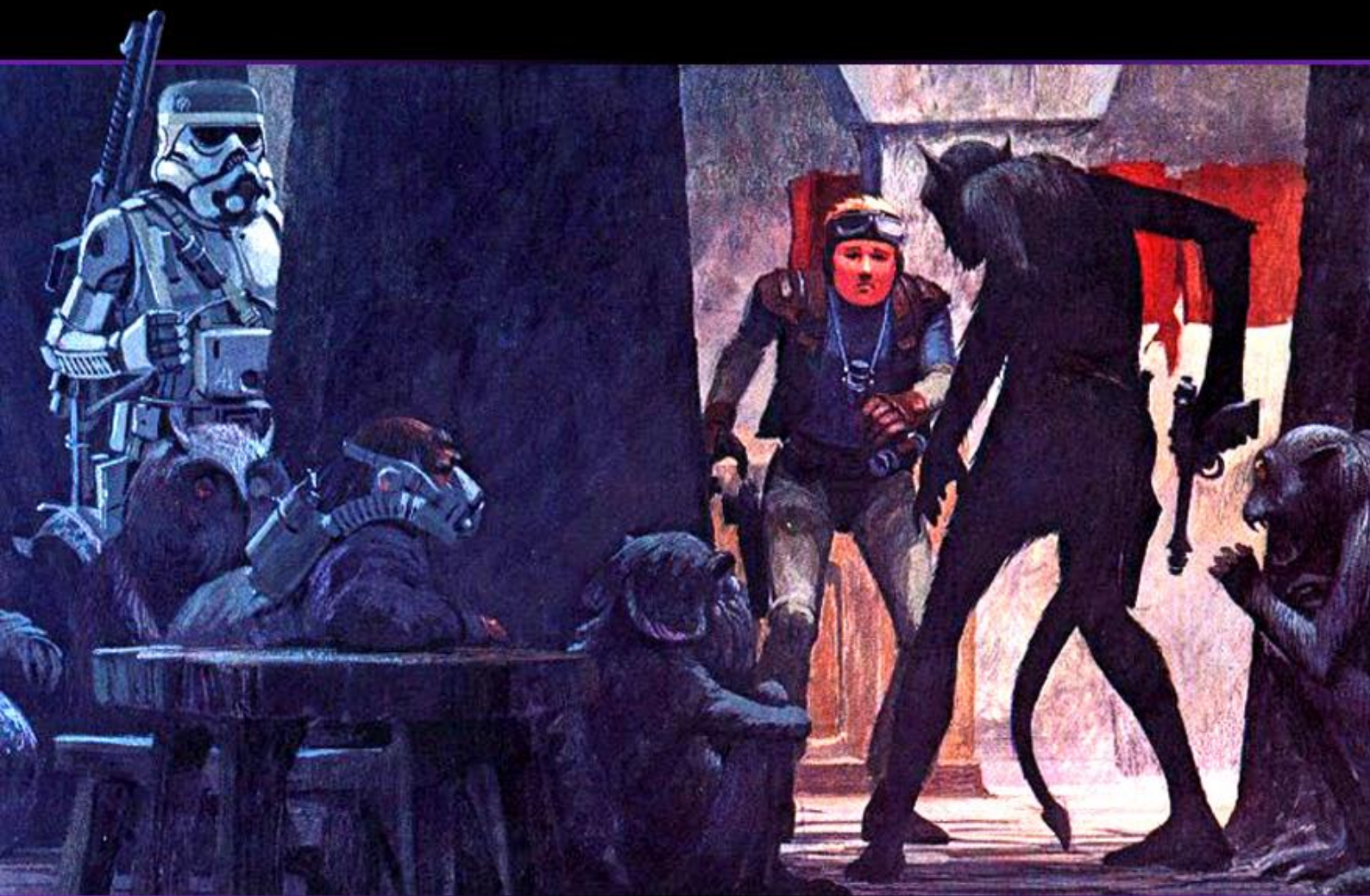


STAR WARS

ROLEPLAYING GAME



WEAPONS STATS

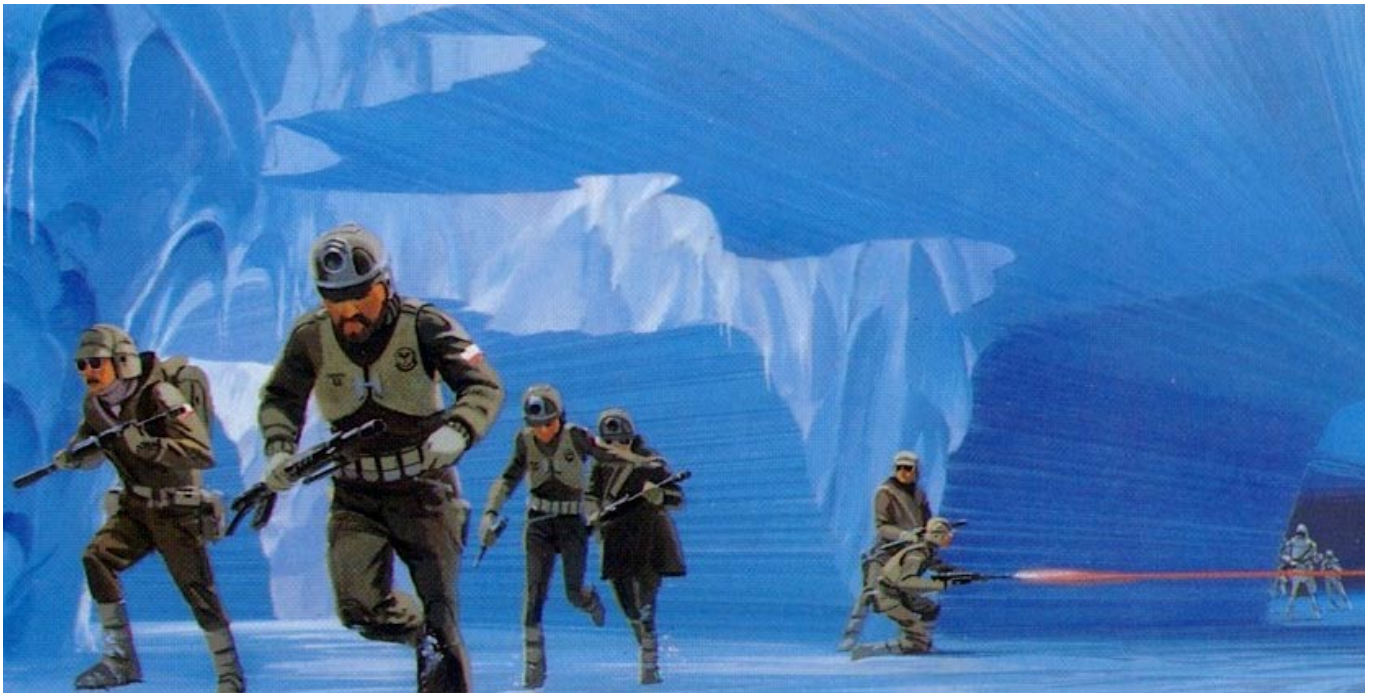
THIAGO S. ARANHA

STAR
WARS

STAR WARS

WEAPONS STATS

by Thiago S. Aranha



Adventure Journal stats by Grimace

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Melee Weapons

Brawling Weapons

Combat Gloves

Model: Stock Combat Gloves

Type: Brawling weapon

Scale: Character

Skill: Brawling

Cost: 200

Availability: 1, F

Difficulty: Easy

Damage: STR+2

Game Notes: Heavy gloves that are made from weighted materials, and designed to add more impact to an unarmed attack (+2 to punching damage).

Source: d20 Core Rulebook (pages 131/133)



Shockboxing Gloves



Model: Standard Shockboxing Gloves

Type: Powered brawling weapon

Scale: Character

Cost: 500/pair

Availability: 2, F

Difficulty: Moderate

Damage: STR+1D stun

Game Notes: Shockboxing gloves can be set to three power settings: Low, Medium, and High. Each setting higher than "Low" adds an additional +1D of stun damage, to a maximum of STR+3D (for the "High" setting). After-market modifications and jury-rigs can transform standard gloves into lethal weapons. Such models cost up to 1500 credits per pair, and the damage is considered to be lethal.

Stun Gauntlets



Model: Palandrix Personal Protection Gear Stun Gauntlets

Type: Hand-to-hand stun gauntlets

Skill: Brawling

Ammo: 10 charges

Cost: 300

Availability: 2

Difficulty: Easy

Damage: STR+2D stun

Source: Gundark's Fantastic Technology (pages 12-13), Pirates & Privateers (page 43), Arms and Equipment Guide (page 31)

Fighting Claws

Model: Yuuzhan Vong Fighting Claws

Type: Combat implant

Scale: Character

Skill: Brawling

Cost: Not available for sale

Availability: 4, X

Difficulty: Easy

Damage: STR+1D damage (maximum: 6D)

Game Notes: These retractable bone spurs are commonly implanted in the user's knuckles, elbows, and sometimes knees. Extending them requires an Easy *willpower* roll.

Source: The New Jedi Order Sourcebook (page 103)

Neuro-Shock Hand

Model: BioTech Neuro-Shock Hand

Type: Offense cyber prosthetic

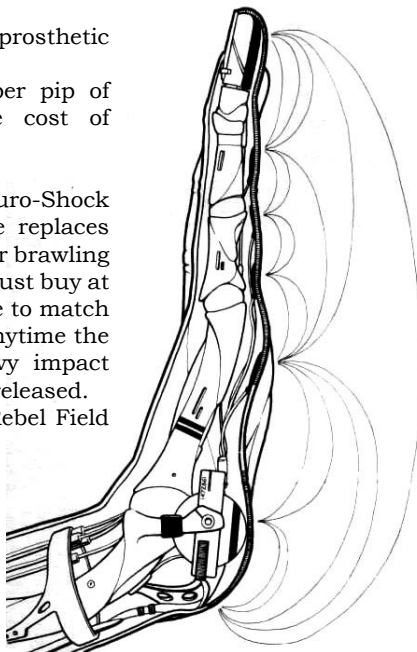
Skill: Brawling

Cost: 300 credits per pip of damage, plus base cost of 1,000 credits

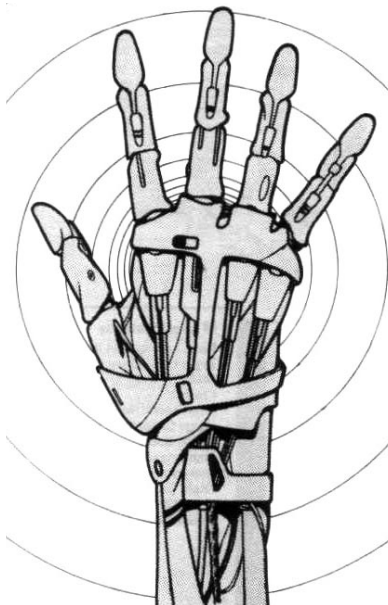
Cyber Points: 1

Game Notes: Neuro-Shock hand's damage code replaces user *Strength* code for brawling damage. Recipient must buy at least enough damage to match his *Strength* code. Anytime the hand makes a heavy impact the shock energy is released.

Source: Cracken's Rebel Field Guide (page 40)



Repulse-Hand



Model: Control Zone Repulse-Hand

Type: Offense cyber prosthetic

Skill: Repulse-hand

Cost: 300 credits per pip (minimum cost 1,500)

Cyber Points: 2

Game Notes: Repulse-hand adds 1D to *repulse-hand* damage. User gains *repulse-hand* skill at 0D. Must buy *repulse-hand* skill to equal or greater than *Strength*. Skill and damage are set at time of purchase and may not be improved at a later date. Skill replaces *brawling*

and *brawling parry* and may be used for *melee parry*. For example, if a character wants to buy a repulse-hand at 4D+2, it will cost 4,200 credits.

Source: Cracken's Rebel Field Guide (page 41)

Juggernaut Droid Arm



Model: Juggernaut Droid Arm

Type: Custom cybernetic implant

Scale: Character

Skill: Brawling and/or martial arts, or blaster

Ammo: 25 (arm blaster)

Cost: Not available for sale

Availability: 4, X

Range: 3-7/25/50 (arm blaster)

Difficulty: Easy (punching)

Damage: STR+2D+1 (punch, maximum 6D), 5D (arm blaster)

Game Notes: The arm has a body strength of 6D to resist damage done to it.

Source: Gamer Magazine

Standard Melee Weapons

Whip

Model: Sancretti Arms Whip
Type: Typical whip
Scale: Character
Skill: Melee combat: whip
Cost: 100
Availability: 1
Difficulty: Moderate
Damage: STR+1
Game Notes: Whip can't do more than one wound level per strike. Any type of armor negates the whip's damage. A whip has a maximum range of 4 meters. It may be used to trip and opponent, and the user gets a +1D attack bonus to disarm a target.
Source: Arms and Equipment Guide (page 29)

Club

Type: Typical club
Scale: Character
Skill: Melee combat: club
Cost: 15
Availability: 1
Difficulty: Very Easy
Damage: STR+1D
Source: The Star Wars Sourcebook (page 100)

Staff

Type: Typical staff
Scale: Character
Skill: Melee combat: staff
Cost: 15
Availability: 1
Difficulty: Very Easy
Damage: STR+1D
Source: The Star Wars Sourcebook (page 100)

Gaffi Stick (Gaderffii)



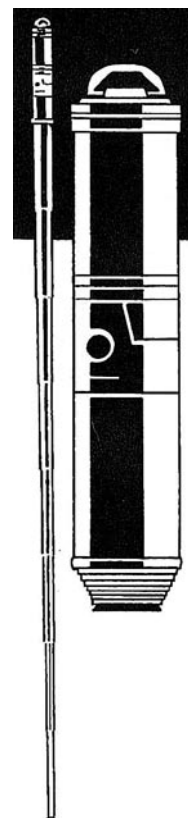
Type: Homemade melee weapon
Scale: Character
Skill: Melee combat: gaderffii stick
Availability: 2, F
Difficulty: Easy
Damage: STR+1D
Source: Star Wars Trilogy Sourcebook SE (pages 150-151)

Snap Baton

Model: Merr-Sonn Snap Baton
Type: Modified personal defense baton
Scale: Character
Skill: Melee combat: baton
Cost: 200
Availability: 2
Difficulty: Moderate
Damage: STR+1D
Source: Rules of Engagement – The Rebel SpecForce Handbook (page 60), Arms and Equipment Guide (page 29)

Light Mace

Model: Generic Light Mace
Type: Melee weapon
Scale: Character
Skill: Melee combat: mace
Cost: 50
Availability: 2, F or R
Difficulty: Easy
Damage: STR+1D+1 (maximum: 5D+1)
Game Notes: A short, flanged stick, or a stick with a heavy metal ball mounted at the end.
Source: d20 Core Rulebook (page 134)



Harvest Blade



Model: Harvest Blade
Type: Nosaurian farm implement
Scale: Character
Skill: Melee combat
Cost: 125
Availability: 3
Difficulty: Moderate
Damage: STR+2
Game Notes: A harvest blade can be folded down to 1 meter in length when not in use. When fully-extended, it has a reach of 4 meters.
Source: Coruscant and the Core Worlds (pages 115-116)

Hatchet

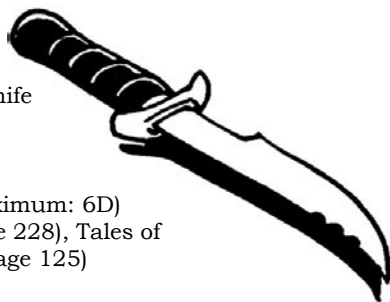
Type: Typical hatchet
Scale: Character
Skill: Melee combat: hatchet
Cost: 35
Availability: 1
Difficulty: Easy
Range: 3-6/10/15
Damage: STR+2, 1D+2 (if thrown)
Source: Adventure Journal 2 (page 203)

Bayonet

Type: Typical bayonet
Scale: Character
Skill: Melee combat: bayonet
Cost: 75
Availability: 2, F
Difficulty: Easy
Damage: STR+1D
Source: The Star Wars Sourcebook (page 100)

Knife

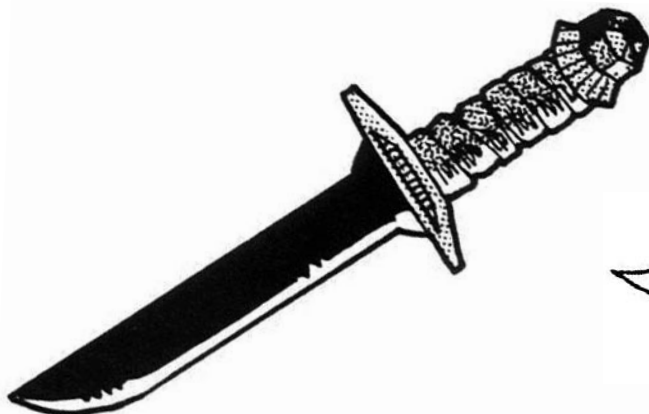
Model: Standard knife
Type: Melee weapon
Scale: Character
Skill: Melee combat: knife
Cost: 25-35
Availability: 1
Difficulty: Very Easy
Damage: STR+1D (maximum: 6D)
Source: Rulebook (page 228), Tales of the Jedi Companion (page 125)



Fft Knife

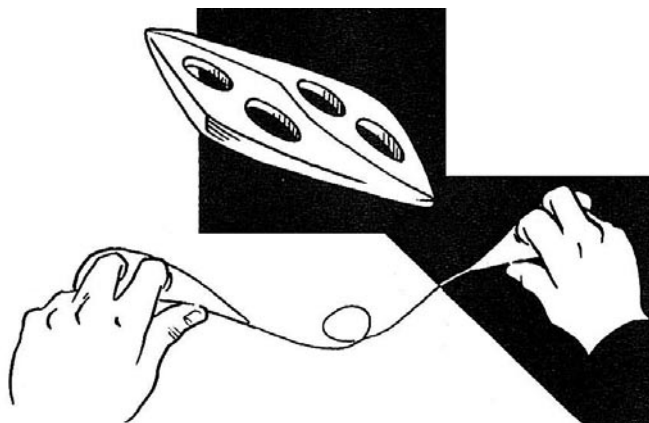
Type: Ssi-ruuvi hand weapon
Scale: Character
Skill: Melee combat
Cost: Not available for sale
Availability: 4
Difficulty: Moderate; Difficult for beings who lack the Ssi-ruuk anatomy of three-clawed hands; Trandoshand would be able to use this weapon with no penalty.
Damage: STR+1D
Source: The Truce at Bakura Sourcebook (pages 139-140)

Merisee Curved Dagger



Model: Loag Dagger
Type: Curved assassins dagger
Scale: Character
Skill: Melee combat: dagger
Cost: Not available for sale
Availability: 4, R
Difficulty: Easy
Damage: STR+1D, 3D for poison for five rounds
Source: Adventure Journal 14 (page 137)

Garrote

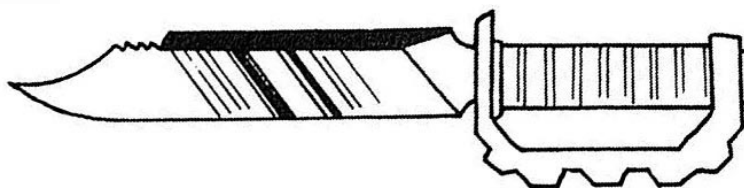


Model: Alliance-issue Garrote
Type: Single cord strangling weapon
Scale: Character
Skill: Melee combat: garrote
Cost: Not available for sale
Availability: 1
Difficulty: Moderate (from behind)
Damage: STR+1D
Game Notes: Target may attempt a *brawling parry* to resist with a +10 difficulty modifier.
Source: Rules of Engagement – The Rebel SpecForce Handbook (pages 44-45), Arms and Equipment Guide (page 28)

Coufee

Model: Yuuzhan Vong Coufee
Type: Melee weapon
Scale: Character
Cost: Not available for sale
Availability: 4, X
Difficulty: Very Easy
Damage: Strength +1D+1
Game Notes: This double-edged dagger, which is constructed of sharpened chitin, is the default weapon of the Yuuzhan Vong.
Source: The New Jedi Order Sourcebook (page 20)

Combat Knife



Type: Combat knife
Scale: Character
Skill: Melee combat: knife
Cost: 30
Availability: 1
Difficulty: Easy
Damage: STR+1D+1 (maximum 6D)
Source: Rules of Engagement – The Rebel SpecForce Handbook (page 60)

Rodian Ceremonial Dagger

Model: Rodian Ceremonial Dagger
Type: Knife
Scale: Character
Skill: Melee combat: knife
Cost: 160
Availability: 3
Difficulty: Easy
Damage: STR+1D+1
Source: Cracken's Rebel Operatives (page 41)

D'skar

Model: Ekkar Arms D'skar
Type: Coynite dagger
Skill: Melee combat
Cost: 150
Availability: 3
Difficulty: Moderate
Damage: STR+1D+1
Source: Gundark's Fantastic Technology (page 10), Planets Collection (page 141)



Hand Claws

Model: Mystril Hand Claws
Type: Climbing claws
Scale: Character
Skill: Melee combat: claws
Cost: 400
Availability: 3
Difficulty: Very Easy
Damage: STR+1D+1 (max: 6D)
Game Notes: Provide a +1D+1 bonus to climbing.
Source: Hero's Guide (pages 122-123)

Spear

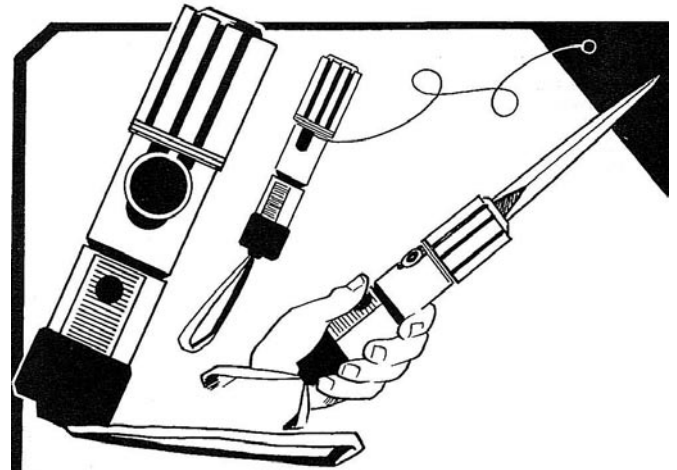
Type: Typical spear
Scale: Character
Skill: Melee combat/Thrown weapons
Cost: 60
Availability: 1
Difficulty: Easy
Range: 3-10/20/30
Damage: STR+1D+1, 2D+1 (if thrown)
Source: Adventure Journal 2 (page 203), The Star Wars Sourcebook (page 100), Arms and Equipment Guide (page 30)



Ar'gor Blade

Model: Ekkar Arms Ar'gor
Type: Blade
Scale: Character
Skill: Melee combat: ar'gor
Cost: 175
Availability: 3
Difficulty: Moderate
Damage: STR+1D+2
Source: Cracken's Rebel Operatives (page 47)

Multi-Weapon



Model: Alliance Infiltrator Multi-Weapon
Type: Personal combat multi-weapon
Scale: Character
Skill: Melee combat: dagger, club, garrote
Cost: Not for sale
Availability: 3
Difficulty: Easy; Moderate for garrote (from behind)
Damage: Dagger: STR+1D+2, cosh: STR+1D, garrote: STR+1D, (maximum: 6D)
Source: Rules of Engagement – The Rebel SpecForce Handbook (page 60)

Rodian Razor-Stick



Model: Typical Rodian Razor-Stick
Type: Melee weapon
Skill: Melee combat: razor-stick
Cost: Not available for sale
Availability: 3, R
Difficulty: Moderate
Damage: STR+1D+2
Game Notes: Victim must subsequently make a Difficult *stamina* roll to avoid 1D additional damage every other round for three minutes due to excessive blood loss.
Source: Alliance Intelligence Reports (page 33), Galaxy Guide 10: Bounty Hunters (page 65)

Petranki Scimitar

Model: Geonosian Petranki Scimitar
Type: Curved sword
Scale: Character
Skill: Melee combat: scimitar
Cost: 500
Availability: 3
Difficulty: Easy
Damage: STR+1D+2 (max: 5D)
Source: Geonosis and the Outer Rim Worlds (page 61)

Shyarn

Model: Cerean Shyarn Dueling Scimitar
Type: Dueling scimitar
Scale: Character
Skill: Melee combat: scimitar
Cost: 900
Availability: 3
Difficulty: Easy
Damage: STR+1D+2
Game Notes: When one shyarn strikes another, the vibrations and contact can create a powerful temporary magnetism that links the blades. When either combatant misses an attack roll by 4 or less, the two shyarn become magnetically joined. Disengaging the blades is a full-round action, and holding the linked blade counts as an action.
Source: Ultimate Alien Anthology (page 31)



Tsaisi

Model: Yuuzhan Vong Tsaisi
Type: Multi-purpose melee weapon
Scale: Character
Skill: Melee combat: Tsaisi
Cost: Not available for sale
Availability: 4, X
Difficulty: Varies (see below)
Damage: Varies (see below)
Game Notes: The tsaisi is a shorter version of the amphistaff. When used by a skilled combatant, it can be used as a baton, a two-headed dagger (adds +2 pips to all *parry* rolls), a lash (adds +2 pips to attempts to disarm an opponent; successful hits with the lash also inject the target with venom), and a lash-dagger (which shares

the qualities of both the lash and the dagger, though the granted bonuses are only +1 pip). Like the amphistaff, it can also spit venom. The venom is injected when a successful hit with the lash inflicts a damage result higher than Stunned, and effects are the same as for the amphistaff. Statistics for the tsaisi's different weapon modes are listed below.

Tsaisi Mode	Difficulty	Range	Damage	Max
Baton	Easy	Melee	STR+1D	4D
Two-Headed Dagger	Moderate	Melee	STR+1D+2	6D
Lash	Moderate	Melee	STR+1D+1	5D
Venom Spitter	n/a	1-2/5/10	Poison	n/a

Source: d20 Core Rulebook (page 357), The New Jedi Order Sourcebook (page 21)

Amphistaff



Model: Yuuzhan Vong Amphistaff
Type: Multi-purpose melee weapon
Scale: Character
Skill: Melee combat: Amphistaff
Cost: Not available for sale
Availability: 4, X
Difficulty: Varies (see below)
Damage: Varies (see below)

Game Notes: The amphistaff is an organic weapon used by the Yuuzhan Vong. If used by someone familiar with its various functions, the amphistaff can be used as a quarterstaff, a two-headed spear (adds +1D to all *parry* rolls), a whip (adds +1D to attempts to disarm or entangle an opponent; successful hits with the whip inject venom), or a whip-spear (which shares the qualities of both the whip and the spear, though the granted bonuses are only +2 pips). In addition, the amphistaff can spit venom, or inject it with a successful whip hit that results in a damage result higher than Stunned. Either way, a victim affected by amphistaff venom must succeed at a Very Difficult *Strength* check. If injected, the poison reduces the victim's *Dexterity* score by 1D (cumulatively). If the poison is sprayed into a victim's eyes, blindness results. The effects last until the venom is treated. Statistics for amphistaff weapons are listed below:

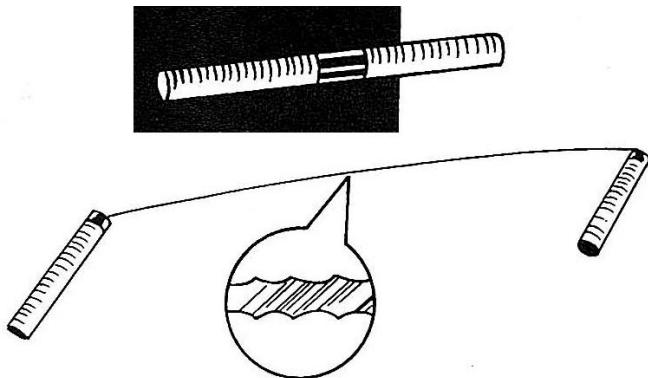
Amphistaff Mode	Difficulty	Range	Damage	Max
Quarterstaff	Easy	Melee	STR+1D+1	5D
Two-Headed Spear	Moderate	Melee	STR+2D	7D
Whip	Moderate	Melee	STR+1D+2	6D
Venom Spitter	n/a	1-3/10/20	Poison	n/a

Source: d20 Core Rulebook (page 356), The New Jedi Order Sourcebook (page 20)

Finger Spears

Model: Yuuzhan Vong Finger Spears
Type: Combat bio-organic prosthetic
Scale: Character
Skill: Melee combat: ginger spears
Cost: Not available for sale
Availability: 4, X
Range: 1/2/4
Difficulty: Based on range
Damage: STR+2D
Game Notes: The “fingers” of these implants are actually tentacles that can telescope out to a distance of up to 4 meters, impaling targets. A Yuuzhan Vong using finger spears can attack more than one opponent at the same time (by spreading his fingers), but each opponent targeted requires a separate to-hit roll.
Source: The New Jedi Order Sourcebook (page 114)

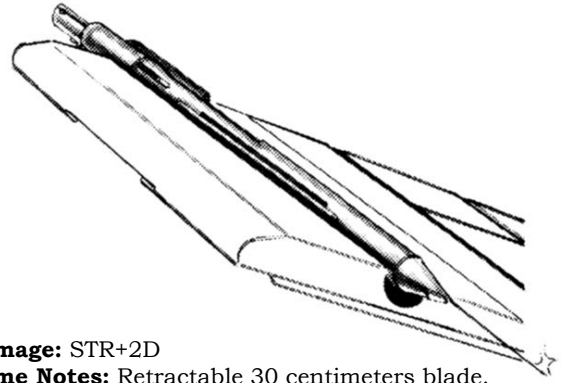
Slicewire



Model: Alliance-issue Slicewire
Type: Monofilament weapon
Scale: Usually character; see Game Notes
Skill: Melee combat: slicewire
Cost: Not available for sale
Availability: 4, X
Difficulty: Difficult
Damage: STR+2D
Game Notes: If damage is caused by collision, use colliding character's, vehicle's, or starfighter's *Strength* +2D to roll damage.
Source: Rules of Engagement – The Rebel SpecForce Handbook (pages 58-60)

Molecular Stiletto

Model: Xana Exotic Arms MSW-9 Molecular Stiletto
Type: Monomolecular hand weapon
Scale: Character
Skill: Melee combat
Cost: 400
Availability: 4, R or X
Difficulty: Moderate



Damage: STR+2D
Game Notes: Retractable 30 centimeters blade.
Source: Galladinium's Fantastic Technologies (page 69), Rules of Engagement – The Rebel SpecForce Handbook (page 58), Arms and Equipment Guide (page 30)

Sword

Model: Drolan Plasteel Sword
Type: Melee weapon
Scale: Character
Skill: Melee combat: sword
Cost: 200
Availability: 1
Difficulty: Easy
Damage: STR+2D (maximum: 4D)
Source: Tales of the Jedi Companion (page 125), Arms and Equipment Guide (page 28)

Longsword / Broadsword

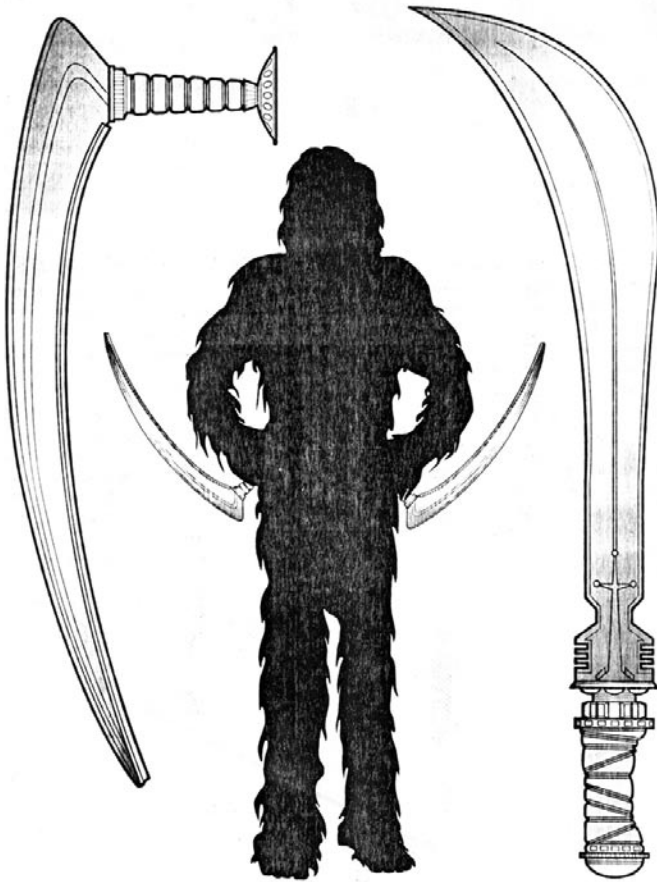
Model: Generic Longsword/Broadsword
Type: Melee weapon
Scale: Character
Skill: Melee combat: longsword/broadsword
Cost: 150
Availability: 2, F or R
Difficulty: Moderate
Damage: STR+2D (maximum: 6D)
Game Notes: A somewhat exotic weapon, simply because of its level of technology.
Source: d20 Core Rulebook (page 134), Adventure Journal 2 (page 203)

Sith Sword



Model: Sith Sword
Type: Alchemically reinforced blade
Scale: Character
Skill: Melee combat: Sith sword
Cost: Not available for sale
Availability: 4
Difficulty: Moderate
Damage: STR+2D
Game Notes: This weapon is indestructible, being able to even parry lightsabers and blaster bolts. Anyone wielding this weapon automatically loses a Force Point and gains a Dark Side Point, which is lost if not used at some point during the battle.
Source: Tales of the Jedi Companion (page 82), The Dark Side Sourcebook (pages 58-59)

Ryyk Blade



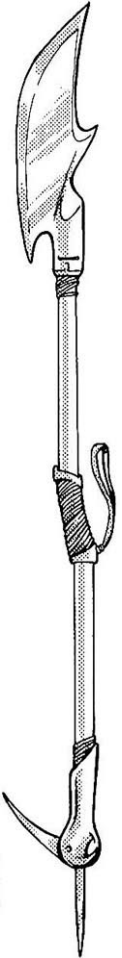
Model: Ryyk Blade
Type: Melee weapon
Scale: Character
Cost: 250-500
Availability: 3, R
Difficulty: Easy
Damage: STR+2D (maximum: 7D)
Game Notes: Ryyk blades are the traditional hand weapons of Wookiees.
Source: Arms and Equipment Guide (page 29)

Zhaboka Double-Bladed Pike

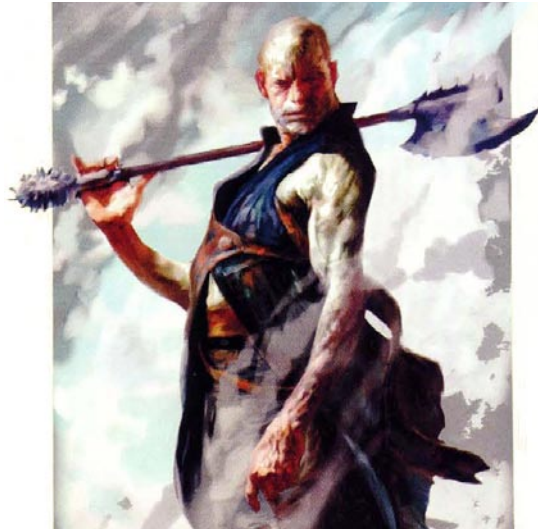
Model: Iridonian Zhaboka Double-Bladed Fighting Pike
Type: Double-bladed pike
Scale: Character
Skill: Melee combat: double-bladed pike
Cost: 1,000 (includes shoulder scabbard)
Availability: 3, R
Difficulty: Difficult
Damage: STR+2D (max: 6D)
Game Notes: Characters with the *double-bladed pike* specialization gain a +5 bonus to *melee parry* rolls. Weapon can be unlocked at the grip and folded in half for ease of transport.
Source: Ultimate Alien Anthology (page 195)

Coyn'skar

Model: Ekkar Arms Coyn'skar
Type: Coynite bladed pole
Skill: Melee combat
Cost: 400
Availability: 3
Difficulty: Moderate (blade), Very Difficult (disarm with hook)
Damage: STR+2D (blade), STR+2 (hook)
Source: Gundark's Fantastic Technology (page 9), Planets Collection (pages 140-141)



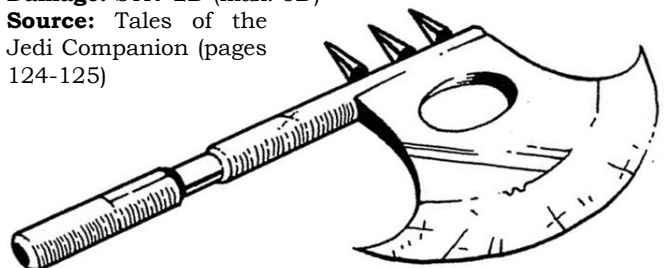
Selonian Glaive



Model: Selonian Glaive
Type: Melee weapon
Scale: Character
Skill: Melee combat
Cost: 500
Availability: 3, X
Difficulty: Difficult
Damage: STR+2D (maximum: 7D)
Game Notes: If used to disarm opponents, the user of a Selonian glaive gets a +3D bonus to his attack roll.
Source: Coruscant and the Core Worlds (page 154)

Axe

Model: Standard Axe
Type: Melee weapon
Scale: Character
Skill: Melee combat: axe
Cost: 100
Availability: 1
Difficulty: Easy
Damage: STR+2D (max: 5D)
Source: Tales of the Jedi Companion (pages 124-125)



Arg'garok



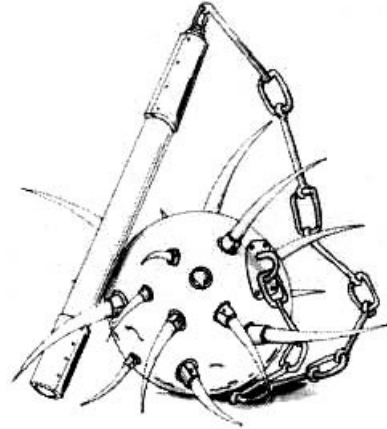
Model: Gamorrean Arg'garok Axe
Type: Melee weapon
Scale: Character
Skill: Melee combat: arg'garok
Cost: 1,000 (250 on Gamorr or Pzob)
Availability: 3, R
Difficulty: Moderate
Damage: STR+2D+1 (maximum: 5D)
Source: Ultimate Alien Anthology (page 62)

Thogk

Model: Gamorrean Thogk Club
Type: Spiked club
Scale: Character
Skill: Melee combat: club
Cost: 30
Availability: 3
Difficulty: Very Easy
Damage: STR+2D+1 (max: 6D)
Source: Ultimate Adversaries (page 154), Ultimate Alien Anthology (page 62)

Dematoil

Type: Bitthævrian morningstar
Scale: Character
Skill: Melee combat: dematoil
Cost: Not available for sale
Availability: 4, X
Body: 3D-5D+1
Difficulty: Moderate-Difficult
Damage: STR+1D – STR+3D
Game Notes: The damage of a dematoil is dependant upon the greatness of the warrior, and how many personal victories he has had.
Source: Alliance Intelligence Reports (page 48), Gundark's Fantastic Technology (page 9)

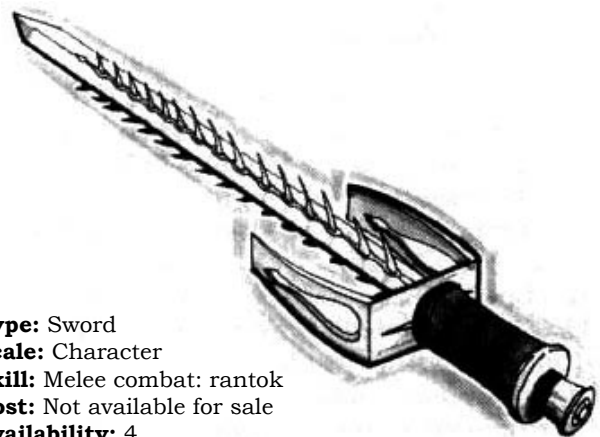


Soknar

Type: Custom bladed weapon
Skill: Melee combat: Soknar
Cost: Not available for sale
Difficulty: Moderate
Damage: STR+2D+1
Source: Alliance Intelligence Reports (page 78)



Rantok



Type: Sword
Scale: Character
Skill: Melee combat: rantok
Cost: Not available for sale
Availability: 4
Difficulty: Difficult
Damage: STR+1D+1 (one-handed), STR+2D+1 (two-handed)
Game Notes: When used two-handed, reduce the difficulty one level, but no parries are possible.
Source: Alliance Intelligence Reports (page 76), Gundark's Fantastic Technology (page 11)

Wan-shen

Model: Matukai Wan-shen
Type: Bladed polearm
Scale: Character
Skill: Melee combat
Cost: Not available for sale
Availability: 4
Difficulty: Moderate
Damage: STR+2D to STR+2D+2 (varies by quality)



Game Notes: Most wan-shens are designed to break down into smaller parts to allow for easy carrying.
Source: Hero's Guide (pages 123-124)

Scitrok



Type: Ceremonial scimitar
Scale: Character
Skill: Melee combat: scitrok
Cost: Unavailable for purchase
Availability: 4
Difficulty: Difficult
Damage: STR+3D (max 6D+2)
Game Notes: If the user rolls 10 or more less than the difficulty number of the weapon (not the defensive skill of the target), then he does the damage to himself.
Source: Galaxy Guide 8: Scouts (page 84)

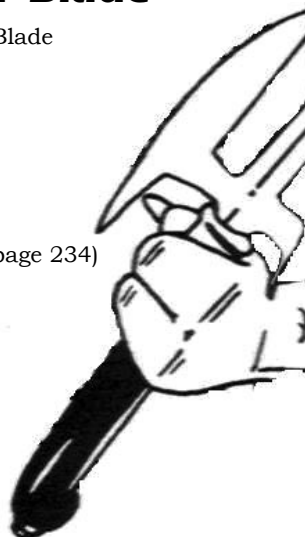
Sc'rath Togorian Scimitar

Model: Sc'rath, traditional variant
Skill: Melee combat: sc'rath
Cost: Not available for sale
Availability: 4, R
Difficulty: Moderate
Damage: STR+2D+2
Source: Alliance Intelligence Reports (page 74), Ultimate Alien Anthology (page 162)



Thrar'kor Blade

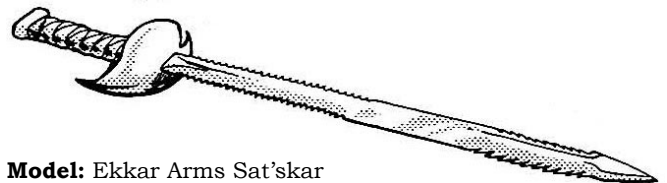
Model: Trandoshan Thrar'kor Blade
Type: Blade
Scale: Character
Skill: Melee combat: Thrar'kor
Cost: Not available for sale
Availability: 3, R
Difficulty: Moderate
Damage: STR+2D+2
Source: Adventure Journal 4 (page 234)



Shashan Fira Sword

Model: Selkath Shasha Order Fira Sword
Type: Cortosis melee weapon
Scale: Character
Skill: Melee combat: fira sword
Cost: Not for sale
Availability: 4, X
Difficulty: Easy
Damage: STR+3D (max: 6D+2)
Game Notes: The Shashan Fira is resistant to lightsaber blades. If the wielder rolls a catastrophic failure when fighting an opponent with a lightsaber, he must make a Moderate *melee parry* roll to prevent the fira from shattering.

Sat'skar



Model: Ekkar Arms Sat'skar
Type: Coynite sword
Skill: Melee combat
Cost: 700
Availability: 3
Difficulty: Difficult (Very Difficult if swung one-handed)
Damage: STR+3D+1 (if swung one-handed, damage is only STR+1D)
Source: Gundark's Fantastic Technology (page 10), Planets Collection (page 141)

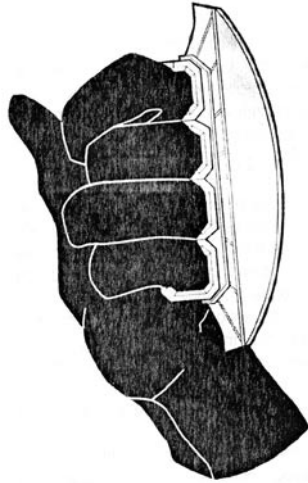
Vibro-Weapons

Vibro-Shiv

Model: Standard Vibro-Shiv
Type: Melee weapon
Scale: Character
Skill: Melee combat: vibro-shiv
Cost: 200
Availability: 2, F
Difficulty: Easy
Damage: STR+1D
Source: Adventure Journal 4 (page 119), Dark Force Rising Sourcebook (page 112)

Vibroknuckler

Model: Czerka Vibroknuckler
Type: Melee weapon
Scale: Character
Skill: Melee combat: vibroknuckler
Cost: 200
Availability: 2, R
Difficulty: Very Easy
Damage: STR+1D+1 (STR+1 if unpowered)
Source: Arms and Equipment Guide (page 30)



Tehk'la Blade

Model: Nagai Tehk'la Blade
Type: Vibrodagger
Scale: Character
Skill: Melee combat
Cost: 250
Availability: 4 (available only in Nagi)
Difficulty: Very Easy
Damage: STR+1D+2 (max: 5D)
Source: Ultimate Alien Anthology (page 104)



Vibrobayonet

Model: Merr-Sonn Vibrobayonet
Type: Typical vibrobayonet
Scale: Character
Skill: Melee combat: vibrobayonet
Cost: 300
Availability: 2, F
Difficulty: Easy
Damage: STR+1D+2
Source: The Star Wars Sourcebook (page 100), Arms and Equipment Guide (page 31)

Talon Vibrodagger



Model: LaserHone Talon Vibrodagger
Type: Personal combat vibroblade
Skill: Melee combat: vibrodagger
Cost: 50
Availability: 2, R
Difficulty: Easy
Damage: STR+2D (maximum: 6D)
Source: Gundark's Fantastic Technology (pages 13-14), Pirates & Privateers (page 42), Rules of Engagement – The Rebel SpecForce Handbook (page 60)

Vibro-Saw

Model: Greel Wood Logging Corporation TreeFelling Vibroblade
Type: Vibro-saw
Scale: Character
Skill: Melee combat
Cost: 400
Availability: 1, R
Difficulty: 15
Damage: STR+2D+1
Source: Gundark's Fantastic Technology (pages 14-15)

Vibroblade



Model: Standard vibroblade
Type: Melee weapon
Scale: Character
Skill: Melee combat: vibroblade
Cost: 250
Availability: 2, F
Difficulty: Moderate
Damage: STR+3D (maximum: 6D)
Source: Rulebook (page 228)

Droid Concealed Vibroblade

Model: Varies widely
Type: Concealed melee weapon
Scale: Character
Skill: Melee combat
Cost: 500 credits (basic version), 800 credits (sensor resistant)
Availability: 2, X
Difficulty: Moderate
Damage: STR+3D (Max: 6D+2)
Game Notes: A concealed vibroblade is typically housed in the wrist or finger on humanoid droids. The basic version is not undetectable (an Easy sensors roll reveals the weapon), though a more-expensive, sensor-masked version is available (requires a Difficult sensors roll to detect the weapon).
Source: Cynabar's Fantastic Technology (page 34)

Duelist Vibrorapier

Model: LaserHone Duelist Vibrorapier
Type: Personal combat vibroblade
Skill: Melee combat
Cost: 300
Availability: 2, R
Difficulty: Moderate
Damage: STR+3D (maximum: 7D)
Source: Gundark's Fantastic Technology (page 14), Pirates & Privateers (page 42), Arms and Equipment Guide (page 30)



Double Vibroblade

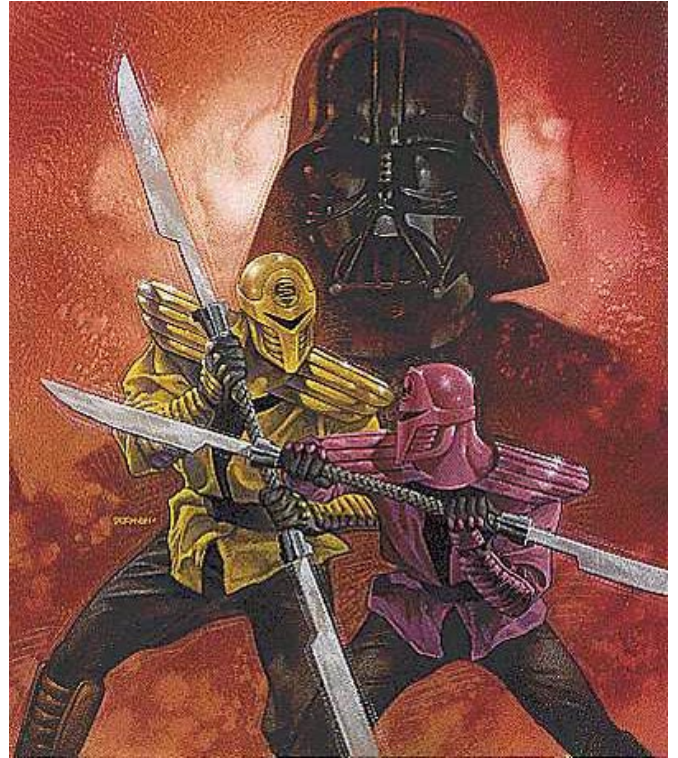
Model: Feeorin Double Vibroblade
Type: Double vibroblade
Scale: Character
Skill: Melee combat: double vibroblade
Cost: 750
Availability: 3, R
Difficulty: Difficult

Damage: STR+3D (max: 7D)

Game Notes: Characters with the *double vibroblade* specialization gain a +5 bonus to *melee parry* rolls.

Source: Ultimate Alien Anthology (page 59)

Double-Bladed Vibrostave



Model: Custom Designed Royal Guardsman Weapon

Type: Melee Weapon

Scale: Character

Skill: Melee combat: double-bladed vibrostave

Cost: Not Available for Sale

Availability: 4, X

Difficulty: Moderate

Damage: STR+3D

Game Notes: Proper use of a double-bladed vibrostave requires the specialization *melee combat: double-bladed vibrostave*. Without the proper specialization, the difficulty to use is Difficult. If properly trained, wielder gains a +5 bonus to all parry rolls.

