

# STAR WARS®

ROLEPLAYING GAME

## EQUIPMENT

CLONE WARS FAN SOURCEBOOK

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# CHAPTER 4 EQUIPMENT





The galaxy has seen the development of a vast array of devices over the millennia. Countless wars have been waged on every scale and an immeasurable amount of lives have been lost. Over the years, new devices have been created to be more effective on the battlefield. Some focus on efficiency and precision, or provide aid to those on the battlefield. Other creations aim to be more destructive than anything the galaxy has ever seen. The Clone Wars were no exception.

Research and development teams worked tirelessly on both sides to create a greater cache of weaponry and ingenious equipment in order to win the war. The Confederacy of Independent Systems used its resources to manufacture everything from blasters to biochemical weapons. The Grand Army of the Republic worked equally hard to outdo their adversaries. The two armies created weapons of unspeakable devastation and devices that would be used in a variety of fields for years to come.

## MELEE WEAPONS

The Clone Wars, like any other large-scale conflict, saw a blend of new and old technologies used to achieve victory. Though often dated, even antiquated, various melee weapons continued to see use during the Clone Wars.

### Devastator Vibroblade

#### Advanced Melee Weapon

This knife was designed for extremely close quarters combat by Merr-Sonn Munitions, and saw extended use by Republic militias on worlds such as Haruun-Kal. In addition to the double-sided vibroblade, there is a vibroknuckler blade over the pommel, increasing the damage from unarmed strikes. Any opponent who attempts to disarm a wielder of this weapon unarmed takes a -2 penalty to the check. If this weapon is thrown, a -4 penalty is imposed in addition to the standard penalty for improvised thrown weapons.

### Dynamic Hammer

#### Simple Weapon

The Dynamic Hammer by Republic Munitions is intended to be used as a battering ram for breaking down doors, but can be used as a devastating weapon. The hammer is not considered an improvised weapon when used in this manner, however. By using ultra-sonic vibration similar to that of a vibroblade, the dynamic hammer pounds a door open by brute force. When used on physical barriers, the dynamic hammer treats the target's DR against the attack as though it is 5 points lower than normal. (see Attack an Object, SE 151).

**TABLE 4-1: MELEE WEAPONS**

ADVANCED MELEE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
<b>Small</b>						
Devastator vibroblade	350	2d6 (+3 unarmed)	—	1 kg	Piercing and slashing	—
X'Ting Flameknife	3,000	2d6 (see below)	—	1 kg	Energy and slashing	Restricted
<b>Large</b>						
Geonosian force pike	1,300	2d10/2d10	—	3 kg	Energy and piercing	Restricted
EXOTIC WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
<b>Small</b>						
Vibroshield	6,000	2d6	—	3 kg	Slashing	Unique
<b>Large</b>						
Morgukai Cortosis staff	12,000	1d8/1d6	—	4 kg	Energy and slashing (blade), bludgeoning (staff)	Rare
Verpine power lance	2,000	1d10 (see below)	—	7 kg	Piercing (see below)	—
SIMPLE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
<b>Tiny</b>						
Hook blade	500	1d4	—	1 kg	Slashing	Restricted, Rare
<b>Medium</b>						
Dynamic hammer	3,000	2d8	—	6 kg	Bludgeoning	—
Slaver blade	175	1d10	—	4 kg	Slashing	—

### Geonosian Force Pike Advanced Melee Weapon

This powerful double-bladed force pike was created by Gordarl Weaponsmiths as a deadly weapon in the hands of Geonosians. Typically used to stab at enemies from above or in aerial duels in the Geonosian execution arena, the pike became feared by the clone troopers who served during the Clone Wars. The Geonosian force pike is a double weapon. You can attack with both ends of the weapon as a full-round action, but both attack rolls take a -10 penalty (although certain feats and talents can reduce these penalties).

### Hook Blade Simple Weapon

The hook blade is most commonly used by Noghri warriors. These curved blades are extremely small at barely eight centimeters in length. When used during melee combat, they provide a +1 bonus to attack rolls when attempting to disarm an opponent, as well as a +1 bonus to Reflex Defense versus melee attacks when using the Fight Defensively action.

TSYR STRIKING THOLME WITH A CORTOSIS STAFF



### Morgukai Cortosis Staff

Exotic Weapon

The ancient Sect of Kajain'sai'nikto known as the Morgukai were the original creators of the cortosis staff – a weapon they wielded against the Jedi mercilessly. The weapon consists of a long staff made from cortosis ore, which is capable of parrying a lightsaber blade. An energy spearhead enveloped in a plasma sheath is fixed to one end of the shaft. Morgukai Cortosis staves are coveted by collectors, as they are exceedingly difficult to locate and acquire. The Morgukai Cortosis staff is a double weapon. You can attack with both ends of the weapon as a full-round action, but both attack rolls take a –10 penalty (although certain feats and talents can reduce these penalties). The weapon also retains its DR against lightsaber attacks.

### Slaver Blade

Simple Weapon

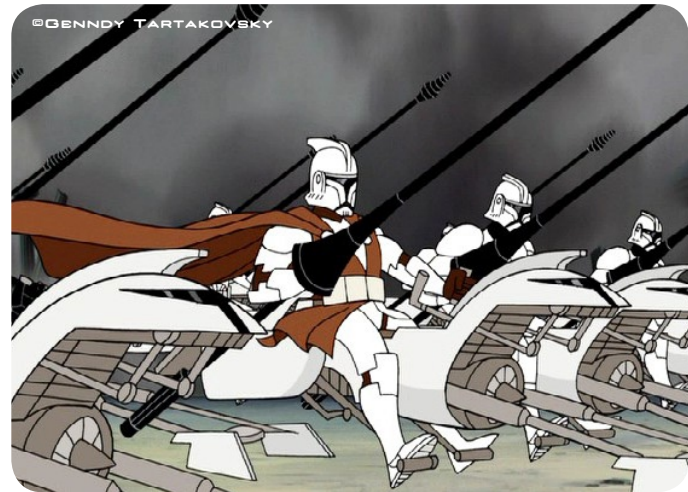
Slaver Blade is the colloquial name for a heavy blade similar to the one manufactured by Arakyd Industries often used by Togorian and Trandoshan slavers. The weapon is fairly simple in design, although the blade is usually made of durasteel rather than conventional plasteel. Due to this small change, the weapon is unusually heavy and requires a minimum Strength score of 14 to use in combat. Otherwise the wielder suffers a –5 penalty to all attack and damage rolls made with this weapon, and cannot utilize any feats, talents or special abilities associated with this weapon. These durable swords are designed to intimidate when marauding.

### Verpine Power Lance

Exotic Weapon

The Verpine power lance is often used while mounted on a speeder bike or animal mount to unseat other mounted attackers or to skewer infantry. The lances were employed by both sides of the Clone Wars by Confederate IG Lancer droids and Republic clone troopers. The Battle of Muunilist saw the most widespread use of the weapon. If the lance is used in conjunction with a charge attack (see Charge, SE 152), on a successful hit, the weapon deals 2d10 damage. If used while the wielder is mounted on an animal or vehicle moving 10 squares or faster per round, the weapon deals 4d10 damage.

Upon a successful hit with the power lance, as a reaction, the attacker can choose to spend a swift action to depress the firing stud that activates a secondary damage mode. This damage is determined by what type of tip was previously mounted on the lance, and can either do 2d6 electrical (ion) damage, 3d8 energy damage from a blaster bolt, or 4d10 energy from an explosive charge. This additional damage can only be activated once per tip (with the exception of the blaster bolt tip, which carries 3 charges), at which point the charge is permanently expended. Replacement lance heads cost 200 credits and requires 1d6+2 rounds to switch out. During a charge attack that results in a critical hit, a medium or smaller target becomes impaled on the lance, immediately moving 2 steps down the condition track, and the target moves with the swooper until they succeed at an opposed grapple check with the lance wielder. The lance's secondary attack cannot be engaged if a target is impaled and no further attacks against the impaled target can be made with the lance



REPUBLIC LANCER BATTALION

until they are freed. Each subsequent round that the impaled target fails the grapple check, they remain impaled and incur an additional 1d10 damage, and move 1 step further down the condition track. Large or greater targets cannot be impaled. Upon critical failure or on an attack roll where the result ties the target's Reflex

Defense, damage is still dealt, but the tip is considered to have broken and the weapon is unusable for attacks until the lance head is replaced.

### Vibroshield

#### Exotic Weapon

Created by Kar Vastor as a personal defense weapon, the vibroshield was made from an extremely dense metal alloy called ultrachrome. Vastor polished the edges of the shield to razor sharpness and installed a vibro system in its base to use it as an edged weapon. Used as a shield, it is capable of deflecting blaster fire as well as repelling lightsaber strikes. When used in this manner, the vibroshield satisfies the weapon requirement when using the Block, Deflect and Redirect Shot talents (see the Lightsaber Combat talent tree, SE 41) in addition, the wielder is considered to be behind cover when using the Fight Defensively action. The shield has DR 20 (lightsabers cannot ignore its DR), 100 hit points, 30 damage threshold, 50 Strength and 35 Break DC. The ultrachrome vibroshield is also immune to the effects of corrosion.

### X'Ting Flameknife

#### Advanced Melee Weapon

Created and used by the insectoid X'Ting of Ord Cestus, the flame knife initially functions similar to that of a vibroblade. However, upon landing a successful hit, if the attack roll also exceeds the target's Fortitude Defense, their skin or clothing ignites, additionally dealing fire damage (see Fire, SE 255).

## RANGED WEAPONS

Ranged weapons have been commonplace in the galaxy for millennia, ever-present even on the most far-out backwater planets. Many new designs were introduced during the Clone Wars that produced carnage on the battlefield.

### Arakyd ACP Array Gun

#### Exotic Weapon

This particle shotgun was often used by Trandoshan slavers in the years surrounding the Clone Wars. Each blast fires a spread of charged particles in a cone attack 4 squares wide by 6 squares long at the terminus. Make a single attack roll and compare it with the Reflex Defense of every

ACP REPEATER (TOP), HEAVY REPEATER (LEFT),  
ARRAY GUN (RIGHT)



target within this area. A successful attack deals 3d8 points of piercing damage to the target; if the attack misses, the target takes half damage instead. Additionally, if a successful attack is made on a target 2 squares away or less, the target moves one step down the condition track even if their damage threshold has not been exceeded. A target with the Evasion talent (see SE 50) takes half damage from a successful attack and no damage if the attack misses.

The weapon can be used eight times before expending its ammunition and requires a full-round action to reload. Shells for the array gun cost 25 credits each.

### Arakyd ACP Repeater Gun

#### Rifle

This charged particle submachine gun was commonplace among Trandoshan slavers and mercenaries during the era of the Clone Wars. It is a fairly unremarkable weapon except that the ammunition fired is more effective against penetrating deflector shields than standard blaster technology. The ACP Repeater is an autofire-only weapon (see SE 156) and uses the range increments of a standard rifle, though it is an inaccurate weapon, making it incapable of firing at long range targets. With a successful attack against a target protected by shields, the ACP Repeater ignores the first 5 points of an enemy's shield rating.

An ACP Repeater ammo cartridge holds 40 shots and must be replaced once it has been expended. Ammo clips cost 80 credits and weigh 0.5 kg.

### Arakyd LJ-50 Concussion Rifle

#### Heavy Weapon

This weapon fires devastating blasts of concussive energy. Although it is unable to fire shots at long range due to its inaccuracy, the concussive blasts of this weapon have a 2-square splash radius.

Each shot consumes immense power and thus must be reloaded after only 5 blasts. An ammo cartridge for the concussion rifle costs 100 credits and weighs 1 kg.

### Arakyd LS-150 ACP Repeater Heavy Weapon

This oversized version of the ACP Repeater deals considerably more damage at the expense of accuracy and control. Typically used by incredibly strong Trandoshan mercenaries during the Clone Wars, wielders of Medium size or smaller require a Strength check (DC 15) to operate the weapon properly. Failure results in an additional -5 penalty to any attack rolls made with the weapon that round. If this weapon is installed on a mount or tripod, the Strength check is no longer required. With a successful attack against a target protected by shields, the ACP Repeater ignores the first 5 points of an enemy's shield rating.

The weapon is capable of only 12 autofire bursts before a reloading is necessary. Ammo clips cost 90 credits and weigh 1 kg.

### Baktoid Armor Workshop E-5 Droid Blaster Rifle

The E-5 droid blaster was one of the most commonplace weapons found littered on battlefields during the Clone Wars. The weapons were notoriously prone to overheating; an intentional design flaw intended to limit organic enemy use of the E-5. However, most resistance forces would simply wear insulated gloves or fire the weapon at a slower rate to avoid burning their hands. Non-droid characters who wield this weapon without hand protection must spend one standard action to allow the weapon to cool every five consecutive rounds or suffer 1d4 damage. The droid blaster is equipped with a retractable stock (see *SE 125*). This weapon is equipped with a retractable stock. The E-5 was the backbone of the entire Separatist army, and can be found among pirate and privateer forces and the black market well into the Yuuzhan Vong invasion.

### Baktoid Armor Workshop E-5s Blaster Rifle Rifle

The E-5s Blaster Rifle was created by Baktoid Armor Workshop to be used by specially programmed assassin droids. The weapon takes advantage of the unnaturally steady hands of droid snipers, providing extreme range and accuracy. The new addition to Separatist Forces was a great success, stalling Republic military efforts on many planets as Clone Commanders were picked off, unprepared to counter sniper-tactics from an enemy that had shown a preference for much more straightforward open-field warfare.

BAKTOID ARMS E-5S BLASTER RIFLE



Perhaps the most famous use of this weapon during the Clone Wars was on Muunilist against invading Republic Special Forces. While the weapon was unable to win the engagement for the Separatists, it did impede the deadly ARC Troopers for a time. The delay caused untold death and damage to Republic Orbital units, who were dependent on the ARC force to disable the planetary guns.

The E-5s blaster rifle is capable of 5 shots before it needs to be reloaded. The high-powered rifle uses standard blaster rifle ammo clips.

### Baktoid Armor Workshop E-60R Missile Launcher Heavy Weapon

This lightweight and versatile missile launcher was developed by the Geonosians for use by battle droids during the Clone Wars. It is capable of handling a variety of payloads and became heavily used by droid infantry for anti-air and anti-walker objectives.

The E-60R accepts a variety of ordnance, accommodating 7 missiles per clip and requires a full-round action to reload. The stock payload is an anti-vehicle missile that can be fired from this launcher, which deals 4d10 damage with a 1-square burst radius. An anti-personnel projectile can also be fired, which deals 3d8 damage over a 4-square burst radius. Finally, an anti-aircraft homing projectile can be used with the E-60R which deals 3d10 damage with a 2-square splash radius. If the anti-air missiles are aimed in the round prior to firing, they will acquire a



## E-60R MISSILE LAUNCHER



target-lock and track its target independently. If the first attack misses, on the following round the rocket makes a second attack using the same attack bonus, but with a -5 penalty (you do not need to spend an action to make this attack). If the missile misses a second time, it detonates harmlessly.

To make an attack with the E-60R, make a single attack roll and compare the result to the Reflex Defense of all targets within the burst radius. Any targets successfully hit by the missile take full damage, while missed targets take half damage. Any target with the Evasion talent takes half damage on a hit, and no damage on a miss.

### BlasTech DC-15a Blaster Rifle

#### Rifle

The DC-15a Blaster Rifle was designed by BlasTech specifically to function with the Grand Army of the Republic, and is the largest in the DC series. The rifle was designed specifically to integrate with clone trooper armor, to the point of showing the target reticule and ammo count on the HUD of the trooper firing the weapon. Without this HUD improvement, the

weapon is remarkably difficult to aim, both because of its design and length. This was an intentional design mechanic, preventing enemy troops from making use of the powerful weapons.

The DC-15a was as versatile as the troops who utilized it. Standard equipment for the weapon includes a tripod for increased stability, and an enhanced targeting scope (see *SE 140*). Due to the integration features, any character wielding this weapon without wearing a functional suit of clone trooper armor suffers a -2 penalty to all attack rolls and cannot use the targeting scope. This weapon requires a power pack and gas canister to operate. After 100 shots, the power pack must be replaced. After 500 shots, the gas canister must be replaced.

### BlasTech DC-15s Blaster Pistol

#### Pistol

This small sidearm was issued to clone commandos as a last resort weapon. The pistol is underpowered and short-ranged, but the self-charging battery provides unlimited ammunition, making it a great survival tool in the dire situations in which commandos are often placed. The pistol recharges 1 shot every 2 rounds. Like all weapons in its series, the DC-15s design is integrated into the heads-up display of clone trooper armor.

### BlasTech DC-15s Blaster Rifle

#### Rifle

The DC-15s blaster rifle was designed by BlasTech specifically to function with the equipment used by the Grand Army of the Republic. Similar to that of the DC-15a, it is integrated into a clone trooper's helmet display with a targeting reticule and ammunition count. The rifle is equipped with a retractable stock (see *SE 125*), making it extremely versatile on the battlefield. This weapon was the influence for the E-11 blaster rifle used by the Galactic Empire decades later.

This weapon requires a power pack and gas canister to operate. After 100 shots, the power pack must be replaced. After 500 shots, the gas canister must be replaced.

