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)

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**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)

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**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)

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**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 resists 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

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.

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
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)

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)

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**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)

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**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)

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** 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 +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 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.  

<table>
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<tr>
<th>Tsaisi Mode</th>
<th>Difficulty</th>
<th>Range</th>
<th>Damage</th>
<th>Max</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baton</td>
<td>Easy</td>
<td>Melee</td>
<td>STR+1D</td>
<td>4D</td>
</tr>
<tr>
<td>Two-Headed Dagger</td>
<td>Moderate</td>
<td>Melee</td>
<td>STR+1D+2</td>
<td>6D</td>
</tr>
<tr>
<td>Lash</td>
<td>Moderate</td>
<td>Melee</td>
<td>STR+1D+1</td>
<td>5D</td>
</tr>
<tr>
<td>Venom Spitter</td>
<td>n/a</td>
<td>1-2/5/10</td>
<td>Poison</td>
<td>n/a</td>
</tr>
</tbody>
</table>

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

---

**Amphistaff**

**Model:** Yuuzhan Vong Amphistaff  
**Type:** Multi-purpose melee weapon  
**Scale:** Character  
**Skill:** Melee combat: Amphistaff  
**Cost:** Not available for sale  
**Availability:** 4, X  
**Difficulty:** Varies (see below)  
**Damage:** Varies (see below)  
**Game Notes:** The amphistaff is an organic weapon used by the Yuuzhan Vong. If used by someone familiar with its various functions, the amphistaff can be used as a quarterstaff, a two-headed spear (adds +1D to all parry rolls), a whip (adds +1D to attempts to disarm or entangle an opponent; successful hits with the whip inject venom), or a whip-spear (which shares the qualities of both the whip and the spear, though the granted bonuses are only +2 pips). In addition, the amphistaff can spit venom, or inject it with a successful whip hit that results in a damage result higher than Stunned. Either way, a victim affected by amphistaff venom must succeed at a Very Difficult Strength check. If injected, the poison reduces the victim's Dexterity score by 1D (cumulatively). If the poison is sprayed into a victim’s eyes, blindness results. The effects last until the venom is treated. Statistics for amphistaff weapons are listed below:
### Finger Spears

**Model:** Yuuzhan Vong Finger Spears  
**Type:** Combat bio-organic prosthetic  
**Scale:** Character  
**Skill:** Melee combat: ginger spears  
**Cost:** Not available for sale  
**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  

### Sword

**Model:** Drolan Plasteel Sword  
**Type:** Melee weapon  
**Scale:** Character  
**Skill:** Melee combat: sword  
**Cost:** 200  
**Availability:** 1  
**Difficulty:** Easy  
**Damage:** STR+2D  

**Game Notes:** A somewhat exotic weapon, simply because of its level of technology.  

**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 (maximum: 7D)
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 (blade), STR+2 (hook)
Game Notes: If used to disarm opponents, the user of a Selonian glaive gets a +3D bonus to his attack roll.
Source: Coruscant and the Core Worlds (page 154)

Axe

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

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

Thogk

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

Dematoil

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

Soknar

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

Rantok

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

Wan-shen

Model: Matukai Wan-shen
Type: Bladed polearm
Scale: Character
Skill: Melee combat
Cost: Not available for sale
Availability: 4
Difficulty: Moderate
Damage: STR+2D to STR+2D+2 (varies by quality)
**Game Notes:** Most wan-shens are designed to break down into smaller parts to allow for easy carrying.  
**Source:** Hero's Guide (pages 123-124)

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### Sc'rat'han Togorian Scimitar

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

---

### Thrar'kor Blade

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

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### 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)

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### 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.  
- **Source:** Galaxy Guide 8: Scouts (page 84)

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### 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: vibroknucler
- **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)

**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: 7D)  
**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)

Duellist Vibrorapier

**Model:** LaserHone  
**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)
Jengardin Double-Bladed Vibroblade

Model: Yalandross PowerMasters Jengardin Millenial 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)

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

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**

**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

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**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)

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**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)

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**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)

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**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: 4, 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 (max: 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

Model: Lightfoil
Type: Lightfoil
Scale: Character
Skill: Lightsaber
Cost: 10,000
Availability: 4, X
Difficulty: Moderate
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

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
**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 (i.e., 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)

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**Stun Melee Weapons**

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### 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)

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### Fear Stick

**Model:** Sabrashi 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)

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### 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)

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

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.

