

/tg/ Star Wars Ugly Creator V0.9.7.3.3



Designed by MechAnon.

Based on Shipfag's Ugly Creation System, The Armour Maker tank tables and The Flier Guy airplane and helicopter tables.

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Needed: 1d100, Imagination.

Roll once on Type, Fuselage, Wing, Engine, Hull, Shield Hyperdrive, Production Extra, Crew-Added Extra, Modification & Trait unless noted otherwise

Type
1~12: Interceptor (gain Tweaked Engines trait)
13~25: Heavy Assault Fighter (gain +1F)
26~38: Multirole (gain Targeting Computer extra, +1F if you get no weapons from your rolls)
39~51: Bomber (gain +1 Bomb Bay weapon slot)
52~64: Gunship (gain +1T if you get no turrets from your rolls)
63~75: Support (half your Mounts (rounded up) roll on support instead of weapons)
76~88: Transport (gain Troop Compartment modification)
89~100: Racer (halve your total amount of Mounts (rounded up), gain +1 Engine)

Fuselage
1~50: Snubfighter
51~70: Heavy Fighter/Bomber/Gunship
71~100: Shuttle/Transport

Fuselage (Snubfighter)		
1-2: C-73 Tracker (No Mount) 3-4: G-400 (1F)	47: Orb-Wing (1F) 48: Drexl-Class Starfighter (1F)	77: T-Wing (2F) 78: Exocron Skylark (1F)
4-5: Porax-38 (No Mount) 6-7: R-41 Starchaser (1F)	49: Helix-class Interceptor (1F) 50: #2 Warpod (2T)	79: Alpha-42 Starfighter (No Mount) 80: ToF Starfighter (No Mount)
8-9: Toscan Q-8 (1F) 10-11: V-Wing (1F)	51: Yinchorri Starfighter (2F) 52: VCX Auxiliary Starfighter (1F+1T)	81: A-9 Vigilance (1F) 82: IRD Starfighter (1F)
12-13: T-65 X-Wing (1F) 14-15: Mankvim-814 (1F)	53: Exocron Skyfighter (No Mount) 54: CT-11 (1T)	83: Preybird (1F) 84: TIS Zeta 19 (No Mount)
16-17: Z-95 Headhunter (No Mount) 18-19: M3-A Scyk (1F)	55: Amphibious Fighter (1F) 56: Hornet-Class Interceptor (1F)	85: D-Type Trifoil Fighter (1F) 86: TIE Avanced x1(2F)
20-21: A-6 Interceptor (1F) 22-23: Planetary Fighter (1F)	57: Skorp-Ion Starfighter (1F) 58: Naboo N-1 (1F)	87: D'Astan Starfighter (1F) 88: Miy'til Starfighter (1F)
24-25: TIE/LN (1F) 26-27: V-19 Torrent (1F)	59: Protectorate Starfighter (1F) 60: Nantex-Class Starfighter (1F)	89: Razor Starfighter (2F) 90: I-7 Howlrunner (1F)
28-29: Y-Wing (1F+1T) 30-31: CloakShape (1F)	61: Delta-7 Aethersprite (No Mount) 62: Pinook (1F)	91: Kihraxz-Class (2F) 92: Hornet-Class Interceptor (1F)
32-33: ARC-170 (1F+1F Rear) 34: Sabaoth Starfighter (1F)	63: Dunelizard (1F) 64: KE-8 (1F)	93: Ixiyen-Class (1F) 94: E-Wing (2F)
35: HLAf-500 (1F) 36: Agr Starfighter (1F)	65: Ginivex-class (No Mount) 66: I-BEAM Star Fighter (No Mount)	95: Shadow Droid (No Mount) 96: Supa Fighter (2F)
37: Eta-2 (1F) 38: Sigil Starfighter (1F)	67: Gauntlet Starfighter (1F+1T) 68: Atoan Starfighter (1F)	97: Chiss Clawcraft (1F) 98: T-70 X-Wing (1F)
39: Umbaran Starfighter (1F) 40: Tempest Zero (1F+1F Rear)	69: M-Class Starfighter (No Mount) 70: YT-XC (2F)	99: TIE/SF (1F +1T) 100: RZ-2 A-Wing (1F+1Tx2)
41: Droid Tri-Fighter (1F) 42: ATL Interceptor (1F)	71: INT-4 Interceptor (1F) 72: NovaSword (1F)	
43: F-LER (1F) 44: Belbullab-22 (No Mount)	73: RZ-1 A-Wing (1F+1Fx2) 74: Gun Tug (1F)	
45: Cutlass-9 (2F) 46: Republic Systems Defender (1F)	75: Vaksai (2F) 76: Fang Fighter (1F)	