### BlasTech DC-15x Sniper Rifle

#### Rifle

Perhaps one of the most effective sniper rifles ever developed, the DC-15x is a modification of the DC-15a. It adds additional optics and range at the expense of power, ammo and durability. The weapon is used primarily by clone sharpshooters, but also sees use by Republic commando units and ARC troopers.

The DC-15x sniper rifle is capable of 5 shots before it needs to be reloaded. The rifle uses standard blaster rifle ammo clips. The rifle's

**TABLE 4-2: RANGED WEAPONS**

EXOTIC WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
<b>Small</b>							
Brainwave canceller	3,500	–	2d6	S	2 kg	Energy	Restricted
Gardarl sonic blaster	1,100	3d8	4d8	S, A	3 kg	Energy (sonic)	Licensed
Verpine shattergun	15,000	4d8	–	S	1 kg	Piercing	Illegal, Rare
<b>Medium</b>							
Arakyd ACP array gun <sup>1</sup>	1,500	3d8	–	S	4.5 kg	Piercing	Restricted
Gordarl Elite beam weapon	1,975	3d8	–	S, A	3.5 kg	Energy	Military, Rare
Verpine sniper rifle	24,000	4d10	–	S	4.5 kg	Piercing	Illegal, Rare
<b>Large</b>							
Drever DN Boltcaster plasma disruptor	1,000	2d6	–	S	4.5 kg	Energy	Licensed
Wawaatt Arms Kashyyyk long-gun <sup>2</sup>	2,000	3d12	–	S	7 kg	Energy	Restricted, Rare

advanced targeting scope (see *SE* 140) reduces the range modifier by two categories (for example, from long to short range), however the weapon is difficult to wield on targets close by, increasing the range penalty for point blank targets by one category (from point blank to short range).

### BlasTech DC-17 Blaster Pistol

These small repeating blasters were often used by clone commandos and unit commanders as a sidearm. They are essentially cut-down versions of the DC-15s blaster rifle. Perhaps the most noted users of the DC-17 pistol were ARC Captain Fordo and Commander Bly, who both used these weapons in pairs. The DC-17 was renowned for its dependability and rapid fire-rate.

The DC-17 requires a power pack and gas canister to operate. After 50 shots, the power pack must be replaced. After 250 shots, the gas canister must be replaced.

### BlasTech DC-17m Interchangeable Weapon System Rifle

BlasTech Industries made several extraordinarily reliable and versatile weapons for the Grand Army of the Republic, but perhaps the most impressive example of their ingenuity was the DC-17m. Usually reserved

for use by commando units, the DC-17m, or *Deecee*, as it was often called, had the ability to swap out four different attachments to augment its use in the field. A standard blaster rifle came attached to the base unit, but anti-armor, long-range, and pulsed energy projectile attachments were also made to fit the weapon. Republic commandos swore by the weapon's capabilities and rarely found a need for other weapons. The



DC-17M PEP LASER (TOP), RIFLE (LEFT), ANTI-ARMOR (RIGHT)

**TABLE 4-2: RANGED WEAPONS (CONT)**

HEAVY WEAPONS	COST	DAMAGE	STUN	DMG	WEIGHT	TYPE	AVAILABILITY
<b>Medium</b>							
Merr-Sonn Bulldog rocket launching rifle	1,800	4d6	—	S	6 kg	Energy	Military
Razor-net	1,750	1d8	—	S	5 kg	Slashing	Restricted
<b>Large</b>							
Arakyd LJ-50 concussion rifle <sup>2</sup>	2,800	4d8	—	S	8 kg	Energy	Military, Rare
Arakyd LS-150 ACP repeater gun <sup>2</sup>	2,500	4d8	—	A	12.5 kg	Piercing	Restricted, Rare
Baktoid E-60R missile launcher	1,800	Special	Special	S	8 kg	Varies	Military
Golan Arms CR-1 blaster cannon	1,000	Varies	—	S	4.5 kg	Energy	Licensed, Rare
Krupx Minimag missile launcher	2,500	Special	Special	S	15 kg	Varies	Military
Merr-Sonn "bunker buster" torpedo	8,000	4d6	—	S	12 kg	Energy	Military, Rare
Merr-Sonn EM pulse launcher	1,950	3d10 ion	—	S	3.5 kg	Energy (ion)	Military
Merr-Sonn MM(X) grenade launcher	18,000	Special	Special	S	24 kg	Varies	Military, Rare
Merr-Sonn PLX-1 missile/rocket launcher	2,000	7d8	—	S	12 kg	Energy	Military
Merr-Sonn RD-4 grenade launcher	1,500	Special	—	S	10 kg	Energy	Military
Merr-Sonn reciprocating quad blaster	5,500	6d8	—	A	8 kg	Energy	Military, Rare
Merr-Sonn Thunderbolt repeater blaster	3,800	3d10	—	A	16 kg	Energy	Licensed
Merr-Sonn Z-6 rotary blaster	4,600	3d10	—	A	12.5 kg	Energy	Licensed, Rare
Wawaatt Arms homing rocket launcher	4,800	4d8	—	S, A	22 kg	Energy	Restricted, Rare
<b>Huge</b>							
BlasTech EWHB-12 heavy repeater	10,000	3d12	—	A	40 kg	Energy	Military

DC-17m was fully integrated into the clone commando Katarn-class body armor, providing an ammo count and targeting reticule in the armor's heads-up display. Switching between attachments requires two full-round actions.

The blaster rifle attachment of this weapon functions off a standard blaster rifle power pack and gas canister. After 60 shots, the power pack must be replaced. After 300 shots, the gas canister must be replaced.

The sniper rifle attachment includes an enhanced targeting scope (see SE 140) and uses a specialized power pack contained within the attachment that must be replaced after 5 shots (cartridge costs 100

credits and weighs 0.5 kg).

The anti-armor attachment uses high-velocity explosive projectiles to inflict maximum damage on enemy armor. This attachment must be reloaded after each shot is fired, requiring a full-round action to perform (shells cost 300 credits and weigh 1 kg each). The explosive shells have a 1-square splash radius.

The pulsed energy projectile (PEP) laser attachment was newly developed for the DC-17m after the first year of the Clone Wars. Its design allows it to fire non-lethal, plastoid-encased projectiles that break apart, unleashing the fluoride laser pulse contained within that disrupts

**TABLE 4-2: RANGED WEAPONS (CONT)**

PISTOLS	COST	DAMAGE	STUN	DMG	WEIGHT	TYPE	AVAILABILITY
<b>Small</b>							
BlasTech DC-15s blaster pistol	900	2d8	1d8	S	0.75 kg	Energy	Military
BlasTech DC-17 blaster pistol	600	4d6	2d6	S, A	1 kg	Energy	Military
Merr-Sonn neural-net eraser	4,000	3d6 ion / Special	—	S	1 kg	Energy (ion)	Restricted, Rare
Wawaatt Arms Wookiee sidearm blaster <sup>2</sup>	1,100	4d6	—	S	2.5 kg	Energy	Restricted
<b>Medium</b>							
BlasTech DT-57 "Annihilator"	850	3d10	2d10	S	1.8 kg	Energy	Restricted, Rare
<b>RIFLES</b>							
<b>Medium</b>							
Arakyd ACP repeater gun <sup>2</sup>	1,200	3d6	—	A	4.5 kg	Piercing	Restricted
Baktoid E-5 droid blaster	900	3d8	2d8	S, A	2.2 kg	Energy	Military
BlasTech DC-15s blaster rifle	1,000	3d8	2d8	S, A	3.8 kg	Energy	Military
BlasTech DC-17m rifle	10,000	3d8	2d8	S, A	4.5 kg	Energy	Military
BlasTech DC-17m anti-armor	N/A	4d10	—	S	7.5 kg	Energy	Military
BlasTech DC-17m PEP laser	N/A	—	3d6	S	6.5 kg	Energy	Military
BlasTech DC-19 stealth blaster carbine	2,500	3d8	2d8	S	5 kg	Energy	Military
Merr-Sonn BC7 medium blaster carbine	1	3d8	3d8	S, A	3.1 kg	Energy	Licensed
<b>Large</b>							
Baktoid E-5s blaster rifle <sup>3</sup>	950	3d10	—	S	2.5 kg	Energy	Military
BlasTech DC-15a blaster rifle	1,400	3d10	2d10	S, A	7 kg	Energy	Military
BlasTech DC-15x sniper rifle	1,500	2d10	—	S	7 kg	Energy	Military
BlasTech DC-17m sniper rifle	N/A	3d8	—	S	6.5 kg	Energy	Military
Wawaatt Arms Wookiee slugthrower rifle	500	3d8	—	S	6.5 kg	Piercing	Restricted
Wawaatt Arms X-1 disruptor rifle	4,500	3d10	—	S	8.5 kg	Energy	Illegal, Rare
Weststar M5 blaster rifle	1,900	3d8	—	S, A	5 kg	Energy	Military, Rare
Zenoti Arms HB-9 blaster rifle	1,200	2d8	2d6	S	6.5 kg	Energy	Licensed, Rare

the nervous system of organic targets, causing temporary paralysis. The PEP laser uses a specialized ammo cartridge contained within the attachment capable of 15 shots before it requires reloading (costs 100 credits, weighs 0.5 kg).

### BlasTech DC-19 Stealth Blaster Carbine Rifle

The DC-19 stealth carbine was designed specifically for use by clone troopers designated Shadow Troopers. The weapon uses a special blend of Tibanna gas to achieve an invisible blaster bolt without the tell-tale red, green or blue contrail. Painstaking efforts were also made in dampening



DC-19 BLASTER CARBINE

the noise of the blast. As such, the Shadow Troopers proved able in assassination and other covert duties, allowing some respite for Republic commandos and ARC troopers. The weapon would later be studied and serve as much of the basis for the Xerrol Nightstinger – another sniper weapon with an invisible blaster bolt.

Due to the invisibility and nigh-silence of the blaster bolts fired by the DC-19, the -10 penalty when using the Snipe feature of the Stealth skill is negated. The DC-19 uses a standard power pack, but must be reloaded after 10 shots. However, the stealth carbine uses a specialized gas canister (cost 500 credits, weighs 0.25 kg) which must be replaced every 500 shots.

### BlasTech Diversionary Flash Detonator Simple Weapon

These small explosives were used by clone commandos in the Grand Army of the Republic during the Clone Wars. Flashbangs, as they were aptly nicknamed, emit a bright flash of light and a loud bang on detonation.

When making an attack with a flashbang, make a single attack roll and compare the result to the Reflex Defense of every target within the weapon's 2-square burst radius.

Any target successfully hit by the blast is blinded for 1d4 rounds (see SE 254). Missed targets are considered flat-footed for the remainder of the round. A target with the Evasion talent is considered flat-footed on a hit, and suffers no ill-effect on a miss.

Targets with specialized visual and auditory protection, such as photon-shielding visors/photoreceptors and sound dampeners, or species that only see outside the visible spectrum are unaffected by this weapon.

### BlasTech DT-57 "Annihilator" Heavy Blaster Pistol

The DT-57 was a rare, super-heavy blaster pistol that packed extraordinary power. It was similar to many other large blaster pistols of the day in that it bordered on truly being a carbine in terms of size and stopping power. The weapon is perhaps most famous for being General Grievous' sidearm of choice as well as the weapon used by Jedi Master Obi-Wan Kenobi to end the Confederate leader's life.



BLASTECH DT-57 HEAVY BLASTER PISTOL

## BlasTech EWHB-12 Heavy Repeating Blaster Heavy Weapon

Following a joint venture with Merr-Sonn Munitions in its creation of the EWHB-10 repeating blaster, BlasTech Industries improved on the original design with the EWHB-12. This upgraded model boasts better cooling units and onboard power regulators, requiring power monitoring and regulation from the second crewman as a move action, rather than a standard action. It can optionally be equipped with a gunnery chair to provide greater accuracy, which grants a +1 attack bonus (costs an additional 1,000 credits). Some models are even fitted with shield generators that are operated by a separate trooper that provides the

### MOUNTED WEAPONS

Some weapons state that they are required to be mounted in order to be used properly by most species. Those weapons can be mounted on a bipod, bunker emplacement, tripod, or vehicle mount to satisfy the mount requirements. Using these weapons without being mounted incurs several penalties. All weapons that require a mount suffer a -5 penalty to all attack rolls in the absence of a mount. Additionally, autofire-only weapons with the mount requirement cannot be braced without a mount. Weapons more than one size category larger than the wielder cannot utilize the weapon at all in combat without a mount. Generally, a bipod can be used on a weapon that is equal to, or one size category greater than the creature wielding the weapon. Bunker emplacements, tripods and vehicle mounts are typically used on weapons one or two size categories larger than the creature wielding the weapon.

#### Tripod

Cost: 500 credits

Availability: Common

Upgrade Points: 0

A tripod is an attached three-legged stand that facilitates the use of some rifles and heavy weapons. A tripod carries with it a set-up time of 3 full-round actions. This process can be lessened to 2 full-round actions with the assistance of a second character.

A tripod counts as a mount for any weapon that requires it (such as a heavy repeating blaster or E-web repeating blaster). A weapon mounted on a tripod is treated as one size smaller for the purposes of being wielded. In the case of autofire-only weapons that require a mount, a tripod also allows the weapon to be braced (see Autofire, SE 156). While mounted on the tripod, the weapon is considered immobile.

gun, generator and its operators with a 10 SR (costs an additional 2,000 credits). This turret only operates in autofire mode. Assembly of the weapon can be completed in 2d4 rounds.

## BlasTech Reverse Polarity Pulse Grenade Simple Weapon

This disc-shaped explosive was frequently used by commandos and ARC troopers during the Clone Wars. The grenade emits a strong electromagnetic pulse that fuses electrical circuits, rendering electronics useless. Pulse grenades function similarly to EMP grenades, but are well-suited for stronger droids and systems.

When you make an area attack with a pulse grenade, make a single attack roll and compare the result to the Reflex Defense of every target in the grenade's 2-square burst radius.

Droids, vehicles, electronic devices, and cybernetically-enhanced creatures hit by the grenade take normal ion damage or half damage on a miss. If the ion damage dealt by the weapon would reduce the target to 0 hit points (before the ion damage is halved), the target is pushed -5 steps down the condition track and disabled.

Creatures without cybernetics take half damage on a hit, or no damage on a miss, and suffer no other ill effects.

A target with the Evasion talent or droids with the Hardened Systems accessory takes half damage from a successful attack and no damage if the attack misses.

## Brainwave Cancellor Exotic Weapon

This device is used by the cloners of Kamino to correct and reprimand clones undergoing training. It projects an intense positron charge that disrupts the firing of synapses, effectively canceling the production of brainwaves momentarily. This is often enough to correct a clone from whatever wrongdoing that incited the attack.

## Drever DN Boltcaster Plasma Disruptor Exotic Weapon

Drever Corporation originally created the Phoenix II Plasma Disruptor as a means for customs agents to disabled locked hatches and other electronic locking mechanisms. However, when the military discovered that the weapon was particularly effective against droids, Drever Corporation created the DN Boltcaster to fit the specific needs for militarization. The weapon fires a massive arc of electricity nearly 20 meters to disable droids' systems. During the Clone Wars, the weapon was employed by specialized clone troopers.

**TABLE 4-2: RANGED WEAPONS (CONT)**

SIMPLE WEAPONS	COST	DAMAGE	STUN DMG		WEIGHT	TYPE	AVAILABILITY
<b>Tiny</b>							
BlasTech diversionary flash detonator	500	Special	Special	S	0.5 kg	Energy	Military
Gordarl sonic detonator	800	1d4	4d8	S	0.5 kg	Energy (sonic)	Military
Laser-dissipating aerosol grenade	1,200	Special	Special	S	0.5 kg	Special	Military
Merr-Sonn V-1 thermal detonator	2,500	9d6	—	S	0.5 kg	Energy	Military
SoroSuub LXR-6 concussion grenade	400	3d8	—	S	0.5 kg	Energy	Restricted
Virus bomb	Varies	Special	Special	S	1 kg	Varies	Illegal
<b>Small</b>							
BlasTech reverse polarity pulse grenade	1,200	4d6 ion	—	S	1 kg	Energy	Military
Rope spike	200	1d6	—	S	0.5 kg	Slashing and piercing	Rare
<b>Large</b>							
Sakiyan pulley bow	2,000	1d8	—	S	2 kg	Piercing	Rare

<sup>1</sup>Area attack weapon (see page 155 of the *Saga Edition* core rulebook).

<sup>2</sup>Inaccurate weapon: This weapon cannot fire at targets at long range.

<sup>3</sup>Accurate weapon: This weapon takes no penalty when firing at targets at short range.

The weapon possesses unlimited ammunition; however, you cannot use any feat, talent or other special ability that consumes more than one shot in a round (such as Double Attack or Rapid Shot) with this weapon. This weapon is also limited to point blank and short range (use pistol range, see SE 129). The Boltcaster is capable of dealing damage to living targets, but is much more effective against droids and cybernetic or electronic equipment, moving them one step down the condition track regardless of whether their damage threshold was exceeded. The weapon can also build a stronger electrical bolt by charging its discharge capacitors prior to firing. The wielder can double (4d6) or triple (6d6) the damage dice rolled by spending one or two consecutive standard actions charging the weapon beforehand.