Source: Gamer Magazine
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: 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)

**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.

**Rodian Cryogenic Whip**
Model: Sancretti Arms & Munitions, Interstellar Rodian
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**: 2-3/5/10
- **Damage**: STR+1D (maximum: 6D)
- **Game Notes**: May be used as a normal knife in melee combat.
- **Source**: Rulebook (page 228), Tales of the Jedi Companion (page 126)

**Curva Blade**

- **Type**: Circular blade
- **Scale**: Character
- **Skill**: Thrown weapons: Curva blade
- **Cost**: Not available for sale
- **Availability**: 3, R
- **Range**: 3-5/8/15
- **Damage**: STR+1D
- **Game Notes**: Circular blade that may be thrown in combat.
- **Source**: Adventure Journal 2 (page 79)

**Bow**

- **Type**: Typical bow
- **Scale**: Character
- **Skill**: Thrown weapons: bow
- **Ammo**: 1
- **Cost**: 200
- **Availability**: 1, F
- **Range**: 3-10/30/100
- **Damage**: 2D+2
- **Source**: Adventure Journal 2 (page 203)

**Klirun Hunting Bow**

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

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**Throwing Knife**

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

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**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)

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**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 tarpon 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 form 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.
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: Ultimate Alien Anthology (page 85)

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

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)
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
Difficulty: Moderate
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)

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 blaster
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: Naboo Royal Pistol
Type: Concealable 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)
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: 4D (stun)
Source: Star Wars: 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)
Source: Goroth, 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: Garrison’s Fantastic Technology (page 25), Arms and Equipment Guide (page 13)

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)
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  
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).  
Blaster Pistols

**COMPONOR Stun Blaster Pistol**

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

**BlasTech DC-15s**

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

**EA SBP-200**

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

**Bryar Pistol**

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

**Merr-Sonn Intimidator**

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

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

Merr-Sonn Model 44

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

Westar-34

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

SoroSuub ELG-3A

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)

Game Notes: This weapon adds +1D to quickdraw and is highly resistant to heat.
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)

BласTech DH-17

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)

BласTech 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

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

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
Source: Gamer Magazine

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
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)

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**Merr-Sonn Model 434**

**DeathHammer**

**Model:** Merr-Sonn Model 434

**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 9), Arms and Equipment Guide (page 9)

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**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)

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**Heavy Blaster Pistols**

**Merr-Sonn Flash 4**

**Model:** Merr-Sonn “Flash 4” Heavy Blaster

**Type:** Heavy blaster pistol

**Scale:** Character

**Skill:** Blaster: heavy blaster pistol

**Ammo:** 25

**Cost:** 750 (power packs: 25)

**Availability:** 1, F, R or X

**Range:** 3-7/25/50

**Damage:** 4D+2

**Source:** Rebel Alliance Sourcebook (pages 99-100), Arms and Equipment Guide (page 10)

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**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)

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**BlasTech DL-44**

**Model:** BlasTech DL-44 Heavy Blaster Pistol

**Type:** Heavy blaster pistol

**Scale:** Character

**Skill:** Blaster: heavy blaster pistol

**Ammo:** 30

**Cost:** 750 (power packs: 25)

**Availability:** 2, R or X

**Range:** 3-5/20/40

**Damage:** 5D

**Source:** Galaxy Guide 9: Fragments from the Rim (page 9), Arms and Equipment Guide (page 10)
Model: BlasTech DL-44 Heavy Blaster Pistol
Type: Heavy blaster pistol
Scale: Character
Skill: Blaster: heavy blaster pistol
Ammo: 25
Cost: 750 (power packs: 25)
Availability: 1, F, R or X
Range: 3-7/25/50
Damage: 5D
Source: Rulebook (page 231), Rebel Alliance Sourcebook (pages 99-100), Arms and Equipment Guide (page 10)

**Han Solo’s Heavy Blaster Pistol**

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

**Merr-Sonn “Power” 5**

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

**BlasTech DL-6H**

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

**BlasTech DT-12**

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

**SoroSuub Security S-5 Ascension Gun**

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

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**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)

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**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)

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**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

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**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)
**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)

**BlasTech DT-57 “Annihilator”**

*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)
Blaster Carbines

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

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

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

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

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

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

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

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**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)