Vibro-ax



Model: Standard vibro-ax

Type: Melee weapon

Scale: Character

Skill: Melee combat: vibro-ax

Cost: 500

Availability: 2, R

Difficulty: Moderate

Damage: STR+3D+1 (maximum: 7D)

Source: Rulebook (page 228)



Powered Melee Weapons

Adumari Blastsword

Model: Adumari Blastsword
Type: Blaster blade
Scale: Character
Skill: Melee combat: vibroblade
Cost: 600
Availability: 3, R
Difficulty: Moderate
Damage: STR+2D (max: 4D+1), plus 4D energy
Game Notes: Upon contact with a target, the blade discharges a standard blaster bolt, dealing extra damage.
Source: Hero's Guide (page 122)

Power Sword



Jengardin Double-Bladed Vibroblade



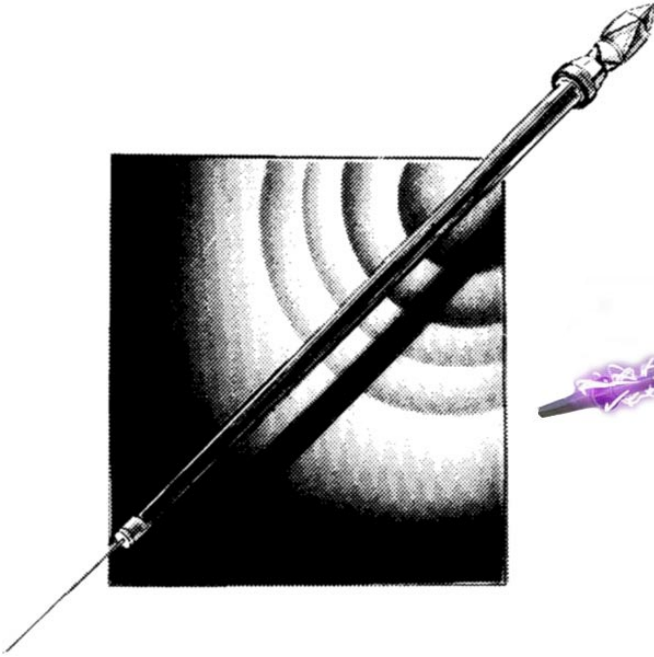
Model: Yalandross PowerMasters Jengardin Millennial Warrior Double-Bladed Vibroblade
Type: Double-bladed vibroblade
Scale: Character
Skill: Melee combat: vibroblade
Cost: 6,000, 25 (power cells), 75 (front left-side holster sheath with waist and shoulder straps)
Availability: 4, F, R or X
Difficulty: Difficult
Damage: STR+4D+1 (Maximum 8D)
Game Notes: This is a two-handed weapon and requires the user's full concentration. Any attempt to use this weapon single-handedly increases the difficulty by two levels. Any attempt to do anything other than attack (*melee combat*) or defend (*melee parry*) with the weapon increases the difficulty of *all* actions by two levels (in addition to the one-handed penalty). If any attack roll while using the weapon missed by 10 or more points, the user inflicts damage on him or herself.
Source: Galladinium's Fantastic Technologies (page 69)

Model: Power Sword
Type: Powered blade
Scale: Character
Skill: Melee combat: power sword
Cost: 600
Availability: 2, R
Difficulty: Difficult
Damage: STR+3D damage
Source: Dark Empire Sourcebook (page 42)

Power Cane

Model: Palandrix Personal Protection Gear Power Cane
Type: Energized cane
Scale: Character
Skill: Melee combat: power cane
Cost: 400
Availability: 3, F, R or X
Difficulty: Easy (stiletto blade), Moderate (power point)
Damage: 1D-5D (variable setting; not based on *Strength*), STR+1D (stiletto)

Electrostaff



Game Notes: The power cane has a 30-centimeter long stiletto blade housed in a concealed, spring-activated compartment. The ornamental top is a disguised power point capable of providing a nasty shock.

Source: Galladinium's Fantastic Technologies (page 69-70)

Geonosian Electro-Staff



Model: Geonosian Electro-Staff

Type: Electric staff

Scale: Character

Skill: Melee combat: electro-staff

Ammo: 20 charges

Cost: 1,500

Availability: 4 (available only on Geonosis)

Difficulty: Easy

Damage: STR+1D (max: 4D), plus 2D+2 electrical damage

Game Notes: Characters without the *electro-staff* specialization suffer a -1D attack penalty.

Source: Ultimate Alien Anthology (page 31)

Model: Holowan mechanicals Electrostaff

Type: Double electric staff

Scale: Character

Skill: Melee combat: electrostaff

Cost: 5,750

Availability: 3

Difficulty: Difficult

Damage: STR+3D (max: 6D)

Game Notes: Characters with the *electrostaff* specialization gain a +5 bonus to *melee parry* rolls. This weapon can parry lightsabers without taking damage.

Source: Wizards Website

Force Pike

Model: SoroSuub Controller FP

Type: Personal force pike

Scale: Character

Skill: Melee combat: force pike

Cost: 500

Availability: 2, R

Difficulty: Moderate

Damage: STR+2D

Source: Imperial Sourcebook (pages 124-125)

Great Force Pike

Model: Czerka Great Force Pike

Type: Personal force pike

Scale: Character

Skill: Melee combat: force pike

Cost: 1,000

Availability: 2

Difficulty: Moderate

Damage: STR+3D

Source: Arms and Equipment Guide (page 30)

Confessor's Whip

Model: Geonosian Confessor's Whip

Type: Poisoned whip

Scale: Character

Skill: Melee combat: whip

Cost: 750

Availability: 3

Difficulty: Moderate

Damage: STR+1D plus poison

Game Notes: A creature struck by the whip must succeed on a Difficult *stamina* roll or suffer a temporary -1D penalty to *Dexterity*. Whip has a 6-meter reach.

Source: Geonosis and the Outer Rim Worlds (page 60)



Shock Whip



Model: Shock whip
Type: Charged whip
Scale: Character
Skill: Melee combat: whip
Cost: 1,200
Availability: 2, X
Difficulty: Moderate
Damage: STR+2D+2 (max: 6D)
Game Notes: Can be used to trip a target. Wielder gains a +1D attack bonus when trying to disarm an opponent. Whip has a 4-meter reach.
Source: Hero's Guide (page 123)

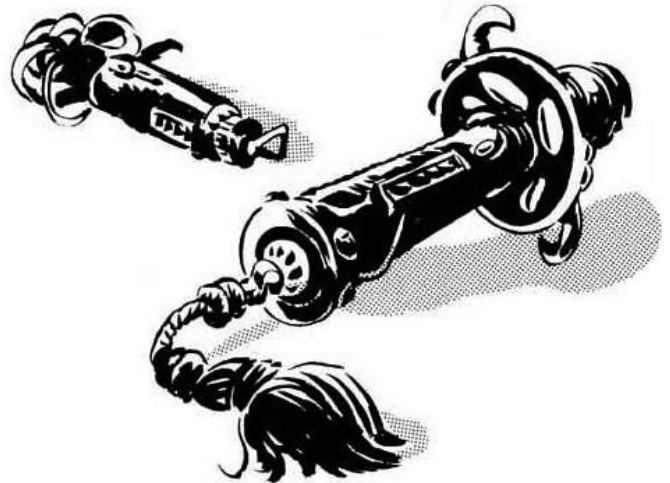
Lightwhip

Model: Lightwhip
Type: Custom melee weapon
Scale: Character



Skill: Lightwhip
Cost: Not available for sale
Availability: 4, X
Difficulty: Moderate
Damage: STR+3D+2 (maximum: 7D)
Game Notes: Lightwhip is armed with lacerating tentacles formed from a Kaiburr crystal shard and Mandalorian iron. In addition to its use as a weapon, the whip grants its user a +1D bonus to rolls when attempting to trip or disarm opponents.
Source: Gamer Magazine

Lightfoil



Type: Lightfoil
Scale: Character
Skill: Lightsaber
Cost: 10,000
Availability: 4, X
Damage: 3D to 4D damage depending on the method of construction.
Game Notes: On a roll of 1 on the wild die, the beam flickers and fades. Repairing the weapon takes two hours and a Moderate *lightsaber repair* roll.
Source: Lord of the Expanse – Sector Guide (page 47)

Training Lightsaber

Model: Training Lightsaber
Type: Melee weapon
Scale: Character
Cost: 1,500
Availability: 4, X
Difficulty: Difficult
Damage: 5D (see notes)
Game Notes: A training lightsaber is in most respects like a standard lightsaber, with a few exceptions. Firstly, while the blade can be used to block blaster bolts (with the Lightsaber Combat Force power), these bolts cannot be deflected at targets. It is also much less lethal than a standard lightsaber, and can only inflict a maximum damage result of "Wounded" to any target struck (any result greater than "Wounded" is treated as a Wounded result). Last of all, training lightsabers do not focus their power strongly enough to cut through



objects. When used against inanimate objects, the damage of a training lightsaber is reduced to 2D. If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's *parry* total), the character has injured himself with the lightsaber.

Source: Power of the Jedi Sourcebook (page 54)

Short Lightsaber



Type: Melee weapon

Scale: Character

Skill: Lightsaber

Cost: Unavailable for sale

Availability: 4, X

Difficulty: Moderate

Damage: 4D

Game Notes: If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's *parry* total), the character has injured himself with the lightsaber. Apply normal damage to the character wielding the lightsaber.

Source: Gamer Magazine

Archaic Lightsaber



Model: Primitive Lightsaber

Type: Melee weapon

Scale: Character

Cost: 1,600

Availability: 4, X

Difficulty: Difficult

Damage: 5D

Game Notes: Archaic lightsabers are attached to a belt-worn power pack by a cable, and weight about 3 kilograms. They are unwieldy and cumbersome compared to modern lightsabers, and the difficulty of all *Lightsaber* skill rolls made to parry with them are increased by +5. If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's *parry* total), the character has injured himself with the lightsaber.

Source: Power of the Jedi Sourcebook (page 62)

Lightsaber

Type: Melee weapon

Scale: Character

Skill: Lightsaber

Cost: Unavailable for sale

Availability: 4, X

Difficulty: Difficult

Damage: 5D

Game Notes: If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's *parry* total), the character has injured himself with the lightsaber. Apply normal damage to the character wielding the lightsaber.

Source: Rulebook (page 228), Heir to the Empire Sourcebook

Great Lightsaber



Model: Great Lightsaber

Type: Melee weapon

Scale: Character

Cost: 5,200

Availability: 4, X

Difficulty: Difficult

Damage: 5D

Game Notes: Great lightsabers have blades that reach up to 300 centimeters long. While the longer blade doesn't increase the weapon's damage, it does increase the reach of the wielder by 4 meters. If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's *parry* total), the character has injured himself with the lightsaber.

Source: Power of the Jedi Sourcebook (pages 54-55)

Dual-Phase Lightsaber

Model: Dual-Phase Lightsaber

Type: Melee weapon

Scale: Character

Cost: 6,000

Availability: 4, X

Difficulty: Difficult

Damage: 5D

Game Notes: A dual-phase lightsaber has an adjustable blade length. They can be set for either standard length (130 cm) or more than double the normal length (300 cm). This doesn't increase damage, but it does increase the reach of the wielder to 4 meters. If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's *parry* total), the character has injured himself with the lightsaber. Creating a dual-phase lightsaber adds +5 to the difficulty of the *lightsaber repair* roll made to construct it.

Source: Power of the Jedi Sourcebook (page 55)

Double-Bladed Lightsaber



Type: Exotic melee weapon

Scale: Character

Skill: Lightsaber: double-bladed lightsaber

Cost: Not available for sale

Availability: 4, X

Difficulty: Difficult

Damage: 5D

(pages 107-109), Star Wars Trilogy Sourcebook SE (pages 151-152), Tales of the Jedi Companion (page 125), The Star Wars Sourcebook (pages 102-103)

Game Notes: Proper use of a double-bladed lightsaber requires the specialization "Lightsaber: Double-Bladed Lightsaber." Without the proper specialization, the difficulty to use a double-bladed lightsaber is one grade higher than normal (ie, Very Difficult), and none of the special benefits of the double-bladed lightsaber may be used. If used with only a single blade projected, a double-bladed lightsaber is treated as if it were a normal lightsaber. If properly trained, a Jedi wielding a double-bladed lightsaber gains a +5 bonus to all parry rolls made when both lightsaber blades are extended. If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's *parry* total), the character has injured himself with the lightsaber. Apply normal damage to the character wielding the lightsaber.

Source: d20 Core Rulebook (page 134), The Dark Side Sourcebook (pages 58-59)

Stun Melee Weapons

Flashstick

Model: Flashstick

Type: Drallish melee weapon

Scale: Character

Skill: Melee combat

Cost: 100

Availability: 3, F

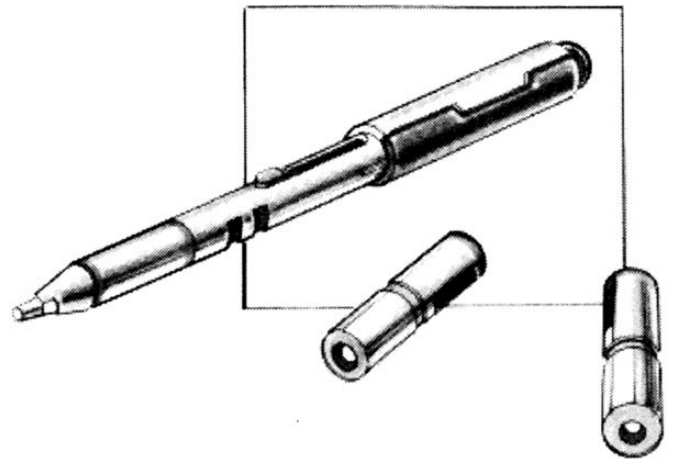
Difficulty: Moderate

Damage: Strength, plus blindness

Game Notes: When touched to a target, a flashstick produces a flash of light, and this blinds the target for 1D+2 rounds.

Source: Coruscant and the Core Worlds (page 81)

Fear Stick



Model: Sabrash Bio-Chemical Deterrent, Inc., FSI-200

Type: Bio-chemical injection melee weapon

Scale: Character

Skill: Melee combat: knife

Ammo: 2

Cost: 600, 50 (refills)

Availability: 4, F

Difficulty: Moderate

Damage: 2D stun damage (due to system shock)

Game Notes: One round after injection, the recipient must make a Difficult *stamina* or *willpower* roll to avoid the onset of a severe panic attack resulting in immediate flight. This emotional state will continue until Heroic *stamina* or *willpower* roll is made or one hour has elapsed.

Source: Galladinium's Fantastic Technologies (pages 68-69)

Hand-Held Contact Stunner

Model: SoroSuub CS-12 Stun Master

Type: Contact stunner

Scale: Character

Skill: Melee combat: contact stunner

Ammo: 5

Cost: 575 (power cells: 15)

Availability: 2, R

Difficulty: Very Easy

Damage: 4D+2 stun

Game Notes: Small 15 cm long, 5 cm wide cylinder with a flat disc with 13 contact studs protruding from the forward end. Easy difficulty to *hide* (+2D to *hide* against weapon detectors, +1D against physical searches).

Source: Gundark's Fantastic Technology (page 10), Operation: Elrood (page 86), Arms and Equipment Guide (page 31)

Electro-Jabber

Type: Hand-held shock baton

Scale: Character

Skill: Melee combat

Cost: 700

Availability: 2, R

Difficulty: Easy

Damage: 5D stun

Source: Geonosis and the Outer Rim Worlds (page 14)

Gentler Rod

Model: Gentler Rod

Type: Double-strength stun baton

Scale: Character

Skill: Melee combat

Cost: 1,000

Availability: 2, R

Difficulty: Easy

Damage: STR+1 or 5D stun (two settings)

Source: Tempest Feud (page 128)

Stun Baton



Model: Merr-Sonn Stun Baton

Type: Stun baton

Scale: Character

Skill: Melee combat: stun baton

Cost: 300

Availability: R

Difficulty: Easy

Damage: STR+2D+2 (includes charge; STR+1D if stun charge is not on)

Game Notes: Power pack lasts for three hours.

Source: Gundark's Fantastic Technology (pages 11-12), Han Solo and the Corporate Sector Sourcebook (page 116), Pirates & Privateers (page 43), Arms and Equipment Guide (page 31)

Z2 Stun Baton

Model: Merr-Sonn Z2 Stun Baton

Type: Stun baton

Scale: Character

Skill: Melee combat: stun baton

Cost: 400

Availability: R

Difficulty: Easy

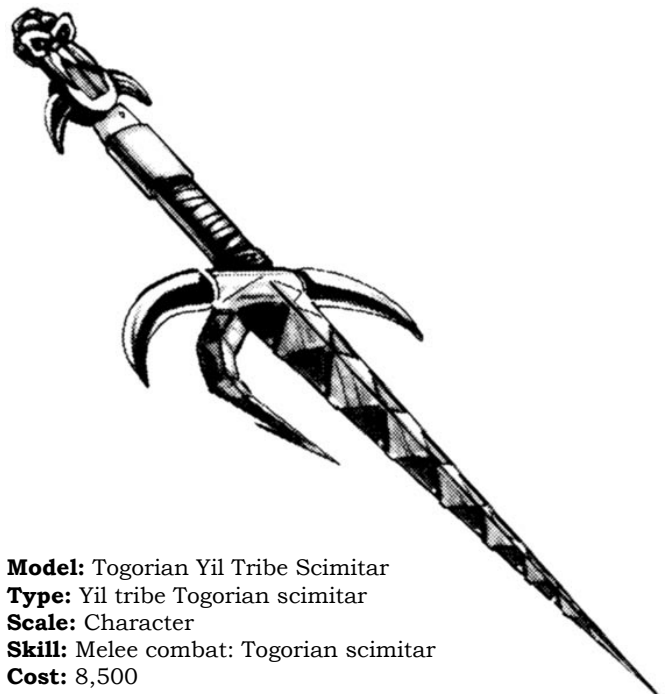
Damage: STR+1D or 5D stun (two settings)

Game Notes: Power pack lasts for three hours.

Source: Alliance Intelligence Reports (page 56), Gundark's Fantastic Technology (page 12), Arms and Equipment Guide (page 31)



Togorian Scimitar



Model: Togorian Yil Tribe Scimitar

Type: Yil tribe Togorian scimitar

Scale: Character

Skill: Melee combat: Togorian scimitar

Cost: 8,500

Availability: 4, F or R

Difficulty: Moderate

Damage: STR+2D

Game Notes: In addition to normal damage, the scimitar inflicts 4D stun damage from electrical shock.

Source: Galladinium's Fantastic Technologies (page 70), Ultimate Alien Anthology (page 162)

Electropole



Model: Otoh Gunga Defense League Electropole
Type: Melee weapon
Scale: Character
Cost: Not available for sale
Availability: 3, R
Difficulty: Moderate
Damage: STR+1D+1 (stun or killing)
Game Notes: This staff can deliver both bludgeoning (lethal) and electrical (stun) damage at the wielder's whim. Before damage is rolled, the wielder must decide what percentage of stun and real damage he will inflict on the target.
Source: Secrets of Naboo (page 49)

Doublebound Staff

Model: Doublebound Energy Staff
Type: Melee Weapon
Scale: Character
Skill: Melee combat: doublebound staff
Cost: 2,700
Availability: 4
Difficulty: Moderate
Damage: STR+1D (physical), 3D (energy, stun)
Game Notes: By making the Moderate difficulty roll for both attacks, a character wielding this weapon may make 2 attacks without suffering the multiple action penalty. He must declare whether or not he intends to deal physical or stun damage for each attack before they are made. Rolling more than 10 below the Moderate difficulty results in the character being stunned for 1 round. This weapon may be



used to deflect blaster bolts, as described in the lightsaber combat ability, with all difficulties increased one level.

San-Ni Staff

Model: San-Ni Staff
Type: Powered melee weapon
Scale: Character
Skill: Melee combat: San-Ni staff
Cost: 500 credits
Availability: 2, R
Difficulty: Difficult
Damage: STR+2D (Max: 7D, stun or normal), STR+1D (Max: 4D, unpowered)
Game Notes: When inactive, a san-ni staff can be used as a club. When activated, however, the staff incorporates dual stun prods and two high-voltage power couplings.
Source: Gamer Magazine

Gand Shockprod Staff



Model: Gand Shockprod Staff
Type: Electric staff
Scale: Character
Skill: Melee combat: shockprod staff
Cost: 1,000 (500 on Gand)
Availability: 3, R
Difficulty: Easy
Damage: 3D electricity damage, plus 3D stun damage.
Game Notes: Weapon has a 3-meter reach.
Source: Ultimate Alien Anthology (pages 63-64)

Schinga Electropole



Model: Swokes Swokes Schinga Electropole
Type: Schinga riding electropole
Scale: Character
Skill: Melee combat: electropole
Cost: 100
Availability: 3
Difficulty: Moderate
Damage: STR+1D+1 and/or 3D stun
Source: Geonosian and the Outer Rim Worlds (page 92)

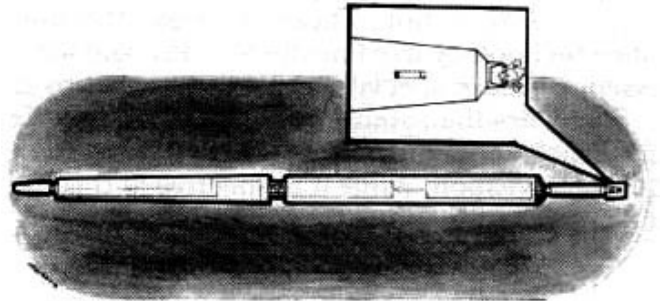
Picador's Spear

Model: Geonosian Static Pike
Type: Charged spear
Scale: Character
Skill: Melee weapon: spear
Cost: 650
Availability: 3
Difficulty: Easy
Damage: STR+1D+2 (max: 4D) and 3D stun
Game Notes: Weapon has a 4 meters reach.



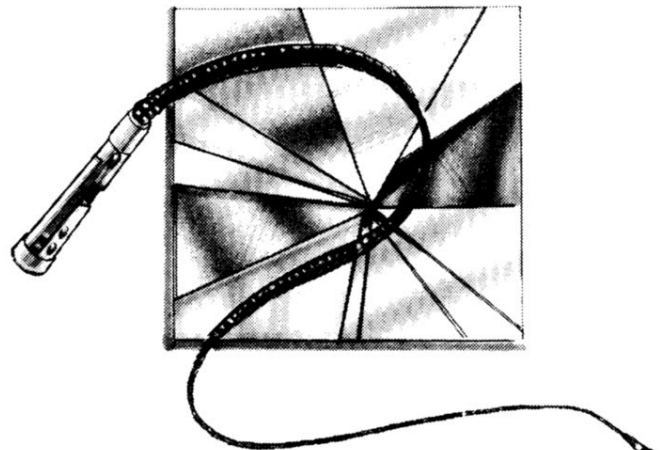
Source: Geonosis and the Outer Rim Worlds (page 60)

Taser Staff



Model: Merr-Sonn Taser Staff
Type: Taser staff
Scale: Character
Skill: Melee combat: taser staff
Ammo: 50 (charges)
Cost: 500 (power packs: 40)
Availability: 2, R
Body: 2D
Difficulty: Moderate
Damage: 5D or 5D stun (uncharged attack causes STR+1D damage)
Game Notes: Weighs 10 kilograms and can be separated into three pieces to be carried in a backpack.
Source: Shadows of the Empire Sourcebook (page 113), Gundark's Fantastic Technology (page 13)

Rodian Cryogenic Whip



Model: Sancretti Arms & Munitions, Interstellar Rodian Cryogen Whip

Type: Cryogenic whip

Scale: Character

Skill: Melee combat

Cost: 350

Availability: 3, F, R or X

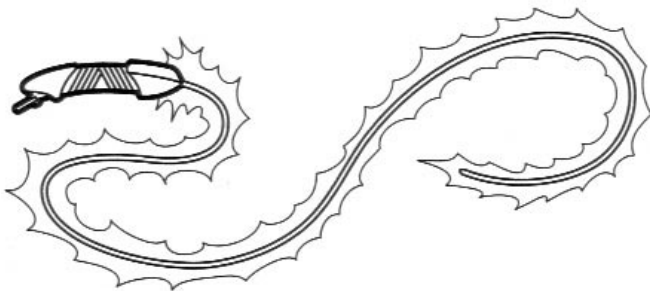
Difficulty: Moderate

Damage: STR+1D (whip), plus 4D (stun damage due to extreme cold)

Game Notes: Victim must also make a Moderate *stamina* roll after second and additional strikes to avoid -1D penalty to *Dexterity* and all related skills due to system shock (penalties are cumulative).

Source: Galladinium's Fantastic Technologies (page 70), Ultimate Alien Anthology (page 130)

Neuronic Whip



Model: TholCorp Neuronic Whip

Scale: Character

Skill: Melee combat: neuronic whip

Cost: 700

Availability: 4, X

Difficulty: Moderate

Damage: STR+1D or 5D (stun or normal, two settings)

Game Notes: Power pack lasts for three hours.

Source: Alliance Intelligence Reports (page 56), Gundark's Fantastic Technology (pages 10-11), Arms and Equipment Guide (pages 31-32)

Stun Cloak

Model: Koromondain PDS, Inc. Model SVT-300

Type: Stun cloak

Scale: Character

Skill: Melee combat

Ammo: 3 before power cell is temporarily depleted; holds a total of 8 charges

Cost: 1,500

Availability: 2



Difficulty: Moderate (Easy if target is attacking)

Damage: 5D (stun damage)

Game Notes: The stun cloak has a micro cell that recycles in three minutes after the initial charges are used. The cell can be powered up from any external generator in two rounds. A target must make a Difficult *melee parry* or *brawling parry* roll to avoid contact with the cloak.

Source: Galaxy Guide 10: Bounty Hunters (page 86), Gundark's Fantastic Technology (page 12)

Buzz-Knuck

Model: Standard Buzz-Knuck

Type: Stun knuckler

Scale: Character

Skill: Melee combat: buzz-knuck

Cost: 500

Availability: 2, R

Difficulty: Difficult

Damage: STR+1D, 6D stun damage

Source: Dark Empire Sourcebook (page 42)

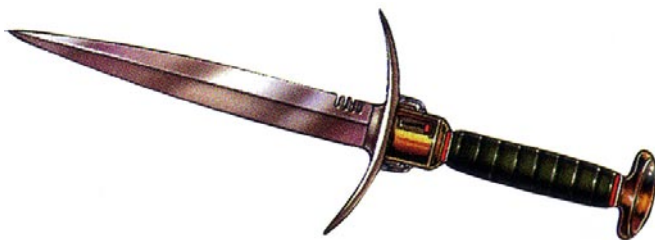
Thrown Weapons

Ewok Sling



Model: Ewok Sling
Type: Primitive missile weapon
Scale: Character
Skill: Thrown weapons: sling
Ammo: 1 (stone)
Cost: Not available for sale
Availability: 3, F
Fire Rate: 1
Range: 3-7/15/30
Damage: 2D+1
Source: Gamer Magazine

Throwing Knife



Model: Standard throwing knife
Type: Melee weapon
Scale: Character
Skill: Thrown weapons: knife
Cost: 35-50

Availability: 1

Range: 2-3/5/10

Damage: STR+1D (maximum: 6D)

Game Notes: May be used as a normal knife in melee combat.

Source: Rulebook (page 228), Tales of the Jedi Companion (page 126)

Curva Blade

Type: Circular blade

Scale: Character

Skill: Thrown weapons: Curva blade

Cost: Not available for sale

Availability: 3, R

Range: 3-5/8/15

Damage: STR+1D

Game Notes: Circular blade that may be thrown in combat.

Source: Adventure Journal 2 (page 79)

Bow

Type: Typical bow

Scale: Character

Skill: Thrown weapons: bow

Ammo: 1

Cost: 200

Availability: 1, F

Range: 3-10/30/100

Damage: 2D+2

Source: Adventure Journal 2 (page 203)

Klirun Hunting Bow

Model: Tunroth Klirun Hunting Bow

Type: Hunting bow

Scale: Character

Skill: Thrown weapons: bow

Ammo: 1

Cost: 400

Availability: 4

Range: 3-10/40/140

Damage: STR+1D

Game Notes: Only a character with a *Strength* of 3D or more can operate this bow.

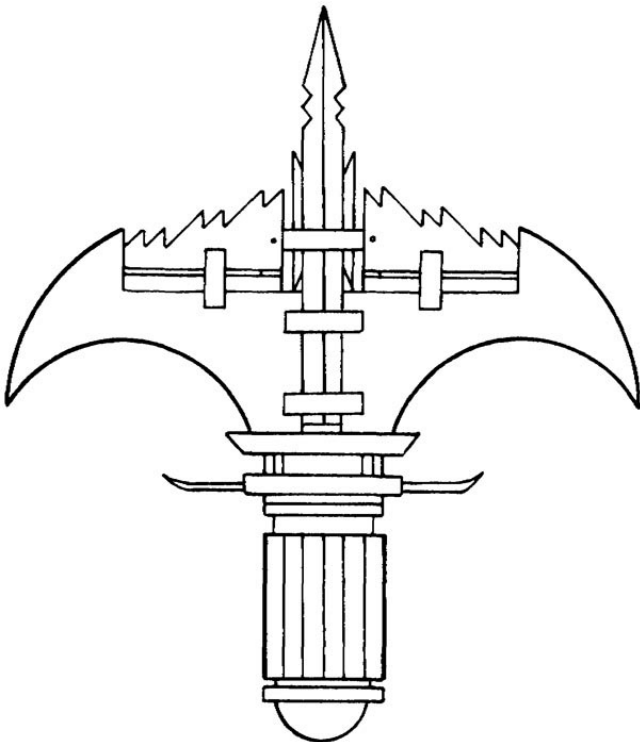
Source: Ultimate Alien Anthology (page 171)

Discblade



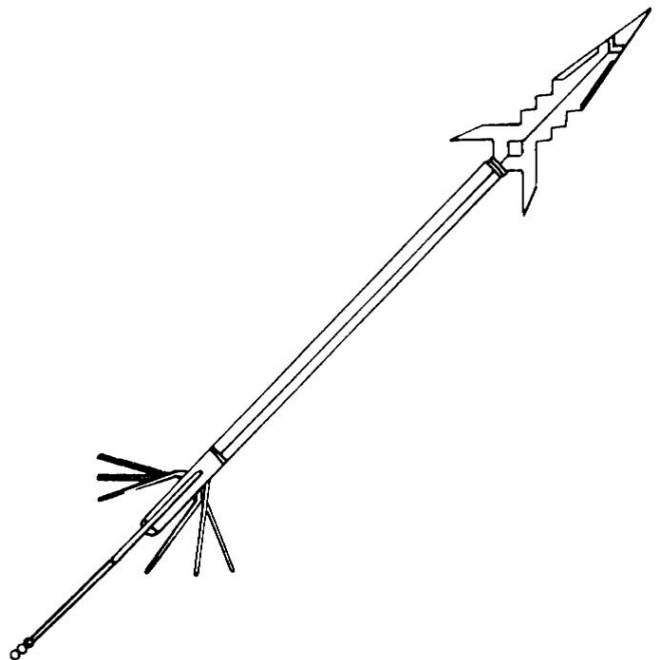
Model: Zeison Sha Discblade
Type: Thrown blade weapon
Scale: Character
Skill: Thrown weapons: discblade
Cost: 500 (only Zeison Sha warriors may acquire this weapon legally, black market versions cost 2,000)
Availability: 4, X
Range: 3-20/50/200
Damage: STR+1D+1
Source: Hero's Guide (page 122)

Repulsor Rodian Throwing-Razor



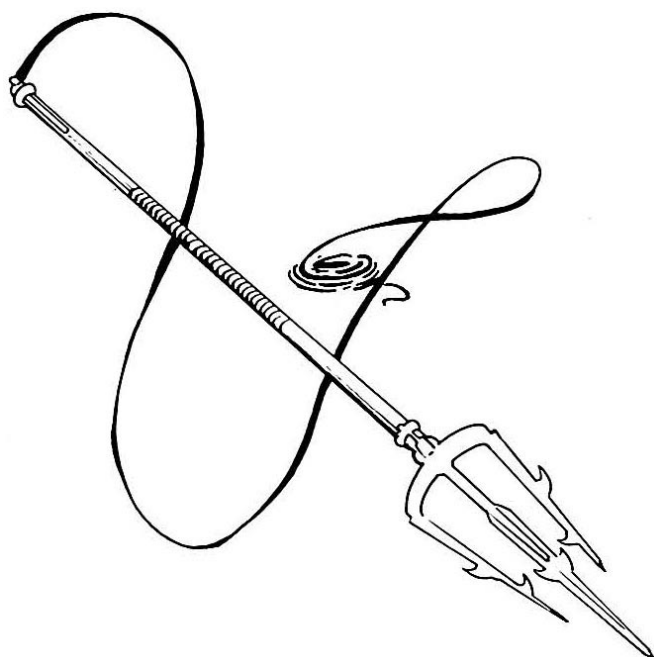
Model: Rheshalva Interstellar Armaments Repulsor Throwing-Razor
Type: Thrown weapon
Scale: Character
Skill: Thrown weapons: Rodian throwing-razor
Cost: 3,000 (pair)
Availability: 4, F, R or X
Range: 25-50/150/300
Damage: STR+1D+2
Game Notes: After initial attack, victim must make a Difficult *stamina* roll for three minutes to avoid 3D additional damage due to excessive blood loss. Weapon automatically hovers back to owner.
Source: Galladinium's Fantastic Technology (page 89), Arms and Equipment Guide (page 37)

Chestrashi Void Spear



Model: Charendohl Exports, Limited Chestrashi Void Spear
Type: Biological construct spear
Scale: Character
Skill: Thrown weapons: spear
Cost: 5,000
Availability: 4, f, R or X
Ammo: 5 (biological injections only)
Difficulty: Moderate
Damage: STR+1D plus special
Game Notes: Following a successful strike in which the victim is stunned or worse, the victim must make a Difficult *stamina* roll once every five minutes to resist the effect of the biological assault. If the *stamina* roll fails, the user must resist a 6D damage roll (the effect of the biological weapon). The biological weapon is counteracted by exposure to high electromagnetic fields or the injection of small amounts of radioactive trace elements into the bloodstream.
Source: Galladinium's Fantastic Technology (page 86)

Tarpoon



Model: Whiphid Tarpoon
Type: Capture harpoon
Scale: Character
Skill: Thrown weapons: tarpoon
Cost: Not available for sale
Availability: 3
Range: 3-5/10/20
Damage: STR+2D (maximum 6D)
Game Notes: If the attack total beats the difficulty or target's *dodge* roll by five or more points, the tarpoon becomes lodged into the victim, which can be then dragged with an opposed *Strength* roll. Tarpoon has 20 meters of syntherope.
Source: Shadows of the Empire Planets Guide (page 87)

Gruush

Model: Sauvax *Gruush* Fishing Spear
Type: Native weapon/tool
Scale: Character
Skill: Thrown weapon: spear, Melee combat: spear
Cost: 50
Availability: 3, R
Difficulty: Moderate
Range: 3-5/10/15
Damage: STR+2D+1 (Max: 7D+1)
Game Notes: A multipurpose spear used by the Sauvax to hunt fish and cultivate seaweed. The head of a *gruush* consists of a straight, barbed point, and a curved hook, and can be used either as a melee weapon, or thrown.
Source: Ultimate Alien Anthology (page 138)



Zenji Needle

Model: Custom-made Mistryl Zenji Needle
Type: Throwing needle
Scale: Character
Skill: Thrown weapons: zenji needle
Cost: Not available for sale



Availability: 4
Damage: STR+3D+1 when used with *thrown weapons: zenji needles* specializations, otherwise STR+1D
Source: Gundark's Fantastic Technology (page 15), Hero's Guide (page 124)

Spinblade

Model: Vrakolian Spinblade
Type: Thrown edged blade
Scale: Character
Skill: Thrown weapons: spinblade
Cost: 10 each
Availability: 3, R
Range: 2-5/10/20
Damage: 3D
Game Notes: Skilled throwers can make a spinblade curve in flight, allowing them to hit targets under cover. This can only be done at medium or long range. Up to two spinblades may be cast at once from each hand, but they must be thrown at the same target.
Source: Tapani Sector Instant Adventures (page 22)

Kerestian Darkstick

Model: Kerestian Darkstick
Type: Light-boomerang
Scale: Character
Skill: Thrown weapons: darkstick
Cost: 3,000
Availability: 3, X
Range: 5-20/40/60
Damage: 3D+1 energy damage
Game Notes: When deactivated, a darkstick looks like a flat metal stick. When a button near one end is pushed, the weapon emits a beam of black light that warps at the midpoint, giving the darkstick its distinctive "V" shape. The black light cuts through any known material, much like a lightsaber. When thrown, the darkstick returns to its thrower whether it hits or misses its target. Catching back the weapon is an Easy *Dexterity* task. If the roll fails the weapon lands 2 meters away. If a "1" is rolled on the Wild Die, the thrower takes full damage. The darkstick takes a full round to be thrown and retrieved.



Source: Ultimate Alien Anthology (page 85)

Razorbug

Model: Yuuzahn Vong Razorbug
Type: Organic thrown weapon
Scale: Character
Skill: Thrown weapons: Razorbug
Cost: Not available for sale
Availability: 4, X
Range: 1-6/20/40
Damage: 3D+1

Game Notes: Razorbugs are used as thrown weapons by the Yuuzahn Vong, and guide themselves towards their targets. If they miss, they will return to the thrower at the end of the following round. The razorbug guides itself to the target, granting a +1 pip bonus to the thrower's skill roll. If the razorbug hits its target, it uses its claws to burrow deeper into the wound on the following round (doing another 3D+1 of damage) unless it is removed first.

Source: d20 Core Rulebook (pages 356-357), The New Jedi Order Sourcebook (page 21)

B'hedda

Model: Dug B'hedda Swingblade
Type: Swingblade
Scale: Character
Skill: Melee combat: b'hedda/Thrown weapons: b'hedda
Cost: 200
Availability: 3, X
Difficulty: Easy (blade)
Range: 10/20/40 (atlatl)
Damage: STR+1D (blade, max: 5D), 3D (thrown explosive)
Game Notes: The *b'hedda* resembles a scooped atlatl

with a meter-long wooden handle and a hooked blade on the opposite end. The hooked metal blade grants a +1D *climbing* bonus for Dugs with the *melee combat: b'hedda* specialization. The wielder can use the atlatl end to fling homemade explosive projectiles called bangcaps that detonate on impact. Non-Dugs take a -1D penalty on all attack rolls with this weapon.

Source: Ultimate Alien Anthology (page 31)

Atlatl



Model: Otoh Gunga Standard Issue Atlatl
Type: Melee weapon or thrown weapon (w/energy balls)
Scale: Character
Skill: Melee combat: atlatl/Thrown weapons: atlatl
Ammo: 1
Cost: 50
Availability: 3, R
Difficulty: Very Easy (club)
Range: 10/20/40 (energy ball)
Damage: STR+1D (maximum: 5D), 3D (stun or ionization damage, energy ball)
Game Notes: A Gungan weapon that consists of a short stick used to hurl energy balls. It can also be used as a club.
Source: d20 Core Rulebook (page 131), Secrets of Naboo (page 49)

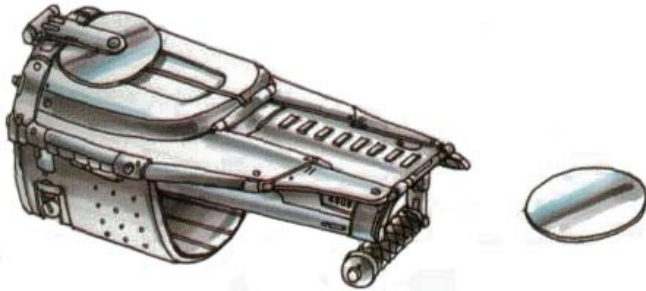
Cesta

Model: Otoh Gunga Standard Issue Cesta
Type: Melee weapon or thrown weapon (w/energy balls)
Scale: Character
Skill: Melee combat: cesta/Thrown weapons: cesta
Ammo: 1



Cost: 100
Availability: 3, R
Difficulty: Easy
Range: 20/40/80 (energy ball)
Damage: STR+1D+1 (maximum: 6D), 3D (stun or ionization damage, energy ball)
Game Notes: A long staff used by Gungans to hurl energy balls. It has a greater range than an atlatl. It can also be used as a staff in melee combat.
Source: d20 Core Rulebook (page 131), Secrets of Naboo (page 49)

Sith Lanvarok



Model: Sith Lanvarok
Type: Disk launcher
Scale: Character
Skill: Thrown weapons: Sith Lanvarok
Ammo: Enough for one burst
Cost: 4,000
Availability: 4, X
Range: 2-10/20/40
Damage: 3D+1
Game Notes: The Sith Lanvarok is useable only as a ranged weapon. The disks launched from the lanvarok spread out, increasing the chances of a hit. This grants a 1D bonus to hit any target within 10 meters. Anyone using a lanvarok who also possesses the Telekinesis Force power can extend this bonus to the full range of the weapon with a successful use of that power. A lanvarok takes a full round to load.
Source: The Dark Side Sourcebook (page 58)

Massassi Lanvarok



Model: Massassi Lanvarok
Type: Disk launcher/polearm
Scale: Character
Skill: Melee weapons: Massassi Lanvarok / Thrown weapons: Massassi Lanvarok
Ammo: Enough for one burst
Cost: 250
Availability: 4, X
Range: 2-5/10/20
Difficulty: Moderate
Damage: STR+1D+2 (Max: 7D) / 3D+1 (discs)
Game Notes: Useable either as a ranged or melee weapon. When used as a ranged weapon, the disks launched from the lanvarok spread out, increasing the chances of a hit. This grants a 1D bonus to hit any target within 10 meters. Anyone using a lanvarok who also possesses the Telekinesis Force power can extend this bonus to the full range of the weapon with a successful use of that power. A lanvarok takes a full round to load.
Source: The Dark Side Sourcebook (page 58)

Ewok Net



Model: Ewok Net
Type: Primitive missile weapon
Scale: Character
Skill: Thrown weapons: Net
Cost: Not available for sale
Availability: 3
Range: 1-3/5/10
Damage: Entangles with a *Strength* of 4D
Game Notes: Any character successfully entangled by an Ewok net suffers a -2D penalty to all actions, including initiative rolls. Untangling oneself from an Ewok net can be accomplished in one of two ways: either the entangled character must succeed at a Moderate *Dexterity* check and take 1D turns to free himself (failure indicates he may try again, but at one difficulty level lower), or he must make an opposed *Strength* check against the net's *Strength* score.
Source: Gamer Magazine

Caster's Net

Model: Geonosian Caster's Net

Type: Thrown net

Scale: Character

Skill: Thrown weapons: net

Cost: 400

Availability: 3

Range: 1-2/3/4

Damage: 3D stun, plus entangle

Game Notes: An entangled target suffers a -2D penalty to all actions, including initiative. Net has a trailing rope that allows attacker to contain the target with an opposed *Strength* roll. Disentangling oneself from the net is a Difficult *Dexterity* task. Net has a *Strength* of 4D+2 to resist damage.

Source: Geonosis and the Outer Rim Worlds (page 61)

Magna Bolas

Model: Magna Bolas

Type: Thrown weapon

Scale: Character

Skill: Thrown weapons: magna bolas

Ammo: 1

Cost: 500

Availability: 2, F

Fire Rate: 1

Range: 3-6/12/25

Damage: 4D stun, or entanglement

Game Notes: When used, the thrower of magna bolas must decide if he intends to stun his target or entangle it. If attempting to stun the target, the bolas inflict a 4D stunning attack if the thrower is successful. If attempting to entangle a foe, a successful hit inflicts 2D+2 damage. The target of the entangling attack must succeed at a Difficult *Dexterity* check or be entangled. Entangled creatures suffer a -1D penalty to all attack rolls, a -2D penalty to their *Dexterity* ratings, and can only move at half of their normal Move scores.

Source: Coruscant and the Core Worlds (page 157)

Blasters

Hold-Out Blasters

Palm Blaster

Type: Hold-out blaster
Scale: Character
Skill: Blaster: hold-out blaster
Ammo: 3
Cost: 200
Availability: 2
Range: 2-3/5/10
Damage: 2D
Source: Cracken's Rebel Operatives (page 79)

Micro Blaster



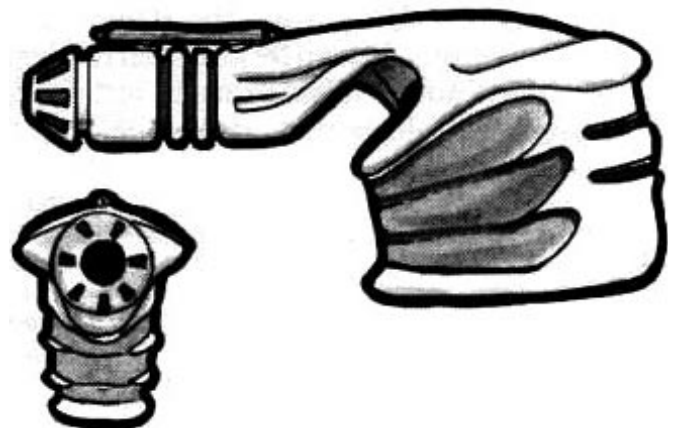
Model: Gee-Tech 12 Defender MicroBlaster
Type: Micro blaster
Scale: Character
Skill: Blaster: hold-out blaster
Ammo: 2
Cost: 400 (power pack: 10)
Availability: 2, R or X
Fire Rate: 1
Range: 1-5/no effect at further ranges
Damage: 2D+2
Game Notes: Very Difficult *search* skill roll required for characters and weapon detectors to find micro blaster. Weapon cannot be reloaded
Source: Gundark's Fantastic Technology (page 25), Arms and Equipment Guide (page 13)

Merr-Sonn Q-2



Model: Merr-Sonn Munitions Model Q-2 Hold-Out Blaster
Type: Concealable blaster
Scale: Character
Skill: Blaster: hold-out blaster
Ammo: 6
Cost: 275 (power packs: 25)
Availability: 2, R or X
Fire Rate: 1
Range: 3-4/8/12
Damage: 3D
Source: Rulebook (Page 229), Arms and Equipment Guide (page 13)

Merr-Sonn B22



Model: Merr-Sonn Model B22 “Imperial”
Type: Concealable blaster
Scale: Character
Skill: Blaster: hold-out blaster
Ammo: 10
Cost: 300 (power packs: 25)
Availability: 2, R or X
Fire Rate: 1
Range: 3-4/8/12
Damage: 3D
Source: Gundark’s Fantastic Technology (pages 24-25), Arms and Equipment Guide (page 13)

Imperial Arms Model 22T4

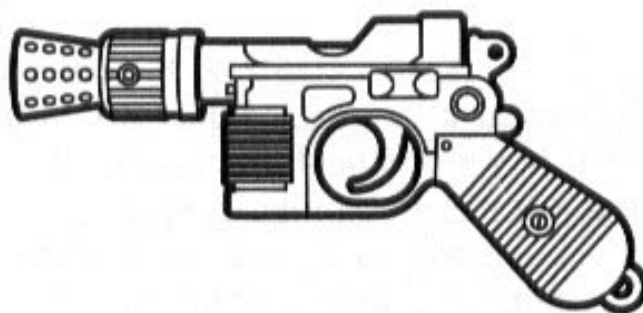
Model: Imperial Arms Model 22T4 Hold-Out Blaster
Type: Hold-out blaster
Scale: Character
Skill: Blaster: hold-out
Ammo: 7
Cost: 375
Availability: X
Fire Rate: 1
Range: 3-5/10/15
Damage: 3D+1
Source: Galaxy Guide 9: Fragments from the Rim (page 26), Arms and Equipment Guide (page 13)

Czerka 411



Model: Czerka 411 Hold-Out Blaster
Type: Hold-out blaster
Scale: Character
Skill: Blaster: hold-out blaster
Ammo: 10
Cost: 300
Availability: 1, R
Range: 2-4/8/12
Damage: 3D+1
Source: Rebel Alliance Sourcebook (page 100), Arms and Equipment Guide (pages 12-13)

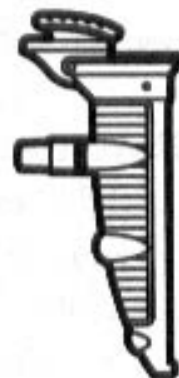
BlasTech HSB-200



Model: BlasTech HSB-200 Hold-Out Blaster
Type: Hold-out blaster
Scale: Character
Skill: Blaster: hold-out blaster
Ammo: 12
Cost: 360 (power pack: 20)
Availability: 2, R
Range: 3-4/8/12
Damage: 3D+1
Source: Arms and Equipment Guide (page 12)

Merr-Sonn “Happy Surprise”

Model: Merr-Sonn Model J1 “Happy Surprise” Hold-Out Blaster
Type: Concealable blaster
Scale: Character
Skill: Blaster: hold-out
Ammo: 8
Cost: 325 (power packs: 25)
Availability: 2, R
Fire Rate: 1
Range: 3-5/10/15
Damage: 3D+1
Source: Galaxy Guide 9: Fragments from the Rim (page 9), Arms and Equipment Guide (page 13)



Naboo Royal Pistol





Model: Theed Arms Royal Pistol
Type: Hold-out blaster
Scale: Character
Skill: Blaster: royal pistol
Ammo: 50
Cost: Not available for sale (power pack: 25)
Availability: 4, R or X
Fire Rate: 1
Range: 3-4/8/12 (short barrel), 3-10/20/30 (long barrel)
Damage: 3D+1
Game Notes: The Naboo royal pistols are custom-made, and not available to anyone but the Queen and her personal entourage. When used by the person for whom it was made, the pistol grants a +1D bonus to *blaster* skill rolls. The pistols are equipped with a short barrel and a long barrel. The short barrel makes the weapon easier to conceal, but hampers the range somewhat. It takes one action to switch barrels.
Source: Secrets of Naboo (page 41)

SoroSuub Q-2

Model: SoroSuub Q-2 Hold-Out Blaster
Type: Hold-out blaster
Scale: Character
Skill: Blaster: hold-out blaster
Ammo: 6
Cost: 350 (power packs: 25)
Availability: 2, R or X
Fire Rate: 1
Range: 3-4/8/12
Damage: 3D+2
Source: Galaxy Guide 9: Fragments from the Rim (page 35)

Scout Pistol

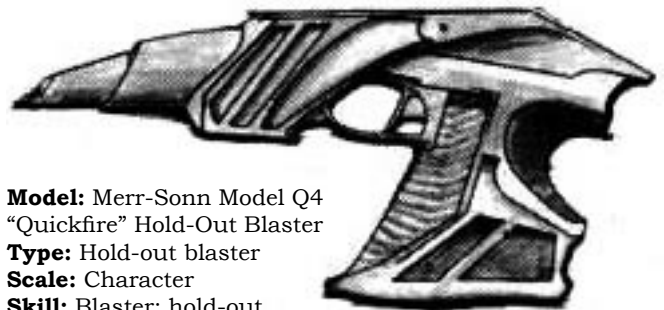


Model: SoroSuub Q-2s5 MOA Scout Pistol
Type: Biker scout hold-out blaster
Scale: Character
Skill: Blaster: hold-out
Ammo: 15
Cost: Not available for sale
Availability: 3, X
Fire Rate: 1
Range: 3-10/20/40
Damage: 3D+2
Source: Galaxy Guide 5: Return of the Jedi (page 65)

Jer'N be' Milad Microwave Stunner

Model: Jer'N Weapons Systems Microwave Stunner
Type: Specialized energy weapon
Scale: Character
Skill: Blaster: hold-out blaster
Ammo: 10
Cost: 175 (power packs: 25)
Availability: 3, X
Range: 3-5/10/20
Damage: 4D (stun)
Game Notes: The weapon's microwave energy bolt is invisible, but it does make a distinctive "thrum" sound as loud as the report of a blaster. An armor's physical resistance value may be used to resist this bolt.
Source: Goroeth, Slave of the Empire (page 83)

Merr-Sonn Quickfire-4



Model: Merr-Sonn Model Q4 "Quickfire" Hold-Out Blaster
Type: Hold-out blaster
Scale: Character
Skill: Blaster: hold-out
Ammo: 10
Cost: 300 (power packs: 25)
Availability: 2, R or X
Fire Rate: 1
Range: 3-4/8/12
Damage: 4D
Source: Gundark's Fantastic Technology (page 25), Arms and Equipment Guide (page 13)

Sporting Blasters

DDC Defender

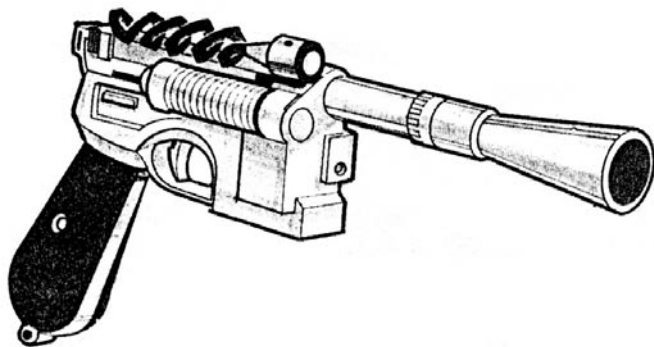


Model: Drearian Defense Conglomerate Defender
Type: Sporting blaster
Scale: Character
Skill: Blaster: sporting blaster
Ammo: 50
Cost: 350 (power packs: 25)
Availability: 1, F
Fire Rate: 1
Range: 3-10/30/60
Damage: 3D+1
Source: Rulebook (page 229), Arms and Equipment Guide (page 14)

SoroSuub X-30 "Lancer" Target Blaster

Model: SoroSuub X-30 Target Blast Pistol
Type: Sporting blaster pistol
Scale: Character
Skill: Blaster: sporting blaster pistol
Ammo: 50
Cost: 330
Availability: 1, F
Range: 3-10/30/120
Damage: 3D+1
Source: Arms and Equipment Guide (page 15)

Merr-Sonn Quick-Six



Model: Merr-Sonn Model 6 "Quick-Six"
Type: Sporting blaster
Scale: Character
Skill: Blaster: sporting blaster
Ammo: 50

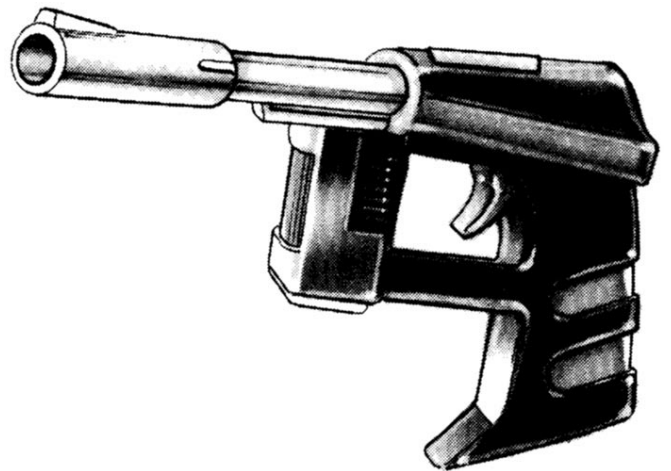
Cost: 325
Availability: 1, F
Range: 3-10/25/50
Damage: 3D+2
Source: Rebel Alliance Sourcebook (pages 99-100), Arms and Equipment Guide (page 15), Ultimate Adversaries (page 153)

KYD-21



Model: KYD-21 Sporting Blaster
Type: Sporting blaster
Scale: Character
Skill: Blaster: sporting blaster
Ammo: 75
Cost: 500
Availability: 1, F
Range: 3-10/40/60
Damage: 3D+2
Game Notes: This weapon has an improved silencer which buffers both the sound and the flash of a blast, adding +2D to the difficulty to notice a shot has been fired.