### Golan Arms CR-1 Blaster Cannon Heavy Weapon

The Golan Arms CR-1 blaster cannon was originally developed for use in big game hunting popular in the Outer Rim. Using special faceted lenses, the CR-1 fractures the blaster bolt into several lower-powered bolts in a spread pattern, providing a better chance to hit a target. During test stages, however, it was noted that the weapon was much more potent than conventional blasters at close range. As such, the weapon was militarized during the Clone Wars and saw limited use. When the war drew to a close, the remaining stock of CR-1's were crated and stored at a Golan Arms warehouse in the Ac'Fren Spur. Decades later, the depot was raided by Rebel Alliance forces who adopted the weapon in their fight against the Galactic Empire.

GOLAN CR-1 BLASTER CANNON



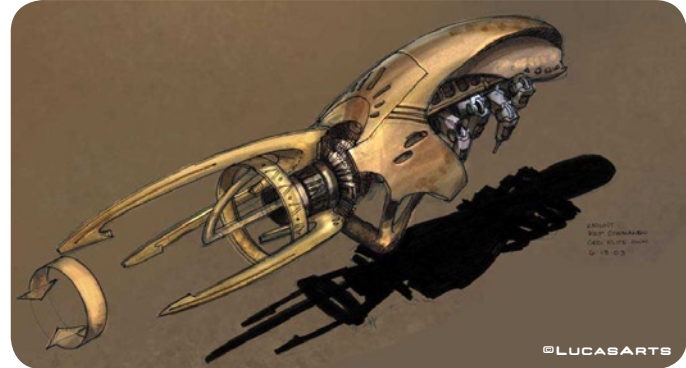
This cannon fires a spread of five blaster bolts in a cone attack 5 squares wide by 10 squares long at the terminus. Make a single attack roll and compare it with the Reflex Defense of every target within this area. A successful attack on targets within 2 squares deals 4d8 damage; within 5 squares deals 2d8 damage; and within 10 squares deals 1d8 damage. The weapon can be fired 5 times before a reload is required – using a standard power pack and gas canister to operate. After 100 shots, the gas canister must be replaced.

### Gordarl Weaponsmiths Elite Beam Weapon Exotic Weapon

The Elite Beam weapon fires a composite beam laser able to sweep across a battlefield or focus on one area continually to punch through even the thickest armor over time. It is unique in that it requires no ammunition; instead it inserts needle-like probes into a Geonosian Elite's arm, drawing out bodily fluids to use as a source of power. While other species are capable of firing the weapon, they are unable to reload it and are limited to 8 individual attacks or 2 autofire bursts.

The beam weapon provides a +1 bonus to all attack rolls made to fire this weapon. Additionally, if an attack is powerful enough to bring a target to 0 hit points, the wielder may make an attack on any adjacent target as a free action. Alternately, the weapon can be used in autofire mode, but in a straight line (4 x 1) target area. Each time this weapon is reloaded by the same Geonosian Elite, an attack is made against their base Fortitude Defense (no equipment bonuses applied). Each time the wielder reloads this weapon without rest and nourishment, the attack roll gains a cumulative +1 attack bonus. If the attack succeeds, the wielder moves one persistent step down the condition track until such

ELITE BEAM WEAPON



time they rest for a minimum of one hour and ingest fluids to replenish their bodies. If the wielder reaches the bottom of their condition track, they perish from dehydration.

### Gordarl Weaponsmiths Sonic Blaster Exotic Weapon

The Geonosians were more than just a droid-building civilization for Count Dooku to exploit; they also manufactured sonic weaponry, a great defense against the Jedi arts. The Geonosian sonic blaster fires a plasma bubble filled with sonic energy that detonates on contact. The blasts have a 1-square splash radius. The weapon's range functions like a pistol, but is limited to point blank and short ranges only. The sonic blaster uses a proprietary power pack capable of firing 15 shots before needing replaced (packs cost 100 credits, weigh 0.2 kg).

### Gordarl Weaponsmiths Sonic Detonator Simple Weapon

These grenades became heavily used by Confederate forces during the height of the Clone Wars. Upon detonation, the device emits an ultra-high frequency sonic burst that wreaks havoc on organic life forms and brittle or delicate objects.

When you make an area attack with a sonic detonator, make a single attack roll and compare the result to the Reflex Defense of every target in the grenade's 2-square burst radius.

Any organic life forms hit by the grenade take full stun damage, and on a miss take half stun damage. Organic targets with the Evasion talent take half stun damage on a hit, and no damage on a miss. Droids, vehicles, electronic devices and cybernetics within the burst radius take 1d4 damage on a successful hit, and take no damage on a miss. On a successful hit, targets are knocked prone and thrown back 1 square.



### Krupx Minimag Missile Launcher

#### Heavy Weapon

The Minimag is an extremely adaptable missile launching system that saw widespread usage during the Clone Wars. Although its targeting system is the most basic – only capable of 'dumb-firing' its ordnance – the Minimag is capable of handling virtually any type of missile or torpedo. Using special field-kit adapters (approximately 200 credits each), the launcher can be refitted with a full-round action to accommodate different payloads.

This missile launcher accepts a variety of ordnance. The type of missile determines damage, type and burst radius. The Minimag requires a full-round action to reload after each shot.

### Laser-Dissipating Aerosol

#### Simple Weapon

This grenade was often referred to as an LDA by the clone commandos that used it during the Clone Wars. When thrown into an area, the LDA bursts, spewing an aerosol in a 3-square burst radius that lingers for 1d10 rounds. Any shots fired from a blaster weapon within or through this area have their damage reduced by one die.

### Merr-Sonn BC7 Medium Blaster Carbine

#### Rifle

The BC7 medium blaster carbine is a dependable weapon built for a variety of combat situations. An optional rocket/grenade attachment is available for the BC7 that can be mounted in 1 minute with a DC 15 Mechanics check (damage and range varies by payload) and carries 4 grenades. This was a standard weapon for many members of various Republic-allied militias, including the Republic Regular Militia on Haruun-Kal.

### Merr-Sonn "Bulldog" Rocket-Launching Rifle

#### Heavy Weapon

This pistol-sized missile launcher was developed for use during the Clone Wars, primarily by General Grievous' personal IG-100 MangaGuards. It carries six miniature rockets in an ammo clip and can be fired in one of two ways. The first mode is a standard "dumb-fire" setting that can be used at a fire rate typical of most blaster rifles. The second mode provides a guidance-based target lock, which allows aiming using a single Swift action (see Aiming, SE 154). The RLR functions like a normal ranged projectile weapon but carries with it a 1-square splash radius.

The Bulldog RLR uses a specialized weapon clip that requires a full-round action to reload (costs 200 credits, weighs 0.5 kg).

### Merr-Sonn "Bunker Buster" Rocket-Propelled Torpedo Launcher

#### Heavy Weapon

This rocket launcher was first put into service by Republic troops during the Clone Wars. The weapon fires a two-stage rocket-propelled torpedo that is specifically designed to penetrate the ground or walls of a bunker to eliminate the soft targets inside. Once fired, the torpedo slams into the barrier by detonating a series of thermal detonators, burrowing deep into the target structure until it reaches the inside. At that point, a second, more powerful proton charge explodes.

When the weapon is fired, make a Strength check for the torpedo with a +30 Strength modifier. If the Strength check fails in beating the structure's break DC (see Break an Object, SE 152), the torpedo crashes into the structure and detonates, dealing damage to the structure (see Attack an Object, SE 151). On a successful Strength check, the torpedo penetrates the bunker and detonates inside, and the wielder of the weapon makes a single attack roll which is compared to the Reflex Defense of all targets within the torpedo's 6-square burst radius. Targets successfully hit by the blast take full damage, while missed targets take half damage. Targets with the Evasion talent take half damage on a hit, and no damage on a miss.



RLR "BULLDOG"

### Merr-Sonn EM Pulse Launcher

#### Heavy Weapon

This bulky weapon was specifically design to combat the droid armies of the Confederacy during the Clone Wars. Often employed by specialized clone troopers, the launcher's slug would streak toward a cluster of targets and emit an intense electromagnetic pulse, often taking out entire squads of battle droids with a successful hit. The EM Pulse Launcher was by far one of the most powerful anti-droid weapon systems in the galaxy. Slugs fired with this weapon have a 2-square burst radius. The weapon must be reloaded after two shots, requires a full-round action. Slugs cost 40 credits each.

### Merr-Sonn MM(X) Grenade Launcher

#### Heavy Weapon

The MM(X) was still in experimental development at Merr-Sonn Munitions when the Clone Wars erupted. It is equipped with a dual-operated firing mechanism to allow it to be easily fired from multiple configurations. It can be used via tripod, shoulder-mount, or vehicular mount with no modifications. It can be converted from one configuration to another using a full-round action.

This grenade launcher accepts a variety of ordnance. The type of grenade determines damage, type and burst radius. It is capable of holding 4 grenades before it requires reloading. The MM(X) requires a full-round action to reload and cannot be used to hurl thermal detonators.

### Merr Sonn Neural-net Eraser

#### Pistol

Similar to a standard ion pistol, the neural-net eraser was designed to destroy a droid's neural-net circuitry, erase memory banks and software. On a successful hit, the damage is compared to the droid's Fortitude and Will Defense. If the amount of damage exceeds both, one class level or two nonheroic levels are permanently erased from the droid's memory bank as if it had just experienced a memory wipe (see SE 192) and moves one step down the condition track. If the target droid moves all the way down the condition track, it is considered destroyed (brain is unable to be repaired, but can be replaced). If the damage does not exceed either Fortitude or Will Defense on a successful hit, it is treated as normal ion damage.

### Merr-Sonn PLX-1 Missile/Rocket Launcher

#### Heavy Weapon

This over-the-shoulder portable missile launcher was used by Republic forces during the Clone Wars. The launcher was specifically designed

MERR-SONN PLX-1



to home-in on repulsorlift signatures using its gravity-activated mode (GAM). If the weapon is aimed at a repulsorlift vehicle prior to firing, the rocket will acquire a target-lock and track its target independently. If the first attack misses, on the following round the rocket makes a second attack using the same attack bonus, but with a -5 penalty (you do not need to spend an action to make this attack). If the rocket misses a second time, it will make a third attempt the following round, but with a -10 penalty. If the third attack misses, the rocket detonates harmlessly. The missiles can also fire in the traditional "dumb-fire" mode. The PLX-1 missiles have a 2-square burst radius. Switching between gravity-activated mode and dumb-fire mode takes one swift action to perform.

When you make an area attack with a launcher, make a single attack roll and compare the result to the Reflex Defense of every target in the missile's 2-square burst radius.

Targets hit by the blast take full damage, while missed targets take half damage. A target with the Evasion talent takes half damage on a hit, and no damage on a miss.

The PLX-1 uses a special missile that must be reloaded using a full-round action after each shot is fired. The missiles cost 100 credits each and weigh 1 kg.

### Merr-Sonn RD-4 Grenade Launcher

#### Heavy Weapon

Already decades old by the time the Clone Wars began; the RD-4 grenade launcher was adopted by the droid armies of the Confederacy. The grenades can be set so that they explode on impact or on a delayed fuse which bounces 1d4 squares (random) and explodes the following round. Characters with the Angled Throw feat (TFU 32) or the Ricochet Shot talent (SV 15) can choose which direction the grenade will bounce and attempt to maneuver the grenade around cover.

When making an area attack with the RD-4 grenade launcher, make a single attack roll and compare the result to the Reflex Defense of every target in the grenade's 2-square burst radius.

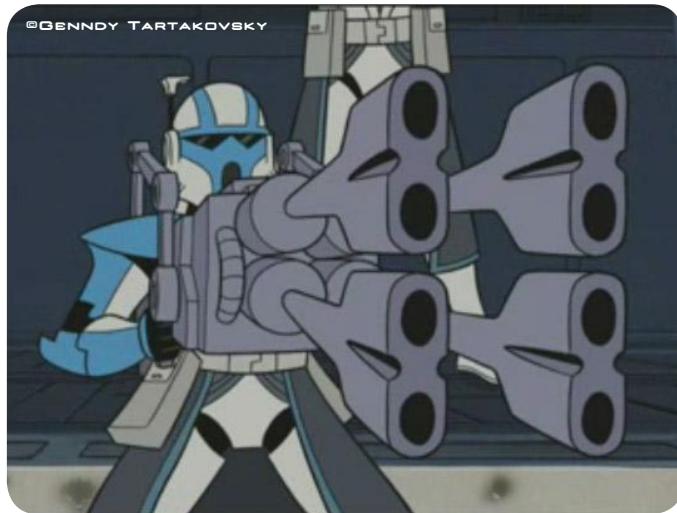
Any target hit by the grenade immediately takes 3d6 damage. Missed targets take half damage. Targets with the Evasion talent take half damage on a successful hit, and no damage on a miss. The grenade unleashes severe radiation (see Radiation, SE 255) over a 5-square radius in the following round, and dissipates by one level each subsequent round (e.g. severe to moderate, moderate to mild, mild to none). This weapon requires a full-round action to reload after every shot. Grenades for the RD-4 cost 200 credits each, and weigh 0.3 kg.

### Merr-Sonn Reciprocating Quad Blaster

#### Heavy Weapon

This monster of a weapon was typically used against slow-moving armored vehicles such as the Trade Federation AAT or Corporate Alliance Tank Droids. The rig consists of two double-barreled reciprocating blasters, as well as a large reactor backpack to power the weapon. Both the pack and the weapon itself were fitted with a series of micro-repulsors to reduce the immense weight felt by the trooper. Unfortunately, this made the weapon detectable to repulsorlift sensors. The weapon was field-tested during the Clone Wars by Republic commandos, ARC troopers and other elite military units.

Due to the light fusion generator paired with the quad blaster, it has unlimited ammunition. If somehow the micro-repulsors on the unit are damaged and become inoperable, its weight increases to 30 kg and



RECIPROCATING QUAD BLASTER

requires the wielder to possess a Strength score of 14 or greater to use the weapon or they incur a -5 penalty to all attack rolls and cannot use any feats, talents or special abilities associated with the weapon.

### Merr-Sonn Thunderbolt Repeater Blaster

#### Heavy Weapon

The gigantic and powerful Thunderer repeater blaster was designed to be fired from a braced position on a bipod in a trench, but some stronger beings chose to fire it as a handheld weapon. The Thunderer was a favorite of Liane "Chalk" Trevval, a member of the Upload Liberation Front on Haruun-Kal. The weapon is equipped with a bipod and due to its bulkiness, incurs a -5 penalty to all attack rolls and cannot be braced if used without the bipod (SV 43), or when targeting enemies at point blank range. A successful Strength check (DC 20) negates this penalty. The Thunderer has capacity for 20 bursts before requiring a reload.

### Merr-Sonn V-1 Thermal Detonator

#### Simple Weapon

This explosive is a modified version of a Merr-Sonn's Class-A thermal detonator (SE 130) that was used by clone sharpshooters during the Clone Wars. The V-1 is equipped with sound dampeners to muffle the explosion slightly. The detonation of a V-1 thermal detonator incurs a -5 penalty to Use Computer checks made to detect the explosion on sensors.

When making an attack with this weapon, make a single attack roll and compare the result to the Reflex Defense of all targets in the grenade's 4-square burst radius. Targets hit take full damage, while missed targets take half damage. Targets with the Evasion talent take half damage on a successful hit, and no damage on a miss.

### Merr-Sonn Z-6 Rotary Blaster

#### Heavy Weapon

This massive rotary repeating blaster cannon saw limited use during the Clone Wars. The incredibly heavy design and poor accuracy meant the weapon wasn't practical for most field applications. Despite its diminished usefulness, there were several occasions, such as Yoda's mission to Rugosa or the rescue at Hypori, where it was used with distinction. The rotary design allow for an incredible 166 shots fired per second. The weapon was fed by a chain of blaster power packs that the repeater chewed through, earning it the nickname of "chain gun".

Due to its size and weight, the Z-6 incurs a -5 penalty to all attack rolls and cannot be braced when it is fired without the use of a bipod or tripod (SV 43) if the wielder does not possess a Strength score of 14 or higher. Each power pack contains enough energy for a single autofire

MERR-SOHN ROTARY BLASTER



burst. Typically, a bandolier is used to carry 12 power packs, but chains of power packs can be continually fed into the weapon to provide as much ammo as is needed (via belt pouch or backpack). Alternately, a light fusion generator can be carried to allow unlimited ammo.

### Razor-net

#### Heavy Weapon (ammunition)

Razor-nets are often used by bounty hunters and slavers as a means of capturing their prey and discouraging escape attempts. It functions the same as a regular net (*SE* 130), however, it is more difficult to escape (requiring a DC 20 Acrobatics check) or break out of it (requiring a DC 25 Strength check). If the target attempts either of these actions and fails, they immediately take 1d8 damage from the razor-sharp barbs embedded in the net.