Fuselage (Heavy Fighter/Bomber/Gunship)		
1-2: PTB-625 (No Mount) 3-4: LAAT/I (1F+2T)	41-42: Tri-Mark VII Interceptor (1F+3T) 43-44: Lancer-Class Pursuit Craft (1F+1T)	81: M-12L Kimogila (1F) 82: Owool Interceptor (1F)
5-6: AIAT/i (2F+1T) 7-8: Dianoga-Class (1F)	45-46: TIE Brute (2F) 47-48: U-Wing (1F)	83: Freefall-Class (2F) 84: K-Wing (1T)
9-10: Rogue-Class (No Mount) 11-12: Mechanized Assault Flyer (2F)	49-50: Power Gem Attack Ship (1F) 51-52: TIE Bomber (2F)	85: Nemesis-class Gunship (3F) 86: Conqueror-Class Assault Ship (1F+1T)
13-14: MorningStar (1F) 15-16: Y-Wing (1F+1T)	53-54: TIE Striker (1F) 55-56: TL-118 StarHammer (2F)	87: Cruisemissile Assault Craft (2F) 88: Ixiyen-Class (1F)
17-18: HH-87 Starhopper (1F) 19-20: ARC-170 (1F+1T)	57-58: Delta-class DX-9 (3F) 59-60: H-60 Tempest (1F)	89: Auzituck Anti-Slaver Gunship (2F) 90: TIE Silencer (1F)
21-22: D5-Mantis Patrol Craft (1F) 23-24: Gauntlet Starfighter (1F+1T)	61-62: SS-54 Assault Ship (2F+1T) 63-64: Starcrasher (3F)	91: TIE Interdictor (1F+1Fx4) 92: Kom'rk-Class (2F)
25-26: G-1A Starfighter (1F) 27-28: NovaSword (1F)	65-66: Rihkxyrk-Class (2F) 67-68: H-Wing (2F+1T)	93: StarViper (2F) 94: Corsair Raider (1F+2T)
29-30: Pursuer-Class (2F) 31- 32: Manta-Class (1F)	69-70: B-Wing (1F) 71-72: Corsair-Class (1F+1T)	95: Aggressor (3F) 96: GAT-12 Skipray Blastboat (2F)
33-34: Dagger-Class (3F) 35-36: Republic Systems Defender (1F)	73-74: Supa Fighter (2F) 75-76: Scurrg H-6 (1T)	97: B/SF-17 Resistance Bomber (2T) 98: M22-T Krayt (2F)
37-38: A519 Invader (1F) 39-40: Sarisa-Class Gunship (2F)	77-78: Scimitar Bomber (1F) 79-80: D-Wing (1F+1T)	99: Assault Gunboat (2F) 100: Ye-4 Gunship (2F+1F Rear+2T)