Luxan Penetrator



Model: Luxan Personal Armaments, Ltd. Penetrator MB-450
Type: Sporting blaster
Scale: Character
Skill: Blaster: sporting blaster
Ammo: 100
Cost: 600, 50 (power pack)
Availability: 4, F or R
Body: 1D
Fire Rate: 1
Range: 5-20/40/60
Damage: 5D
Game Notes: Increase normal *blaster* difficulties by one level due to the precise targeting needed to hit (due to the focused beam).
Source: Galladinium's Fantastic Technology (pages 70-71), Rules of Engagement – The Rebel SpecForce Handbook (pages 60/62), Arms and Equipment Guide (page 14)

Blaster Pistols

COMPNOR Stun Blaster Pistol

Model: COMPNOR Stun Blaster
Type: Stun blaster
Scale: Character
Skill: Blaster
Ammo: 10
Cost: 300
Availability: 2, F or R
Range: 3-10/30/60
Damage: 2D (stun)
Source: Gundark's Fantastic Technology (page 26)

BlasTech DC-15s



Model: BlasTech DC-15s Sidearm
Type: Light Pistol
Scale: Character
Skill: Blasters: blaster pistol
Ammo: 20
Cost: 1,300
Availability: 3, R or X
Fire Rate: 1
Range: 3-10/30/120
Damage: 3D
Game Notes: The dynamic power cell adds 2 charges to the ammunition count every round the weapon is not fired, up to maximum capacity.

EA SBP-200

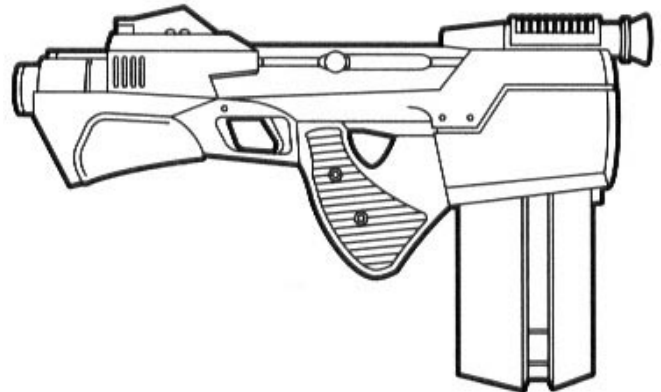
Model: Elmnainin Armaments SBP-200 Blaster Pistol
Type: Blaster pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 100
Cost: 300
Availability: 1, F
Range: 3-10/30/120
Damage: 3D
Source: Arms and Equipment Guide (page 8)

Bryar Pistol



Type: Sawed blaster rifle
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 100
Cost: 1,000
Availability: 4, R
Range: 3-20/50/200
Damage: 3D
Source: Wizards Website

Merr-Sonn Intimidator

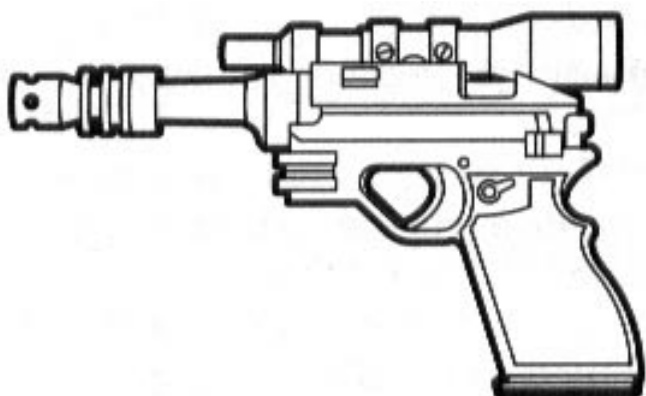


Model: Merr-Sonn Munitions "Intimidator" IR-5
Type: Rapid-fire blaster pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 50
Cost: 1,250, 25 (power pack), 200 (retractable stock)
Availability: 3, X
Fire Control: 2D
Range: 3-7/25/50
Damage: 3D
Game Notes: Fire control bonus applies only to multiple shots in the same round on *different* targets within a 90 degree field of fire; a single shot or shots at the same target grant no bonus. Addition of retractable stock adds +1D to *blaster* roll when aiming for one round.
Source: Galladinium's Fantastic Technology (page 71), Rules of Engagement – The Rebel SpecForce Handbook (page 62), Arms and Equipment Guide (pages 9-10)

Galinolo XiX

Model: Galinolo XiX Blaster Pistol
Type: Blaster pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 50
Cost: 500 (Gold-detailed luxury version costs 2,000)
Availability: 1, F or R
Range: 3-10/25/110
Damage: 4D
Source: Cracken's Rebel Operatives (page 71)

Merr-Sonn Model 44



Model: Merr-Sonn Model 44 Blaster Pistol
Type: Blaster pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 100
Cost: 500
Availability: 1, F or R
Range: 3-10/30/100
Damage: 4D
Source: Galaxy Guide 9: Fragments from the Rim (page 14), Arms and Equipment Guide (page 9)

Westar-34

Model: Westar-34 Blaster Pistol
Type: Blaster Pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 100



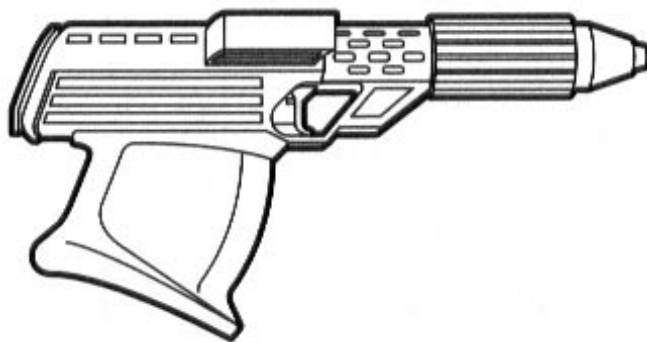
Cost: 750
Availability: 3, R
Range: 3-10/20/100
Damage: 4D
Game Notes: This weapon adds +1D to quickdraw and is highly resistant to heat.

SoroSuub ELG-3A "Diplomat's Blaster"



Model: SoroSuub ELG-3A Blaster Pistol
Type: Blaster pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 50
Cost: 500
Availability: 1, F
Range: 3-10/30/120
Damage: 4D
Source: Arms and Equipment Guide (page 10)

Imperial Munitions SC-4



Model: Imperial Munitions/SoroSuub SC-4 Blaster Pistol
Type: Blaster Pistol
Scale: Characters
Skill: Blaster: blaster pistol
Ammo: 50
Cost: 750 (power packs: 25)
Availability: F, R or X
Fire Rate: 1
Range: 3-10/30/120
Damage: 4D
Source: Gundark's Fantastic Technology (page 27), Arms and Equipment Guide (pages 8-9)

Corellian Arms CR-2



Model: Corellian Arms CR-2 Basic Blaster
Type: Blaster Pistol
Scale: Character
Skill: Blasters: Corellian Arms CR-2
Ammo: 50
Cost: 450 (power packs: 25)
Availability: 1, F, R, or X
Fire Rate: 1
Range: 3-12/35/145
Damage: 4D
Source: Secrets of Naboo (pages 40-41)

Imperial Munitions KK-5

Model: Imperial Munitions/BlasTech KK-4 Blaster Pistol
Type: Blaster pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 100
Cost: 750 (power packs: 25)
Availability: R, X
Fire Rate: 1
Range: 3-10/30/120
Damage: 4D
Source: Gundark's Fantastic Technology (page 27), Arms and Equipment Guide (page 8)

BlasTech DH-17



BlasTech DL-18

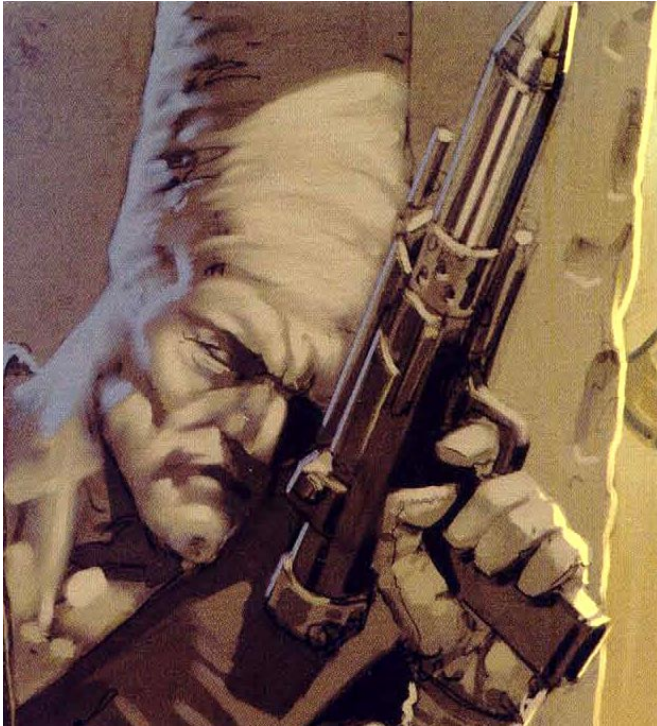


Model: BlasTech DL-18 Blaster Pistol
Type: Blaster pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 100
Cost: 500 (power packs: 25)
Availability: 1, F, R or X
Fire Rate: 1
Range: 3-10/30/120
Damage: 4D
Source: Rulebook (pages 229/231), Rebel Alliance Sourcebook (pages 99-100), Arms and Equipment Guide (page 8)

Model: BlasTech DH-17 Blaster Pistol
Type: Personal blaster pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 100
Cost: 800
Availability: 2, R
Fire Control: 1D
Range: 5-15/30/120
Damage: 4D
Game Notes: A Difficult *blaster repair* roll allows the user to modify the weapon to fire in bursts. Only one 20-second burst can be fired after which the weapon is completely useless. For the duration of the burst, the shooter receives +3D to her *blaster* roll but cannot *dodge*.
Source: Star Wars Trilogy Sourcebook SE (pages 153-154), Arms and Equipment Guide (page 7)

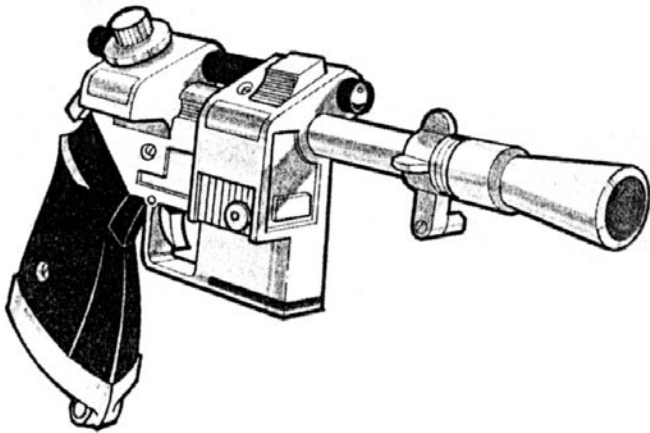
BlasTech DH-23 "Outback"

Model: BlasTech DH-23 Blaster Pistol
Type: Blaster pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 100
Cost: 500
Availability: 2, R
Body: 2D
Range: 3-10/20/80
Damage: 4D+1



Source: Arms and Equipment Guide (pages 7-8)

BlasTech DL-22



Model: BlasTech DL-22 Blaster Pistol
Type: Blaster Pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 100
Cost: 500
Availability: 1, F, R or X
Fire Rate: 1
Range: 3-10/30/120
Damage: 4D+1
Source: Gundark's Fantastic Technology (page 26), Arms and Equipment Guide (page 8)

Merr-Sonn DD6

Model: Merr-Sonn Munitions DD6 Blaster Pistol
Type: Blaster pistol
Scale: Character
Skill: Blaster: blaster pistol

Ammo: 100
Cost: 550
Availability: 1, F or R
Range: 3-10/25/90
Damage: 4D+1
Source: Galaxy Guide 9: Fragments from the Rim (page 54)

Relby-k23



Model: Relby-k23 Blaster Pistol
Type: Blaster pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 100
Cost: 660
Availability: 2, X
Range: 3-15/40/140
Damage: 4D+1

Safadine Industries Prototype Blaster Pistol

Model: Safadine Industries Blaster Prototype
Type: High-powered blaster pistol
Scale: Character
Skill: Blaster: Blaster pistol
Ammo: 50
Cost: Not available for sale
Availability: 4, X
Fire Rate: 1
Range: 3-12/35/140
Damage: 4D+2
Source: Gamer Magazine

Caelli-Merced Series III

Model: Caelli-Merced Series III Blaster Pistol
Type: Blaster pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 100
Cost: 900 (power packs: 30)
Availability: 4, R
Range: 3-10/30/120
Damage: 4D+2
Game Notes: The Series III is designed for a skilled marksman, requiring a keen eye and steady hand. This precisely balanced weapon adds +5 to the difficulty for any

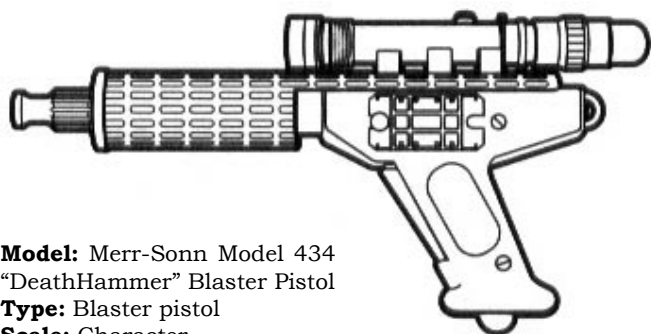
Heavy Blaster Pistols

Merr-Sonn Flash 4



Model: Merr-Sonn "Flash 4" Heavy Blaster
Type: Heavy blaster pistol
Scale: Character
Skill: Blaster: heavy blaster pistol
Ammo: 25
Cost: 750 (power packs: 25)
Availability: 1, F, R or X
Range: 3-7/25/50
Damage: 4D+2
Source: Rebel Alliance Sourcebook (pages 99-100), Arms and Equipment Guide (page 10)

Merr-Sonn Model 434 DeathHammer



Model: Merr-Sonn Model 434
 "DeathHammer" Blaster Pistol
Type: Blaster pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 100
Cost: 850
Availability: 1, F or R
Range: 2-8/20/80
Damage: 5D+1
Source: Galaxy Guide 9: Fragments from the Rim (page 11), Arms and Equipment Guide (page 9)

Subaqua Blaster

Model: Mon Calamari Subaqua Blaster
Type: Aquatic blaster pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 12
Cost: 2,300
Availability: 3, F
Range: 3-10/30/60 (underwater), 2-5/15/20
Damage: 6D+1 (underwater), 3D+1
Game Notes: Forearm-mounted. Takes a full-round action to strap on or remove. Weapon will overheat and explode if fired two round in a row outside of water, dealing damage as a frag grenade.
Source: Ultimate Alien Anthology (page 99)

BlasTech DL-44



Model: BlasTech DY-225 Heavy Blaster Pistol
Type: Heavy blaster pistol
Scale: Character
Skill: Blaster: heavy blaster pistol
Ammo: 30
Cost: 750 (power packs: 25)
Availability: 2, R or X
Range: 3-5/20/40
Damage: 5D
Source: Galaxy Guide 9: Fragments from the Rim (page 9), Arms and Equipment Guide (page 10)

Model: BlasTech DL-44 Heavy Blaster Pistol
Type: Heavy blaster pistol
Scale: Character
Skill: Blaster: heavy blaster pistol
Ammo: 25
Cost: 750 (power packs: 25)
Availability: 1, F, R or X
Range: 3-7/25/50
Damage: 5D
Source: Rulebook (page 231), Rebel Alliance Sourcebook (pages 99-100), Arms and Equipment Guide (page 10)

Han Solo's Heavy Blaster Pistol



Model: BlasTech DL-44 personal sidearm
Type: Heavy blaster pistol
Scale: Character
Skill: Blaster: heavy blaster pistol
Ammo: 25
Availability: Unique
Range: 3-7/25/50
Damage: 5D
Game Notes:
Night-Scope: Solo's modified blaster possesses a night-vision scope that reduces Solo's blaster difficulties by one level when shooting at night (The night-scope requires one round of aiming per shot or no difficulty modifier is awarded.)
Motion-Sensor: Solo receives a +1D bonus to *search* to detect motion when using his weapon's scope.
Modified Front Sight: Solo has removed the front sight on his weapon, which gives him a slight speed advantage when drawing his weapon. (+2 to initiative when drawing his weapon; this bonus counts only for the round in which Solo draws his weapon.)
"Palm-Tingler": A built in cautionary pulser device warns Solo when his weapon's power cell is almost empty. Later models of the DL-44 were manufactured with such a device already installed.
Source: Star Wars Trilogy Sourcebook SE (page 153)

Merr-Sonn "Power" 5

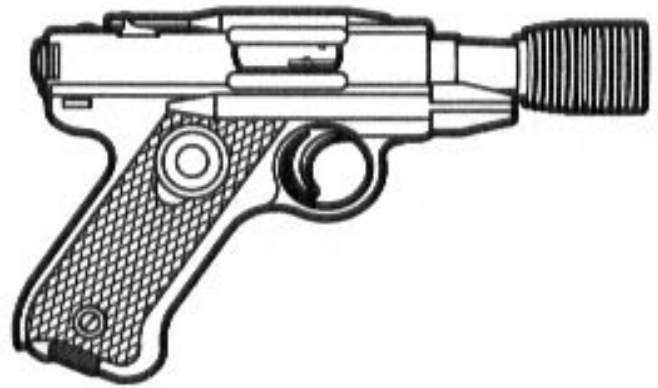


Model: Merr-Sonn "Power" 5 Heavy Blaster Pistol
Type: Heavy blaster pistol
Scale: Character
Skill: Blaster: heavy blaster pistol
Ammo: 30
Cost: 825
Availability: 1, R
Range: 3-7/25/50
Damage: 5D
Source: Arms and Equipment Guide (page 11)

BlasTech DL-6H

Model: BlasTech DL-6H Heavy Blaster Pistol
Type: Heavy blaster pistol
Scale: Character
Skill: Blaster: heavy blaster pistol
Ammo: 25
Cost: 800 (power packs: 25)
Availability: 1, F, R or X
Range: 3-10/30/120
Damage: 5D
Source: Gundark's Fantastic Technology (pages 27-28)

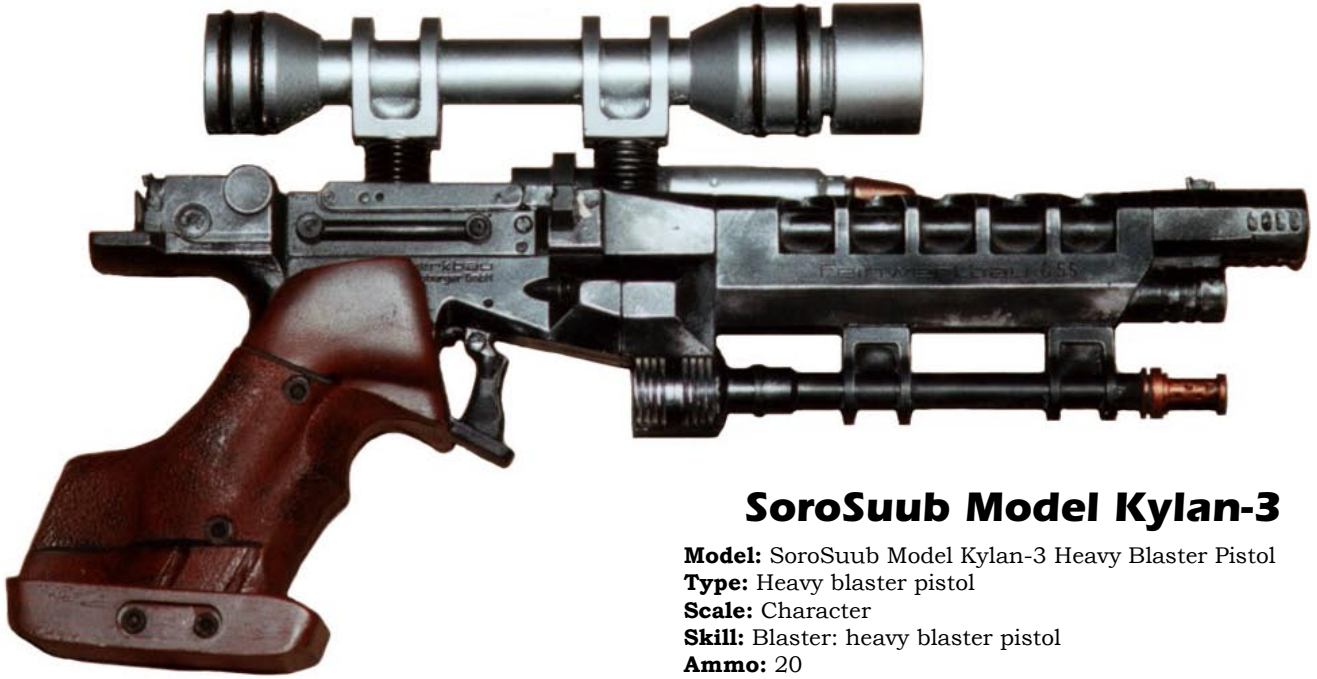
BlasTech DT-12



Model: BlasTech DT-12 Heavy Blaster Pistol
Type: Heavy blaster pistol
Scale: Character
Skill: Blaster: heavy blaster pistol
Ammo: 25
Cost: 900
Availability: 1, R
Range: 2-5/20/35
Damage: 5D+1
Game Notes: Its large trigger makes it a preferred choice for those who lack hands like those of a human.
Source: Arms and Equipment Guide (page 10)

SoroSuub Security S-5 Ascension Gun

Model: SoroSuub Security S-5 Heavy Blaster Pistol
Type: Heavy blaster
Scale: Character
Skill: Blaster: S-5 (for heavy blaster), Firearms: S-5 (for microdarts and cable/grappling hook)
Ammo: 20 blast charges, 10 microdarts, and 2 twenty-meter long liquid cables
Cost: 1,000 (power packs: 25)



SoroSuub Model Kylan-3

Model: SoroSuub Model Kylan-3 Heavy Blaster Pistol
Type: Heavy blaster pistol
Scale: Character
Skill: Blaster: heavy blaster pistol
Ammo: 20
Cost: 750
Availability: 2, R or X
Range: 3-5/20/40
Damage: 5D+1
Source: Galaxy Guide 9: Fragments from the Rim (page 56), Arms and Equipment Guide (pages 11-12)

Availability: 3, F, R, or X

Fire Rate: 1

Range: 3-10/30/60 (blaster and microdarts), 3-12/36/72 (cable)

Damage: 5D (blaster), Paralysis (poison microdarts, see below), or Entanglement (liquid cable)

Game Notes: This weapon can fire normal heavy blast charges, poisoned microdarts, or a length of liquid cable. Microdarts inflict no damage, but if used against an unarmored target (or an unarmored portion of a target, see the rules for called shots on page 91 of the Rulebook), they inject a paralyzing poison. The target of such an attack must succeed at a Moderate *Strength* check or be paralyzed and unable to move for 2D minutes. The liquid cable can be used to scale walls (in conjunction with a grappling hook attachment), or can be used to ensnare an opponent. If a hit is scored with the cable, roll 4D "damage" against the target's *Dexterity* rating with the following results: 0-3: Grazed, -2 pips to *Dexterity* until freed, Very Easy *Strength* check to break free; 4-8: Lightly entangled, -1D to *Dexterity* until freed, Easy *Strength* check to break free; 9-12: Heavily entangled, -2D to *Dexterity* until freed, Moderate *Strength* check to break free; 13-15: Severely entangled, -3D to *Dexterity* until freed, Very Difficult *Strength* check to break free; 16+: Completely entangled, cannot perform any actions, Heroic *Strength* check to break free.

Source: Secrets of Naboo (page 41), Arms and Equipment Guide (page 12)

Caliban Model X

Model: Caliban Model X Heavy Blaster Pistol

Type: Heavy blaster pistol

Scale: Character

Skill: Blaster: heavy blaster pistol

Ammo: 30

Cost: 750

Availability: 2, R or X

Range: 2-5/15/35

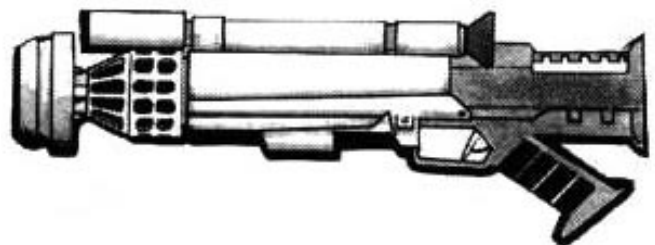
Damage: 5D+1

Source: Galaxy Guide 9: Fragments from the Rim (page 63), Arms and Equipment Guide (page 11)

Imperial Munitions Heavy Blaster Pistol

Model: Imperial Munitions Heavy Blaster Pistol
Type: Heavy blaster pistol
Scale: Character
Skill: Blaster: heavy blaster pistol
Ammo: 25
Cost: 1,250 (power packs: 25)
Availability: R, X
Range: 3-7/25/50
Damage: 5D+1
Source: Gundark's Fantastic Technology (page 28)

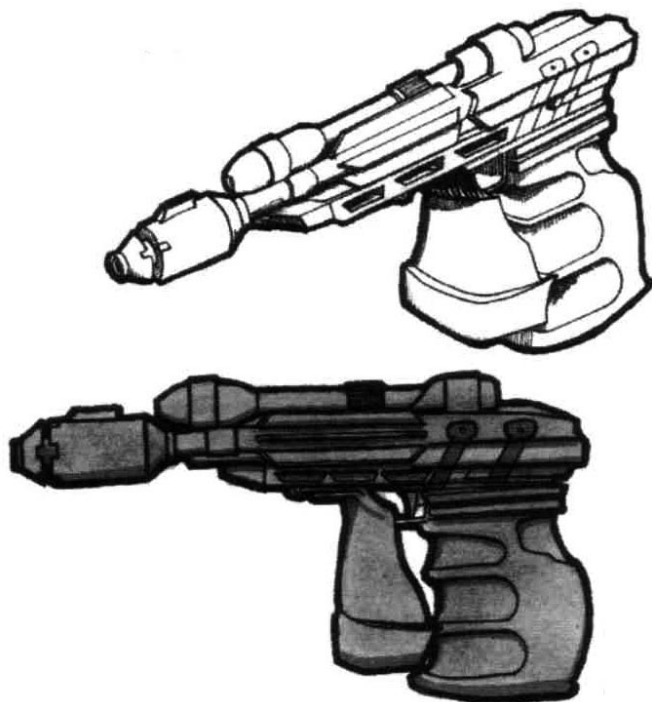
SoroSuub "Renegade"



Model: SoroSuub "Renegade" Heavy Blaster Pistol
Type: Heavy blaster pistol
Scale: Character
Skill: Blaster: heavy blaster pistol
Ammo: 25
Cost: 750 (power packs: 25)
Availability: 2, R or X
Range: 3-7/25/50
Damage: 5D+2

Source: Gundark's Fantastic Technology (page 29), Arms and Equipment Guide (page 12)

Caelli-Merced Sentinel IV



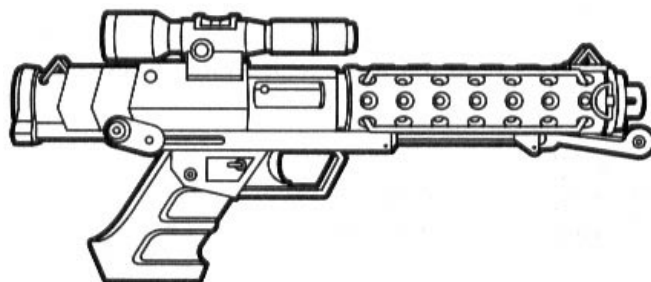
Model: Caelli-Merced Sentinel IV Blaster
Type: Heavy blaster pistol
Scale: Character
Skill: Blaster: heavy blaster pistol
Ammo: 100
Cost: 1,200
Availability: 4, R
Range: 3-10/30/60
Damage: 5D+2

Game Notes: The Caelli-Merced is a precisely designed weapon, intentionally designed for the advanced user. This weapon adds +5 to the difficulty for any user with a *blaster* skill of less than 4D, but anyone with a *blaster* skill of 6D or higher gets a +1D to hit.

Source: The Black Sands of Socorro (page 75)

Model: BlasTech DT-57 Heavy Blaster Pistol
Type: Heavy blaster pistol
Scale: Character
Skill: Blaster: heavy blaster pistol
Ammo: 25
Cost: 850
Availability: 2, R
Range: 3-7/25/50
Damage: 6D+1
Source: Wizards Website

BlasTech T-6 "Thunderer"



Model: BlasTech T-6 "Thunderer" Heavy Blaster Pistol
Type: Heavy blaster pistol
Scale: Character
Skill: Blaster: heavy blaster pistol
Ammo: 25
Cost: 750 (power packs: 25)
Availability: 2, R or X
Fire Rate: 1
Range: 3-7/25/50
Damage: 6D+2
Source: Gundark's Fantastic Technology (page 28), Arms and Equipment Guide (pages 10-11)

BlasTech DT-57 "Annihilator"



Blaster Carbines

Sharpshooter V

Model: BlasTech Sharpshooter V
Type: Blaster carbine
Scale: Character
Skill: Blaster: blaster carbine
Ammo: 100
Cost: 1,200
Availability: 2, X
Range: 3-30/80/350
Damage: 4D+1
Source: Imperial Sourcebook (page 129)

SoroSuub QuickSnap 36T/I

Model: SoroSuub QuickSnap 36T/I
Type: Blaster carbine
Scale: Character
Skill: Blaster: blaster carbine
Ammo: 100
Cost: 900 (power packs: 25)
Availability: 2, R
Range: 3-25/50/250
Damage: 4D+1
Source: Cracken's Rebel Operatives (page 60)

SoroSuub QuickSnap 36T



Model: SoroSuub QuickSnap 36T
Type: Blaster carbine
Scale: Character
Skill: Blaster: blaster carbine
Ammo: 100
Cost: 900 (power packs: 25)
Availability: 2, F, R or X
Fire Rate: 1
Range: 3-25/50/250
Damage: 5D
Game Notes: At long range, increase difficulty by +5
Source: Rulebook (page 231)

BlasTech StarSlasher

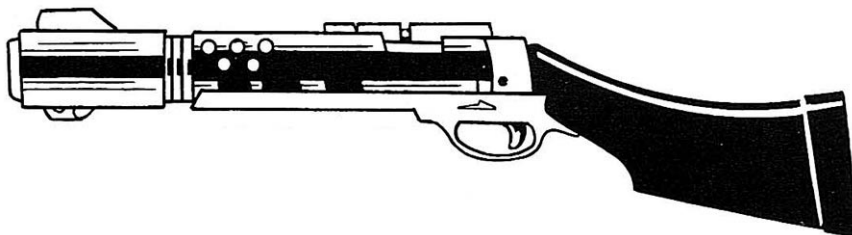
Model: BlasTech StarSlasher Blaster Carbine
Type: Blaster carbine
Scale: Character
Skill: Blaster: blaster carbine
Ammo: 100
Cost: 900 (power packs: 25)
Availability: 2, X (in the Authority)
Range: 3-25/50/250
Damage: 5D
Game Notes: At long range, increase difficulty by +5.
Source: Gundark's Fantastic Technology (page 29), Han Solo and the Corporate Sector Sourcebook (page 117)

E-5 Droid Blaster



Model: Baktoid Armor Workshop E-5 Droid Blaster
Type: Blaster carbine
Scale: Character
Skill: Blaster: blaster carbine
Ammo: 100
Cost: 900
Availability: 1, R
Range: 3-20/60/210
Damage: 5D
Source: Arms and Equipment Guide (page 15)

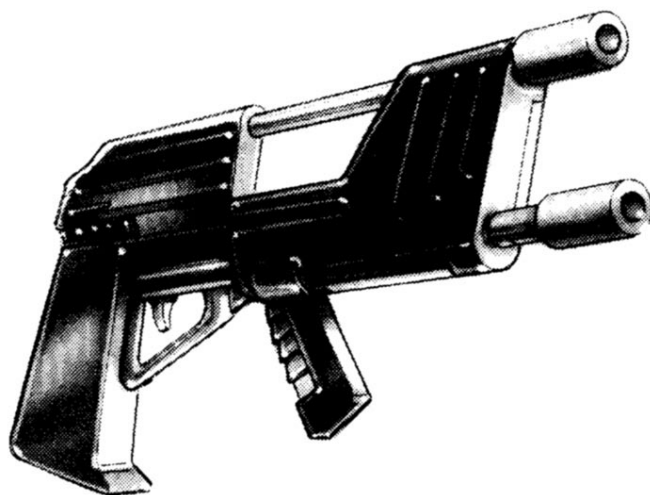
N'gant-Zarvel 9118



Model: N'gant-Zarvel 9118 Carbine
Type: Heavy carbine
Scale: Character
Skill: Blaster: blaster carbine
Ammo: 100
Cost: 1,000
Availability: 2
Range: 3-25/50/200
Damage: 5D+1
Source: Rules of Engagement – The Rebel SpecForce Handbook (page 62), Arms and Equipment Guide (page 18)

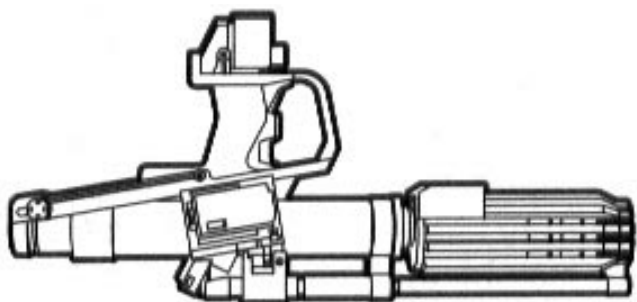
Jer'N be' Milad Vel "Lightning Gun"

Model: Jer'N Weapons Systems Lightning Gun
Type: Specialized energy weapon
Scale: Character
Skill: Blaster: blaster carbine
Ammo: 6
Cost: 875 (power packs: 35)
Availability: 3, X
Range: 3-25/50/75
Damage: 5D+2
Game Notes: This is not a normal "blaster", firing "packets" of charged sub-atomic particles. The lightning gun blast resembles an elongated blaster bolt, except that it is a distinctive actinic blue-white color, and it makes a ripping crack sound, similar to thunder. Lightning guns cannot be set on stun.
Source: Goroeth, Slave of the Empire (page 83)



Source: Galladinium's Fantastic Technology (page 71), Ultimate Alien Anthology (page 153)

Merr-Sonn Underslung Rotary Blaster Carbine

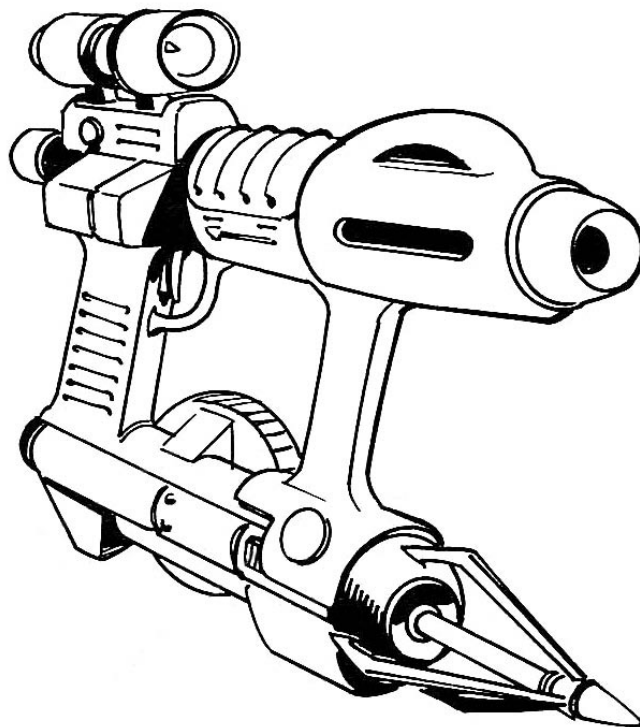


Model: Merr-Sonn Underslung Rotary Blaster Carbine
Type: Repeating carbine
Scale: Character
Skill: Blaster: blaster carbine
Ammo: 100
Cost: 2,400
Availability: 2, X
Range: 3-30/100/300
Damage: 5D+2
Game Notes: On constant-fire mode, each "shot" fires three blasts; holding the trigger down will fire four "shots" per round. In game terms, once a shot hits in a round, all following shots at the same or immediately adjacent target (within one meter) are one difficulty level lower.
Source: Arms and Equipment Guide (page 20)

Bi-Polar Blaster Carbine

Model: SoroSuub Bi-Polar Blaster BMC-150
Type: Dual blaster carbine
Scale: Character
Skill: Blaster: blaster carbine
Ammo: 50
Cost: 1,000, 100 (power pack)
Availability: 4, R or X
Fire Rate: 1
Range: 25-100/200/300
Damage: 4D (single shot), 6D (simultaneous bolts)
Game Notes: Use of bi-pod adds +1D to *blaster* roll.

Swamp Trooper Blaster



Type: Modified blaster/grappling gun assembly
Scale: Character
Skill: Blaster: blaster carbine or Missile weapons: grappling gun
Ammo: 100 (blaster), 1 (hook)
Cost: Not available for sale
Availability: 3, X
Range: 3-10/30/100
Damage: 5D (blaster), 6D plus entangle (hook)
Game Notes: Contains a winch unit capable of lifting the user at 10 meters per round.
Source: Planet of the Mists (pages 18-19)

Slavemaster Stun Carbine

Model: Trandoshan Slavemaster Stun Carbine
Type: Stun carbine
Scale: Character
Skill: Blaster: blaster carbine
Ammo: 100
Cost: 4,000
Availability: 3, R
Range: 3-10/30/120
Damage: 6D stun
Game Notes: The stun pulse can be widened to affect up to two 2-meter squares, allowing a simultaneous two-target attack, which must be rolled individually (multiple action penalties applying).
Source: Ultimate Alien Anthology (page 167)

Stormtrooper Two



Model: SoroSuub Stormtrooper Two Blaster Carbine
Type: Blaster carbine
Scale: Character
Skill: Blaster: blaster carbine
Ammo: 100
Cost: 2,400
Availability: 2, R or X
Range: 3-30/50/200
Damage: 6D+2
Source: Galaxy Guide 9: Fragments from the Rim (page 27)

Blaster Rifles

Bryar Rifle

Model: Bryar Blaster Rifle
Type: Blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 100
Cost: 1,000
Availability: 3, R
Range: 3-50/150/430
Damage: 4D
Source: Wizards Website

SoroSuub "Firelance"

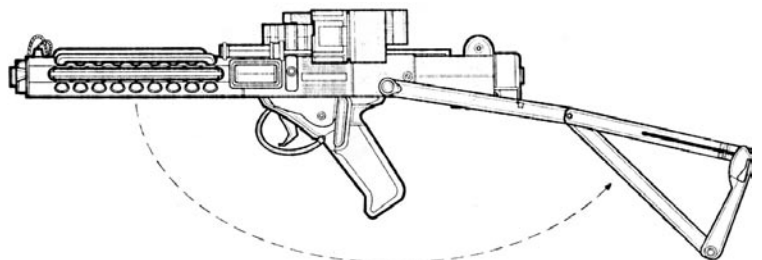


Model: SoroSuub "Firelance" Blaster Rifle
Type: Blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 100
Cost: 1,200 (power packs: 25)
Availability: 2, R or X
Fire Rate: 1
Range: 3-30/100/300
Damage: 5D
Source: Gundark's Fantastic Technology (pages 33-34), Arms and Equipment Guide (page 18)

SoroSuub Heavy Tracker 16

Model: SoroSuub "Heavy Tracker" 16 Blaster Rifle
Type: Blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 100
Cost: 1,000
Availability: 1, R
Range: 3-30/100/300
Damage: 5D
Source: Rebel Alliance Sourcebook (pages 99-100), Arms and Equipment Guide (page 18)

BlasTech E-11



Model: BlasTech E-11 Military Issue Blaster Rifle

Type: Blaster rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 100

Cost: 1,000 (power packs: 25)

Availability: 1, R

Range: 3-30/100/300

Damage: 5D

Game Notes: If the retractable stock and scope are used for one round of aiming, the character receives an additional +1D to *blaster*.

Source: Gundark's Fantastic Technology (page 31), Han Solo and the Corporate Sector Sourcebook (page 117), Arms and Equipment Guide (page 16)

BlasTech EKX-10



Model: BlasTech EKX-10 Blaster Rifle

Type: Blaster rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 100

Cost: 1,100

Availability: 3, R or X

Range: 5-50/150/350

Damage: 5D

Source: Galaxy Guide 9: Fragments from the Rim (page 54)

Stormtrooper One



Model: SoroSuub Stormtrooper One

(later Freedom One) Blaster Rifle

Type: Blaster rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 100

Cost: 1,000 (power packs: 25)

Availability: 2, X

Range: 3-30/100/300

Damage: 5D

Game Notes: If the retractable stock and scope are used for one round of aiming, the character receives an additional +1D to *blaster*.

Source: Rulebook (page 231), Star Wars Trilogy Sourcebook SE (page 154), Arms and Equipment Guide (page 16)

Greff-Timms AR-1



BlasTech DLT-19



Model: BlasTech DLT-19 Blaster Rifle

Type: Blaster rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 100

Cost: 1,300

Availability: 1, R

Range: 5-50/180/350

Damage: 5D

Model: Greff-Timms Industrial AR-1 Blaster Rifle

Type: Modified blaster rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 100

Cost: 1,300

Availability: 2, R

Range: 4-40/120/350

Damage: 5D

Game Notes: Secondary fire mode launches flares. The rifle has a barrel-mounted glow rod that can be removed and replaced with a vibro-bayonet (STR+1D+2).

Source: Hero's Guide (page 122)

Modified E-11 Blaster Rifle



Model: BlasTech E-11/S Blaster Rifle

Type: Modified blaster/slug-thrower

Scale: Character

Skill: Blaster (for blaster), firearms (for slug-thrower)

Ammo: 25 (blaster), 6 (slug-thrower)

Cost: 7,000

Availability: 4, X

Range: 3-30/100/300 (blaster), 3-30/150/400 (slug-thrower)

Damage: 5D (blaster), 4D (slug-thrower)

Source: Galaxy Guide 11: Criminal Organizations (page 83), Gundark's Fantastic Technology (pages 31-32)

Blaster Speargun

Model: BlasTech Firearc 49 Speargun

Type: Blaster speargun

Skill: Blaster: blaster rifle

Ammo: Speargun: 3 spears (one loaded, two side-mounted); blaster: 50

Cost: 300

Availability: 2, R or X

Fire Rate: Speargun 1/3; blaster: 1

Range: Speargun: 3-7/25/50; blaster: 3-20/30/45

Damage: Spear damage 4D/2D/1D; blaster damage 5D/4D/3D+1 (damages by range)

Game Notes: Above stats do not reflect usual underwater damage and skill penalties.

Source: The Best of the Adventure Journals – Issues 1-4 (pages 67-68), Gundark's Fantastic Technology (page 30)

"Blast and Smash" Energy Rifle

Model: Prax Arms Model AXM-50 "Blast and Smash"

Type: Blaster rifle and micro-grenade launcher

Scale: Character

Skill: Blaster: blaster rifle (for blaster rifle); missile weapons: micro-grenade launcher (for grenade launcher)

Ammo: 250 (blaster), 30 (micro-grenade launcher)

Cost: 4,500; 250 (bi-pod); 1,000 (micro-grenade magazine), power pack (100) or backpack power generator (500)

Availability: 3, F or R

Fire Rate: 7 (blaster); 1 (micro-grenade launcher)

Fire Control: 1D (Alliance-modified version only)

Range: 3-25/50/75 (blaster rifle), 5-25/100/200 (micro-grenade launcher)

Blast Radius: 0-2/4/6 (micro-grenade launcher)

Damage: 5D (blaster rifle), 4D/3D/2D (micro-grenade



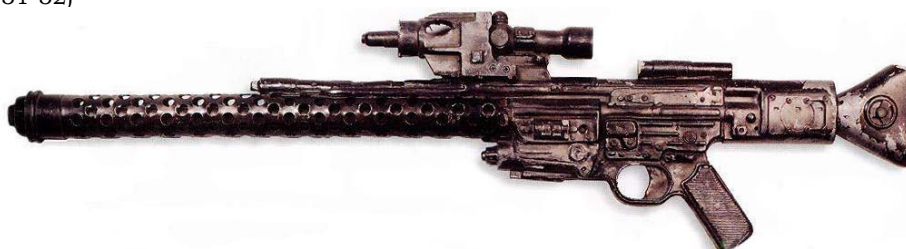
launcher)

Game Notes: This micro-grenade launcher has a computerized fire control system. If the character can make a Moderate *Perception* roll (this is a free action and doesn't count as a skill use, so there are no penalties), the character can add +1D to hit when the weapons is fired; if the character is firing at the same target repeatedly, the character automatically gets the +1D for the second and following shots. A bi-pod may be attached to the rifle, adding +1D to the *blaster* roll.

