

WEAPONS

"Oh no! I've been shot!"
--C3P0

There are a wide variety of weapons available through out the galaxy, but blasters remain the most popular for their high power to energy consumption ratio.

BLASTERS

"Hokey religions and ancient weapons are no match for a good blaster at your side, kid."
--Han Solo

Blaster technology has been the staple of weapons technology in the galaxy for a long time. It is simple, scalable, and powerful, compared to it's energy requirements. The simplicity of the blaster can be difficult to improve upon, and so leads to a certain degree of uniformity among weapons from various manufacturers.

[Describe the technology of the blaster.]

Each blaster has two ammunition considerations. A gas chamber, which provides the blaster gas, and a power pack which provided the energy for exciting the gas and powering the blaster. Generally, it is the power pack will require recharging before the blaster gas chamber needs refilling.

[Discuss various tactical considerations of blasters. i.e., stun settings, clips and power cells, manipulating the crystal.]

STUN

"There's one! Set for stun."
--Stormtrooper

Many blasters come with a stun setting for non-lethal confrontations and capturing prisoners. For those blasters with the capability, stun setting is an Energy Blast versus ED with damage classes equal to the main weapon, and does Stun Only (-0). As an Energy Blast, a stun setting attack can be spread, and often is.

Blasters are classed according to their size. Ranging from the concealable, but low powered Hold out blasters, to large tripod mounted repeating blasters, such as those used by the Snow troopers in The Empire Strikes Back.

GENERIC BLASTERS

Weapon	Sporting Blaster Pistol
Damage (Stun Setting)	1d6 (3d6 N)
Stun X	0
OCV	0
Range Mod	+1
Range	50"
Power Pack / Blaster Gas	100 / 500
Concealment	+3
Mass	
DEF / Body	4 / 3
Cost: Weapon / Pack	350 /
Availability / Legality	

Notes The sporting blaster is a relatively non-lethal weapon designed for civilians.

Weapon	Hold-out Blaster
Damage (Stun Setting)	1d6+1 (4d6 N)
Stun X	0
OCV	0
Range Mod	-1
Range	50"
Power Pack / Blaster Gas	100 / 250
Concealment	+2
Mass	
DEF / Body	4 / 3
Cost: Weapon / Pack	275 /
Availability / Legality	

Notes This type of blaster is a small pocket sized last resort for personal protection. Their legality is dubious in the more heavily policed systems because their purpose is to be concealable.

Weapon	Blaster Pistol
Damage (Stun Setting)	1½d6 (5d6 N)
Stun X	0
OCV	0
Range Mod	0
Range	75"
Power Pack / Blaster Gas	100 / 500
Concealment	+3
Mass	
DEF / Body	4 / 4
Cost: Weapon / Clip	500 /
Availability / Legality	

Notes The standard military side arm of the galaxy. The blaster pistol comes in a variety of designs and brands.

Weapon	Heavy Blaster Pistol
Damage (Stun Setting)	2d6 (No Stun)
Stun X	0
OCV	0
Range Mod	-1
Range	50"
Power Pack / Blaster Gas	25 / 500
Concealment	+3
Mass	
DEF / Body	4 / 4
Cost: Weapon / Clip	750 /

Availability / Legality

The Heavy Blaster Pistol is basically a standard pistol that has been modified so that it's power output is increased, while still being the size of a pistol. Overloading the blaster apparatus to make a heavy pistol is illegal in all systems that restrict weapons.

Notes

On a natural 18 attack roll, a heavy blaster will burn out and will not work again until repaired. (Make a Weaponsmithing (Blasters) roll at -2. Takes 1 minute and requires a new power pack)

Weapon Blaster Carbine

Damage (Stun Setting) 2½d6 (8d6 N)

Stun X 0

OCV 0

Range Mod 0 / +1

Range 200"

Power Pack / Blaster Gas 100 / 750

Concealment +4 / +5

Mass

DEF / Body 4 / 5

Cost: Weapon / Clip 900 /

Availability / Legality

Notes

The carbine blaster sits half way in size between a pistol and a rifle. It has a folding shoulder stock which can help the shooter to aim, or fold out of the way. With the stock, the weapon has a +1 PSL very range penalties.