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**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.  
*Source:* Galladinium’s Fantastic Technology (page 71), Ultimate Alien Anthology (page 153)

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**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)

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**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)

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**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)

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**BlasTech E-11**
**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)

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**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)

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**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

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**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
**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)

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### 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)

**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 weapon 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)

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### 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)

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### “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; 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)

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

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### Merr-Sonn G8

- **Model:** Merr-Sonn Model G8 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:** Rebel Alliance Sourcebook (pages 99-100), Arms and Equipment Guide (page 17)
BlasTech DC-15

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

BlasTech A295

Model: BlasTech A295 Blaster Rifle
Type: Blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 100
Cost: 1,500
Availability: 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)

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

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)
BlasTech EE-3

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

BlasTech A280

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

Boba Fett’s Blaster Rifle

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

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)
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

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
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
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 and 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 is utilizes customized gas canisters that cost 1,000 each, and must be replaced after 5 shots.
Source: Arms and Equipment Guide (page 19)

“Light Sport” Hunter
Model: Drearian Defense Conglomerate “Light Sport” Hunter
Type: Sporting blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 100
Cost: 900 (power packs: 25)
Availability: 1, F
Fire Rate: 1
Range: 3-40/120/350
Damage: 4D+1
Game Notes: If the retractable stock and scope are used for one round of aiming, the character receives an additional +1D to blaster.
Source: Rulebook (page 231), Arms and Equipment Guide (page 18)

## Siang Lance

Model: Kilian Siang Lance
Type: Modified sporting blaster rifle
Scale: Character
Skill: Blaster: blaster rifle, or Melee combat: Siang Lance
Ammo: 100
Cost: Not available for sale
Availability: 4, X
Difficulty: Easy (bayonet)
Fire Rate: 1
Range: 3-40/120/350
Damage: 4D+1 (blaster), STR+1D (bayonet)
Game Notes: The sacred weapon of a Kilian Ranger, and his badge of office. The weapon incorporates both an ancient sporting blaster rifle with a bayonet built into the stock.
Source: Rebellion Era Sourcebook (page 49)

## Herloss HBt-4 Hunting Blaster

Model: Herloss HBt-4 Hunting Blaster
Type: Sporting blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 100
Cost: 880
Availability: 1, R
Fire Control: +2
Range: 3-30/100/300
Damage: 4D+2
Source: Arms and Equipment Guide (pages 18-19)

## SoroSuub X-45 Sniper Rifle

Model: SoroSuub X-45 Sniper Rifle
Type: Sniper blaster rifle
Scale: Character
Skill: Blasters: blaster rifle
Ammo: 25
Cost: 750
Availability: 2, R or X
Fire Rate: 1
Range: 1-25/100/250
Damage: 5D
Game Notes: When using the rifle's targeting scope, reduce all Long Range or precision shot difficulty levels to Moderate.
Source: Gundark’s Fantastic Technology (page 33), Arms and Equipment Guide (page 19), Ultimate Adversaries (page 154)

## Merr-Sonn LD-1 Sniper

Model: Merr-Sonn LD-1 Blaster Rifle
Type: Long range blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 100
Cost: 3,000
Availability: 2, F, R or X
Fire Control: 1D+2
Range: 2-50/150/500
Damage: 5D
Game Notes: The rifle’s fire control is due to built-in macroscopic sight and auto-steady gyro gimbal. Additional sighting modifications require removal of this sight.
Predator Hunting Blaster

Model: Exotac Arms EXP-7(a) Predator
Type: Precision hunting blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 8
Cost: 7,000, 175 (power pack)
Availability: 4, X
Fire Rate: 1
Fire Control: 2D (dual-laser targeting beams)
Range: 3-30/80/350
Damage: 7D

Game Notes: Each time this blaster is fired, the user must make a Moderate Strength roll to contain the recoil and be able to fire it next round.

Source: Wretched Hives of Scum and Villainy (page 25)

Repeating Blasters

Light Repeating Blaster

Model: BlasTech Light Repeating Blaster
Type: repeating blaster
Scale: Character
Skill: Blaster: repeating blaster
Ammo: 300
Cost: 1,500
Availability: 2, R
Range: 3-30/100/300
Damage: 5D+1

Game Notes: On constant-fire mode the blaster fires a burst of 6 blasts per shot. Once a hit is established, all following shots against nearby (1 meter) targets are one difficulty lower.

