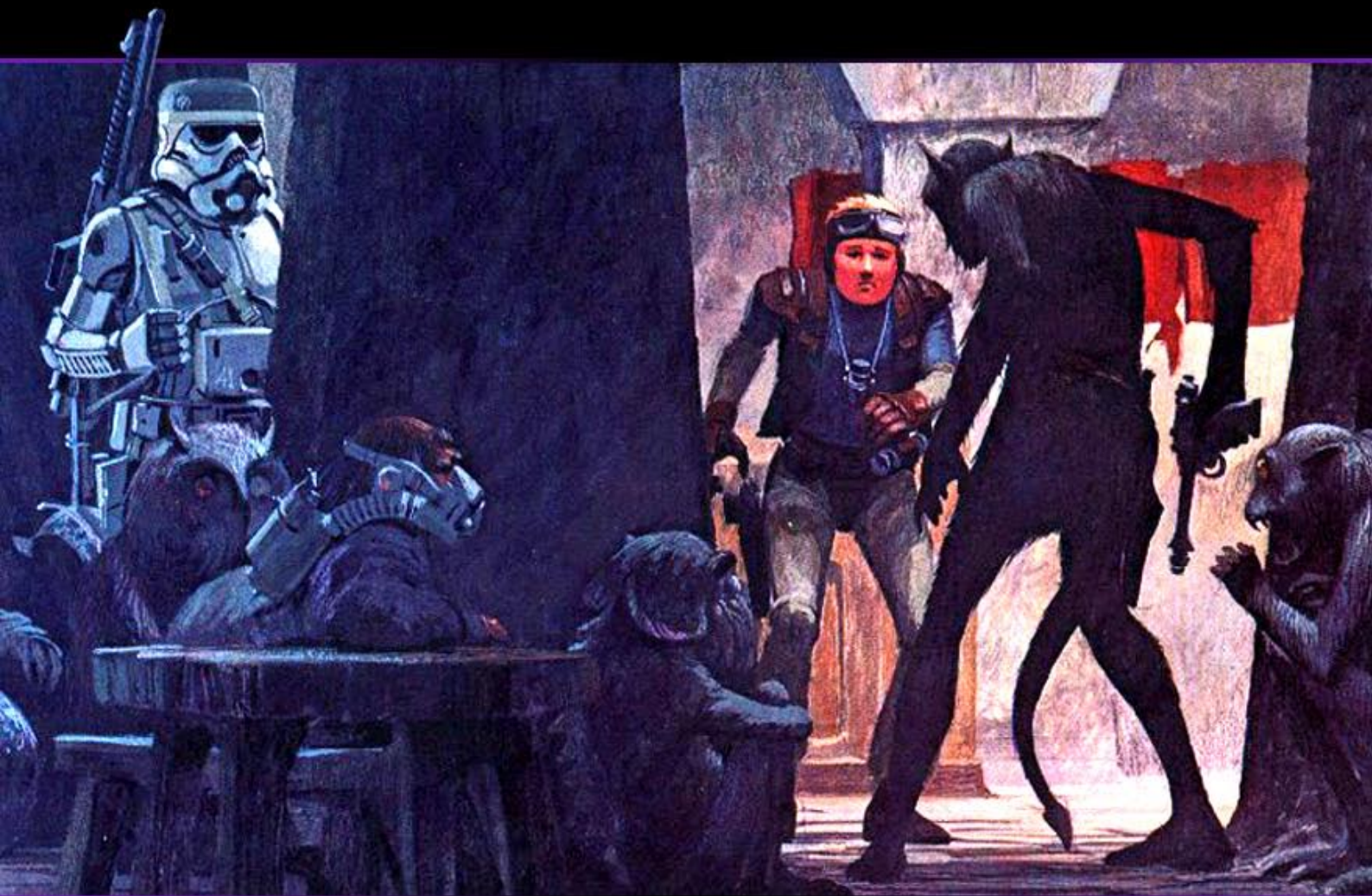


# STAR WARS

ROLEPLAYING GAME



## WEAPONS STATS

THIAGO S. ARANHA



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STAR  
WARS

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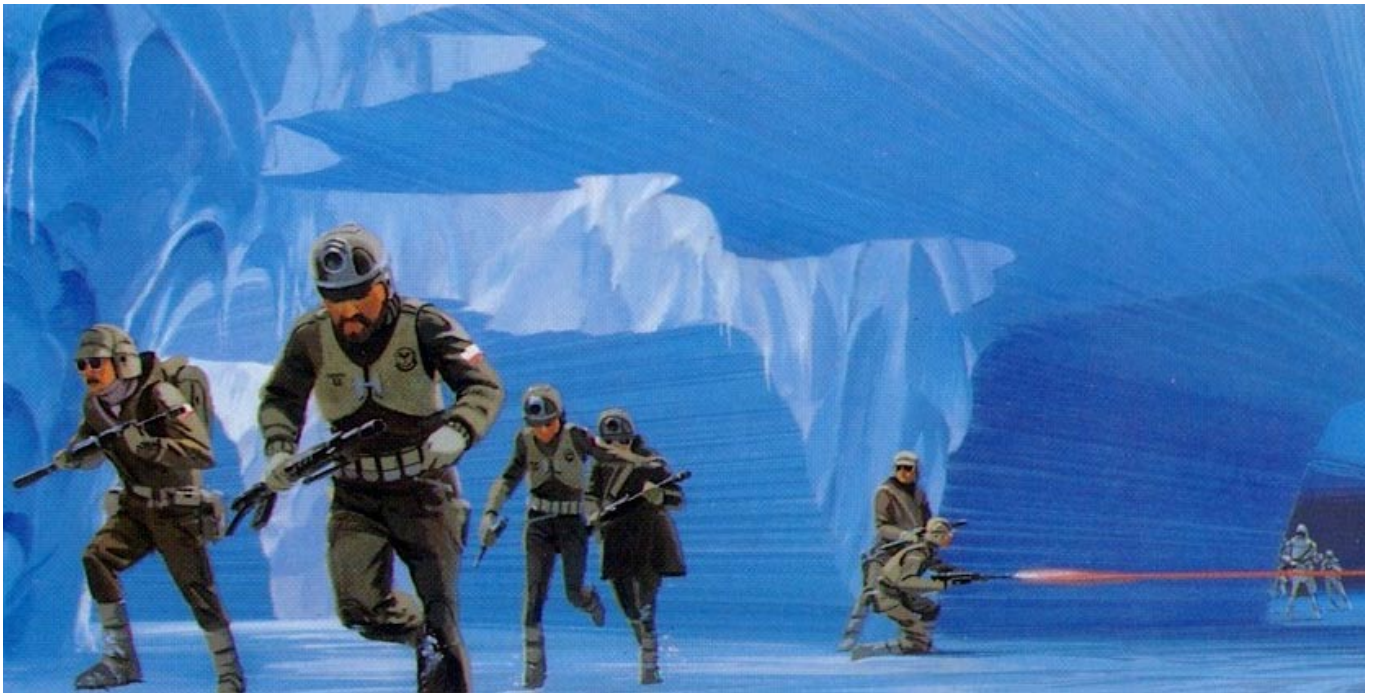
# STAR WARS

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# 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

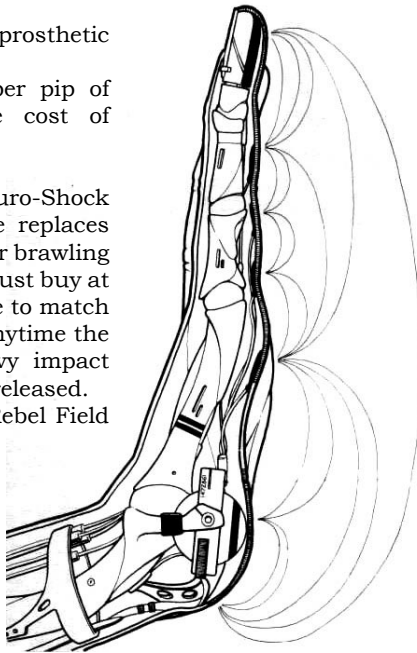
**Source:** Gundark's Fantastic Technology (pages 12-13), Pirates & Privateers (page 43), Arms and Equipment Guide (page 31)

## Fighting Claws

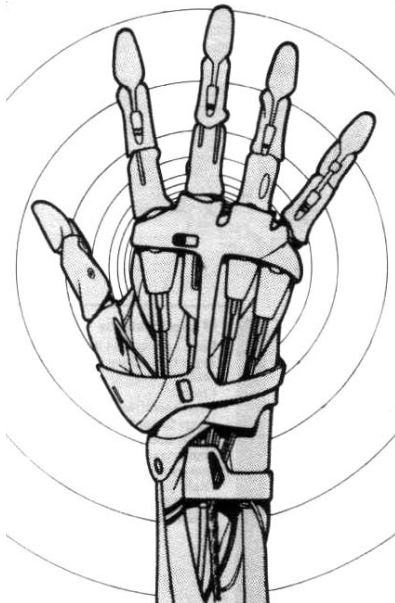
**Model:** Yuuzhan Vong Fighting Claws  
**Type:** Combat implant  
**Scale:** Character  
**Skill:** Brawling  
**Cost:** Not available for sale  
**Availability:** 4, X  
**Difficulty:** Easy  
**Damage:** STR+1D damage (maximum: 6D)  
**Game Notes:** These retractable bone spurs are commonly implanted 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)

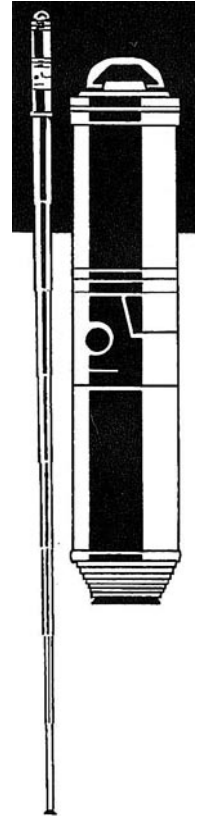
## Gaffi Stick (Gaderffii)



**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

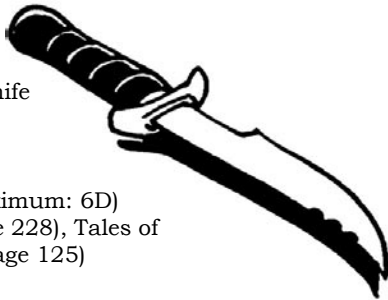
**Type:** Typical hatchet  
**Scale:** Character  
**Skill:** Melee combat: hatchet  
**Cost:** 35  
**Availability:** 1  
**Difficulty:** Easy  
**Range:** 3-6/10/15  
**Damage:** STR+2, 1D+2 (if thrown)  
**Source:** Adventure Journal 2 (page 203)

## 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

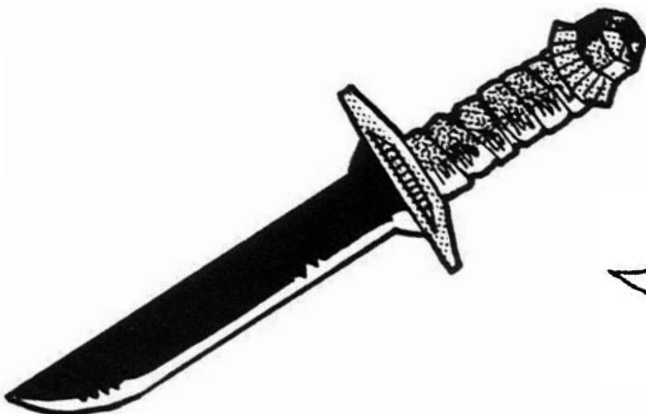
**Model:** Standard knife  
**Type:** Melee weapon  
**Scale:** Character  
**Skill:** Melee combat: knife  
**Cost:** 25-35  
**Availability:** 1  
**Difficulty:** Very Easy  
**Damage:** STR+1D (maximum: 6D)  
**Source:** Rulebook (page 228), Tales of the Jedi Companion (page 125)



## Fft Knife

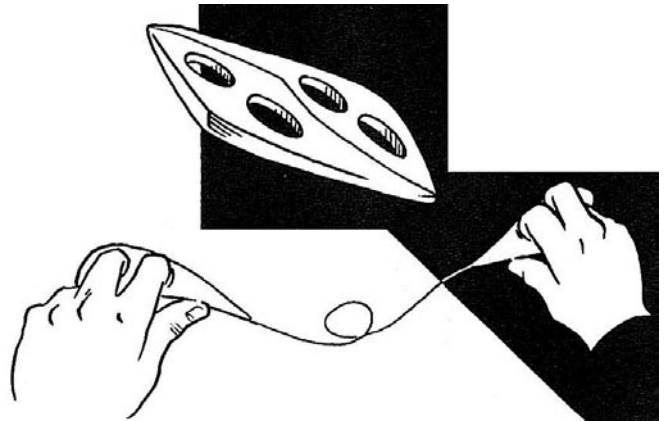
**Type:** Ssi-ruuvi hand weapon  
**Scale:** Character  
**Skill:** Melee combat  
**Cost:** Not available for sale  
**Availability:** 4  
**Difficulty:** Moderate; Difficult for beings who lack the Ssi-ruuk anatomy of three-clawed hands; Trandoshand would be able to use this weapon with no penalty.  
**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

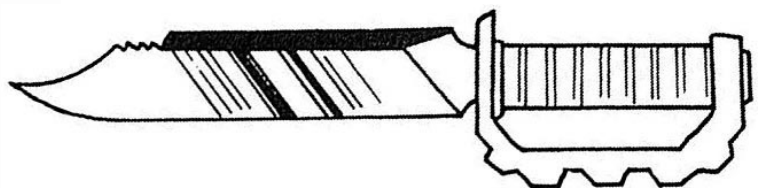


**Model:** Alliance-issue Garrote  
**Type:** Single cord strangling weapon  
**Scale:** Character  
**Skill:** Melee combat: garrote  
**Cost:** Not available for sale  
**Availability:** 1  
**Difficulty:** Moderate (from behind)  
**Damage:** STR+1D  
**Game Notes:** Target may attempt a *brawling 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

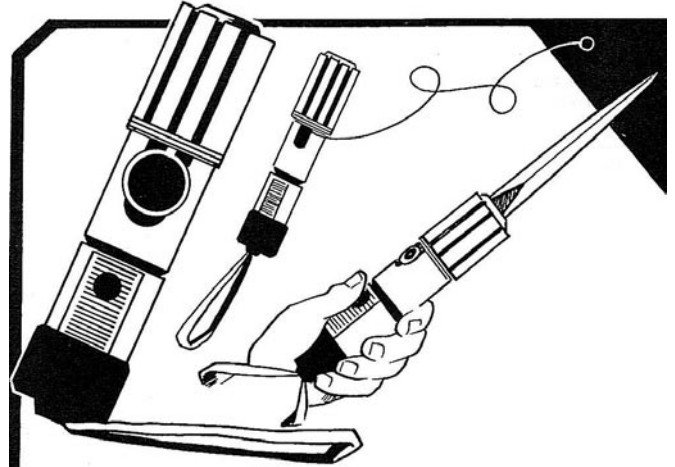
**Type:** Typical spear  
**Scale:** Character  
**Skill:** Melee combat/Thrown weapons  
**Cost:** 60  
**Availability:** 1  
**Difficulty:** Easy  
**Range:** 3-10/20/30  
**Damage:** STR+1D+1, 2D+1 (if thrown)  
**Source:** Adventure Journal 2 (page 203), The Star Wars Sourcebook (page 100), Arms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

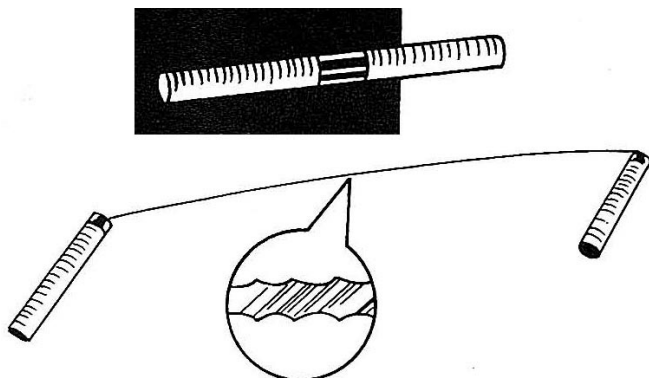
Amphistaff Mode	Difficulty	Range	Damage	Max
Quarterstaff	Easy	Melee	STR+1D+1	5D
Two-Headed Spear	Moderate	Melee	STR+2D	7D
Whip	Moderate	Melee	STR+1D+2	6D
Venom Spitter	n/a	1-3/10/20	Poison	n/a

**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)

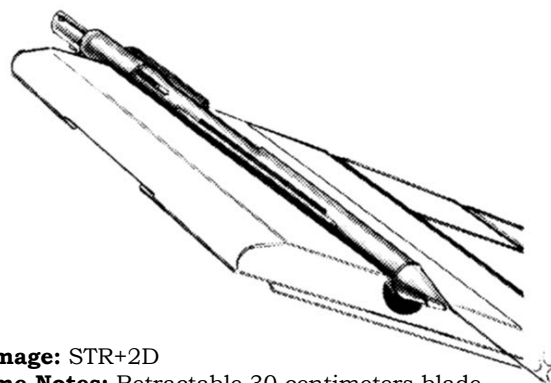
## Slicewire



**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

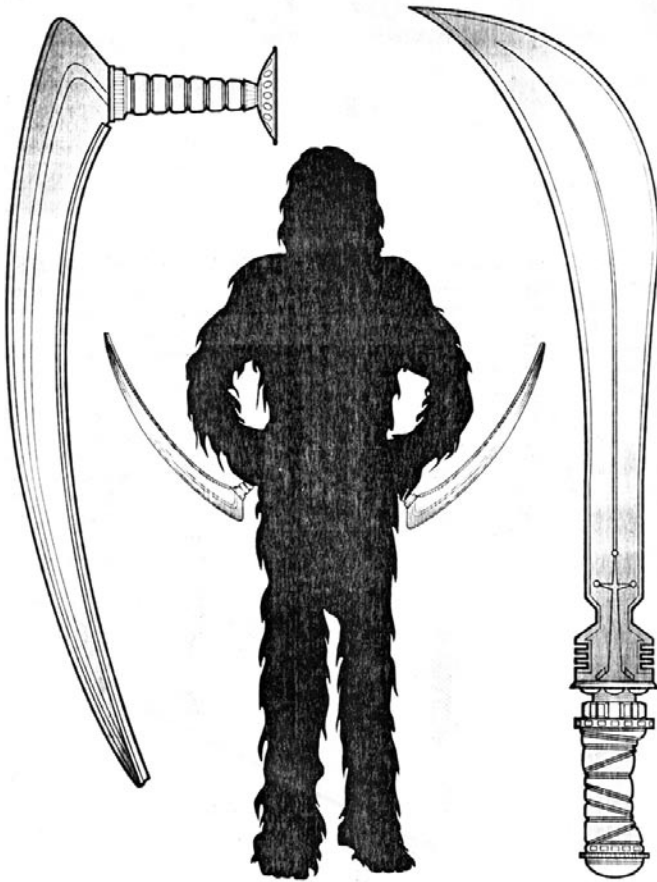
**Model:** Generic Longsword/Broadsword  
**Type:** Melee weapon  
**Scale:** Character  
**Skill:** Melee combat: longsword/broadsword  
**Cost:** 150  
**Availability:** 2, F or R  
**Difficulty:** Moderate  
**Damage:** STR+2D (maximum: 6D)  
**Game Notes:** A somewhat exotic weapon, simply because 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



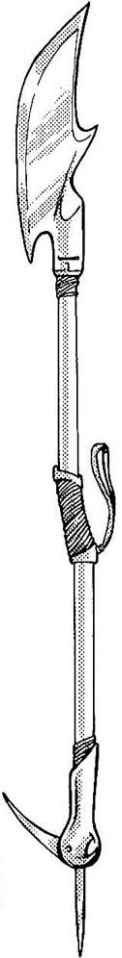
**Model:** Ryyk Blade  
**Type:** Melee weapon  
**Scale:** Character  
**Cost:** 250-500  
**Availability:** 3, R  
**Difficulty:** Easy  
**Damage:** STR+2D (maximum: 7D)  
**Game Notes:** Ryyk blades are the traditional hand weapons of Wookiees.  
**Source:** Arms and Equipment Guide (page 29)

## Zhaboka Double-Bladed Pike

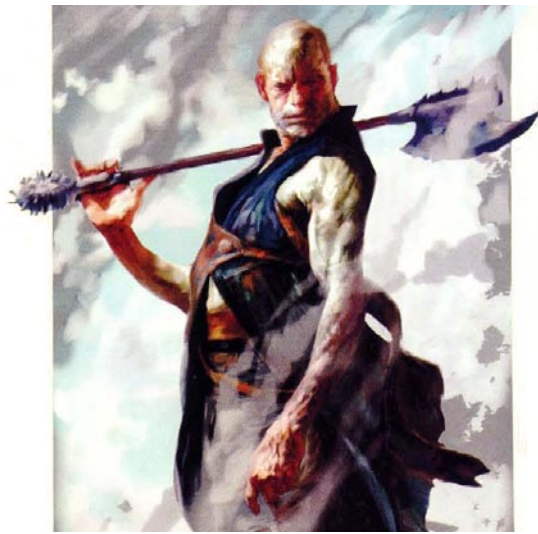
**Model:** Iridonian Zhaboka Double-Bladed Fighting Pike  
**Type:** Double-bladed pike  
**Scale:** Character  
**Skill:** Melee combat: double-bladed pike  
**Cost:** 1,000 (includes shoulder scabbard)  
**Availability:** 3, R  
**Difficulty:** Difficult  
**Damage:** STR+2D (max: 6D)  
**Game Notes:** 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)