### Rope Spike

#### Simple Weapon

A niche weapon used by some Mandalorians during the Clone Wars, the rope spike was basically a sharp spike made from Mandalorian iron fastened onto a rope of varying length. A handful of Mandalorians enjoyed the versatility of the utilitarian weapon. The simple yet effective weapon could be used in a number of ways: as a typical knife; a garrote (see *CW* 59); as a thrown weapon that can quickly be recovered with a pull of the rope (requires a move action); or even as a bolo (allows Trip attacks to be made at range). Finally, the weapon can be used as a grappling hook, granting a +5 equipment bonus to Climb checks.

### Sakiyan Pulley Bow

#### Simple Weapon

This archaic weapon was a mainstay with Sakiyan hunters and enthusiasts. It functions just like a typical bow (see *SE* 128) but it utilizes a series of pulleys and cams that increase its range and overall force. This weapon uses double the values of the Simple Weapon ranges (*SE* 129).

### SoroSuub LXR-6 Concussion Grenade

#### Simple Weapon

The LXR-6 is a standard grenade that releases a concussive blast upon detonation. The grenades saw limited use from both warring sides in the Clone Wars, but were more commonly used by the Separatist battle droids after SoroSuub defected to the Confederacy.

When making an attack with this weapon, make a single attack roll and compare the result to the Reflex Defense of all targets in the grenade's 2-square burst radius. Targets hit take full damage, while missed targets take half damage. Targets with the Evasion talent take half damage on a successful hit, and no damage on a miss.

### Verpine Shattergun

#### Exotic Weapon

The Verpine Shattergun is renowned by assassins and mercenaries as one of the most versatile weapons ever created. It is capable of firing almost any solid object as a hyper-kinetic round, including pebbles, special types of ice, or even coins. Because of this, the weapon effectively never runs out of ammo which mercenaries covet. Assassins love the silent and invisible delivery of exotic projectiles.

Unfortunately, the Shattergun is far from perfect. The name of the weapon is derived from the gun's fragile nature. The calibration of the aim is notoriously finicky unless proper maintenance is performed regularly. Naturally, professional soldiers and hired killers seldom take issue with maintaining their gear, but the high degree of upkeep tends to restrict the weapon to the realm of elite warriors such as Mandalorian Warriors or Republic commandos.

Proper ammunition for this weapon costs 500 credits for a 50 shot ammo clip (weighs 0.5 kg). The weapon uses pistol ranges (see *SE* 129) and due to its silent nature, it negates the -10 penalty to Stealth checks when using the Snipe feature. Any item of Fine-size can be used as ammunition fed directly into the barrel after every shot. After firing any makeshift projectiles or when its standard ammunition is reloaded, the weapon requires a full-round action to perform a Mechanics check (DC 25) needed to fine-tune and takes 1 point of damage (see *SE* 151, table 9-1: Statistics for Objects).

## Verpine Sniper Rifle

### Exotic Weapon

A rifle version of the notorious Verpine Shattergun, the Verpine Sniper Rifle is among the finest marksman weapons in the galaxy. It creates no sound upon firing, no muzzle flash, and no visible projectile as it fires virtually any object at 1,000 meters per second. It is favored by high-priced assassins and mercenaries who expect to stay in the field longer than portable munitions are expected to last. This weapon was most famously employed by Sergeant Kal Skiratta of the Grand Army of the Republic and his commandos and Null-ARC troopers.

The weapon is equipped with a bipod and range finder (SV 43) as well as a targeting scope (SE 140) capable of visible spectrum, infrared, and ultraviolet viewing. Typical modifications to the weapon allow it to transmit target data to orbital craft for surface bombardment. In the second year of the Clone Wars, a special, unnoticeable tracking dust was developed to be fired from this weapon to cover a target that would allow them to be located on dedicated tracking sensors from orbit.

Proper ammunition for this weapon costs 1,000 credits for a 50 shot ammo clip (weighs 0.5 kg). The weapon uses rifle ranges (see SE 129) and due to its silent nature, it negates the -10 penalty to Stealth checks when using the Snipe feature. Any item of Fine-size can be used as ammunition fed directly into the barrel after every shot. After firing any makeshift projectiles or when its standard ammunition is reloaded, the weapon requires a Mechanics check (DC 25) to fine-tune and takes 1 point of damage (see SE 151, table 9-1: Statistics for Objects).



VERPINE SNIPER RIFLE

## Virus Bomb

### Simple Weapon

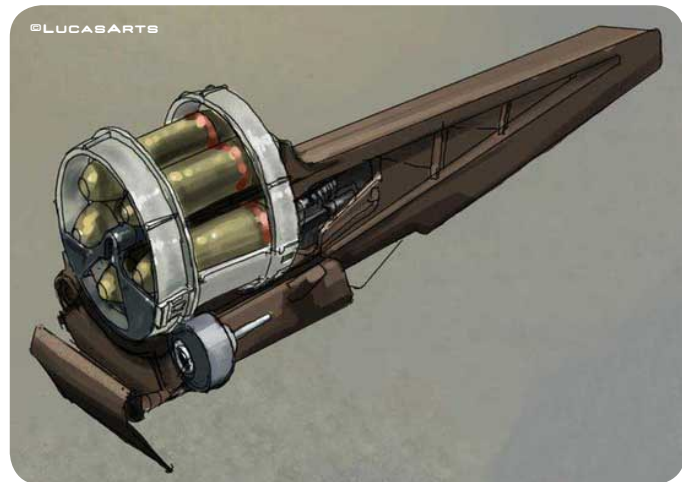
Highly illegal in nearly every civilized star system, a virus bomb is a small explosive device designed to deliver a weaponized airborne pathogen into a targeted area. The initial explosion functions as a standard frag grenade (SE 128). The secondary effect is determined by the contagion used in the explosive device (see Atmospheric Hazards, SE 253).

## Wawaatt Arms Homing Rocket Launcher

### Heavy Weapon

This extremely bulky rocket launcher was developed by the Wookiees of Kashyyyk. It is capable of firing rockets that can home in on their targets either individually, or in a single, five-rocket barrage.

Firing this weapon requires a full-round action. When making an attack with this weapon in single-fire mode, make a single attack roll and compare the result to the Reflex Defense of all targets within the rocket's 2-square splash radius. If the primary target is hit, it takes full damage, otherwise it takes half damage. Targets within the splash radius take half damage on a successful hit, and no damage on a miss. Primary targets with the Evasion talent take half damage on a hit, no damage on a miss. If the weapon is aimed in the round prior to firing, the rocket will acquire a target-lock and track its target independently. If the first attack misses, on the following round the rocket makes a second attack using the same attack bonus, but with a -5 penalty (you do not need to spend an action to make this attack). If the rocket misses a second time, it detonates harmlessly.



WOOKIEE HOMING ROCKET LAUNCHER

When making an area attack with this weapon in barrage mode, unlike a standard area attack (see Area Attacks, SE 155), the weapon targets a 3-square by 3-square area, albeit at an additional -5 penalty to the attack roll. The rockets cannot utilize the homing feature when fired in barrage mode, and effectively carry no splash damage.

A Strength score of 14 or greater is required to fire this weapon in combat; otherwise the wielder incurs a -5 penalty on all attack rolls made with this weapon. The homing rocket launcher holds five rockets, facilitating a single barrage mode shot, or five single-fire mode shots. Reloading this weapon takes three full-round actions. The rockets used in this weapon cost 150 credits each, and weigh 1 kg.

### Wawaatt Arms Kashyyyk Long-gun Exotic Weapon

The long-gun was a devastating weapon that, despite its name, was designed for short-range combat. The weapon was best known for its incredible stopping power, but also had a reputation for its poor accuracy and low ammo count. The staggering weight and recoil of the gun limited its use to individuals of prodigious strength, the most famous of which was Tarfful of Kashyyyk during the Confederate invasion of Kachirho.

The weapon fires 10 shots before needed to be reloaded. It uses a custom ammo clip that costs 150 credits and weighs 0.5 kg. A Strength score of 14 or greater is required to use the weapon or the wielder incurs a -5 penalty to all attack rolls made with this weapon. Due to its size and lack of sights or scopes, the weapon is incapable of firing at targets at long range.

### Wawaatt Arms Wookiee Side-arm Blaster Pistol

This bronzium-plated blaster pistol, like most of the Wookiee arsenal, is used mainly as a home-defense weapon to be operated by females and young ones who have yet to undergo their Hrrtayk Ceremony. The pistol is nearly a carbine by humanoid standards and powerful enough to discourage most non-Wookiees with a single blast. Aiming the weapon was notoriously difficult, making hitting long-range targets impossible. During the Clone Wars, these weapons were used as a back-up by many Wookiee warriors who felt the extra firepower might come in handy after seeing the size of the Separatist forces they faced.

The weapon fires 20 shots before needed to be reloaded. It uses a custom ammo clip that costs 80 credits and weighs 0.2 kg. A Strength score of 12 or greater is required to use the weapon, or the wielder incurs a -5 penalty to all attack rolls made with the sidearm. Due to its inaccurate nature, the weapon is incapable of firing at targets at long range.

### Wawaatt Arms Wookiee Slugthrower Rifle

The large, bronzium-plated weapons made by the Wookiees of Kashyyyk were relatively unknown save to weapon collectors until the Clone Wars erupted. Wookiee weaponry tends to be heavier, oversized and more rugged than most human-sized weapons. The rifle's weight alone discourages most non-Wookiees from using it, and the recoil makes the weapon impractical for most others. Slugthrowers made by the Wookiees are remarkably accurate and feature stopping power uncommon to the weapon type.

A Strength score of 14 or better is required to use this weapon due to its size and recoil. The ammo clip holds 20 shots before needing reloaded (200 credits, 0.6 kg).

### Wawaatt Arms X-1 Disruptor Carbine Rifle

This incredibly heavy disruptor rifle was created by the Wookiees of Kashyyyk and used in the defense of their homeworld when the Separatists invaded. The unorthodox ring-shaped grip was common in Kachirho and the southern regions of Kashyyyk. This weapon did not see much in the way of exportation during the Clone Wars due to the physical strength required to wield the weapon properly.



X-1 DISRUPTOR CARBINE

The weapon is powerful enough to punch holes in vehicles and reduce battle droids to powder. As a disruptor weapon, the X-1 treats all targets as if their damage threshold was 5 lower than it actually is. If the damage from the X-1 kills a creature or destroys an object, vehicle or droid, the target is disintegrated and ceases to exist. Because of the massive power requirements needed to create energy streams capable of disrupting matter on the molecular level, the X-1 can only fire once every other round. You cannot use any feat, talent or other special ability that

consumes more than one shot in a round (such as Double Attack or Rapid Shot) with this weapon.

The X-1 requires a proprietary power pack to operate (cost 250 credits, weighs 0.5 kg). After 15 shots, the power pack must be replaced.

### Westar M5 Blaster Rifle

#### Rifle

The ARC blaster rifle, as it is often referred, is the weapon of choice to many ARC troopers as well as some commandos and officers. It is designed to be fitted with a variety of add-on systems, the most popular of which is the equivalent of a single-shot PLX-1m micro-missile system (3d8 damage, considered a heavy weapon). Adding the PLX-1m adds 1.5kg to the weight of the weapon. While most ARC troopers used the weapon in an anti-personnel capacity to provide suppression fire against infantry, the rifle is very capable in the anti-vehicle role. It is capable of

breaching heavy armor; however, this secondary fire mode is taxing on ammunition.

The M5 blaster rifle uses a standard power pack that must be reloaded after 100 shots, and a standard gas canister that must be replaced after 500 shots. Using the anti-vehicle firing mode expends ammo ten times faster than the anti-personnel setting (e.g. a maximum of 10 anti-vehicle shots can be fired on a single power pack), but deals 3d10 damage with penetration 5 on a successful hit.

### Zenoti Arms HB-9 Blaster Rifle

#### Rifle

This ornately detailed ceremonial blaster rifle was commonplace among the Pau'an warriors, even some Utai, on the planet of Utapau during the Clone Wars. The rifles were typically handed down across the generations, serving as a status symbol. Unfortunately, this meant that the weapons were hopelessly obsolete by the time of the Clone Wars, and posed little threat to neither the invading droid army nor the clone army after Order 66 was executed.

This weapon uses a standard power pack that must be replaced after 25 shots, and a gas canister that must be replaced after 200 shots.

## EXPLOSIVES

Generally more powerful than grenades, explosives were used frequently during the Clone Wars. Commando teams most commonly used explosive devices to destroy enemy structures or as siege weapons. Explosives cannot be used like grenades, but are commonly equipped with a timer allowing a delayed detonation of up to an hour on a standard timer, or longer with a specialized timer.

### BlasTech Proximity Mine

These explosives were typically used by commando units during the Clone Wars. A small shaped charge focuses a forward-directing blast when movement is detected within 2 squares in front of the device. While the proximity mine itself has a fairly low yield when compared to other explosives, typically they were attached to combustible materials to create a much larger explosion when an unsuspecting target ventured too close. The detonation explodes in a cone pattern 2 squares wide by 4 squares long at the terminus.

### Conner Ship Systems HX2 Landmine

A typical landmine used by the ARC troopers of the Galactic Republic during the Clone Wars. This device is planted and set to explode when any object with a mass of over 25 kilograms moving at a velocity of



WESTAR-M5

**TABLE 4-3: EXPLOSIVES**

WEAPON	COST	DAMAGE	DAMAGE TYPE	WEIGHT	SIZE	AVAILABILITY
BlasTech proximity mine	750	2d4	Energy	1 kg	Tiny	Restricted
Conner HX2 landmine	500	2d8	Energy	1 kg	Tiny	Military
Gordarl Thermal Bomb	800	Special	Energy	0.5 kg	Tiny	Restricted
Merr-Sonn "Borebang"	1,500	Special	Energy	1 kg	Small	Military, Rare
Republic micro-explosive charge	200	1d8	Energy	0.1 kg	Fine	Military

under 30 kmh comes within 1 square of the mine. The explosion causes massive damage in a 2-square burst radius.

### Gordarl Weaponsmiths Thermal Bomb

This incendiary device was developed by the Geonosians of the Confederacy and used during the Clone Wars against the forces of the Republic. Any target successfully hit in the 2-square burst radius takes an immediate 3d6 damage and fire damage (see *Fire*, SE 255) each round afterward until the flames are extinguished. Missed targets within the burst radius take half damage and do not catch fire.

### Merr-Sonn "Borebang" Subterranean High-Yield Explosive

Developed for use during the Clone Wars, the subterranean high-yield explosive device saw frequent use by the Grand Army of the Republic. Once activated and placed on the ground, the borebang begins burrowing itself into the ground for a number of rounds designated by the user (up to 5 rounds). When the device detonates, it deals an initial 6d8 damage to targets successfully hit within the 2-square burst radius. Secondary damage caused by medium falling debris is then dealt to targets within a 4-square burst radius (see Table 14-2: Damage from Falling Objects, SE 254).

### Republic Munitions Micro-Explosive Charge

These marble-sized explosives became commonly used by Jedi during the Clone Wars. Able to employ dozens at a time, Jedi could easily detonate the micro-explosive charges remotely by using the Move Light Object feature of the Use the Force skill. Some of the more savvy warriors, such as Obi-Wan Kenobi, even covertly placed these charges in key areas from concealment by using the Force. 200 credits purchases six of these micro-explosives.

## WEAPON EMPLACEMENTS

Anti-personnel and anti-vehicle emplacements saw increased exposure during the Clone Wars. Primarily used to defend fortified positions, weapon emplacements were heavily used by both the Confederacy of Independent Systems and Galactic Republic.

### Arakyd MMLT Missile Launcher

This rapid-fire missile launcher was designed by Arakyd Industries in the decade preceding the Clone Wars. It saw heavy usage by various militarized organizations during the war, most specifically mercenary groups. The MMLT is capable of firing individual missiles as a standard attack, or up to an entire queue of 8 missiles as a full-round action that targets a 2-square by 2-square area. After its ammunition has been expended it requires 5 full-round actions to reload the weapon, and requires an additional 8 rounds for the barrel and internal components to cool down before firing again. A Mechanics check (DC 15) can override these safety features; however, an attack roll versus the emplacement's Fortitude Defense is made. Each successive shot the weapon is fired without waiting the full 8 rounds to cool down increases the attack bonus to Fortitude Defense by +1. If the result is greater than the emplacement's Fortitude Defense, the weapon explodes dealing 5d10x2 damage to the user and all targets in a 2-square splash radius.

### Arakyd MMLT Missile Launcher

CL 3

Large Emplacement

Init +5; Senses Perception +6

Defenses Ref 10 (flat-footed 10), Fort 15; +1 armor

Hp 30; DR 5; Threshold 20

Speed 0 squares (immobile)

Ranged mini-missile launcher +4 (see below)



MMLT MISSILE LAUNCHER



Fighting Space 2x2 or 1 square (starship scale); Cover +5

Base Atk +2; Grp +12

Abilities Str 20, Dex 10, Con -, Int 12

Skills Initiative +5, Mechanics +6, Perception +6, Use Computer +7

Crew 1 (skilled); Passengers none

Payload 40 missiles

Availability Military; Cost 8,500

Mini-missiles (gunner)

Atk +4; Dmg 4d10x2, 2-square burst

### Atgar 1.4 FD P-Tower Turret

This weapon emplacement was put into production during the Clone Wars by Atgar Arms. It utilized sixteen micro-power routers that would channel energy into a single cannon barrel and release a powerful blaster bolt. The sixteen C-6 batteries used to power the device were

only capable of supplying enough power for 8 shots before needing to be replaced. This weapon can only fire once per round. After the energy cells are depleted, it takes 3 full-round actions to remove and install fresh power cells. Turning the weapon to face a target or aiming the turret requires a full-round action.