Alliance-modified version: On constant-fire mode, the rifle fires a burst of 2 blasts per shot. Once a hit is established, all following shots against nearby (1 meter) targets are one difficulty lower.

Source: Galaxy Guide 10: Bounty Hunters (page 84), Gundark's Fantastic Technology (pages 29-30), Rules of Engagement – The Rebel SpecForce Handbook (page 64)

BlasTech DLT-20A



Model: BlasTech DLT-20A Blaster Rifle

Type: Blaster rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 100

Cost: 1,300

Availability: 1, R

Range: 4-35/110/280

Damage: 5D+1

Source: Arms and Equipment Guide (pages 15-16)

Merr-Sonn G8

Model: Merr-Sonn Model G8 Blaster Rifle

Type: Blaster rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 100

Cost: 1,250

Availability: 1, R

Range: 4-40/120/350

Damage: 5D+1

Source: Rebel Alliance Sourcebook (pages 99-100), Arms and Equipment Guide (page 17)

BlasTech DC-15



Model: BlasTech DC-15 Clone Rifle
Type: Assault blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 100
Cost: 1,500
Availability: 3, R or X
Fire Rate: 1D
Range: 10-40/130/350
Damage: 5D+1

BlasTech A295



Model: BlasTech A295 Blaster Rifle
Type: Blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 100
Cost: 1,500
Availability: 1, R
Range: 5-50/170/380
Damage: 5D+1

Espo Riot Gun



Model: BlasTech 500 Riot Gun
Type: Riot Gun
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 300

Cost: 1,500
Availability: 2, R
Range: 3-30/100/300
Damage: 5D+1

Game Notes: On constant-fire mode, each "shot" fires five blasts; holding the trigger down will fire six "shots" per round. In game terms, once a shot hits in a round, all following shots at the same or immediately adjacent target (within one meter) are one difficulty level lower. With this type of firing mode, it is much easier to shoot down a row of stormtroopers or other targets.

Source: Gundark's Fantastic Technology (page 32), Han Solo and the Corporate Sector Sourcebook (page 117), Arms and Equipment Guide (page 15)

Imperial Munitions Heavy Blaster Rifle

Model: Imperial Munitions' StarAnvil Heavy Blaster Rifle
Type: Heavy blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 50
Cost: 1,250 (power packs: 25)
Availability: 4, X
Fire Rate: 1
Range: 3-25/50/250
Damage: 5D+2

Game Notes: If the retractable stock and scope are used for one round of aiming, the character receives an additional +1D to *blaster*.

Source: Gundark's Fantastic Technology (page 34), Arms and Equipment Guide (page 17)

Stormtrooper Two

Model: SoroSuub Stormtrooper Two Blaster Rifle
Type: Blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 100
Cost: 1,600
Availability: 2, X
Fire Rate: 1
Range: 3-30/100/300
Damage: 5D+2

Game Notes: If the retractable stock and scope are used for one round of aiming, the character receives an additional +1D to *blaster*.

Source: Galaxy Guide 9: Fragments from the Rim (page 11)

BlasTech EE-3



Model: BlasTech EE-3 Blaster Rifle
Type: Blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 50
Cost: 1,300
Availability: 2, R
Range: 3-30/80/250
Damage: 5D+2

Availability: 2, R
Range: 3-30/120/350*
Damage: 6D*
Game Notes:

Pistol Grip: Allows Fett to fire the weapon with one hand with no *Dexterity* penalty).

Scomp-Link: Ties in the weapon's scope to Fett's visual sensors, +1D to *blaster*. The scomp-link bonus is cumulative.

Night-Sight: Fett's modified blaster possesses a night-vision scope that reduces blaster difficulties by one level when shooting at night. (The night-scope requires one round of aiming per shot or no difficulty modifier is awarded.)

Motion-Sensor: Fett receives a +1D bonus to *search* to detect motion when using his weapon's scope.

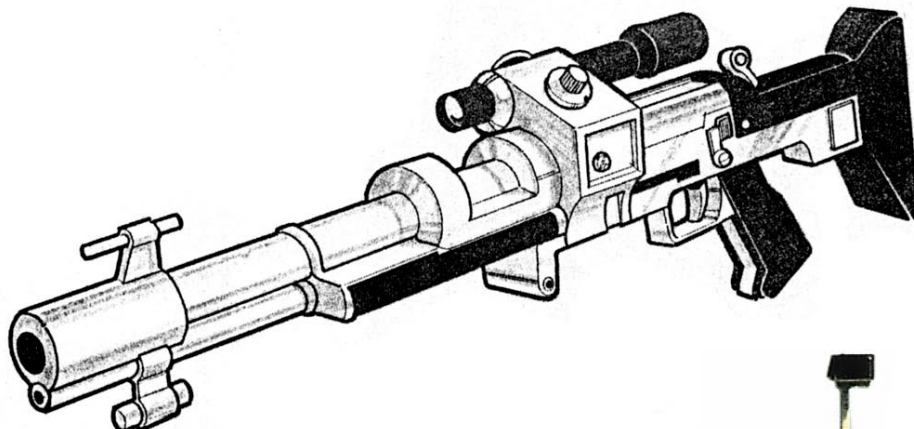
* **Note:** After Han Solo's capture, Fett modified his blaster rifle. Modifications are as follows:

Range: 3-30/140/400

Damage: 5D+2

Source: Star Wars Trilogy Sourcebook SE (page 152)

BlasTech A280



Model: BlasTech A280 Blaster Rifle
Type: Blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 100
Cost: 1,400
Availability: 1, R
Range: 4-40/120/300
Damage: 5D+2
Source: Rebel Alliance Sourcebook (pages 99-100), Arms and Equipment Guide (pages 15-16)

Boba Fett's Blaster Rifle

Model: Modified BlasTech EE-3 Blaster Rifle
Type: Modified personal weapon
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 30
Cost: Not available for sale



Senate Guard Ceremonial Blaster Rifle

Model: Republic Senate Guard Blaster Rifle
Type: Blaster rifle
Scale: Character
Skill: Blaster: blaster rifle/Melee combat: stun prod
Ammo: 100
Cost: 4,000 (7,500 in the Rebellion Era)
Availability: 4, X
Difficulty: Easy
Range: 3-30/100/300
Damage: 6D (blaster), 5D+2 stun (melee stun prod)
Game Notes: The gold and silver weapon packs a strong stun blast and comes complete with a stun prod for crowd-control situations.
Source: Wizards Website



Skill: Blaster: riot gun
Ammo: 8
Cost: Not available for sale
Availability: 2, X
Fire Rate: 1
Range: 3-5/10/20
Damage: 10D (stun)
Game Notes: Unlike a typical riot gun, this one shoots a concentrated blast at a single target.
Source: Gamer Magazine

BlasTech DC-17m ICWS



Exotac Arms Predator

Model: Exotac Arms EXP-7(a) Predator Blaster Rifle
Type: Precision hunting blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 8
Cost: 7,000
Availability: 4, X
Fire Rate: 1
Fire Control: 2D (dual-laser targeting beams)
Range: 3-30/80/350
Damage: 7D
Game Notes: Each time this blaster is fired, the user must make a Moderate *Strength* roll to contain the recoil and be able to fire it next round.
Source: Gundark's Fantastic Technology (page 33)

Dengar's Riot Gun

Model: Modified Riot Gun
Type: Stunner
Scale: Character

Model: BlasTech DC-17m Interchangeable Combat System

Type: Assault Blaster Rifle

Scale: Character

Cost: 1,900

Availability: 3, R or X

Game Notes: As a single action, the wielder may swap out one set of attachments on the DC-17M ICWS, changing it to one of its other weapon modes:

- **Blaster Attachment**

Skill: Blaster: blaster rifle

Ammo: 60

Range: 3-30/100/300

Damage: 5D

- **Sniper Rifle Attachment**

Skill: Blaster: blaster rifle

Ammo: 20

Fire Rate: 1

Fire Control: 1D (when used for one round of aiming)

Range: 20-50/200/400

Damage: 5D

- **Anti-Armor Attachment**

Skill: Missile weapons: grenade launcher

Ammo: 4

Fire Rate: 1

Range: 3-30/100/300

Blast Radius: 0-2/4/6

Damage: 7D/5D/3D

Sporting Blaster Rifles

Czerka FS-1 Farshot

Model: Czerka FS-1 Farshot Sporting Blaster Rifle

Type: Sporting blaster rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 100

Cost: 880

Availability: 1, R

Range: 3-50/150/430

Damage: 3D+2

Game Notes: If the retractable stock and scope are used for one round of aiming, the character receives an additional +1D to *blaster*.

Source: Arms and Equipment Guide (page 18)

Xerrol Nightstinger



Model: Xerrol Nightstinger

Type: Sniper blaster rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 5

Cost: 1,500

Availability: 2, R

Fire Control: 1D

Range: 2-50/150/450

Damage: 4D

Game Notes: This weapon fires invisible blaster bolts, however it utilizes customized gas canisters that cost 1,000 each, and must be replaced after 5 shots.

Source: Arms and Equipment Guide (page 19)

"Light Sport" Hunter



Model: Drearian Defense Conglomerate "Light Sport" Hunter

Type: Sporting blaster rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 100

Cost: 900 (power packs: 25)

Availability: 1, F

Fire Rate: 1

Range: 3-40/120/350

Damage: 4D+1

Game Notes: If the retractable stock and scope are used for one round of aiming, the character receives an additional +1D to *blaster*.

Source: Rulebook (page 231), Arms and Equipment Guide (page 18)

Siang Lance

Model: Kilian Siang Lance

Type: Modified sporting blaster rifle

Scale: Character

Skill: Blaster: blaster rifle, or Melee combat: Siang Lance

Ammo: 100

Cost: Not available for sale

Availability: 4, X

Difficulty: Easy (bayonet)

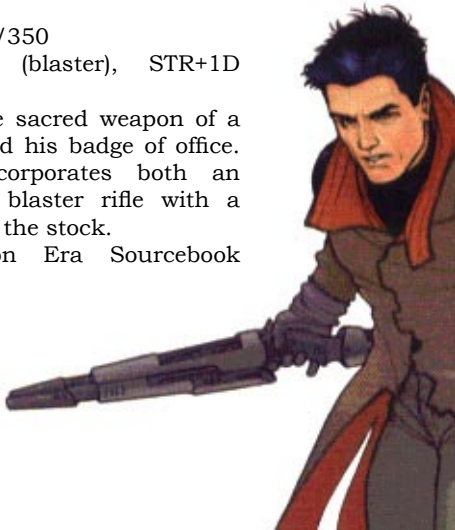
Fire Rate: 1

Range: 3-40/120/350

Damage: 4D+1 (blaster), STR+1D (bayonet)

Game Notes: The sacred weapon of a Kilian Ranger, and his badge of office. The weapon incorporates both an ancient sporting blaster rifle with a bayonet built into the stock.

Source: Rebellion Era Sourcebook (page 49)



Herloss HBt-4 Hunting Blaster

Model: Herloss HBt-4 Hunting Blaster

Type: Sporting blaster rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 100

Cost: 880

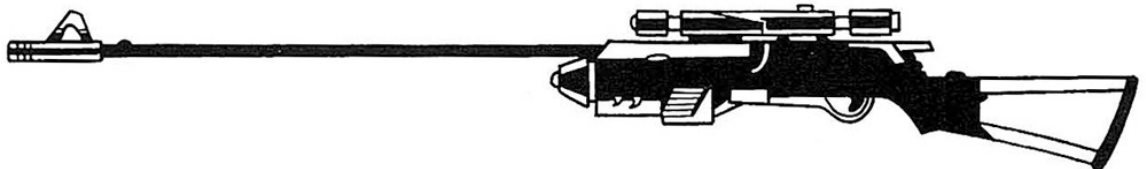
Availability: 1, R

Fire Control: +2

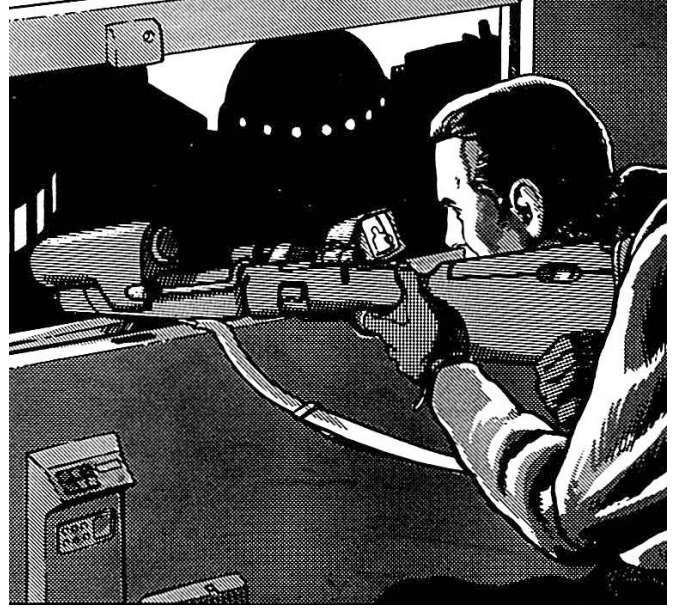
Range: 3-30/100/300

Damage: 4D+2

Source: Arms and Equipment Guide (pages 18-19)



SoroSuub X-45 Sniper Rifle



Model: SoroSuub X-45 Sniper Rifle

Type: Sniper blaster rifle

Scale: Character

Skill: Blasters: blaster rifle

Ammo: 25

Cost: 750

Availability: 2, R or X

Fire Rate: 1

Range: 1-25/100/250

Damage: 5D

Game Notes: When using the rifle's targeting scope, reduce all Long Range or precision shot difficulty levels to Moderate.

Source: Gundark's Fantastic Technology (page 33), Arms and Equipment Guide (page 19), Ultimate Adversaries (page 154)

Merr-Sonn LD-1 Sniper

Model: Merr-Sonn LD-1 Blaster Rifle

Type: Long range blaster rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 100

Cost: 3,000

Availability: 2, F, R or X

Fire Control: 1D+2

Range: 2-50/150/500

Damage: 5D

Game Notes: The rifle's fire control is due to built-in macroscopic sight and auto-steady gyroimbals. Additional sighting modifications require removal of this sight.

Source: Rules of Engagement - The Rebel SpecForce Handbook (page 62), Arms and Equipment Guide (page 19)

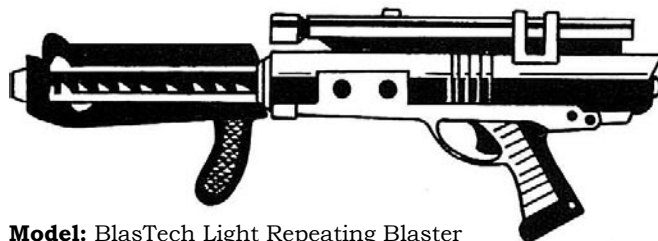
Predator Hunting Blaster



Model: Exotac Arms EXP-7(a) Predator
Type: Precision hunting blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 8
Cost: 7,000, 175 (power pack)
Availability: 4, X
Fire Rate: 1
Fire Control: 2D (dual-laser targeting beams)
Range: 3-30/80/350
Damage: 7D
Game Notes: Each time this blaster is fired, the user must make a Moderate *Strength* roll to contain the recoil and be able to fire it next round.
Source: Wretched Hives of Scum and Villainy (page 25)

Repeating Blasters

Light Repeating Blaster



Model: BlasTech Light Repeating Blaster
Type: repeating blaster
Scale: Character
Skill: Blaster: repeating blaster
Ammo: 300
Cost: 1,500
Availability: 2, R
Range: 3-30/100/300
Damage: 5D+1
Game Notes: On constant-fire mode the blaster fires a burst of 6 blasts per shot. Once a hit is established, all following shots against nearby (1 meter) targets are one difficulty lower.
Source: Rules of Engagement – The Rebel SpecForce Handbook (page 64)

Merr-Sonn Repeater 3Z

Model: Merr-Sonn Repeater 3Z Light Repeating Blaster
Type: Light repeating blaster
Scale: Character
Skill: Blaster: repeating blasters
Ammo: 100
Cost: 2,500
Availability: 2, X
Range: 3-30/100/250
Damage: 6D
Source: Heir to the Empire Sourcebook (page 105)

BlasTech T-21 Light Repeater

Model: BlasTech T-21 Light Repeating Blaster
Type: Light repeating blaster
Scale: Character
Skill: Blaster: repeating blaster
Ammo: 25
Cost: 2,000 (power packs (25))
Availability: 2, X
Range: 3-50/120/300
Damage: 6D
Source: Rulebook (page 231), Arms and Equipment Guide (page 19)



BlasTech Medium Repeater

Model: BlasTech Medium Repeating Blaster
Type: Medium repeating blaster
Scale: Character
Skill: Blaster: repeating blaster
Ammo: 200
Cost: 3,500
Availability: 2, X
Range: 3-60/150/400
Damage: 7D
Source: Heir to the Empire Sourcebook (page 105)

Merr-Sonn Mark II Repeating Blaster

Model: Merr-Sonn Mark II Heavy Repeating Blaster
Type: Heavy repeating blaster
Scale: Character
Skill: Blaster: repeating blaster
Ammo: Power generator only
Cost: 3,500
Availability: 2, X
Range: 3-50/200/400
Damage: 7D+2



Model: BlasTech E-Web Repeating Blaster/Merr-Sonn EWHB-10
Type: Two-man heavy repeating blaster
Scale: Character
Skill: Blaster: repeating blaster
Ammo: Power generator only
Cost: 5,000
Availability: 2, X
Range: 3-75/200/500
Damage: 8D
Source: Rulebook (pages 231-232), Imperial Sourcebook (page 124), Rebel Alliance Sourcebook (page 101)

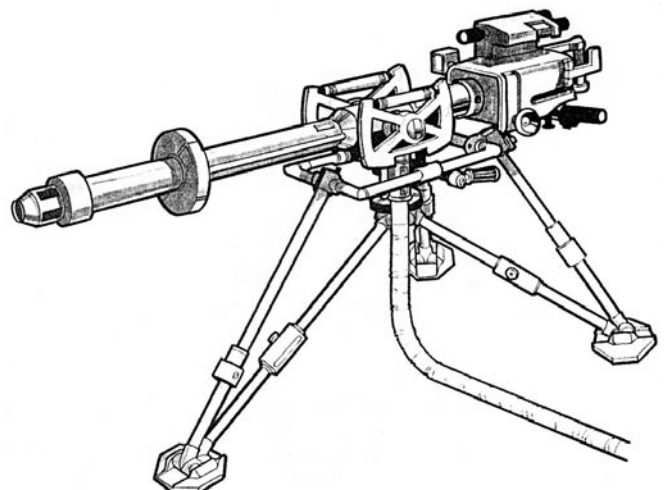
E-Web (15)

Model: BlasTech E-Web (15) Heavy Repeating Blaster
Type: Two-man heavy repeating blaster
Scale: Character
Skill: Blaster: repeating blaster
Crew: 2, skeleton: 1
Ammo: Power generator only
Cost: 6,300
Availability: X



SoroSuub Heavy Repeater

Model: SoroSuub Heavy Repeating Blaster
Type: Heavy repeating blaster
Scale: Character
Skill: Blaster: repeating blaster
Ammo: Power generator
Cost: 4,500
Availability: 2, X
Range: 3-50/150/400
Damage: 8D
Source: Heir to the Empire Sourcebook (page 105)



Body: 2D (weapon), 1D (cryocooler and power generator; if *severely damaged* by a blaster hit, it explodes in a two-meter blast radius, doing 7D character-scale damage)

Shields: 1D (weapon and crew), 2D (cryocooler and power generator)

Fire Rate: 3

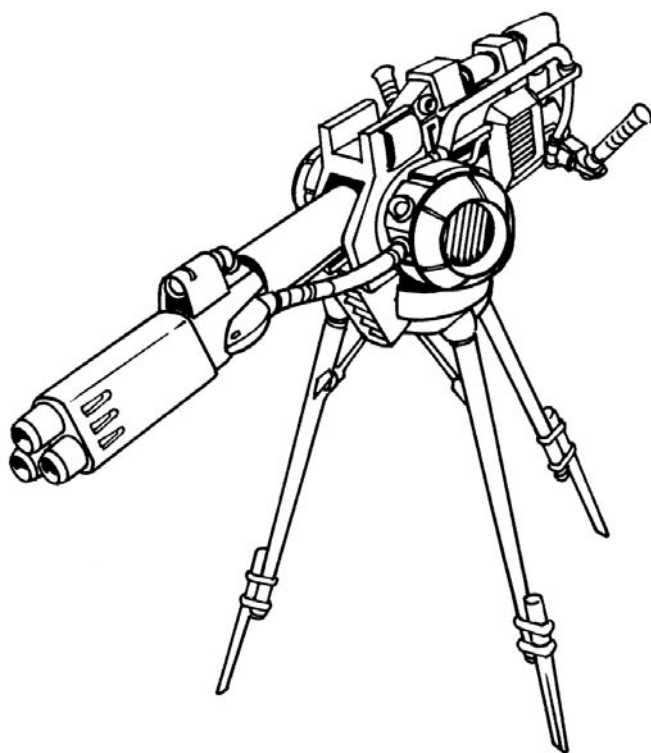
Fire Control: 2D (0D if on skeleton crew)

Range: 3-75/200/500

Damage: 8D

Source: The Last Command Sourcebook (pages 123-124), The Thrawn Trilogy Sourcebook (page 193)

Espo Heavy Repeating Blaster



Model: BlasTech F-Web Heavy Repeating Blaster

Type: Heavy repeating blaster

Scale: Character

Skill: Blaster: repeating blaster

Crew: 3

Ammo: Power generator only

Cost: 5,500

Availability: 2, F, R or X

Range: 3-75/200/500

Damage: 8D

Game Notes: has a defensive energy shield that also runs off the power generator. The shield provides 6D (character-scale) protection.

Source: Han Solo and the Corporate Sector Sourcebook (pages 119-121)

Miscellaneous Blasters

LG-5 Laser Gauntlet

Model: Prax Arms LG-5 Laser Gauntlet

Type: Wrist laser gauntlet

Scale: Character

Skill: Blaster: wrist lasers

Ammo: 3

Cost: 1,500 (with extra non-powered gauntlet), 3,000 (pair), 210 (energy cell)

Availability: 2, R

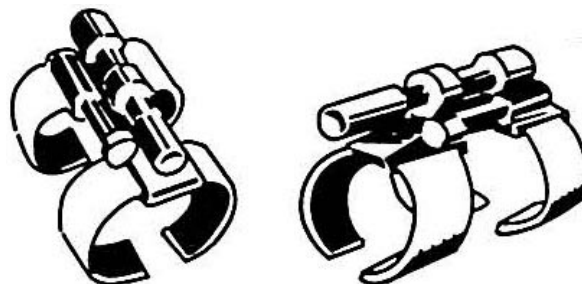
Range: 3-10/30/120

Damage: 2D+2

Game Notes:

Source: Arms and Equipment Guide (page 28)

Wrist Lasers



Model: Koromondain PDS, INC. Model RLW-77

Type: Wrist laser gauntlets

Scale: Character

Skill: Blaster: wrist lasers

Ammo: 15

Cost: 2,000, 100 (power pack)

Availability: 2, F

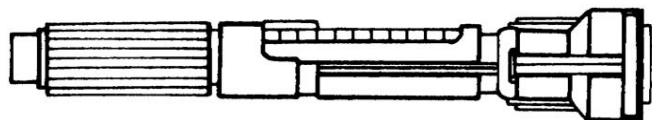
Range: 0-2 (Moderate difficulty or opponent's *melee parry* or *brawling parry roll*)

Damage: 4D

Game Notes: Overload setting is non-reversible, takes 15 seconds to power up and results in 8D/5D/3D damage with blast radius of 1-2/4/6

Source: Galaxy Guide 10: Bounty Hunters (page 86), Gundark's Fantastic Technology (pages 64-65)

Bacnor Hand Baton



Model: Bacnor Armaments Hand Baton CPD-12

Type: Anti-personnel defense weapon

Scale: Character

Skill: Blaster

Ammo: 1

Cost: 50, 5 (ammo canister)

Availability: 2, F, R or X

Fire Rate: 1

Range: 0-2/3/5

Blast Cone Width: 1/2/3

Damage: 4D

Source: Galladinium's Fantastic Technology (pages 74-75)

Droid Onboard Blaster

Model: Varies widely
Type: Concealed energy weapon
Scale: Character
Skill: Blaster
Ammo: 100
Cost: 1,200 (basic), 1,600 (sensor-resistant), 25 credits (power pack)
Availability: 3, X
Range: 3-10/30/120
Damage: 4D

Game Notes: Onboard blasters vary widely; the above stats are average. A basic version is visibly mounted on the droid and can be easily detected. A basic version possesses no sensor-masking or camouflage of any kind (an Easy *sensors* roll will detect the weapon). A sensor-resistant version is also available, making the weapon much harder to detect; a Very Difficult *sensors* roll or a Heroic *search* or *Perception* roll is needed to find the blaster. (Mounting a blaster on a droid's exterior is also possible, though the weapon can easily be detected by the naked eye; base cost for such a blaster is 800 credits.) The damage code of the weapon can be increased +1D for every 400 credits the owner spends (maximum of 6D).

Source: Cynabar's Fantastic Technology (pages 36-37)

Cutting Blaster



Model: BlasTech DL-68 Cutting Blaster
Type: Path-clearing blaster
Scale: Character
Skill: Blaster: cutting blaster
Ammo: 50
Availability: 3
Range: 2-4/7/10
Damage: 5D

Game Notes: Produces a "cold blast", a burst that lasts nearly a second and a half that can be used to cut down brush or even small trees, it is very unlikely to start a fire or throw sparks. The user suffers a -1D penalty to blaster due to the inaccuracy of the weapon. Weapon's magazine requires nearly 4 hours to recharge off a typical ship's power system, or 3 hours at a commercial recharger.

Source: Galaxy Guide 8: Scouts (pages 45-46)

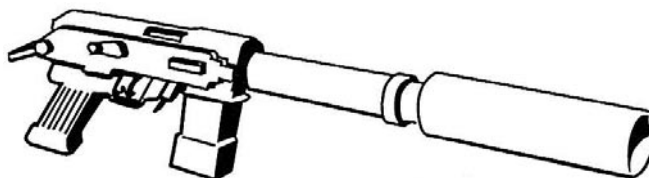
Deck-Clearing Blaster

Model: BlasTech Firespray DL-87
Type: Wide-field blaster
Skill: Blaster: deck clearer
Ammo: 10
Cost: 100 (power packs: 25)
Availability: 2, X
Fire Rate: 1/2
Range: 1/5/10 meters
Damage: 5D

Game Notes: Everyone within a 45 degree arc of the shooter's front is hit with a successful use. Characters within five meters of the blast cannot attempt to *dodge*; characters six to ten meters away may attempt to *dodge*, though all attempts are at -1D penalty.

Source: Gundark's Fantastic Technology (page 30), Pirates & Privateers (page 44), Arms and Equipment Guide (pages 16-17)

Pulse Rifle



Model: Corondexx VES-700 Pulse Rifle
Type: Pulse rifle
Scale: Character
Skill: Blaster: pulse rifle
Ammo: 15 (power pack), unlimited (power generator), super-conducting filaments must be replaced every 20 shots
Cost: 5,000; 200 (power pack), 300 (super-conducting filaments)
Availability: 4, X
Range: 1-10/20/30
Damage: 6D/5D/3D

Game Notes: Character selects a target: the target and all beings in the cone of fire and within one meter radius of the target take full damage. All targets within 15° wither way of the target take 3D damage. If filaments aren't changed when scheduled, roll 2D for the first shot after the "change time", add +1 for each additional shot. On a total of 7 or higher, the pulse rifle's overload circuits cut in and shut the weapon down, but the overload has caused 250 credits of damage (Moderate *blaster repair* total to fix). If the total is 100 or higher, the overload circuits have failed and the weapon explodes in the user's hands, causing 9D damage in a two meter blast radius.

Source: Galaxy Guide 10: Bounty Hunters (pages 84/86), Gundark's Fantastic Technology (page 34)

Heavy Blaster Cannon



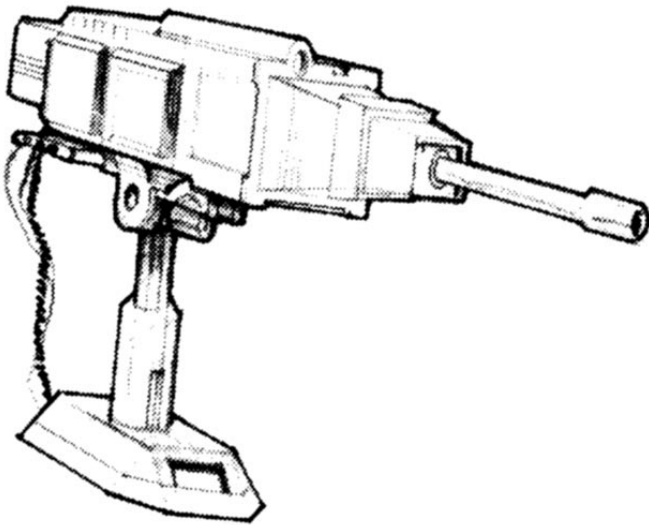
Model: Golan Arms CR-1 Blaster Cannon
Type: Heavy blaster cannon
Scale: Character
Skill: Blaster: blaster cannon
Ammo: 20
Cost: Not available for sale
Availability: 3, X
Fire Rate: 1
Range: 5-20/100/200
Damage: 7D

Sound Pistol



Model: SonoMax 75
Type: Riot control weapon
Scale: Character
Skill: Blaster: sound pistol
Ammo: 20
Cost: Not available to the public
Fire Rate: 2
Range: 0-3 (cone is 0.5 meters wide)/10 (cone is 1.5 meters wide)/20 (cone is 3 meters wide)
Damage: 6D/5D/4D or 5D/4D/3D (stun) – damage corresponds to range
Source: Gundark's Fantastic Technology (page 24), Han Solo and the Corporate Sector Sourcebook (page 119)

BI/a15 Picket Gun



Model: Atgar BI/a15 Picket Gun
Type: Automated auto-blaster
Scale: Character
Skill: Blaster
Ammo: 100
Cost: 5,000
Availability: 2, R
Fire Rate: 5
Range: 3-50/75/100
Damage: 6D
Game Notes: Has *blaster* 5D, *search* 5D. Comlink has a range of five kilometers.
Source: Galladinium's Fantastic Technology (pages 71-72)

Sound Rifle

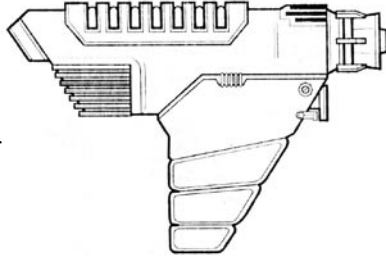


Model: SonoMax 100
Type: Riot control weapon
Scale: Character
Skill: Blaster: sound rifle
Ammo: 60
Cost: Not available to the public
Fire Rate: 2
Range: 0-5 (cone is 0.5 meters wide)/15 (cone is 1.5 meters wide)/30 (cone is 3 meters wide)
Damage: 6D/5D/4D or 5D/4D/3D (stun) – damage corresponds to range
Source: Gundark's Fantastic Technology (page 24), Han Solo and the Corporate Sector Sourcebook (page 119)

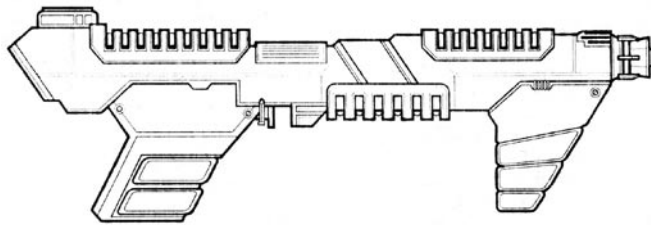
Disruptor Blasters

Tenloss DX-2 Disruptor Pistol

Model: Tenloss DX-2 Disruptor Pistol
Type: Disruptor pistol
Scale: Character
Skill: Blaster: disruptor
Ammo: 8
Cost: 2,250
Availability: 4, X
Range: 0-3/5/7
Damage: 4D+2
Source: Arms and Equipment Guide (page 21)

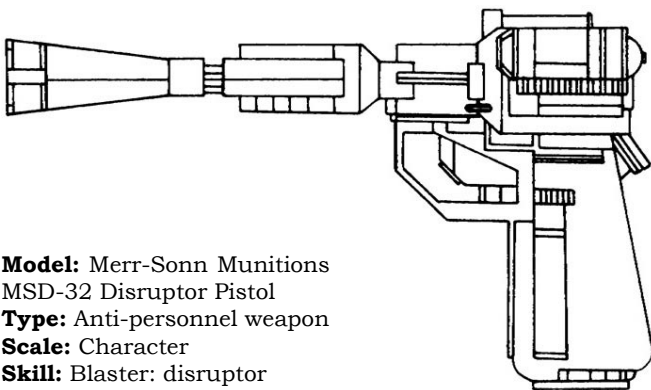


Tenloss DXR-6 Disruptor Rifle



Model: Tenloss DXR-6 Disruptor Rifle
Type: Disruptor rifle
Scale: Character
Skill: Blaster: disruptor
Ammo: 15
Cost: 3,500
Availability: 4, X
Range: 0-3/5/7
Damage: 5D+2
Source: Arms and Equipment Guide (pages 21)

Merr-Sonn Disruptor



Model: Merr-Sonn Munitions MSD-32 Disruptor Pistol
Type: Anti-personnel weapon
Scale: Character
Skill: Blaster: disruptor
Ammo: 10
Cost: 4,000
Availability: 4, X
Fire Rate: 2
Range: 0-3/5/7
Damage: 5D+2
Source: Galladinium's Fantastic Technology (page 76), Arms and Equipment Guide (page 21)

Tenloss DFT-3 Disruptor Rifle

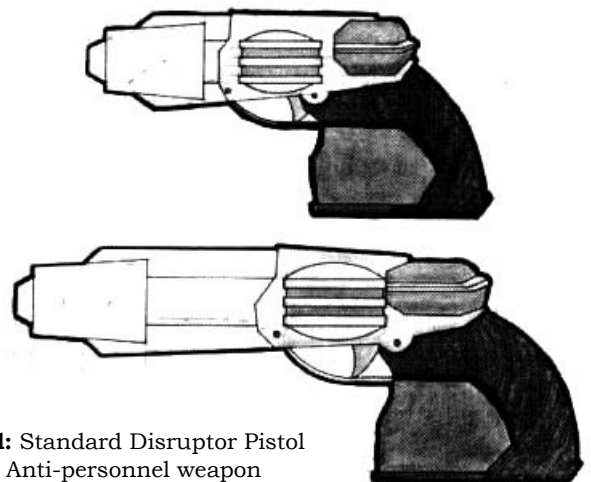


Model: Tenloss DFT-3 Disruptor Rifle
Type: Disruptor rifle
Scale: Character
Skill: Blasters: disruptor
Cost: 4,300 (power pack: 100)
Availability: 4, X
Range: 1-10/50/100 (with scope: 30-50/150/300)
Fire Rate: 1
Damage: 4D (1 round of charge: 7D)

MSD-36 Heavy Disruptor Pistol

Model: Merr-Sonn MSD-36 Heavy Disruptor Pistol
Type: Anti personnel weapon
Scale: Character
Skill: Blaster: heavy disruptor
Ammo: 10
Cost: 6,000
Availability: 4, X
Fire Rate: 1
Range: 0-3/5/7
Damage: 6D
Source: Gundark's Fantastic Technology (pages 28-29)

Disruptor Pistol



Model: Standard Disruptor Pistol
Type: Anti-personnel weapon
Scale: Character
Skill: Blaster: disruptor
Ammo: 5
Cost: 3,000 (power packs: 50)
Availability: 4, X
Fire Rate: 1
Range: 0-3/5/7
Damage: 6D+2
Source: Gundark's Fantastic Technology (pages 26-27), Han Solo and the Corporate Sector Sourcebook (page 118)

Stun Blasters

Stingbeam

Model: Generic Stingbeam

Type: Stingbeam

Scale: Character

Skill: Blaster: Stingbeam

Ammo: 5

Cost: 400 credits

Availability: 2, F, R, or X

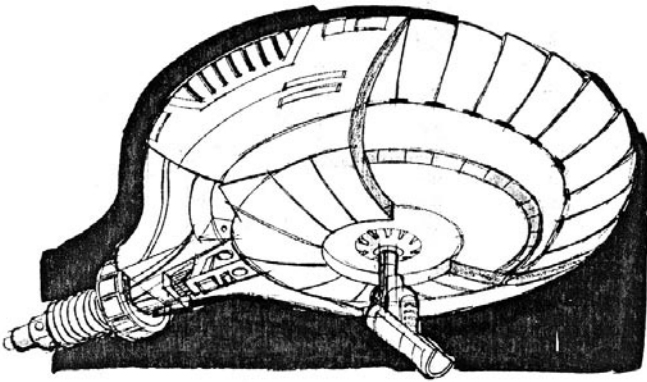
Range: 1-2/4/6

Damage: 4D (Stun)

Game Notes: A stunning weapon that is smaller than a hold-out blaster. Increase the listed price to 1,500 credits for a model that adds +5 to the difficulty of any *search* or *sensors* rolls made to detect it.

Source: Gamer Magazine

Ion Paddle Beamer



Type: Ssi-ruuvi hand weapon

Scale: Character

Skill: Blaster: ion beamer

Ammo: 25 shots per power cell

Availability: 4

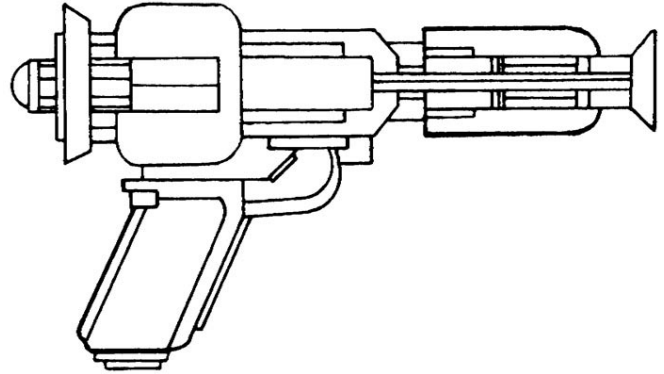
Range: 3-4/8/12

Damage: 4D+2/5D/4D/2D (4D+2 damage for point-blank range is normal damage; all others are stun damage; see "game notes")

Game Notes: Any character struck by the beam for stun damage, must make an opposed *Strength* check. If the result is stunned, the character is stunned (as per normal "stun damage" rules). If the damage roll beats the character's *Strength* roll by 4 or more points, the portion of the body struck is stunned for 1-3 hours (1D/2) (roll on the hit location chart on the Rulebook). If the head or torso is struck, the target is completely immobile (although still conscious); if a limb is struck, that limb is disabled. Since the weapon was designed for the odd hand structure of the Ssi-ruuk, humans find the weapon extremely difficult to handle. All human users add +2D to the difficulty to fire the weapon. Humans with a *blaster: ion beamer* specialization only add +1D to the difficulty to fire the weapon.

Source: The Truce at Bakura Sourcebook (pages 140-141)

Sleep Inducer



Model: Pacnorval Defense Systems, Limited SIL-50

Type: Sleep inducing stun weapon

Scale: Character

Skill: Blaster

Ammo: 15

Cost: 2,000, 100 (additional chips)

Availability: 4, F

Fire Rate: 1/2 (due to time needed for power charge)

Range: 03-5/10

Damage: 5D (stun damage)

Game Notes: Damage is rolled against the target's *stamina*; if the target is stunned or worse, the recipient must make a Moderate *stamina* roll not to pass out due to the sleep inducing frequencies. Aleep lasts 1D hours. Frequency chips will only work against one specific species; changing a chip requires an Easy *blaster repair* roll and 3 minutes.

Source: Galladinium's Fantastic Technology (page 76)

Suppressor Riot Rifle

Model: Merr-Sonn R-88 Suppressor Riot Rifle

Type: Riot Rifle

Scale: Character

Skill: Blaster: R-88

Ammo: 50 (stunning blasts)/10 (stun fluid)

Cost: 2,000

Availability: 2, X

Fire Rate: 1

Range: 3-20/50/100

Damage: 5D stun

Game Notes: Not only is this a powerful riot rifle, but it incorporates an underbarrel chemical sprayer that delivers Brix-C stun fluid onto targets up to 100 meters away. All characters within 4 meters of a spray's impact point must attempt a *dodge* roll to avoid Brix-C droplets. Characters who fail must attempt a Very Difficult *Strength* check, or be knocked unconscious for 2D minutes. The chemical cloud extends 8 meters from the point of impact (with this likely being modified by local wind and weather conditions). Any characters in the aerosol cloud (including any who have already resisted contact with any droplets) must make a Moderate *Strength* check upon inhaling the mist. Those who fail are knocked unconscious for 2D-1 minutes. Breath masks or full-body armor can protect characters from the effects of Brix-C, and characters wearing both types of protection are immune.

Source: Coruscant and the Core Worlds (page 19)

Stokhli Spray Stick



Model: Stokhli Spray Stick
Type: Non-lethal restraint
Scale: Character
Skill: Blaster: Stokhli spray stick
Ammo: 10 charges (1 charge can generate up to 500 meters of spraynet)
Cost: 14,000
Availability: R
Range: 50/100/200
Damage: 6D stun damage.
Game Notes: Entangled characters must make opposed *Strength* roll to break free (6D *Strength*).
Source: Gundark's Fantastic Technology (page 73), Heir to the Empire Sourcebook (pages 110-112), The Thrawn Trilogy Sourcebook (pages 194-195)

Deck-Sweeper



Model: Merr-Sonn Deck Sweeper Stunning Blaster
Type: Stunner
Scale: Character
Skill: Blaster: deck-sweeper
Ammo: 5
Cost: 500 (power packs: 10)
Availability: 2, X
Fire Rate: 1/2
Range: 3/5/10
Damage: 6D stun
Game Notes: Everyone within a 45-degree arc of the shooter's front is hit with a successful use. Characters within five meters of the blast cannot attempt to *dodge*; characters six to ten meters away may attempt to *dodge*, though all attempts are at -1D penalty.
Source: Gundark's Fantastic Technology (page 31), Pirates & Privateers (pages 42-43), Arms and Equipment Guide (page 17)

Hapan Gun of Command



Model: Charubah Industries Gun of Command
Type: Neural-effect blaster
Scale: Character
Skill: Blaster: gun of command
Ammo: 6
Cost: 17,500
Availability: 4, R or X
Fire Rate: 1
Range: 3-7/25/50
Damage: 5D, Special (See below)
Game Notes: A successful hit with the Hapan Gun of Command lowers the target's ability to resist a command from the assailant. The target uses his *willpower* skill against the Gun of Command's damage dice instead of *Strength*. Use the chart below to determine the Gun of Command's effects:
Damage Roll >

Willpower Roll	Target Suffer
0-3	-1D to <i>willpower</i> for 1 round
4-8	-1D to <i>willpower</i> for 1D rounds
9-12	-2D to <i>willpower</i> for 2D minutes
13-15	-2D to <i>willpower</i> for 2D hours
16+	-3D to <i>willpower</i> for 3D hours

If the target's *willpower* falls to 0D or below, the character will automatically accept any command from the assailant, within reason. If the assailant's command puts the target into direct harm (like walking off a balcony), the target will "snap out" of the trance, voiding the effects of the Gun of Command completely.
Source: Cracken's Threat Dossier (page 54)

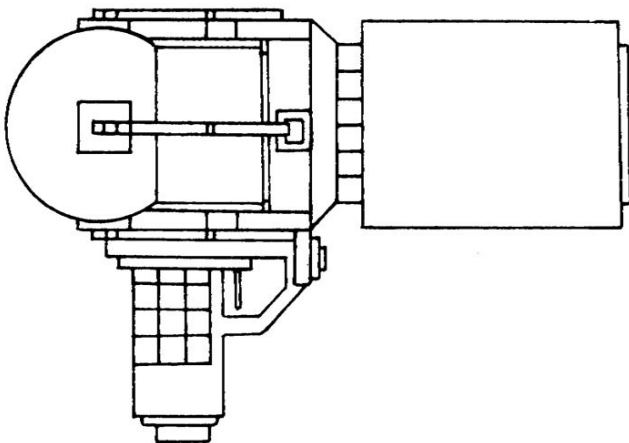
Droid Disabling Blasters

Jawa Ionization Gun



Model: Jawa Ionization Blaster
Type: Jury-rigged electromagnetic pulse weapon
Scale: Character
Skill: Blaster: ionization gun
Cost: Not available for sale
Availability: 4
Range: 3-4/8/12
Damage: 3D (affects droids only)
Game Notes: Affects droids only. Calculate damage for knockout purposes only. No permanent damage occurs. User adds 1D to *blaster* skill.
Source: Cracken's Rebel Field Guide (page 73), Arms and Equipment Guide (page 20)

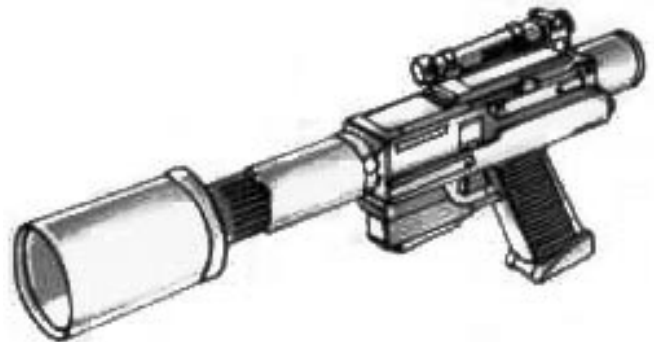
Droid Disabler



Model: Felebreck Electrical Defense Systems Droid Disabler
Type: Droid ionizer
Skill: Blaster
Ammo: 5; uses standard power packs
Cost: 700, 25 (power pack)
Availability: 3
Range: 0-5/7/10
Damage: 4D ionization damage
Source: Galladinium's Fantastic Technology (page 77), Lord of the Expanse – Sector Guide (page 45), Arms and Equipment Guide (page 20)

Ion Gun Pistol

Model: Generic Ion Pistol
Type: Ion gun
Scale: Character
Skill: Blaster: ion pistol
Ammo: 30 (power packs: 25)
Cost: 250
Availability: 2, R
Fire Rate: 1
Range: 3-8/16/24
Damage: 4D ionization damage
Game Notes: Ion guns fire streams of energy that wreak havoc on electrical systems, and they are usually employed against droids, light vehicles, and some types of equipment. When used normally, an ion gun fries a droid's circuits and internal components, inflicting lethal damage. If set to "stun," it works much the same as a blaster set on stun works against organic opponents. A droid stunned in such a way is out of commission for 2D minutes. An ion gun's blast has no effect on organic targets, unless such targets have cybernetic replacements.
Source: d20 Core Rulebook (page 137)



Ion Gun Rifle

Model: Generic Ion Rifle
Type: Ion gun
Scale: Character
Skill: Blaster: ion rifle
Ammo: 30 (power packs: 25)
Cost: 800
Availability: 2, R
Fire Rate: 1
Range: 3-30/60/90
Damage: 4D+2 ionization damage
Game Notes: Aside from somewhat higher damage and increased range, an ion rifle works in much the same way as an ion pistol (see Ion Gun Pistol).
Source: d20 Core Rulebook (page 137)

DEMP Gun

Model: Merr-Sonn DEMP Gun
Type: Personal anti-droid electromagnetic pulse weapon
Scale: Character
Skill: Blaster
Ammo: 10
Cost: 500
Availability: 2, R
Range: 3-10/30/120
Damage: 2D (setting 1), 3D (setting 2), 4D (setting 3)
Source: Imperial Sourcebook (pages 122-123), Arms and Equipment Guide (pages 20-21)

DEMP 2 Gun



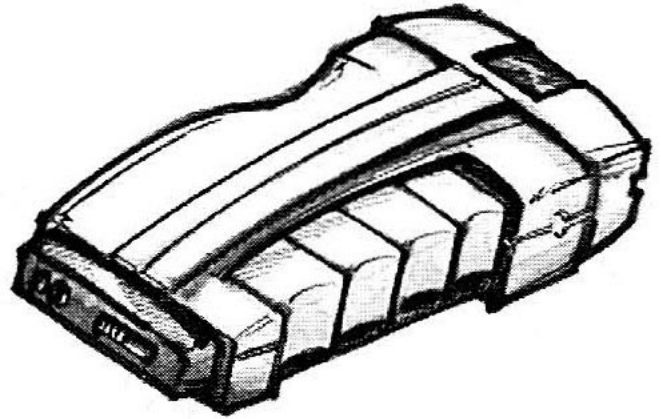
Model: Merr-Sonn DEMP 2 Gun
Type: Anti-droid electromagnetic pulse weapon
Scale: Character
Skill: Blaster: DEMP
Cost: 950
Availability: 2, R
Fire Rate: 1
Range: 3-10/30/120
Damage: 3D (setting 1), 4D (setting 2), 5D (setting 3), 5D (setting 4, droids), 3D (setting 4, living beings)
Game Notes: Settings 1-3 affect droids only, while setting 4 affects both living beings and droids.

