers speed
Note: May only be used against stationary or very slow moving targets
Use the iron bombs mentioned earlier, but add the following mass to their weight:
Bombs weighing below 5D add +1 to their weight
Bombs weighingbetween 5D and 10D add +1D to their weight
Bombs weighing over 10D add +2D to their weight

Cluster Bomb

Cluster bombs are filled with sub-munitions bombs which greatly increases the chance of a hit but decreases the available damage due to the larger area to be covered.

Skill: Missile Weapons: Cluster Bombs
Fire Control: vehicle's Focus sensors setting +1D
Space Range: Infinite
Atmosphere Range: Depends on launch height and attackers speed
Note: May only be used against stationary or very slow moving targets

Model	Scale	Weight	Damage & Blast Radius	Cost
Imperial Munitions:				
--mk20 Rockeye	S	3D	6D/4D/2D, 10/20/30	300

Fuel Air Munition (FAM) Bomb

When a FAM bombs explode, it releases a cloud of fuel vapors. These highly flammable vapors then detonate, producing a massive explosion. This type of bomb works best in a standard atmosphere&gravity. It is not usable in vaccum or a high gravity enviroment.

Skill: Missile Weapons: FAM Bombs
Fire Control: vehicle's Focus sensors setting +1D
Atmosphere Range: Depends on launch height and attackers speed
Note: May only be used against stationary or very slow moving targets

Model	Scale	Weight	Damage & Blast Radius	Cost
Imperial Munitions:				
BLU-76	SF	5D	7D/5D/3D, 20/40/60	500

Equipment:

Targeting Jammers

Originally meant for courier and recon ships, these were adopted by squadrons that took on defense suppression missions for survivability reasons during the Clone Wars. In more recent conflicts, they have been used to protect stick craft from other fighters during raids. The A-Wing series has had one of these mounted internally.

Skill: Sensors
Fire Control: 0D, works against all enemy craft in range, all fire arcs.

Model	Scale	Range	Weight	Damage	Cost

Fabritech ALQ-101	SF	1-3/7/15	2D	-1D FC	4000
Fabritech ALQ-119	SF	1-3/7/15	4D	-2D FC	5000
Fabritech ALQ-131	SF	1-3/7/15	6D	-3D FC	6000

Communication Jamming Pods

A Communications Jammer increases the difficulty of finding specific com frequencies and makes it harder to communicate with ships or people in the jammed area. This applies to both friendly and hostile forces.

Skill: Communications

Fire Control: 0D, works against ALL vessels in range.

Model	Scale	Range	Weight	Damage	Cost
Intelstar Silencer	SF	0-200	20D	See below	5,000

Fire Arcs Jammed	Communications Bonus	Power available for
All arcs	+1	10 rounds
Three arcs	+1D	8 rounds
Two arcs	+2D	7 rounds
One arc	+3D	6 rounds
One ship (focused jamming)	+4D	5 rounds

Note: Roll the operator?s Communications skill with the relevant bonus from the table above, against the operator of the jammed target.

Sensor Jamming Pods

These function to block enemy sensor signals. They are often attached to the first wave of an attack to disguise the true strength of a force. They can not, however, block optical sensors.

Skill: Sensors, all fire arcs.

Fire Control: 0D, works against ALL vessels in range.

(damage note: the first number is the difficulty modifier to all scanner operations inside of the area of effect, including fire control. The second number is the difficulty modifier to detect the jamming.)

Model	Scale	Range	Weight	Damage	Cost
Fabritech Nightblind472	SF	0-100	10D	+1D, -2D	4,000
IntelStar Blindside	SF	0-100	20D	+2D, -4D	5,000

Sensor Decoys

These are simple droid drones that are meant to provide a larger target to sensors.

Model	Scale	Speed	Weight	Damage	Cost
CEC Trickster	SF	5	5D	+2D to identify, 20 rounds	500
Note: Moves in a preprogrammed pattern					
MerenData Mimic	SF	10	10D	+2D to identify, 20 rounds	1,000
Note: May be issued new movement instructions from mothership					

Copycats

Copycats are modified proton torpedoes or concussion missiles that mimic their parent craft. They may either be launched from a pylon or from a standard launcher.

Skill: Computer Programming Repair: Copycat Missiles

Fire Control: 0D

To distinguish between a copycat and the real thing, roll your sensor skill vs the programmer's Computer Pro/Rep skill +2D
Their service life depends on the speed that they are released at. Torpedoes function for one minute if they are going less than 6 space, 30 seconds if going faster than that, multiplied by the number before the D in their weight. Missiles function for one minute if going under 8 space, 30 seconds if going faster.

Model	Scale	Weight	Cost
Arakyd Decoy Torpedo 1	SF	1D (proton torpedo body)	900
Arakyd Decoy Torpedo 2	SF	2D (proton torpedo body)	1000
Arakyd Decoy Missile 3	SF	2D (concussion missile body)	1000
Arakyd Decoy Missile 4	SF	3D (concussion missile body)	1200

Flare and Chaff Pods

These are used to dispense ion flares, to confuse IR missiles, or sensor reflecting chaff, to confuse intercept missiles.