### Atgar 1.4 FD P-Tower Turret

CL 4

Large Emplacement

Init +5; Senses Perception +6

Defenses Ref 10 (flat-footed 10), Fort 16; +1 armor

Hp 30; DR 5; Threshold 21

Speed 0 squares (immobile)

Ranged blaster cannon +5 (see below)

Fighting Space 2x2 or 1 square (starship scale); Cover +5

Base Atk +2; Grp +13

Abilities Str 22, Dex 10, Con -, Int 14

Skills Initiative +5, Mechanics +6, Perception +6, Use Computer +8

Crew 1 (skilled); Passengers none

Availability Military; Cost 10,000

Blaster cannon (gunner)

Atk +5; Dmg 4d10x2



ATGAR P-TOWER

### Kuat Drive Yards VLD2261 Laser Turret

This turret was developed by Kuat Drive Yards for the Grand Army of the Republic shortly following the onset of the Clone Wars. It was most typically used in ground-based installations to provide air defense. The turret requires being tied into a power generator system to function, but gives the emplacement unlimited ammunition. Turning to face a target or aiming the weapon requires a full-round action.

Kuat Drive Yards VLD2261 Laser Turret CL 8

Gargantuan Emplacement

Init +1; Senses Perception +6

Defenses Ref 10 (flat-footed 10), Fort 21; +5 armor

Hp 150; DR 10; Threshold 41

Speed 0 squares (immobile)

Ranged dual laser cannon turret +6 (see below)

Fighting Space 4x4 or 1 square (starship scale); Cover total

Base Atk +2; Grp +28

Atk Options autofire (dual laser cannon turret)

Abilities Str 33, Dex 10, Con -, Int 18

Skills Initiative +1, Mechanics +6, Perception +6, Use Computer +10

Crew 1 (skilled); Passengers none

Availability Military; Cost 80,000

Dual laser cannon turret (gunner)

Atk +6; Dmg 6d10x2, 1-square splash

### Speizoc V-188 "Penetrator" Anti-Artillery Turbolaser

This weapon emplacement was one of the most powerful anti-vehicle turrets used during the Clone Wars. It is mounted on an Aratech 440 Super-heavy Armored Chassis for added protection and limited mobility. On its own power source it is capable of firing six shots before it needs to be recharged. With an added power source, the capacity is increased to 50 shots. If connected to a power generator, it is capable of firing an unlimited number of rounds. The cannon is immobile when attached to an outside power source. Unfortunately, the rate at which the laser blasts dissipate is high, and the turret loses much of its potency at medium and long range. Turning to face a target or aiming requires a full-round action. This weapon is only capable of firing once every 3 rounds.

Speizoc v-188 "Penetrator" Anti-Artillery Turbolaser CL 10

Gargantuan Emplacement

Init +1; Senses Perception +6

Defenses Ref 10 (flat-footed 10), Fort 23; +5 armor

Hp 180; DR 10; Threshold 43

Speed 0 squares (immobile) / fly 2 squares (in hover mode)

Ranged turbolaser cannon +6\* (see below)

Fighting Space 4x4 or 1 square (starship scale); Cover total

Base Atk +2; Grp +30

Abilities Str 36, Dex 10, Con -, Int 18

Skills Initiative +1, Mechanics +6, Perception +6, Use Computer +10

Crew 1 (skilled); Passengers none

Availability Military; Cost 120,000

*\*Apply a -20 penalty on attacks against targets smaller than Colossal size.*

Turbolaser cannon (gunner)

Atk +6 (-9 against targets smaller than Colossal); Dmg 5d10x5 (5d10x2 at medium range, 5d10 at long range), 1-square splash

### Wawaatt Arms Dual Missile Turret

This hulking stationary turret system was designed and used by the Wookiees on Kashyyyk. It fires a pair of surface-to-air heavy armor-piercing missiles. It loads its ordnance from a magazine that stores 24 missiles. Replenishing its payload takes 5 full-round actions to accomplish. The weapon can only fire one pair of missiles every 2 rounds. Turning the turret to face a target or aiming the weapon requires a full-round action.



DUAL MISSILE LAUNCHER

**Wawaatt Arms Dual Missile Turret**

CL 4

Large Emplacement

Init +5; Senses Perception +6

Defenses Ref 10 (flat-footed 10), Fort 16; +1 armor

Hp 35; DR 5; Threshold 21

Speed 0 squares (immobile)

Ranged dual missile launcher +6 (see below)

Fighting Space 2x2 or 1 square (starship scale); Cover +5

Base Atk +2; Grp +13

Abilities Str 22, Dex 10, Con -, Int 18

Skills Initiative +5, Mechanics +6, Perception +6, Use Computer +10

Crew 1 (skilled); Passengers none

Payload 24 missiles

Availability Military; Cost 15,000

Dual missile launcher (gunner)

Atk +6; Dmg 5d10x2, 2-square burst

**Wawaatt Arms Quadrail Launcher**

This Wookiee light rail gun was frequently used during the Clone Wars in the defense of Kashyyyk. It is equipped with four bowcaster-like rail cannons that fired explosive rounds encased in a plasmoid shell. The quarrels explode on contact over a 2-square burst radius. When making an attack using the rail cannon, make a single attack roll and compare the result to the Reflex Defense of all targets within the burst radius. Targets successfully hit by the attack take full damage, while missed targets take half damage. Any target with the Evasion talent takes half damage from a successful hit, and no damage from a miss. The magazines that feed the four barrels are capable of holding twenty-four quarrels each. Reloading this weapon requires 2 full-round actions.

**Wawaatt Arms Quadrail Launcher**

CL 3

Large Emplacement

Init +5; Senses Perception +6

Defenses Ref 10 (flat-footed 10), Fort 16; +1 armor

Hp 30; DR 5; Threshold 21

Speed 0 squares (immobile)

Ranged 4 light rail guns +5 (see below)

Fighting Space 2x2 or 1 square (starship scale); Cover +5

Base Atk +2; Grp +13

Abilities Str 22, Dex 10, Con -, Int 14

Skills Initiative +5, Mechanics +6, Perception +6, Use Computer +8

Crew 1 (skilled); Passengers none

Payload 96 quarrels

Availability Military; Cost 8,500

Light rail gun (gunner)

Atk +5; Dmg 4d10x2, 2-square burst

## ARMOR

During the Clone Wars, protective armor saw increased usage. This was mostly attributed to the clones of the Grand Army of the Republic. Created from the genetic code of a Mandalorian, the Republic soldiers held the same proclivity for armor as their "father", Jango Fett. With assistance from Fett and the armorsmiths of Kamino, the clones made impressive use of body armor. Unfortunately for the clones, they were not the only ones to exploit the use of personal armor.

### Advanced Reconnaissance Commando Armor Light Armor

This armor was developed by Kamino Armorsmiths in conjunction with DNA donor, Jango Fett, for the Advanced Recon Commando units in the Grand Army of the Republic during the Clone Wars. The armor is highly customizable to accommodate the needs of any ARC trooper in the field and contains a wide array of sensory equipment.



ARC TROOPERS

ARC trooper armor is essentially modified Mk I clone trooper armor, and as such, provides protection from atmospheric conditions and vacuums like an armored flight suit (*SE* 133). It is also fitted with a helmet package that grants any wearer with the Armor Proficiency (light) feat a +2 equipment bonus to all Perception checks as well as low-light vision. The weight of the armor has been drastically reduced to provide greater comfort, while its construction affords better protection. ARC trooper armor is capable of an impressive degree of variation. The stock model of the armor is equipped with a 10-slot equipment integration, rangefinder, weapon mount, and 3 free upgrade slots. The stock equipment installed is a blast pauldron, halo lamp, kama, long-range, encrypted visual wrist comlink, portable computer, and syntherope dispenser. The standard mounted weapon is a wrist rocket launcher (*CW* 63).

### Blaze Trooper Armor Heavy Armor

This heavy powered armor suit was developed by the Kamino engineers responsible for most of the early clone equipment used during the Clone Wars. Blaze trooper armor is a power armored space suit with an internal generator and powered exoskeleton (*SV* 46) installed. It also contains the helmet package which grants any wearer with the Armor Proficiency (heavy) feat a +2 equipment bonus to all Perception checks as well as low-light vision. Blaze trooper armor is also fitted with a heavy-duty jetpack (50 charges, see Jetpacks, *SE* 138), repulsorlift unit (*SV* 47), and two arm-mounted flame throwers (*SE* 128). While the armor is powered, the wearer is considered immune to extreme temperatures, and the armor weighs only 40 kg when determining encumbrance.

### Coolth Suit Medium Armor

These bulky protective suits were typically used by species from cold environments to endure planets with much warmer climates than they are accustomed. Using a coolth system, the suit continually lowered the temperature inside to keep the wearer comfortable despite the comparatively scorching conditions outside. Frequently, the suits are coated with a reflective finish to assist in preventing heat from entering the suit. Any character wearing this suit becomes immune to the effects of extreme heat (see Extreme Temperatures, *SE* 254). While the standard model coolth suit has an adjustable internal climate, cheaper models (2,000 credits) have preset temperatures to avoid mechanical malfunction. The economy models have an adverse effect on species not accustomed to the preset temperature and suffer exposure to extremely cold unless they wear some form of insulated clothing underneath the coolth suit.

**TABLE 4-4: ARMOR**

ARMOR (CHECK PENALTY)	COST	ARMOR BONUS TO REF DEFENSE	EQUIP BONUS TO FORT DEFENSE	MAX DEX BONUS	SPEED (6 SQ.)	SPEED (4 SQ.)	WEIGHT	AVAILABILITY
<b>Light Armor (-2)</b>								
ARC trooper armor	30,000	+6	+2	+4	—	—	12 kg	Military, Rare
Emergency rescue protective suit	1,500	+2	+1	+4	—	—	5 kg	Rare
Geosian armor	1,200	+1	—	+5	—	—	4 kg	Restricted
Graylite armor	8,000	+4	—	+4	—	—	10 kg	—
Katarn-class battle armor, mk I	35,000	+5	+2	+2	—	—	20 kg	Military, Rare
Katarn-class battle armor, mk II	45,000	+6	+2	+3	—	—	20 kg	Military, Rare
Katarn-class battle armor, mk III	65,000	+6	+2	+3	—	—	20 kg	Military, Rare
Light clone trooper armor	6,000	+3	+1	+4	—	—	6 kg	Military, Rare
Mk I clone trooper armor	8,000	+5	+2	+1	—	—	38 kg	Military, Rare
Mk II clone trooper armor	10,000	+6	+2	+3	—	—	19 kg	Military, Rare
Mon Calamari body armor	4,000	+4	—	+4	—	—	12 kg	Rare
Neimoidian warrior armor	3,000	+3	—	+4	—	—	17 kg	Rare
Red guard armor	16,000	+6	+2	+4	—	—	16 kg	Military, Rare
Senate guard armor	10,000	+4	—	+4	—	—	12 kg	Restricted, Rare
Wookiee battle armor	1,000	+2	—	+5	—	—	15 kg	Rare
<b>Medium Armor (-5)</b>								
Coolth suit	6,000	—	—	+2	4 sq.	3 sq.	30 kg	—
Geosian elite armor	3,000	+6	+2	+3	4 sq.	3 sq.	15 kg	Rare
Morgukai cortosis armor	20,000	+8	+2	+3	4 sq.	3 sq.	30 kg	Restricted, Rare
<b>Heavy Armor (-10)</b>								
Blaze trooper armor	75,000	+9	+5	+0	4 sq. <sup>1</sup>	3 sq. <sup>1</sup>	40 kg	Military, Rare

<sup>1</sup> When running in heavy armor, you can only move up to three times your speed (instead of four times).

## Emergency Rescue Protective Suit

### Light Armor

This armor was designed for use by the Coruscant Rescue Ops. It is capable of protecting the wearer from extreme heat and radiation, providing the wearer with a +5 equipment bonus to their Fortitude Defense against extreme heat or radiation (see *Extreme Temperatures*, SE 254, and *Radiation*, SE 255). It also provides a sealed 24-hour air supply.

## Geonosian Armor

### Light Armor

Although mostly ceremonial, this armor is worn almost constantly by the drone soldiers of Geonosis. It provides minimal protection to the Geonosian warriors. It is made up of a kama and neck guard. Rank in the Geonosian army is denoted by the size of the neck guard.

## Genosian Elite Armor

### Medium Armor

Worn by the Genosian Elite warriors, this armor was put to the test during the Clone Wars. It consists of a chest plate, helmet, thorax guard, and leg plates that provide moderate protection to the hulking Genosian sub-species.

## Graylite Personal Armor

### Light Armor

Developed by Opankro decades before the Clone Wars, Graylite armor is made from densely-woven ceramic fibers capable of withstanding extreme temperatures. This makes the armor extremely effective against blaster fire. When taking damage from an energy weapon, the armor provides a Damage Reduction of 5. This bonus does not apply when receiving bludgeoning, piercing, or slashing damage.

## Katarn-class Combat Armor

### Light Armor

Issued to the clone commandos of the Grand Army of the Republic, the Mark I Katarn-class battle armor is an enhanced version of the standard clone trooper armor. Like the base clone trooper armor, the Katarn-class armor functions as an armored flight suit (SE 133) by providing protection from atmospheric hazards and hard vacuum. It also contains a helmet package, providing a +2 equipment bonus to all Perception checks and low-light vision to any wearer with the *Armor Proficiency (light)* feat.

The Katarn-class combat armor differs greatly from the standard issue clone armor, however, boasting several enhanced functions and added amenities. The armor uses specialty armorplast to reduce its

MK I KATARN-CLASS COMBAT ARMOR



weight, making it half as cumbersome as the standard Mark I. It also contains environmental systems that make the wearer immune to the effects of extreme hot and cold temperatures. The commando armor

### Armor Upgrade: White-noise Anti-static System

Cost: 2,000 credits, Upgrade Slots: 1

The white-noise system, as it came to be known, was used by the commandos of the Grand Army of the Republic during the Clone Wars. This power-hungry device, when incorporated into the armor of a clone trooper, allowed the electrical systems in a commandos' armor to suffer minimal effects to electro-static charges. With this system installed, the armor and therefore all electronic devices installed within the armor are immune to the effects of EMP grenades (CW 62) and pulse grenades. However, the wearer suffers a -5 penalty to all attack rolls and Perception checks for the remainder of the round.

also incorporates a 5-slot integrated equipment system, rangefinder (typically tied to the DC-17m interchangeable weapon system), weapon mount, shield generator system (SR 5), a white-noise anti-static system, and 2 available upgrade slots. The stock Mk I Katarn-class integrated equipment package comes equipped with an encrypted, hands-free comlink built into the helmet, portable computer, droptacs, sound-dampeners, and halo lamp. The stock weapon mounted to the armor is a vibrodagger (SE 124).

Four months into the Clone Wars, the Mark I Katarn-class armor was replaced by the Mark II with improved defensive plating. Ten months after the Battle of Geonosis, the Mark III armor was introduced, which increased shield strength (SR 10) and incorporated reflc shadowskin (SV 47) while retaining its free upgrade slots.

### Light Clone Trooper Armor

#### Light Armor

With the development of the Mk II clone trooper armor, the armorsmiths of Kamino realized the need for a lighter suit of armor. A new, lightweight and flexible armor was created allowed for swifter and quieter movement. This armor became the base for scout trooper armor as well as clone trooper pilot armor used in the latter half of the Clone Wars.

Light clone trooper armor functions as a padded flight suit (SE 133) and has similar internal functions to the standard Mk II clone trooper armor. It has a helmet package that provides a +2 equipment bonus to all Perception checks and low-light vision to wearers that have the Armor Proficiency (light) feat. The armor also comes equipped with a rangefinder and a 5-slot integrated equipment system (SV 46) which was typically fitted with a long-range hands-free comlink, droptacs, and sound-dampeners.

### Mon Calamari Body Armor

#### Light Armor

Created by the Mon Calamari for use in oceanic warfare, this armor is composed of a series of lightweight yet durable seashells. The armor is designed in a way that it doesn't hinder the wearer in any way while swimming, even if they do not possess the Armor Proficiency (light) feat.

### Mk I Clone Trooper Armor

#### Light Armor

This is the first generation of clone trooper armor developed by the Kaminoans before the Clone Wars. The design was a mixture of Mandalorian shock troop armor and Kaminoan engineering. The armor was painted to denote rank tiers within the clone army: standard white



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armor for troops; olive green-striped armor for sergeants; blue-striped armor for lieutenants; red-striped armor for captains; and yellow-striped armor for commanders. This practice was quickly dismissed, however, as

## CLONE TROOPER ARMOR VARIATIONS

Despite the fact that clone trooper armor was made to be fully modular, the armor was typically pre-fitted to specifications dictated by individual military units. These are known configurations of clone trooper armor used during the Clone Wars.