Source: Rules of Engagement – The Rebel SpecForce Handbook (page 64)

Merr-Sonn Repeater 3Z

Model: Merr-Sonn Repeater 3Z Light Repeating Blaster
Type: Light repeating blaster
Scale: Character
Skill: Blaster: repeating blasters
Ammo: 100
Cost: 2,500
Availability: 2, X
Range: 3-30/100/250
Damage: 6D

Source: Heir to the Empire Sourcebook (page 105)

BlasTech T-21 Light Repeater

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

Source: Rulebook (page 231), Arms and Equipment Guide (page 19)
**BlasTech Medium Repeater**

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

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**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  

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**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)

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**E-Web**

**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)

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**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
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: 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)

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

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
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 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: Cynabhar’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 cleaner
Ammo: 10
Cost: 100 (power packs: 25)
Availability: 2, X
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 & Priveteers (page 44), Armas 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 15º 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

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**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)

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**BI/a15 Picket Gun**

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

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**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: Sai-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 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: 0-3/5/10  
Damage: 5D (Stun)  

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 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 willpower for 1 round  
4-8  |  -1D to willpower for 1D rounds  
9-12  |  -2D to willpower for 2D minutes  
13-15  |  -2D to willpower for 2D hours  
16+  |  -3D to willpower 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)

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)

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 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 was as an ion pistol (see Ion Gun Pistol).
Source: d20 Core Rulebook (page 137)
**DEMP Gun**

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

**DEMP 2 Gun**

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

**DEMP Carbine**

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

**Mandroxan Droid Disabler**

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

Firearms

Blaster Buster

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

Air Gun

Field Sports Air Pistol

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.

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: Orielanis Defense Systems
Type: Striker 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)

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

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

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)

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**: Silences 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.

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8-Guage Shotgun

Model: Adostic Arms
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
Range: 5-15/50/150
Damage: 5D
Game Notes: 3D damage when used against targets wearing Space Age body armor,
Source: Adventure Journal 15 (page 191)

Verpine Shatter Gun

Model: Verpine Shatter Gun
Type: Magnetic accelerator weapon
Scale: Character
Skill: Firearms: Verpine shatter gun
Ammo: 100
Cost: 30,000, 1,000 (ammo)
Availability: 4, F, R or X
Body: 1D
Range: 50-400/900/1.5 km
Damage: 6D
Game Notes: If the shatter gun is jarred, dropped or otherwise banged in any significant manner, roll damage against the weapon’s body.
Source: Galladinium’s Fantastic Technology (pages 91-92), Arms and Equipment Guide (page 38)
Morellian .48 Enforcer

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

Kashyyyk Long Gun

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

Stun Firearms

Bio-Tractant Repulsor

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

Ionic Tingler

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

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

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

*Source:* Gamer Magazine

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**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)

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**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: Wookie 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-Wookies)  
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  

If the penalty equals or exceeds the target’s *stamina*, the victim passes out and will bleed to death in 6D minutes.  
**Source:** Galladimium’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-wave weapons: rifle
- **Ammo:** 50
- **Cost:** 2,000 (power packs: 50)
- **Availability:** 4, R
- **Range:** 3-20/50/200
- **Damage:** 5D
- **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)

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

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 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
Damage: 6D (repeater), 5D/3D+2/2D (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  
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)

**Sonic Rifle**

Model: Pacnorval Defense Systems, Limited Sg-82  
Type: Sonic rifle  
Skill: Sonic weapons: rifle or Melee combat  
Ammo: 20  
Cost: 2,000  
Availability: 2, R  
Range: 3-10/15/20  
Damage: 5D  
Source: Arms and Equipment Guide (pages 36-37)

**Sil-50 Sonic Pistol**

Model: Pacnorval Defense Systems, Limited Sil-50  
Type: Sonic pistol  
Skill: Sonic weapons: pistol  
Ammo: 50  
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  
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)
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 action would be a -2D penalty; three actions would be a -4D penalty, four actions would be a -6D penalty, etc.)  
**Source:** Galladimium’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 modules 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 it totally paralyzed for 10D minus **Strength** minutes.