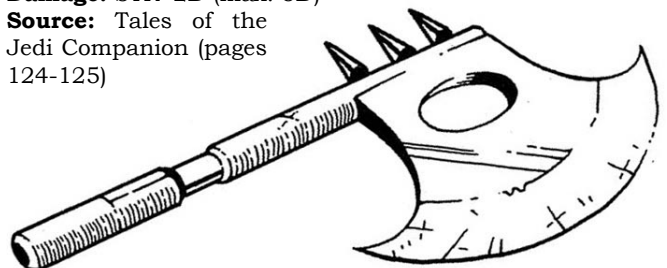
## Selonian Glaive



**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



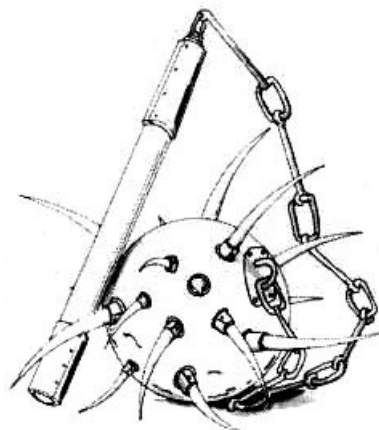
**Model:** Gamorrean Arg'garok Axe  
**Type:** Melee weapon  
**Scale:** Character  
**Skill:** Melee combat: arg'garok  
**Cost:** 1,000 (250 on Gamorr or Pzob)  
**Availability:** 3, R  
**Difficulty:** Moderate  
**Damage:** STR+2D+1 (maximum: 5D)  
**Source:** Ultimate Alien Anthology (page 62)

## 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:** Biththævrian 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)

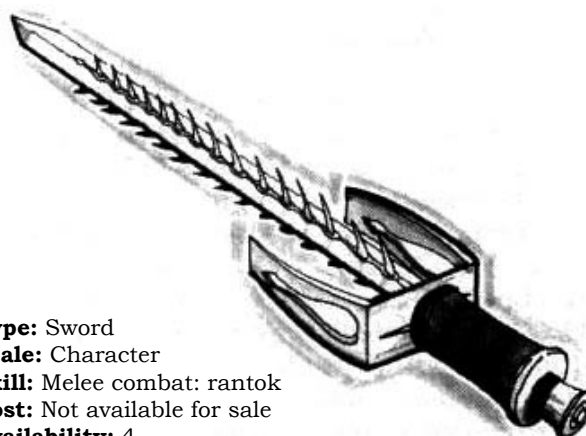


## Soknar

**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)

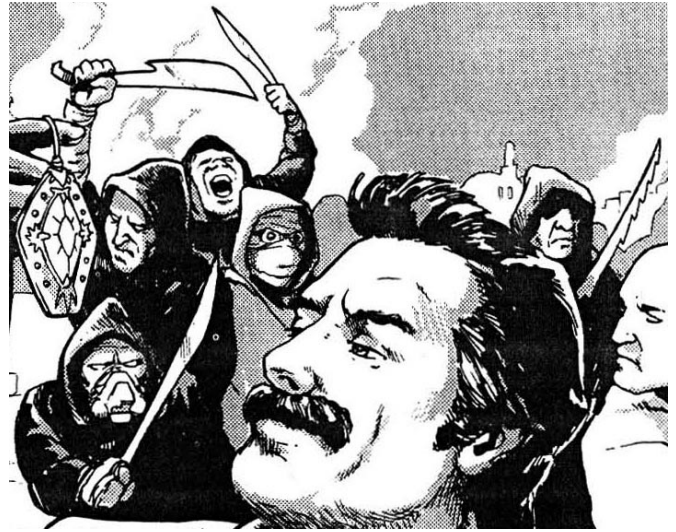
## Wan-shen

**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)

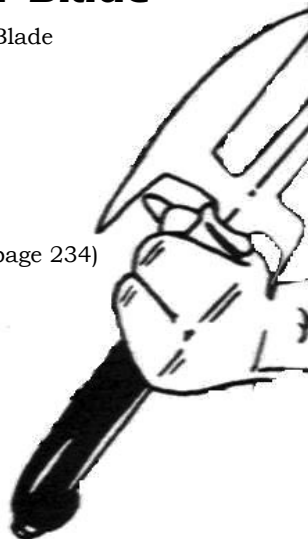


## Shashan Fira Sword

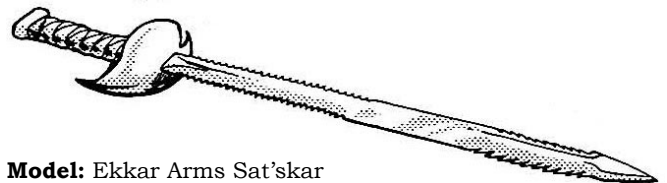
**Model:** Selkath Shasha Order Fira Sword  
**Type:** Cortosis melee weapon  
**Scale:** Character  
**Skill:** Melee combat: fira sword  
**Cost:** Not for sale  
**Availability:** 4, X  
**Difficulty:** Easy  
**Damage:** STR+3D (max: 6D+2)  
**Game Notes:** The Shashan Fira is resistant to lightsaber 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.

## 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)



## 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)

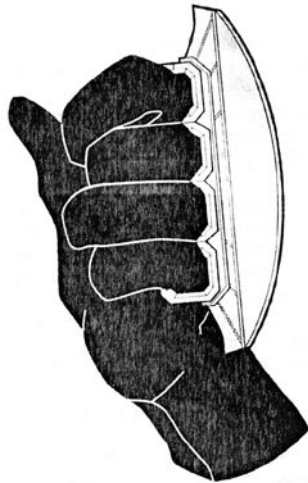
## Vibro-Weapons

### 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

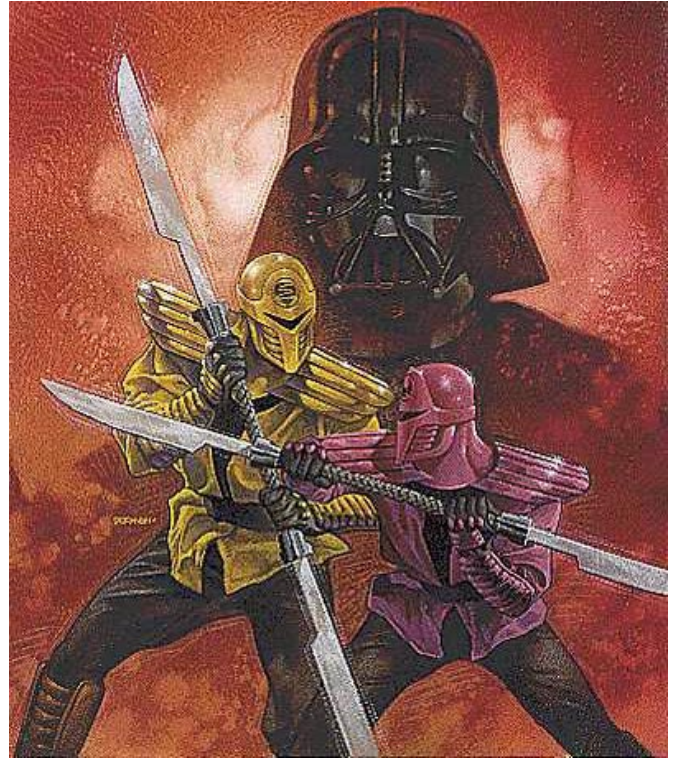
**Model:** Feeorin Double Vibroblade  
**Type:** Double vibroblade  
**Scale:** Character  
**Skill:** Melee combat: double vibroblade  
**Cost:** 750  
**Availability:** 3, R  
**Difficulty:** Difficult

**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



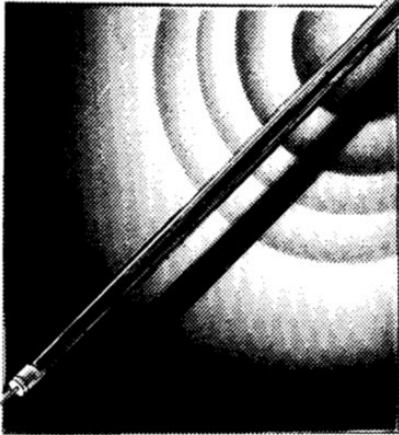
**Model:** Yalandross PowerMasters Jengardin Millennial Warrior Double-Bladed Vibroblade  
**Type:** Double-bladed vibroblade  
**Scale:** Character  
**Skill:** Melee combat: vibroblade  
**Cost:** 6,000, 25 (power cells), 75 (front left-side holster sheath with waist and shoulder straps)  
**Availability:** 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)

**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

## 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)

## 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)

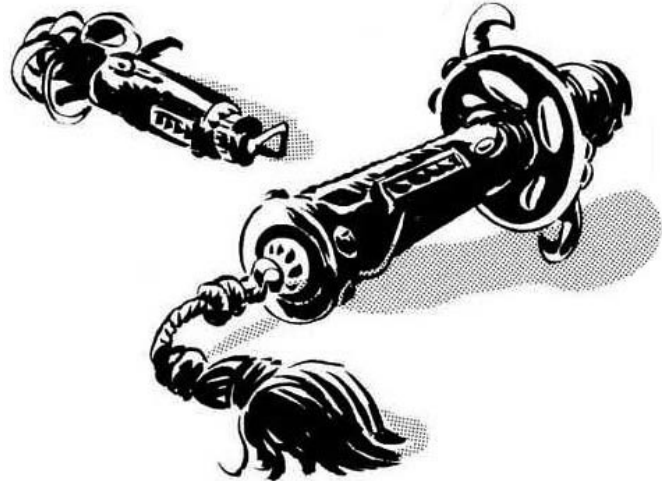
## Lightwhip

**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

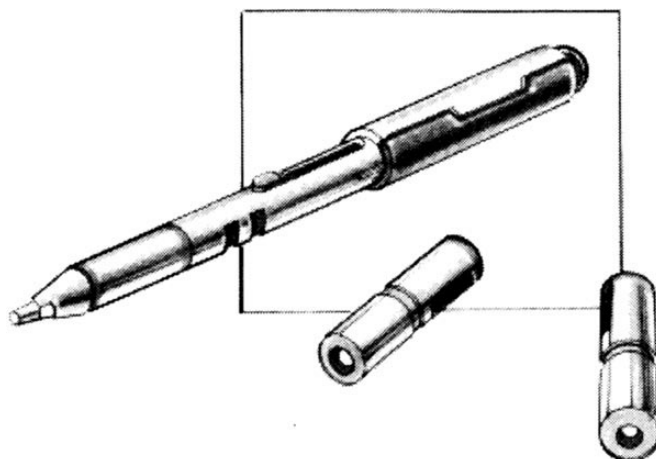
**Difficulty:** Moderate

**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:** Sabrashki 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



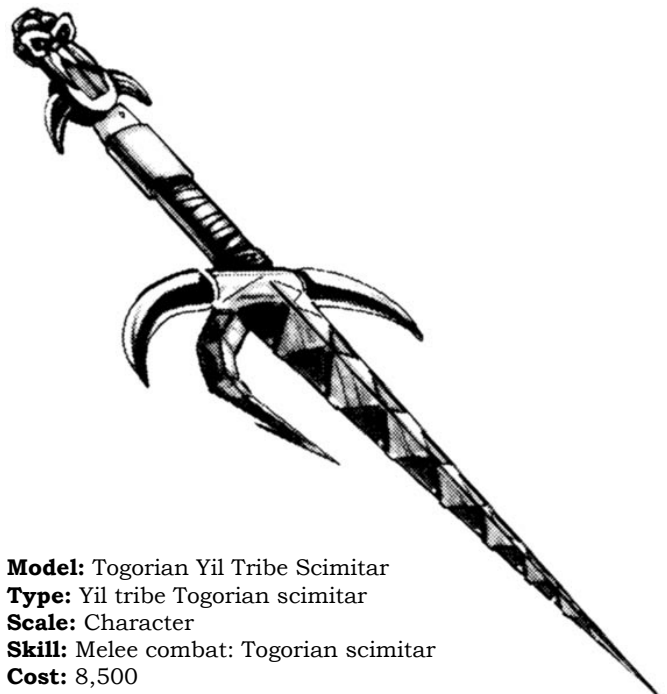
**Model:** Merr-Sonn Stun Baton  
**Type:** Stun baton  
**Scale:** Character  
**Skill:** Melee combat: stun baton  
**Cost:** 300  
**Availability:** R  
**Difficulty:** Easy  
**Damage:** STR+2D+2 (includes charge; STR+1D if stun charge is not on)  
**Game Notes:** Power pack lasts for three hours.  
**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)

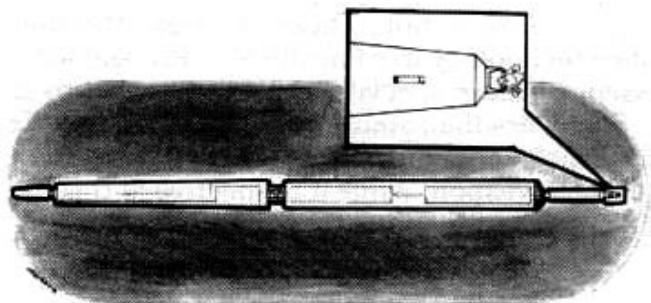
## Picador's Spear

**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.



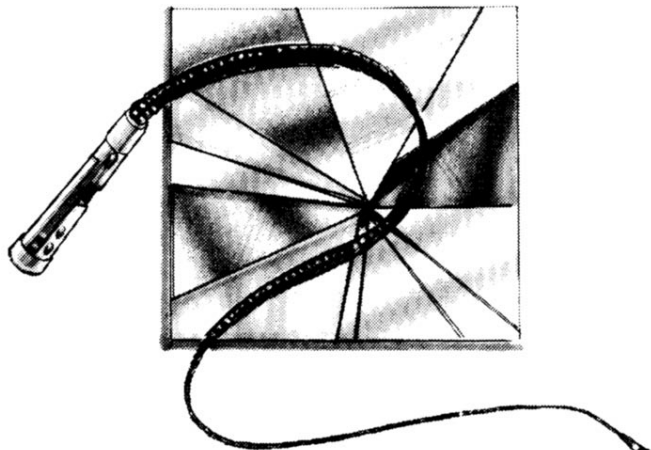
**Source:** Geonosis and the Outer Rim Worlds (page 60)

## Taser Staff



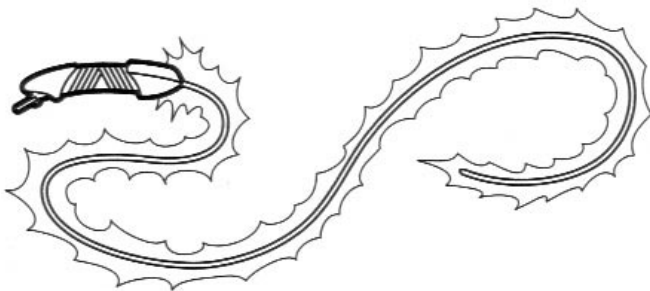
**Model:** Merr-Sonn Taser Staff  
**Type:** Taser staff  
**Scale:** Character  
**Skill:** Melee combat: taser staff  
**Ammo:** 50 (charges)  
**Cost:** 500 (power packs: 40)  
**Availability:** 2, R  
**Body:** 2D  
**Difficulty:** Moderate  
**Damage:** 5D or 5D stun (uncharged attack causes STR+1D 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

**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)

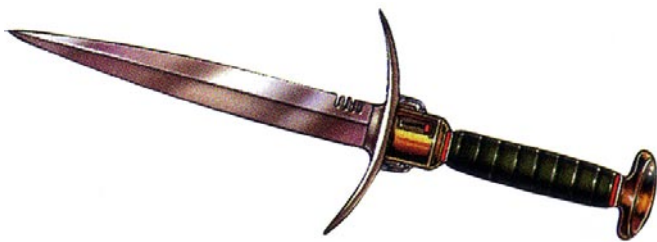
## Curva Blade

**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)

## Throwing Knife



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

## Klirun Hunting Bow

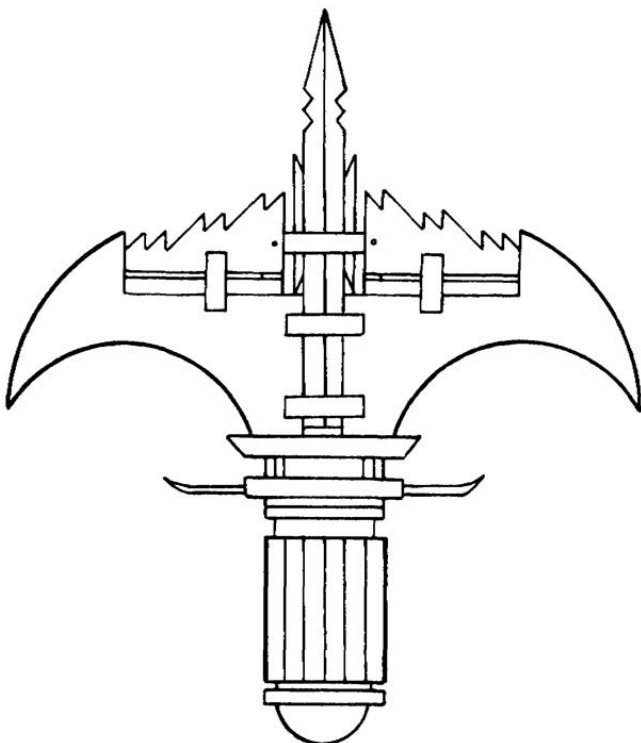
**Model:** Tunroth Klirun Hunting Bow  
**Type:** Hunting bow  
**Scale:** Character  
**Skill:** Thrown weapons: bow  
**Ammo:** 1  
**Cost:** 400  
**Availability:** 4  
**Range:** 3-10/40/140  
**Damage:** STR+1D  
**Game Notes:** Only a character with a *Strength* of 3D or more can operate this bow.  
**Source:** Ultimate Alien Anthology (page 171)

## Discblade



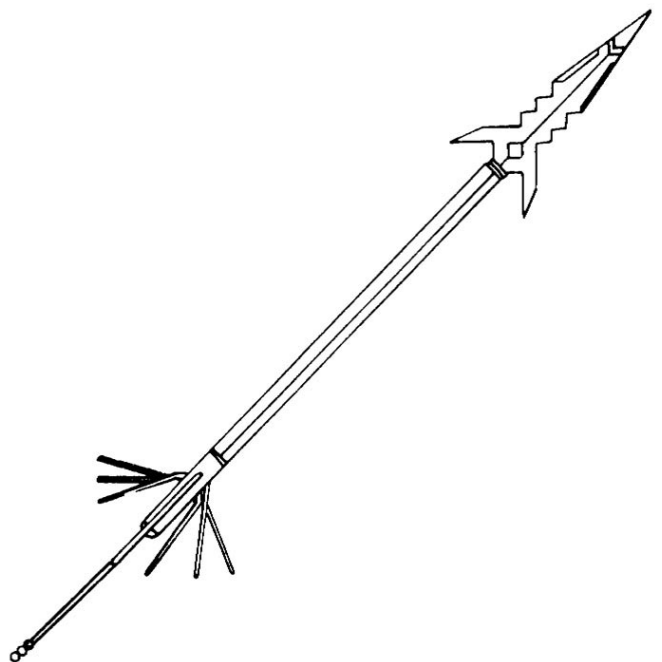
**Model:** Zeison Sha Discblade  
**Type:** Thrown blade weapon  
**Scale:** Character  
**Skill:** Thrown weapons: discblade  
**Cost:** 500 (only Zeison Sha warriors may acquire this weapon legally, black market versions cost 2,000)  
**Availability:** 4, X  
**Range:** 3-20/50/200  
**Damage:** STR+1D+1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

## Repulsor Rodian Throwing-Razor



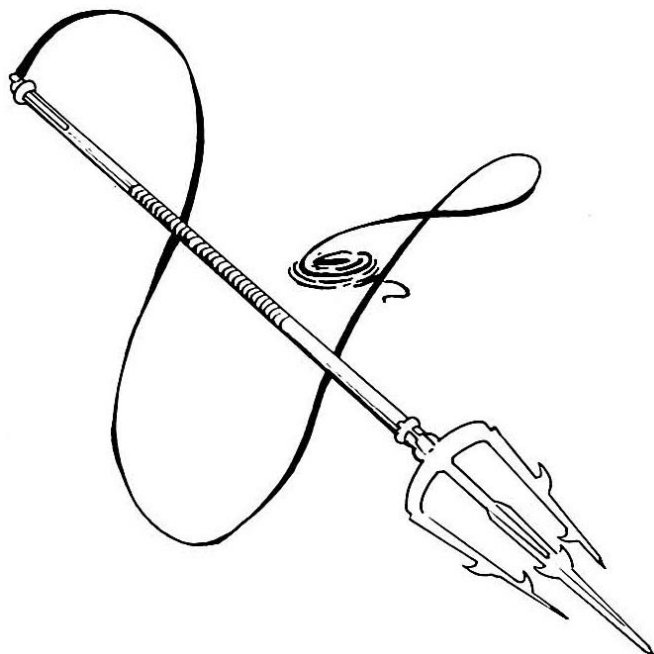
**Model:** Rheshalva Interstellar Armaments Repulsor Throwing-Razor  
**Type:** Thrown weapon  
**Scale:** Character  
**Skill:** Thrown weapons: Rodian throwing-razor  
**Cost:** 3,000 (pair)  
**Availability:** 4, F, R or X  
**Range:** 25-50/150/300  
**Damage:** STR+1D+2  
**Game Notes:** After initial 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 deathstick 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)

