

# ARMOR

2

**Encumbrance**

1

**Defense**

2

**Soak**

Art and game stats are Lucasfilm or Fantasy Flight Games property - except for the fan-created crappy stuff. Not for sale or profit, purely for gaming goodness.

## EXPENSIVE CLOTHING

0



0

0

Expensive clothing such as worn by a nobleman. Little use in combat, unless the "battlefield" is that of a palace or government chambers.

Cost: 5,000 Credits.

Rarity: 7.

Hard Points: None.

Upper Crust: ■ to Charm in the appropriate wealthy environment. ■ to Charm in hives of scum and villainy.

## URCHIN CLOTHING

0



0

0

Typical clothing of poor urban street folk or poor colonists on a backwater planet.

Cost: None.

Rarity: 0.

Hard Points: None.

Lower Crust: ■ to Charm in a hive of scum and villainy. ■ to Charm in upper social settings.

## HEAVY CLOTHING

0



1

1

Common civilian thick cloth or leather clothing gives some minor protection. No helmet.

Cost: 50 Credits.

Rarity: 0.

Hard Points: None.

## FIELD UNIFORM

0

*Padded Armor*



2

2

Military armor for field use instead of serving aboard a ship or upon a station. Typically camouflaged for the local environment.

Camouflaged: In the appropriate environment, provides ■ versus Perception or ■ for wearer's Stealth.

Cost: 500 Credits.

Rarity: 1.

Hard Points: None.

## SECURITY UNIFORM

0

*Heavy Clothing*



1

1

Common ballistic uniform worn by local soldiers, ship security, and law enforcement. Comfortable, but with a blast helmet giving a definite military appearance.

Cost: 250 Credits.

Rarity: 1.

Hard Points: None.

## ARMORED CLOTHING

1



3

1

Clothing reinforced with armor including plastoid or ceramic pads concealed by leather, mesh, or some other energy dispersing layer.

Cost: 1,000 Credits.

Rarity: 6.

Hard Points: 1 remaining.

## HEAVY BATTLE ARMOR

1



6

2

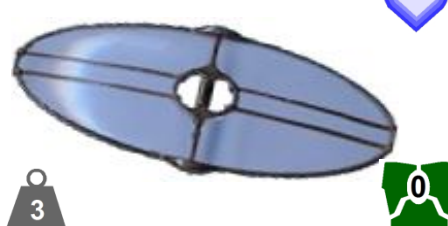
A heavy suit of battle armor typically consisting of durasteel plates over a padded mesh energy-dispersion suit.

Cost: 5,000 Credits (restricted). Rarity: 7.

Hard Points: 4 remaining.

## PERSONAL DEFLECTOR SHIELD

2



3

0

Rare, bulky, and expensive, but one of the best defenses against blaster fire.

Cost: 10,000 Credits.

Rarity: 8.

Power Hungry: GM can spend wielder's ⚡ for shield to lose power. 10 minutes of power, 3 hours to recharge at a power source.

### STORMTROOPER ARMOR

Laminate



### SNOWTROOPER ARMOR

Armored Clothing



### SCOUT-TROOPER ARMOR

Laminate



Cost: 6,500 Credits (restricted). Rarity: 6.  
Hard Points: None remaining.

Semi-Enhanced Optics Suite: Remove ■■ from vision penalties. GM can spend user's ☞☞ to have wearer stumble or bump into something due to poor field of vision.

Enhanced Reflective: Provides Defense of ■ vs. Blasters only.

Basic Life Support: 20 minutes only.

*Surprisingly based upon the Army field uniform and used by Stormtroopers in arctic conditions.*

Cost: 5,500 Credits (restricted). Rarity: 6.  
Hard Points: None remaining.

Heating System: Requires Snowtrooper Backpack to operate. Remove ■■ from cold penalties.

Reduce ♦ to Resilience cold checks.

Biomonitor: Medical readout and Medpack ability for treating wearer only.

Cost: 7,500 Credits (restricted). Rarity: 7.  
Hard Points: None remaining.

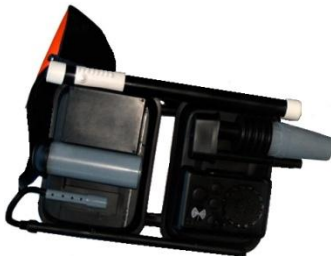
Enhanced Optics Suite: Remove ■■ from vision penalties. GM can spend user's ☞☞ to have wearer stumble or bump into something due to poor field of vision.

Enhanced Reflective: Provides Defense of ■ vs. Blasters only.

Basic Life Support: 20 minutes only.