**Source:** Adventure Journal 1 (page 112)

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**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)

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**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)

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**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

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**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)

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**Merr-Sonn Anti-Riot Tangle Gun 7**

**Model:** Merr-Sonn Anti-Riot Tangle Gun 7  
**Type:** Crowd control defense weapon  
**Scale:** Character  
**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)

**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)

**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)
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.

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 wire0guide 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
**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/4D  
**Source:** Gundark’s Fantastic Technology (page 18), Han Solo and the Corporate Sector Sourcebook (page 118), Rules of Engagement – The Rebel SpecForce Handbook (page 63), Arms and Equipment Guide (page 26)

**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  
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: 0-2/4/6/8  
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.  

**Relby-v10 Micro Grenade Launcher**

Model: Relby-v10 Micro Grenade Launcher  
Type: Micro-grenade launcher  
Skill: Missile weapons: grenade launcher  
Ammo: 3  
Cost: 3,000  
Availability: 4, X  
Range: 3-30/100/300  
Blast Radius: 0-2/4/6/8  
Damage: 5D/4D/3D/2D (stun or normal, depending on grenade type)  
Source: Wizards Website

**Projectile Launcher**

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

**Droid Onboard Grenade Launcher**

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

**Handheld Grenade Launcher**

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

Model: Zone Control Viper Grenade Launcher
Type: Portable grenade launcher
Scale: Character
Skill: Missile weapons
Ammo: 5
Cost: 500
Availability: R
Range: 1-250/350/500
Damage: As per grenade
Game Notes: Takes two rounds to reload.
Source: Cracken’s Rebel Field Guide (page 72)

Missile Launchers

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 or X
Range: 3-40/120/400
Blast Radius: 0-2/8/12/20
Damage: 5D/4D/3D/2D
Game Notes: Two rounds to reload grenade magazine.

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: 6D
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: 6D
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)

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**Portable Rocket Launcher**

**Type:** Personal rocket launcher  
**Scale:** Character  
**Skill:** Missile weapons: missile launcher  
**Ammo:** 10  
**Cost:** 2,000  
**Availability:** 3, X  
**Range:** 25-100/300/500  
**Damage:** 6D  
**Source:** Galaxy Guide 10: Bounty Hunters (page 67)

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**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)

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

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**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
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 40 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: missile launcher
Ammo: 3
Cost: 4,000
Availability: 2, X
Fire Control: 1D
Range: 10-100/300/600
Damage: 5D

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)
**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 Anti-vehicle 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 stunt 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:** 200  
  - **Availability:** 2  

**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)

**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)

**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)
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
Skill: Grenade
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.

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)

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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)

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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)

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Thermal Detonator

**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)

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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 an 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: 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
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 (pages 32-33)

Ssi-ruuvi Gas Grenade

Type: Ssi-ruuk anti-personnel weapon
Scale: Character
Skill: Grenade
Cost: Not available for sale
Availability: 4
Range: 0-5/10/15
Blast Radius: 0-2/20/40
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)

Spore/B Stun Grenade

Model: Czerka Spore/B Stun Grenade
Type: Stun grenade
Skill: Grenade
Cost: 300
Availability: 2, X
Range: 0-2/20/40
Blast Radius: 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 due of suffocation within 2D rounds.
Source: Gundark’s Fantastic Technology (page 41), Pirates & Privateers (page 44), Arms and Equipment Guide (pages 32-33)

T-289 Gas Grenade

Model: Czerka T-289 Gas Grenade
Type: Stun grenade
Scale: Character
Skill: Grenade
Cost: 325
Availability: 2, X
Range: 0-5/10/20
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)

Concussion Stick

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

**Model:** Otoh Gunga Standard Energy Ball

**Type:** Thrown energy ball

**Scale:** Character

**Skill:** Grenade: energy ball

**Cost:** 20

**Availability:** 3, R

**Range:** 2-3/5/10

**Damage:** 3D (stun or ionization damage)

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

Ion Grenade

**Type:** Ion grenade

**Scale:** Character

**Skill:** Grenade

**Cost:** 250

**Availability:** 2, R

**Range:** 3-7/20/40

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

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

**Source:** Ultimate Alien Anthology (page 81)

C-14A Stun Grenade

**Model:** Merr-Sonn C-14A

**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)

Game Notes: Concussion stick detonates 15 seconds after activation.