Skill: None; ejection is a free action that takes place during the dodging phase

Effect:

Flares: +1D to evade IR missiles, lasts for 1 round

Chaff: +1D to evade intercept missiles, last for one round

Note: must declare wether a pod holds chaff or flares, can not be mixed

Model	Scale	Weight	Cost
typical 10 count pod	SF	1D	50
" 20 count pod	SF	2D	100
" 30 count pod	SF	3D	150

Side-Looking Sensor Pods

These contain powerful, active sensors. They are used to supplement the capabilities of fighters that have pressed into a recon role.

Skill: Sensors

Fire Arc: All

Model	Effect	Weight	Cost
Fabritech ANx-y/2p	Scan 50/1D; Search 75/2D; Focus 4/3D	4D	5000
Fabritech ANy-x/6p	Scan 70/1D; Search 105/2D; Focus 6/3D	8D	7000
Merr-Sonn Finder	Scan 90/1D; Search 135/2D; Focus 8/3D	12D	10,000
Merr-Sonn Recon	Scan 30/1D; Search 50/2D; Focus 3/2D+2	3D	4000

Electronic Intelligence Pods

These are very sensitive sensor receivers and optical sensors with interpretive computers. They used to gather intelligence of the enemy's sensor capabilities, including the type, number and location of the active emitters, allowing intelligence officers to get an idea about such things as enemy defenses and the location of those defenses.

Skill: Sensors

Fire Arc: all

Model	Effect	Weight	Cost
Incom ELINT pod	Passive 40/1D	4D	4000
Incom Suppresser	Passive 40/2D	8D	5000
Incom ELINT-2	Passive 60/1D	8D	5500
Fabritech DFs-t/4	Passive 80/1D	12D	8000

Targeting Pod

Powerful, active sensors, these are designed to help weapons officers designate targets during a strike.

Skill: Sensors
Fire Arc: one

Model	Effect	Weight	Cost
Seinar Fleet Systems Targeter	Focus 6/4D (front arc only)	1D	4000
Incom Interrogator	Search 75/3D; Focus 4/5D	2D	6000

Target Designator

This is a simple, invisible, harmless laser beam that uses a coded pulse. It used to "paint" targets for friendly assets.

Skill: Starship Gunnery: Target Designator
Fire Arc: Front

Model	Range	Weight	Cost
Seinar Fleet Systems Designator	1-3/12/25	1D	5000

Game Notes: Can paint 1 target per round. Gives a +1D Fire Control bonus for all friendly units receiving the data stream.

Sensor Buoy

Small, remote devices that contain nothing but a solar power converter, a subspace transmitter and a sensor package, these are meant to be dropped in overlapping patterns to make a checkpoint of provide security. They are often deployed from fighters at high speed, allowing a fleet to have a sensor perimeter several thousand kilometers in diameter in a few days if they are stopping for some reason.

Model	Effect	Weight	Cost
Fabritech Passive Sensor Beacon	Sensors skill 4D, Passive 20/0D	1D	1000
Incom Protector Buoy	Sensors skill 3D, Passive 10/0D; Scan 20/1D	1D	1500
Seinar Outposter	Sensors skill 4D, Passive 10/0D; Scan 20/1D, Search 40/2D	3D	5000

Navigation Pod

Makes it possible for ships without nav computers to calculate hyperspace jumps.

Model	Effect	Weight	Cost
Navcomp Vo-lv0	Unlimited jumps	3D	2200
Navcomp X	10 jumps	2D	1100
navcomp Beta	2 jumps	1D	700

Ferry Tank

Increases the amount of available fuel, oxygen and food, making it possible to travel further between landings.

Model	Effect	Weight	Cost
Small	+1 day of consumables	3D	400
Medium	+3 days of consumables	9D	1000

Large +5 days of consumables 15D 1600

Cargo Pods

These are little more complicated than the ones made for speeders. These have vacuum rated seals and climate control capabilities. They hold 100kg and cost 200cr per D. It costs 50cr per D to add a one-time use cargo chute and signal beacon (for airborne resupply).

Rescue Pod

A modified cargo pod. a rescue pod carries one to two occupants, a small a mount of equipment and two days worth of provisions. Originally meant for rescuing downed pilots from very small clearings and leaving in a hurry, they have become a common piece of equipment with Special Operations wings for carrying commandos.

Model	Weight	Cost
2-men, 50kg cargo	10D	2300
1 man, 30kg cargo	6D	1300
1 man, 10kg cargo, 1 day	4D	900

Auxiliary Thrusters

Simple, strap on boosters, these are used by some fighter pilots to increase their forward thrust for a limited period of time. They are also very limited in utility, as they are totally consumed by firing, they have marked effect on your manuverability and if too many are used at once, they can tear your craft apart at the seams.

Notes: For each unit of speed provided by the thrusters, reduce manuverability by 1D. (It IS possible to have a negative manuverability with these.) For every unit of speed provided by thrusters, roll 1D vs the body rating of the ship, figuring damage normally. They are totally expended at the end of one round.

Model	Effect	Weight	Cost
Supbro Turboboost	+1 unit of thrust, see rules above	1D	500
Subpro Trackmaker	+2 units of thrust, see rules above	2D	650
Subpro Interceptor	+3 units of thrust, see rules above	3D	800

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