Fuselage (Shuttle/Transport)		
1-2: MRX-BR Pacifier (1F) 3-4: G9 Rigger (1F+1T)	41-42: ZH-25 Questor-Class (1F) 43-44: Y-8 Mining Vessel (1F+1T)	79: Star Courier (1F) 80: TIE Reaper (1F)
5-6: Punworcca 116-Class Sloop (1T) 7-8: KR-TB Doomreader (2F)	45-46: T-1 Shuttle (No Mount) 47-48: Curich-Class Shuttle (1T)	81: Zeta-Class Cargo Shuttle (3F) 82: Courier-class Yacht (1F+1T)
9-10: H-2 Executive Shuttle (No Mount) 11-12: Starlight-Class (1T)	49-50: YT-1300 (1F+1T) 51-52: Lambda Shuttle (1F+1F Rear)	83: JumpMaster 5000 (1T) 84: Ark Angel-Class Lifter (2T)
13-14: Delta-Class Shuttle (1F) 15-16: Sheathipede Shuttle (No Mount)	53-54: Katarn-Class Boarding Shuttle (1F) 55-56: MC-24a Light Shuttle (1F)	85: Beta-class ETR-3 (3F) 86: YT-2000 (2T)
17-18: LAAT/C (1F) 19-20: Aka'jor-Class Shuttle (No Mount)	57-58: KST-100 Kestrel (No Mount) 59-60: Limulus-Class Courier (1F)	87: Kom'rk-Class (2F) 88: VT-49 Decimator (1F+1T)
21-22: Theta-Class Shuttle (1F+1F Rear) 23-24: Z-10 Seeker-Class (1F)	61-62: TIE Lander (No Mount) 63-64: ISP-6 Imperial Shuttle Pod (1F)	89: Aka'jor-Class Shuttle (No Mount) 90: Flarestar Attack Shuttle (2F)
25-26: Deep-X Explorer (1F) 27-28: Kappa-Class Shuttle (2F)	65-66: YT Dart (No Mount) 67-68: T-5 Deliverance (1F+1F Rear)	91: Aegis-Class Combat Shuttle (1F+2T) 92: Quadjumper (1F)
29-30: T-6 Shuttle (No Mount) 31-32: Eta-class Shuttle (No Mount)	69-70: Builder Shuttle (No Mount) 70-71: Kleeque-class Transport (2T)	93: Xi-class Light Shuttle (No Mount) 94: YT-2400 (2T)
33-34: Nu-Class Transport (4F) 35-36: Droch-Class Boarding Ship (1F)	72-73: J-type Star Skiff (1F) 74-75: Firespray-31 (2F)	95: Atmospheric Assault Lander (1F) 96: Resistance Transport Pod (No Mount)
37-38: E-9 Explorer (2T) 39-40: A-24 Sleuth (1F)	76-77: Starlight-Class Light Freighter (1T) 78: HWK-290 (1T)	97: Svelte-Class Imperial Shuttle (1F) 98: Libertine-Class Star Yacht (No Mount)
		99: Gamma-Class Assault Shuttle (4T) 100: Upsilon Shuttle (No Mount)