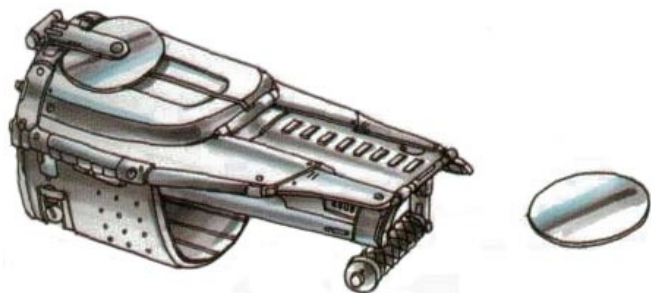
## Cesta

**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



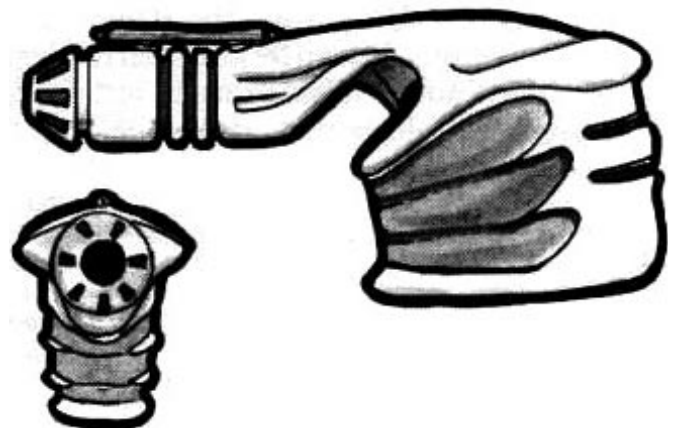
**Model:** Gee-Tech 12 Defender MicroBlaster  
**Type:** Micro blaster  
**Scale:** Character  
**Skill:** Blaster: hold-out blaster  
**Ammo:** 2  
**Cost:** 400 (power pack: 10)  
**Availability:** 2, R or X  
**Fire Rate:** 1  
**Range:** 1-5/no effect at further ranges  
**Damage:** 2D+2  
**Game 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

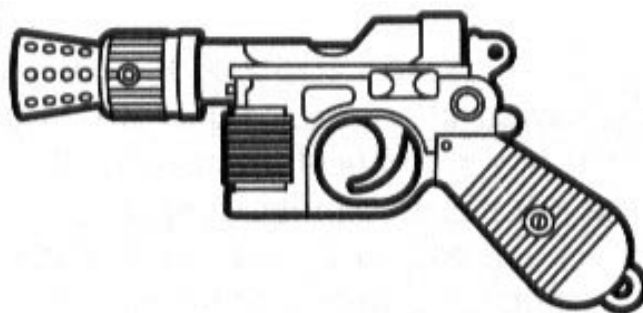
**Model:** Imperial Arms Model 22T4 Hold-Out Blaster  
**Type:** Hold-out blaster  
**Scale:** Character  
**Skill:** Blaster: hold-out  
**Ammo:** 7  
**Cost:** 375  
**Availability:** X  
**Fire Rate:** 1  
**Range:** 3-5/10/15  
**Damage:** 3D+1  
**Source:** Galaxy Guide 9: Fragments from the Rim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

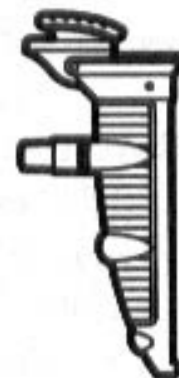
## BlasTech HSB-200



**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

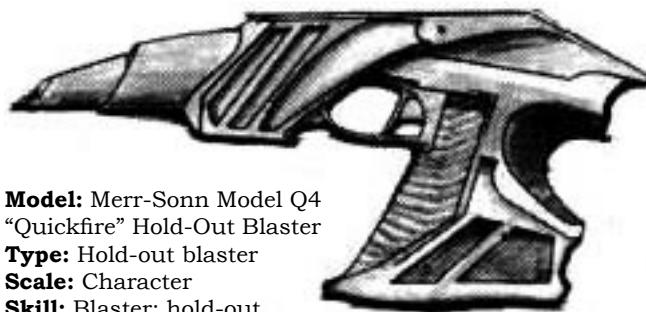


**Model:** SoroSuub Q-2s5 MOA Scout Pistol  
**Type:** Biker scout hold-out blaster  
**Scale:** Character  
**Skill:** Blaster: hold-out  
**Ammo:** 15  
**Cost:** Not available for sale  
**Availability:** 3, X  
**Fire Rate:** 1  
**Range:** 3-10/20/40  
**Damage:** 3D+2  
**Source:** Galaxy Guide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

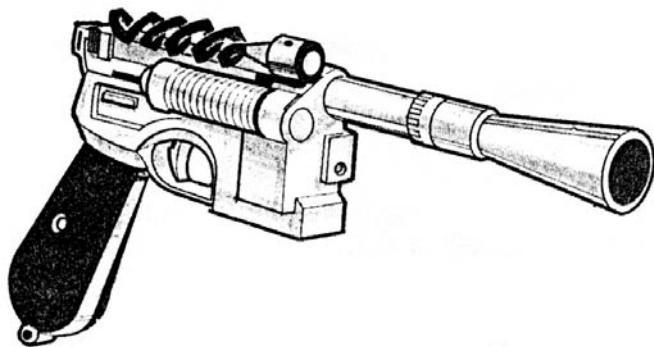


**Model:** Drearian Defense Conglomerate Defender  
**Type:** Sporting blaster  
**Scale:** Character  
**Skill:** Blaster: sporting blaster  
**Ammo:** 50  
**Cost:** 350 (power packs: 25)  
**Availability:** 1, F  
**Fire Rate:** 1  
**Range:** 3-10/30/60  
**Damage:** 3D+1  
**Source:** Rulebook (page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

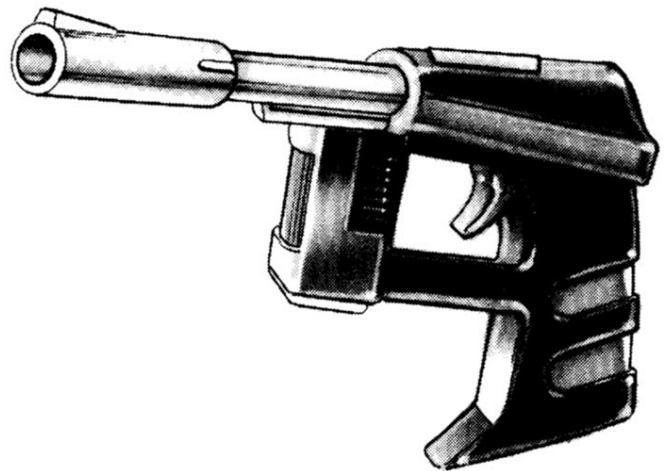
**Cost:** 325  
**Availability:** 1, F  
**Range:** 3-10/25/50  
**Damage:** 3D+2  
**Source:** Rebel Alliance Sourcebook (pages 99-100), Arms and Equipment Guide (page 15), Ultimate Adversaries (page 153)

### 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 Sidarm  
**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

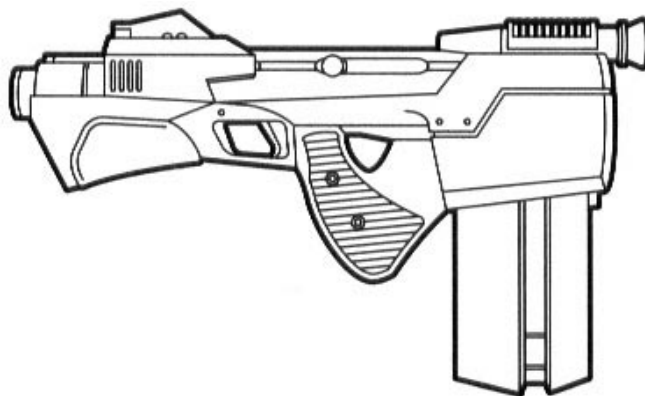
**Model:** Elmnainin Armaments SBP-200 Blaster Pistol  
**Type:** Blaster pistol  
**Scale:** Character  
**Skill:** Blaster: blaster pistol  
**Ammo:** 100  
**Cost:** 300  
**Availability:** 1, F  
**Range:** 3-10/30/120  
**Damage:** 3D  
**Source:** Arms and Equipment Guide (page 8)

### 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

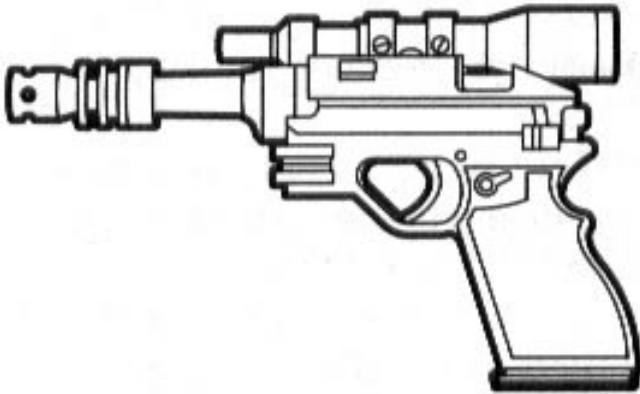


**Model:** Merr-Sonn Munitions "Intimidator" IR-5  
**Type:** Rapid-fire blaster pistol  
**Scale:** Character  
**Skill:** Blaster: blaster pistol  
**Ammo:** 50  
**Cost:** 1,250, 25 (power pack), 200 (retractable stock)  
**Availability:** 3, X  
**Fire Control:** 2D  
**Range:** 3-7/25/50  
**Damage:** 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)

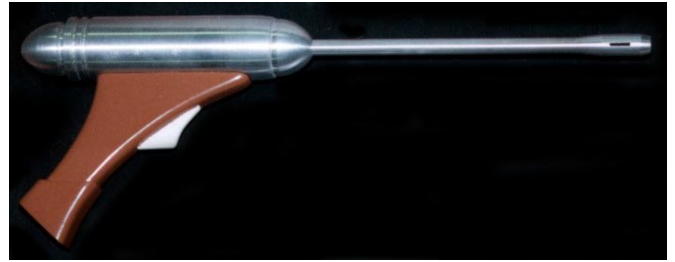
## Westar-34

**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



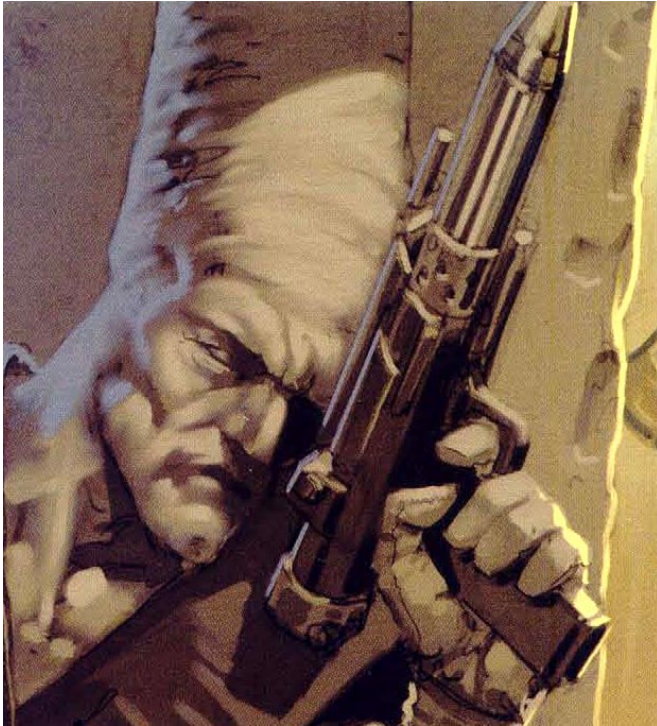
**Model:** BlasTech DL-18 Blaster Pistol  
**Type:** Blaster pistol  
**Scale:** Character  
**Skill:** Blaster: blaster pistol  
**Ammo:** 100  
**Cost:** 500 (power packs: 25)  
**Availability:** 1, F, R or X  
**Fire Rate:** 1  
**Range:** 3-10/30/120  
**Damage:** 4D  
**Source:** Rulebook (pages 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"

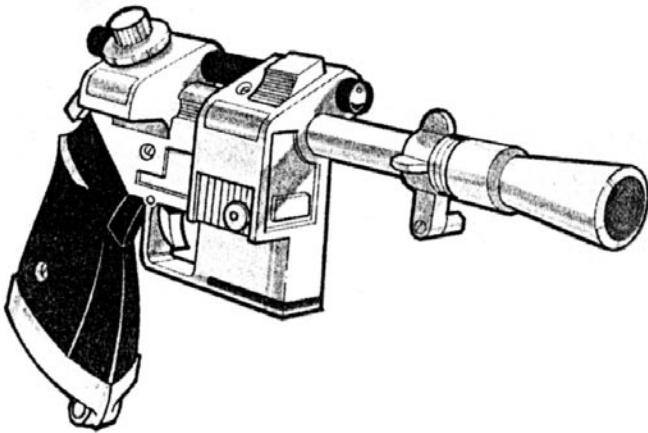
**Model:** BlasTech DH-23 Blaster Pistol  
**Type:** Blaster pistol  
**Scale:** Character  
**Skill:** Blaster: blaster pistol  
**Ammo:** 100  
**Cost:** 500  
**Availability:** 2, R  
**Body:** 2D  
**Range:** 3-10/20/80  
**Damage:** 4D+1





**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

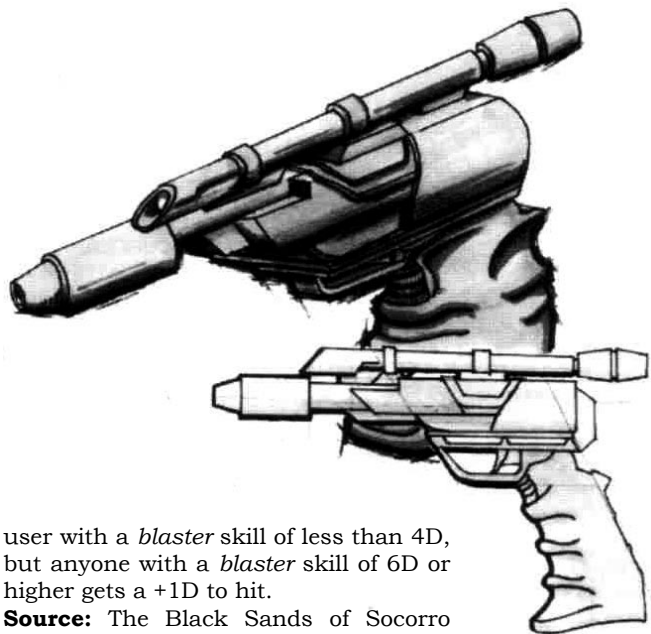
## Safadine Industries Prototype Blaster Pistol

**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

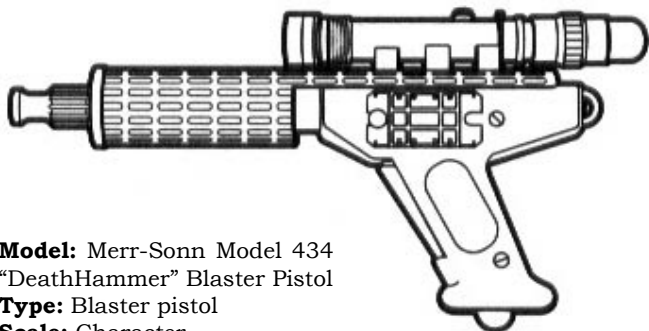
## Heavy Blaster Pistols



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)

### 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

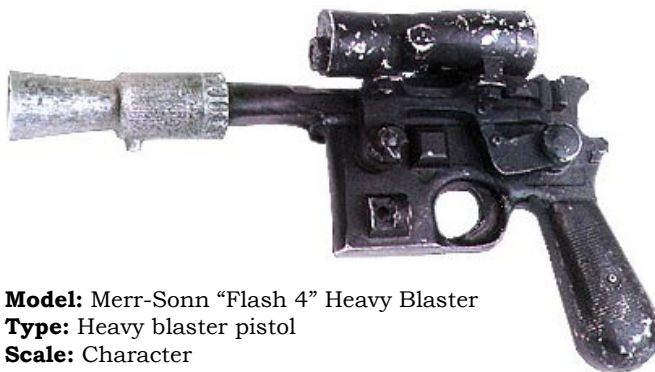
**Range:** 3-10/30/60 (underwater), 2-5/15/20

**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)

### 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)

### BlasTech DY-225

**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)

### BlasTech DL-44



**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)

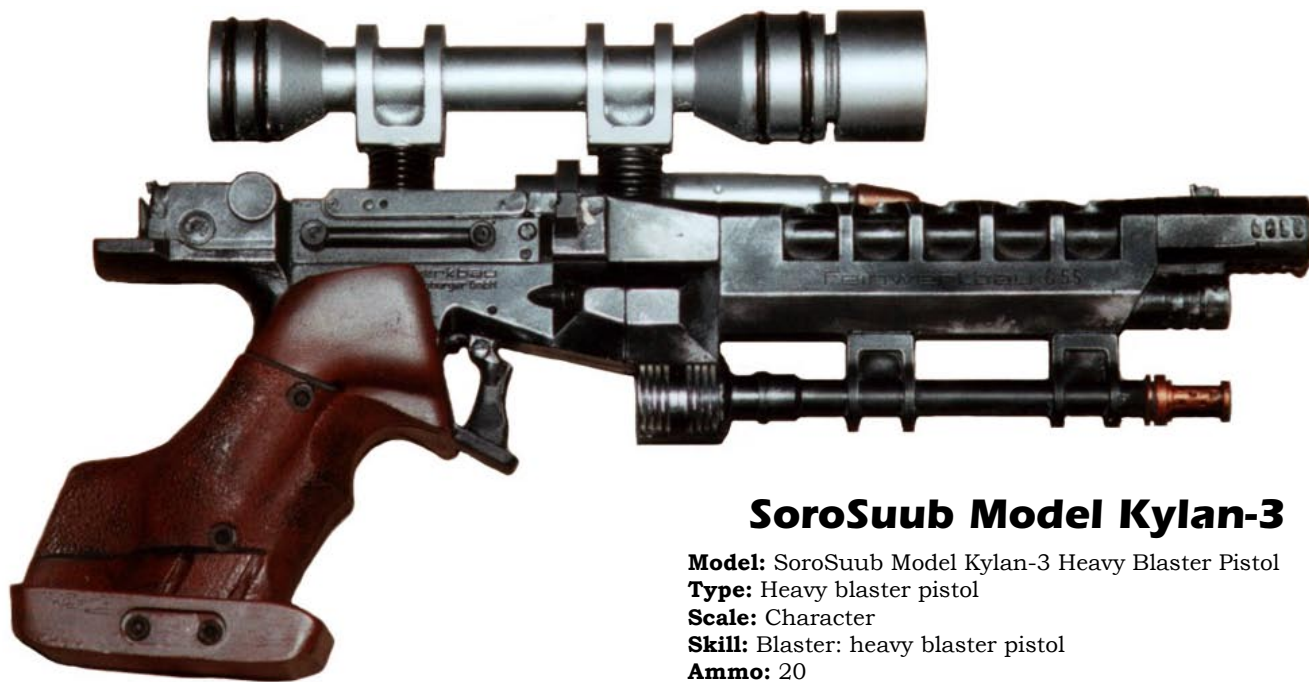
## BlasTech DT-12



**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

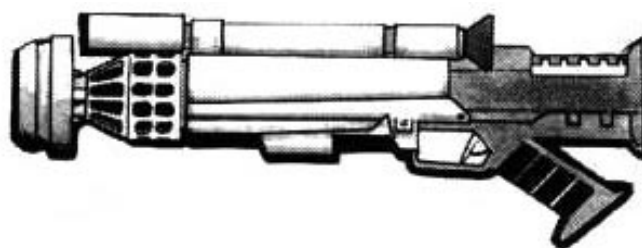
**Damage:** 5D+1

**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)

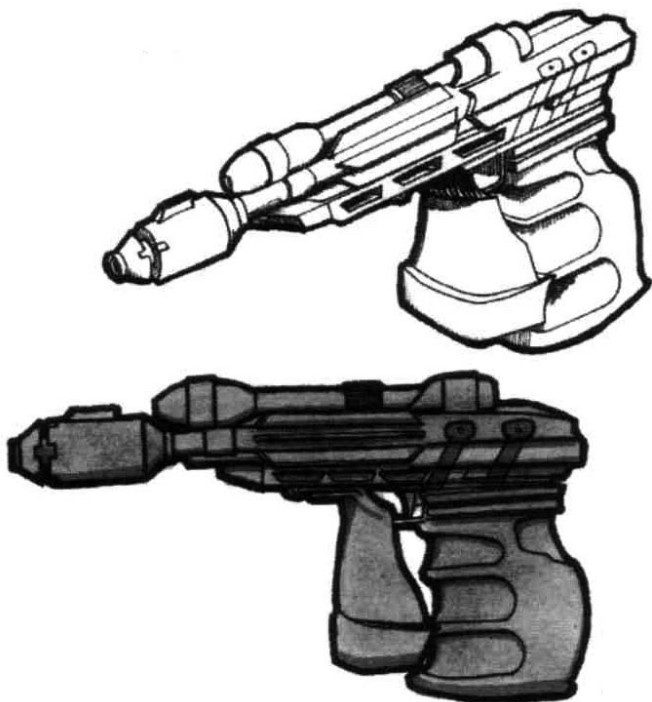
**Availability:** 2, R or X

**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



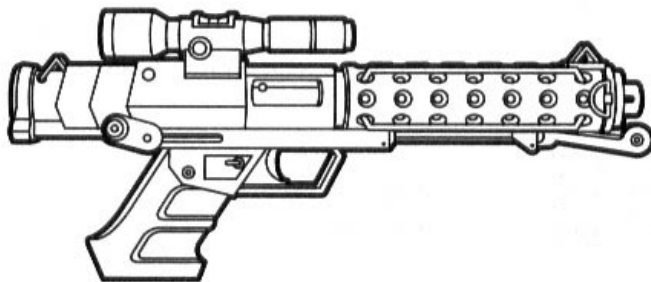
**Model:** Caelli-Merced Sentinel IV Blaster  
**Type:** Heavy blaster pistol  
**Scale:** Character  
**Skill:** Blaster: heavy blaster pistol  
**Ammo:** 100  
**Cost:** 1,200  
**Availability:** 4, R  
**Range:** 3-10/30/60  
**Damage:** 5D+2

**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)

### 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)

### 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)

### 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)

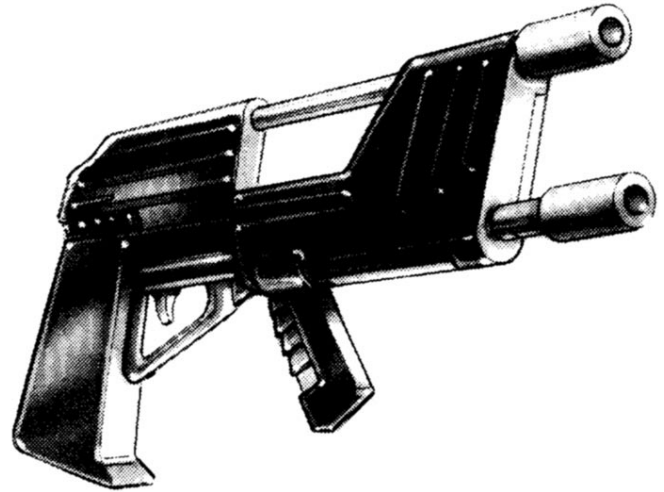
**Availability:** 3, X

**Range:** 3-25/50/75

**Damage:** 5D+2

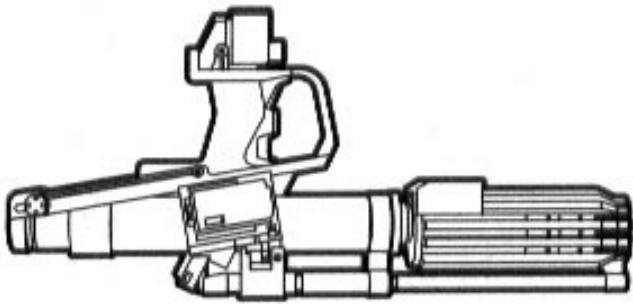
**Game Notes:** This is not a normal "blaster", firing "packets" of charged sub-atomic particles. The lightning gun blast resembles an elongated blaster bolt, except that it is a distinctive actinic blue-white color, and it makes a ripping crack sound, similar to thunder. Lightning guns cannot be set on stun.