Weapon Blaster Rifle

Damage (Stun Setting) 3d6 (9d6 N)

Stun X 0

OCV 0

Range Mod +1

Range 250"

Power Pack / Blaster Gas 100 / 750

Concealment +4

Mass

DEF / Body 4 / 6

Cost: Weapon / Clip 1000 /

Availability / Legality

Notes

The classic military weapon. Made famous through the galaxy by the Imperial Storm Trooper, the blaster rifle also comes in many varieties. Military class blasters such as these are not legal in any systems which restricts weapons.

Weapon Light Repeating Blaster

Damage (Stun Setting) 4d6 (No Stun Setting)

Stun X +1

OCV 0

Range Mod +1

Range 300"

Power Pack / Blaster Gas 25 / 1000

Concealment +6

Mass

DEF / Body 4 / 7

Cost: Weapon / Clip 2000 /

Availability / Legality

Notes

The light repeating blaster is an important support weapon in many services because is it man portable and capable of doing severe damage, even to relatively well armored speeders.

Weapon Heavy Repeating Blaster

Damage (Stun Setting) 6d6 (No Stun Setting)

Stun X +2

OCV	0
Range Mod	+2
Range	
Power Pack / Blaster Gas	Generator Powered
Concealment	+10
Mass	
DEF / Body	
Cost: Weapon / Clip	5000 /
Availability / Legality	
Notes	Could have damaged the Millennium Falcon

Weapon	Sporting Blaster Rifle
Damage (Stun Setting)	2½d6 (8d6 N)
Stun X	0
OCV	0
Range Mod	+1
Range	300"
Power Pack / Blaster Gas	25
Concealment	+5
Mass	
DEF / Body	4 / 5
Cost: Weapon / Clip	900 /
Availability / Legality	
Notes	Similar to the sporting pistol, this rifle is distinguished by its long thin barrel and long range. The sporting rifle is legal in many systems. Its clip is not compatible with military weapons, but the sporting blaster rifle can use clips from other sporting weapons. Civilian blasters such as these are very common in the hard scrabble colonies in the outer rim.

Weapon	Assault Blaster
Damage (Stun Setting)	2d6 AF 5 (No Stun)
Stun X	0
OCV	0
Range Mod	0
Range	250"
Power Pack / Blaster Gas	100
Concealment	+5
Mass	
DEF / Body	4 / 6
Cost: Weapon / Clip	1500 /
Availability / Legality	
Notes	This a relatively new development in blaster technology. It fires a bolt comparable to heavy blaster pistol, which is weak for a rifle sized weapon, but it has the capability to fire up to 300 shots per minute.

scopes and sights

There are a variety of scopes and sights available for all manner of weapons.

EXPLOSIVES

"Because he's holding a thermal detonator!"
--C3P0

Grenades and their big brother, the thermal detonator, are superb anti-personnel weapons and inventive negotiation tools. Trip mines, detonator packs, stun grenades, and other types of explosives round out the modern galactic arsenal of explosives.

Weapon	Fragmentation Grenade
Damage	3d6 EX
Radius	9" (Roll Damage, remove 1d6 every 3", highest rolls first)
Range Mod	-2 (Balanced, not Aerodynamic)
Range	Based upon Strength
Concealment	+2
Mass	
DEF / Body	
Cost	200
Availability / Legality	
Notes	Frag grenades come packed with shrapnel which is launched by the explosive charge and rips through whatever is in the blast radius. Variable 3 second to 3 minute timer.
Weapon	Concussion Grenade
Damage	9d6N EX
Radius	9" (Roll Damage, remove 1d6 every 1", highest rolls first)
Range Mod	-2 (Balanced, not Aerodynamic)
Range	Based upon Strength
Concealment	+2
Mass	
DEF / Body	
Cost	200
Availability / Legality	
Notes	Concussion grenades are dangerous, but have only an explosive charge. Variable 3 second to 3 minute timer.
Weapon	Thermal Detonator
Damage	6d6 EX
Radius	18" (Roll Damage, remove 1d6 every 3", highest rolls first)
Range Mod	-2 (Balanced, not Aerodynamic)
Range	Based upon Strength
Concealment	+2
Mass	
DEF / Body	
Cost	2000
Availability / Legality	
Notes	The highly illegal detonator is far more powerful than an ordinary grenade. Variable 3 second to 3 minute timer.
Weapon	Explosive Charge
Damage	
Radius	
Range Mod	
Range	
Concealment	
Mass	
DEF / Body	