**Aquatic Clone Trooper:** Designed to operate under several atmospheres of pressure typical to many ocean worlds, aquatic clone troopers use standard Mk I clone trooper armor or the newer, light clone trooper armor. The armor has been fitted with the aquatic adaptation upgrade, and comes equipped with droptacs, sound-dampeners, halo lamp, portable computer, and long-range, hands-free comlink installed into its integrated equipment.

**Clone Trooper Assassin:** This armor uses the standard Mk I or II clone trooper armor with a weapon mount and a shadowskin (*SV 47*) into its available upgrade slots. Installed on the weapon mounts are two vibro blades (one on each arm). The components of integrated equipment installed on the armor are a portable computer, droptacs, a kama, neck guard, and sound-dampeners. The Mk II variation also includes a long-range, hands-free, encrypted comlink, lock-breaking kit (*SV 52*), and security kit.

**Clone Trooper Pilot:** Clone trooper pilots do not differ much from standard clone troopers in terms of equipment load-out. In the first half of the war, pilots generally wore standard Mk I clone trooper armor with a computer interface visor added to its stock equipment (portable computer, halo-lamp, droptacs, and sound-dampeners). In the latter half of the war, pilots switched to the light clone trooper armor with the same configuration, as a greater degree of movement was favored over protection.

**Cold Assault Clone Trooper:** One of the first specialized units, the Cold Assault clone trooper uses standard Mk I or II clone trooper armor with a cold-weather environmental system (*SV 45*). The integrated equipment compounds consist of droptacs, a portable computer, kama, neck guard, and sound dampeners.

**Combat Engineer Trooper:** Clone trooper combat engineers wear this armor in the battlefield. It is a standard Mk I or II clone trooper suit with

a Computer Interface Visor and Mechanical Interface Visor installed into its integrated equipment to provide them with on-the-spot schematics to perform the necessary repairs to keep the Republic's artillery and mobile infantry in fighting condition.

**Covert-Ops Trooper:** Used to carry out covert operations most efficiently, this armor is the standard Mk I or II clone trooper armor with a reflex shadowskin installed in one of its available upgrade slots. Typically, a stealth field generator (*KOR 74*) is installed as one of its integrated equipment systems along with a portable computer, long-range, hands-free encrypted comlink, droptacs, and sound-dampeners.

**High-Orbit Precision Entry Trooper:** These highly-specialized clone troopers used Katarn-class body armor fitted with a repulsorlift unit installed into one of its available upgrade slots. Its integrated equipment includes a long-range, hands-free encrypted comlink, droptacs, sound-dampeners, halo lamp, and a hush-about personal jetpack (*TFU 101*).

**Senate Commandos:** While not generally clone troopers, the senate guard adopted the clone trooper armor in the early stages of the war. Senate Commando armor is standard Mk I or Mk II clone trooper armor equipped with hands-free comlink, droptacs, and sound-dampeners.

**Scout Trooper:** A specialized unit introduced in the latter half of the Clone Wars, scout troopers utilized light clone trooper armor with built-in electrobinoculars in addition to the standard configuration of a long-range hands-free comlink, droptacs, and sound-dampeners. Scout trooper armor is sometimes covered in a camouflage pattern (takes up an equipment slot) that has the same effect as non-powered camouflage netting (*CW 65*).

**Sky Troopers:** Sky troopers use standard Mk I or II clone trooper armor with a jet pack in their integrated equipment (*SE 138*). It also incorporates a long-range, hands-free, encrypted comlink, droptacs, sound-dampeners, and a portable computer.

it made higher-profile targets easy for enemy snipers to spot. Instead, the clones implemented a practice of using paint schemes to identify the unit to which they were attached. Because of the Kaminoans' limited knowledge of human physiology, the Mk I clone trooper armor was bulky and uncomfortable. The armor was comprised of twenty form-fitted plates made of a plastoid alloy worn overtop a sealed black body suit.

Clone trooper armor is a heavily-modified armored flight suit (*SE 133*), providing protection from atmospheric conditions and vacuums.

The Mk I armor is fitted with a helmet package, granting any wearer with the Armor Proficiency (light) feat a +2 equipment bonus to all Perception checks as well as low-light vision. It is also designed to be modular and fit mission profiles more closely with an installed 5-slot integrated equipment package and 2 free upgrade slots. By default, the stock Mk I armor's integrated equipment was fitted with a halo lamp and a portable computer.



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## Mk II Clone Trooper Armor

### Light Armor

The Mark II armor was created by the armorsmiths of Kamino after considerable input from both Jedi and clones in the field. The armor began see implementation near the mid-point of the Clone Wars. The Mk II addressed the heaviness of its predecessor, weighing only half that of the Mark I series. It was also designed to be more flexible, providing better range of motion. Additionally, the level of protection provided by the Mk II armor and its internal systems saw improvement over the older version.

Mark II clone trooper armor protects its wearer from atmospheric conditions and vacuums as if it were an armored flight suit (*SE* 133). With its integrated helmet package, this armor grants a +2 equipment bonus to all Perception checks as well as low-light vision to any wearer with the Armor Proficiency (light) feat. A rangefinder has been installed into the armor's visor to assist in the use of weaponry (*SV* 47). The armor is also more modular than the older model – fitted with a 10-slot integrated equipment package as well as 2 free upgrade slots. The stock Mk II armor's integrated equipment is fitted with droptacs, a hands-free comlink, a halo lamp, portable computer, and sound-dampeners.

## Morgukai Cortosis Armor

### Medium Armor

Originally hand-crafted by the Morgukai warriors, this armor is ideal for engaging in battle with Jedi. This scale-mail is crafted from the rare ore, cortosis, which has the unusual ability to repel lightsaber strikes and in some instances, short out the lightsaber's power cell. In addition to its normal armor bonus to Reflex Defense, cortosis armor grants a Damage Reduction of 5 against lightsaber strikes that cannot be ignored. Each successful attack made on the cortosis armor by a lightsaber automatically provokes an reaction (1d20, you do not need to spend an action to make this attack) against the lightsaber's break DC (see *Breaking an Object*, *SE* 152). If the attack succeeds, the lightsaber deactivates and cannot be reactivated for 2 minutes. The attack still deals normal damage before the lightsaber is deactivated.

## Neimoidian Warrior Armor

### Light Armor

Worn by the Neimoidian warriors in the service of the Trade Federation, this armor is just as much ceremonial as it is functional. It consists of a stylish jumpsuit with textured armor plating attached to cover the

NEIMOIDIAN GUNNERY SOLDIER



chest, forearms, shins, and shoulders accompanied by a helmet and a flexible, short kama and cod piece. The lack of total coverage allows Neimoidian warriors better flexibility in melee combat and a greater degree of freedom of movement for marksmanship.

### Red Guard Armor

#### Light Armor

The Chancellor's personal guard, or Red Guard, utilized this armor when the elite unit was first commissioned shortly before the Clone Wars ignited. Although similar to the Senate Guard armor in appearance, this armor's style was borrowed from the Mandalorian Neo-Crusaders and the Sun Guard of Thyrsus. The armor incorporates the latest in armor technology, affording the wearer a greater degree of movement while still providing superior protection.

Red Guard armor is considered to have the helmet package installed, which provides a +2 equipment bonus to all Perception checks and low-light vision to any wearer who possesses the Armor Proficiency (light) feat.

PALPATINE'S RED GUARD



### Senate Guard Armor

#### Light Armor

Also referred to as Blue Guard armor, this suit was worn by the security force charged with the protection of senators of the Galactic Republic and various government complexes on Coruscant. This armor provides limited protection to the wearer, but is largely ceremonial in nature. It is worn underneath an elaborate costume consisting of a flowing, royal blue cape. In the midst of the Clone Wars, this armor was rapidly phased out in favor of a more functional variation derived from clone trooper armor.

### Wookiee Battle Armor

#### Light Armor

Wookiees craft their own suit of armor from materials native to their world. Their design varies from piece to piece, as do their protective properties. Typically, however, the armor is designed primarily to protect vital organs and to leave other areas exposed in order to prevent hampered movement and create less noise while on the hunt.

## EQUIPMENT

The time of the Clone Wars saw a wider variety of technology being used. Greater strides in technological advancement were achieved than there had been in a millennium. Common equipment available in a Clone Wars campaign is given in the following section.

### Antisepsis Field Generator

The antisepsis generator projects a sterilization field that kills any bacterial or viral contagion with which it comes into contact. It is used by physicians and surgeons throughout the galaxy. While inside the 2-square radius field, any patient gains a +2 equipment bonus to their Fortitude Defense versus any disease with which they've already been infected. Patients within the field are also granted immunity from contracting any new disease while inside the field. Larger versions of these generators, called Surgical Umbrella Fields, were often installed at the entrances to an operating room to eliminate contaminants when beings entered the room.

### Anti-Surveillance Gauze

This is a sheer, cloth-like material that can be used to conceal objects. It is most commonly used to drape over windows to disguise the contents of a room from outside onlookers. By connecting the gauze to a datapad, the device can display a stationary image that requires observers to make a Perception check (DC 25) to realize the image is false. The gauze can also display video that can be much more convincing. With a successful Use Computer check (DC 20), the gauze displays a video that requires viewers to make a Perception check (DC 40) to not be fooled by the representation.

### ARENA-7580 Holographic Projection System

The holographic projection system, designed by Imlok, pulls information from a vast array of sources to display a complete picture of the battle field in real time. With a Use Computer check (DC 15) the ARENA-7580 can use data from virtually any communication, detection or surveillance device of friendly or better computer attitude. With this system, the user gains a +5 equipment bonus to all Knowledge (tactics) checks when using the Anticipate Enemy Strategy function of the Knowledge (tactics) skill (see *CW* 27) or any talents from the Military Tactics talent tree (*SE* 221). Additionally, any allies within an area covered by this system are considered to have line of sight with the user, and continue to gain the benefits of these talents.

### Binder Chair

This specialized chair is equipped with restraints to hold a prisoner's arms, legs and torso. Once secured in the chair, a successful trained Acrobatics check (DC 35) is required to break free. The chair has DR 10, 30 hit points, 35 damage threshold, 50 Strength, and a 40 Break DC. This chair is commonly used by law enforcement and on military prisoners during interrogations.

### Blast Pauldron

Pauldrons are worn over the shoulders and generally provide additional protection to vital areas such as the heart and major arteries. ARC troopers and some clone trooper commanders often wore color-coded pauldrons to denote rank. This practice became scarce as the war progressed, however, as it made officers easier to spot by enemy snipers. A pauldron grants damage reduction 5 versus critical hits scored on the wearer.

### Bota

An exceedingly rare plant native to the world of Drongar, Bota possesses miraculous medicinal properties for an extremely wide range of species throughout the galaxy. It also temporarily bestows those with sensitivity

## Communications Gear

Interesting new ways of communicating and disrupting transmissions were created and used during the Clone Wars, as described below.

**BlocNet:** A device that effectively blocks any form of communications equipment within a range of 500 meters. Comlinks and other communication devices are totally unable to establish a connection with any other communication devices inside or outside the field.

**Codebreaker:** A unique device created by a boy named Talesan Fry during the Clone Wars. With it, anyone could completely decrypt and intercept encoded communication transmissions. The small, suitcase-sized device was highly sought after by both the Republic and the Separatists. It was destroyed by Republic General Solomahal during the Battle of Azure in order to keep it out of Confederate hands.

**Homing Beacon:** A device used to track starships across the galaxy. When planted either inside a starship or on its outer hull, the device emits a beacon pulse on an encoded frequency that is extremely difficult to detect by anyone who doesn't possess the broadcast code frequency (requiring a DC 30 Use Computer check). Homing beacons generally have a range of up to 10 parsecs, but specialty beacons can be tied into the holonet to allow tracking anywhere in the galaxy.

**TABLE 4-5: EQUIPMENT**

COMMUNICATION DEVICES	COST	WEIGHT
Translation pod	15,000	—
COMPUTERS AND STORAGE DEVICES	COST	WEIGHT
Implant chip	4,000	0 kg
Recognizer lock	2,000	0.1 kg
DETECTION AND SURVEILLANCE DEVICES	COST	WEIGHT
ARENA-7580 holographic projection system	100,000+	80 kg
Anti-surveillance gauze	4,000 / m <sup>2</sup>	0.2 kg
Confounder	12,000	0.1 kg
Distortion field emitter	8,000	12 kg
Electrobinoculars (holorecording)	5,000	1 kg
Flex-mask	4,000	0 kg
Holographic image recorder	10,000	1.5 kg
Holo-spy cam	2,000	1 kg
Interstitial field generator	65,000	80 kg
Isotope tracking system	5,000	1 kg
Jedi portable scanner	8,000	1 kg
Micro-anechoic	1,000 / m <sup>2</sup>	—
Neuro-Saav TD1.4 electrobinoculars	2,500	2 kg
Scientific information/instrument package (media)	1,000	1 kg
Scientific information/instrument package (terminal)	34,000	8 kg
Strip-cam	2,000	0.1 kg
Templast	2,000	0.1 kg
Tracer orb	500	—
IMPLANTS AND BIO-IMPLANTS	COST	WEIGHT
Mind lattice	30,000	—
Tecno Union Mind Control Device	50,000	5 kg
LIFE SUPPORT	COST	WEIGHT
Depth suit	1,200	6 kg

MEDICAL GEAR	COST	WEIGHT
Antisepsis field generator	8,000	20 kg
Bota	50,000	1 kg
Coagulin	500	0.1 kg
Cordrazine	1,000	0.1 kg
Delta-wave inducer	3,000	5 kg
Diagnoster	1,000	3 kg
Fantazi mushroom	500	0.2 kg
Gas binder	300	0.4 kg
Healy gripper	100	0.3 kg
Medical capsule	12,000	250 kg / 10 kg**
Medical defiberator	2,000	0.2 kg
Nerve stick	50	0.1 kg
Pressor field generator	5,000	5 kg
Regen Stim	500	0.1 kg
SURVIVAL GEAR	COST	WEIGHT
Droptacs	500	—
Envirosuit	1,500	12 kg
Force dome generator	52,000	50 kg
Magnatomic boots	4,000	5 kg
Mon Calamari personal shield	800	4 kg
Portable defense shield generator	15,000	27 kg
Permadome	5,000	50 kg
Luma flare	200	5 kg
Sound-dampeners	200	
Wallet tent	800	3 kg
TOOLS	COST	WEIGHT
Binder chair	3,000	25 kg
Field security override	15,000	0.2 kg
Formchair	Varies	Varies
Laser cuffs	2,000	0.2 kg
Lockbreaker	24,000	0.5 kg
Sith torture mask	100,000	1 kg

**TABLE 1-5:  
EQUIPMENT (CONT)**

WEAPON AND ARMOR ACCESSORIES	COST	WEIGHT
Blast pauldron	500	1 kg
Kama	500	1 kg
Neck guard	200	0.5 kg

to the Force a bolstered connection to the mystical energy field. Because of its unique physical make-up, the plant cannot be synthesized, and during the Battle of Drongar amidst the Clone Wars, the rapidly-evolving plant underwent a genetic mutation that made it useless.

The effects of the medicine vary one species to another. To an Abyssin it is twice as effective as bacta when used as a curative agent, healing a number of hit points equal to twice its character level in addition to that provided by Surgery. For Falleen, it acts as a potent psychotropic drug that induces euphoria, granting a +10 bonus to the character's Damage Threshold for 10 minutes. In humans, it acts as an extremely effective broad-spectrum antibiotic, awarding a +5 bonus to Fortitude Defense versus diseases and poisons for 24 hours. To Hutts, bacta is a powerful stimulant, granting a +5 bonus to all Endurance checks for 4 hours. A Neimoidian receives the benefit of a potent painkiller, which negates the effects of two steps on the Condition Track (-5 acts as -2, -2 acts as normal, etc.) for 2 hours. For Whiphids, it produces an effect similar to an anabolic steroid, providing a +2 bonus to its Strength score

## Medical Supplies

Various pieces of medical equipment have been used for millennia all across the galaxy. Some items have become so commonplace that many take them for granted.

**Chem-Wipe:** A small, chemically-soaked, disposable wipe that cleans and disinfects. Chem-wipes are often used by doctors and field agents to disinfect an area of skin where an incision was about to be made.

**Kaminoan Cloning Cylinder:** Developed, manufactured, and utilized by the expert cloners of Kamino, these cylinders allow the gestation of a cloned living being in half the time it would take for the being to age normally. It provides all the nutrients and key components needed to grow a clone fetus once a genetically engineered embryo is placed inside. The cylinder relays every aspect of vital signs back to a central computer where the clones can be closely monitored.

**Pemeter Scope:** A diagnostic device used to locate and repair nerve damage in a living being.

**Probiotic Shower:** A chemical mist used to replace beneficial skin bacteria that have been killed through the use of a surgical umbrella field.

**Probiotic Tablet:** An internal medicine given to replace beneficial intestinal bacteria that may have been killed through the use of a surgical umbrella field.

**Pulse Sticker:** A small patch that serves as a triage aid. When placed on an injured being will provide a very basic prognosis in 1 minute. It collects basic medical information such as the patient's heart rate and blood pressure. It indicates the condition of the patient with a result of X or one through six. A condition of 1 being that the patient has sustained superficial injuries and will survive with little to no medical attention, to six indicating that the patient is in need of extensive surgery but whose

survival is probable. A result of X denotes that the patient will more than likely perish regardless of medical treatment.