Wing weapons comes in pairs unless stated otherwise

Wings		
1: G-400 (No Mount) 2: R-41 Starchaser (1W)	35: Mankvim-814 (No Mount) 36: G9 Rigger (1W)	69: Razor Starfighter (1W) 70: IRD Starfighter (No Mount)
3: C-73 Tracker (1W) 4: Toscan Q-8 (No Mount)	37: Helix-class Interceptor (1W) 38: #2 Warpod (No Mount)	71: B-Wing (1W) 72: Lambda Shuttle (No Mount)
5: LAAT/I (1W) 6: Porax-38 (1W)	39: MorningStar (1W) 40: VCX Auxiliary Starfighter (No Mount)	73: Hornet-Class Interceptor (No Mount) 74: M-12L Kimogila (1W)
7: Belbullab-22 (1W) 8: Corsair Raider (No Mount)	41: Planetary Fighter (No Mount) 42: Protectorate Starfighter (1W)	75: T-Wing (No Mount) 76: K-Wing (2W)
9: Naboo N-1 (No Mount) 10: Sabaoth Starfighter (1W)	43: Republic Systems Defender (1W) 44: T-6 Shuttle (No Mount)	77: Supa Fighter (1W) 78: Vaksai (No Mount)
11: Flarestar Attack Shuttle (No Mount) 12: Delta-7 Aethersprite (1W)	45: F-LER (1W) 46: Manta-class (2W)	79: Scurrig H-6 (2W) 80: Quadjumper (No Mount)
13: Rogue-Class (1W) 14: Ginivex-class (1W)	47: Dunelizard (No Mount) 48: Tof Starfighter (1W)	81: Rihkxyrk-Class (1W) 82: G-1A Starfighter (No Mount)
15~16: CloakShape (1W) 17~18: Z-95 Headhunter (1W)	49~50: T-65 X-Wing (1Wx4) 51~52: TIE/LN (No Mount)	83: TIE Interceptor (1Wx4) 84: Aggressor (No Mount)
19: Droid Tri-Fighter (1Wx3) 20: V-19 Torrent (1W)	53: HLAf-500 Fighter (1W) 54: TIE Striker (No Mount)	85: Firespray-31 (No Mount) 86: Shadow Droid (4Wx1 each)
21: HH-87 Starhopper (No Mount) 22: ARC-170 (1W)	55: Zeta-Class Cargo Shuttle (1W) 56: U-Wing (No Mount)	87: I-7 Howrunner (No Mount) 88: TIE Silencer (2W)
23: Agr Starfighter (1W) 24: Eta-2 (No Mount)	57: Cutlass-9 (1W) 58: Pinook (No Mount)	89: Fang Fighter (1W) 90: Kom'rk-Class (No Mount)
25: Pursuer-Class (No Mount) 26: PTB-625 (2W)	59: TIS Zeta 19 (1W) 60: TIE Bomber (No Mount)	91: StarViper (No Mount) 92: Shadow Droid (4W)
27: V-Wing (1W) 28: Nu-Class Transport (No Mount)	61: Gauntlet Starfighter (1W) 62: Preybird (1W)	93: TIE Defender (1Wx6) 94: TIE Reaper (No Mount)
29: Dagger-Class (No Mount) 30: Mechanized Assault Flyer (1W)	63: TL-118 StarHammer (2W) 64: M3-A Scyk (No Mount)	95: T-70 X-Wing (1Wx4) 96: Cruisemissile Assault Craft (No Mount)
31: Dianoga-Class (1Wx3) 32: D-Type Trifoil Fighter (No Mount)	65: E-Wing (1W) 66: INT-4 Interceptor (No Mount)	97: Chiss Clawcraft (1Wx4) 98: GAT-12 Skipray Blastboat (1W)
33: Alpha-42 Starfighter (No Mount) 34: Umbaran Starfighter (1W)	67: NovaSword (1W) 68: Kihrazz (No Mount)	99: Upsilon Shuttle (1W) 100: Assault Gunboat (1W)

Engines		
1: G-400	33: PTB-625	67: Vaksai
2: R-41 Starchaser	34: Dianoga-Class	68: Lancer-Class Pursuit Craft
3: C-73 Tracker	35: #2 Warpod	69: T-Wing
4: Porax-38	36: Scurr H-6	70: Ixiyen-Class
5: Toscan Q-8	37: H-60 Tempest	71: SS-54 Assault Ship
6: Dagger-Class	38: T-6 Shuttle	72: Helix-class Interceptor
7: MorningStar	39: VCX Auxiliary Starfighter	73: Firespray-31
8: Flarestar Attack Shuttle	40: Republic Systems Defender	74: B-Wing
9: G9 Rigger	41: Drex1-Class	75: Pursuer-Class
10: Belbullab-22	42: U-Wing	76: TL-118 StarHammer
11: Vulture Droid	43: Alpha-42 Starfighter	77: I-7 Howrunner
12: KE-8	44: Protectorate Starfigther	78: Kom'rk-Class
13: Geonosian Starfighter	45: Planetary Fighter	79: G-1A Starfighter
14: Naboo N-1	46: TIS Zeta 19	80: HLAf-500 Fighter
15: Agr Starfighter	47: NovaSword	81: Scimitar Bomber
16: Manta-class	48: Mankvim-814	82: Supa Fighter
17: Ginivex-class	49~50: T-65 X-Wing	83: YT-XC
18: Delta-7 Aethersprite	51~52: TIE	84: Lancet Aerial Artillery
19: Z-95 Headhunter	53: Cutlass-9	85: Rihkxyrk-Class
20: CloakShape	54: Preybird	86: HWK-290
21: ARC-170	55: Nu-Class Transport	87: Fang Fighter
22: V-Wing	56: M3-A Scyk	88: Miy'til Starfighter
23: Gauntlet Starfighter	57: Kihraxz	89: Aggressor
24: Sabaoth Starfighter	58: IRD Starfighter	90: E-Wing
25: V-19 Torrent	59: Dunelizard	91: Quadjumper
26: Eta-2	60: INT-4 Interceptor	92: TIE/SF
27: Rogue-Class	61: Pinook	95: StarViper
28: Tof Starfighter	62: Razor Starfighter	96: Skipray Blastboat
29: HH-87 Starhopper	63: Freefall-Class	97: K-Wing
30: LAAT/I	64: Hornet-Class Interceptor	98: T-70 X-Wing
31: Droid Trifighter	65: Auzituck Anti-Slaver Gunship	99: Shadow Droid
32: Umbaran Starfighter	66: D-Wing	100: Assault Gunboat