Cost 350

Availability / Legality

Notes

Weapon

Laser Trip Mine

Damage

3d6 EX

Radius

18" Cone pointed along trip beam. (Roll Damage, remove 1d6 every 6", highest rolls first)

Range Mod

None

Range

None

Concealment

+3

Mass

DEF / Body

Cost

250

Availability / Legality

Notes

These explosive mines come equipped with a molecular adhesive plate on one side so they can be attached to any smooth surface. Opposite the plate is an infrared laser which acts as a trip wire. Anything crossing the invisible laser causes the mine to explode.

The explosive charge is usually shaped so as to inflict maximum damage along the laser beam line.

Weapon

Proton Charge

Damage

8d6 EX

Radius

Range Mod

Range

Concealment

+3

Mass

DEF / Body

Cost

1500

Availability / Legality

Notes

Based the same technology as the proton torpedo, these charges are amazingly powerful and particularly handy for destroying large shield generator installations.

MEELEWEAPONS

Weapon	Lightsaber
Damage	3d6+1 (10 Body) AVLD (Any Dodging based defense)
Stun X	0
OCV	0
Reach	Normal
Power Pack	Virtually unlimited
Concealment	+2
Mass	
DEF / Body	4 / 4
Cost	Not Applicable
Availability / Legality	
Notes	The weapon of a Jedi.

ARMOR

"Aren't you a little short for a Stormtrooper?"
 "What? Oh, the armor."
 --Leia Organa, Luke Skywalker

Because of the transcendency of blaster based weapon systems, body armor is constructed to be most effective against such weapons. Suits of personal armor are almost universally constructed of shaped plates of a composite material

Armor Class Table					
Class	DEF	DEX	Full Suit Mass	Aval/Leg	Cost
1	2-3	-0	2.5 kg		
2	4-5	-1	5 kg		
3	6-7	-2	10 kg		
4	8-9	-3	20 kg		
5	10-12	-4	40 kg		

designed to absorb and disperse the effects of energy weapons. However, armor does have a detrimental effect upon its wearer's mobility.

Body Armor: Armor (1 rPD/1 rED); OIF (Physical Armor; -1/2), Real Armor (-1/4), Side Effect (-1 DEX per 8 AP; -1/4), Limited Coverage (Varies).

Armor is rated in 5 classes based upon its defensive capabilities and restrictiveness to the wearer.

Class One armor provides light defense but is still capable of reducing blaster pistol shot to a flesh wound. Class One also has the benefit of not restricting the wearer's mobility.

Class Two armor impose a small penalty on a user's Dexterity, but the protection it provides can stop most shots from a blaster pistol, and can even save an unfortunate target from a blaster rifle.

Class Three armor provides strong protection against pistols and will even stop most heavy blaster pistols. It can also reduce the effect of a blaster rifle to a relatively minor wound. Class Three armor provides strong defense while only moderately hindering the wearer's mobility. Which explains it's popularity amongst military units that demand mobility such as Imperial Scout Troopers.

Class Four armor is the rating of standard Stormtrooper armor. It can stop blasts from carbine weapons and even turn attacks from blaster rifles into minor wounds. This class of armor does, however, have a considerable effect on the wearer's agility.

Class Five armor is even stronger then standard Stormtrooper armor and even more restrictive.