**Source:** Gorothe, 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

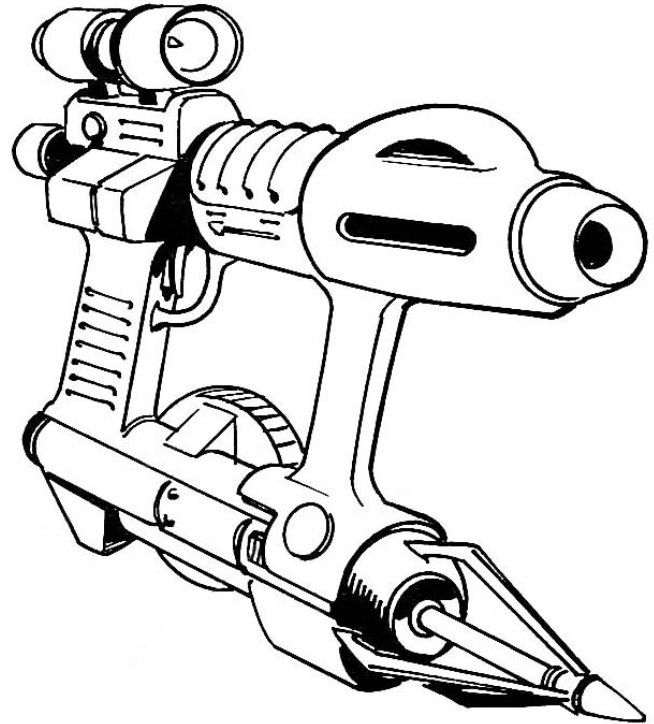
**Fire Rate:** 1

**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"

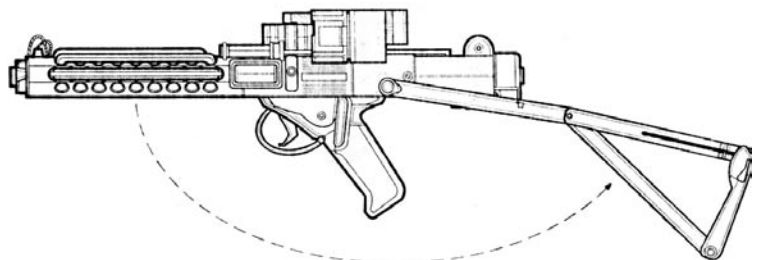


**Model:** SoroSuub "Firelance" Blaster Rifle  
**Type:** Blaster rifle  
**Scale:** Character  
**Skill:** Blaster: blaster rifle  
**Ammo:** 100  
**Cost:** 1,200 (power packs: 25)  
**Availability:** 2, R or X  
**Fire Rate:** 1  
**Range:** 3-30/100/300  
**Damage:** 5D  
**Source:** Gundark's Fantastic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



**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

## 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

**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



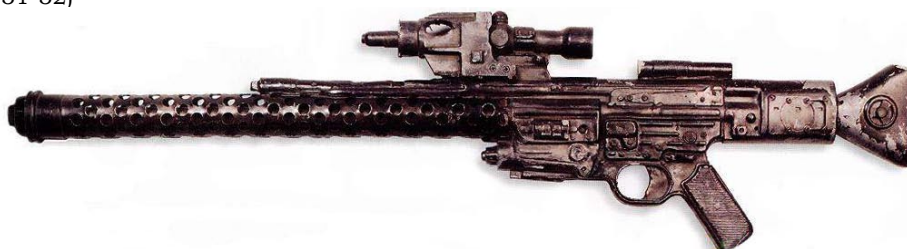
launcher)

**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 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)

**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

## 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)

## 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

**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)

## Espo Riot Gun



## BlaTech 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.)

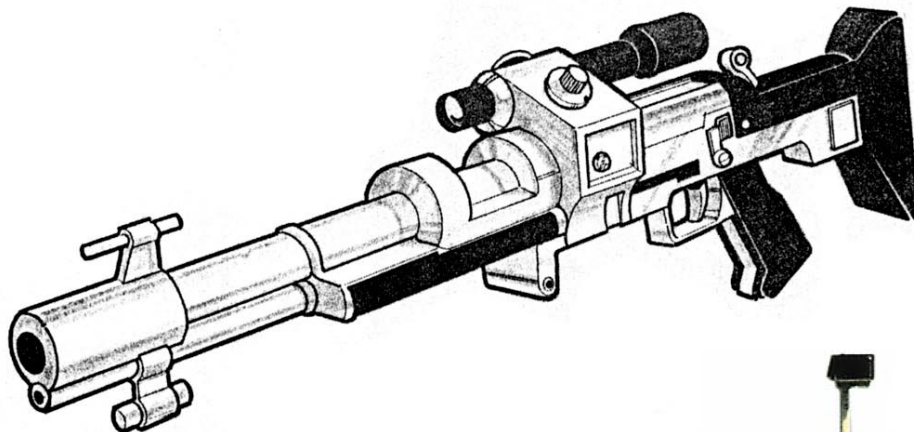
*Motion-Sensor:* Fett receives a +1D bonus to *search* to detect motion when using his weapon's scope.

\* **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)

## BlaTech 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)

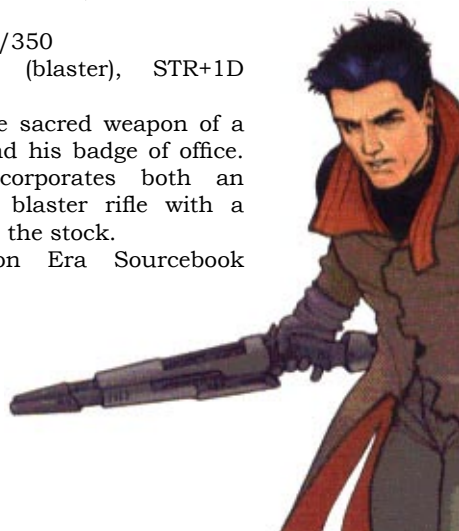
**Fire Rate:** 1

**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)



## 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 gyrogimbals. Additional sighting modifications require removal of this sight.

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

## 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

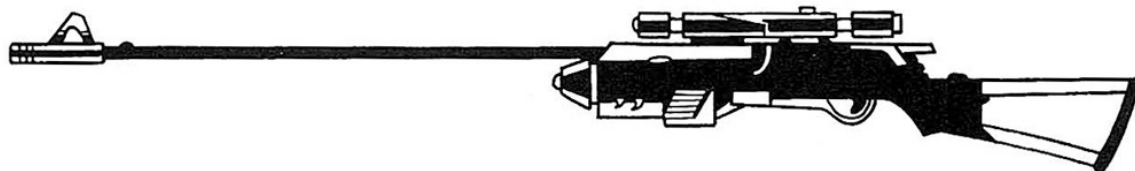
**Availability:** 1, R

**Fire Control:** +2

**Range:** 3-30/100/300

**Damage:** 4D+2

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



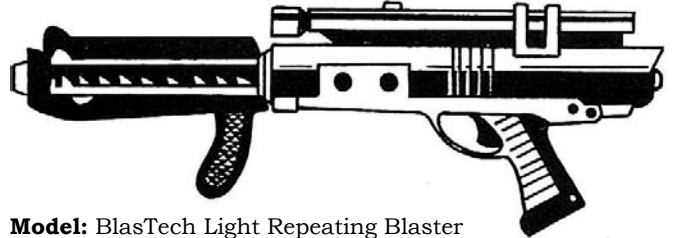
## Predator Hunting Blaster



**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

## E-Web

**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



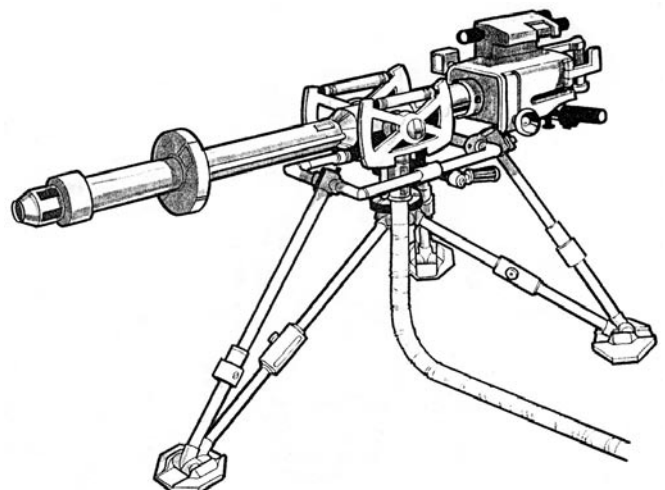
**Model:** BlasTech E-Web Repeating Blaster/Merr-Sonn EWHB-10  
**Type:** Two-man heavy repeating blaster  
**Scale:** Character  
**Skill:** Blaster: repeating blaster  
**Ammo:** Power generator only  
**Cost:** 5,000  
**Availability:** 2, X  
**Range:** 3-75/200/500  
**Damage:** 8D  
**Source:** 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

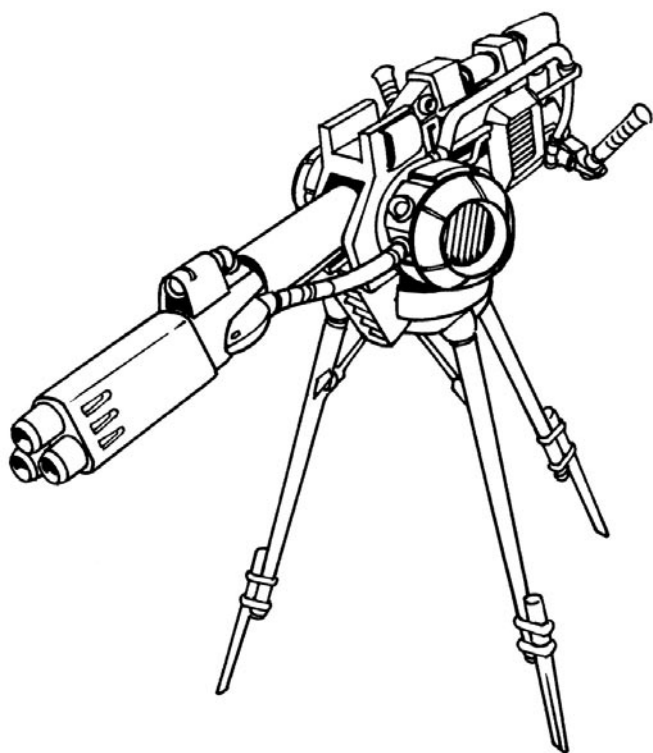
**Fire Control:** 2D (0D if on skeleton crew)

**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

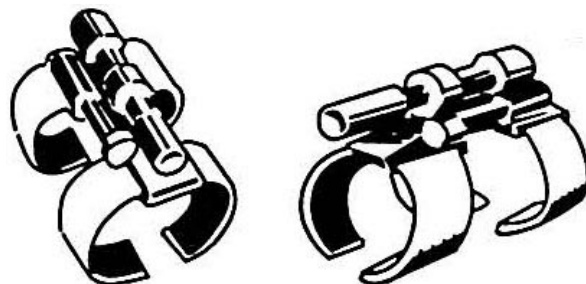
**Range:** 3-10/30/120

**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

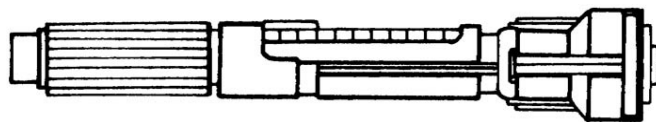
**Range:** 0-2 (Moderate difficulty or opponent's *melee parry* or *brawling parry* roll)

**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

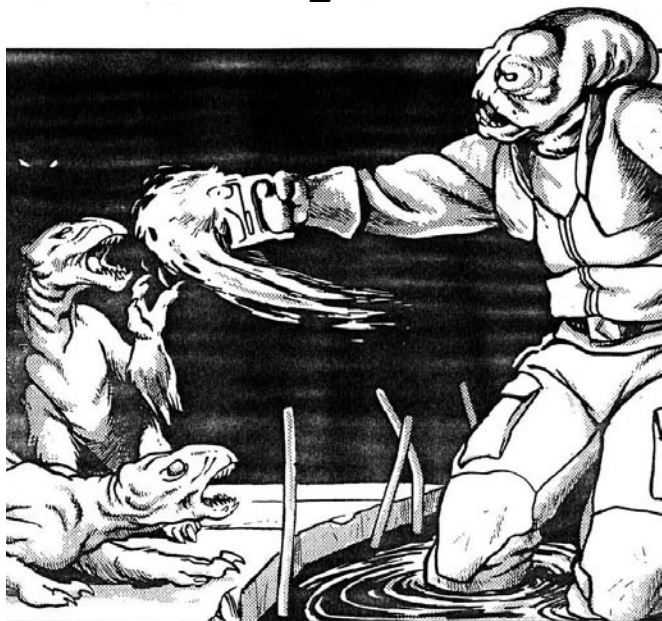
**Damage:** 4D

**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

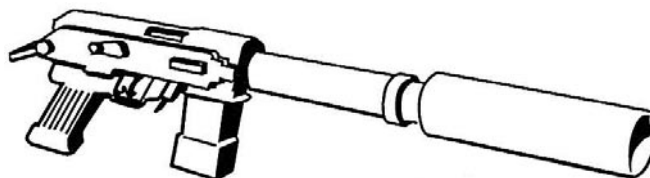


**Model:** BlasTech DL-68 Cutting Blaster  
**Type:** Path-clearing blaster  
**Scale:** Character  
**Skill:** Blaster: cutting blaster  
**Ammo:** 50  
**Availability:** 3  
**Range:** 2-4/7/10  
**Damage:** 5D  
**Game Notes:** Produces a "cold blast", a burst that lasts nearly a second and a half 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



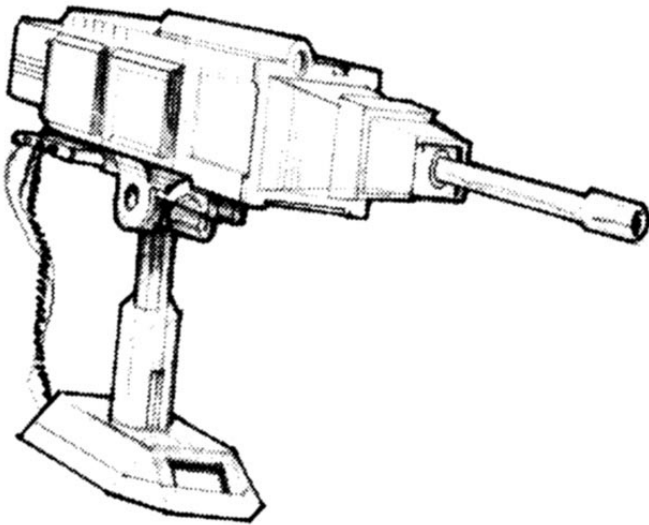
**Model:** Golan Arms CR-1 Blaster Cannon  
**Type:** Heavy blaster cannon  
**Scale:** Character  
**Skill:** Blaster: blaster cannon  
**Ammo:** 20  
**Cost:** Not available for sale  
**Availability:** 3, X  
**Fire Rate:** 1  
**Range:** 5-20/100/200  
**Damage:** 7D

## 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-blasters  
**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

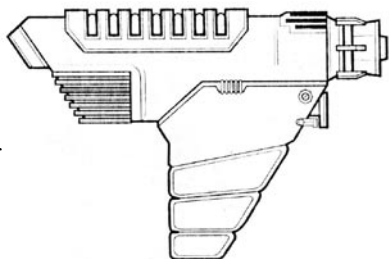


**Model:** SonoMax 100  
**Type:** Riot control weapon  
**Scale:** Character  
**Skill:** Blaster: sound rifle  
**Ammo:** 60  
**Cost:** Not available to the public  
**Fire Rate:** 2  
**Range:** 0-5 (cone is 0.5 meters wide)/15 (cone is 1.5 meters wide)/30 (cone is 3 meters wide)  
**Damage:** 6D/5D/4D 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)

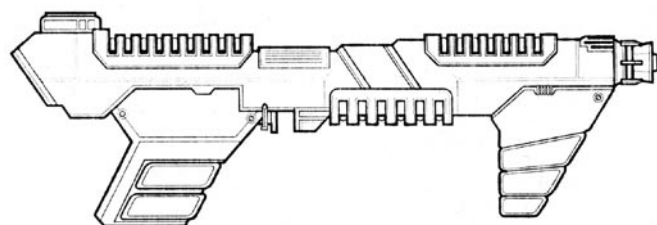
## Disruptor Blasters

### 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)

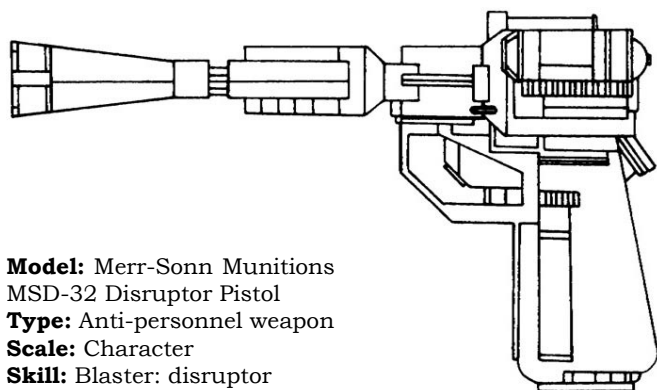


### Tenloss DXR-6 Disruptor Rifle



**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

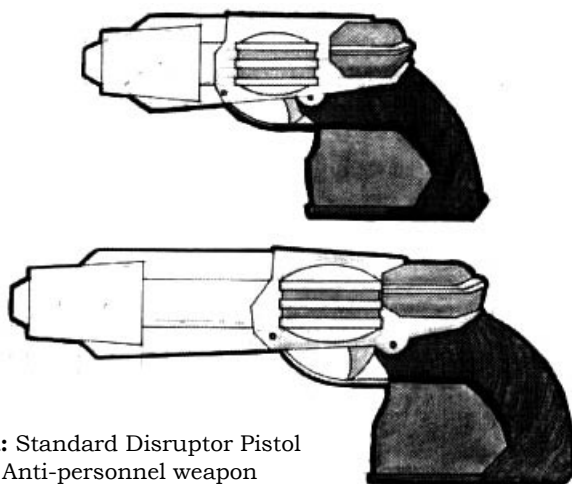


**Model:** Tenloss DFT-3 Disruptor Rifle  
**Type:** Disruptor rifle  
**Scale:** Character  
**Skill:** Blasters: disruptor  
**Cost:** 4,300 (power pack: 100)  
**Availability:** 4, X  
**Range:** 1-10/50/100 (with scope: 30-50/150/300)  
**Fire Rate:** 1  
**Damage:** 4D (1 round of charge: 7D)