DEMP Carbine

Model: Merr-Sonn DEMP Carbine
Type: Personal anti-droid electromagnetic pulse weapon
Scale: Character
Skill: Blaster
Ammo: 10
Cost: 750
Availability: 2, R
Range: 3-25/60/250
Damage: 3D (setting 1), 4D (setting 2), 5D (setting 3)
Source: Imperial Sourcebook (pages 122-123), Arms and Equipment Guide (pages 20-21)



Mandroxan Droid Disabler

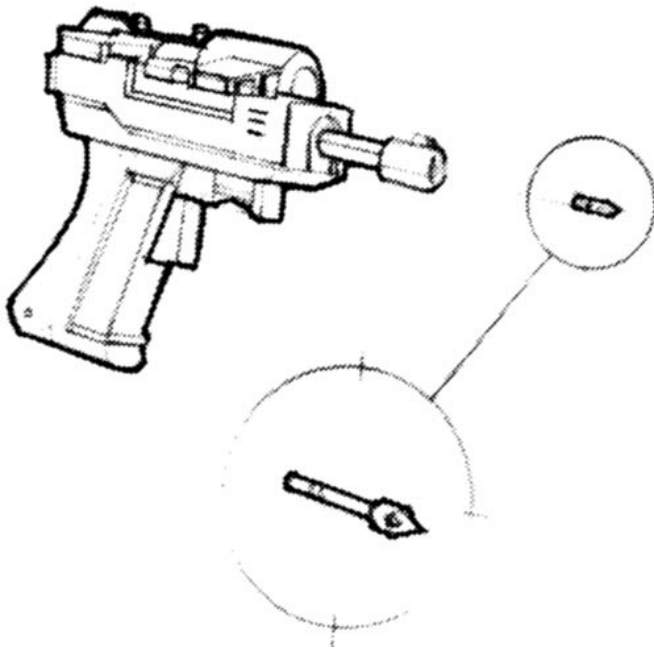


Model: Mandroxan Exports Defense Weapon EDWX-843
Type: Anti-droid weapon
Scale: Character
Skill: Blaster
Ammo: 10 (power pack)
Cost: 10,000 (black market)
Availability: 4, X
Range: 5-10/30/50
Damage: 6D (stun damage); +1D for each hit after the first
Game Notes: When hit, droids suffer a -1D to skill and attribute rolls for the next three rounds of the target is *stunned*; otherwise, the droid is rendered "unconscious" as per the "Stun Damage" rules. While no permanent damage is done, a diagnostic overhaul and power-up will be required to reactivate the droid.
Source: Galaxy Guide 11: Criminal Organizations (pages 83-84), Gundark's Fantastic Technology (page 107-108)

Ranged Weapons

Firearms

Blaster Buster

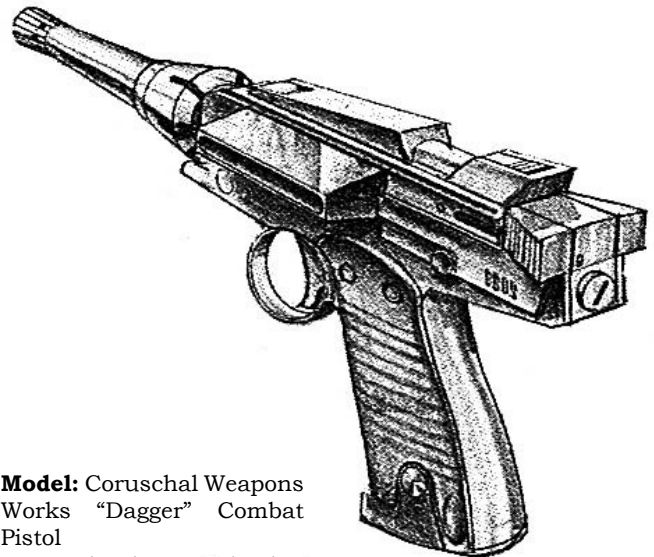


Model: Oriolanis Defense Systems Blaster Buster
Type: Anti-energy weapon
Scale: Character
Skill: Firearms
Ammo: 4
Cost: 350, 30 (ammo clip)
Availability: 2, F or R
Fire Rate: 2
Range: 0-3/10/20
Damage: 3D
Game Notes: The user must make a *firearms* roll to successfully target the blaster weapon. Once targeted, as long as the blaster is in the same general area and is still in line of sight, the projectile will home in on the weapon. Damage is rolled against the blaster's body (normally 1D-2D). Laser targeting disperses after 10 seconds.
Source: Galladinium's Fantastic Technology (page 73), Arms and Equipment Guide (pages 22-23)

Air Gun

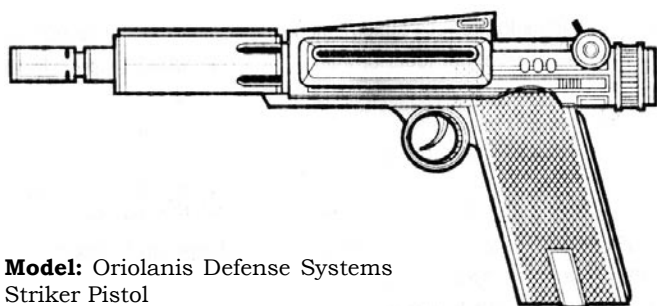
Model: Field Sports Air Pistol
Type: Compressed air pistol
Scale: Character
Skill: Firearms: air pistol
Ammo: 20
Cost: 200 (ammo clip: 10)
Availability: 1
Range: 3-10/20/40
Damage: 3D
Game Notes: Air guns make very little noise, adding only +2 to opponent's *search* to detect.
Source: Rules of Engagement – The Rebel SpecForce Handbook (page 63), Arms and Equipment Guide (page 22)

Dagger Combat Pistol

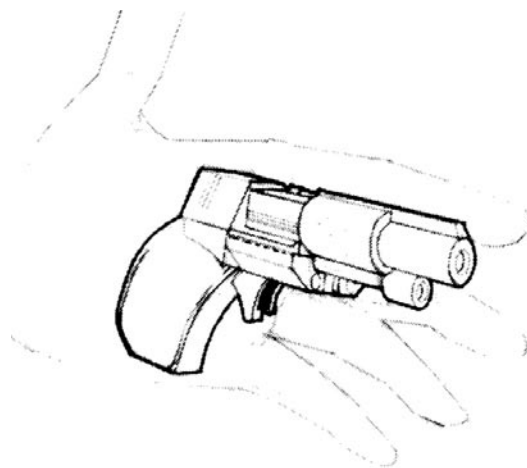


Model: Coruschal Weapons Works "Dagger" Combat Pistol
Type: Slugthrower pistol
Scale: Character
Skill: Firearms: slugthrower pistol
Ammo: 16
Cost: 300
Availability: 2, F
Range: 3-10/30/60
Damage: 3D
Game Notes: -1D damage when used on a target with body armor.
Source: Rulebook (page 229)

ODS Striker Projectile Pistol

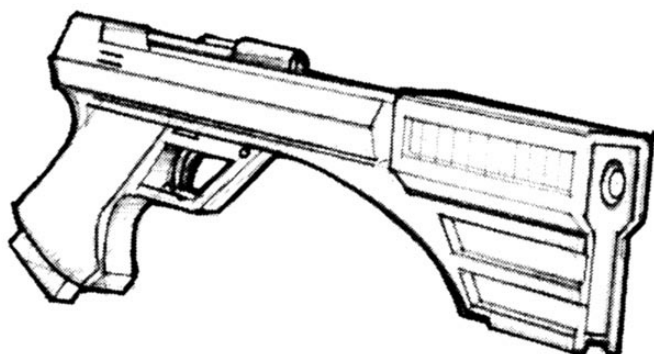


Model: Oriolanis Defense Systems Striker Pistol
Type: Projectile pistol
Scale: Character
Skill: Firearms
Ammo: 8
Cost: 275 (ammo clip: 5)
Availability: 1, F
Range: 3-10/30/120
Damage: 3D
Source: Arms and Equipment Guide (page 23)



Fire Rate: 2
Range: 1-5/10/25
Damage: 3D+1
Game Notes: If optional spring clamp is employed, user gains +1D to the character's *firearms* skill to quickdraw against an opponent (for quickdraw rules, see *Han Solo and the Corporate Sector Sourcebook*, page 122)
Source: Galladinium's Fantastic Technology (page 73), Arms and Equipment Guide (page 22)

Kelvarlek Dissuader

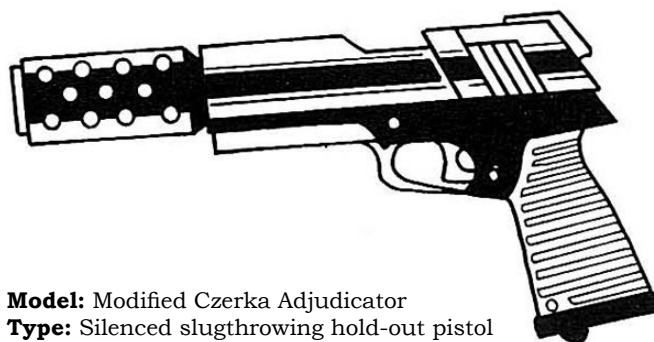


Model: Kelvarlek Consolidated Arms Dissuader KD-30
Type: Acid slug-throwing gun
Scale: Character
Skill: Firearms
Ammo: 6
Cost: 400, 30 (ammunition clip)
Availability: 3, F
Fire Rate: 2
Range: 50/75/100
Damage: 3D; 3D acid burn damage for three rounds unless character has hardened materials which resist acids.
Game Notes: Internal laser sighting system automatically adds +1D to *firearms* rolls if the user takes a full round to aim (in addition to the standard aiming bonus).
Source: Galladinium's Fantastic Technology (page 74), Arms and Equipment Guide (page 22)

Czerka Adjudicator

Model: Czerka Adjudicator
Type: Slug throwing hold-out pistol
Scale: Character
Skill: Firearms
Ammo: 4
Cost: 300, 50 (wrist clamp magnetic holstering lock), 10 (ammo)
Availability: 2, F or R

Alliance Adjudicator



Model: Modified Czerka Adjudicator
Type: Silenced slugthrowing hold-out pistol
Scale: Character
Skill: Firearms
Ammo: 4
Cost: 300, 10 (ammo)
Availability: 2, F or R
Fire Rate: 2
Range: 1-5/10/25
Damage: 3D+1
Source: Rules of Engagement – The Rebel SpecForce Handbook (pages 62-63)

Protector Revolver

Model: Barimoq Industries Protector
Type: Slugthrower revolver
Scale: Character
Skill: Firearms: slugthrower
Ammo: 5
Cost: 200
Availability: 3
Fire Rate: 1
Range: 3-10/30/55
Damage: 3D+1
Game Notes: 2D+1 damage when used against targets wearing Space Age body armor.
Source: Adventure Journal 15 (page 191)

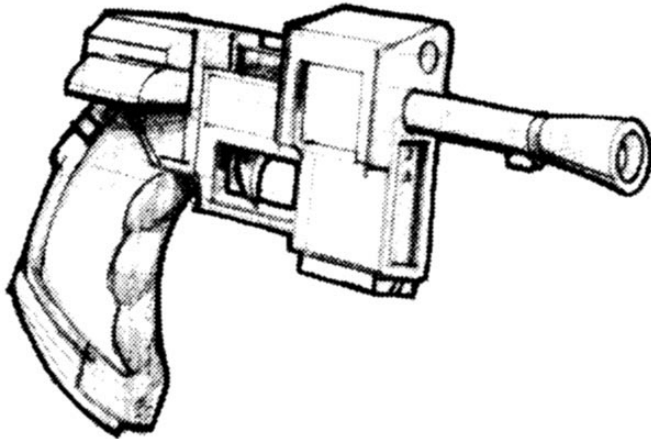
Silenced Slugthrower

Model: Alliance/Czerka Arms SH-9
Type: Modified slugthrowing pistol
Scale: Character
Skill: Firearms: pistol
Ammo: 10
Cost: Modified version not for sale
Availability: 4
Range: 3-10/30/60
Damage: 3D+2
Game Notes: Silenced slugthrower makes very little noise, adding only +1 to opponent's *search*.
Source: Rules of Engagement – The Rebel SpecForce Handbook (page 63)

Custom Slugthrower Pistol

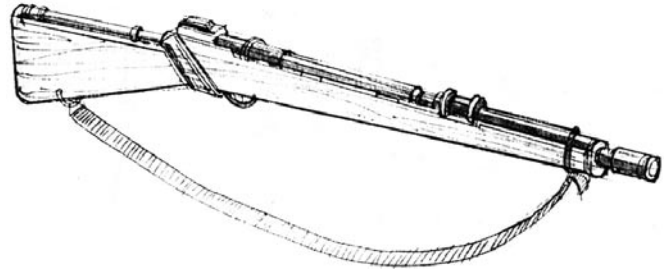
Model: Liddell Custom Slugthrower Pistol
Type: Slugthrower
Scale: Character
Skill: Firearms: slugthrower pistol
Ammo: 10
Cost: Not available for sale
Availability: 4, F
Range: 3-15/45/90
Damage: 3D+2
Game Notes: As with other slugthrowers, this one loses -1D from its damage against any target that is wearing (or otherwise equipped with) armor.
Source: Gamer Magazine

Blister Blaster



Model: Golan Arms Blister Blaster
Type: Slug thrower
Scale: Character
Skill: Firearms
Ammo: 8
Cost: 300
Availability: 3, F or R
Fire Rate: 3
Range: 5-20/40/60
Damage: 4D, 3D second round (due to burns), 2D in third round, continuing for 1D rounds (due to burns).
Source: Galladinium's Fantastic Technology (pages 73-74)

Dresselian Projectile Rifle



Model: Dresselian Projectile Rifle
Type: Projectile rifle
Scale: Character
Skill: Firearms
Ammo: 12
Cost: 300 (ammo clip: 5)
Availability: 1, F
Range: 3-25/50/200
Damage: 4D
Source: Arms and Equipment Guide (pages 23-24), Ultimate Alien Anthology (page 49)

Czerka Adventurer

Model: Czerka Adventurer
Type: Slugthrower rifle
Scale: Character
Skill: Firearms
Ammo: 15
Cost: 360 (ammo clip: 6)
Availability: 1, F
Range: 3-30/100/300
Damage: 4D
Source: Arms and Equipment Guide (page 23)



Jer'N be' Milad Vel "Hammer"

Model: Jer'N Weapons Systems Hammer
Type: Medium slug-thrower
Scale: Character
Skill: Firearms: pistol
Ammo: 8
Cost: 250 (ammo: 1 slug: 1)
Availability: 3, X
Range: 2-8/20/40
Damage: 4D+1
Game Notes: The Hammer's extreme recoil requires the user to make a Moderate *Strength* roll after the weapon is fired. If the roll fails, additional shots in that round or in the next round are at an *additional* -1D penalty; if the character waits a full round before firing again, there is no penalty. If the character succeeds at the *Strength* roll, there is no penalty beyond the normal multiple action penalties.



Source: Gorothe, Slave of the Empire (page 83)

Kisteer 1284 Sniper Rifle



Model: Inconnu Kisteer 1284 Sniper Rifle

Type: Slugthrower rifle

Scale: Character

Skill: Firearms: rifle

Ammo: 10

Cost: 450

Availability: 2, F

Fire Rate: 1

Range: 5-50/180/420

Damage: 4D+1

Game Notes: This weapon has an advanced targeting scope with night vision sensors (+2D to *search* in low-light conditions) and target finder (+1D+2 to Long Range shots, +1D to Medium Range shots, if user spends one round aiming).

8-Guage Shotgun

Model: Adostic Arms

8-Guage Shotgun

Type: Projectile
shotgun

Scale: Character

Skill: Firearms:
shotgun

Ammo: 2

Cost: 500

Availability: 3, R

Range: 3-5/10/25

Damage: 5D

Game Notes: -1D
damage when used
on a target with body
armor.

Source: Cracken's
Rebel Operatives (page 46)



Provider Rifle

Model: Barimoq Industries Provider

Type: Slugthrower Rifle

Scale: Character

Skill: Firearms: slugthrower

Ammo: 4

Cost: 450

Availability: 3

Fire Rate: 1

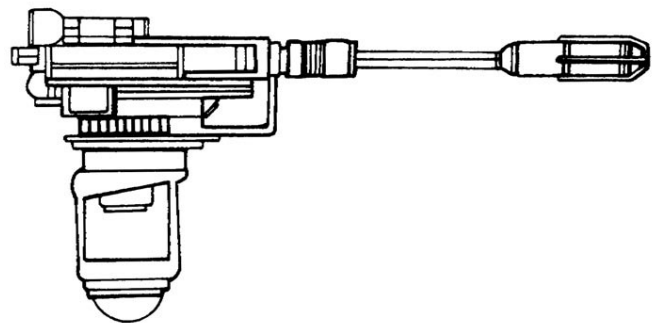
Range: 5-15/50/150

Damage: 5D

Game Notes: 3D damage when used against targets wearing
Space Age body armor,

Source: Adventure Journal 15 (page 191)

Verpine Shatter Gun



Model: Verpine Shatter Gun

Type: Magnetic accelerator weapon

Scale: Character

Skill: Firearms: Verpine shatter gun

Ammo: 100

Cost: 30,000, 1,000 (ammo)

Availability: 4, F, R or X

Body: 1D

Range: 50-400/900/1.5 km

Damage: 6D

Game Notes: If the shatter gun is jarred, dropped or
otherwise banged in any significant manner, roll damage
against the weapon's body.

Source: Galladinium's Fantastic Technology (pages 91-92),
Arms and Equipment Guide (page 38)

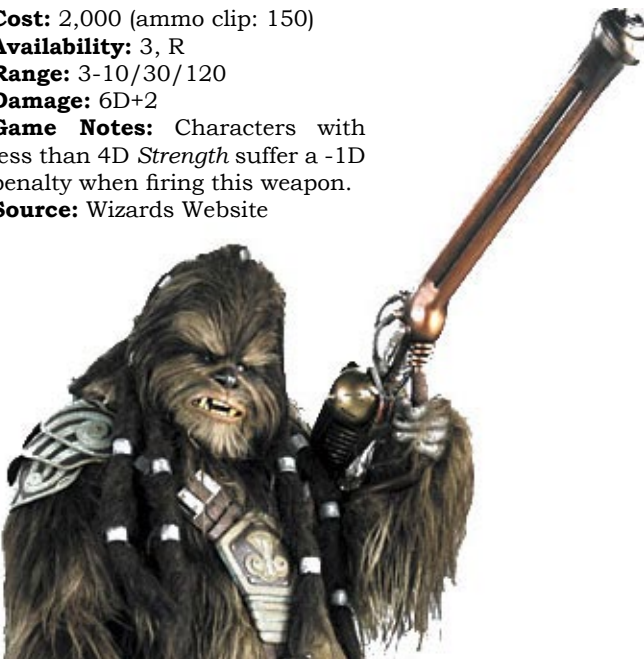
Morellian .48 Enforcer



Model: Morellian Weapons Conglomerate .48-caliber Enforcer pistol
Type: Heavy-caliber slugthrower pistol
Skill: Firearms: Enforcer
Ammo: 4
Cost: Not available for sale; 6,000+ on black market
Availability: 4, R
Range: 1-25/75/150
Damage: 6D+1
Game Notes: 2nd shots in a round increase the difficulty by one level; 3rd shots increase difficulty by two levels; etc.
Source: Alliance Intelligence Reports (page 18), Gundark's Fantastic Technology (pages 19-20), Arms and Equipment Guide (page 23)

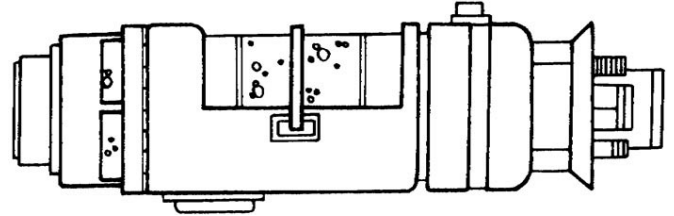
Kashyyyk Long Gun

Model: Typical Wookiee Long Gun
Type: Heavy slugthrower rifle
Scale: Character
Skill: Firearms: heavy rifle
Ammo: 10
Cost: 2,000 (ammo clip: 150)
Availability: 3, R
Range: 3-10/30/120
Damage: 6D+2
Game Notes: Characters with less than 4D *Strength* suffer a -1D penalty when firing this weapon.
Source: Wizards Website



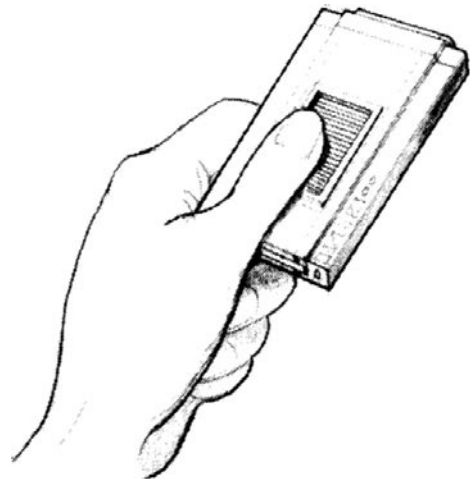
Stun Firearms

Bio-Tractant Repulsor



Model: Brisallon Chemical Consolidated Bio-Tractant Repulsor
Type: Anti-personnel weapon
Scale: Character
Skill: Firearms
Ammo: 6 (individual canisters)
Cost: 200, 5 (1 dose; many different species available)
Availability: 4
Body: 1D
Range: 0-5 (Moderate difficulty)
Damage: Special damage (see below)
Game Notes: The recipient of a successful hit (if of the appropriate species) must make a Difficult *willpower* roll to continue any attacks or hostile actions against the user. If the victim makes the roll, he or she is unaffected.
Source: Galladinium's Fantastic Technology (page 77)

Ionic Tingler



Model: Aeramaxis PDW-50 Ionic Tingler
Type: Charged firearm
Scale: Character
Skill: Firearms
Ammo: 5
Cost: 300, 25 (power pack), 20 (ammo clip)
Availability: 3, often F or R (may be illegal in some systems)
Fire Rate: 1
Range: 0-3/6/10
Damage: 2D (projectile), 1-5D stun damage (depending on amount of charge)
Game Notes: The tingler has a hollow cavity for the insertion of the special five-round clip.
Source: Galladinium's Fantastic Technology (page 74)

GRS-1 Snare Rifle



Model: Merr-Sonn Munitions GRS-1 Snare Rifle
Type: Non-lethal hunting weapon
Scale: Character
Skill: Firearms: GRS-1 snare rifle
Ammo: 12
Cost: 1,100
Availability: 2, F, R or X
Fire Rate: 1
Range: 3-10/30/60
Damage: Special

Notes: A snare rifle fires a burst of shockstun mist, as well as a liquid spraynet. A character hit by this weapon is assumed to be effected by both attacks. The shockstun mist forces a character attempt a Difficult *Strength* roll. Failure indicates that the character is knocked unconscious for 5D minutes. In addition, the liquid spraynet covers a target, entangling him. A character thus ensnared suffers a -1D penalty to all attack rolls, a -2D penalty to his *Dexterity* score, and can only move at half of his Move score. The fibers of a spraynet are hard to break, and resist damage as if they have an effective *Strength* score of 4D+2.

Source: Gamer Magazine

Riot Suppression Gun

Model: Talex-Delcor SWE/2 Riot Suppression Gun
Type: Sonic stun effect rifle
Scale: Character
Skill: Firearms
Ammo: 2
Cost: 800 (ammo shells: 25)
Availability: 2, R
Fire Rate: 2
Range: 2-3/5/10
Damage: 6D/5D/4D (stun)

Game Notes: This weapon is highly dangerous. Its ammunition is an unstable chemical explosive compound that must be loaded manually every two shots. A character must make a Moderate *demolitions* roll to load the barrels. Failure causes an explosion that inflicts lethal damage to the loader (6D). It takes four combat turns to safely reload a popper, but this time can be cut in half by increasing the difficulty of the *demolitions* check to Difficult. Both barrels can be fired at once in combat, but a one on the Wild Die means that the gun explodes, doing damage from

both barrels to the shooter. The weapon's blast affects most targets in the gun's line of sight, with stun damage decreasing over range.

Source: Classic Adventures – Vol. 4 (page 131)

Neural Inhibitor

Model: Mennotor DAS-430 Neural Inhibitor

Type: Portable rail gun

Scale: Character

Skill: Firearms: rail gun

Ammo: 240

Cost: 5,000 (rifle), 4,000 (pistol); 750 (ammo)

Availability: 4, R or X

Fire Rate: 4

Range: 3-20/50/150 (rifle), 3-10/25/50 (pistol)

Damage: 3D+1 (from impact), 6D (stun damage from neurotoxins)

Game Notes: If the neurotoxin achieves an *unconscious* result, the victim must make a Difficult *stamina* rolls after five minutes to revive. After another five minutes, the difficulty is reduced to Moderate. After another two minutes, the difficulty to revive is Easy. Targets weighing over 150 kilograms reduce the difficulty to revive by one level (Difficult becomes Moderate) and make *stamina* rolls at four minutes, three minutes and one minute; targets over 300 kilograms reduce the difficulty to revive by two levels (Difficult becomes Easy) and make *stamina* rolls at two minutes, one minute and one minute.

Source: Galaxy Guide 10: Bounty Hunters (pages 83-84), Gundark's Fantastic Technology (page 19)



Projectile Weapons

Pocker

Model: Merr-Sonn Pocker LJ
Type: Spear rifle
Scale: Character
Skill: Spear rifle
Ammo: 1
Cost: 90
Availability: 1
Range: 3-7/25/50
Damage: 3D
Game Notes: Laser-assisted scope gives a +2 bonus to hit with one round of aiming.
Source: Geonosis and the Outer Rim Worlds (pages 76-77)

Tasari Crossbow

Model: Tasari Crossbow
Type: Custom made projectile weapon
Scale: Character
Skill: Projectile Weapon: crossbow
Ammo: 1
Cost: Not available for sale
Availability: 3
Fire Rate: 1
Range: 10/20/40
Damage: 3D
Game Notes: Crossbows do only 1D damage to targets wearing Space Age body armor (such as stormtrooper armor or blast vests). It takes 10 rounds (one minute) to reload a crossbow.
Source: Adventure Journal 15 (page 191)

Drolan Plasteel Repeating Crossbow



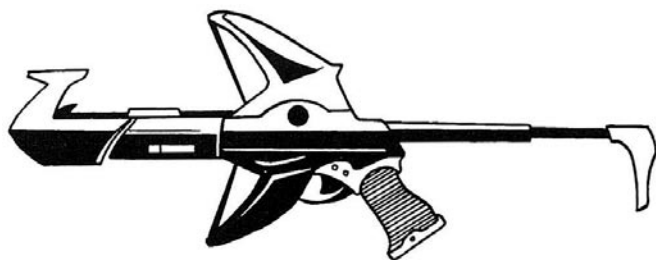
Model: Drolan Plasteel Repeating Crossbow
Type: Repeating crossbow
Scale: Character
Skill: Crossbow
Ammo: 10
Cost: 400, 40 (per 10 quarrels)
Availability: 3
Range: 3-12/35/130
Damage: 2D+2
Game Notes: It takes a full-round action to reload this weapon.
Source: Arms and Equipment Guide (page 26)

Bowcaster



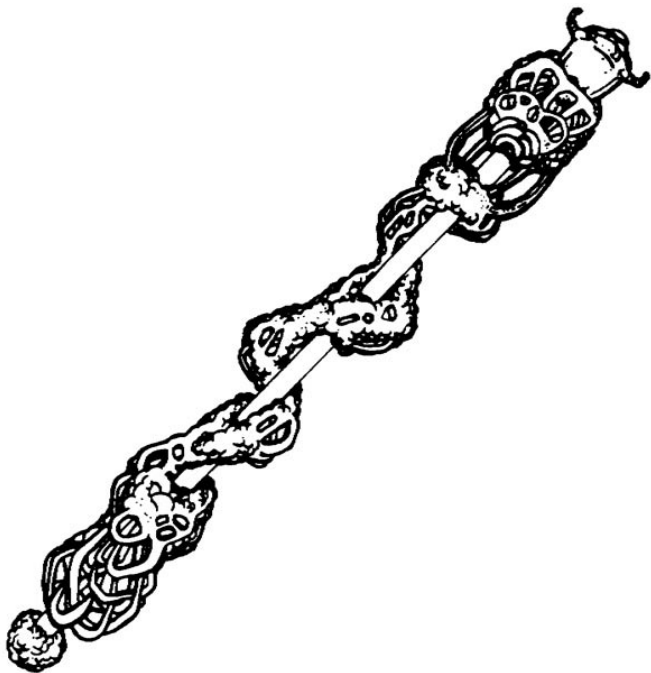
Model: Wookiee Bowcaster
Type: Energy/projectile weapon hybrid
Scale: Character
Skill: Bowcaster
Ammo: 6 (quarrels; power packs can make 50 shots before being replaced)
Cost: 900 (not sold to non-Wookiees)
Availability: 3, R
Fire Rate: 1
Range: 3-10/30/50
Damage: 4D
Game Notes: If a character wants to fire the weapon more than once in a round, he must make an Easy *Strength* roll to be able to aim the weapon (this is a "free action"). Reloading the weapon with new quarrels requires a Moderate *Strength* roll.
Source: Rulebook (page 233), Heir to the Empire Sourcebook (page 112), Star Wars Trilogy Sourcebook SE (pages 152-153)

Bolt-Thrower



Model: Alliance Bolt-thrower
Type: Mechanical bow
Scale: Character
Skill: Bow: mechanical bow
Ammo: 1
Cost: 300
Availability: 2 or 3
Fire Rate: 1
Range: 3-25/100/200
Damage: 4D
Source: Rules of Engagement – The Rebel SpecForce Handbook (page 63)

Ishi Tib Coral Scepter



Model: Tibrin Kish'nol ("Tibrin Exotic Armaments") Ishi Tib Coral Scepter
Type: Anti-personnel weapon
Scale: Character
Skill: Archaic weapons
Ammo: 12 (self-contained weapon, no reloads available)
Cost: 1,200
Availability: 4
Body: 1D+1
Range: 2-10/20/30
Damage: 3D+1
Game Notes: With a wound or worse, the victim must make a Moderate *stamina* total each round for 1D rounds to resist the effects of blood loss; a failed *stamina* roll means the victim is at an additional -1D to all actions until healed.

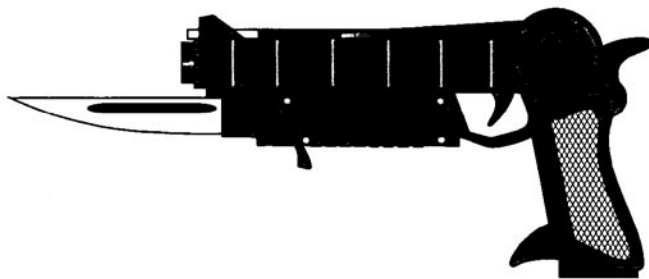
If the penalty equals or exceeds the target's *stamina*, the victim passes out and will bleed to death in 6D minutes.

Source: Galladinium's Fantastic Technology (page 75), Ultimate Alien Anthology (pages 78-79)

Yctor Arms Black Powder Pistol

Model: Yctor Arms Black Powder Pistol
Type: Black powder pistol
Skill: Archaic guns: black powder pistol
Ammo: 1
Cost: 200
Availability: 4
Range: 3-10/25
Damage: 3D
Source: Gundark's Fantastic Technology (page 20), Arms and Equipment Guide (page 23)

Sevari Flashpistol



Model: Custom-made Sevari Flashpistol
Type: Archaic projectile weapon
Scale: Character
Skill: Archaic guns: flashpistol
Ammo: 1
Cost: 50 to 500, depending on model, number of barrels, ornate design work, etc.
Availability: 3
Fire Rate: 1/2
Range: 3-10/30/60
Damage: 4D+2
Game Notes: If a 1 is rolled on the Wild Die, a premature detonation occurred. Roll 1D. On a 1 or 2, the gun misfires and must be reloaded. On a 3 or 4 the weapon's barrel is damaged and must be repaired. On a 5 or 6, the weapon explodes, causing 4D+2 damage to the user. Flash-pistol with blade extensions can be used in melee combat with an Easy difficulty roll. The blade does STR+1D damage.
Source: The Best of the Adventure Journals – Issues 1-4 (page 50), Gundark's Fantastic Technology (page 19)

EMRG-50 Rail Gun

Model: Arachnica EMRG-50 Rail Gun
Type: Electromagnetic rail gun
Scale: Character
Skill: Rail gun
Ammo: 4 shots
Cost: 10,000
Availability: 3, X
Range: 100-1/2/4 km
Damage: 5D
Game Notes: Character must have *Strength* of 5D to hold gun due to recoil.
Source: Twin Star of Kira (page 63)

Energy Weapons

Rodian Longrifle

Model: Rodian Longrifle
Type: Exotic blast rifle
Scale: Character
Skill: Rodian longrifle
Ammo: 25
Cost: 1,500
Availability: 4
Range: 2-50/200/450
Damage: 3D+1
Game Notes: No stun setting.
Source: Ultimate Alien Anthology (page 130)



Blast-Rifle

Model: Core World Arms BR1-Z
Type: Blast-rifle
Scale: Character
Skill: Blast-rifle
Ammo: 50
Cost: 1,500 (power packs: 50)
Availability: 4, R or X
Fire Rate: 1
Range: 3-15/30/150
Damage: 5D
Game Notes: At long range, increase difficulty by +5.
Source: Gundark's Fantastic Technology (page 22), Tales of the Jedi Companion (page 125)

Pulse-Blast Rifle

Model: Core World Arms Pulse-Blast Rifle
Type: Pulse-blast rifle
Scale: Character
Skill: Pulse-blast weapons: rifle
Ammo: 40
Cost: 2,000 (power pack: 60)
Availability: 4, R
Range: 3-20/50/200
Damage: 5D+1
Game Notes: Short range shots suffer a -1 penalty; Medium range suffers -2; Long Range suffers -1D. This weapon inflicts a -1D penalty on *sneak* rolls when it is loaded and being held or carried due a continual low hum.
Source: Arms and Equipment Guide (pages 16-17)

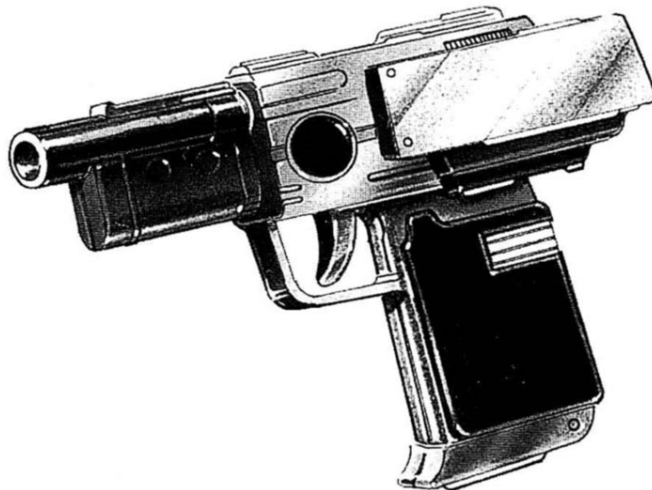
Quick-Draw Pulse-Wave Blaster

Model: Greff-Timms SnapShoot DT3
Type: Quick-draw pulse-wave blaster
Scale: Character
Skill: Pulse-wave weapons: quick-draw blaster
Ammo: 3
Cost: 300 (power packs: 20)
Availability: 4, X
Fire Rate: 1
Range: 2-3/6/10
Damage: 3D
Game Notes: The quick-draw feature of this weapon allows a character to draw and fire in one round without a multi-

action penalty.

Source: Gundark's Fantastic Technology (page 23), Tales of the Jedi Companion (page 126)

Pulse-Wave Blaster



Model: Greff-Timms Industrial ATA Pulse-wave Blaster
Type: Pulse-wave blaster
Scale: Character
Skill: Pulse-wave weapons: blaster
Ammo: 50
Cost: 600 (power packs: 35)
Availability: 4, X
Fire Rate: 1
Range: 3-8/20/100
Damage: 4D
Source: Gundark's Fantastic Technology (page 22), Tales of the Jedi Companion (page 126), Arms and Equipment Guide (page 8)

Pulse-Wave Rifle

Model: Greff-Timms Industrial Type A Pulse-wave Rifle
Type: Pulse-wave rifle
Scale: Character
Skill: Pulse-wave weapons: rifle
Ammo: 50
Cost: 2,000 (power packs: 50)
Availability: 4, X
Fire Rate: 1
Range: 3-20/75/150
Damage: 5D
Source: Gundark's Fantastic Technology (pages 22-23), Tales of the Jedi Companion (page 126), Arms and Equipment Guide (page 17)

Beam Tube

Model: Timms Emperor-4 Beam Tube
Type: Archaic energy-particle weapon
Scale: Character
Skill: Archaic weapons: beam tube
Ammo: 90 (backpack), unlimited (power generator)
Cost: 3,900 (antique store)
Fire Rate: 1/2
Availability: 3, R or X
Range: 3-10/20/50
Damage: 4D

Particle Weapons

Charric



Model: Standard Charric Rifle

Type: Particle discharge rifle

Scale: Character

Skill: Charric

Ammo: 40

Cost: Not available for sale (500 in the Chiss empire)

Availability: 3, X

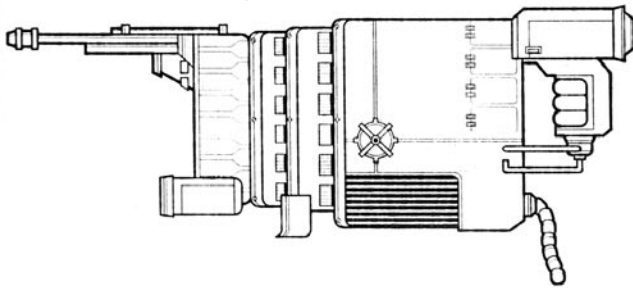
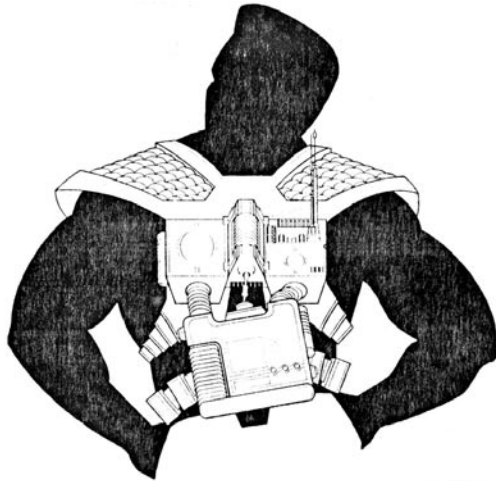
Fire Rate: 1

Range: 3-8/30/60

Damage: 4D

Notes: Not a blaster, but a weapon firing a maser-guided particle discharge that delivers both kinetic and thermal energy. Ceramic and polymer-based armor is useless against charrics, and characters wearing such armor do not add its bonus to *Strength* rolls to resist damage from them. While metal armor is effective against charrics, contact creates an electrical charge (treat damage from a charric against someone in metal armor as if the charric had been set to "stun"). Some charrics do have a stun setting.

Source: Ultimate Alien Anthology (page 38)



Game Notes: Must be fired two-handed. Move reduced by -2 because of weight of weapon and backpack. Every time weapon fired, roll 1D:

1-2 - Internal refinement tubes thrown out of order. Weapon requires 1D hours to repair.

3-6 - Fire as normal.

ACP Repeater Gun



Model: Arakyd Industries Accelerated Charged Particle Repeater Gun

Type: Particle repeater gun

Scale: Character

Skill: Particle weapons: repeater gun

Ammo: 40

Cost: 950

Availability: 3, X

Range: 3-20/70/150

Damage: 4D+2

ACP Array Gun



Model: Arakyd Industries Accelerated Charged Particle Array Gun
Type: Particle repeater gun
Scale: Character
Skill: Particle weapons: repeater gun
Ammo: 64
Cost: 1,150
Availability: 3, X
Fire Rate: 1
Range: 2-10/40/80
Damage: 5D+1

ACP Heavy Repeater Gun



Model: Arakyd Industries LS-150 Heavy Accelerated Charged Particle Repeater Gun
Type: Particle heavy repeater
Scale: Character
Skill: Particle weapons: heavy repeater
Ammo: 200
Cost: 3,200
Availability: 3, X
Range: 3-50/150/400
Damage: 7D+1

Imperial Heavy Repeater & Concussion Launcher

Model: Imperial Ammunitions Heavy Repeater with Concussion Launcher
Type: Repeater with concussion rifle
Scale: Character
Skill: Particle weapons: heavy repeater/concussion rifle
Ammo: 100
Cost: 3,000
Availability: 3, X
Fire Rate: 1 (concussion)
Range: 3-40/100/260



Blast Radius: 0-1/2/3 (concussion)
Damage: 6D (repeater), 5D/3D+2/2D (concussion)
Game Notes: Weapon has two firing modes: repeating or concussion.

Concussion Weapons

Concussion Rifle

Model: BlasTech W-90 Concussion Rifle
Type: Blaster rifle
Scale: Character
Skill: Concussion weapons: rifle
Ammo: 25
Cost: 1,000
Availability: 2, X
Fire Rate: 1
Range: 3-50/150/450
Damage: 5D
Source: Gamer Magazine

LJ-50 Concussion Rifle



Model: BlasTech LJ-50 Concussion Rifle
Type: Blaster rifle
Scale: Character
Skill: Concussion weapons: rifle
Ammo: 5
Cost: 1,250
Availability: 2, X
Fire Rate: 1
Range: 3-30/100/300
Blast Radius: 0-1/2/3
Damage: 5D+1/4D+1/3D

Stouker Concussion Rifle



Model: Stouker Armaments Concussion Blast Rifle
Type: Concussion rifle
Skill: Concussion weapons: rifle
Availability: 4, R
Ammo: 100
Cost: 3,500
Range: 5-20/60/110
Blast Radius: 0-2/6/10
Damage: 6D/4D/2D
Game Notes: This weapon is deadly to the user at close range - roll 1D6 (4-6 succeeding) to see if the user is damaged when firing at close range.

Sonic Weapons

Geonosian Sonic Staff

Model: Geonosian Sonic Staff
Type: Sonic staff
Scale: Character
Skill: Sonic staff/Melee combat: staff
Cost: 2,000
Ammo: 20
Availability: 4 (available only on Geonosis)
Difficulty: Easy
Range: 3-10/30/120
Damage: 3D+2 sonic damage, or STR+1D+1 (max: 4D)
Game Notes: The sonic staff discharges a pulse of sonic energy that cannot be deflected by lightsabers. Characters without the *sonic staff* skill suffer a -1D attack penalty. The sonic staff can also be used as a club but doesn't deal sonic damage.
Source: Ultimate Alien Anthology (page 65)

Sonic Blaster



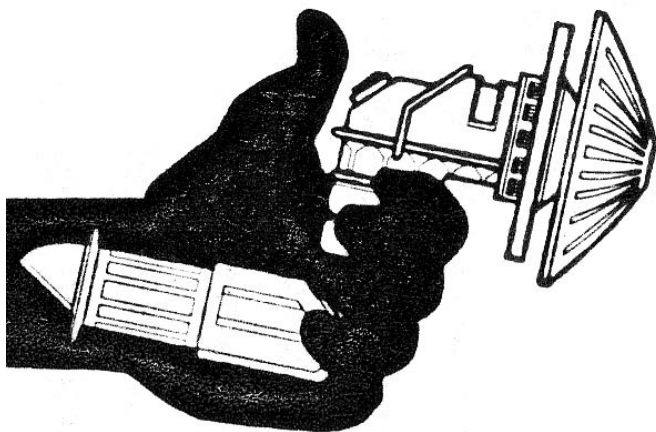
Model: Geonosian Sonic Blaster
Type: Sonic weapon
Scale: Character
Skill: Sonic weapons: blaster
Ammo: 10
Cost: Not available for sale
Availability: 4, R
Range: 2-10/15/35
Damage: 3D+2

Sonic Carbine

Model: Geonosian Sonic Carbine
Type: Sonic weapon
Scale: Character
Skill: Sonic weapons: carbine
Ammo: 30
Cost: Not available for sale
Availability: 4, R
Range: 3-15/30/50
Damage: 4D+2



Sonic Pistol



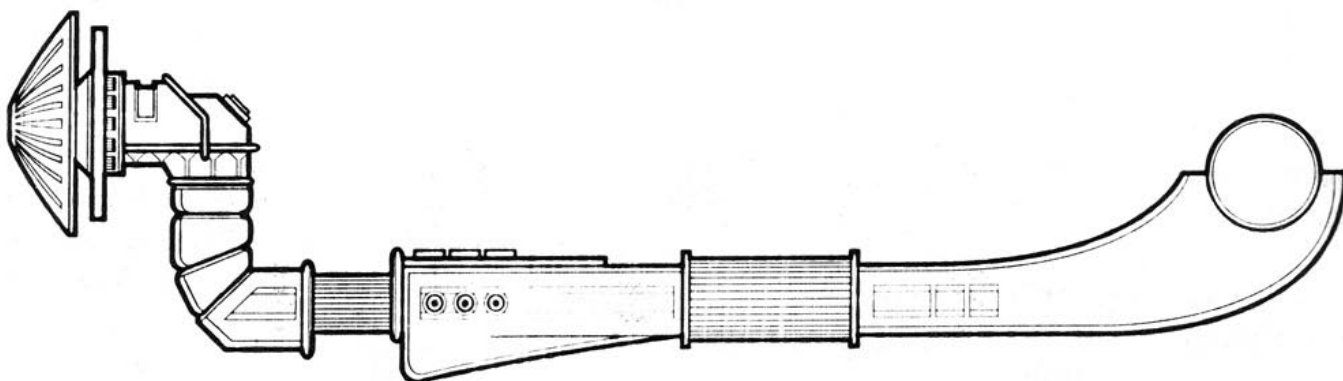
Model: Pacnorval Defense Systems, Limited Sd-77
Type: Sonic pistol
Scale: Character
Skill: Sonic weapons: pistol
Ammo: 40
Cost: 1,000
Availability: 2, F
Range: 3-5/8/10
Damage: 4D
Source: Arms and Equipment Guide (page 36)

Cost: 3,000
Availability: 2, F
Range: 3-10/15/20
Damage: 6D stun damage
Source: Arms and Equipment Guide (page 37)

Sonic Blaster

Model: Dashade Sonic Blaster
Type: Sonic weapon
Scale: Character
Skill: Sonic weapons: heavy blaster
Ammo: 30
Cost: 3,000
Availability: 3, R (available only on Nagi)
Range: 3-10/30/120
Damage: First setting: 4D stun; Second setting: 4D, Third setting: 6D+1 (drains 2 shots)
Game Notes: This weapon ignores common armor.
Source: Ultimate Alien Anthology (page 44)

Sonic Rifle



Model: Pacnorval Defense Systems, Limited Sg-82
Type: Sonic rifle
Scale: Character
Skill: Sonic weapons: rifle or Melee combat
Ammo: 20
Cost: 2,000
Availability: 2, R
Range: 3-10/15/20
Damage: 5D
Game Notes: The butt of the rifle may be used as a stun baton, inflicting 4D stun damage.
Source: Arms and Equipment Guide (pages 36-37)

Sil-50 Sonic Pistol

Model: Pacnorval Defense Systems, Limited Sil-50
Type: Sonic pistol
Scale: Character
Skill: Sonic weapons: pistol
Ammo: 50

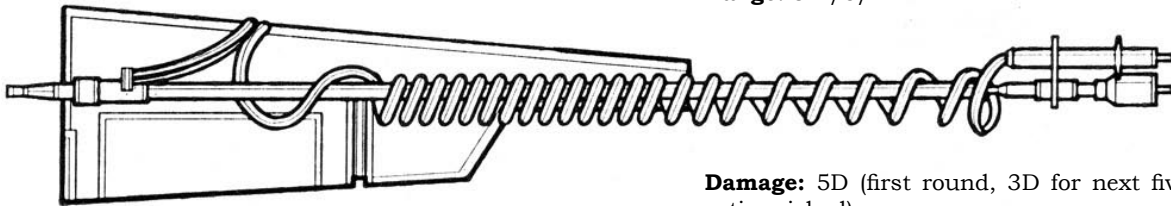
Flame Projectors

Firespray Module

Type: DarkStryder artifact
Scale: Character
Skill: Willpower
Cost: Not available for sale
Availability: 4
Range: 3-4/8/12
Damage: 3D each round until extinguished
Game Notes: This module launches a fan of green flame at a single target.
Source: The DarkStryder Campaign - Endgame (page 29)

Wrist-Mounted Flame Projector

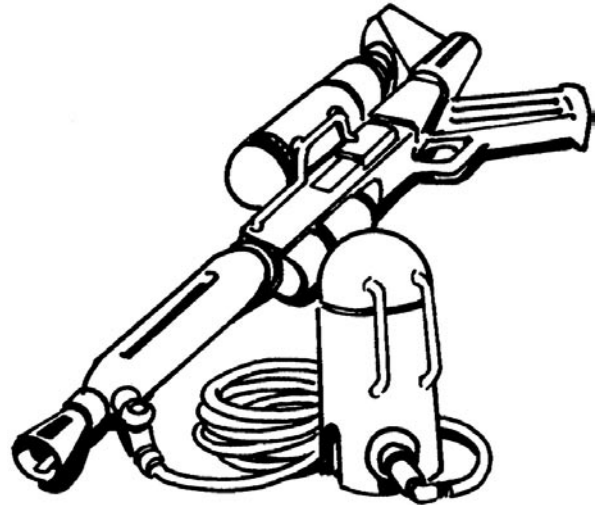
Model: Czerka CZ Wrist-Mounted Flame Projector
Type: Flame projector
Scale: Character
Skill: Flame-thrower
Ammo: 5
Cost: 800 (ammo canister: 30)
Availability: 2, X
Fire Rate: 1/2
Range: 3-4/5/7
Damage: 3D (for five rounds unless extinguished)
Source: Arms and Equipment Guide (page 35)



Droid Onboard Flame Projector

Model: Varies widely
Type: Droid-operated flame projector
Scale: Character
Skill: Missile weapons
Ammo: 10
Cost: 600 credits (basic), 1,000 credits (sensor-resistant), 200 credits (additional ammo cannisters)
Availability: 3, X
Fire Rate: 1/2
Range: 3-4/5/7
Damage: 5D (first round, 3D for next five rounds unless extinguished)
Game Notes: The basic version of the flame projector is detectable with an Easy *sensors* roll or a Moderate *search* or *Perception* total. The sensor-resistant version can be detected with a Difficult *sensors* roll or a Very Difficult *search* or *Perception* roll. A droid equipped with this type of weapon is susceptible to corrosion damage if the chemical tank that fuels the flame projector is damaged. (The chemical does 3D damage each round until it is washed off.) Internal tanks can be damaged if the droid is *incapacitated*. External tanks can be ruptured by stray blaster shots or physical blows; treat them as if they have *Strength* 3D to resist damage.
Source: Cynabar's Fantastic Technology: Droids (page 37)

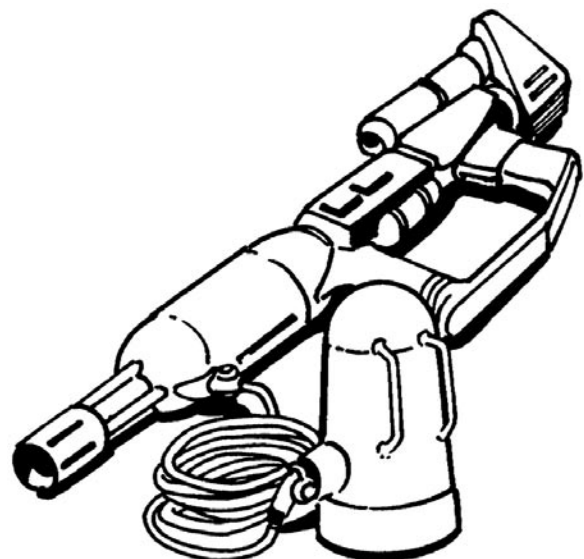
Flame Carbine



Model: Merr-Sonn C-22 Flame Carbine
Type: Flame projector
Scale: Character
Skill: Flame-thrower
Ammo: 10
Cost: 500
Availability: 4, X
Fire Rate: 1/2
Range: 3-4/5/7

Damage: 5D (first round, 3D for next five rounds unless extinguished)
Source: Gundark's Fantastic Technology (page 23), Han Solo and the Corporate Sector Sourcebook (page 117), Rules of Engagement - The Rebel SpecForce Handbook (page 64), Arms and Equipment Guide (pages 35-36)

Flame Rifle

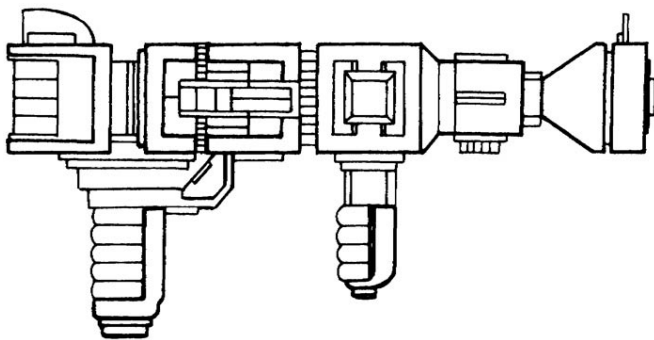


Model: Merr-Sonn CR-24 Flame Rifle
Type: Flame projector
Scale: Character
Skill: Flame-thrower
Ammo: 25
Cost: 700
Availability: 4, X
Fire Rate: 1/2
Range: 3-5/7/10
Damage: 5D+1 (first round, 4D for next 10 rounds unless extinguished)
Source: Gundark's Fantastic Technology (pages 23-24), Han Solo and the Corporate Sector Sourcebook (page 118), Rules of Engagement – The Rebel SpecForce Handbook (page 64), Arms and Equipment Guide (page 35)

Cost: Not available for sale
Availability: 4, X
Range: 1-5/10/20
Damage: 6D
Game Notes: Sith amulets are typically built in the form of crystal-studded gauntlets. When used by a character who has the Alter Force skill, the amulets project focused blasts of Dark Side energy similar to those created by the "Bolt of Hatred" Sith power (Tales of the Jedi Companion, page 87). The user's skill roll equals his Alter skill code, and the attack can be dodged like any other ranged attack. Each time a Sith amulet is used, the user gains a Dark Side Point.
Source: The Dark Side Sourcebook (pages 66-67)

Miscellaneous Ranged Weapons

Squib Tensor Rifle



Model: Amberlandrax Armaments Squib Tensor Rifle
Type: Tractor beam weapon
Scale: Character
Skill: Tensor rifle
Ammo: 50 with replaceable power generator
Cost: 15,000
Availability: 4, F, R or X
Range: 25-75/150/250
Damage: 4D
Game Notes: The tensor rifle does 3D damage for the first hit; subsequent hits to the same target within 30 seconds cause increasing damage: 4D for the second hit, 5D for the third, etc. Due to the great difficulty of targeting and handling this rather bizarre weapon, double the normal penalty for multiple actions in a round (two action would be a -2D penalty; three actions would be a -4D penalty, four actions would be a -6D penalty, etc.)
Source: Galladinium's Fantastic Technology (pages 89-90), Arms and Equipment Guide (pages 37-38)

Sith Amulet

Model: Sith Amulet
Type: Ancient Sith relic
Scale: Character
Skill: Alter
Ammo: Unlimited

Lightning Module

Type: DarkStryder artifact
Scale: Character
Skill: Willpower
Cost: Not available for sale
Availability: 4
Range: 3-7/25/50
Damage: 7D
Game Notes: This module fires a lightning bolt at a single target. The lightning module uses the *willpower* skill to determine hits.
Source: The DarkStryder Campaign - Endgame (pages 28-29)

Jodakan Needler Crab



Type: Organic weapon
Scale: Character
Skill: 4D (the crab's skill, not the owner's)
Ammo: 1
Cost: 250
Availability: 4, X
Fire Rate: 1 per 4 hours
Range: 1/2/-
Damage: 1D plus paralysis
Game Notes: Since the crab has to excrete the materials that form its needle, it must be well fed and kept from injury

or other distress. Under these conditions, it will create another barb in about four hours. A needler crab can be induced to fire its biotic needle. This is done by tapping it on the back of the shell, just above the air sacks that provide the barb's propulsion. If the needle hits and causes damage, the target must make a *Strength* test versus the potency of the poison (4D). Failure indicates that the victim is totally paralyzed for 10D minus *Strength* minutes.