**Sinthenol:** A chemical compound referred to as "hangover-stop" created shortly before the Clone Wars that effectively blocks the effects of alcohol consumption.

**Skin-Glove:** A standard synthetic glove used by doctors and surgeons to avoid infection.

**Spaarti Cloning Cylinder:** A specially-designed cloning cylinder created on Cartao by Spaarti Creations during the Clone Wars. It was intended to be a more widely-used cloning cylinder for the Grand Army of the Republic. The cylinders were capable of producing a fully-grown clone flash-trained in a matter of weeks. However, a design flaw almost guarantees the clones produced with these cylinders go insane in less than 5 years. Unfortunately the manufacturing facility housing the schematics and prototypes was attacked by the Separatists and the entire project was thought to be lost.

**Spray Bandage:** An aerosol-delivered bacta bandage applied on wounds. Spray bandages form an adhesive seal over the wound to fight bacteria and infection while promoting rapid healing.

**Suicide Syringe:** A small syringe containing an extremely lethal chemical often used by captured assassins and deep cover operatives in various military organizations to prevent them from revealing information during interrogation. When injected, a character dies almost instantly.

**Sweat-Stop:** A waterproof aerosol spray applied to skin that prevents the pores from exuding sweat.

for 6 hours. For any other species, the GM designates an effect on that particular species of his choosing, be it beneficial, harmful, or neither. If a character with the Force Sensitivity feat ingests the plant, they receive the Unleashed feat and may perform Unleashed Force powers using Force points rather than Destiny points. The duration of all effects is 1d4 hours.

### Coagulin

This is a drug developed shortly before the Clone Wars that was widely used as a universal blood coagulant by many emergency doctors and surgeons. With a Treat Injury check (DC 5), the drug allows an unconscious character to make an immediate Constitution check to regain consciousness and grants a +5 bonus to that Constitution check.

### Confunder

These small, highly-illegal gadgets are often used to conceal the presence of blaster weaponry from electronic scanning devices. When a character carries this device, it effectively negates any bonuses to Perception checks granted by electronic scanning devices (such as sensor packs, see SE 136) used to detect the presence of any blasters concealed on that character.

### Cordrazine

Cordrazine is a common drug found in emergency rooms and triage units. This drug creates an immediate chemical defibrillation used to jump-start a patient's vital signs if they begin to slip into death. With a Treat Injury check (DC 5), this drug can be administered to a patient who has just failed a Constitution check to regain consciousness by 5 or more, or rolled a natural 1 on their Constitution check. The Cordrazine prevents the character from dying, but cannot be used more than a number of times equal to the patient's Constitution modifier in a 24-hour period, or the patient dies instantly (see Falling Unconscious, SE 147).

### Darth Andeddu Sith Holocron

This ancient Sith holocron was locked away in Darth Andeddu's tomb on Korriban until it was retrieved by Quinlan Vos at the behest of Count Dooku. Contained inside the holocron is a vast wealth of knowledge in the Sith arts, as well as the synthetic red crystal from Andeddu's lightsaber. When used to attune a lightsaber, this crystal acts as an Unstable Synthetic Crystal (see JATM 57). The crystal can be successfully extracted from the holocron with a Use the Force check (DC 40). The abusive and vicious spirit of Darth Andeddu inhabits the holocron, pretending to be its gatekeeper. He is short-tempered and disgusted by weakness. Andeddu is extremely reluctant to share his knowledge. He will often goad unsuspecting Force-users back to Korriban in order

DARTH ANDEDDU EMERGING  
FROM HIS HOLOCRON



to possess their bodies under the guise that the holocron needs to be connected to various Sith apparatus to unlock its deepest secrets.

**Darth Andeddu** CL 20  
Medium Force Spirit Noble 7 / Force Adept 1 / Sith Apprentice 7 / Sith Lord 5  
Destiny 2; Force 20, Strong in the Force; Dark Side 21  
Init +11; Senses Perception +20  
Languages Basic, Binary, Bocce, Chaqri, Miralukese, Rakatan, Ryl, Sith  
Defenses Ref 25 (flat-footed 24), Fort 25, Will 30  
Hp 172, Threshold 24

Immune fear effects, melee and ranged attacks, telekinetic Force powers

Speed 6 squares; ignores difficult terrain, walls, and objects

Base Atk +18; Grp +19

Atk Options Power of the Dark Side

Special Actions Aversion, Dark Healing, Dark Preservation, dark spiritual travel, Drain Force, Empower Weapon, Improved Dark Healing, Illusion, manifestation, possession

Force Powers Known (Use the Force +28): drain energy, fear (2), Force lightning (3), Force slam (2), Force thrust (2), Force whirlwind (3), mind trick (3), move object (4), negate energy (2), rebuke, surge

Force Techniques Dominate Mind, Force Point Recovery, Improved Move Light Object

Force Secrets Corrupted Power, Devastating Power, Holocron Loremaster, Unconditional Power

Abilities Str 12, Dex 13, Con –, Int 16, Wis 21, Cha 27

Special Qualities destiny fulfilled (creation, discovery), fearless, temptation

Talents Affliction, Aversion, Cause Mutation, Dark Healing, Dark Preservation, Drain Force, Empower Weapon, Improved Dark Healing, Power of the Dark Side, Illusion, Sith Alchemy, Transfer Essence

Feats Force Boon, Force Sensitivity, Force Training (4), Linguist, Pall of the Dark Side, Skill Focus (Use the Force), Strong in the Force, Weapon Proficiency (advanced melee weapons, lightsabers, pistols, simple weapons)

Skills Deception +23, Gather Information +23, Knowledge (galactic lore) +18, Knowledge (life sciences) +18, Knowledge (physical sciences) +18, Perception +20, Persuasion +21, Treat Injury +20, Use the Force +28

### Delta-Wave Inducer

A delta-wave inducer is a piece of medical technology that aides in sleep disorders, but is also used by beings that require a more restful sleep in a shorter span of time. When connected to the delta-wave inducer, a character instantly falls asleep and experiences a more replenishing rest. Unwilling characters pit their Will Defense against the delta-wave inducer's attack roll with a +5 attack bonus. A character under the effects of this device regains hit points equal to their level every 4 hours (see Natural Healing, SE 148). For each consecutive day the delta-wave inducer is used, the character must rest an additional hour to regain hit points equal to their level.

### Depth Suit

Depth suits such as the ones produced by Kaminoan Armorsmiths during the clone wars protect the wearer from extreme cold temperatures and multiple atmospheres of pressure. The suit makes the wearer immune to extreme cold and provides a +10 equipment bonus to Fortitude Defense to resist intense positive atmospheric pressure (but not vacuums), like those found in the depths of Kamino's oceans.

### Diagnoster

Diagnostors are medical devices used by doctors to diagnose medical problems in patients. A character using a diagnoster receives a +2 equipment bonus to all Treat Injury checks when attempting to use the Treat Disease, Poison, or Radiation functions of the skill.

## Information Technology

Important information was transmitted in a variety of ways in the Republic during the Clone Wars. From the mundane to the super secret takes all different shapes. Below are examples of how information was protected, stored or transferred.

**Filocard:** A proprietary datacard used on Aargau to store and track an individual's financial records. A filocard also stores identification information such as retinal scans and DNA code. A filocard has an Intelligence of 14.

**Holo-chart:** A phrase used to describe a number of terminals that display an array of information from travel times to stock exchange figures.

**IdentiChip:** An identification card that stores all manner of information be it financial, medical or personal for the individual to which the card was issued.

**MadWare:** The term used for slicing techniques used by the Separatists during the Clone Wars. Using microwave signals, the Separatists would upload madware into droids in the service of the Republic. It would override the droid's programming, causing them to become destructive and violent.

**Pyrowall:** A type of software used to protect computer systems from outside intrusion. A pyrowall adds +2 to the Intelligence score of the computer to which it's installed, and treats all Use Computer checks made to access the system as Hostile except those who are authorized access.

**T-Marker:** Created by the Victory Rationing Orders and Regulation Plan, a T-marker is a voucher for starship fuel issued to corporations in order to power their fleets' starships.

### Distortion Field Emitter

This discreet device is often used by diplomats and other dignitaries in order to hold private conversations without the risk of electronic eavesdropping. The emitter extends a distortion bubble over a 2-square radius that effectively disrupts any electronic signals from being transmitted outside the field. Any communication device ceases to function while inside this area.

### Droptacs

These are optical devices inserted into the eyes of most humanoid species to prevent impaired vision on worlds that were more brightly-lit. By filtering out non-visible light as well as glare, harmful rays and excessive lumens, droptacs prevent permanent damage to the wearer's eyes. Droptacs lessen the effects of hampered vision caused by intense levels of ambient light or brief flashes created by certain weapons. These effects are reduced by one step: blindness becomes total concealment; total concealment becomes concealment; and concealment becomes no effect (see Blindness, SE 254).

### Electrobinoculars (Holo-recording)

The Neuro-Saav TT-4 holo-recording electrobinoculars were an experimental piece of equipment used by the Praesitlyn Defense Force during the Clone Wars. During this time, the device was extremely rare outside of Praesitlyn, but is placed into mass production after the Clone Wars. The TT-4 functions as normal electrobinoculars (SE 136), but can also record up to three hours of holographic video.

### Envirosuit

These bio-hazard suits are used to protect the wearer from the effects of biological or chemical contagions present in a given area. The bulky suits provide an internal oxygen supply and atmospheric filtration for 24 hours of continuous use. While inside an operating envirosuit, the wearer is immune to the effects of contact with acids, atmospheric hazards (except a vacuum), disease, poison, radiation, or smoke. Note that the envirosuit has no impact on any hazard effects the wearer suffers from prior to donning the protective suit.

### Fantazi Mushroom

This is a plant native to the planet Ord Cestus. Uncooked or improperly prepared, the mushrooms produce a hallucinogenic effect that deadens the senses. When ingested, the mushrooms make an attack (1d20+5) against the target's Fortitude Defense. A successful attack drains 1d6 Wisdom from the target for 1d8 hours. If the mushrooms are properly



prepared with a successful Knowledge (life sciences) check (DC 15), when ingested the mushrooms provide a +2 bonus to all Perception checks for 1d4 hours.



## Biological Weapons

The Confederacy of Independent Systems, knowing it faced a mostly biological Republic army with its mechanically-dominant forces, quickly made the decision to employ a variety of biological and chemical weapons. Two beings were most directly responsible for creating the majority of these aberrations – Jenna Zan Arbor and Ovolot Qail Uthan. Like other poisons and diseases, the following list can be used as a portable weapon in a virus bomb.

**Blue Shadow Virus (CL 10):** Originally a waterborne viral strain that had been long-since destroyed, the Blue Shadow Virus was a powerful contagion that affected an overwhelming number of species throughout the galaxy. A Confederate scientist named Nuvo Vindi reconstituted the virus, however, manufacturing it into an airborne, weaponized form. Any creature exposed to the virus through contact, ingestion or inhalation suffers an attack on their Fortitude Defense (1d20+20). If the attack succeeds the target takes 1d6 damage and moves -1 persistent step down the condition track. The virus makes this attack each hour until the target has been cured. If the character moves all the way down the condition track, they are too weak to move and collapse, but continue to take damage. The Blue Shadow Virus can only be cured using a vaccine created from Reeksa root, native to the Outer Rim world of Iego. With the Reeksa extract, a DC 25 Treat Injury check is required to cure the virus.

**Clone-killer Gas (CL 8):** Specifically designed to target the Republic's Jango Fett clones, this contaminant was an effort led by Uthan that was destroyed before it could be finished. However, it is possible that some samples of the early incarnations of this chemical escaped destruction. It can be contracted via airborne contamination. This gas makes an attack on the Fortitude Defense of clone troopers carrying the Mandalorian's DNA (1d20+10). Since the weapon was not yet perfected, contamination still posed a danger to non-clones, though the risk is much lower (1d20+1). If the attack succeeds, the target takes 3d8 damage and moves -2 persistent steps down the condition track (see Conditions, SE 148). This attack occurs every hour until cured with a successful DC 30 Treat Injury check. Clone-killer gas is considered a poison (see Poison, SE 255).

**Clone Nano-virus (CL 6):** Developed by a traitorous Kaminoan for the Separatists in the fourth month of the Clone Wars, this genetically-engineered virus targets Jango Fett clones specifically. It can be spread via contact or through airborne contamination. The nano-virus makes an attack on any Jango Fett clone's Fortitude Defense (1d20+15). If the attack succeeds, the clone takes 3d6 damage and moves -1 persistent step down the condition track (see Conditions, SE 148). This attack occurs every hour until cured with a successful DC 35 Treat Injury check. The clone nano-virus is considered a disease (see Disease, SE 254). By the sixth month of the Clone Wars, a vaccine had been created and distributed to all the clones in the army, rendering the virus inert.

**Dihexalon Gas (CL 4):** An early poison (see Poison, SE 255) by Zan Arbor that eventually led to more deadly discoveries, Dihexalon gas was responsible for killing Jedi Master Yaddle during its test stages on Mawan. The toxin makes an attack on a target's Fortitude Defense (1d20+8). With a successful attack, the target moves -1 persistent step down the condition track (see Conditions, SE 148). The toxin repeats its attack every round until cured with a DC 20 Treat Injury check.

**Nytinite (CL 4):** A form of sleeping gas that saw heavy use during the Clone Wars. When the purple mist is dispersed into the air, it permeates a 2-square by 2-square area. Any creature caught within, entering into, or passing through this area is attacked by the nytinite (1d20+5) against their Fortitude Defense. If the attack succeeds, the target moves -2 persistent steps down the condition track. The toxin attacks each round until cured with a successful DC 20 Treat Injury check. If the creature moves all the way down the condition track, they fall unconscious and remain that way until cured.

**Paraleptin/Tritoxinate (CL 8):** Two of the more potent neurotoxins in the galaxy during the Clone Wars, both of these poisons inhibit respiratory function and blood flow by interrupting the central nervous system in most humanoid species. When a creature comes into contact, ingest, or inhales the poison they are subjected to a Fortitude attack (1d20+10) from the toxin. A successful attack deals 4d6 damage and moves the target -2 persistent steps down the condition track. If the target moves all the way down the condition track, they are paralyzed, but continue to take damage each round until cured with a DC 25 Treat Injury check.

**Trihexalon Gas (CL 6):** A refinement of Dihexalon, this incarnation was a much more potent weapon. Also known as Hex gas, or Dragon's Breath, the toxin makes an attack on a target's Fortitude Defense (1d20+10). If the attack succeeds, the target takes 3d8 damage and moves -1 persistent step down the condition track. The toxin repeats this attack every round until cured with a DC 25 Treat Injury check.

**Trihexalophine-1138 (CL 8):** The final refinement of the lessons learned from the trihexalon experimentation, Trihexalophine-1138 (often referred to as THX-1138) was a planet killer, attacking an entire eco-system. This weapon was deployed on the Noghri homeworld of Honoghr when a Lucrehulk transport carrying the weapon crash-landed on the planet. Once dispersed into an area, the toxin is persistent. Any creature (including plant-life) exposed to the poison via contact, ingestion or inhalation, is subjected to a Fortitude attack (1d20+20). If the attack succeeds, the target takes 4d8 damage and moves -2 persistent steps along the condition track. The poison attacks each round until it is cured with a DC 30 Treat Injury check. When a target dies as a result of this weapon, it emits a cloud of gas that affects a 3-square radius, perpetuating the cycle until the entire planet is a barren rock.

**Tisyn-C Nerve Gas (CL 8):** This nerve agent was developed during the Clone Wars. It is a deadly compound, causing spasms, dementia and death. It can be administered via contact, ingestion or inhalation. The gas makes an attack roll (1d20+10) on a creature's Fortitude and Will Defenses. If the attack succeeds on their Will Defense, the target is panicked and may only make one standard action each round. If the attack exceeds the target's Will Defense by 5 or more, they are stricken with fear, and can perform only one move action each round. If the attack exceeds the target's Fortitude Defense, the target takes 2d6 damage and moves -1 persistent step down the condition track. The nerve agent makes this attack once each round until the target has been cured with a DC 20 Treat Injury check.

### Field Security Override

This device is inserted into a standard data port in order to disable active security measures. It is often used by burglars and covert military units to shut down security protocols and open locked doors. Once in place, the override provides a +5 equipment bonus to Disable Program and Improve Access attempts with a Use Computer skill check. This device is highly illegal in most systems.

### Flex-Mask

This flexible facial disguise was originally created to alter the appearance of holo-vid actors for their roles in holonet performances. It quickly saw use by covert operatives and the like. Flex-masks and flex-suits provide a +10 equipment bonus to all Deception checks when using the Deceive Appearance function of the skill.

### Force Dome Generator

A force dome generator projects a deflector shield over a wide area designed to withstand heavy projectile impact but limited energy damage. Depending on the level of power being fed into the system and the number of emitter crystals used, the device can project a hemisphere as small as 100 meters in diameter to as large as 1 kilometer. A single crystal force dome (100m) provides SR 50 to all projectile damage to creatures and objects within the protected area from any attacks made from outside the protected area. All successful energy attacks treat the shield as if it were 20 SR lower than its present condition. With each crystal that is added to the system (1,500 credits per crystal), the field expands by 100 meters to a maximum of 1,000 meters (1 km).