### 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

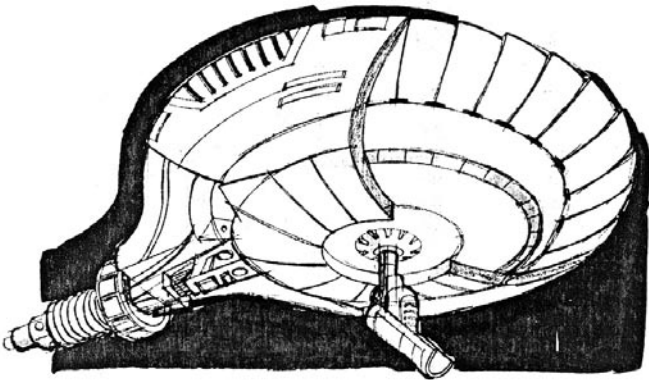
**Range:** 1-2/4/6

**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

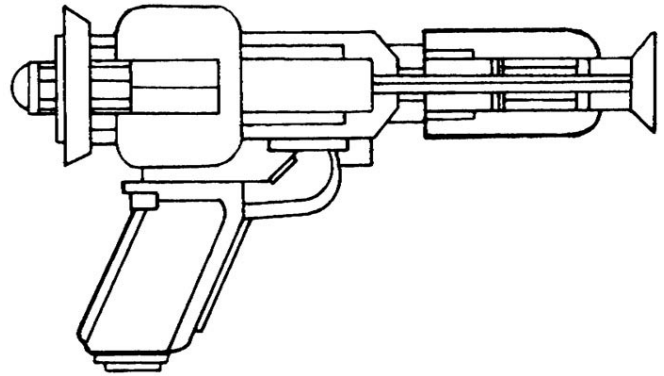
**Range:** 3-4/8/12

**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. Sleep 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



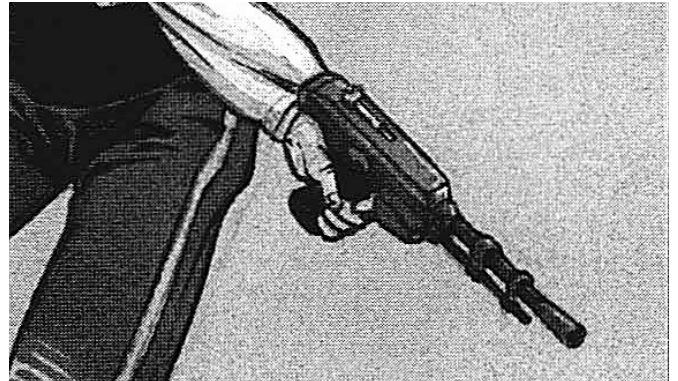
**Model:** Stokhli Spray Stick  
**Type:** Non-lethal restraint  
**Scale:** Character  
**Skill:** Blaster: Stokhli spray stick  
**Ammo:** 10 charges (1 charge can generate up to 500 meters of spraynet)  
**Cost:** 14,000  
**Availability:** R  
**Range:** 50/100/200  
**Damage:** 6D stun damage.  
**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)

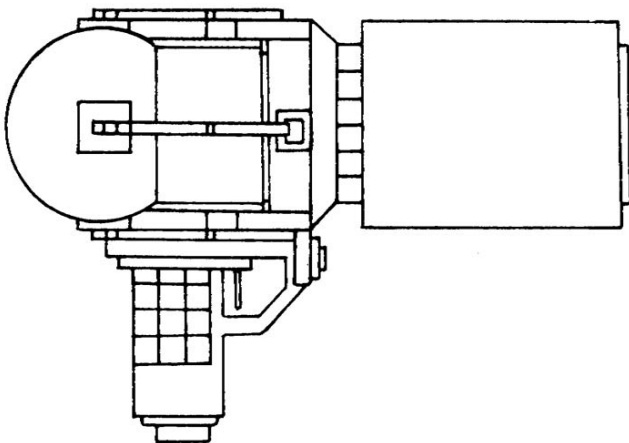
## Droid Disabling Blasters

### 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)

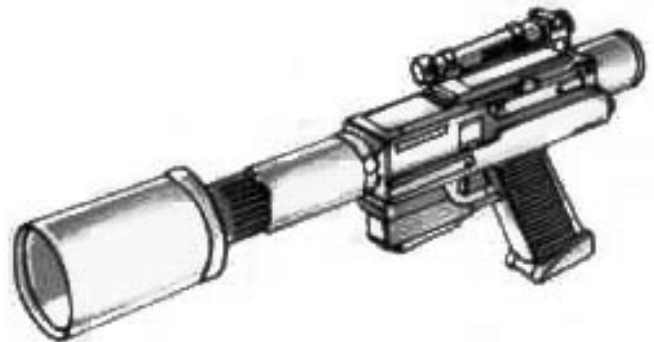
### Droid Disabler



**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

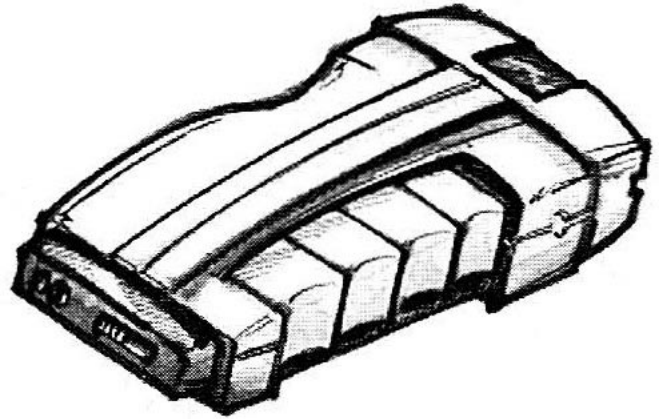
**Model:** Generic Ion Rifle  
**Type:** Ion gun  
**Scale:** Character  
**Skill:** Blaster: ion rifle  
**Ammo:** 30 (power packs: 25)  
**Cost:** 800  
**Availability:** 2, R  
**Fire Rate:** 1  
**Range:** 3-30/60/90  
**Damage:** 4D+2 ionization damage  
**Game Notes:** Aside from somewhat higher 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)

## 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)

## 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

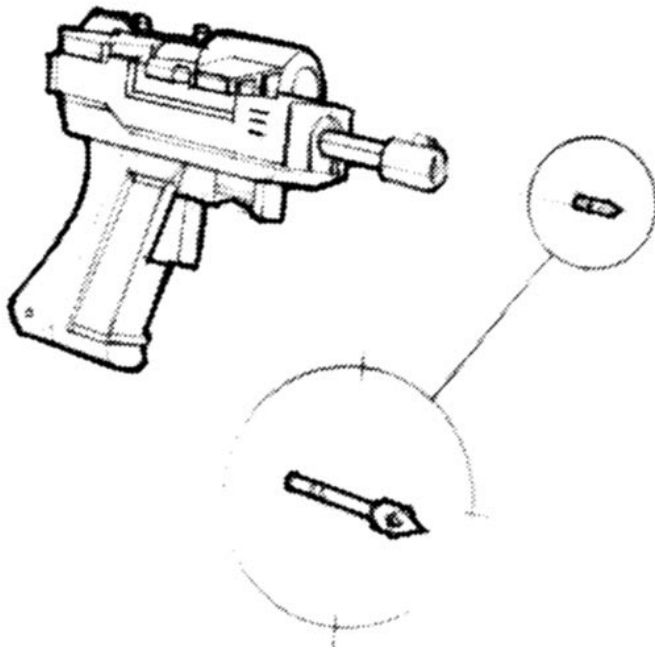
**Model:** Merr-Sonn DEMP Carbine  
**Type:** Personal anti-droid electromagnetic pulse weapon  
**Scale:** Character  
**Skill:** Blaster  
**Ammo:** 10  
**Cost:** 750  
**Availability:** 2, R  
**Range:** 3-25/60/250  
**Damage:** 3D (setting 1), 4D (setting 2), 5D (setting 3)  
**Source:** Imperial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



# Ranged Weapons

## Firearms

### Blaster Buster

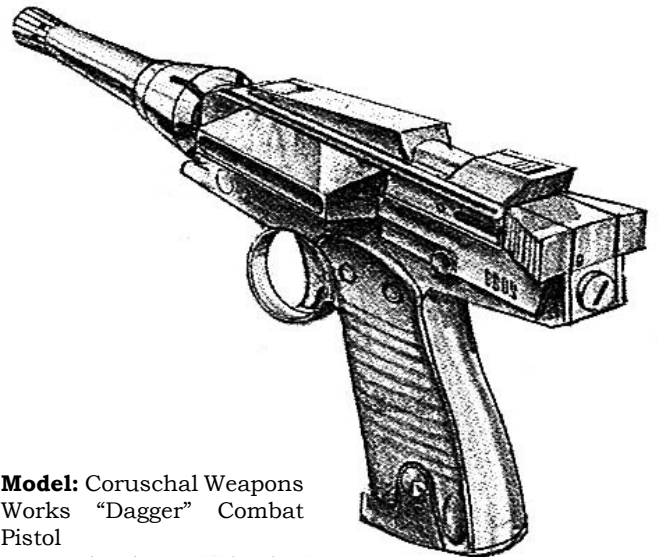


**Model:** Oriolanis Defense Systems Blaster Buster  
**Type:** Anti-energy weapon  
**Scale:** Character  
**Skill:** Firearms  
**Ammo:** 4  
**Cost:** 350, 30 (ammo clip)  
**Availability:** 2, F or R  
**Fire Rate:** 2  
**Range:** 0-3/10/20  
**Damage:** 3D  
**Game Notes:** The user must make a *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

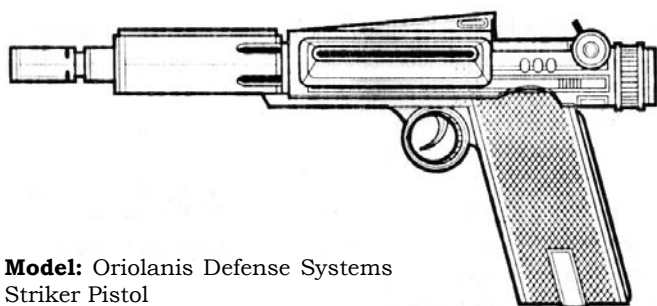
**Model:** Field Sports Air Pistol  
**Type:** Compressed air pistol  
**Scale:** Character  
**Skill:** Firearms: air pistol  
**Ammo:** 20  
**Cost:** 200 (ammo clip: 10)  
**Availability:** 1  
**Range:** 3-10/20/40  
**Damage:** 3D  
**Game Notes:** Air guns make very little noise, adding only +2 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

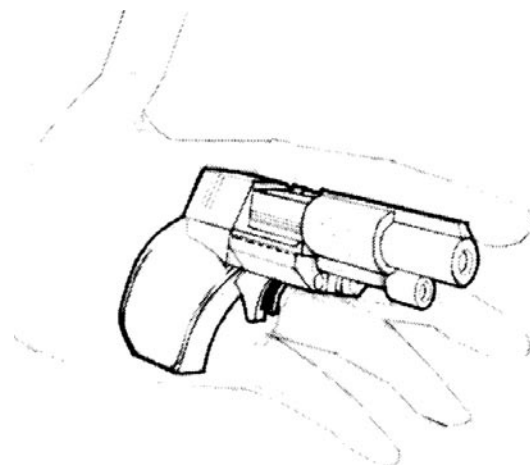


**Model:** Coruschal Weapons Works "Dagger" Combat Pistol  
**Type:** Slugthrower pistol  
**Scale:** Character  
**Skill:** Firearms: slugthrower pistol  
**Ammo:** 16  
**Cost:** 300  
**Availability:** 2, F  
**Range:** 3-10/30/60  
**Damage:** 3D  
**Game Notes:** -1D damage when used on a target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

## ODS Striker Projectile Pistol

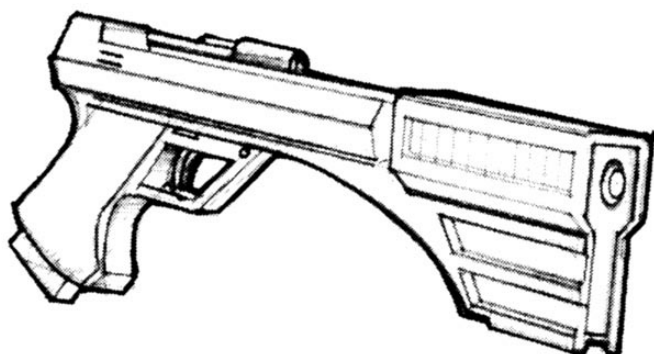


**Model:** Oriolanis Defense Systems Striker Pistol  
**Type:** Projectile pistol  
**Scale:** Character  
**Skill:** Firearms  
**Ammo:** 8  
**Cost:** 275 (ammo clip: 5)  
**Availability:** 1, F  
**Range:** 3-10/30/120  
**Damage:** 3D  
**Source:** Arms and Equipment Guide (page 23)



**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

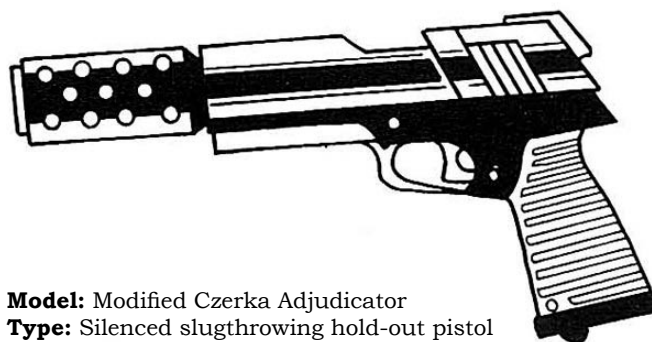


**Model:** Kelvarlek Consolidated Arms Dissuader KD-30  
**Type:** Acid slug-throwing gun  
**Scale:** Character  
**Skill:** Firearms  
**Ammo:** 6  
**Cost:** 400, 30 (ammunition clip)  
**Availability:** 3, F  
**Fire Rate:** 2  
**Range:** 50/75/100  
**Damage:** 3D; 3D acid burn damage for three 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)

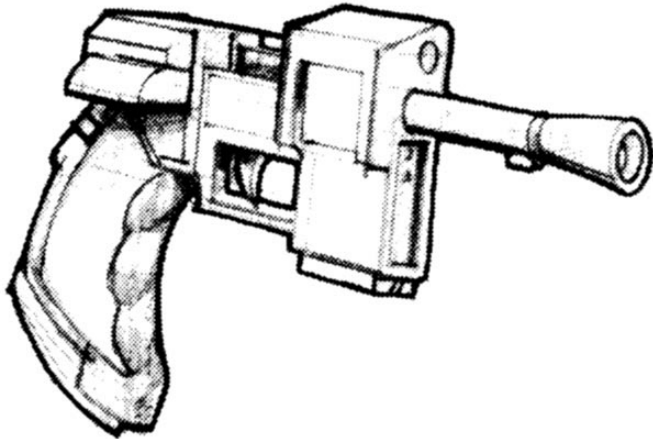
## Silenced Slugthrower

**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

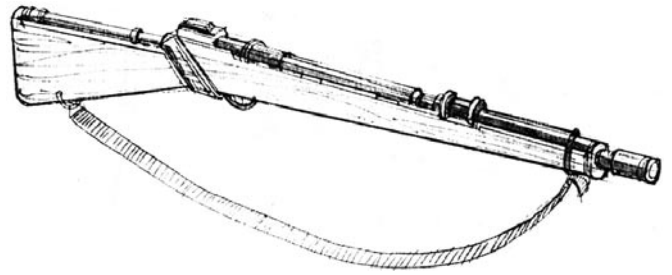
**Model:** Liddell Custom Slugthrower Pistol  
**Type:** Slugthrower  
**Scale:** Character  
**Skill:** Firearms: slugthrower pistol  
**Ammo:** 10  
**Cost:** Not available for sale  
**Availability:** 4, F  
**Range:** 3-15/45/90  
**Damage:** 3D+2  
**Game Notes:** As with other slugthrowers, this 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: Goroth, 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

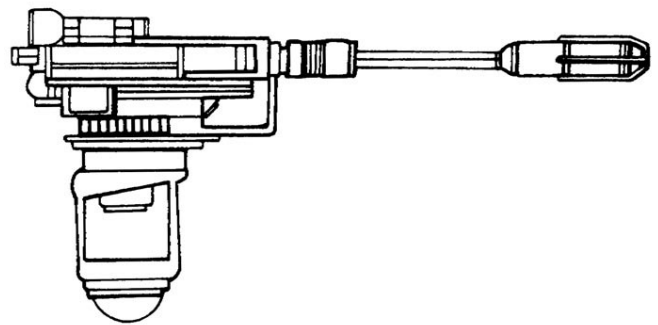
**Range:** 5-15/50/150

**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)

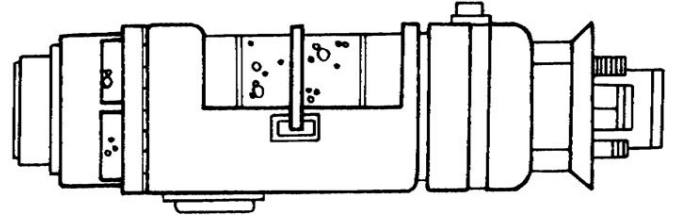
## Kashyyk Long Gun

**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



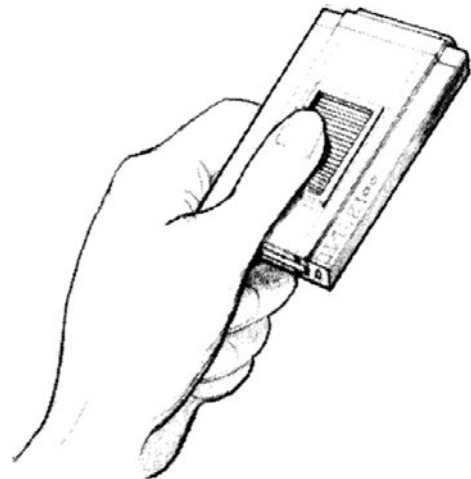
## Stun Firearms

### 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)

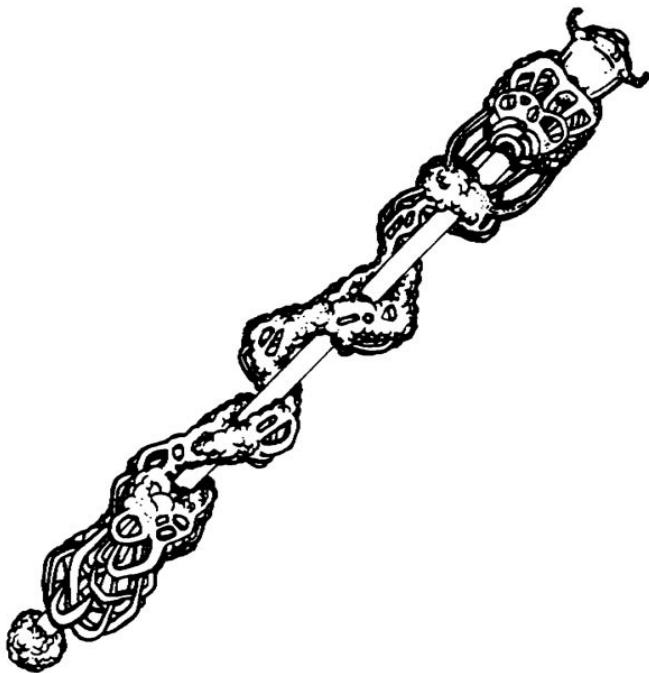


## Bolt-Thrower



**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.

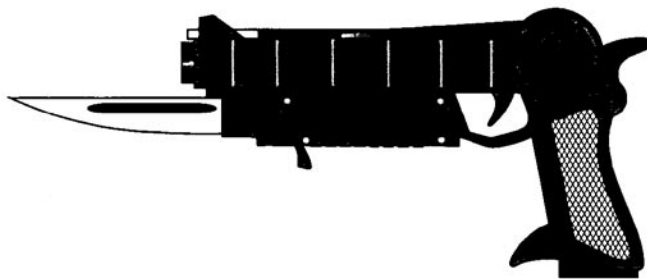
If the penalty equals or exceeds the target's *stamina*, the victim passes out and will bleed to death in 6D minutes.