Source: Adventure Journal 1 (page 112)

Plaeryin Bol



Model: Yuuzhan Vong Plaeryin Bol

Type: Organic weapon

Scale: Character

Skill: Plaeryin Bol

Ammo: Unlimited

Cost: Not available for sale

Availability: 4, X

Fire Rate: 1

Range: 1-2/5/10

Damage: 4D (poison damage, must contact the target's skin)

Game Notes: Resembling a Yuuzhan Vong eyeball, the plaeryin bol is typically used only by higher-ranking Yuuzhan Vong. The creature's "pupil" is actually a tiny mouth which can spit a glob of venom up to ten meters at the Yuuzhan Vong's command. Inserting a plaeryin bol requires that the user have an empty eye socket.

Source: The New Jedi Order Sourcebook (page 20)

Thud Bug

Model: Yuuzhan Vong Thud Bug

Type: Organic thrown weapon

Scale: Character

Cost: Not available for sale

Availability: 4, X

Range: 1-6/20/40

Damage: 4D

Game Notes: The thud bug, unlike the razorbug, is not thrown. Instead, it is released, and guides itself towards its target with an attack skill of 5D. A thud bug that misses its target will continue to attack each round until it either hits, or is destroyed. If it hits, it inflicts the listed damage. The target must also make a Moderate *Strength* roll to keep his footing, otherwise he is knocked prone. Once the bug hits, it returns to its dormant state until activated again.

Source: d20 Core Rulebook (page 357), The New Jedi Order Sourcebook (page 21), Ultimate Alien Anthology (page 193)

Snap Bug

Model: Yuuzhan Vong Snap Bug

Type: Organic weapon

Scale: Character

Ammo: 1

Cost: Not available for sale

Availability: 4, X

Fire Rate: 1

Range: 1-6/20/40

Damage: Special

Game Notes: Snap bugs operate like thud bugs, but are designed to blind and/or stun a target. Anyone hit by a snap bug must succeed at a Moderate *Dexterity* check to avoid being blinded for 1D rounds. The target must also succeed at a Difficult *Strength* check or be considered stunned for 2D+2 rounds.

Source: Gamer Magazine

Mindwarper Module

Type: DarkStryder artifact

Scale: Character

Skill: Willpower

Cost: Not available for sale

Availability: 4

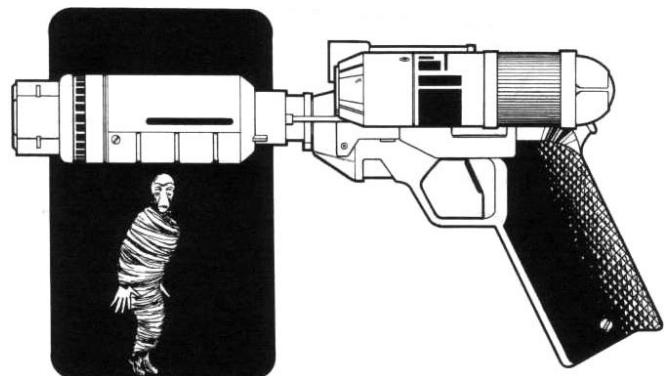
Range: 20 meters

Difficulty: Moderate

Game Notes: This device takes one round to activate. All characters within 20 meters must make a Very Difficult *willpower* check or fall immediately unconscious for one hour; can only be awakened by vigorous shaking requiring a Moderate *Strength* roll.

Source: The DarkStryder Campaign - Endgame (page 28)

Merr-Sonn Anti-Riot Tangle Gun 7



Model: Merr-Sonn Anti-Riot Tangle Gun 7

Type: Crowd control defense weapon

Scale: Character

Skill: Tangle gun

Ammo: 15

Cost: 300

Availability: X

Range: 3-10/20/25

Damage: 4D

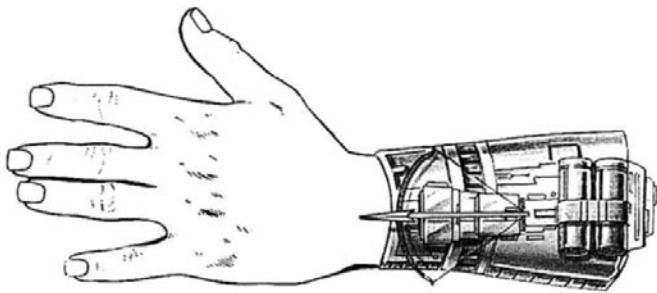
Game Notes: The web holds with a *Strength* of 5D. Anyone getting twice the total of the web's *Strength* is free.

Source: Cracken's Rebel Field Guide (page 74)

Missile Weapons

Dart Shooters

Wrist-Caster



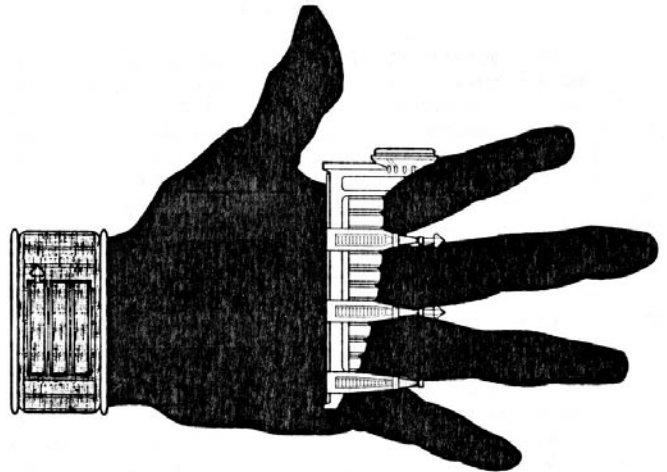
Model: Drolan Plasteel QuickShot
Type: Wrist projectile launcher
Scale: Character
Skill: Missile weapons: wrist projectile launcher
Ammo: 2 quarrels
Cost: 500
Availability: 3
Fire Rate: 1
Range: 1-4/10/20
Damage: 2D+2
Source: Gundark's Fantastic Technology (page 18), Tales of the Jedi Companion (page 126), Arms and Equipment Guide (page 27)

DAS-430 Projectile Rifle



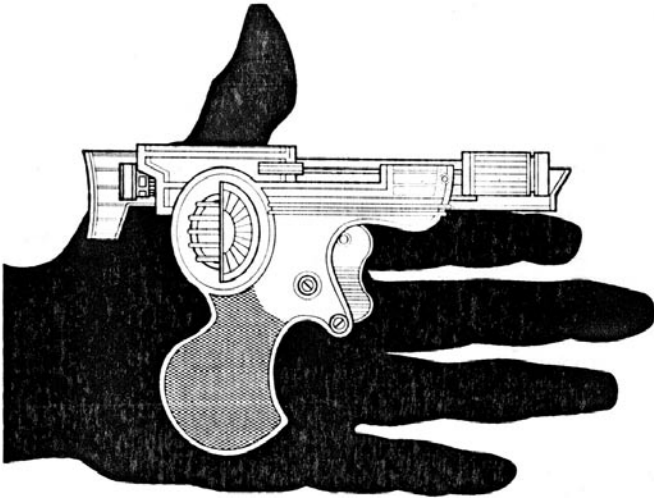
Model: Mennotor DAS-430 Electromagnetic Projectile Launcher
Type: Dart shooter
Scale: Character
Skill: Missile weapons: dart shooter
Ammo: 8
Cost: 1,200 (Neural inhibitor dart: 10)
Availability:
Range: 2-8/25/100
Damage: 2D (if the dart does any damage, target must make a Difficult *stamina* roll or suffer a -1D *Dexterity* penalty and be paralyzed for 1D rounds)
Source: Wizards Website

Prax Stealth Palm Shooter



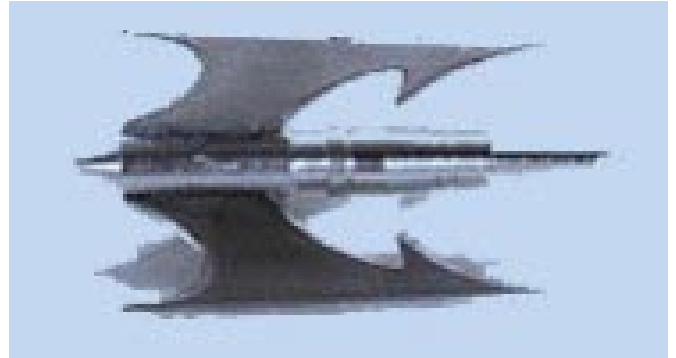
Model: Prax Arms Stealth-2VX Palm Shooter
Type: Anti-personnel weapon
Scale: Character
Skill: Missile weapons: dart shooter
Ammo: 3
Cost: 360, 30 (ammo clip)
Availability: 2, F or R
Fire Rate: 1
Range: 1-3/10/15
Damage: 1D (impact), 3D-5D (chemical explosion, depending upon mixture)
Game Notes: Ineffective in non-oxygenated atmospheres. Comes with wristband that stores up to six additional darts. +1D+1 bonus to *hide* this weapon.
Source: Arms and Equipment Guide (pages 24-25)

Prax Protector



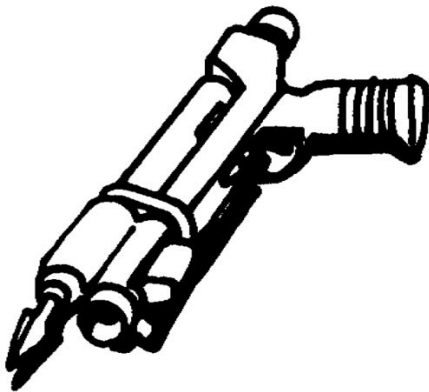
Model: Prax Arms Protector PRP-500 Hold-Out Dart Pistol
Type: Anti-personnel weapon
Scale: Character
Skill: Missile weapons: dart shooter
Ammo: 6 rounds per clip
Cost: 250, 40 (ammo clip)
Availability: 2, F or R
Fire Rate: 2
Range: 1-5/15/25
Damage: 1D (impact), 3D-5D (chemical explosion, depending upon mixture)
Game Notes: Ineffective in non-oxygenated atmospheres.
Source: Galladinium's Fantastic Technology (pages 72-73), Arms and Equipment Guide (page 24), Ultimate Adversaries (page 154)

Saberdart Launcher



Model: Saberdart Launcher
Type: Dart launcher
Scale: Character
Skill: Missile weapons: dart launcher
Ammo: 4
Cost: 1,500 (Kamino saberdart: 150)
Availability: 4, R
Range: 3-10/30/120
Damage: Kouhun venom: Victim must make a Moderate *stamina* roll or die. Succeeding the roll mean victim only suffers a -2D *Strength* penalty.
Game Notes: Darts do no damage to creatures wearing armor that grants at least +1D physical.
Source: d20 Core Rulebook (page 316)

Dart Shooter



Model: Typical dart shooter
Scale: Character
Skill: Missile weapons: dart shooter
Ammo: 30 (per clip)
Cost: 350
Availability: 1, F
Fire Rate: 4
Range: 2-4/8/10
Damage: Varies by toxin; normally 2D-6D stun or normal damage
Source: Gundark's Fantastic Technology (page 17), Han Solo and the Corporate Sector Sourcebook (page 118)

Projectile Shooters

Auto-Caster

Model: Drolan Plasteel Repeating Crossbow

Type: Crossbow

Scale: Character

Skill: Missile weapons: crossbow

Ammo: 20 quarrels

Cost: 700

Availability: 1, 2

Fire Rate: 2

Range: 3-8/20/35

Damage: 3D

Game Notes: Upon releasing a quarrel, the next projectile automatically loads into the firing groove.

Source: Gundark's Fantastic Technology (page 17), Tales of the Jedi Companion (page 125)

Fire Spitter

Model: Yuuzhan Vong Fire Spitter

Type: Combat implant

Scale: Character

Skill: Missile Weapons: Fire Spitter

Ammo: Unlimited

Cost: Not available for sale

Availability: 4, X

Fire Rate: 1/3

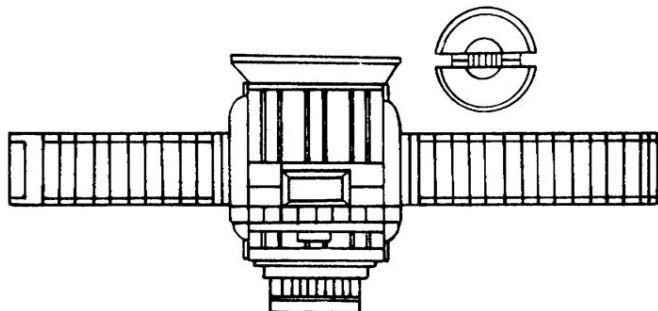
Range: 0-1/2/4

Damage: 3D+1

Game Notes: This implanted organism can spew a stream of flaming biomatter at a single target once every three rounds. On a successful hit, the creature inflicts 3D+1 damage. If the attack's wild die results in a "6," the target catches on fire, suffering an additional damage roll each round until the flames are extinguished. Each time this attack is used, the fire spitter's host suffers 2D of damage. Alternately, the fire spitter can spray a mist of sticky, flammable droplets over a 2x2 meter area twice every 24 hours. If exposed to flame (from the fire spitter, a blaster bolt, etc.), the film created by these droplets will ignite instantly. Anyone standing within this area is set on fire, suffering 3D+1 damage per round until the fire is put out.

Source: Gamer Magazine

Wrist Vac Blades



Model: Golan Arms Vac Attack Mk-127

Type: Anti-personnel weapon

Scale: Character

Skill: Missile weapon: vac blade

Ammo: 2 (3 blades per shot)

Cost: 700, 30 (blade clip)

Availability: 3, F

Fire Rate: 2

Range: 10-20/30/50

Damage: 5D (combined)

Game Notes: Fire arc can be spread up to 60-degrees, allowing for separate attacks at 3D damage, but each separate target means a separate *missile weapons* roll.

Source: Galladinium's Fantastic Technology (page 77), Rules of Engagement – The Rebel SpecForce Handbook (page 63), Arms and Equipment Guide (page 27)

Projectile Hunting Rifle



Model: Prax Arms HB-4 Projectile Rifle

Type: Long-range hunting weapon

Scale: Character

Skill: Missile weapons

Ammo: 6 (with individual wire-guided relays)

Cost: 1,500, 150 (ammo)

Availability: 4, F or R

Fire Rate: 1

Fire Control: 1D+1 (at ranges of 1 kilometer or more)

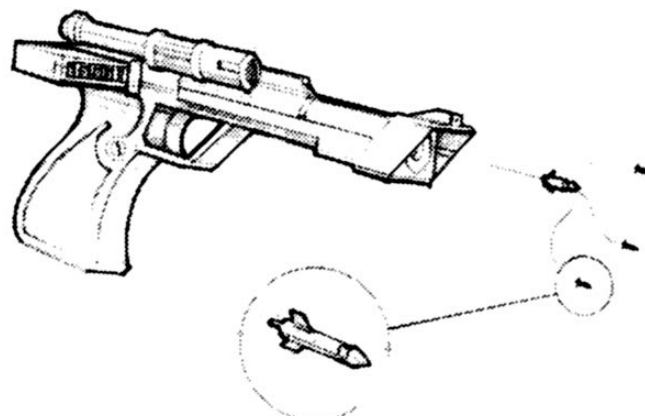
Range: 50-1/4/8 km

Damage: 5D

Game Notes: In order for fire control bonus, user must maintain line of sight contact with the target for the duration of projectile's flight (moves at 1 kilometer per round). Inside this minimum range there is no benefit from fire control. The wireguide cut-off on the HB-4 releases shells.

Source: Galladinium's Fantastic Technology (page 72)

Flechette Smart Pistol



Model: Malaxan Firepower Incorporated DWG-5

Type: Flechette pistol

Scale: Character

Skill: Missile weapons

Ammo: 8 shots per clip

Cost: 500, 30 (ammunition clip)

Availability: 3, F or R

Fire Rate: 2

Range: 10-20/50/100

Damage: 3D (point-blank range)/5D (short range)/4D (medium range)/3D (long range)

Game Notes: Damage depends on range.

Source: Galladinium's Fantastic Technology (page 72), Arms and Equipment Guide (page 26)

Duo-Flechette Rifle

Model: Salus DF-D1

Type: Flechette rifle

Skill: Armor weapons/Missile weapons

Ammo: 5

Cost: 1,000

Availability: 3, R or X

Range: 3-10/30/60

Damage: 5D

Source: Gundark's Fantastic Technology (pages 17-18), Arms and Equipment Guide (page 26), Adventure Journal 3 (page 240)

Flechette Launcher



Model: Golan Arms FC1 Flechette Launcher

Type: Flechette launcher

Scale: Character

Skill: Missile weapons

Ammo: 6 shots per canister

Cost: 800, 100 (anti-personnel canister), 200 (anti-vehicle canister)

Availability: 2, F, R or X

Fire Rate: 1

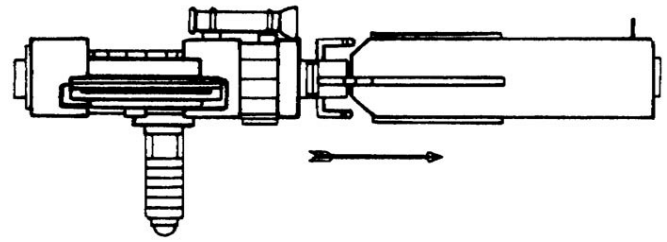
Range: 5-25/100/250

Blast Radius: 1/3/5

Damage: 6D/5D/3D (anti-personnel), 5D/4D/3D (speeder scale, anti-vehicle)

Source: Gundark's Fantastic Technology (page 18), Han Solo and the Corporate Sector Sourcebook (page 118), Rules of Engagement – The Rebel SpecForce Handbook (page 65), Arms and Equipment Guide (page 25)

Magna Caster



Model: Frohad's Galactic Firearms Magna Caster-100

Type: Magnetically-enhanced missile weapon

Scale: Character

Skill: Missile weapons: magna caster

Ammo: 10

Cost: 2,000, 150 (quarrel clip)

Availability: 3, F

Body: 2D

Fire Rate: 2

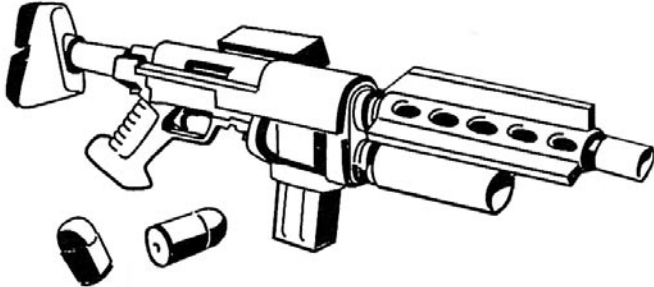
Range: 5-50/75/100

Damage: 6D/5D/4D

Source: Galladinium's Fantastic Technology (pages 75-76), Rules of Engagement – The Rebel SpecForce Handbook (page 63), Arms and Equipment Guide (page 26)

Grenade Launchers

Micro-Grenade Launcher



Model: Locris Syndicates Model MGL-1
Type: Micro-grenade launcher
Scale: Character
Skill: Missile weapons: grenade launcher
Ammo: 30 (magazine)
Cost: 2,500; 1,000 (micro-grenade magazine)
Availability: 3, F
Fire Rate: 1
Range: 3-25/100/200
Blast Radius: 0-2/4/6
Damage: 4D/3D/2D (fragmentation; other micro-grenades are available)
Game Notes: This micro-grenade launcher has a computerized fire control system. If the character can make a Moderate *Perception* roll (this is a free action and doesn't count as a skill use, so there are no penalties), the character can add +1D to hit when the weapons is fires; if the character is firing at the same target repeatedly, the character automatically gets the +1D for the second and following shots.
Source: Galaxy Guide 10: Bounty Hunters (page 84), Gundark's Fantastic Technology (pages 36-37), Rules of Engagement – The Rebel SpecForce Handbook (page 65)

Relby-v10 Micro Grenade Launcher



Model: Relby-v10 Micro Grenade Launcher
Type: Micro-grenade launcher
Scale: Character
Skill: Missile weapons: grenade launcher
Ammo: 8
Cost: 3,000
Availability: 4, X
Range: 3-30/100/300

Blast Radius: 0-2/4/6/8
Damage: 5D/4D/3D/2D (stun or normal, depending on grenade type)
Source: Wizards Website

Projectile Launcher

Model: BlasTech CSPL-12 "Caspel"
Type: Personal disposable projectile launcher
Scale: Character
Skill: Missile weapons: CSPL
Ammo: 4 (magazine)
Cost: 3,000
Availability: 2, X
Range: 5-50/100/250
Damage: Variable, see below:
Dye: Marks terrains, 10-meter radius.
Smoke: Marks terrain, obscures vision.
T-238: 1D damage, nausea, incapacity.
CryoBan: 2D freeze damage, incapacity.
Plank Gas: 3D damage, corrosive, incapacity.
Spore/B: Bothan stun spores, 4D stun damage, unconsciousness.
Fex-M3: Nerve gas, 5D damage, death.
Source: Imperial Sourcebook (page 123), The Far Orbit Project (page 144), Twin Star of Kira (page 65)

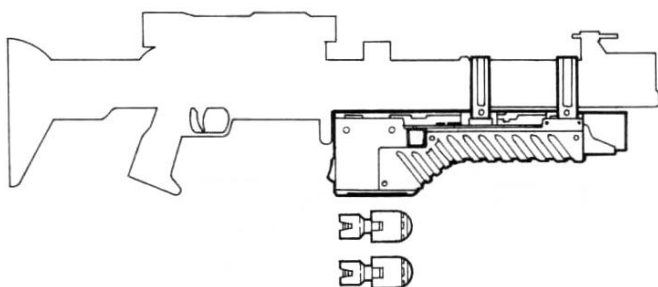
Droid Onboard Grenade Launcher

Model: Varies widely
Type: Concealed grenade launcher
Scale: Character
Skill: Missile weapons
Ammo: 3
Cost: 800 (standard), 1,200 (sensor-resistant)
Availability: 3, X
Fire Rate: 1/2
Range: 5-25/100/250
Damage: Varies by grenade type
Game Notes: The droid grenade launcher cannot be equipped on droids smaller than 1 meter; targeting circuitry and the size of the weapon make such installation impossible. The basic version of the weapon can be detected with a Moderate *sensors* roll or a Difficult *search* or *Perception* roll. The sensor-resistant version requires a Difficult *sensors* roll or a Very Difficult *search* or *Perception* roll to detect.
Source: Cynabar's Fantastic Technology: Droids (page 37)

Handheld Grenade Launcher

Model: Merr-Sonn GL-11/GL11sa handheld Grenade Launcher
Type: Grenade launcher
Scale: Character
Skill: Missile weapons: grenade launcher
Ammo: 4
Cost: 2,000
Availability: 2, X
Range: 3-20/60/210
Blast Radius: By grenade type
Damage: By grenade type
Game Notes: The GL-11 fires C016 grenades, while the GL-11sa fires C-10 grenades.
Source: Arms and Equipment Guide (page 34)

Viper Grenade Launcher



Model: Zone Control Viper Grenade Launcher

Type: Portable grenade launcher

Scale: Character

Skill: Missile weapons

Ammo: 5

Cost: 500

Availability: R

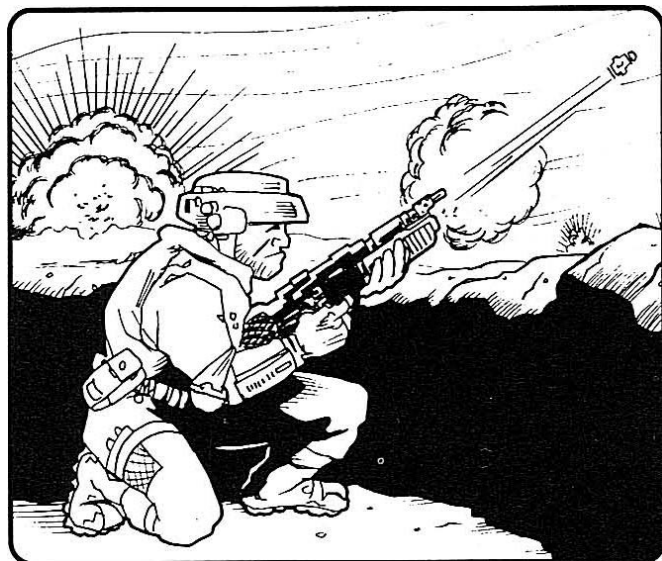
Range: 1-250/350/500

Damage: As per grenade

Game Notes: Takes two rounds to reload.

Source: Cracken's Rebel Field Guide (page 72)

Viper 2 Grenade Launcher



Model: Zone Control Viper 2 Grenade Launcher

Type: Grenade launcher rifle attachment

Scale: Character

Skill: Missile weapons: grenade launcher

Ammo: 5

Cost: 500 (launcher), 200 (grenades)

Availability: 2, R

Fire Rate: 2

Range: 1-250/350/500

Blast Radius: Per grenade

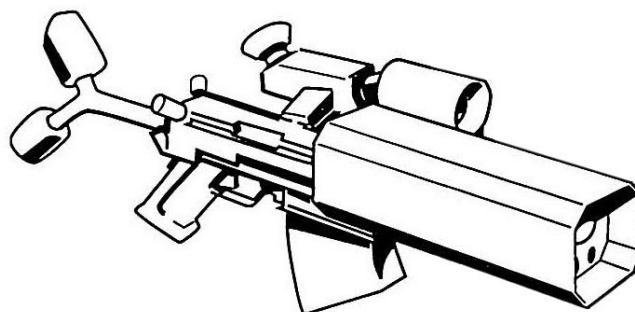
Damage: Per grenade

Game Notes: Two rounds to reload grenade magazine.

Source: Rules of Engagement – The Rebel SpecForce Handbook (page 65)

Missile Launchers

RPD-12 Rocket Launcher



Model: Locris Syndicates Model RDP-12 Rocket Launcher

Type: Rocket launcher

Scale: Character

Skill: Missile weapons: rocket launcher

Ammo: 4 (internal magazine, individually loaded), 20 (external clip)

Cost: 1,500; 200 (clip of Type-12A capsules, 250 (clip of type-12B capsules), 12 (single Type-12A capsule), 15 (single Type-12B capsule)

Availability: 3, F or R

Range: 3-30/100/300

Blast Radius: 0-1

Damage: 4D (Type-12A); 5D (stun damage; Type-12B)

Game Notes: In addition to the stun damage taken from the Type-12B capsule due to the kinetic energy on impact, character must make a Difficult *stamina* roll or be incapacitated by the FGA-583 nerve agent. A successful roll still results in -1D to all actions for the next six rounds (penalties are cumulative for multiple hits).

Source: Galaxy Guide 10: Bounty Hunters (page 86), Gundark's Fantastic Technology (pages 37-38)

Mini-Missile Launcher

Model: SoroSuub Firestorm-1

Type: Personal missile launcher

Skill: Missile weapons

Ammo: 3

Cost: 1,500

Availability: 3, R or X

Range: 3-40/120/400

Blast Radius: 0-2/8/12/20

Damage: 5D/4D/3D/2D

Source: Gundark's Fantastic Technology (pages 63-64)

RPS-8 Rocket Launcher

Model: Merr-Sonn RPS-8 Rocket Launcher

Type: Rocket launcher

Scale: Character

Skill: Missile weapons: rocket launcher

Ammo: 4 (internal magazine); 20 (external magazine)

Cost: 1,500; 200 (internal magazine); 1,000 (external mag.)

Availability: 3, F or R

Fire Rate: 1

Range: 3-30/100/300

Blast Radius: 0-1

Damage: 6D

Source: The Rebel SpecForce Handbook (page 65)

Mini-Torpedo Launcher

Model: Mon Cal Defenses Mini-Torpedo Launcher

Type: Mini-torpedo launcher

Skill: Missile weapons

Ammo: 3

Cost: 1,250 (additional torpedoes: 100)

Availability: 3, X

Range: 3-30/120/350

Damage: 6D

Game Notes: Underwater torpedo system may be fitted to heavy power armor adapted for use in aquatic environments.

Source: Gundark's Fantastic Technology (page 64)

E-60R Missile Launcher



Model: Baktoid Armor Workshop

Type: Portable missile launcher

Scale: Character

Skill: Missile weapons: missile launcher

Ammo: 4

Cost: 2,000

Availability: 2, X

Range: 5-50/150/400

Blast Radius: Varies by missile

Damage: Varies by missile (typically 6D)

Portable Rocket Launcher



Type: Personal rocket launcher

Scale: Character

Skill: Missile weapons: portable rocket launcher

Ammo: 10

Cost: 2,600

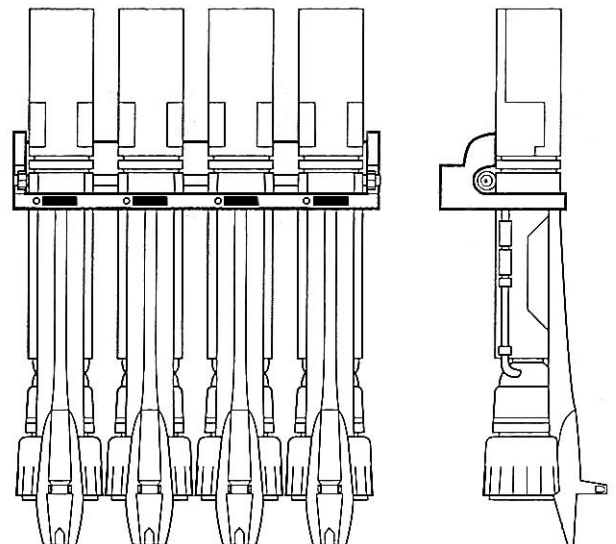
Availability: 3, X

Range: 25-100/300/500

Damage: 6D

Source: Galaxy Guide 10: Bounty Hunters (page 67)

Mini-Proton Torpedo Launcher



Model: Arakyd Mini-Proton Torpedo Launcher

Type: Back-mounted torpedo launch rack

Scale: Character

Skill: Starship gunnery

Ammo: 6

Cost: Not available for sale

Availability: 3, X

Range: 25-100/300/700 (space: 1/3/7)

Damage: 6D

Source: Rules of Engagement – The Rebel SpecForce Handbook (page 100), Imperial Sourcebook (pages 47-48)

HH-15 Projectile Launcher



Model: Golan Arms HH-15 Projectile Launcher

Type: Portable missile launcher

Scale: Character

Skill: Missile weapons: missile launcher

Ammo: 3

Cost: 2,000

Availability: 2, R

Range: 15-100/200/400

Damage: 6D

Wookiee Guided Rocket Launcher



Model: Wookiee-manufactured Guided Rocket Launcher

Type: Portable rocket launcher

Scale: Character

Skill: Missile weapons: rocket launcher

Ammo: 5

Cost: Not available for sale

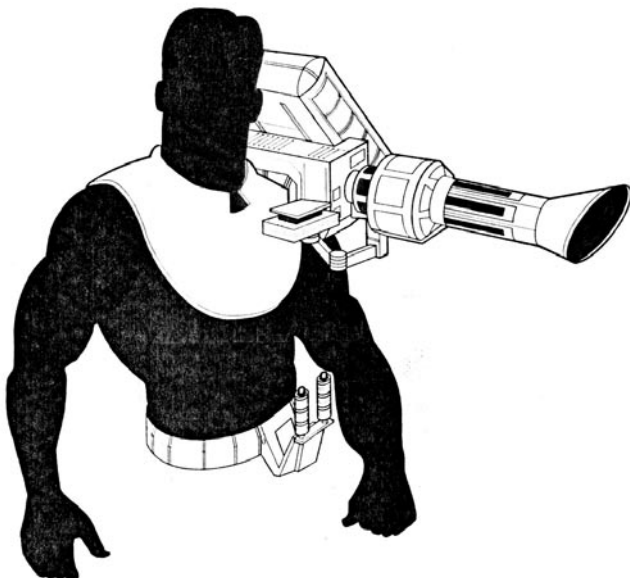
Availability: 4, X

Range: 10-50/150/300

Damage: 6D

Game Notes: If user takes an extra round to aim, he achieves a “target lock”. In this mode, if roll to hit the target fails but is within five of the difficulty number, the rocket follows the target with a “tracking” ability of 4D, moves 300 meters per move and may roll once per round to hit the target, with a maximum range of 5 kilometers. If tracking rolls miss difficulty number by a total of 10 or more, the rocket has lost its target.

PLX-2 Portable Missile Launcher



Model: Merr-Sonn PLX-2 “Plex”

Type: Portable mini-vehicle missile launcher

Scale: Character

Skill: Missile weapons: Plex

Ammo: 2

Cost: 4,000

Availability: 2, X

Range: 25-100/300/500 (“dumb” rocket mode; GAM mode gives missile a “target” lock range of 25-500/1/2 km; if roll to hit the target fails but is within five of the difficulty number, the missile has achieved a “target lock” on the target. The missile has a “tracking” ability of 4D, move 550 meters per move and may roll once per round to hit the target, with a maximum range of 40 kilometers. If tracking rolls miss difficulty number by a total of 10 or more, the missile has lost its target)

Damage: 6D

Source: Imperial Sourcebook (pages 121-122)

PLX-4 Portable Missile Launcher

Model: Merr-Sonn PLX-4 Missile Launcher

Type: Portable missile launcher

Scale: Speeder

Skill: Missile weapons: Plex

Ammo: 4 (detachable missile rack)

Cost: 6,000 (launcher), 200 (“dumb” rocket), 600 (“smart” GAM rocket), 1,000 (“savant” rocket)

Availability: R*

Range: 100-500/3/10 km

Damage: 6D

Game Notes: *Savant Rockets:* Because of the computer system necessary to fire savant rockets, one round and a Moderate *missile weapons* roll is necessary to “tag” a target. If this roll is failed, it means that the “tag” system has not locked on the target and the weapon acts only as a “dumb” rocket, relying entirely on the *missile weapons* roll in the next round. If the roll is successful, the savant missile is considered to have a skill of 4D to hit the target (normally the rocket activates at point-blank range). The attacker must make a second *missile weapons* roll at normal difficulty for the straight-line rocket attack.

* Note: Not available prior to the Battle of Endor.

Source: The Last Command Sourcebook (page 125), Gundark’s Fantastic Technology (page 37), The Thrawn Trilogy Sourcebook (page 193)

MiniMag PTL Missile Launcher



Model: MiniMag Proton Torpedo Launcher

Type: Portable missile launcher

Scale: Speeder

Skill: Missile weapons: missile launcher

Ammo: 3

Cost: 3,000

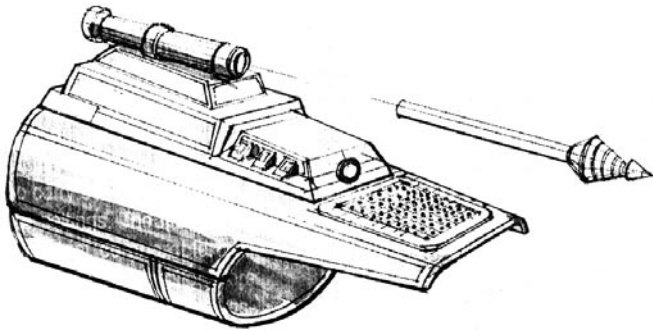
Availability: 2, X

Fire Control: 1D

Range: 10-100/300/600

Damage: 5D

MM9 Wrist Rocket System

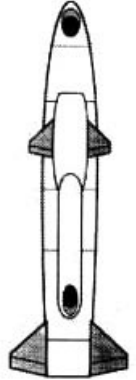


Model: Kalvarek Consolidated Arms MM9 Rocket System
Type: Wrist-mounted rocket launcher
Scale: Character
Skill: Missile weapons: wrist weapons
Ammo: 1
Cost: 2,500
Availability: 2, R
Range: 2-6/20/80 (unless otherwise noted)
Damage: Varies with rocket type (see below)
Game Notes:
Locris Syndicated Securities Type-12A Explosive Antipersonnel Rocket
Blast Radius: 0-1/2/3/4
Damage: 5D/4D/3D/2D
Cost: 400
Availability: 2, X
Merr-Sonn K26 Explosive Antivehicle Rocket
Scale: Speeder
Range: 3-10/30/120
Blast Radius: 0-1/2
Damage: 5D/4D
Cost: 500
Availability: 2, X
Locris Syndicated Securities Type-12B Hollow-Tip Rocket with FGA-583 Nerve Toxin
Damage: 3D on impact; if the weapon does damage, target must make a Difficult *stamina* roll or suffer a -2D *Strength* penalty.
Cost: 600
Availability: 4, X
Locris Syndicated Securities Type-12B Hollow-Tip Rocket with Accudrop Stun Gas
Damage: 3D stun damage; the weapon fills the target area with a 2-meter-radius cloud of gas. The gas is as inhaled poison, victim must make a Difficult *stamina* roll or suffer a -1D *Dexterity* penalty.
Cost: 400
Availability: 2, R
Locris Syndicated Securities Type-12B Hollow-Tip Empty Rocket
Damage: 3D
Cost: 200
Availability: 2
Merr-Sonn DEMP Ionization Blast Rocket
Blast Radius: 2 meters
Damage: 4D ionization
Cost: 400
Availability: 2, R
BlasTech Lumablast Rocket
Range: 3-10/30/120
Blast Radius: 4 meters
Damage: Every creature within the blast radius must make a Difficult *stamina* roll or be blinded for 1D rounds.

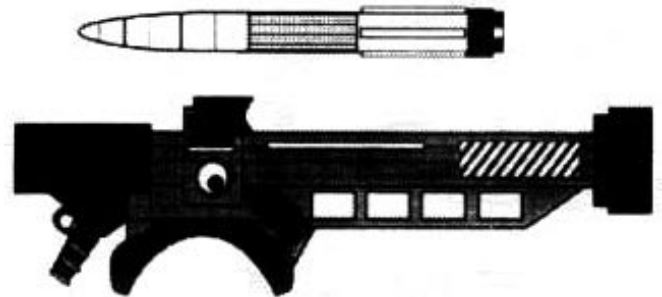
Cost: 400
Availability: 2, R
Kelvarek "Dumb" Energy Quarrel
Damage: 3D
Cost: 450
Availability: 1, R
Source: Arms and Equipment Guide (pages 27-28)

Apex Incisor Missile

Model: Golog-Bertum Apex Incisor Missile
Type: Surface-to-air missile
Scale: Character
Skill: Missile weapons
Cost: 1,000
Availability: 2, X
Fire Control: 3D
Range: 0-50/250/1,000
Damage: 7D
Game Notes: The incisor is fired by pointing the missile at the intended target and pressing the "record" button for one round. On the next available round, the "arm" button may be pressed on the weapon. The character firing the weapon must run away from the weapon (Easy *dodge* skill roll) or suffer 3D damage from the motor's scalding exhaust.
Source: Gundark's Fantastic Technology (page 40)



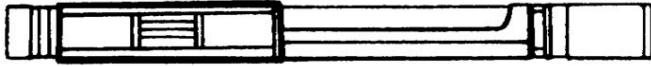
Finbat Anti-Walker Concussion Missile



Model: Kessler J8Q-128 Finbat Missile
Type: Anti-walker missile
Scale: Character
Skill: Missile weapons
Ammo: 1 missile per launcher
Cost: 4,000
Availability: R, X
Body: 1D
Range: 0-50/250/500
Damage: 12D
Game Notes:
On Target: If the attacker's result, compared to the difficulty number, is less than or equal to 7, then the weapon was not fired accurately and the Finbat's damage result is automatically halved.
Interception: Because the Finbat is slow on takeoff, the missile takes at least two round to reach a Long Range target and may be fired upon before it strikes. The difficulty level of shooting down a Finbat under flight is Very Difficult. If struck, compare the attacker's damage with the Finbat's own Body attribute.
Source: Gundark's Fantastic Technology (pages 40-41)

Stun Missiles

Bio-Guard



Model: Xerithin Chemical Combinations BGA-900 Bio-Guard

Type: Personal defense device

Skill: Missile weapons

Cost: 100, 10 (ammo)

Availability: 3, possibly F or R

Range: 0-2/3/5

Game Notes: Bio-Guard is a cylindrical tube measuring 12 centimeters in length by 2 centimeters in diameter. It is operated by firm pressure on a control stud; once fired, it must be replaced. When activated, emitter sprays a concentrated stream of four different chemical components, each in rapid succession. As alien biologies differ dramatically, the effects of the device's individual agents may not always prove effective with every species.

Reactive Agents:

Agent BG1: 5D stun damage. Stunned result inhibits motor functions in humanoid life-forms.

Agent BG2: 4D stun damage. Stunned result produces extreme irritation to skin, meaning -2D to all *Dexterity* or *Strength* related skills for 1Dx10 minutes.

Agent BG3: 4D stun damage. Stunned result means blindness for 1D minutes, with a -2D penalty to all actions involving sight.

Agent BG4: 4D stun damage. Stunned result causes the victim to pass out for 1D minutes.

Source: Galladinium's Fantastic Technology (pages 76-77)

ABC Scrambler

Model: Modified Loronar ABX-110 Tube-Launched ABC Scrambler

Type: Antipersonnel sensory disorientation device

Scale: Character

Skill: Missile weapons: ABC scrambler

Ammo: 1 (per pod; each new pod must be attached to tube launcher)

Cost: 3,000; 350 (pod)

Availability: 2, R (for licensed hunters) or X (non-military or hunter)

Fire Control: 1D+2

Range: 50-200/350/500

Blast Radius: 0-10/20/30

Damage: 8D/5D/3D (stun damage)

Game Notes: The launch tube is 1.2 meters long and each pod is a back-attached box that is 20 cm long, 10 cm wide and 5 cm tall. ABC scrambler pods take one minute to change; if the character wishes to rush the change process, the character must make a *Technical* roll:

Roll **Time to Change Pod**

Heroic	One round
Very Difficult	Two rounds
Difficult	Three rounds
Moderate	Four rounds
Easy	Five rounds

Source: Galaxy Guide 10: Bounty Hunters (page 82), Gundark's Fantastic Technology (pages 43-44)

Slaver Snare Gun



Model: Thalassian Corodex Snare

Type: Ranged personal restraint weapon

Scale: Character

Skill: Missile weapons: thalassian snare gun

Ammo: 6

Cost: 1,200 (black market)

Availability: 3, F or X

Range: 5-10/25/50

Damage: 2D stun damage

Game Notes: Upon initial contact, the target individual must make an opposed *Strength* roll to avoid entanglement; the snare has a beginning *Strength* of 3D. Failure to do so results in entanglement. The snare's *Strength* increases by +1D for each additional round as the filaments continue to constrict and harden. The filaments cause no physical damage. A special formulated dissolving agent degrades the filaments.

Source: Galaxy Guide 11: Criminal Organizations (pages 81/83), Gundark's Fantastic Technology (pages 72-73)

Tangler Gun

Model: Salus Tangler Elite 1 Tangler Gun

Type: Tangler gun

Skill: Missile weapons

Ammo: 5

Cost: 900; 25 credits per extra clip for tangler package

Availability: 3

Range: 5-10/30/60

Damage: 2D (caused by the impact of the weighted ends of the durawire), 4D stun damage (caused by the durawire tangler package)

Game Notes: An opponent can work free of the tangler by making an opposed *Strength* roll greater than the stun damage of the tangler.

Source: Gundark's Fantastic Technology (page 73)

Antipersonnel Net Gun

Model: Conner APNG3

Type: Restraining net gun

Skill: Missile weapons

Ammo: 1

Cost: 750 (replacement net costs 100 credits)

Availability: 2, R or X

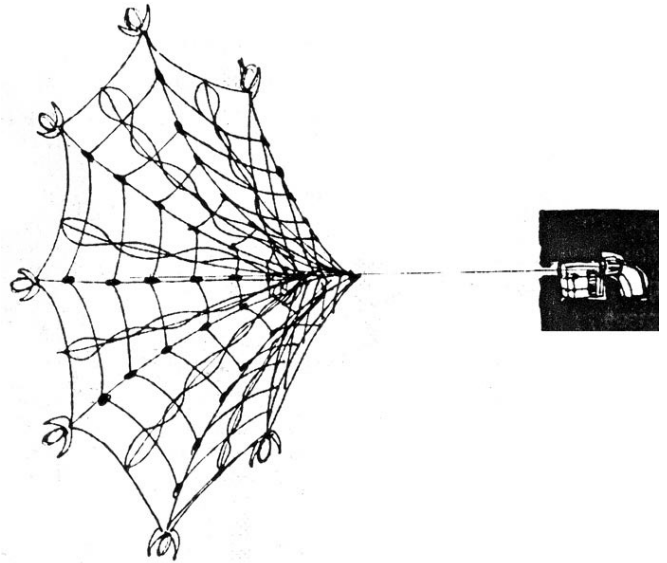
Range: 3-10/19/25

Damage: 5D stun, 5D electrical

Game Notes: An opponent can work free of the net by making an opposed *Strength* roll greater than the stun damage of the net. Weapon is often mounted on forearm armor.