Hull Rating	Shield Rating	Hyperdrive
1~10: 10 RU	1~20: No Shielding (TIE Fighter equivalent)	1~65: No Hyperdrive
11~20: 15 RU (TIE Fighter equivalent)	21~30: 10 SBD	66~70: Class 8 Hyperdrive
21~30: 20 RU	31~40: 15 SBD	71~75: Class 7 Hyperdrive
31~40: 25 RU	41~50: 20 SBD	76~80: Class 6 Hyperdrive
41~50: 30 RU	51~60: 25 SBD	81~85: Class 5 Hyperdrive
51~60: 35 RU	61~70: 30 SBD	86~90: Class 4 Hyperdrive
61~70: 40 RU (Y-Wing equivalent)	71~80: 35 SBD	91~95: Class 3 Hyperdrive
71~80: 45 RU	81~90: 40 SBD (X-Wing equivalent)	96~100: Class 1.0 Booster Ring
81~90: 50 RU	91~100: 50 SBD	
91~100: 55 RU		

Wing weapons come in pairs, one for each wing, unless rolling for a single wing

Fuselage Weaponry (F)	Wing Weaponry (W)	Turret Weaponry (T)
1~5: Triple Blaster 6~10: Autoblaster	1~5: Triple Blaster 6~10: Autoblaster	1~5: Triple Blaster 6~10: Autoblaster
11~15: Light Laser Cannon 16~20: Dual Light Laser Cannons	11~15: Dual Autoblaster 16~20: Light Laser Cannon	11~15: Light Laser Cannon 16~20: Dual Light Laser Cannons
21~25: Medium Laser Cannon 26~30: Dual Medium Laser Cannons	21~25: Dual Light Laser Cannons 26~30: Medium Laser Cannon	21~25: Medium Laser Cannon 26~30: Dual Medium Laser Cannons
31~35: Heavy Laser Cannon 36~40: Composite-Beam Laser Cannon	31~35: Dual Medium Laser Cannons 36~40: Heavy Laser Cannon	31~35: Composite-Beam Laser Cannon 36~40: Flechette Cannon
41~45: Flak Gun 46~50: Flechette Cannon	41~45: Heavy Blaster Cannon 46~50: Chaingun	41~45: Heavy Laser Cannon 46~50: Heavy Blaster Cannon
51~55: Tractor Beam 56~60: Light Ion Cannon	51~55: Flak Gun 56~60: Flechette Cannon	51~55: Flak Gun 56~60: Light Ion Cannon
61~65: Dual Light Ion Cannons 66~70: Medium Ion Cannon	61~65: Light Ion Cannon 66~70: Dual Light Ion Cannons	61~65: Dual Light Ion Cannons 66~70: Medium Ion Cannon
71~75: Dual Medium Ion Cannons 76~80: Heavy Blaster Cannon	71~75: Medium Ion Cannon 76~80: Dual Medium Ion Cannons	71~75: Dual Medium Ion Cannons 76~80: Heavy Ion Cannon
81~85: Missile Launcher 86~90: Torpedo Launcher	81~85: Composite-Beam Laser Cannon 86~90: 1d4 Hardpoints	81~85: Dual Heavy Ion Cannons 86~90: Chaingun
91~95: Quad-Laser Cannon 96~100: Light Turbolaser	91~95: Missile Launcher 96~100: Torpedo Launcher	91~95: Quad-Laser Cannon 96~100: Light Turbolaser