**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)

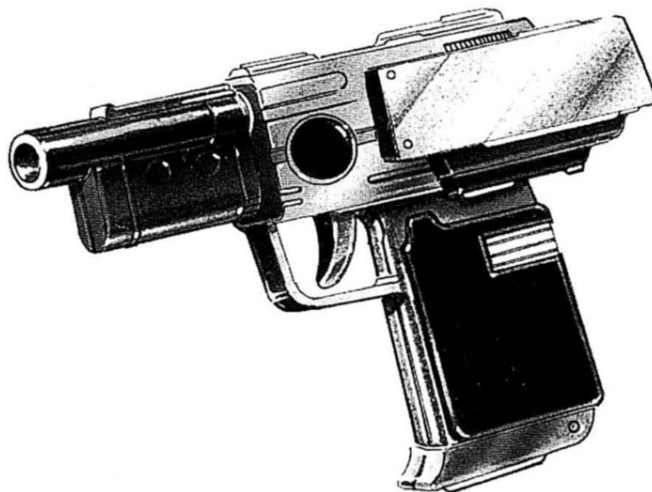
### Quick-Draw Pulse-Wave Blaster

**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

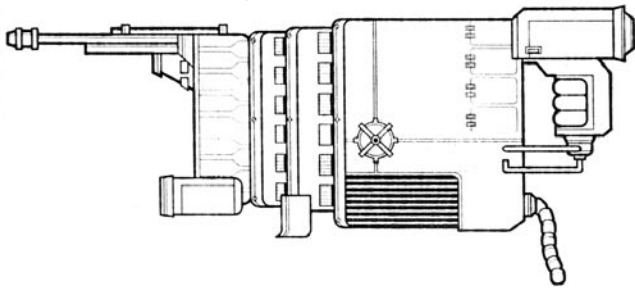
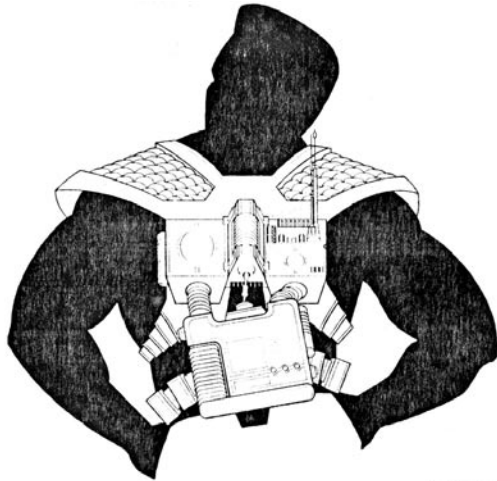
### Charric



**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



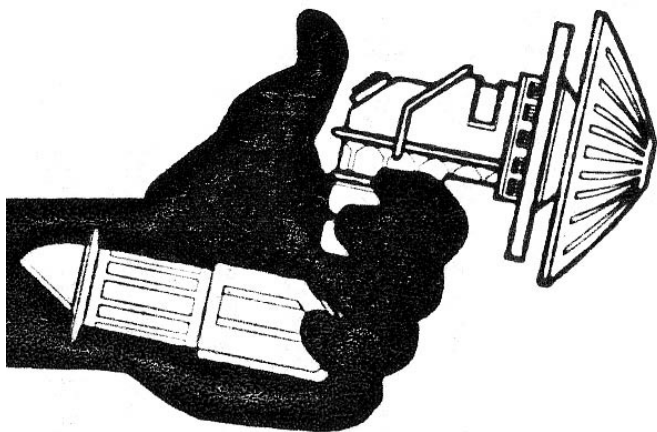
**Model:** Geonosian Sonic Blaster  
**Type:** Sonic weapon  
**Scale:** Character  
**Skill:** Sonic weapons: blaster  
**Ammo:** 10  
**Cost:** Not available for sale  
**Availability:** 4, R  
**Range:** 2-10/15/35  
**Damage:** 3D+2

### 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



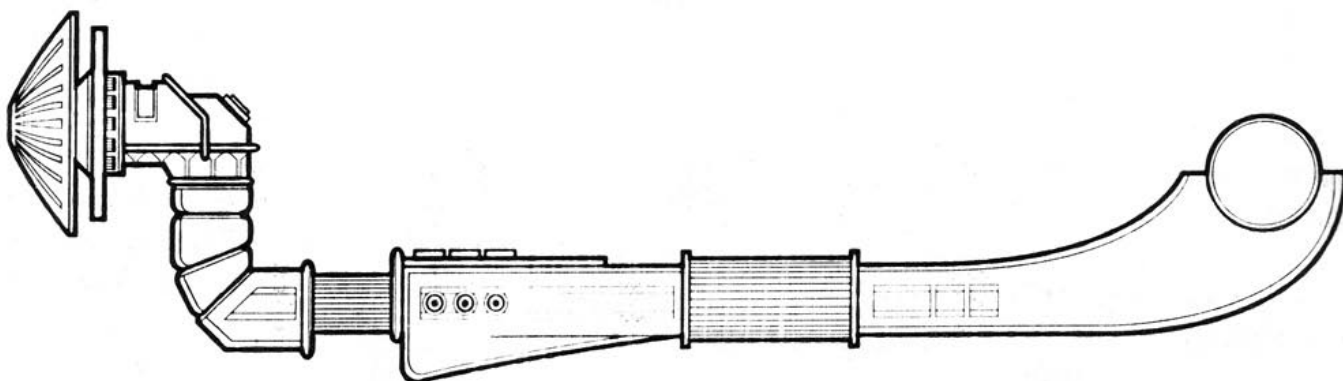
**Model:** Pacnorval Defense Systems, Limited Sd-77  
**Type:** Sonic pistol  
**Scale:** Character  
**Skill:** Sonic weapons: pistol  
**Ammo:** 40  
**Cost:** 1,000  
**Availability:** 2, F  
**Range:** 3-5/8/10  
**Damage:** 4D  
**Source:** Arms and Equipment Guide (page 36)

**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

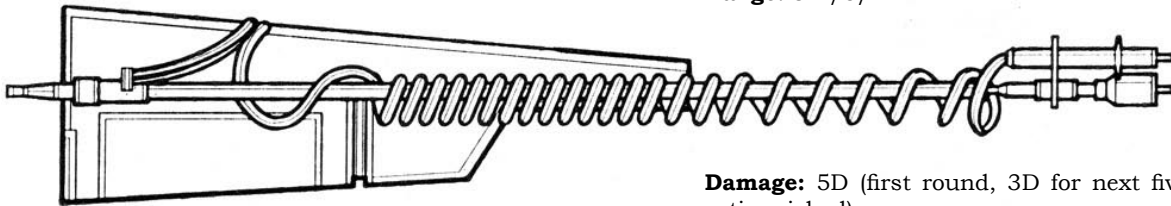
# Flame Projectors

## 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

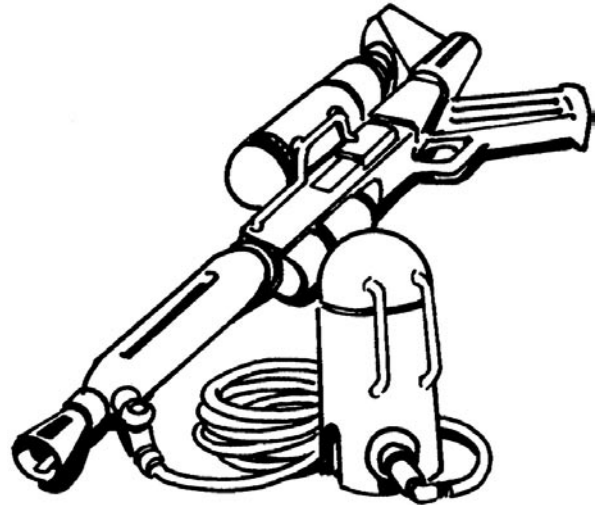
**Model:** Czerka CZ Wrist-Mounted Flame Projector  
**Type:** Flame projector  
**Scale:** Character  
**Skill:** Flame-thrower  
**Ammo:** 5  
**Cost:** 800 (ammo canister: 30)  
**Availability:** 2, X  
**Fire Rate:** 1/2  
**Range:** 3-4/5/7  
**Damage:** 3D (for five rounds unless extinguished)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

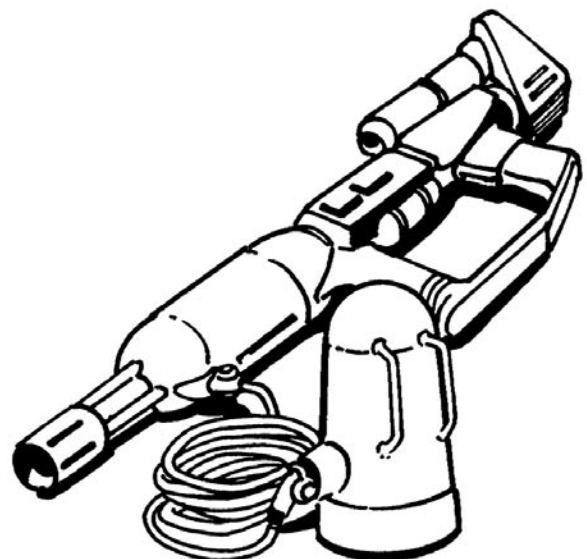
## Flame Carbine



**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)

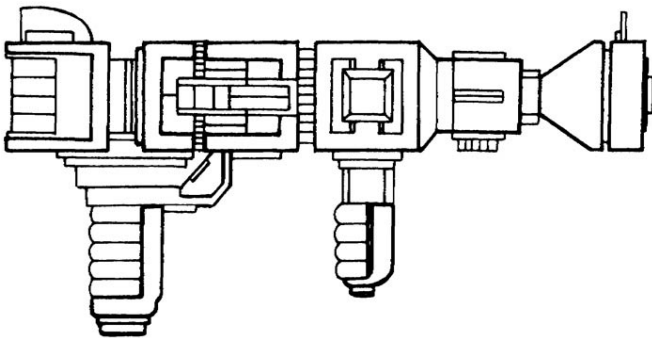
## Flame Rifle



**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)

## 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 actions 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

**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)

### 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

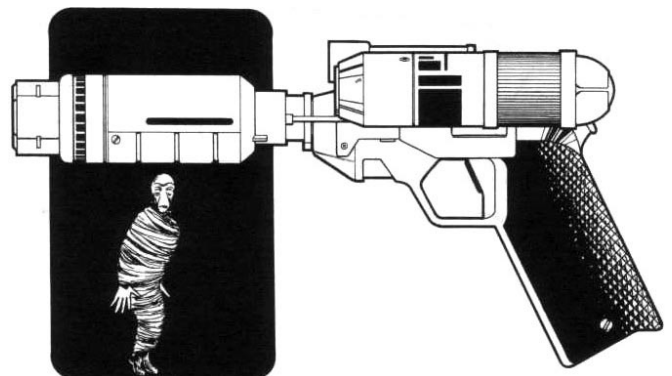
**Range:** 20 meters

**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

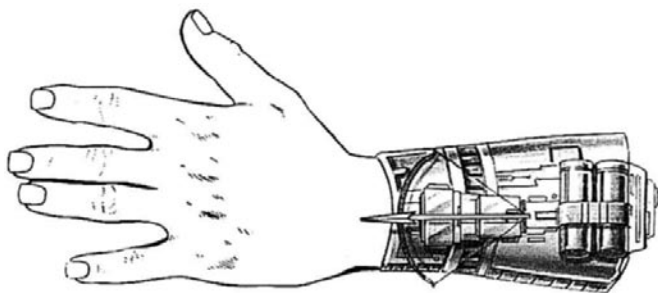
**Game Notes:** The web holds with a *Strength* of 5D. Anyone getting twice the total of the web's *Strength* is free.

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

# Missile Weapons

## Dart Shooters

### Wrist-Caster



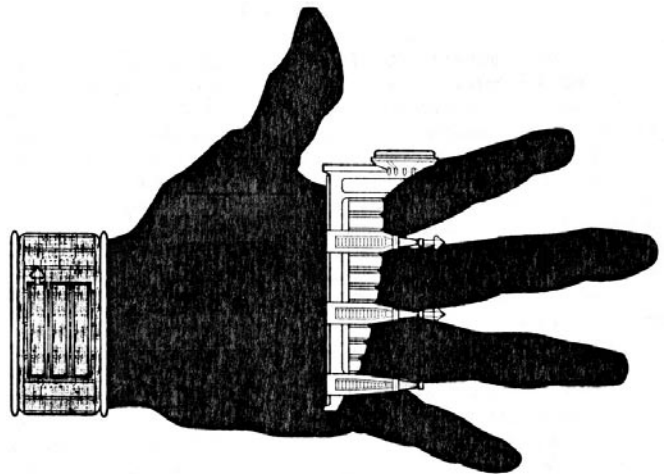
**Model:** Drolan Plasteel QuickShot  
**Type:** Wrist projectile launcher  
**Scale:** Character  
**Skill:** Missile weapons: wrist projectile launcher  
**Ammo:** 2 quarrels  
**Cost:** 500  
**Availability:** 3  
**Fire Rate:** 1  
**Range:** 1-4/10/20  
**Damage:** 2D+2  
**Source:** Gundark's Fantastic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

### DAS-430 Projectile Rifle



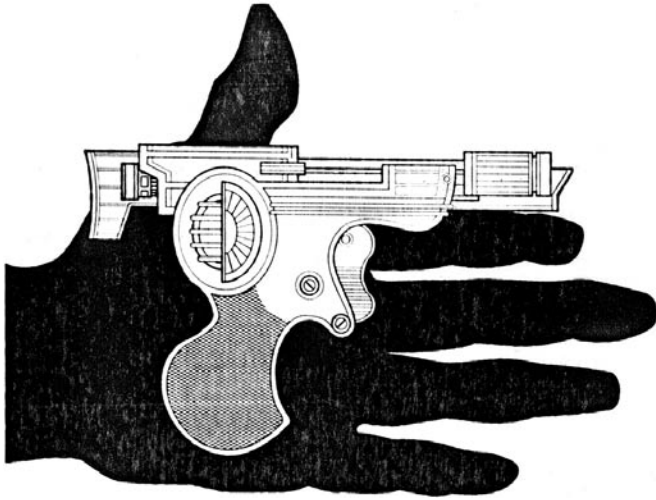
**Model:** Mennotor DAS-430 Electromagnetic Projectile Launcher  
**Type:** Dart shooter  
**Scale:** Character  
**Skill:** Missile weapons: dart shooter  
**Ammo:** 8  
**Cost:** 1,200 (Neural inhibitor dart: 10)  
**Availability:**  
**Range:** 2-8/25/100  
**Damage:** 2D (if the dart does any damage, 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



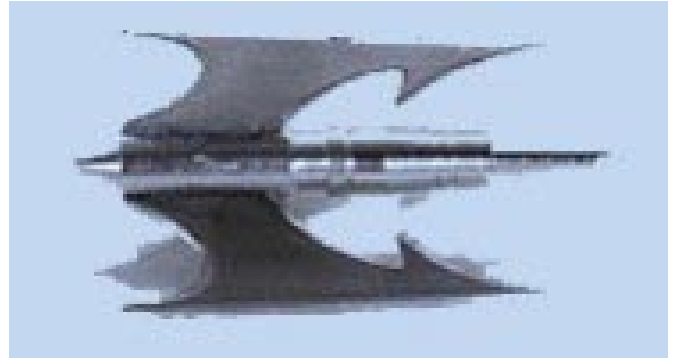
**Model:** Prax Arms Stealth-2VX Palm Shooter  
**Type:** Anti-personnel weapon  
**Scale:** Character  
**Skill:** Missile weapons: dart shooter  
**Ammo:** 3  
**Cost:** 360, 30 (ammo clip)  
**Availability:** 2, F or R  
**Fire Rate:** 1  
**Range:** 1-3/10/15  
**Damage:** 1D (impact), 3D-5D (chemical 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



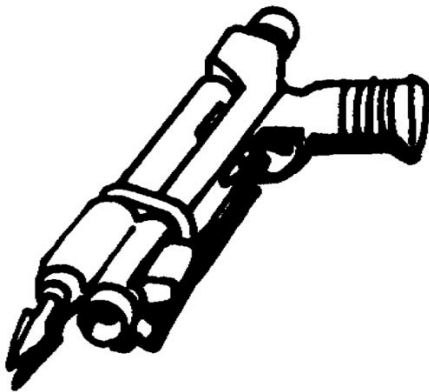
**Model:** Prax Arms Protector PRP-500 Hold-Out Dart Pistol  
**Type:** Anti-personnel weapon  
**Scale:** Character  
**Skill:** Missile weapons: dart shooter  
**Ammo:** 6 rounds per clip  
**Cost:** 250, 40 (ammo clip)  
**Availability:** 2, F or R  
**Fire Rate:** 2  
**Range:** 1-5/15/25  
**Damage:** 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

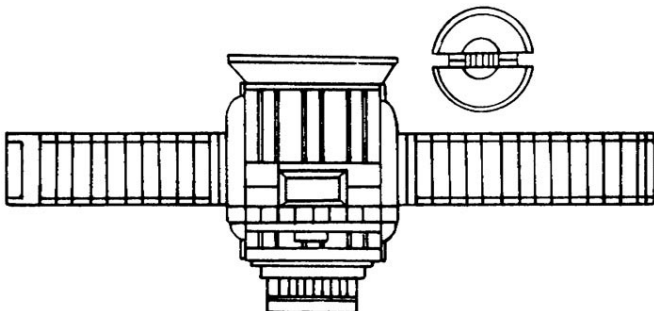
## Auto-Caster

**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

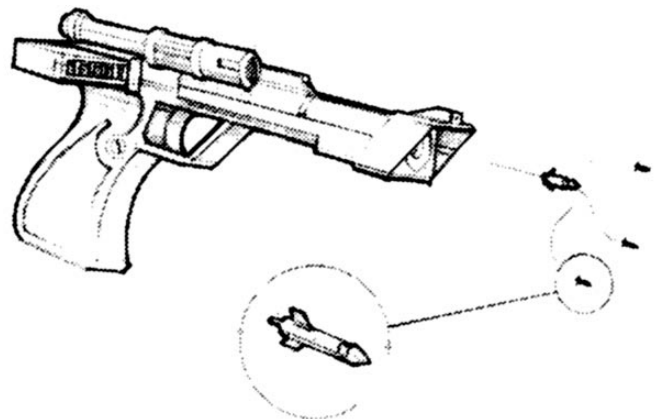
**Ammo:** 2 (3 blades per shot)  
**Cost:** 700, 30 (blade clip)  
**Availability:** 3, F  
**Fire Rate:** 2  
**Range:** 10-20/30/50  
**Damage:** 5D (combined)  
**Game Notes:** Fire arc can be spread up to 60-degrees, allowing for separate attacks at 3D damage, but each separate target means a separate *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

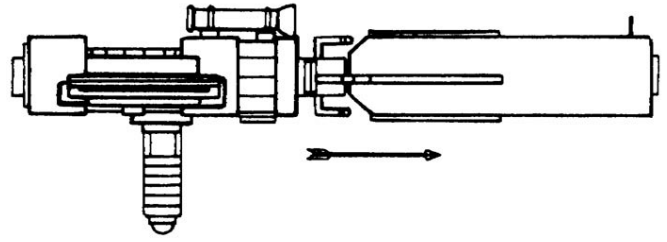
**Model:** Salus DF-D1  
**Type:** Flechette rifle  
**Skill:** Armor weapons/Missile weapons  
**Ammo:** 5  
**Cost:** 1,000  
**Availability:** 3, R or X  
**Range:** 3-10/30/60  
**Damage:** 5D  
**Source:** Gundark's Fantastic Technology (pages 17-18), Arms and Equipment Guide (page 26), Adventure 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

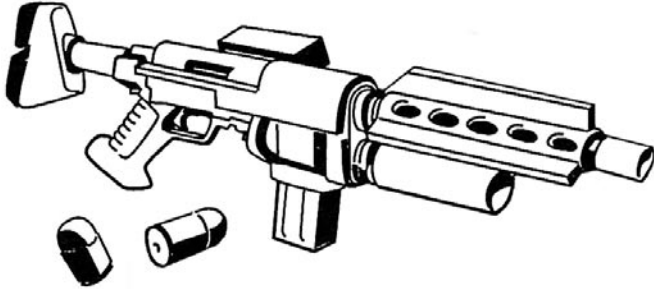


**Model:** Frohad's Galactic Firearms Magna Caster-100  
**Type:** Magnetically-enhanced missile weapon  
**Scale:** Character  
**Skill:** Missile weapons: magna caster  
**Ammo:** 10  
**Cost:** 2,000, 150 (quarrel clip)  
**Availability:** 3, F  
**Body:** 2D  
**Fire Rate:** 2  
**Range:** 5-50/75/100  
**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.  
*CryoBar:* 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)

