

Second Edition Conversion

Starships

All starships and capital ships use this movement chart.

Old Speed Code	New Move	Old Speed Code	New Move
0D	1	3D+1	6
1	1	3D+2	7
2	1	4D	8
1D	2	4D+1	8
1D+1	2	4D+2	9
1D+2	3	5D	10
2D	4	5D+1	10
2D+1	4	5D+2	11
2D+2	5	6D	12
3D	6		

To find a ship's move in an atmosphere, see the individual ship descriptions.

Starfighter-Scale Weapons

A weapon's range depends upon whether it is being used in an atmosphere or in space; these numbers are rough ranges and will be modified for specific weapon types.

In Space	Short	Medium	Long
Blaster	1-5	10	17
Missiles	1-2	8	15
Laser Cannon	1-3	12	25
Ion Cannon	1-3	7	36
Proton Torpedos	1	3	7

In Atmosphere	Short	Medium	Long
Blaster	100-500	1KM	1.7KM
Missiles	100-200	800	1.5KM
Laser Cannon	100-300	1.2KM	2.5KM
Ion Cannon	100-300	700	3.6KM
Proton Torpedos	50-100	300	700

Capital-Scale Weapons

A weapon's range depends upon whether it is being used in an atmosphere or in space; these numbers are rough ranges and will be modified for specific weapon types.

"In Atmosphere" is for when the ship actually enters an atmosphere. "Near Atmosphere" is for when a ship conducts bombardment from orbit; normally between 100 and 300 kilometers above a planet.

In Space	Short	Medium	Long
Missiles	2-12	30	60
Turbolaser	3-15	35	75
Ion Cannons	1-10	25	50
Tractor Beams	1-5	15	30

In Atmosphere	Short	Medium	Long
Missiles	200-1.2KM	3KM	6KM
Turbolaser	300-1.5KM	3.5KM	7.5KM
Ion Cannons	100-1KM	2.5KM	5KM
Tractor Beams	100-500	1.5KM	3KM

Near Atmosphere	Short	Medium	Long
Missiles	4-24KM	60KM	120KM
Turbolaser	6-30KM	70KM	150KM
Ion Cannons	2-20KM	50KM	50KM
Tractor Beams	2-10KM	30KM	60KM

Vehicles

All vehicle stats except for the Speed Code remain the same. To find a vehicle's Move based on its speed code, use the following chart:

Modify the vehicle's Speed Code based on what type of vehicle it is:

Landspeeders	-1D
Cloud Cars	+7D
Sail Barges	-1D
Skiffs	0D
Speeder Bikes	0D
Swoops	0D
Walkers	-3D+2
Tracked	-2D
Wheeled	-1D+2
Glider	-2
Hover	-2D

Find the vehicle's modified speed code on the "Speed Code to Move Conversion Chart" below.

Speed Code to Move Conversion Chart

Modified Speed Code	Kilometers per Hour	Move
-4D	10	3
-3D+2	15	5
-3D+1	20	7
-3D	25	8
-2D+2	30	10
-2D+1	40	14
-2D	50	18
-1D+2	60	21
-1D+1	70	25
-1D	75	26
-2	80	28
-1	90	30
0D	100	35
+1	130	45
+2	160	55
1D	200	70
1D+1	230	80
1D+2	260	90
2D	300	105
2D+1	330	115
2D+2	360	125
3D	400	140
3D+1	430	150
3D+2	460	160
4D	500	175
4D+1	530	185
4D+2	560	195
5D	600	210
5D+1	650	225
5D+2	750	260
6D	800	280
6D+1	850	295
6D+2	950	330
7D	1000	350
7D+1	1050	365
7D+2	1150	400
8D	1200	415
8D+1	1250	435
8D+2	1300	450
9D	1350	470
9D+1	1400	485
9D+2	1450	505
10D	1500	520