Hardpoint Ordinance
1~25: Support
26~50: Bomb
51~75: Missile
76~100: Torpedo

Support Equipment	Bomb Payload	Missile Payload	Torpedo Payload
1~10: Coms/Sensor Jammer	1~10: Proximity Mines	1~10: Concussion Missiles	1~10: Proton Torps
11~20: High-Power Tractor Beam	11~20: Seismic Charges	11~20: Proton Rockets	11~20: Ion Torps
21~30: IFF Spoofers	21~30: Concussion Bombs	21~30: Ion Pulse Missiles	21~30: Adv Proton Torps
31~40: Command & Control Suite	31~40: Proton Bombs	31~40: Cluster Missiles	31~40: Flechette Torps
41~50: Long-Range Sensors	41~50: Spread Proton Bombs	41~50: Assault Missiles	41~50: Cluster Homing Torps
51~60: High-Powered Ship Scanner	51~60: Adv Proton Bombs	51~60: Barrage Rockets	51~60: Stage-Three Torps
61~70: Target Computer Autoslicer	61~70: Adv Spread Proton Bombs	61~70: Adv Concussion Missiles	61~70: Adv Homing Proton Torps
71~80: ECM/ECCM Suite	71~80: Seeker Mines	71~80: Discord Missiles	71~80: Energy Shell Charges
81~90: Target Telemetry Uplink	81~90: Electro-Proton Bomb	81~90: Baradium Missiles	81~90: Plasma Torps
91~100: Astromech Corrupter	91~100: Gravity Bombs	91~100: Diamond-Boron Missiles	91~100: Boarding Torp

Production Extra	Crew-Added Extra
1~10: Life Support System	1~10: Pin-up Cockpit Art
11~15: Ergonomic Seating 16~20: Targeting Computer	11~15: Kill Markers 16~20: Smuggling Compartment
21~25: Understrength Lasers (reroll if no Lasers) 26~30: Ejection Seat	21~25: Thermal Detonator Ejector 26~30: Camo Paintjob
31~35: Holo Stealth Plating 36~40: IR-Silhouette Stealth Plating	31~35: Improved Ergonomics 36~40: Customized Sound System
41~45: Astromech Droid Socket 46~50: Closed Astromech Droid Compartment	41~45: Increased Gear Stowage 46~50: Countermeasures
51~55: Decoy System 56~60: Additional Crew Seat	51~55: Spliced-in Droid Brain 56~60: Beefed-up Power System
61~65: Atmospheric Canards 66~70: Fire-Control System	61~65: Imposing Paintjob (gain Intimidating trait) 66~70: Spare Parts Canister
71~75: Feedback Array 76~80: Accuracy Corrector	71~75: Improved Inertial Dampers 76~80: Extra Spotlights
81~85: Advanced Targeting Computer 86~90: Vectored Thrust Engines	81~85: Autothrusters 86~90: Deadman's Switch
91~95: SLAM Drive 96~100: Cloaking Device	91~95: Back-up Hyperdrive (+1 Hyperdrive, reroll No Hyperdrive result) 96~100: +1 extra Modifications

Modification
1~10: Shoddy Armor (-3 RU)
11~20: Extra Armor (+3 RU)
21~30: Jury-Rigged Deflector Shielding (-3 SBD)
31~40: Extra-Strength Deflector Shielding (+3 SDB)
41~50: Additional Single Engine (+1 Engine)
51~60: Half-Strength Engines (reroll if Tweaked Engines)
61~70: Removed Single Wing*
71~80: Additional Single Wing* (+1 Wing)
81~90: Additional Wing Pair (+1 Wing)
91~100: Additional Fuselage (+1 Fuselage)

* Halves your Wing Mounts, rounded down, if rolled wing has more than 1W

Trait	
1~5: Cramped Cockpit	51~55: Hard to Repair
6~10: Spacious Cockpit	56~60: Fuel Guzzler
11~15: Complex Controls	61~65: Droid-controlled
16~20: Simple Controls	66~70: Intimidating
21~25: Tweaked Engines (reroll if Half-Strength Engines)	71~75: Reliable
26~30: Underpowered	76~80: Heavily Armed (+1F Mount)
31~35: Official Production Model	81~85: Infamous
36~40: Breakdown-Prone	86~90: Famous
41~45: Low Manufacturing Quality	91~95: Easy to Repair
46~50: High Manufacturing Quality	96~100: Distinctive (Reroll twice and combine)