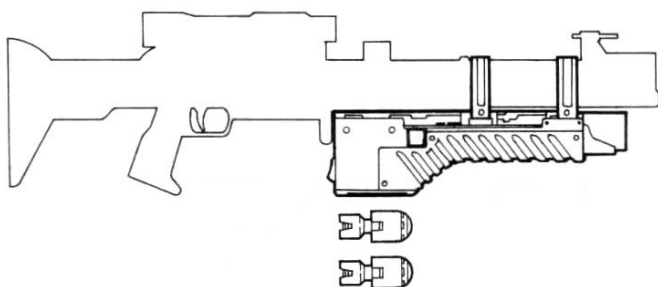
## Droid Onboard Grenade Launcher

**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

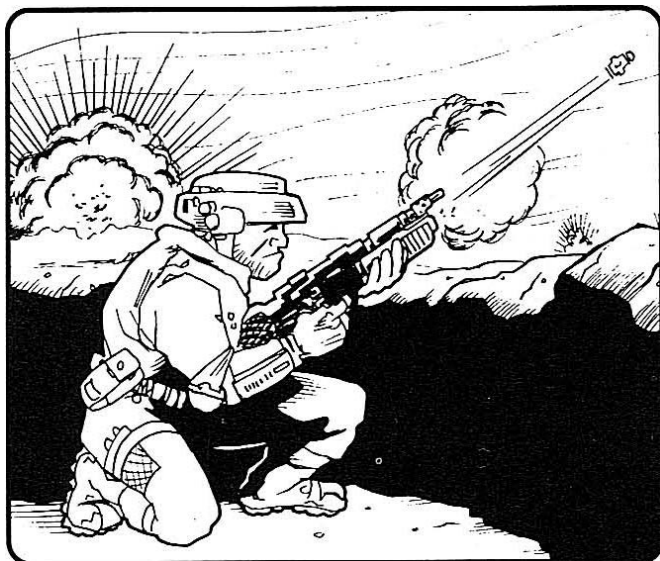
**Range:** 1-250/350/500

**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

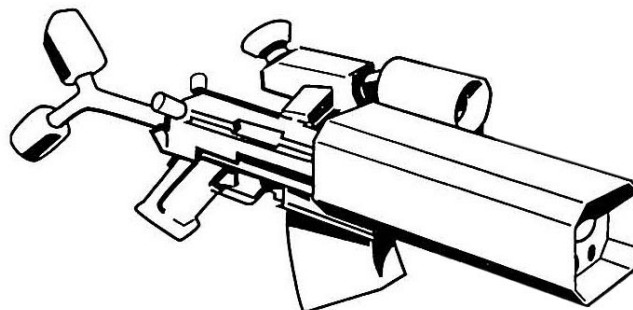
**Damage:** Per grenade

**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)

## HH-15 Projectile Launcher



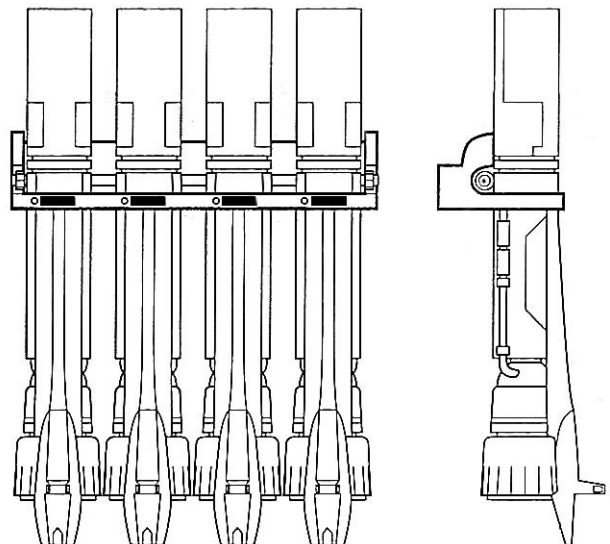
**Model:** Golan Arms HH-15 Projectile Launcher  
**Type:** Portable missile launcher  
**Scale:** Character  
**Skill:** Missile weapons: missile launcher  
**Ammo:** 3  
**Cost:** 2,000  
**Availability:** 2, R  
**Range:** 15-100/200/400  
**Damage:** 6D

## 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)

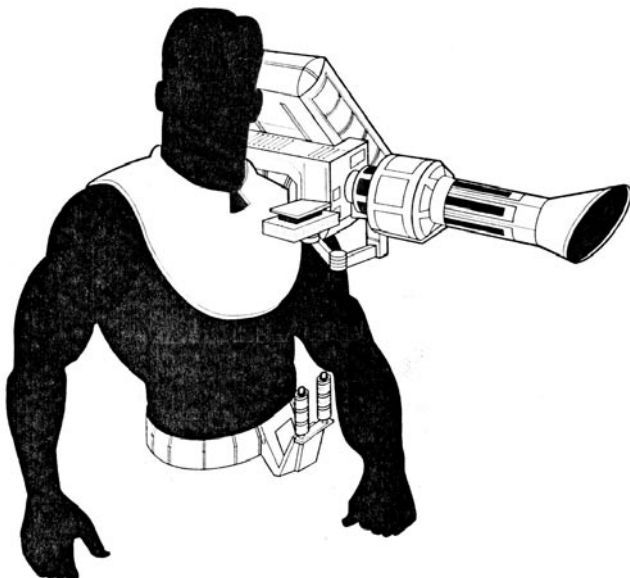


## Wookiee Guided Rocket Launcher



**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

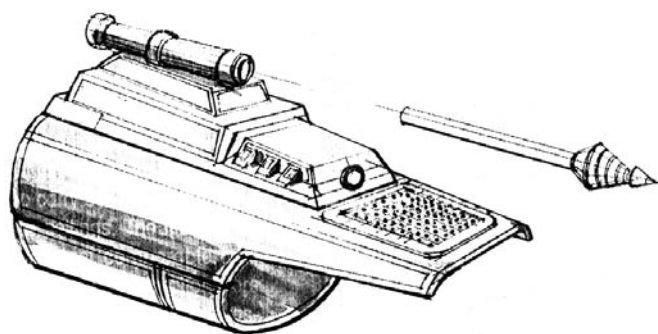
**Model:** Merr-Sonn PLX-4 Missile Launcher  
**Type:** Portable missile launcher  
**Scale:** Speeder  
**Skill:** Missile weapons: Plex  
**Ammo:** 4 (detachable missile rack)  
**Cost:** 6,000 (launcher), 200 ("dumb" rocket), 600 ("smart" GAM rocket), 1,000 ("savant" rocket)  
**Availability:** R\*  
**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

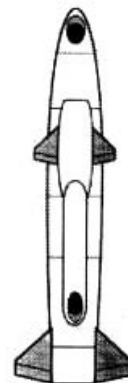
**Fire Control:** 3D

**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:**

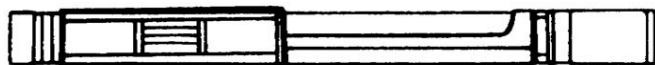
*On Target:* If the attacker's result, compared to the difficulty number, is less than or equal to 7, then the weapon was not fired accurately and the Finbat's damage result is automatically halved.

*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)

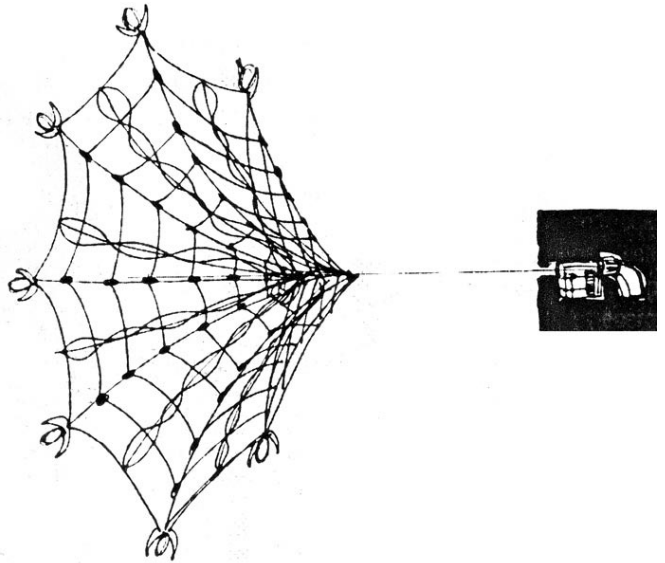
## Tangler Gun

**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)

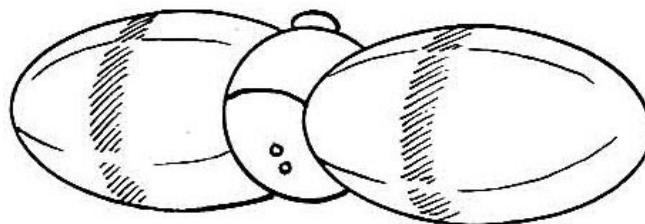
### Blast Bug

**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)

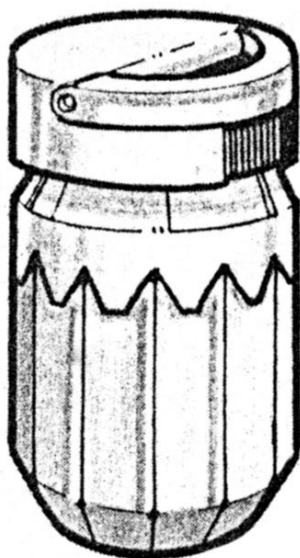
### C-16 Fragmentation Grenade

**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.



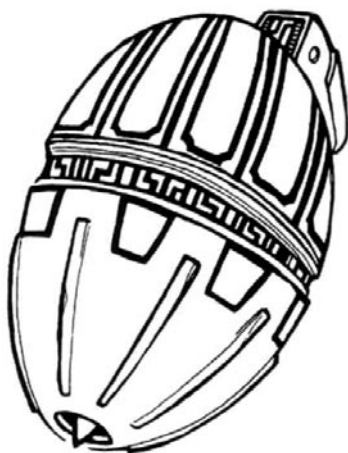
**Source:** Arms and Equipment Guide (page 33)

## Thermal Detonator



## Ice Spike

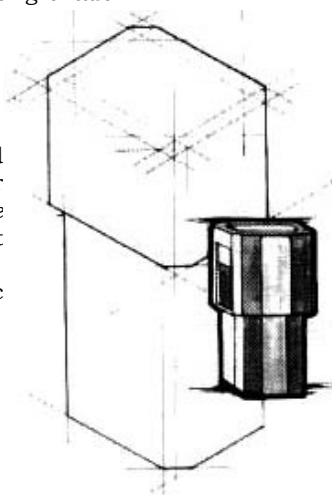
**Model:** Caelli-Merced Ice Detonator  
**Type:** Fragmentation grenade  
**Scale:** Character  
**Skill:** Demolitions  
**Cost:** 800  
**Availability:** 2, F, R  
**Range:** 1-2/5/8  
**Blast Radius:** 0-1/4/6/8  
**Damage:** 8D/6D/4D/2D  
**Source:** The Black Sands of Socorro (page 104)



**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

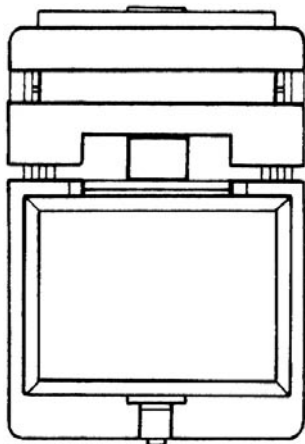
**Availability:** 2

**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

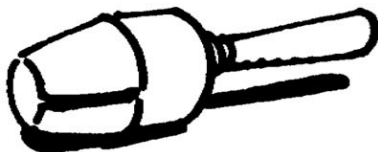
**Availability:** 2, R

**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

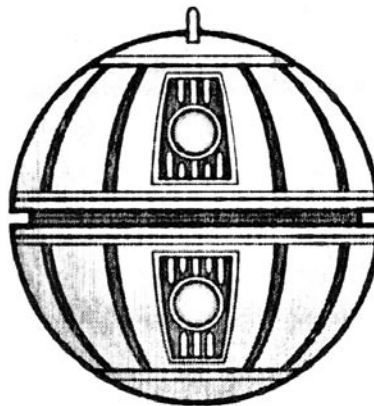
**Cost:** Not available for sale

**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

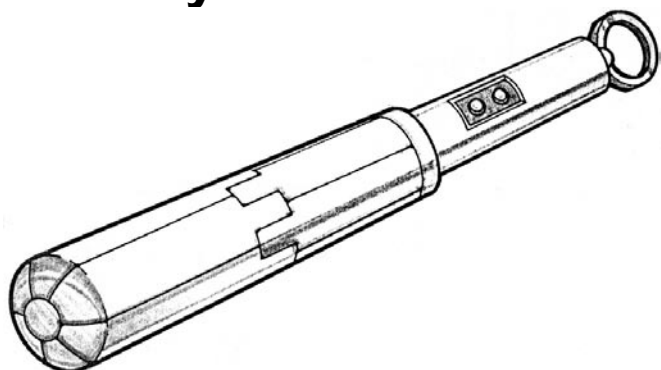
**Blast Radius:** 0-1/3/5

**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)

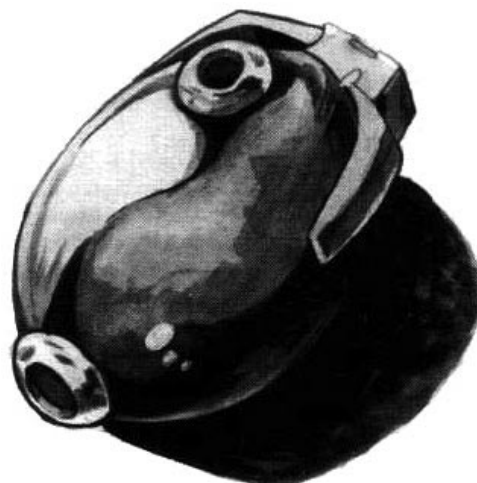
## Chemical Grenade

**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)

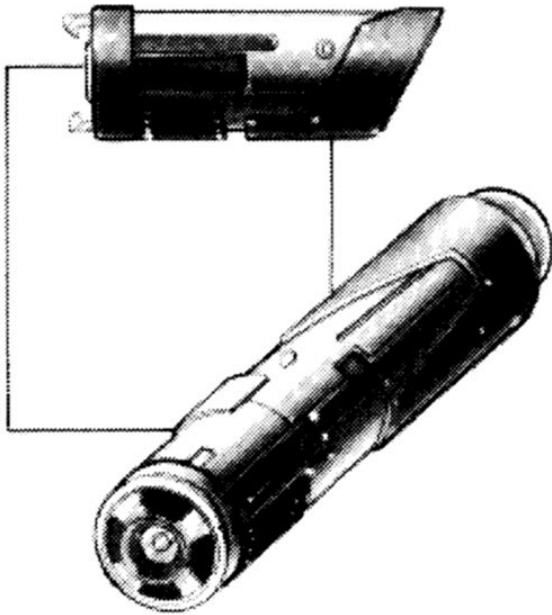
## Ssi-ruuvi Gas Grenade

**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:** Sessian 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)





**Game Notes:** Concussion stick detonates 15 seconds after activation.

**Source:** Galladinium's Fantastic Technologies (page 68)

## 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)

## 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)

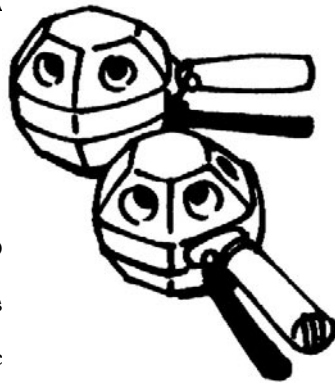
**Game Notes:** Stun grenades are rechargeable.

**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



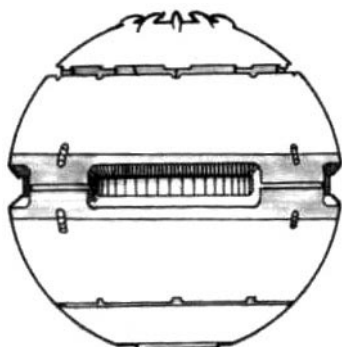
**Model:** Merr-Sonn Laser Trip Mine  
**Type:** Mine  
**Scale:** Character  
**Skill:** Demolitions: laser trip mine  
**Cost:** 300  
**Availability:** 2, R or X  
**Difficulty:** Moderate  
**Blast Radius:** 1/3/5  
**Damage:** 6D/5D/4D  
**Game Notes:** Emits a thin laser beam that, when disrupted,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

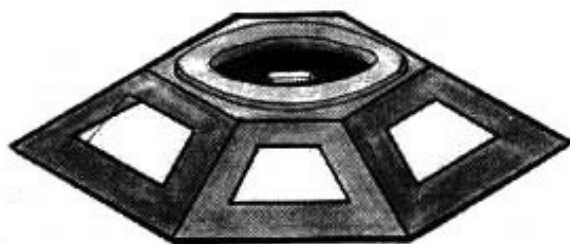
**Model:** Norsam DR-X55  
**Type:** Repulsorlift mine  
**Scale:** Speeder  
**Length:** 1 meter diameter  
**Move:** 250  
**Maneuverability:** 1D  
**Cost:** Not available for sale  
**Availability:** X  
**Blast Radius:** 1-5/10/15/20 m  
**Damage:** 4D/3D/2D/1D  
**Flight Ceiling:** 500 meters  
**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)

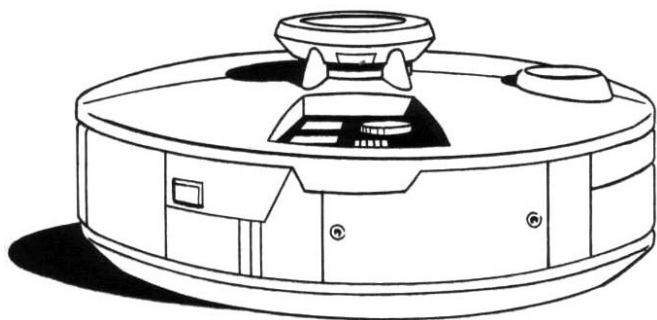
### Mine

**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)

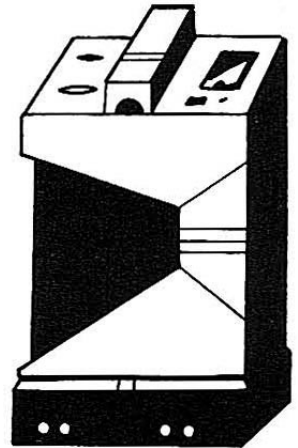
## Proton Grenade

**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.



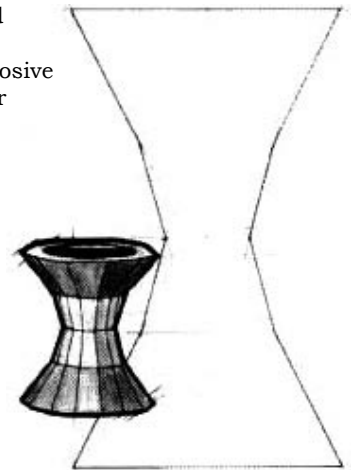
## Thermal Well

**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

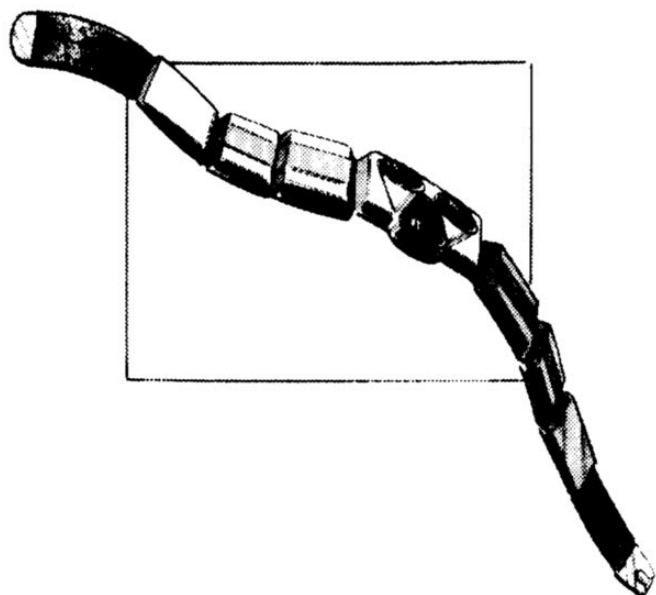
**Type:** Natural explosive  
**Scale:** Walker  
**Skill:** Demolitions: Lowickan firegems  
**Cost:** 45,000 each  
**Availability:** 4, X  
**Blast Radius:** 0-50/100/300  
**Damage:** 8D/6D/4D  
**Game Notes:** Lowickan firegems, when exposed to high-levels of the type of radiation found in starship 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 breathe.  
**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>
Sponge Powder	300	Moderate	Ingested	4D	Unconsciousness

**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

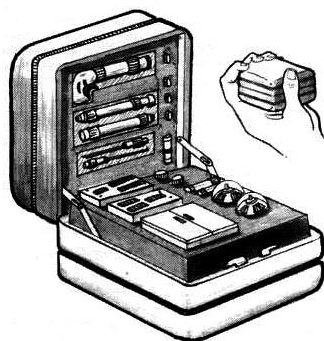
**Cost:** 800,000

**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

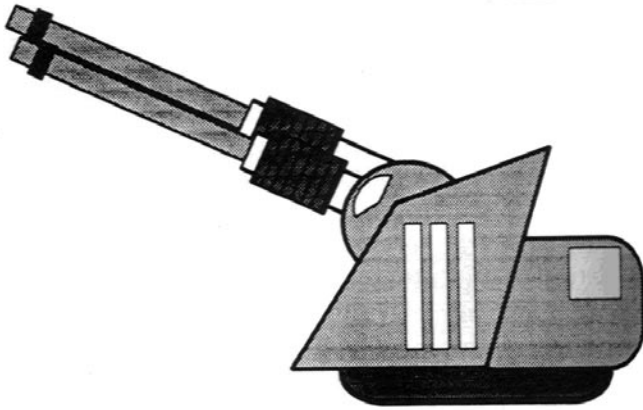
**Model:** Jakan Arms 222 Anti-Vehicle Blaster Cannon  
**Type:** Medium anti-vehicle laser cannon  
**Scale:** Speeder  
**Skill:** Blaster artillery: anti-vehicle  
**Crew:** 4, skeleton: 2/+10  
**Cover:** Full  
**Ammo:** Unlimited (fed directly from power generator)  
**Cost:** 12,500 (new), 7,500 (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:** Goroth, 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

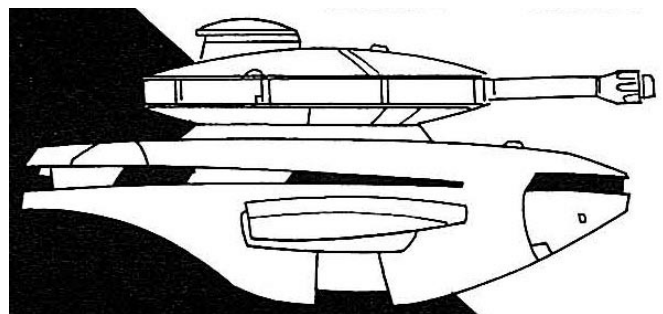


**Range:** 20-600/3/16 km  
**Blast Radius:** 8 meters  
**Damage:** 4D  
**Source:** Dark Force Rising Sourcebook (pages 108-109), Hideouts & Strongholds (page 8), Imperial Sourcebook (page 118), Rebel Alliance Sourcebook (pages 102-103), Star Wars Trilogy Sourcebook SE (page 155)