### STORMTROOPER BACKPACK

Threshold



### SNOWTROOPER BACKPACK

Threshold



### IMPERIAL ARMY ARMOR

Armored Clothing



Cost: na. Rarity: 5.  
Includes Climbing Gear, Stimpacks, Binders, Comlink (handheld), Restraining Bolt, Ration Packs, Glow Rods, Extra Reload, Extra Power Pack, & life support extension of 4 hours.  
Choose by spending ☞☞: Electrobinoculars, General Purpose Scanner, Hand Scanner, Emergency Medpac, Medpac, Com Jammer, Electronic Lock Breaker, or Com Scrambler.  
**Increases user's encumbrance threshold by 3.**

Cost: na. Rarity: 5.  
Includes Climbing Gear, Stimpacks, Binders, Ration Packs, Glow Rods, heat for 4 hours.  
Choose by spending ☞☞☞: Electrobinoculars, General Purpose Scanner, Hand Scanner, Restraining Bolt, Comlink (handheld), Emergency Medpac, Medpac, Com Jammer, Electronic Lock Breaker, or Com Scrambler.  
**Increases user's encumbrance threshold by 1.**

*The duty uniform of the Imperial Army covered by a blast helmet and chestplate.*

Cost: 1,500 Credits. Rarity: 2.  
Hard Points: None remaining.

Biomonitor: Front panel readout of medical condition. Provides Medpack ability for treating wearer only.

### STORMTROOPER UTILITY BELT

Threshold



### STORMTROOPER UTILITY BELT

Threshold



### IMPERIAL NAVY UNIFORM

Heavy Clothing



*The Utility Belt worn by Stormtroopers.*

Cost: na Rarity: 5.

Includes holster E11 Blaster Carbine, Extra Reloads (typically for an E11), and Stun Grenade.

Choose by spending ☞☞: Climbing Gear, Binders, Stimpack, or Comlink (longer ranged than Stormtrooper helmet comlink).

**Belt increases user's encumbrance threshold by 1.**

*The Utility Belt worn by Stormtroopers.*

Cost: na Rarity: 5.

Includes holster E11 Blaster Carbine, Extra Reloads (typically for an E11), and Stun Grenade.

Choose by spending ☞☞: Climbing Gear, Binders, Stimpack, or Comlink (longer ranged than Stormtrooper helmet comlink).

**Belt increases user's encumbrance threshold by 1.**

*Ballistic combat uniform worn by the Imperial Navy. If the blast helmet is removed (as with Imperial Officers), both Soak and Encumbrance reduced to 0 (becomes normal clothing).*

Cost: 250 Credits. Rarity: 1.  
Hard Points: None.

*Coming soon.....*

*When I finish creating more armor and gear cards, I plan on dividing the pages into categories and providing multiple copies of common items per page.*

## Creating Armor Cards

The rules of *Edge of the Empire* as written provide enough detail to re-create differentiated weapons from *Star Wars* canon. I did add some new attachments below, and ended up with several notes on Stormtrooper armor and gear.

### Factory Attachments

When creating Armor Cards I used the assumption attachments could be added at the factory and already installed in a new set of armor. They would increase the base cost of the new armor, but only allow un-modified abilities. A skilled owner can still further modify the attachments.

## NEW ARMOR ATTACHMENTS

### SEMI-ENHANCED OPTICS SUITE

A cheaper version of the Enhanced Optics Suite. The Semi-Enhanced Optics Suite found is as the more efficient version, but suffers from design problems. This version is installed in the standard Stormtrooper Armor helmet. Scout-trooper Armor enjoys the Enhanced Optics Suite.

**Base Modifiers:** Removes up to ■■ to all Perception, Vigilance, and combat skill checks due to darkness, smoke, or other environmental effects that obscure vision. GM can spend user's ☞☞ to have wearer stumble or bump into someone or something due to poor field of vision.

**Modification Options:** None.

**Hard Points Required:** One.

**Cost:** 1,500 credits.

### REFLECTIVE COATING

An external coating applied to hardened armors that helps to partially reflect blaster or laser hits. The coating is white in color. It may only be applied to Laminate or Heavy Battle Armor.

**Base Modifiers:** Adds 1 Defense to Blaster or Laser attacks only.

**Modification Options:** None.

**Hard Points Required:** One.

**Cost:** 2,000 credits.

### BASIC LIFE SUPPORT

While not providing the long-term heat or cold protections of a Thermal Shielding System or Heating System, Basic Life Support allows short duration protection and air supply. This protection allows for survival in a vacuum and protection from radiation, chemical, and biological hazards.

**Base Modifiers:** 20 minutes life support.

**Modification Options:** 60 minutes life support (attaching larger tank).

**Hard Points Required:** One.

**Cost:** 500 credits.

### **BIOMONITOR READOUT**

Medical sensors are installed inside the armor while a panel on the outside is used to check vitals of the wearer. The biomonitor provides the affect of a Medpack when treating the wearer only.

**Base Modifiers:** Medpack for treating wearer only.

**Modification Options:** 3-shot Stimpack module (must be refilled after use).

**Hard Points Required:** One.

**Cost:** 500 credits.

### **VAC THRUSTERS**

Small thrusters useable only in 0G. The basic model only allows small corrections and slow movement. Duration of use can be longer lasting if only small corrections or very slow straight-line movements are used taking advantage of inertia.

**Base Modifiers:** Size 1, Speed 1, Handling -1. Ten course corrections.

**Modification Options:** Speed increase to 2, Handling 0, Twenty course corrections.

**Hard Points Required:** One.

**Cost:** 500 credits.

### **MAGBOOTS**

Addition of magnetic layer to soles of boots to allow walking on metallic surfaces within zero-gravity.

**Base Modifiers:** Magnetic boot layering.

**Modification Options:** None.

**Hard Points Required:** One.

**Cost:** 250 credits.