**Source:** Galladinium’s Fantastic Technologies (page 68)
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.


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

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.


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.

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.

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.

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.

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

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)

**Glie Poisons**

**Model:** Naboo Glie 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.

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

**Source:** Secrets of Naboo (page 52)
Nasrabi’s Poisons

Type: Poisons

Cost: Character

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.

<table>
<thead>
<tr>
<th>Type</th>
<th>Cost</th>
<th>Resist Diff.</th>
<th>Method</th>
<th>Damage</th>
<th>Game Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acrylfin</td>
<td>375</td>
<td>Difficult</td>
<td>Injury/Injected</td>
<td>-</td>
<td>-3D to Strength</td>
</tr>
<tr>
<td>Cripe Oil</td>
<td>1,200</td>
<td>Moderate</td>
<td>Ingested</td>
<td>6D</td>
<td></td>
</tr>
<tr>
<td>Gnoorooop Extract</td>
<td>1,000</td>
<td>Moderate</td>
<td>Ingested</td>
<td>-</td>
<td>-3D to Strength</td>
</tr>
<tr>
<td>Pantol Spine Venom</td>
<td>1,500</td>
<td>V. Difficult</td>
<td>Injury/Injected</td>
<td>7D</td>
<td>Hallucinations</td>
</tr>
<tr>
<td>Scaledust</td>
<td>500</td>
<td>Difficult</td>
<td>Inhaled</td>
<td>-</td>
<td>1D Dexterity</td>
</tr>
<tr>
<td>Sponge Powder</td>
<td>300</td>
<td>Moderate</td>
<td>Ingested</td>
<td>4D</td>
<td>Unconsciousness</td>
</tr>
</tbody>
</table>

Source: Gamer Magazine

Sith Poison

Type: Sith poison

Scale: Character

Cost: Not available for sale

Availability: 4

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)

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’gärtha Poison: The kit contains a small quantity of h’gärtha 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)
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)

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)

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)

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
**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 km/h  
**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 km/h  
**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
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
Blast Radius: 10 meters
Source: Hideouts & Strongholds (page 58)

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: 6D
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

Double Laser Cannon

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

*Game Notes:* This refers to the number of “units” from the planet of conducting a space battle.  
*Source:* Rulebook (page 233), Dark Force Rising Sourcebook (page 34), Galaxy Guide 3: The Empire Strikes Back (page 11), Imperial Sourcebook (pages 117-118), Rebel Alliance Sourcebook (pages 103-104), Star Wars Trilogy Sourcebook SE (page 155)

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**ESPO Grenade Mortar**

*Model:* Esbo 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  
**Crew:** 6  
**Cover:** 1/4  
**Ammo:** 28  
**Cost:** 55,000 (new), 25,000 (used)  
**Availability:** 2, R or X  
**Body:** 3D  
**Fire Rate:** Up to 28  
**Fire Control:** 2D  
**Range:** 20-600/3/16 km  
**Damage:** 7D  
**Source:** Imperial Sourcebook (page 119)

Anti-Vehicle Missile Launcher

**Model:** Merr-Sonn MX-10  
**Type:** Anti-vehicle missile emplacement  
**Scale:** Speeder  
**Skill:** Missile weapons: missiles  
**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

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 & Gveitgh 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 artillery  
**Scale:** Walker  
**Skill:** Artillery  
**Crew:** 4  
**Cover:** 1/4  
**Ammo:** 20  
**Cost:** 25,000 (new)  
**Availability:** 3, X  
**Body:** 2D  
**Fire Rate:** 1  
**Fire Control:** 2D (3D against targets at short range)  
**Range:** 1-5/10/20 km  
**Blast Radius:** 20 meters  
**Damage:** 5D  
**Game Notes:** Shells in transit can be shot by laser weapons (this is Very Difficult). Shells remain in the air for one round
for every range band it crosses; 1 round for short range, 2 rounds for medium range, 3 rounds for long range. Shells are not especially durable (they’re intended to break up) and have a Body Strength of only 1D.


**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 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: Unlimited
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

Source: Classic Adventures – Vol. 4 (page 48)

**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:** 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

Source: Lord of the Expanse – Sector Guide (page 47)

**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:** R  
**Fire Control:** 2D  
**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)

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**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 manufacturers
- **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 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:** Galladînium’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.

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)
This weapon is your life!