## 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)

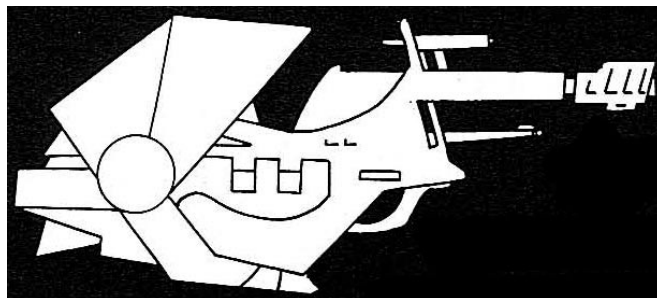
## Anti-Infantry Laser Cannon

**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

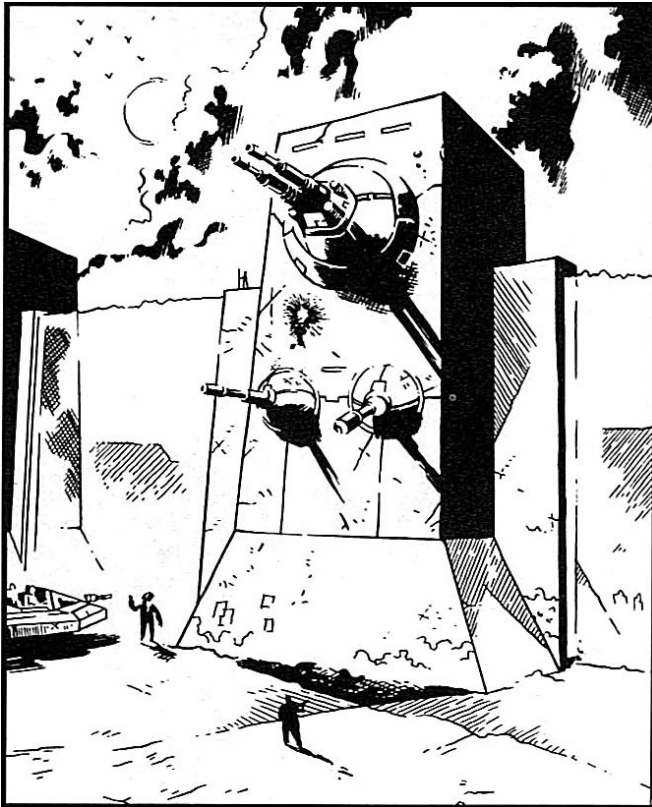
**Craft:** Hawkeye Anti-Starfighter Gun  
**Type:** Mobile Weapons platform  
**Scale:** Speeder  
**Length:** 8-10 meters  
**Skill:** Ground vehicle operation  
**Crew:** 2-4  
**Cover:** Full  
**Cost:** Not available for sale  
**Maneuverability:** 0D  
**Move:** 14, 40 kmh  
**Body Strength:** 3D  
**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

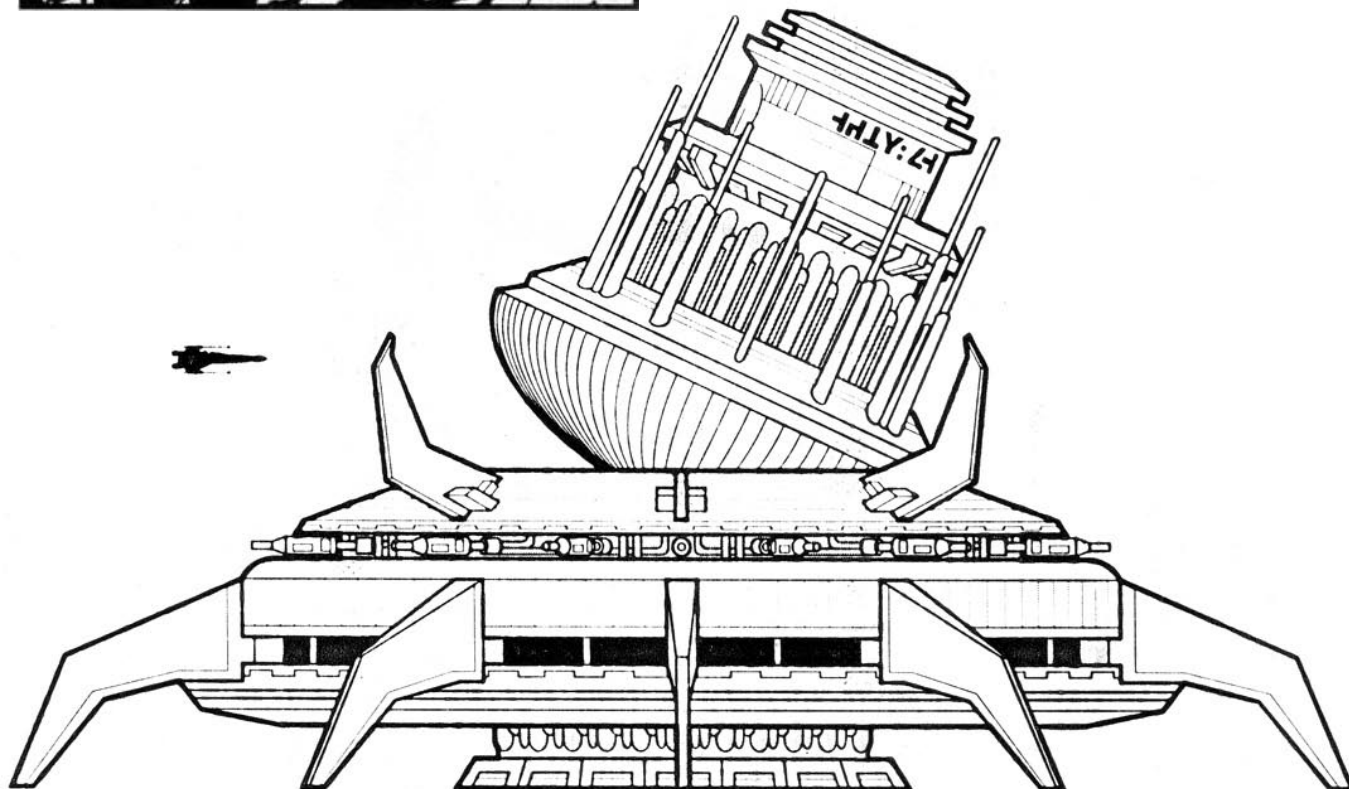
**Fire Control:** 1D

**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

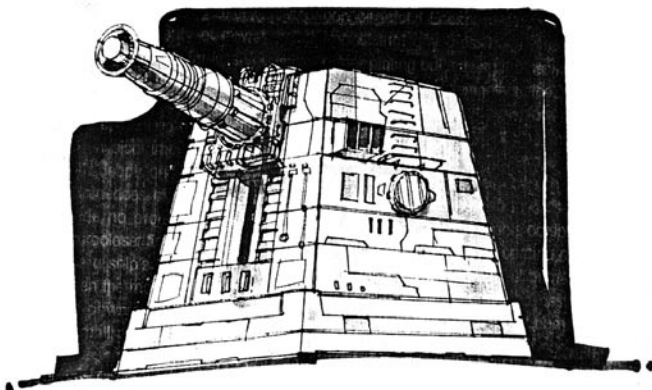
**Model:** BlasTech Mounted Ion Cannon MICI  
**Type:** Mounted ion cannon  
**Scale:** Speeder  
**Skill:** Vehicle blasters: ion cannon  
**Crew:** 1 (or automated fire)  
**Ammo:** Unlimited (power generator)  
**Cost:** 8,000 (new), 5,000 (used)  
**Availability:** R or X  
**Body:** 3D  
**Fire 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)

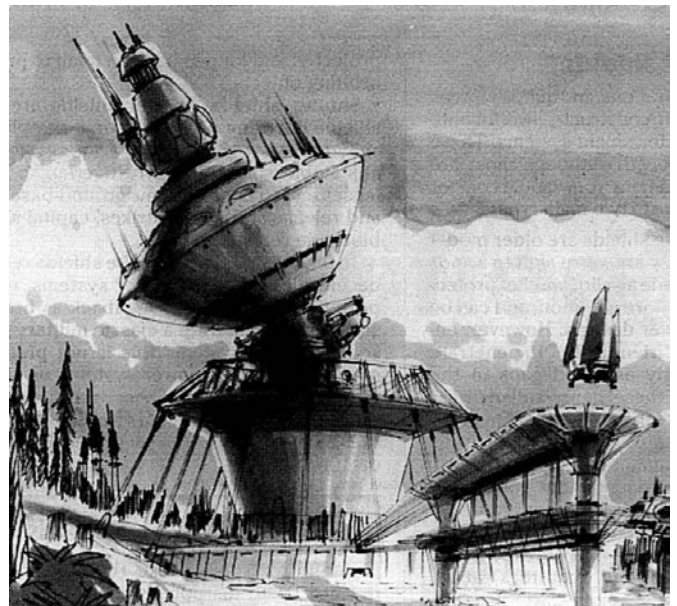
## Light Ion Cannon

**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

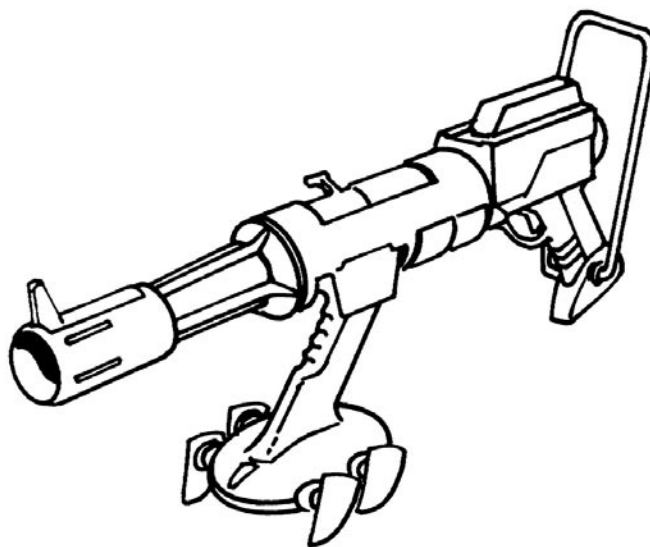
**Model:** EXVR-1 Guardian Grid  
**Type:** Ion generation field  
**Scale:** Capital  
**Skill:** Blaster artillery: IDG  
**Crew:** 1  
**Ammo:** Unlimited (power generators)  
**Fire Control:** 6D  
**Range:** 0-50  
**Damage:** 2D-16D (ionization damage; power output set can be adjusted by gunner 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)

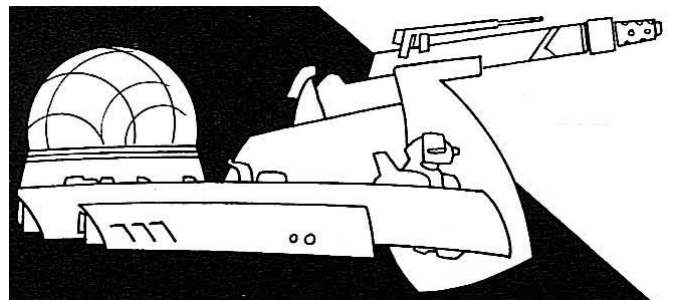
## Guided Missile Launcher

**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. Shelds 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

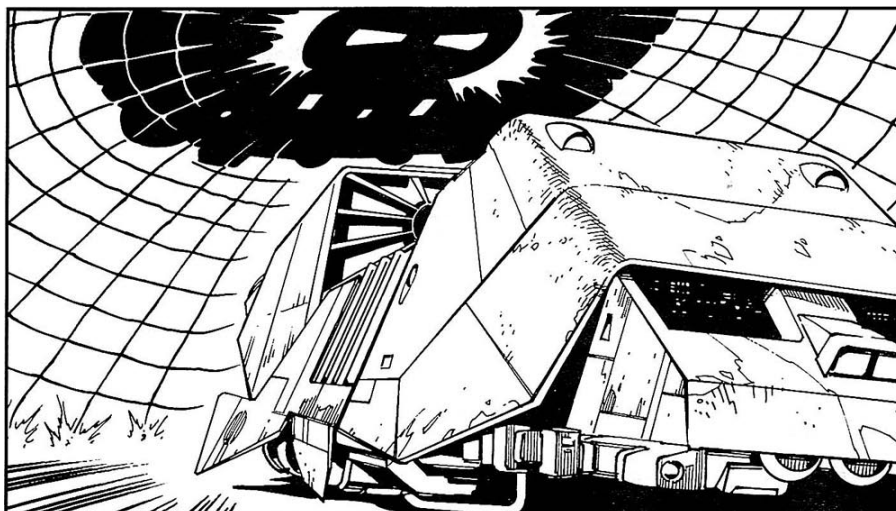
**Model:** GenaTech Weapons Zeta One Heavy Ion Cannon  
**Type:** Heavy ion cannon  
**Scale:** Capital  
**Skill:** Capital ship gunnery: heavy ion cannon  
**Crew:** 2  
**Cost:** Not available for sale  
**Fire Control:** 1D  
**Space Range:** 1-5/15/35  
**Atmosphere Range:** 2-10/30/75 km  
**Damage:** 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)

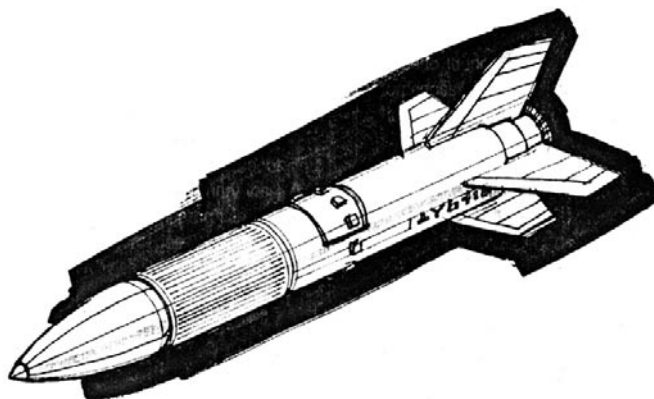
## Conner Net

**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

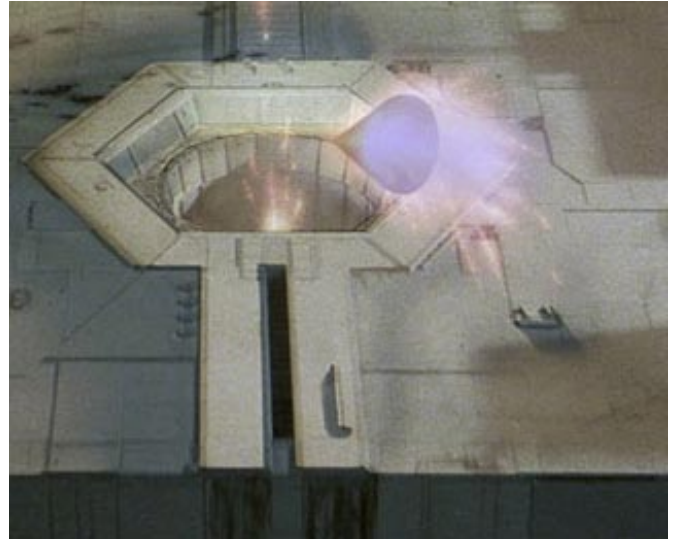
**Cost:** 2,500 (800 Replacement torpedo)

**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 pacj in 10 rounds.

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

## Blaster Power Pack

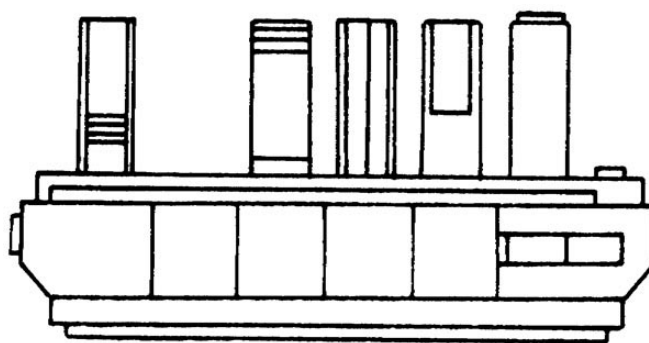
**Model:** Standard Blaster Power Pack  
**Scale:** Character  
**Cost:** 25  
**Availability:** 1

**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

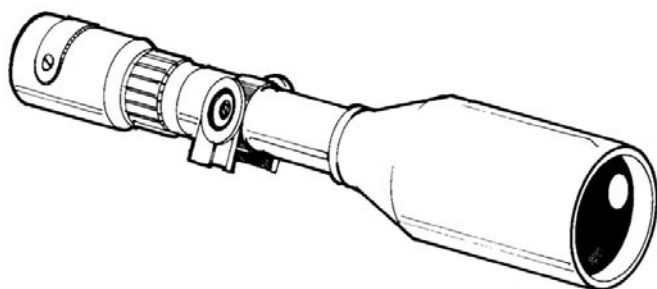
**Game Notes:** Recharges a standard power pack in 2 minutes; can charge 30 clips before it needs recharging from a power generator (which takes three hours).

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

## Electronic Blaster Sighting System

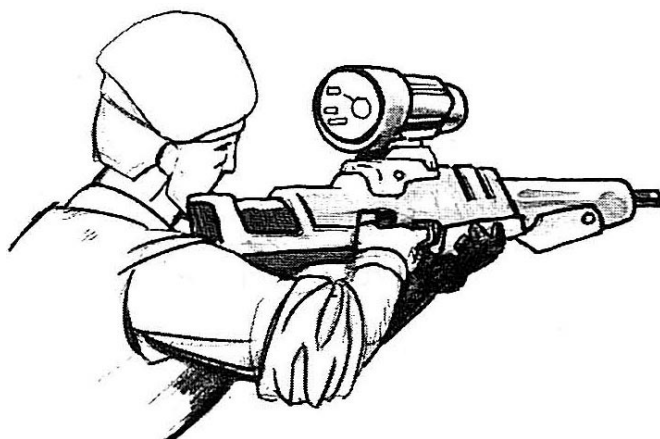
**Model:** SoroSuub True-Site System  
**Type:** Electronic blaster sighting system  
**Skill:** Blaster  
**Cost:** 500  
**Availability:** 2, R  
**Game Notes:** Projected hologram crosshairs add +1D to *blaster* for site.  
**Source:** Gundark's Fantastic Technology (page 88)

## Ultrasonic Sighting System



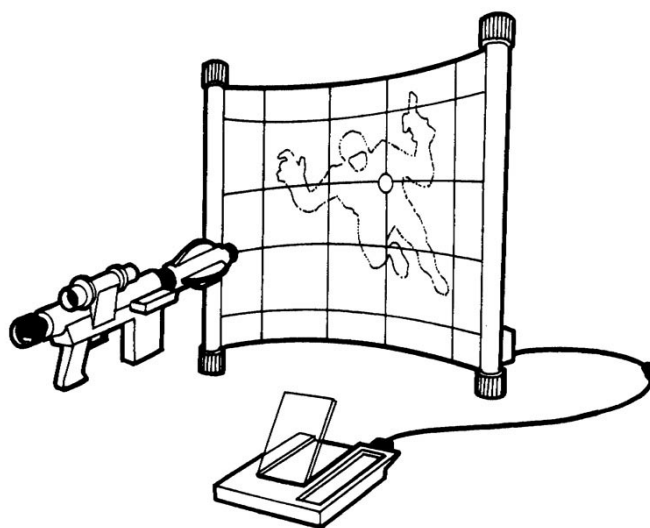
**Model:** Novaless Soni-Optics Target Imager  
**Type:** Sonic targeting system  
**Skill:** Blaster  
**Cost:** 800  
**Availability:** 2  
**Game Notes:** Device adds +1D+2 to *blaster* when firer takes one round to aim (this is in addition to the normal aiming bonus). Maximum effective range is 50 meters.  
**Source:** Galladinium's Fantastic Technology (pages 79-80), Arms and Equipment Guide (page 38)

## Sighting Macroscope



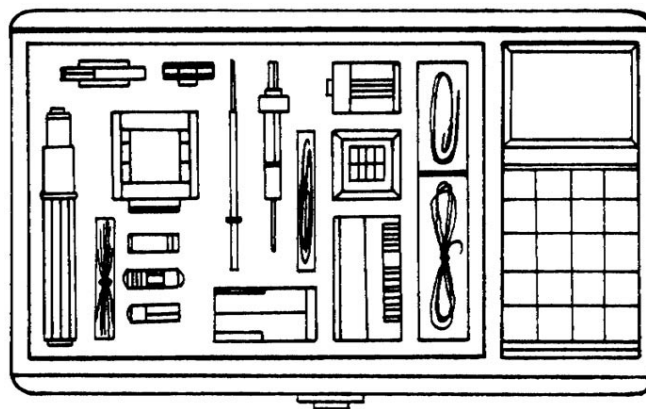
**Model:** Merr-Sonn Targeter Ranging Scope  
**Type:** Weapon-mounted image magnifier  
**Skill:** Sensors  
**Cost:** 750  
**Availability:** 2  
**Game Notes:** Adds +3D to medium- and long-range shots from blaster and slugthrowing rifles and carbines. Requires a Moderate *sensors* roll to sight-in 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 adjustor.  
**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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