Source: Gundark's Fantastic Technology (page 63)

RGL-80 Electronet Grenade



Model: Golan Arms RGL-80 Electronet Grenade

Type: Antipersonnel wire-guided grenade

Scale: Character

Skill: Missile weapons: grenade launcher

Ammo: 5 (force-fed magazine with power generator; attaches to grenade magazine holder)

Cost: 2,000 (magazine)

Availability: 2, F

Fire Rate: 1/2 (power generator can only control one activated net at a time)

Range: 10-250/350/500

Damage: 1-10D (variable stun or normal damage)

Source: Galaxy Guide 10: Bounty Hunters (pages 82-83), Gundark's Fantastic Technology (page 43)

Grenades & Explosives

Explosive Grenades

0033X Incendiary Grenade

Model: Greff-Timms Industrial Nitrocellulose Incendiary Device 0033X
Type: Explosive
Scale: Character
Skill: Grenade
Cost: 300
Availability: 1, R
Range: 3-7/20/40
Blast Radius: 0-2/4/6/10
Damage: 4D/3D/2D/1D
Source: Gundark's Fantastic Technology (page 42), Tales of the Jedi Companion (page 127), Arms and Equipment Guide (page 33)

Magma Pebble

Model: Yuuzhan Vong Magma Pebble
Type: Thrown incendiary weapon
Scale: Character
Skill: Grenade
Ammo: 1
Cost: Not available for sale
Availability: 4, X
Fire Rate: 1
Range: 3-7/20/40
Damage: 4D (energy)
Game Notes: This weapon, when thrown, sheds its outer shell and ignites.
Source: The New Jedi Order Sourcebook (page 20)

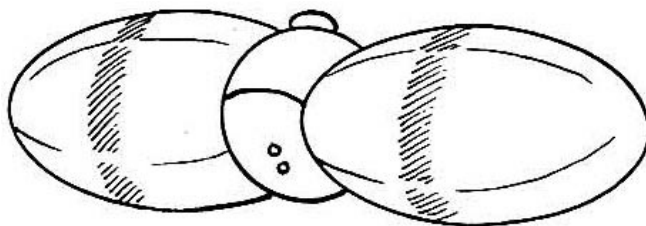
Blast Bug

Model: Yuuzhan Vong Blast Bug
Type: Organic weapon
Scale: Character
Cost: Not available for sale
Availability: 4, X
Range: 1-6/20/40
Blast Radius: 0/1/2
Damage: 4D/3D/2D
Game Notes: Like a thud bug, a blast bug is released, and guides itself towards its target with an attack skill of

5D. Unlike thud bugs, blast bugs explode when they come close to their targets. If the wild die on the bug's initial attack roll results in a "1," the bug is a dud, and will not explode. Instead, it will act as a thud bug until destroyed or recalled.

Source: Gamer Magazine

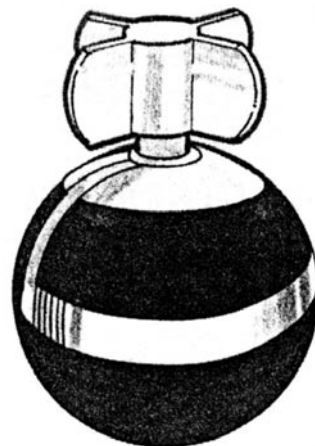
Impact Grenade



Model: BNO Impact Grenade
Type: Impact-activated grenade
Scale: Character
Skill: Grenade: impact grenade
Cost: 150 (for box of three)
Availability: 2
Range: 3-7/20/40
Blast Radius: 0-2/4/6/10
Damage: 5D/4D/3D/2D
Game Notes: Grenade explodes only on impact.
Source: Rules of Engagement – The Rebel SpecForce Handbook (page 69)

C-16 Fragmentation Grenade

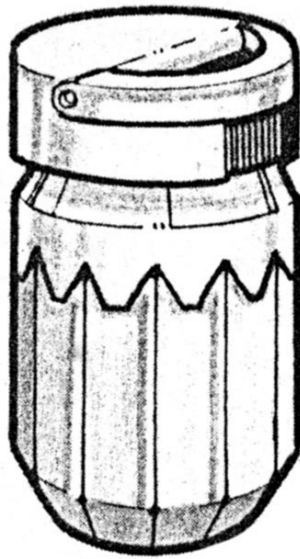
Model: Merr-Sonn C-16 Fragmentation Grenade
Type: Explosive
Scale: Character
Skill: Grenade
Cost: 200
Availability: 1, R
Range: 3-7/20/40
Blast Radius: 0-2/4/6/10
Damage: 5D/4D/3D/2D
Source: Rulebook (page 233), Rebel Alliance Sourcebook (page 100), Arms and Equipment Guide (page 33)



C-22 Fragmentation Grenade

Model: Merr-Sonn C-16 Fragmentation Grenade
Type: Explosive
Scale: Character
Skill: Grenade
Cost: 300
Availability: 1, R
Range: 3-7/20/40
Blast Radius: 0-2/4/6/10
Damage: 5D/4D/3D/2D
Game Notes: This weapon has a timer that allows the grenade to go off in any round up to 20 rounds after being set. The timer can be deactivated with a special code, or with a Difficult *demolitions* roll. The C-22 has a weak magnetic grapple that allows it to be secured on (but not tossed against) vehicles.

Source: Arms and Equipment Guide (page 33)



Thermal Detonator



Ice Spike

Model: Caelli-Merced Ice Detonator
Type: Fragmentation grenade
Scale: Character
Skill: Demolitions
Cost: 800
Availability: 2, F, R
Range: 1-2/5/8
Blast Radius: 0-1/4/6/8
Damage: 8D/6D/4D/2D
Source: The Black Sands of Socorro (page 104)



Model: Tarascil Explosives Thermal Detonator
Type: Baradium explosive device

Scale: Character
Skill: Demolitions or Grenade
Cost: 2,000

Availability: 2, X

Range: 3-4/7/12

Blast Radius: 0-2/8/12/20

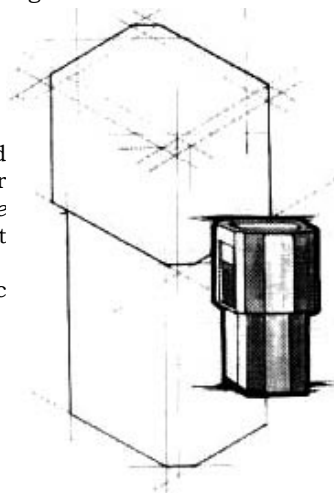
Damage: 10D/8D/5D/2D

Game Notes: Mishaps – such as rolling a “1” on the Wild Die – indicate premature explosion.

Source: Rulebook (pages 233-234), Imperial Sourcebook (pages 123-124), Rebel Alliance Sourcebook (pages 100-101), Rules of Engagement – The Rebel SpecForce Handbook (pages 69-70), Star Wars Trilogy Sourcebook SE (page 154), The Last Command Sourcebook (page 124), The Thrawn Trilogy Sourcebook (page 195)

Anti-Vehicle Grenade

Model: Galentro Armaments Anti-Vehicle Explosive
Type: Anti-vehicle/anti-armor grenade
Scale: Character
Skill: Grenade
Cost: 750
Availability: R, X
Damage: 7D
Game Notes: When used against Speeder-scale or smaller targets, *do not* use the Scale Comparison Chart to reduce damage.
Source: Gundark's Fantastic Technology (page 41)



Plasma Eel

Model: Yuuzhan Vong Plasma Eel
Type: Thrown plasma weapon
Scale: Character
Skill: Thrown weapons: Plasma Eel
Ammo: 1

Cost: Not available for sale

Availability: 4, X

Range: 3-20/40/80

Blast Radius: 0-2/8

Damage: 10D/5D

Game Notes: A plasma eel is thrown like a spear, exploding on contact and damaging targets up to eight meters from the initial blast.

Source: The New Jedi Order Sourcebook (pages 20-21)

Miscellaneous Grenades

Credit Case Surprise

Model: Synnt-ovations, Inc. Credit Case Surprise

Type: Personal defense flash item

Cost: 75

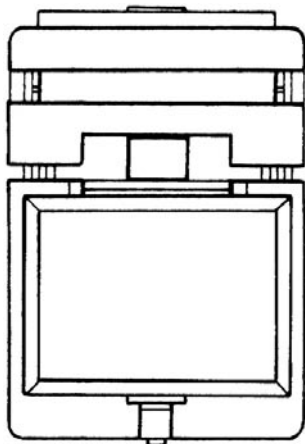
Availability: 2

Range: 0-3/6/9/12

Damage: 5D/3D/2D/1D stun damage (rolled against *Strength* or *stamina*)

Game Notes: Easy *Technical* roll to build or repair. Anyone in a 60-degree arc in front of the light and within range must make a Moderate *Perception* roll not to be affected by the unit (they closed their eyes or looked away in time).

Source: Galladinium's Fantastic Technology (page 75)



Smoke Grenade

Model: BlasTech Nacht-5 Smoke Grenade

Type: Smoke grenade

Scale: Character

Skill: Grenade

Cost: 25

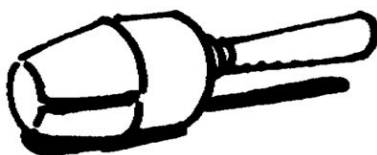
Availability: 2, R

Range: 3-7/20/40

Smoke Radius: 0-3

Game Notes: Releases thick, obscuring smoke, which adds +2 to blaster shooter's difficulty.

Source: Han Solo and the Corporate Sector Sourcebook (page 119), Rules of Engagement – The Rebel SpecForce Handbook (page 69)



Tzur-qipat

Model: Yuuzhan Vong Tzur-qipat

Type: Organic smoke grenade

Cost: Not available for sale

Availability: 4, X

Game Notes: When activated, a tzur-qipat releases a cloud of smoke. Each round the smoke expands by 25 meters until it encompasses an area measuring 100 meters long by 100 meters wide by 3 meters high. The smoke confers total concealment to anyone within the affected area. Anyone not protected by a breath mask, a gnullith, or a kavaavik suffers from smoke inhalation. A tzur'qipat has a Body Strength of 6D. Each time it is dropped or struck by an attack, there is a 2 in 6 chance that it activates.

Source: Gamer Magazine

Tokhlor Tallow

Model: Yuuzhan Vong Tokhlor Tallow

Type: Organic slippery device

Cost: Not available for sale

Availability: 4, X

Game Notes: Tokhlor are foul-smelling ticks that are thrown upon the ground. On impact, they burst, spraying the area with oil and mucus. Any character standing nearby must succeed at a Dexterity attribute check or fall prone. The difficulty of this roll depends on the surface that the character is standing on: Difficult if the surface is smooth, Moderate (or lower) if standing on sand, gravel, or similar terrain. Until the subject can get away from the slippery surface, all physical actions suffer a -1D penalty. This tallow is also corrosive, and anyone in contact with it suffers damage equal to 1D, plus one additional pip per round of contact.

Source: Gamer Magazine

Blorash Jelly

Model: Yuuzhan Vong Blarsh Jelly

Type: Adhesive blob

Scale: Character

Skill: Thrown weapons

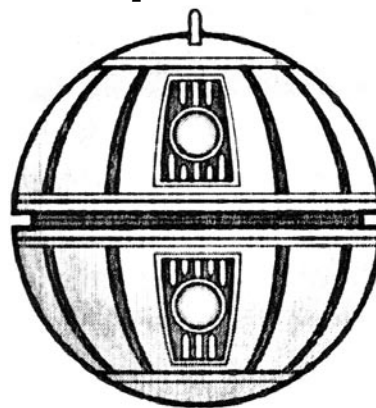
Cost: Not available for sale

Availability: 4, X

Game Notes: Blorash jelly is an amorphous, sticky blob. When struck, a character must succeed at a Difficult *dodge* roll or be pinned and unable to move. Even if this *dodge* roll succeeds, the character can only move at half speed, and his *Dexterity* is penalized by -2D. Removing the blorash jelly requires either a Very Difficult *Strength* roll, or a Difficult *Knowledge* roll. Alternately, either an energy weapon or a cutting weapon can be employed, but this requires a damage roll against a *Strength* of 3D+1 that results in a Incapacitated result or more.

Source: d20 Core Rulebook (page 356), The New Jedi Order Sourcebook (page 20)

Glop Grenade



Model: Merr-Sonn G-20 Glop Grenade

Type: Restraining explosive

Scale: Character

Skill: Grenade

Cost: 275

Availability: 2, R or X

Range: 3-7/30/60

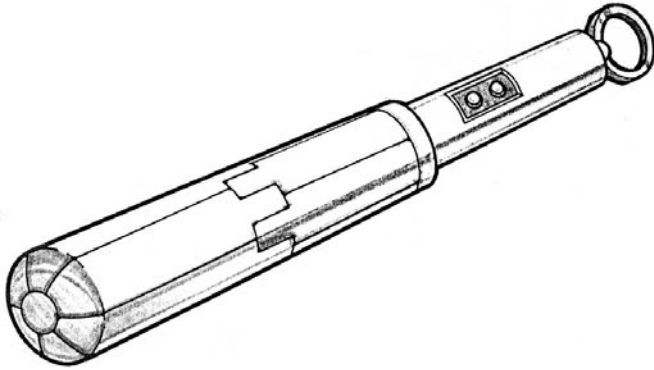
Blast Radius: 0-1/3/5

Damage: 6D/5D/3D (*Strength* of glop; character must make opposed roll to break free of glop; glop does not cause damage)

Game Notes:

Source: Gundark's Fantastic Technology (page 42), Han Solo and the Corporate Sector Sourcebook (pages 118-119), Arms and Equipment Guide (pages 33-34)

Cryoban Grenade



Model: Merr-Sonn WW-41 Cryoban Grenade
Type: Cryo grenade
Scale: Character
Skill: Grenade
Cost: 800
Availability: 2, X
Range: 0-5/10/20
Blast Radius: 4 meters
Damage: 3D+2 freezing damage
Game Notes: Heavy clothing gives a +1D bonus to resist damage, and sealed suits negate all damage.
Source: Arms and Equipment Guide (page 34)

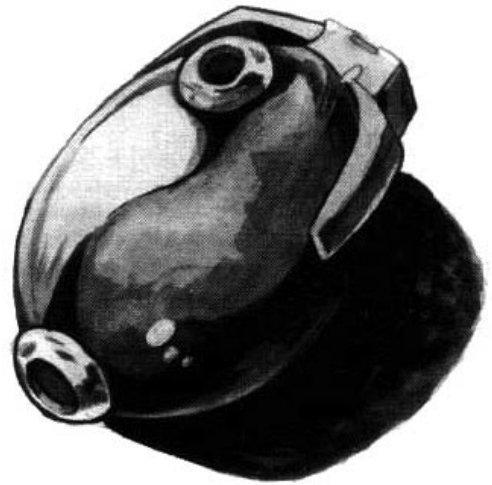
Chemical Grenade

Model: Czerka Chemical Load Grenade
Type: Chemical grenade
Scale: Character
Skill: Grenade
Cost: 650 (Agent T-238), 1,050 (Fax-M3), 150 (Smoke), 850 (Plank Gas)
Availability: 1, X
Range: 0-8/16/25
Blast Radius: 4 meters
Damage: Varies by load
Game Notes:
Agent T-238: Debilitating nausea-inducing chemical. Targets must make a Difficult *stamina* roll or be stricken with nausea (-2D to all actions) for the next 1D hours.
Fax-M3: Deadly nerve toxin aerosol. Targets must make a Difficult *stamina* roll or suffer -2D to *Strength*.
Smoke: Produces smoke in various optional colors. Apply normal cover modifiers.
Plank Gas: Corrosive chemical that does 2D damage for 3 rounds.
Source: Arms and Equipment Guide (page 32)

T-289 Gas Grenade

Model: Czerka T-289 Gas Grenade
Type: Stun grenade
Scale: Character
Skill: Grenade
Cost: 325
Availability: 2, X
Range: 0-8/16/25
Blast Radius: 0-2/20/40
Damage: 4D/2D/1D (stun)
Game Notes: Weapon is ineffective against targets wearing breath masks or sealed suits.
Source: Gundark's Fantastic Technology (pages 41-42), Pirates & Privateers (page 44)

Spore/B Stun Grenade



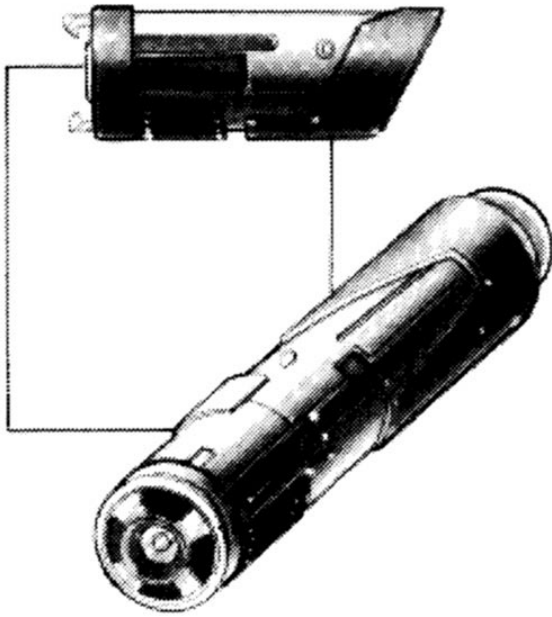
Model: Czerka Spore/B Stun Grenade
Type: Stun grenade
Skill: Grenade
Cost: 300
Availability: 2, X
Range: 0-8/16/25
Blast Radius: 0-2/20/40
Damage: 4D/3D/2D (stun)
Game Notes: Weapon is ineffective against targets wearing breath masks or sealed suits. Characters that roll a "1" on the Wild Die when resisting the spore effects go into respiratory failure and must be resuscitated (Moderate *first aid* roll) or die of suffocation within 2D rounds.
Source: Gundark's Fantastic Technology (page 41), Pirates & Privateers (page 44), Arms and Equipment Guide (pages 32-33)

Ssi-ruuvi Gas Grenade

Type: Ssi-ruuk anti-personnel weapon
Scale: Character
Skill: Grenade
Cost: Not available for sale
Availability: 4
Blast Radius: 0-5/10/15
Damage: 5D/4D/2D (special)
Game Notes: Ssi-ruuvi gas grenades operate much like their human counterparts. Characters within the blast radius must make a *Strength* check against the damage value of the gas. Any character knocked unconscious by the gas stays out for 2D hours. Any human exposed to the gas for more than 24 hours suffers 3D damage; if a wounded or higher result is suffered, the target suffers a permanent -1 to all *Dexterity* and *Strength* attribute and skill checks.
Source: The Truce at Bakura Sourcebook (page 140)

Concussion Stick

Model: Session Armaments Concussion Stick Model I-79
Type: Chemical explosive weapon
Scale: Character
Skill: Melee combat (for melee attacks), thrown weapons (for throwing attacks)
Cost: 200 per pair
Availability: 3, F, R or X
Blast Radius: 01-2-4
Damage: 5D/4D/2D (stun)



Energy Ball

Model: Otoh Gunga Standard Energy Ball

Type: Thrown energy ball

Scale: Character

Skill: Grenade: energy ball

Cost: 20

Availability: 3, R

Range: 2-3/5/10

Damage: 3D (stun or ionization damage)

Source: d20 Core Rulebook (page 132), Secrets of Naboo (page 49)



Ion Grenade

Type: Ion grenade

Scale: Character

Skill: Grenade

Cost: 250

Availability: 2, R

Range: 3-7/20/40

Blast Radius: 0-2/4/6/10

Damage: 7D/5D/3D/2D ionization

Source: Ultimate Alien Anthology (page 81)

Game Notes: Concussion stick detonates 15 seconds after activation.

Source: Galladinium's Fantastic Technologies (page 68)

C-14A Stun Grenade

Model: Merr-Sonn C-14A Stun Grenade

Type: Stun grenade

Scale: Character

Skill: Grenade

Cost: 450

Availability: 2, R or X

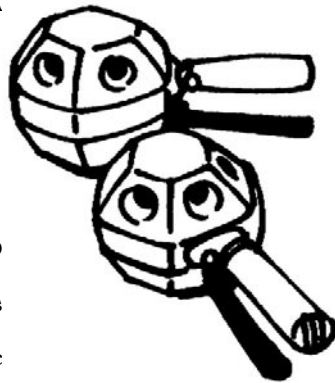
Range: 0-8/16/25

Blast Radius: 0-2/4/6/8

Damage: 6D/5D/3D/2D (stun)

Game Notes: Stun grenades are rechargeable.

Source: Gundark's Fantastic Technology (pages 42-43), Han Solo and the Corporate Sector Sourcebook (page 119), Pirates & Privateers (pages 43-44), Arms and Equipment Guide (page 33)



C-10 Stun Grenade

Model: Merr-Sonn C-10 Stun Grenade

Type: Stun grenade

Scale: Character

Skill: Grenade

Cost: 600

Availability: 2, R or X

Range: 0-10/20/40

Blast Radius: 0-2/4/6/8

Damage: 6D+1/5D+1/3D+1/2D+1 (stun)

Source: Arms and Equipment Guide (page 33)

Mines

Laser Trip Mine



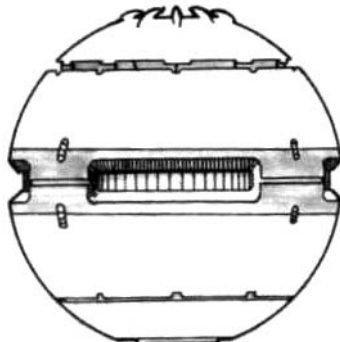
Model: Merr-Sonn Laser Trip Mine
Type: Mine
Scale: Character
Skill: Demolitions: laser trip mine
Cost: 300
Availability: 2, R or X
Difficulty: Moderate
Blast Radius: 1/3/5
Damage: 6D/5D/4D
Game Notes: Emits a thin laser beam that, when disrupted, activates the mine.

Proton Mine

Model: Merr-Sonn LX-4
Type: Self-detonating perimeter mine
Scale: Character
Skill: Demolition
Cost: 750
Availability: 2, X
Blast Radius: 5/8/12/20
Damage: 6D/5D/4D/3D
Source: Imperial Sourcebook (page 129)

DR-X55 Imperial Lift-Mine

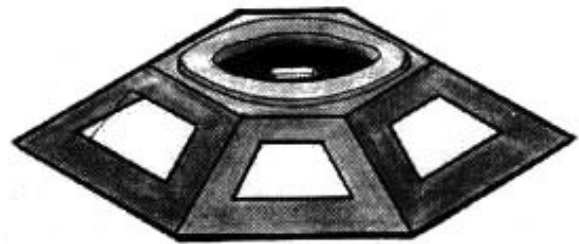
Model: Norsam DR-X55
Type: Repulsorlift mine
Scale: Speeder
Length: 1 meter diameter
Move: 250
Maneuverability: 1D
Cost: Not available for sale
Availability: X
Blast Radius: 1-5/10/15/20 m
Damage: 4D/3D/2D/1D
Flight Ceiling: 500 meters
Game Notes: Mines can be set for a specific height or



to move between two heights. Mines move up to 250 meters per round, although soldiers can program them to rise and fall at slower speeds. Mines detect vehicles up to 100 meters away. Once a target is detected, it will adjust its height to match that of the vehicle. Detonates when a vehicle passes within 3 meters. Gamemaster should make map of mine field. When entering a mine field, the pilot must make a *piloting* roll for every mine within 20 meters of his flight path (reflecting the adjustments and minute course alterations he will make during the round). Any mine that beats his roll explodes. Mines cannot be detonated by other mines. Mine fields often force pilots to make multiple maneuver rolls each round.

Source: Cracken's rebel Field Guide (page 79)

E-Mag Mine



Model: Mesonic E-Mag Explosive Mine
Type: Anti-repulsorlift mine
Scale: Character
Skill: Demolitions
Cost: 200
Availability: 2, R or X
Damage: 7D
Game Notes: The mine's sensors cannot detect the presence of repulsorlift vehicles higher than 25 meters above ground. The mines can also be calibrated to detect foot traffic. The mine's sensor units have a *sensors* skill of 6D to detect repulsorlift traffic nearby.
Source: Gundark's Fantastic Technology (page 44)

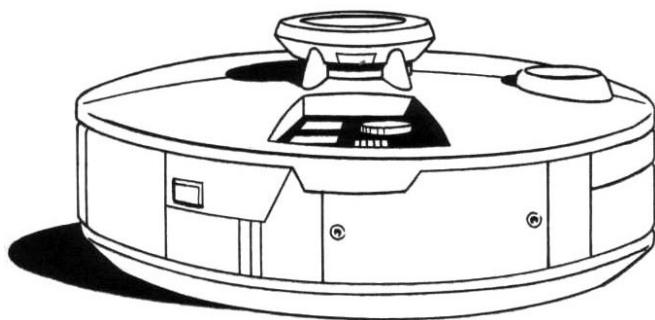
Mine

Model: Standard anti-vehicle mine
Type: Explosive
Scale: Speeder
Skill: Demolitions
Cost: 750
Availability: 2, X
Blast Radius: 0-2/4/6/10
Damage: 5D/4D/3D/2D
Source: Rulebook (page 234)

Magneta-Mine

Model: Greff-Timms Industrial Magnetic-fastening Explosive Device
Type: Explosive
Scale: Speeder
Skill: Demolitions
Cost: 1,500
Availability: 2, X
Blast Radius: 0-2/4/6/10
Damage: 5D/4D/3D/2D
Game Notes: This mine can be attached to any ferrous metallic surface.
Source: Tales of the Jedi Companion (page 127)

Antigrav Field Mine



Model: SoroSuub XG Anti-Gravity Field Bomb
Type: Light repulsor mine
Scale: Speeder
Skill: Demolitions: mines
Cost: 400
Availability: 2, X
Blast Radius: 1-2/4/6/10
Damage: 6D/5D/3D/2D
Game Notes: Is triggered when any repulsor vehicle passes within 3 meters of it. Can be disarmed with a Moderate *demolitions* roll. If roll fails, mine explodes.
Source: Cracken's Rebel Field Guide (page 78), Rules of Engagement – The Rebel SpecForce Handbook (page 69)

Singularity Mine

Model: Yuuzhan Vong Singularity Mine
Type: Matter compacting mine
Scale: Character
Cost: Not available for sale
Availability: 4, X
Game Notes: Singularity mines, when stepped on, break open and create a miniature black hole above itself. Any beings (creatures, droids, and characters) within 2 meters of the mine must make Very Difficult *dodge* skill rolls, or be sucked into the black hole and lost forever.
Source: The New Jedi Order Sourcebook (page 155)

Demolition Devices

Detonite

Type: Common detonite
Scale: Speeder
Skill: Demolitions
Cost: 500 per cube
Availability: 2, R
Damage: 1D
Source: Rules of Engagement – The Rebel SpecForce Handbook (page 68)

Detonite Tape

Model: Merr-Sonn Munitions Compound Flex-5 Detonite Tape
Type: Adhesive explosive strip
Scale: Character
Skill: Demolition
Cost: 1,500 (per 5 meters)
Availability: X
Difficulty: 10
Blast Radius: 0-0.5 meters
Damage: 3D
Source: Gundark's Fantastic Technology (page 44), Rules of Engagement – The Rebel SpecForce Handbook (page 69)

Merr-Sonn Shaped Charge

Model: Merr-Sonn Munitions Pre-shaped Detonite Charge
Type: Shaped charge
Scale: Character or Speeder
Skill: Demolitions
Cost: 200
Availability: 2, R
Difficulty: Moderate
Damage: 2D per charge (plus applicable bonus)
Game Notes: Successful use of the shaped charge increases the explosion's damage by +2D.
Source: Gundark's Fantastic Technology (pages 45-46), Pirates & Privateers (pages 44-45), Rules of Engagement – The Rebel SpecForce Handbook (pages 68-69)

Plasticine Thermite Gel



Model: Gatrellis Plasticine Thermite Gel

Type: Controlled pyrotechnic explosive

Scale: Character

Skill: Demolitions

Cost: 1,000 per kilogram

Availability: 2, X

Damage: 20D for a full kilogram per round, 2D per hundred grams per round; three rounds burning time for 0.50 kilograms application.

Game Notes: Ignition by detonator can be achieved by remote relay. Thermite gel can be shaped, molded, or stretched, and a full kilo can cover up to 20 square meters. A character must make a *demolitions* skill roll to correctly set the gel; the difficulty is based on how reinforced the target is (light doors require only a Very Easy total; reinforced bulkheads could require a Very Difficult total).

Source: Galaxy Guide 11: Criminal Organizations (page 84), Gundark's Fantastic Technology (page 46), Pirates & Privateers (page 45), Rules of Engagement – The Rebel SpecForce Handbook (page 69)

Blaststick

Model: TasCorp Blaststick

Type: Explosive

Scale: Speeder

Cost: 50 (per stick)

Availability: F

Blast Radius: 0-2/4/6/8

Damage: 3D/2D+2/2D/1D

Game Notes: A blaststick is treated like a grenade for purposes of determining damage, except they cannot be thrown. Damage is cumulative if more than one blaststick is used.

Source: Adventure Journal 15 (page 187)

Blaststick Detonator

Model: TasCorp Detonator Model 3E

Type: Electric explosives detonator

Skill: Demolitions

Cost: 200

Availability: F

Source: Adventure Journal 15 (page 187)

Proton Grenade

Model: Merr-Sonn Munitions 7-PrG

Type: Proton-based demolition charge

Scale: Speeder

Skill: Demolitions

Cost: 750

Availability: 2, F, R

Blast Radius: 2/5/10

Damage: 5D/4D/3D/2D

Game Notes: An EM pulse is also given off when grenade explodes. All computers, droids, blasters, etc. within 20 meters suffer a stunned/lightly ionized result.



Thermal Well

Model: Alliance-manufactured Thermal Well

Type: Baradium meltdown device

Scale: Character

Skill: Demolitions

Cost: Not for sale

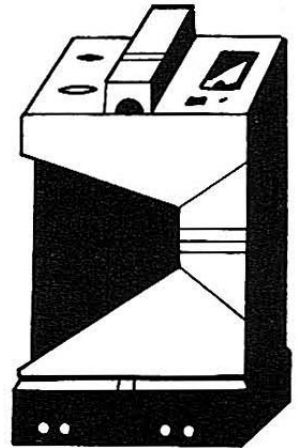
Availability: 4

Blast Radius: 0-1

Damage: 10D

Game Notes: Mishaps – such as rolling a “1” on the Wild Die – indicate premature explosion.

Source: Rules of Engagement – The Rebel SpecForce Handbook (page 70)



Mesonics Shaped-Charged Explosive

Model: Mesonics Focalized Explosive

Type: Shaped-charged explosive

Scale: Character or Speeder

Skill: Demolition

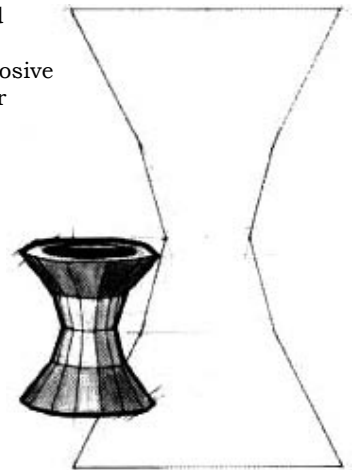
Cost: 2,500-3,000

Availability: 2, R or X

Damage: 10D

Game Notes: When the explosive is set, reduce the *Strength* dice of the target by -1D.

Source: Gundark's Fantastic Technology (page 46)



Lowickan Firegem

Type: Natural explosive

Scale: Walker

Skill: Demolitions: Lowickan firegems

Cost: 45,000 each

Availability: 4, X

Blast Radius: 0-50/100/300

Damage: 8D/6D/4D

Game Notes: Lowickan firegems, when exposed to high-levels of the type of radiation found in starship reactor cores, detonate in a massive explosion (3D minutes of exposure is normally necessary for detonation). A firegem causes 1D of radiation damage after the first hour, increasing the damage by +1D for each additional hour of exposure unless handlers are wearing proper radiation gear.

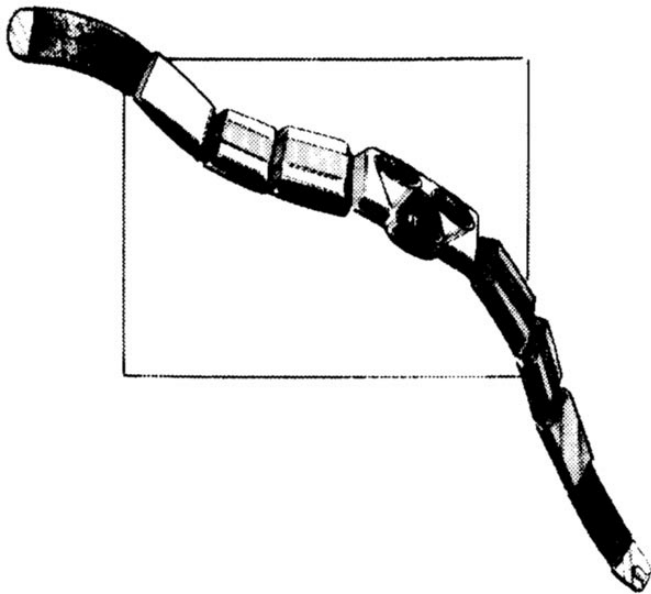
Source: Gundark's Fantastic Technology (page 45), The Truce at Bakura Sourcebook (page 139)

Miscellaneous Weapons

Electric Field

Model: Corellian Personal Defense "Big Shock"
Type: Electric shock lacing
Cost: 1,600
Availability: 3, X
Damage: 3D
Game Notes: Webbed lacing applied to powered armor suit's surfaces to generate an electrical field that does damage to those touching the wearer. Wet conditions may injure the wearer or short circuit armor systems that are too close.
Source: Gundark's Fantastic Technology (page 63)

Dissuasion Field Belt



Model: Palladia Electronics DFB-200
Type: Proximity defense field generator
Cost: 700
Availability: 3
Game Notes: Generates a low-energy, 360-degree force field radiating out 3 centimeters from the wearer's body. Any significant kinetic energy pressure automatically triggers energy release equivalent to 1D-4D stun damage (damage set by wearer; net effect varies from mild electrical shock to a damaging, but non-lethal, blast). Maximum power setting drains power pack in 45 minutes.
Source: Galladinium's Fantastic Technology (page 35)

Steng's Talons

Model: Yuuzhan Vong Steng's Talons
Type: Combat Implant
Scale: Character
Cost: Not available for sale
Availability: 4, X
Difficulty: Automatic when successfully grappling an opponent
Damage: STR+1D (maximum: 6D)
Game Notes: Implanted beneath the skin of a Yuuzhan Vong's torso, Steng's talons consist of 8 to 10 pointed grafts. If grappling an opponent, the Yuuzhan Vong equipped with Steng's talons can extend them, automatically inflicting damage.
Source: Gamer Magazine

Tkun Strangler

Model: Yuuzhan Vong Tkun Strangler
Type: Organic strangulation weapon
Scale: Character
Cost: Not available for sale
Availability: 4, X
Game Notes: This is a small creature used to kill a victim through strangulation. When placed around a victim's neck, the tkun initiates an opposed grapple using its *Strength* rating of 4D+2. If the victim is restrained, she takes a -3D penalty to this opposed roll. Death from strangulation is the typical outcome. The victim can survive for her *Strength* die code (dropping pips) times five before taking suffocation damage. Suffocation damage is equal to 1D, plus 1D per round that the wearer is unable to breath.
Source: The New Jedi Order Sourcebook (page 103)

Poisons

Archidia Fragrance

Type: Flower fragrance

Cost: Not available for sale

Availability: 3

Game Notes: If inhaled by a character, the fragrance of the archidia can cause euphoria. Anyone inhaling the fragrance must attempt a Moderate *Strength* check, or be struck with euphoria (-1 pip to *Perception* for 1Dx10 minutes).

Source: Coruscant and the Core Worlds (page 123)

Concentrated Archidia Poison

Type: Flower poison

Cost: Not available for sale

Availability: 3

Game Notes: If this concentrated archidia poison is inhaled, the inhaler must make a Very Difficult *Strength* check to avoid its effects. If this roll is failed, the user loses 6D+2 pips from his *Perception* score for 1D days. This loss is temporary, but if it reduces the character's *Perception* below 0D, he enters a coma and can only be revived with the proper medical attention.

Source: Coruscant and the Core Worlds (page 123)

Millaflower

Model: Millaflower Extract

Type: Tranquilizer

Scale: Character

Cost: 30 doses for 15+2D credits (from a pharmacist), or 30+3D credits (illegally)

Availability: 3, R

Game Notes: Millaflowers are used to soothe nerves, but this has no game effect. The extract of the millaflower, however, is a potent tranquilizer. For each dose administered, one *Strength* roll versus the listed difficulty is permitted. Each successive roll is more difficult than the last, but each successful roll negates the most serious effect that the dosage would otherwise indicate.

Dose	Effect	Resist Diff.	Detection Diff.	Game Effects
1	Relaxed	V. Easy	Heroic +5	Character is relaxed
2	Uninhibited	Easy	Heroic	Character is unrestrained
3	Intoxicated	Moderate	V. Diff.	Character is drunken (-2 to all actions)
4	Sleep	Difficult	Difficult	Character is unconscious
5	Paralyzation	V. Diff.	Moderate	Death in 1 hour without care
6	Heart Failure	Heroic	Easy	Immediate death without care

Drug effects last for 10 hours, minus the number dice in the subject's *Strength* rating (ie, someone with a Strength score of 2D+1 would suffer the effects for 10-2, or 8 hours), and this duration does not change regardless of the dosage administered. Multiple doses can be given within a 24 hour period, and will count as additional doses as per the above chart.

Source: Secrets of Naboo (page 54)

Glue Poisons

Model: Naboo Glue Poisons

Type: Poisons

Scale: Character

Cost: Unlisted, though probably very high (perhaps 500-2000 per ounce, depending on the desired effect)

Availability: 3, X

Game Notes: These poisons are refined from a type of algae that is native to Naboo (for details, see the sourcebook). The refined algae can be used to make a number of poisons. When a poison is ingested, a character must roll *Strength* to resist the effects, and the difficulty depends on the poison being administered.

Type	Onset	Resist Diff.	Detection Diff.	Game Effects
Intoxication	1 min	V. Diff.	V. Diff.	Drunkenness, -2 penalty for 2D hours
Musc. Spasm	1D/2 min	V. Diff.	Moderate	-1D penalty for 2D hours
Seizures	1D min	Difficult	Difficult	-2D penalty for 2D hours
Sleep	1D min	Moderate	Moderate	Unconsciousness for 2D hours
Paralyzation	1D min	Difficult	Difficult	Without care, death will result in 2D hours
Heart Failure	2D hrs	Difficult	V. Diff.	Heart attack, possibly death
Death (1)	1D min	Easy	Moderate	Death
Death (2)	1D hrs	Moderate	Difficult	Death
Death (3)	2D hrs	V. Diff.	V. Diff.	Death

Source: Secrets of Naboo (page 52)

Nasrabi's Poisons

Model: Nasrabi's Poisons

Type: Poisons

Scale: Character

Cost: Varies, depending on the poison in question (see below)

Availability: 3, X

Game Notes: Nasrabi's poisons have different effects, depending on which is used (see below). Assume that the duration of the poison is a number of hours equal to the amount that the resistance roll was failed by. Attributes affected negatively by poisons (such as Cripe Oil) cannot reduce the affected attribute below 1D.

Type	Cost	Resist Diff.	Method	Damage	Game Effects
Aquyfin	375	Moderate	Ingested	6D	-
Cripe Oil	1,200	Difficult	Injury/Injected	-	-3D to <i>Strength</i>
Gnoorop Extract	1,000	Moderate	Ingested	-	-3D to <i>Strength</i> rolls made to resist damage
Pantol Spine Venom	1,500	V. Difficult	Injury/Injected	7D	Paralysis
Scaledust	500	Difficult	Inhaled	-	Hallucinations
					-1D <i>Dexterity</i>
					-1D <i>Perception</i>
					Unconsciousness
Sponge Powder	300	Moderate	Ingested	4D	

Source: Gamer Magazine

Sith Poison

Type: Sith poison

Scale: Character

Cost: Not available for sale

Availability: 4

Damage: 2D

Game Notes: Sith poison can be either ingested, or introduced through an injury (wound, injection, dart, etc.). Any character so poisoned must succeed at a Very Difficult *Strength* roll or suffer 2D of damage. Additionally, the poison feeds the character's anger until it has been driven from his system. Whenever the afflicted character attempts to spend a Force point, he must make a Very Difficult *willpower* or Control roll. Failure indicates that the character is overpowered by his anger and calls upon the Dark Side instead – thus gaining a Dark Side Point. To overcome the poison, a character must make a total of five successful *willpower* and/or Control rolls to resist the effects of the poison when spending Force Points. The character can use the Detoxify Poison Force power (Control difficulty: Difficult) in addition to his normal *willpower* or Control roll when resisting effects of the poison, and use the better of the two rolls to determine his level of success. Obviously, this can take some time. Sith poison is rare, and can only be created with the Alchemy Force power (Alter difficulty: Heroic). For every 5 points that the Alter difficulty number is exceeded, an additional dose is created. No matter how many doses are made, the person making the poison must spend a Force Point and gains a Dark Side Point.

Source: The Dark Side Sourcebook (page 65)

of *h'gartha* liquid neurotoxin; each vial is sufficient to kill a single target on contact (causes death within two rounds. There is no known antidote save bacta immersion, though once removed from the bacta the poison again takes effect). The neurotoxin is extremely difficult to detect, even by medical scanners; increase the difficulty of (A) *medicine* or *first aid* checks by two levels if the examiner is attempting to locate traces of the poison within the victim.

Aerosol Spray: The poison can also be administered as an aerosol spray; the poison is highly lethal and the attack must be made from within 0.5 meters of the target (roll *Dexterity*); failure to make at least a Moderate *Dexterity* roll indicates that the poison has contacted the poisoner as well, and he suffers the effects of the poison.

Needles: Needles can also be used to apply the poison; this requires a Difficult *sneak* check (to puncture the target's skin without his knowledge) and a Moderate *melee combat* roll to successfully handle the needle. Failure of either roll indicates that the target is aware of the attack and has two rounds to raise an alert or that the poisoner has fumbled the needle, possibly exposing himself to the poison.

Disruption Field Override Generator: A disruption field override generator increases the difficulty – by one level – of (A) *medicine* or *first aid* rolls when medical scanner is used to determine a victim's cause of death; the generator must be used within one meter of the medical and requires a Moderate *computer programming/repair* roll. Success causes the medical scanner to overlook any traces of the neurotoxin.

"Pheromone Zone" Generator: This device confuses olfactory sensors or organic "food sniffers" into believing food or drink is devoid of poison (increases *search* or *investigation* difficulty by one level if such a device is employed to detect the poison; must be used within 3 meters of the "sniffers").

Scanner Jammer: The third module jams sensors that can detect foreign substances that are airborne; this device can mask the presence of an aerosol spray poison (increase the difficulty to detect the poison by one level; must be used within two meters of the sensor).

Heat Selaer: A "heat sealer" instantly closes tiny puncture wound caused by the kit's needles. The poisoner must place the module directly in contact with the puncture wound; heat-sealing takes one round and leaves no trace of injury (requires a Moderate *Dexterity* or *sneak* check).

Source: Gundark's Fantastic Technology (page 109)

Malkite Poisoner's Kit

Type: Illegal assassination tool

Scale: Character

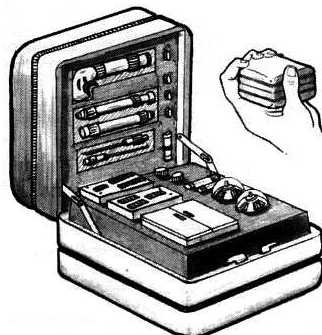
Cost: 800,000

Availability: 4, X

Game Notes:

Concealable: The Malkite Poisoner's kit is extremely small (+1D to *hide* attempts).

H'gartha Poison: The kit contains a small quantity



Artillery

Laser Artillery

Anti-Vehicle Laser Cannon



Model: Atgar 1.4 FD P-Tower
Type: Light anti-vehicle laser cannon
Scale: Speeder
Skill: Blaster artillery: anti-vehicle
Crew: 4, skeleton: 2/+10
Cost: 10,000 (new), 2,000 (used)
Availability: 2, R or X
Body: 2D
Fire Rate: 1/2
Fire Control: 1D
Range: 10-500/2/10 km
Damage: 2D+2

Source: Rulebook (page 233), Galaxy Guide 3: The Empire Strikes Back (page 34), Hideouts & Strongholds (page 9), Imperial Sourcebook (115), Rebel Alliance Sourcebook (page 103), Star Wars Trilogy Sourcebook SE (page 154)

Anti-Infantry C/AF Laser Battery

Model: Golan Arms C/AF .9
Type: Medium anti-infantry battery
Scale: Speeder

Skill: Blaster artillery: anti-infantry
Crew: 3
Cover: Full
Ammo: Unlimited (power generator)
Cost: 7,500 (used only)
Availability: 2, R or X
Body: 3D
Fire Rate: 1
Fire Control: 2D
Range: 20-600/3/6 km
Blast Radius: 5 meters
Damage: 3D
Source: Imperial Sourcebook (page 119)

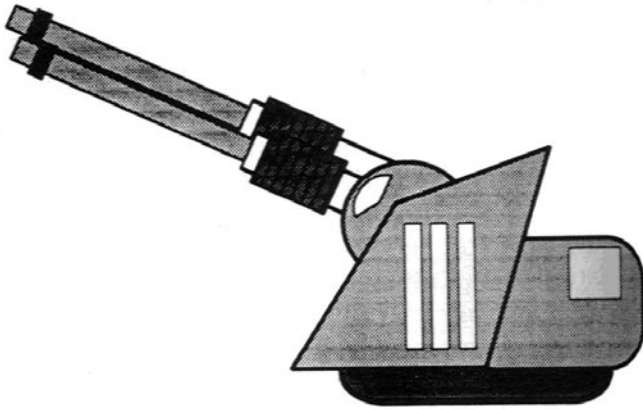
Jakan Arms 222 Anti-Vehicle Blaster

Model: Jakan Arms 222 Anti-Vehicle Blaster Cannon
Type: Medium anti-vehicle laser cannon
Scale: Speeder
Skill: Blaster artillery: anti-vehicle
Crew: 4, skeleton: 2/+10
Cover: Full
Ammo: Unlimited (fed directly from power generator)
Cost: 12,500 (new), 7,500 (used)
Availability: 2, R or X
Body: 2D+2
Fire Rate: 1/2
Fire Control: 2D
Range: 100-750/3/12 km
Damage: 3D+1
Source: Gorothe, Slave of the Empire (page 71)

Repeating Blaster Turret

Model: BlasTech Mounted Repeating Blaster CVI
Type: Mounted repeating blaster
Scale: Character
Skill: Vehicle blasters: repeating
Crew: 1 (or automated fire)
Ammo: Unlimited (power generator)
Cost: 8,000 (new), 5,000 (used)
Availability: R or X
Body: 4D
Fire Control: 2D (-1D automated fire mode)
Range: 3-50/120/300
Damage: 6D
Source: Hideouts & Strongholds (page 78)

Viper Ground Defense Weapon



Model: Kurtough Galax Viper Volley Gun
Type: Anti air vehicle weapon
Scale: Speeder
Skill: Blaster artillery
Crew: 2
Ammo: 80, unlimited with generator power supply
Cost: 2,500-4,000
Availability: 2, X
Body: 2D+2
Fire Rate: 4
Fire Control: 2D
Range: 0-50/250/1,000
Damage: 4D (fire separately)
Source: Adventure Journal 3 (page 189)

Medium Anti-Vehicle Laser Cannon

Model: Atgar 2.2 FD V-Tower
Type: Anti-vehicle laser cannon
Scale: Speeder
Skill: Blaster artillery: anti-vehicle
Crew: 4, skeleton: 2/+10
Ammo: Unlimited (power generator)
Cost: 15,000 (new), 8,000 (used)
Availability: 2, R or X
Body: 3D+1
Fire Rate: 1
Fire Control: 2D
Range: 10-500/2/10 km
Damage: 4D
Source: Hideouts & Strongholds (page 63)

Anti-Infantry Laser Battery

Model: Golan Arms DF .9
Type: Medium anti-infantry battery
Scale: Speeder
Skill: Blaster artillery: anti-infantry
Crew: 3
Cover: Full
Ammo: Unlimited (power generator)
Cost: 15,000 (new), 9,500 (used)
Availability: 2, R or X
Body: 3D
Fire Rate: 2
Fire Control: 2D

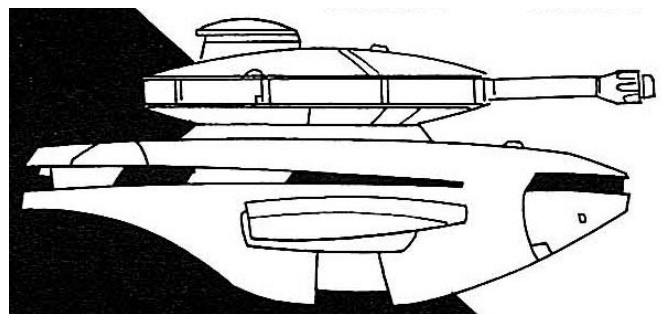


Range: 20-600/3/16 km
Blast Radius: 8 meters
Damage: 4D
Source: Dark Force Rising Sourcebook (pages 108-109), Hideouts & Strongholds (page 8), Imperial Sourcebook (page 118), Rebel Alliance Sourcebook (pages 102-103), Star Wars Trilogy Sourcebook SE (page 155)

Anti-Infantry Twin Laser Battery

Model: Golan Arms Twin DF .9
Type: Medium anti-infantry battery
Scale: Speeder
Skill: Blaster artillery: anti-infantry
Crew: 3
Cover: Full
Ammo: Unlimited (power generator)
Cost: 18,000 (new), 12,000 (used)
Availability: 3, X
Body: 4D
Fire Rate: 6
Fire Control: 2D
Range: 20-600/3/16 km
Blast Radius: 5 meters
Damage: 4D
Source: Imperial Sourcebook (page 119)

Anti-Infantry Mobile Laser Battery



Model: Golan Arms SP .9
Type: Medium anti-infantry battery
Scale: Speeder
Skill: Blaster artillery: anti-infantry
Crew: 1, gunners: 3
Cover: Full
Ammo: Unlimited (power generator)
Cost: 20,000 (new), 15,000 (used)
Availability: 3, X
Body: 3D
Move: 21; 60 kmh
Fire Rate: 6
Fire Control: 2D
Fire Arc: Turret: front, left, right
Range: 20-600/3/16 km
Blast Radius: 5 meters
Damage: 4D
Source: Imperial Sourcebook (page 119), Rules of Engagement – The Rebel SpecForce Handbook (pages 66-67)

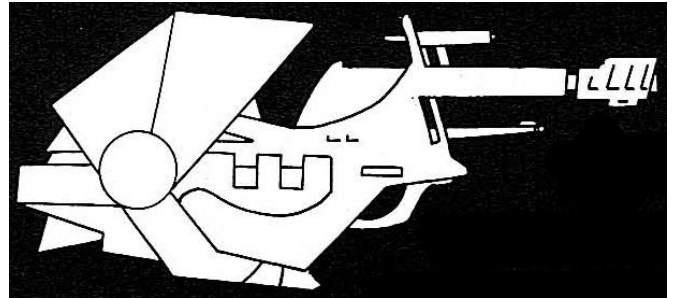
Anti-Infantry Laser Cannon

Model: Golan Arms DFA 998
Type: Anti-infantry battery
Scale: Speeder
Skill: Blaster artillery: anti-infantry
Crew: 3
Cover: Full
Ammo: Unlimited (power generator)
Cost: 20,000 (new), 10,000 (used)
Availability: R or X
Body: 3D+1
Fire Rate: 3
Fire Control: 2D+1
Range: 20-600/3/16 km
Blast Radius: 0-10 m
Damage: 4D
Source: Hideouts & Strongholds (page 64)

Heavy Anti-Vehicle Gun

Model: Speizoc v-188 Penetrator
Type: Heavy anti-vehicle gun
Scale: Speeder
Skill: Blaster artillery: anti-vehicle gun
Crew: 8
Cover: Full
Ammo: 6 (energy cells), 50 (power trailer), unlimited (power generator)
Cost: 120,000 (new), 60,000 (used)
Availability: 3, X
Body: 3D+1
Fire Rate: 1/3
Fire Control: 1D
Range: 50-600/5/25 km
Blast Radius: 20 meters
Damage: 7D (short range), 5D+2 (medium range), 3D+2 (long range)
Source: Imperial Sourcebook (page 119), Dark Force Rising Sourcebook (page 109)

Alliance Heavy Anti-Vehicle Artillery Piece



Model: Alliance-modified Speizoc v-188 Penetrator
Type: Modified anti-vehicle gun
Scale: Speeder
Skill: Blaster artillery: anti-vehicle gun
Crew: 1, gunners: 8
Cover: Full
Ammo: Unlimited
Cost: 70,000 (as modified)
Availability: 3, X
Body: 3D+1
Move: 35; 100 kmh
Fire Rate: 1/2
Fire Control: 1D+1
Fire Arc: Turret: front, left, right
Range: 50-600/5/25 km
Blast Radius: 20 meters
Damage: 7D/5D+2/3D+2
Source: Rules of Engagement – The Rebel SpecForce Handbook (page 67)

Storm Cannon

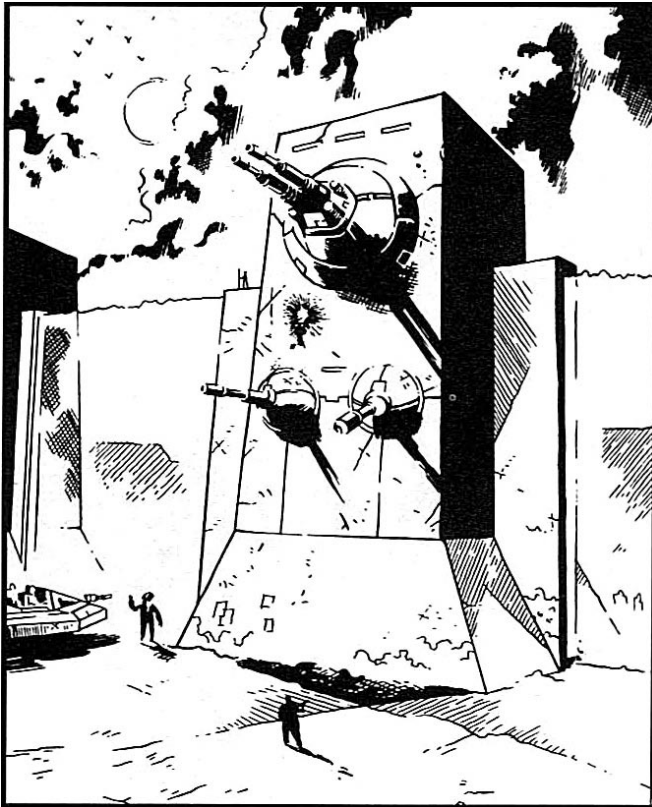
Craft: Hawkeye Anti-Starfighter Gun
Type: Mobile Weapons platform
Scale: Speeder
Length: 8-10 meters
Skill: Ground vehicle operation
Crew: 2-4
Cover: Full
Cost: Not available for sale
Maneuverability: 0D
Move: 14, 40 kmh
Body Strength: 3D
Weapons:
Twin Blaster Cannon
Fire Arc: Turret
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Range: 20-500/1km/1.7km
Damage: 4D
Source: Adventure Journal 2 (page 269)

CoMar Tri-Tracker

Model: CoMar G-003 Tri-Tracker
Type: Medium surface-to-air defense, anti-atmospheric gun
Scale: Starfighter
Skill: Blaster artillery: Comar-G-003

Crew: 2, skeleton: 1/+10
Cover: Full
Ammo: 40 (battery)
Cost: 50,000 (new), 25,000 (used)
Availability: 3, X
Body: 1D
Fire Rate: 1/3
Fire Control: 4D
Range: 20-600/3/16 km
Blast Radius: 10 meters
Damage: 5D
Source: Imperial Sourcebook (pages 115-117)

Turbolaser II



Model: Golan Arms Turbolaser II
Type: Anti-aircraft battery
Scale: Starfighter
Skill: Blaster artillery: turbolaser
Crew: 3
Cover: Full
Ammo: Unlimited (power generator)
Cost: 50,000 (new), 30,000 (used)
Availability: 3,R or X
Body: 3D
Fire Control: 2D
Range: 6-30/70/140 km
Damage: 5D
Source: Hideouts & Strongholds (page 58)

Double Laser Cannon

Model: Merr-Sonn TX-2020
Type: Anti-vehicle laser emplacement
Scale: Starfighter
Skill: Blaster artillery

Ammo: Power generator
Cost: 12,000
Availability: R, X
Body: 3D
Range: 10-100/350/600
Damage: 6D
Source: Hideouts & Strongholds (page 138)

Anti-Vehicle Double Laser Cannon

Model: Atgar Heavy 44.h
Type: Heavy anti-vehicle laser cannon
Scale: Walker
Skill: Blaster artillery: anti-vehicle
Crew: 4, skeleton: 2/+10
Ammo: Unlimited (power generator)
Cost: 35,000 (new), 18,000 (used)
Availability: R or X
Body: 5D or see mounting location
Fire Rate: 1
Fire Control: 2D+2
Range: 10-800/3/10 km
Damage: 8D+1
Source: Hideouts & Strongholds (page 62)

Turbolaser Battery

Model: Loronar Turbolaser System 1
Type: Heavy fixed turbolaser emplacement
Scale: Starfighter
Skill: Blaster artillery
Crew: 5
Cover: Full
Ammo: Unlimited (power generator)
Cost: 250,000 (new), 125,000 (used)
Availability: 3, X
Body: 4D
Fire Rate: 2
Fire Control: 1D
Range: 50-600/5/25 km
Blast Radius: 10 meters
Damage: 6D

Game Notes: If the gun is fired for more than five rounds consecutively, there is a chance it may overheat. At the end of five rounds of consecutive fire, roll 1D each round; if the roll is 3 or higher, the gun overheats and shuts down. At the end of nine rounds, if the roll is 2 or higher, the gun overheats and shuts down. At the end of 15 rounds, the weapon automatically overheats. When the gun overheats, roll 1D; if the roll is 1-3, the gun simply needs repairs; a



Difficulty *blaster repair* and one hour of work is needed to repair damaged system. If the roll is 4-6, the gun is damaged beyond repair and must be completely replaced.

Source: Hideouts & Strongholds (page 11), Imperial Sourcebooks (pages 119-120)

Hex Heavy Turbolaser Battery



Model: Golan Arms HX.6

Type: Heavy surface-to-space turbolaser battery

Scale: Capital

Skill: Blaster artillery: HX.6 turbolaser battery

Crew: 21, skeleton: 9/+10

Ammo: Unlimited (power generator)

Cost: 300,000 (new), 75,000 (used)

Availability: 3, X

Body: 4D

Fire Rate: 1

Fire Control: 3D

Damage: 8D

Source: Lord of the Expanse – Sector Guide (pages 46-47)

Heavy Turbolaser Cannon

Model: Loronar Planetary Defense cannon

Type: Heavy turbolaser surface-to-space cannon

Scale: Capital

Skill: Blaster artillery: surface-to-space

Crew: 46, skeleton: 21/+12

Ammo: Unlimited (reactor)

Cost: 13,000,000 (new), 6,000,000 (used)

Availability: 4, X

Body: 7D

Fire Rate: 1/2

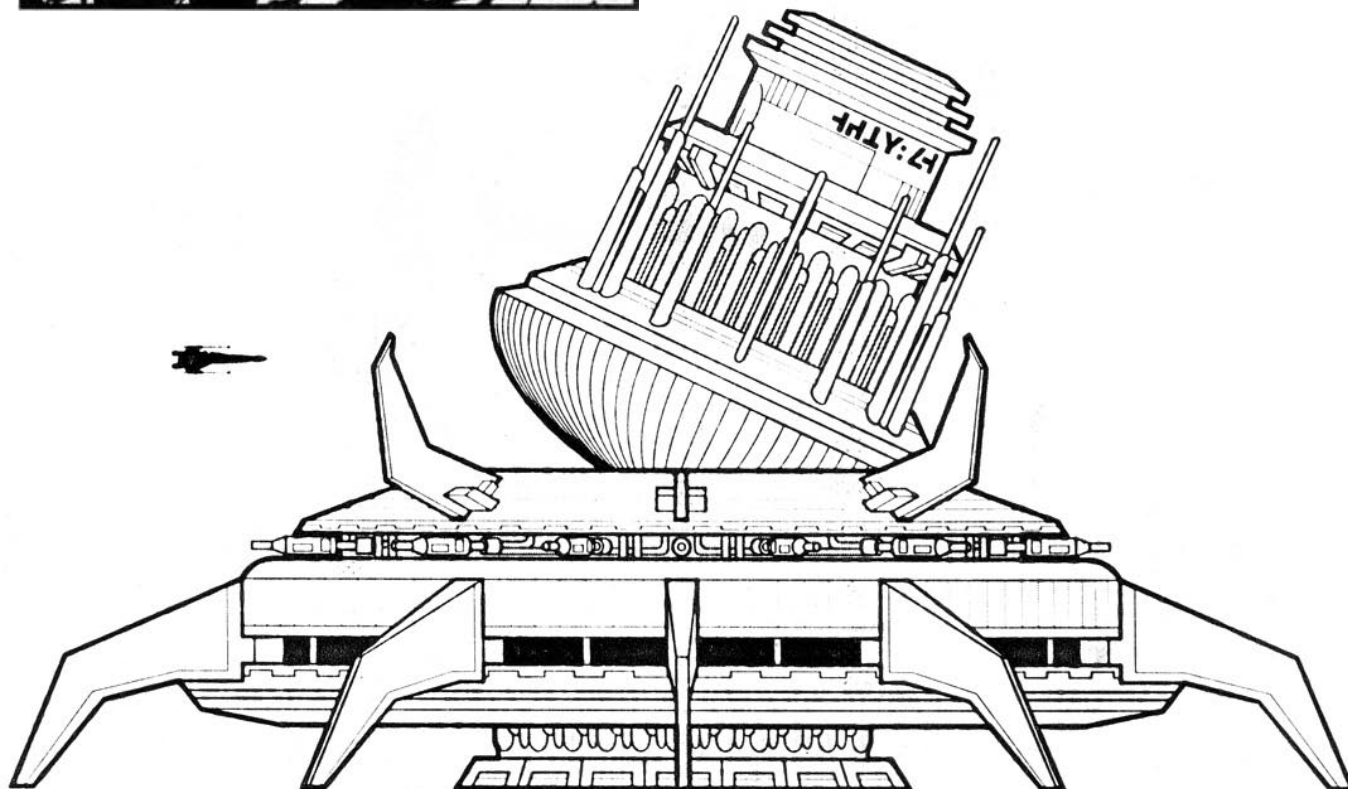
Fire Control: 1D

Range: Atmosphere/Low Orbit (1*)/High Orbit (3*)

Damage: 15D

* This refers to the number of “units” from planet if conducting a space battle.

Source: Hideouts & Strongholds (pages 11-12)



Ion Artillery

Shoulder-Launched Ion Cannon

Model: SoroSuub Equalizer
Type: Personal, disposable ion cannon
Scale: Speeder
Skill: Blaster artillery: Equalizer
Ammo: 4
Cost: 5,000
Availability: 2, X
Range: 3-50/120/300
Damage: 3D (ionization damage)
Source: Imperial Sourcebook (page 121), The Far Orbit Project (page 144)

Ion Cannon Turret

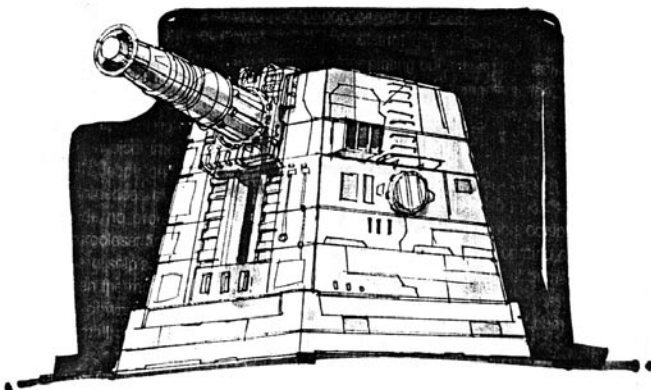
Model: BlasTech Mounted Ion Cannon MICI
Type: Mounted ion cannon
Scale: Speeder
Skill: Vehicle blasters: ion cannon
Crew: 1 (or automated fire)
Ammo: Unlimited (power generator)
Cost: 8,000 (new), 5,000 (used)
Availability: R or X
Body: 3D
Fire Control: 2D (-1D automated fire mode)
Range: 3-50/120/300
Damage: 3D (ionization damage)
Source: Hideouts & Strongholds (page 78)

Anti-Vehicle Ion Cannon

Model: Separatist Ion Cannon
Type: Shoulder-launched ion cannon
Scale: Speeder
Skill: Blaster artillery: ion cannon
Ammo: 6
Cost: 3,000
Availability: 2, X
Range: 3-50/120/300
Damage: 4D (ionization damage)
Source: Ultimate Adversaries (page 153)

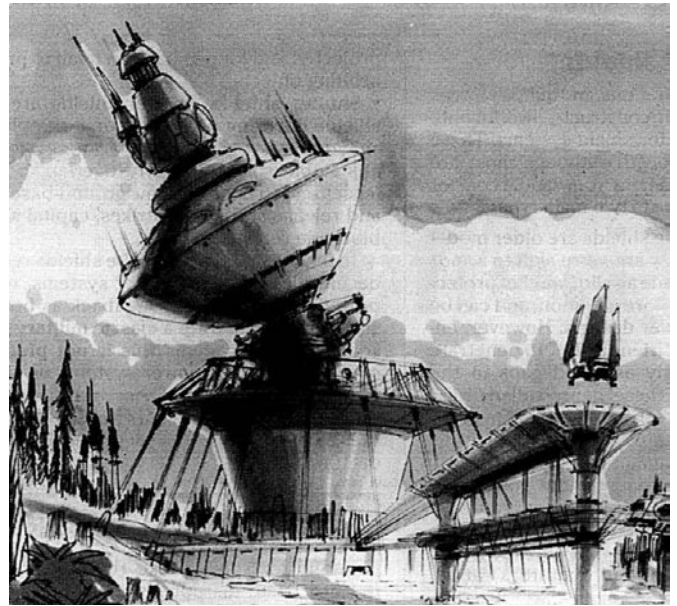
Light Ion Cannon

Model: KDY v-35 Spoiler
Type: Medium surface-to-air cannon



Scale: Starfighter
Skill: Blaster artillery: surface-to-air
Crew: 4
Cover: Full
Ammo: Unlimited (power generator)
Cost: 25,000 (new), 4,000 (used)
Availability: 2, X
Body: 2D
Fire Rate: 2
Fire Control: 1D
Range: 100-1,000/2.5/5 km
Damage: 4D (ionization)
Source: Hideouts & Strongholds (page 11)

Medium Ion Cannon



Model: KDY v-90 Protector
Type: Medium surface-to-air cannon
Scale: Capital
Skill: Blaster artillery: surface-to-space
Crew: 10, skeleton: 4/+10
Cover: Full
Ammo: Unlimited (power generator)
Cost: 100,000 (new), 30,000 (used)
Availability: 3, X
Body: 2D
Fire Rate: 1
Fire Control: 3D
Range: 3-20 km/Atmosphere/Low Orbit (1*)
Damage: 6D (ionization)
 * This refers to the number of "units" from the planet if conducting a space battle.
Source: Hideouts & Strongholds (page 11)

Speizoc "Grandfather Gun"

Model: Speizoc C-136
Type: Heavy surface-to-surface bombardment cannon
Scale: Capital
Skill: Blaster artillery: surface-to-surface
Crew: 7
Cover: Full
Ammo: 40 (power generator)
Cost: 100,000 (used only)

Availability: 4, X
Body: 3D
Fire Rate: 1/10
Fire Control: 3D
Range: 50-600/5/25 km
Blast Radius: 100 meters
Damage: 9D (ionization damage)
Source: Hideouts & Strongholds (page 117)

Anti-Orbital Ion Cannon



Model: KDY v-150 Planet Defender
Type: Heavy ion surface-to-space cannon
Scale: Capital
Skill: Blaster artillery: surface-to-space
Crew: 27, skeleton: 12/+10
Cover: Full
Ammo: Unlimited (power generator)
Cost: 500,000 (new), 100,000 (used)
Availability: 3, X
Body: 5D
Fire Rate: 1
Fire Control: 5D
Range: Atmosphere/Low Orbit (1*)/High Orbit (3*)
Damage: 12D (ionization)
 * This refers to the number of "units" from the planet of conducting a space battle.
Source: Rulebook (page 233), Dark Force Rising Sourcebook (page 109), Galaxy Guide 3: The Empire Strikes Back (page 34), Hideouts & Strongholds (page 11), Imperial Sourcebook (pages 117-118), Rebel Alliance Sourcebook (pages 103-104), Star Wars Trilogy Sourcebook SE (page 155)

Ion Defense Grid

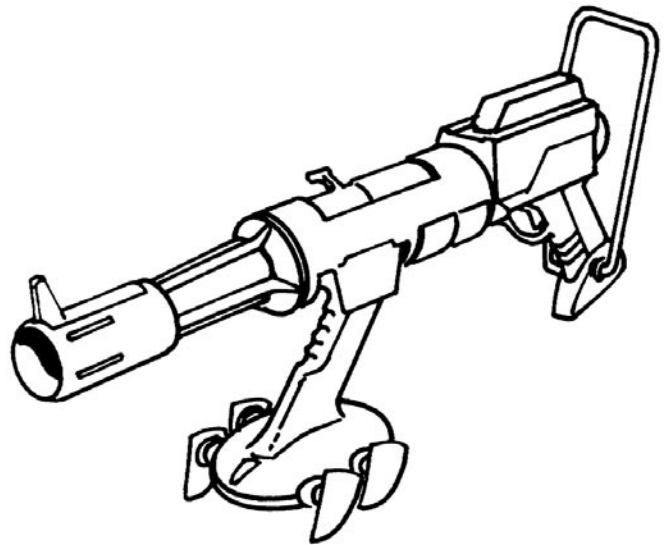
Model: EXVR-1 Guardian Grid
Type: Ion generation field
Scale: Capital
Skill: Blaster artillery: IDG
Crew: 1
Ammo: Unlimited (power generators)
Fire Control: 6D
Range: 0-50
Damage: 2D-16D (ionization damage; power output set can be adjusted by gunner to account for perceived threat level)
Source: Wretched Hives of Scum and Villainy (page 21)

Missile Artillery

TTT-54 "Thumper" Grenade Launcher

Model: SoroSuub TTT-54 "Thumper"
Type: Grenade launcher
Scale: Character
Skill: Blaster artillery
Ammo: 5
Cost: 4,000
Availability: 2, X
Range: 5-50/200/500
Damage: By grenade type
Game Notes: Launcher must be lugged into place. Its adjustable grenade housing can be programmed to accommodate and fire any type of grenade, including thermal detonators, with equal ease. The setting must be recalibrated for each new grenade, and the launcher will jam if different-sized grenades are in the same magazine.
Source: Arms and Equipment Guide (pages 34-35)

ESPO Grenade Mortar



Model: Espo Grenade Mortar
Crew: 1
Skill: Blaster artillery
Ammo: 100
Cost: 3,500
Availability: 3 (2, F, R or X in Corporate Sector)
Body: 4D
Fire Rate: 5
Fire Control: 1D
Range: 25-100/500/1 km
Damage: Varies by grenade type
Source: Gundark's Fantastic Technology (page 36), Han Solo and the Corporate Sector Sourcebook (page 119), Rules of Engagement – The Rebel SpecForce Handbook (page 65)

MobileMortar-3

Model: MerrSonn MobileMortar-3
Type: Grenade launcher
Scale: Character
Skill: Blaster artillery
Ammo: 12
Cost: 4,000
Availability: 2, X
Range: 10-100/400/1 km
Damage: By grenade type
Game Notes: MobileMortar has a small repulsorlift-equipped tripod to reduce its weight. It's designed to fire C-22 frag grenades, though it can fire other types as well.
Source: Arms and Equipment Guide (page 34)

Concussion Grenade Launcher

Model: Bryn & Gweith Mounted CGL 55ci
Type: Grenade launcher
Scale: Character
Skill: Missile weapons: grenade launcher
Crew: 1 (or automated fire)
Ammo: 25
Cost: 8,000 (new), 5,000 (used)
Availability: R or X
Body: 4D
Fire Rate: 1
Fire Control: 2D (-1D automated fire mode)
Range: 10-50/100/200
Blast Radius: 0-2/5/9/12
Damage: 6D/5D/4D/3D
Source: Hideouts & Strongholds (page 78)

Anti-Infantry Missile Launcher

Model: Merr-Sonn LX-80
Type: Anti-infantry missile emplacement
Scale: Character
Skill: Missile weapons: missiles
Ammo: 80 (permanent missile rack)
Cost: 75,000 (launcher, new), 20,000 (launcher, used), 200 ("dumb" rocket), 600 ("smart" GAM rocket), 1,000 ("savant" rocket)
Availability: R
Body: 3D
Range: 100-500/3/10 km
Damage: 6D
Source: Hideouts & Strongholds (page 9)

Anti-Vehicle Missile Launcher

Model: Merr-Sonn MX-10
Type: Anti-vehicle missile emplacement
Scale: Speeder
Skill: Missile weapons: missiles
Ammo: 10 (permanent missile rack)
Cost: 20,000 (launcher, new), 8,000 (launcher, used), 500 ("dumb" rocket), 1,000 ("smart" GAM rocket), 2,000 ("savant" rocket)
Availability: R, X
Body: 3D
Range: 100-500/3/10 km
Damage: 6D
Source: Hideouts & Strongholds (page 10, 36)

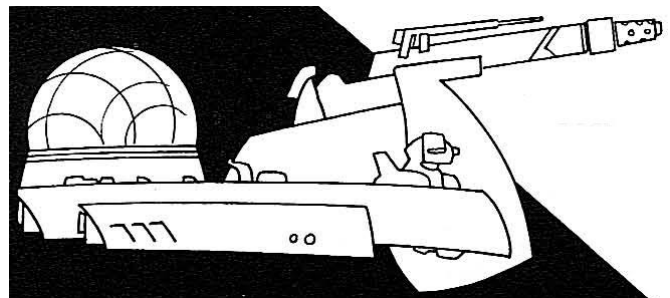
Guided Missile Launcher

Model: Bryn & Gweith Mounted GML 32i
Type: Anti-vehicle missile launcher
Scale: Speeder
Skill: Missile weapons: anti-vehicle
Crew: 1 (or automated fire)
Ammo: 5
Cost: 8,000 (new), 5,000 (used)
Availability: R or X
Body: 2D
Fire Rate: 1/4
Fire Control: 4D (-2D without sensor data, -1D automated fire mode)
Range: 50/200/1/2 km
Damage: 6D
Source: Hideouts & Strongholds (page 78)

Field Missile Launcher

Model: Bryn & Gweith Leveler I
Type: Medium concussion missile launcher
Scale: Speeder
Skill: Missile weapons: concussion missile launcher
Crew: 6
Cover: 1/4
Ammo: 28
Cost: 55,000 (new), 25,000 (used)
Availability: 2, R or X
Body: 2D
Fire Rate: Up to 28
Fire Control: 2D
Range: 20-600/3/16 km
Damage: 7D
Source: Imperial Sourcebook (page 119)

Golan M102 Fire Arc



Model: Golan Arms M102 Fire Arc Artillery Piece
Type: Surface-to-surface shell launcher
Scale: Walker
Skill: Artillery
Crew: 4
Cover: 1/4
Ammo: 20
Cost: 25,000 (new)
Availability: 3, X
Body: 2D
Fire Rate: 1
Fire Control: 2D (3D against targets at short range)
Range: 1-5/10/20 km
Blast Radius: 20 meters
Damage: 5D
Game Notes: Shells in transit can be shot by laser weapons (this is Very Difficult). Shells remain in the air for one round

for every range band it crosses; 1 round for short range, 2 rounds for medium range, 3 rounds for long range. Shells are not especially durable (they're intended to break up) and have a Body Strength of only 1D.

Source: Rules of Engagement – The Rebel SpecForce Handbook (page 66)

Torpedo Launcher

Model: Czerka S-4 Underwater Torpedo Launcher

Type: Anti-submersible weapon system

Scale: Walker

Skill: Missile weapons: Czerka S-4

Crew: 1

Cover: 1/2

Ammo: 1

Cost: 10,000

Availability: 2, X

Body: 2D

Fire Rate: 1

Fire Control: 2D

Range: 50-100/250/500

Blast Radius: 20 meters

Damage: 7D

Source: Hideouts & Strongholds (page 42)

Mini-Proton Torpedo Launcher

Model: Bryn & Gweith Mounted MPTL 17

Type: Anti-vehicle torpedo launcher

Scale: Walker

Skill: Missile weapons: anti-vehicle

Crew: 4, skeleton: 2/+10

Ammo: 25

Cost: 18,000 (new), 9,000 (used)

Availability: R or X

Body: See mounting location

Fire Rate: 1/2

Fire Control: 2D+2

Range: 20-60/3/16 km

Damage: 9D

Source: Hideouts & Strongholds (page 62)

Missile Bank

Model: Bryn & Gweith Multi-Purpose Missile Bank XVI

Type: Multipurpose missile launcher

Scale: Starfighter

Skill: Missile weapons

Crew: 6, skeleton: 3/+10

Ammo: 42

Cost: 18,000 (new), 9,000 (used)

Availability: R or X

Body: 7D

Fire rate: 6/4

Fire Control: 3D (5D when linked to external sensor systems, may target ships, vehicles or attacking troops)

Range: 1-30/100 km/Low orbit

Damage: 9D

Source: Hideouts & Strongholds (page 64)

Ground-to-Orbit Proton Torpedo Launcher

Model: Arakyd PY-6 Proton Torpedo Site

Type: Anti-orbital proton torpedo site

Scale: Capital

Skill: Blaster artillery

Crew: 3

Ammo: 4

Cost: 200,000 (new), 75,000 (used)

Availability: 3, R

Fire Rate: 1

Fire Control: 2D

Range: Atmosphere/Low Orbit (*1)/High Orbit (*3)

Damage: 9D

* This refers to the number of "units" from planet if conducting a space battle.

Source: Hideouts & Strongholds (page 12)

Repulsor-Assisted Ground-to-Orbit Missile Launcher (RAGOC)

Model: Oryn Engineering RAX-1

Type: Concussion missile emplacement

Scale: Capital

Skill: Missile weapons: missiles

Crew: 6 (13 for a used system)

Ammo: 4

Cost: 200,000 (launcher, new), 50,000 (launcher, used), 2,000 ("smart" rocket), 5,000 ("hound" rocket)

Availability: 4

Body: 1D

Fire Rate: 1/3

Range: Low Orbit (*1)/High Orbit (*3)

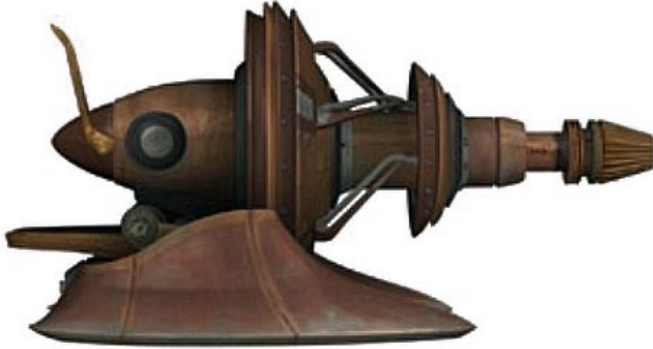
Damage: 10D

* This refers to the number of "units" from the planet if conducting a space battle.

Source: Hideouts & Strongholds (pages 10-11)

Miscellaneous Artillery

Sonic Turret



Model: Geonosian Sonic Turret
Type: Sonic artillery
Scale: Speeder
Skill: Blaster artillery: sonic turret
Crew: 2, skeleton: 1/+5
Ammo: Unlimited
Cost: Not available for sale
Availability: 4, R
Body: 2D
Fire Rate: 1
Fire Control: +2
Range: 20-400/1/3 km
Damage: 4D

Pulse-Wave Light Cannon

Model: Greff-Timms Industrial Intimidator PC2
Type: Two-person pulse-wave cannon
Scale: Character
Skill: Pulse-wave weapons: light cannon
Ammo: 100
Cost: 7,000
Availability: 2, X
Range: 3-50/100/300
Damage: 7D
Game Notes: With slight modifications, this weapon can be mounted on any atmosphere-capable vehicle.
Source: Tales of the Jedi Companion (page 126)

Metal-Crystal Phase Shifter

Model: MCPS Quarter Scale Prototype
Type: Imperial superweapon prototype
Scale: Capital
Skill: MCPS operation
Crew: 12, skeleton: 8/+10
Body: 3D (starfighter scale)
Fire Rate: 1/5
Fire Control: 2D
Range: 3-30/50/300
Blast Radius: 300 meters
Damage: 5D
Game Notes: The damage cannot be blocked by shields. Because MCPS is a field rather than a beam, any ship within the 300-meter-wide field is equally affected by the devastating effects of the weapon.
Source: The Jedi Academy Sourcebook (page 69)

Ship Weapons

Vehicle Flamer

Model: Merr-Sonn CR-28 Vehicle Flamer
Type: Flame projector
Scale: Speeder
Skill: Flame-thrower
Ammo: 50
Cost: 2,000
Availability: 4, X
Fire Rate: 1/2
Range: 3-7/10/20
Damage: 5D+2 (first round, 4D for next 10 rounds unless extinguished)
Source: Han Solo and the Corporate Sector Sourcebook (page 118), Rules of Engagement – The Rebel SpecForce Handbook (page 64), Arms and Equipment Guide (page 36)

Kd-3 Light Blaster Cannon

Model: Taim & Bak Kd-3 Light Blaster Cannon
Type: Light blaster cannon
Scale: Starfighter
Skill: Starship gunnery
Weight: 1 ton
Cost: 1,000
Availability: F
Fire Control: 1D
Damage: 1D
Source: Galaxy Guide 6: Tramp Freighters (page 40)

Vonak Light Laser Cannon

Model: Kuat Vonak Light Laser Cannon
Type: Light laser cannon
Scale: Starfighter
Skill: Starship gunnery
Weight: 2 tons
Cost: 1,500
Availability: F
Fire Control: 2D
Damage: 2D
Source: Galaxy Guide 6: Tramp Freighters (page 40)

Tomral Heavy Laser Cannon

Model: Arakyd Tomral Heavy Laser Cannon
Type: Heavy laser cannon
Scale: Starfighter

Skill: Starship gunnery
Weight: 4 tons
Cost: 3,000
Availability: F
Fire Control: 2D
Damage: 5D
Source: Galaxy Guide 6: Tramp Freighters (page 40)

W-34t Turbolaser

Model: Incom W-34t Turbolaser
Type: Turbolaser
Scale: Starfighter
Skill: Starship gunnery
Weight: 5 tons
Cost: 9,000
Availability: X
Fire Control: 3D
Damage: 7D
Source: Galaxy Guide 6: Tramp Freighters (page 40)

f-2 Light Ion Cannon

Model: Comar f-2 Light Ion Cannon
Type: Light ion cannon
Scale: Starfighter
Skill: Starship gunnery
Weight: 0.5 ton
Cost: 1,000
Availability: 2, F
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Fire Control: 1D
Damage: 2D (ion damage)
Source: Galaxy Guide 6: Tramp Freighters (page 40), Pirates & Privateers (page 46)

f-4 Medium Ion Cannon

Model: Comar f-4 Medium Ion Cannon
Type: Medium ion cannon
Scale: Starfighter
Skill: Starship gunnery
Weight: 1 ton
Cost: 1,500
Availability: F
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km

Fire Control: 2D
Damage: 3D (ion damage)
Source: Galaxy Guide 6: Tramp Freighters (page 40), Pirates & Privateers (page 46)

f-9 Heavy Ion Cannon

Model: Comar f-9 Heavy Ion Cannon
Type: Heavy ion cannon
Scale: Starfighter
Skill: Starship gunnery
Weight: 2 tons
Cost: 3,000
Availability: F
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Fire Control: 4D
Damage: 4D (ion damage)
Source: Galaxy Guide 6: Tramp Freighters (page 40), Pirates & Privateers (page 46)

Heavy Ion Cannon

Model: GenaTech Weapons Zeta One Heavy Ion Cannon
Type: Heavy ion cannon
Scale: Capital
Skill: Capital ship gunnery: heavy ion cannon
Crew: 2
Cost: Not available for sale
Fire Control: 1D
Space Range: 1-5/15/35
Atmosphere Range: 2-10/30/75 km
Damage: 7D
Game Notes: There is a 2 in 6 chance per use of the cannon that it will backfire and ionize all the system of the ship that carries it. At this stage in its development, the cannon requires a large amount of energy to fire and therefore can be used only once per 50 standard hour period.
Source: Classic Adventures – Vol. 4 (page 48)

Conner Web

Model: SoroSuub Type IV Ship Restraining Net
Type: Ship restraining unit
Scale: Starfighter
Skill: Starship gunnery
Cost: 5,000 per canister
Availability: 2, R
Space Range: 1/5/10
Atmosphere Range: 100/500 1 km
Blast Radius: Net is 50 meters in diameter
Fire Control: 2D
Damage: 5D (ionization)
Source: Lord of the Expanse – Sector Guide (page 47)

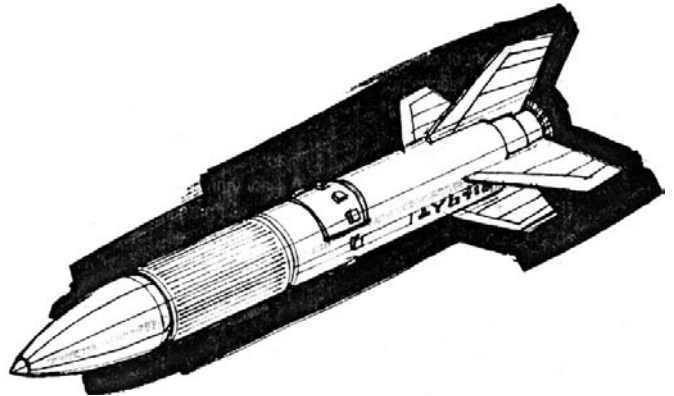
Conner Net

Model: SoroSuub Systems Type I Restraining Net
Type: Ship restraining unit
Scale: Starfighter
Skill: Starship gunnery
Cost: 5,000 per canister



Availability: 3, R
Range: 5-25/50/100
Blast Radius: Net is 50 meters in diameter
Damage: 10D (ionization)
Game Notes: To successfully activate the Conner net requires a Difficult *starship gunnery* roll. All ships (or other targets) touched by the net suffer a +5D penalty when using any electrical systems (including drive, weapons, sensors and ship-integrated communications systems). Any unprotected person who touches a charged Conner net suffers 10D damage every round they are in contact with the mesh.
Source: The Last Command Sourcebook (pages 124-125), The Thrawn Trilogy Sourcebook (pages 192-193)

Morne-3 Concussion Missile Launcher



Model: Arakyd Morne-3 Concussion Missile Launcher
Type: Concussion missile launcher
Scale: Starfighter
Skill: Missile weapons
Weight: 3 tons
Ammo: 10
Cost: 3,500, plus 500 per dumb missile, 1,500 per smart missile, 3,000 per savant missile
Availability: 2, X
Fire Control: 1D
Damage: 8D
Game Notes: The basic Arakyd missiles are “dumb”, not able to track a target. “Smart” missiles can track a target; they have 4D of fire control and move 15 spacial units per

round, for up to 10 rounds. The smart missile's simple droid brain is clever enough to pick up on nearest target, should the first target move out of range. "Savant" missiles behave like dumb missiles, but activate if they miss their target on the first round; that is, on the second round, savants become smart missiles if they miss their target.

Source: Galaxy Guide 6: Tramp Freighters (page 40), Pirates & Privateers (page 47)

Hi-fex Proton Torpedo Launcher

Model: Arakyd Hi-fex Proton Torpedo Launcher

Type: Proton torpedo launcher

Scale: Starfighter

Skill: Missile weapons

Weight: 2 tons

Ammo: 12

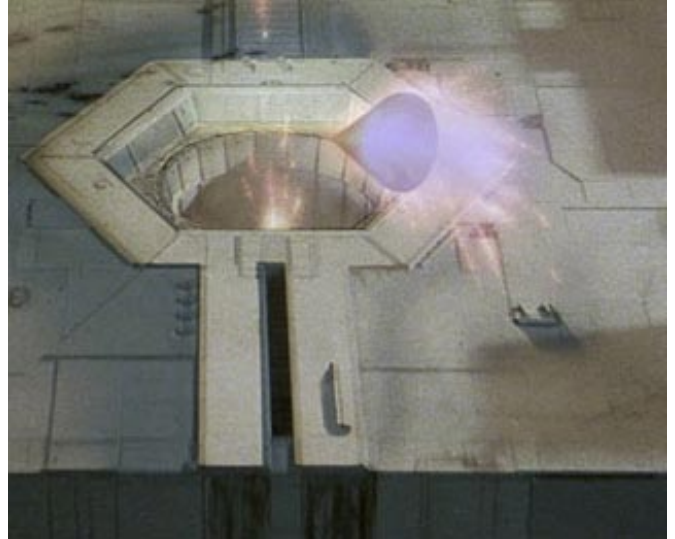
Cost: 2,500 (800 Replacement torpedo)

Availability: F

Fire Control: 2D

Damage: 9D

Source: Galaxy Guide 6: Tramp Freighters (page 40)



Weapon Accessories

Slugs

Model: Various manufactures
Scale: Character
Cost: 25-100 per clip
Availability: Highly variable; 1, 2 or 3
Damage: Per weapon
Source: Rules of Engagement – The Rebel SpecForce Handbook (page 67)

Explosive Slugs

Model: Alliance Manufacture Explosive Slugs
Type: Explosive slugs
Scale: Character
Skill: Demolitions
Cost: 50 (micronite for 10 slugs), 25 (phospha for 10 casings)
Availability: 2, F or R (micronite), 1 (phospha)
Difficulty: Moderate
Damage: +1D to slug's damage against hard armor
Game Notes: The slugs work on any hard armor, including stormtrooper armor, adding +1D to the basic damage of the weapon. Soft armor (armor that adds less than a full die of protection) and ordinary tissue do not detonate the slugs, and they do normal damage.
Source: Rules of Engagement – The Rebel SpecForce Handbook (pages 67-68)

Merr-Sonn Silencer

Model: Merr-Sonn NonSonic Silencer
Type: Firearm noise suppressor
Scale: Character
Skill: Blaster repair: modification
Cost: 1,200
Availability: 2, R
Game Notes: Absorbs the sound of a firearm, preventing the need for a *Perception* check when fired.
Source: Rules of Engagement – The Rebel SpecForce Handbook (page 62), Arms and Equipment Guide (page 38)

Blaster Gas Canister

Model: Standard Blaster Gas Dispenser
Scale: Character
Cost: 1,250
Availability: 2, R or F

Game Notes: vending port automatically fills power pack in 10 rounds.

Source: Rules of Engagement – The Rebel SpecForce Handbook (page 67)

Blaster Power Pack

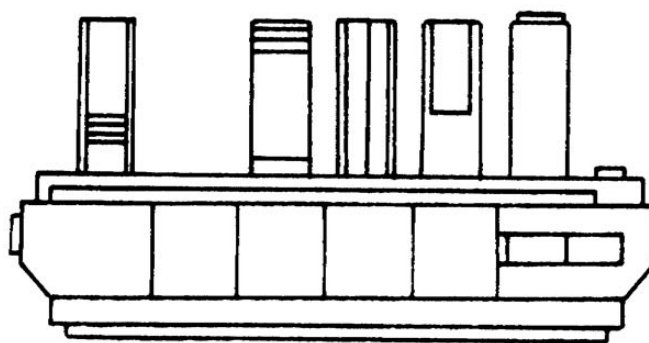
Model: Standard Blaster Power Pack
Scale: Character
Cost: 25
Availability: 1

Damage: Per weapon
Game Notes: May be used for any blaster in its class: blaster pistol packs fit most blaster pistols, blaster rifle packs fit most blaster rifles, etc.

Source: Rules of Engagement – The Rebel SpecForce Handbook (page 67)



Portable Clip Recharger



Model: BlasTech Ramtek
Type: Portable clip recharger
Cost: 750
Availability: 4, F or R

Game Notes: Recharges a standard power pack in 2 minutes; can charge 30 clips before it needs recharging from a power generator (which takes three hours).

Source: Galladinium's Fantastic Technology (page 79), Arms and Equipment Guide (page 38)

Electronic Blaster Sighting System

Model: SoroSuub True-Site System

Type: Electronic blaster sighting system

Skill: Blaster

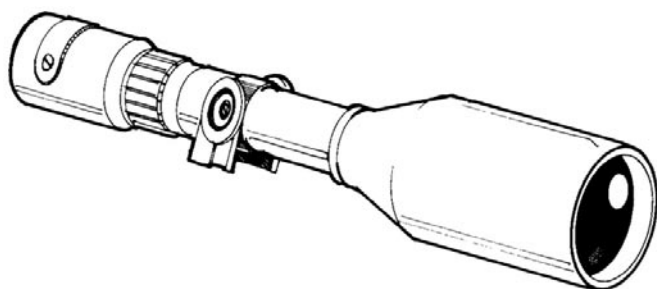
Cost: 500

Availability: 2, R

Game Notes: Projected hologram crosshairs add +1D to *blaster* for site.

Source: Gundark's Fantastic Technology (page 88)

Ultrasonic Sighting System



Model: Novaless Soni-Optics Target Imager

Type: Sonic targeting system

Skill: Blaster

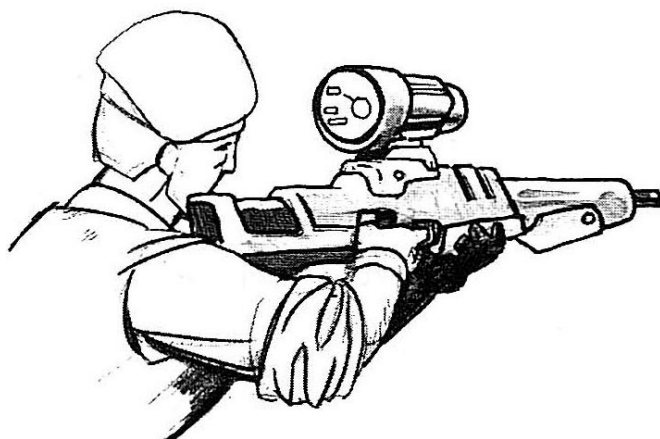
Cost: 800

Availability: 2

Game Notes: Device adds +1D+2 to *blaster* when firer takes one round to aim (this is in addition to the normal aiming bonus). Maximum effective range is 50 meters.

Source: Galladinium's Fantastic Technology (pages 79-80), Arms and Equipment Guide (page 38)

Sighting Macroscope



Model: Merr-Sonn Targeter Ranging Scope

Type: Weapon-mounted image magnifier

Skill: Sensors

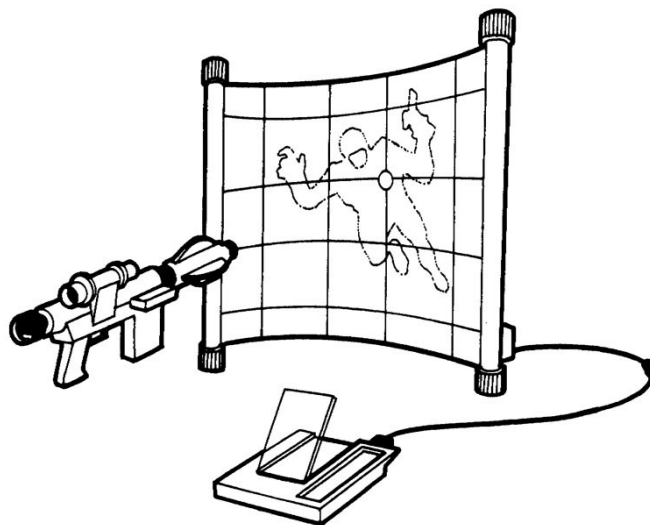
Cost: 750

Availability: 2

Game Notes: Adds +3D to medium- and long-range shots from blaster and slugthrowing rifles and carbines. Requires a Moderate *sensors* roll to sight-in a target.

Source: Rules of Engagement – The Rebel SpecForce Handbook (page 41), Arms and Equipment Guide (page 38), Ultimate Adversaries (page 154)

Blaster Target Board



Model: Capris Technologies Blaster Target Board

Type: Personal target practice board

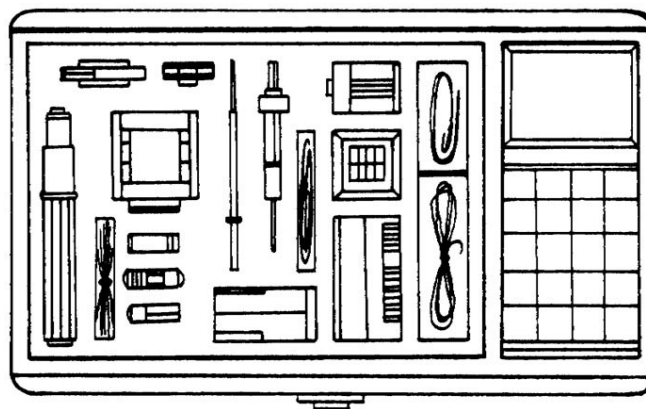
Cost: 450

Availability: 2

Game Notes: Blaster must be set for stun and have a standard sighting coupling (50 credits) mounted on the end of the barrel. While this device offers no immediate benefit, gamemasters may choose to allow characters who take target practice regularly to advance their *blaster* skill at a reduced skill point cost.

Source: Galladinium's Fantastic Technology (page 79)

Blaster Repair Kit



Model: BlasTech Blaster Repair Kit

Type: Deluxe blaster repair kit

Skill: Blaster repair

Cost: 500

Availability: 2

Game Notes: Each repair kit contains the following: pulse adaptor module tester, collimator beam focuser, prismatic crystal aligner, static pulse adaptor modules, energy converter valve (Heter-Valve), multiple gas valve nozzles, power pack recharger, universal power pack, power pack cables, spare gas container, spare trigger cable and variable pressure adjuster.

Source: Galladinium's Fantastic Technology (page 79), Arms and Equipment Guide (page 96)

Quickdraw Holster



Type: Typical quickdraw weapon holster

Scale: Character

Skill: Blaster

Cost: Varies

Availability: 2

Game Notes: Quickdraw holsters can add anything from +1 to +2D or more to the character's *blaster* skill when he attempts to quickdraw.

Source: Han Solo and the Corporate Sector Sourcebook (pages 121-122)

Targeting Computer

Model: NeuroSaav 3K40 Targeting System

Type: Targeting computer

Cost: 5,000 (system), 3,000 (upgrade)

Availability: 2, R

Game Notes: Targeting computer can handle up to five artillery weapons of any scale at once, assigning separate targets for each weapon or linking the fire to utterly annihilate the target. This system has a bonus of 1D to any gunner's skill. An upgrade is available that can raise this to 2D.

Source: Hideouts & Strongholds (page 12)

Turbolaser Blaster Gas Canister

Model: Imperial Munitions Type II Blaster Gas Canister

Type: Shipboard munitions

Scale: Starfighter or Capital

Cost: 1,000

Availability: 2, R or X

Game Notes: Blaster gas canisters come in a variety of shapes and sizes; the Nebulon-B requires Imperial Munitions Type II blaster gas canisters – or compatible knock-offs by SoroSuub or TaggeCo. Each canister can provide enough blaster gas for 20 capital-scale or 40 starfighter scale turbolaser blasts.

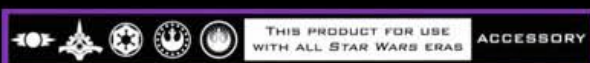
Source: The Far Orbit Project (page 20)

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