### Formchair

Available in a number of styles and colors, the formchair is made from a special material that fits itself to the user's unique body shape and weight to provide maximum comfort. When using a form chair, the character recovers an additional +1 hit point for 8 hours of rest.

### Gas Binder

Used to rid the body of various toxins, a gas binder injects a potent medicine directly into the bloodstream. With a successful Treat Injury check (DC 10), the gas binder grants a +5 bonus to Fortitude Defense against attack rolls made against you by poisons (see Poisons, SE 255).

### Healy Gripper

The healy gripper is a medical tool used in surgery to remove shrapnel and other foreign objects embedded into an organic being's flesh. It provides a +2 equipment bonus to all Treat Injury checks when using the Perform Surgery function of the skill (see Treat Injury, SE 74).

### Holographic Image Recorder

Created by Corellidyne, the CX-3.1 holographic image recorder is used in conjunction with the CQ-3.9x holoshroud. The recorder scans an individual or object with ultra-high precision. It is capable of storing a single image with a Use Computer check (DC 15), but requires the CQ-3.9x holographic image disguiser to display the holograph.

### Holo Spy Cam

This small surveillance device was developed by the Naboo Royal Security Force during the Clone Wars. It consists of a small control base with a telescoping smart cord that can extend as far as 10 meters, tipped with a small, spherical holo-camera and microphone. It allows the user to see around corners while maintaining concealment. The camera provides a +5 equipment bonus on all Perception checks when eavesdropping on nearby conversations. It also provides a +5 equipment bonus to all Stealth checks using the Conceal Item function to hide the camera from view.

### Implant Chip

Using a special injector, a tiny eyelash-sized microchip storing 500Sks (simple text, images, video or 20 seconds of holographic data) of sensitive information can be implanted under the skin for transporting information secretly. The chip is virtually impossible to detect, even with bio-med scanners. A Use Computer check (DC 40) with sensor equipment is required to detect the presence of the implant chip. A simple Treat Injury check (DC 10) is needed to extract the chip successfully. If a natural 1 is rolled on this check, the device is damaged and the information is permanently irretrievable. Once removed successfully, the implant chip uses a special connector to interface with standard data terminals.

### Interstitial Field Generator

This stealth field generator saw heavy use by many covert military units during the Clone Wars. The generator pulls visual information from its surroundings and uses the imagery to project a stealth shield around a stationary object or structure up to 100 meters in diameter making it virtually invisible to the naked eye, though it has no effect on sensors. Due to power constraints, the generator must be powered by an external power source and as such, is usually only seen used on bunkers or landed starships. Objects within the stealth field are granted Total Concealment.

### Isotope Tracking System

Developed by the Republic military during the Clone Wars, the isotope tracking system was an inconspicuous means to track the movement of a target. A small device detects the presence of a specialized isotope within one square from up to 5 kilometers away. The isotope is deployed as a fine powder that adheres to most surfaces with which it comes into contact. Most commonly, it is applied via a projectile weapon (such as a grenade launcher or Verpine shattergun or sniper rifle). A Perception

### Thyssel Bark

This is a tree bark obtained from the Thyssel trees on the planet Haruun Kal. When roasted the bark has no harmful effects and produces a very mild feeling of euphoria, similar to regular smoking tabac. When chewed raw, however, it produces a reaction similar to most spice. The raw bark stains the user's teeth a shade of crimson red. A character who chews raw Thyssel bark moves -2 persistent steps down the condition track, and the persistent condition can only be removed after 4 hours of rest. However, for 10 minutes after it is ingested, the character experiences an intense euphoria, ignoring all penalties associated with moving down the condition track. An affected character still falls unconscious from moving all the way down the condition track. When the effects of the spice wear off, the character suffers the effects of the condition track penalties as normal and suffers an attack (1d20+5) on their Will Defense. If the attack succeeds, the target permanently loses 1 point from their Intelligence attribute. This point cannot be recovered under any circumstances, as the target has suffered permanent brain damage.

check (DC 30) is required for a target to realize they have been sprayed by something, though they most likely will not know the significance. The detection equipment used with the isotope ignores concealment (even total concealment) on a target coated with the isotope with a Use Computer check (DC10).

### Jedi Portable Scanner

Designed under the strict supervision of Jedi Master Walden Bridger, the Jedi portable scanner is an impressive example of Jedi craftsmanship. The device functions as a normal sensor pack (*SE 136*), however, the circumstance bonus granted by the scanner is increased to +7, denoting a superior mastercraft enhancement. The portable scanner is also much smaller than typical sensor packs at nearly one-tenth of the size.

### Kama

More than mere decoration, a kama is a type of heavy skirt typically worn over armor. A kama is normally made from heavy leather or some flexible material with protection from puncture. ARC Troopers and some clone trooper units wore kamas during the Clone Wars as protection from fragmentation explosions when minefields were prevalent. Wearing a kama provides a +1 circumstance bonus to the wearer's Reflex Defense versus burst and splash damage.

### Laser Cuffs

Although severely outdated by the time of the Clone Wars, laser cuffs still saw infrequent use on some backwater planets. Functioning like typical binders (SE 139), the laser cuffs emit a focused beam of light to prevent the captive from breaking free. The internal power cell contains enough charge for 12 hours of continuous use. With any failed escape attempt (see Escape Bonds, SE 63), the cuffs deal an automatic 1d6 energy damage to the wearer.

### Lock Breaker

These highly illegal devices are popular among criminals, slicers and spies all over the galaxy. They are used to circumvent locks and security devices, granting a +10 equipment bonus to Mechanics checks using the Disable Device function of the skill. The lock breaker serves as the security kit required for this action.

### Luma Flare

The model-3287 aerial illumination system developed by Salamini Chemical Munitions is an artillery device used for a multitude of purposes. Most commonly, they are used as a distress beacon lit off by stranded or crashed pilots. During the Clone Wars, Separatists used luma flares during nighttime raids on Republic RMSU-7 on Drongar to assist in artillery firing solutions. The luma flare has a range of 500 meters and illuminates a 150-meter radius as if it were broad daylight, removing concealment on targets due to darkness.

The flare can be used as an improvised weapon as if it were a grenade. When making an area attack with the luma flare, make a single attack roll and compare the result to the Reflex Defense of every target in the flare's 3-square burst radius.

Any target hit by the luma flare immediately takes 3d6 damage and they catch fire. Missed targets take half damage. Targets with the Evasion talent take half damage on a successful hit, and no damage on a miss. Additionally, any targets within 5 squares that are looking in the direction of the flare when it goes off suffer an attack (1d20+10) on their Fortitude Defense. If this attack is successful, they are blinded for 1d6 rounds.

### Magnatonic Boots

This footwear was developed by the Republic early in the Clone Wars. The soles form a magnetic bond at the atomic level to any magnetic surface using a special metal alloy. A character wearing these boots is granted a +10 equipment bonus on all Climb checks when attempting to scale a ferrous surface, including sheer walls and ceilings without handholds.

### Medical Capsule

A medical capsule is a Large-sized device used for stabilizing and transporting injured characters. Being placed inside the capsule, the patient enters stasis. The patient in the capsule does not make any Constitution checks to regain consciousness, and does not move any farther down the condition track due to wounds or persistent conditions. The medical capsule operates on a built-in repulsor unit that reduces its effective weight from 250 kg (empty) to 10 kg (occupied).

### Medical Defiberator

These small medical devices are commonly used by field medics and doctors to revive a character whose heart has stopped beating. When using the Revivify function of the Treat Injury skill, the user receives a +5 equipment bonus to their Treat Injury check. Additionally, the defiberator allows an additional 2 rounds for the Revivify action to be performed (see Treat Injury, SE 74).

### Micro-Anechoic

Originally developed for the Special Operations Brigade of the Grand Army of the Republic during the Clone Wars, micro-anechoic is a special coating placed on walls within a room that acts as sound-proofing. Once installed, the DC for Perception checks made to hear any sound coming from within the room coated with the material is increased by +30.

### Mind Lattice

A mind lattice is Skakoan cybernetic technology used to imprint knowledge of specific tasks, subjects or equipment operation. These devices are rarely used due to the high cost and risk involved with their implantation. A DC 30 Treat Injury check is required with the Cybernetic Surgery feat to install the implant (you cannot install implant on yourself). Failure by 5 or more means the procedure was a failure and the patient suffers permanent brain damage, resulting in a permanent -4 reduction to the patient's Intelligence score. Success provides a +5 equipment bonus to any one Intelligence-based skill or the Pilot skill (player's choice).

### Mon Calamari Personal Shield

Often used with the Mon Calamari personal armor, this shield is made of the same durable shell material. When the wielder of this shield uses the Fight Defensively action, they are considered to be behind cover. The shield possesses a DR of 10, 150 hit points, damage threshold of 35, with a Strength of 60 and a break DC of 40.

## Traps

Weapons and technology used in war efforts were not always as overt as those seen on the battlefield. Some devices used during the Clone Wars carried out their missions in a more sinister approach. Traps are a common method of passive defense as well as offense, and they were employed frequently during the Clone Wars.

**Force Harvester (CL 10):** The Force Harvester was an ancient Sith artifact originally created by Exar Kun during the Great Sith War some four thousand years before the Clone Wars began. It is capable of draining the life force from any living being within its reach for the purpose of powering a much larger device, the Dark Reaper. The Force Harvester is activated by a Force-user with a Dark Side score of 5 or greater with a successful Use the Force check (DC 20). The Force Harvester makes an immediate area attack against all living creatures (except the wielder of the device) within a 100-square radius. Make a single attack roll (1d20+20) and compare the result to the Will Defense of all living creatures within the effected area. The Force Harvester ignores all concealment and cover when making this attack. Any targets successfully hit are drained of 2d10 hit points, while missed targets have 1d10 hit points sapped. As this hazard targets Will Defense, the Evasion talent has no effect on the Force Harvester. The device is considered fully charged and cannot extract any more hit points from targets once it has reached 1000 hit points stored. Once fully-powered, the device can be installed as an amplifying device to turbolasers at a cost of 50,000 credits and 10 emplacement points.

**Lightstorm Chamber (CL 8):** This system was a security device developed to protect a room or passageway from intruders. It can be programmed to allow specific individuals through using a stand-alone keypad generally in the room the chamber protects (has an Intelligence of 16). This keypad cannot be accessed remotely. Typical models costs 185,000 credits and cover a 2-square by 2-square area, but can be purchased to cover a larger area for a cost of an additional 25% of the base cost per square. When an unauthorized individual steps into the covered area, it activates by firing dozens of tiny pin-hole lasers into the chamber. Make a single attack roll (1d20+10) and compare the result to the Reflex Defense of every target within the chamber. Any targets successfully hit by the lightstorm chamber suffer 4d8 damage, while missed targets take half damage. Any target with the Evasion talent takes half damage on a hit, and no damage on a miss. The lightstorm chamber makes a new attack at the start of each round that an intruder resides within the covered area.

**Radiation Beam Field (CL 10):** The radiation beam field was first encountered in a blockade over the Gwori system during the Clone Wars. Incoming starships are routed through the Colossal (station) sized field projector and bombarded with Extreme-level radiation (see Radiation, SE 255).

### Neck Guard

Typically attached to a helmet or armor, a neck guard provides protection to the sensitive area on the back of the neck generally left exposed by standard armor. A neck guard provides a +1 circumstance bonus to the wearer's Reflex Defense versus surprise and sneak attacks.

### Nerve Stick

A nerve stick is a small, chewable stimulant that was used by soldiers in the Grand Army of the Republic during the Clone Wars. The stimulant helps resist the effects of fatigue and lack of sleep. When ingested, the target receives a +2 equipment bonus to all Constitution checks and Constitution-based skill checks.

### Neuro-Saav TD1.4 Electrobinoculars

These were the electrobinoculars of choice for the Grand Army of the Republic during the Clone Wars. The TD1.4 electrobinoculars were most often used by ARC troopers or Jedi on deployment with clone troopers. They were used with great success most notably on Muunilist by ARC-77

Captain Fordo during his mission to disable a Separatist gun emplacement. Fordo used these electrobinoculars to recon the emplacement defenses prior to his attack.

The TD1.4 electrobinoculars provide all of the benefits of standard models (see Electrobinoculars, SE 136), but also includes the ability to record data, still images and video onto a standard data card (SE 136). They also contain visual enhancers that automatically adjust for poor visibility conditions and digitally enhance the picture's sharpness and clarity at range. These electrobinoculars reduce the range penalty on Perception checks to -1 for every 15 squares of distance. They also increase the aid another bonus given to an ally or allied vehicle by +1 when using the Long-Range Spotter function of the Perception skill.

### Permadome

Permadomes are pre-engineered, pre-fabricated dwellings that allow almost anyone to assemble them in a very short span of time. Setting up a permadome requires no skill checks and can be constructed in as little as 30 minutes per intended occupant. Permadomes can be made

up of a number of materials and pre-fabricated to house any number of occupants at a cost of 1,000 credits per additional inhabitant.

### Portable Defense Shield Generator

Developed for fortifying infantry positions from incoming enemy fire, the portable defense shield generator was produced by several manufacturers. It extends both particle and ray shields in a 3-square radius that protects all creatures and objects within the protected area with SR 30 from attacks made outside the protected area. The internal power supply can accommodate the shield for a maximum of 24 hours; however, it can also be connected to a portable fusion generator to allow an indefinite supply of power.

### Pressor Field Generator

These devices are used by medical specialists and surgeons all over the galaxy. They were difficult to obtain during the Clone Wars due to overwhelming demand (availability during this time is Rare). A pressor field generator emits a tiny particle shield around targeted veins and arteries to maintain pressure, stave off blood loss, and reduce the chance of infection during surgery. If the user of this device fails a Treat Injury check while using the Perform Surgery function of the skill, they may reroll the skill check, but must accept the result of the second roll.

### Recognizer Lock

This small security device allows the user to secure a lock with a thumb print (or other equivalent mark used by other species) rather than a security code or access key. With a simple Mechanics check (DC 5), the user can install their identification on the device. A recognizer lock is considered a Complex lock (see Mechanics, SE 68).

### Regen-Stim

A medical drug that aids in rapid tissue regeneration, regen-stims saw widespread usage during the Clone Wars. It helps minimize or prevent scarring of skin tissue by facilitating the growth of new tissue faster than normal. When administered (DC 5 Treat Injury check), the patient regenerates double the hit points after a full 8 hours of rest.

### Scientific Information/Instrument Package

The Scientific Information/Instrument Package, or SIP, is an encrypted data format and proprietary system used for encrypting and decrypting the information stored. A Use Computer check (DC 10) is required to

encode and decode information stored within the device using a special terminal. However, the SIP is considered hostile to any other means of accessing the information held within. The SIP has an effective Will Defense of 40.

### Sith Torture Mask

These ancient masks were created by the Sith to both assist in torture, as well as serve as a form of torture itself. While the mask is worn, the target is bombarded with attacks to their Fortitude and Will Defense (1d20+10) each round. If the target's Fortitude Defense is beaten, they suffer a -5 penalty to all Strength, Dexterity and Constitution checks and related skill checks. If their Will Defense is beaten, they are not able to use Force or Destiny Points, nor can they perform any action that requires any degree of concentration (including the use of Force powers) without a roll of natural 20. Even if their Will Defense is not beaten, they receive a -10 penalty to all Use the Force checks and are unable to use Force or Destiny Points.



SITH TORTURE MASK

### Sound-Dampeners

These simple noise-canceling earplugs are used as a device to lessen the adverse effects of deafening noises created by certain ambient conditions and some weapons. Inserted into the ear canals of most humanoid or like species, sound-dampeners reduce the effects of deafness by one step: deafened becomes total concealment; total concealment becomes concealment; and concealment becomes no effect. Additionally, sound-dampeners reduce any sonic-based stun damage by one die.

### Strip Cam

Developed by the Republic military in the early months of the Clone Wars, the strip-cam is a totally unobtrusive surveillance device. It consists of a camera system on a thin sheet of flimsiplast with adhesive so that it can be placed virtually anywhere. Once installed, a Perception check (DC 30) is required to notice the device without the aid of specialized signal-detecting equipment. It can transmit video to a receiver up to 5 kilometers away.

### Techno Union Mind Control Device

This device was developed by the Techno Union during the Clone Wars in an experiment on Nelvaan to turn its tribal natives into an army of mutant warriors. When worn and activated, the wearer suffers an attack (1d20+10) on their Will Defense. If the attack exceeds their Will Defense, the target loses control of their faculties and the character is relinquished to the control of the character controlling the device. If at any time the target's Will Defense changes, the device makes a new attack. If the Will attack fails the device has no effect on the wearer. This device was extremely rare during the Clone Wars, as it was available only in an experimental stage on Nelvaan in the third year of the Clone Wars.

### Templast

This oxidizing flimsiplast sheet was used to communicate confidential documents or secret orders by many corporations and military units during the final years of the Republic. When exposed to the air, the templast begins to oxidize, destroying itself within 3 minutes, making whatever information printed on its surface illegible and permanently lost.

### Tracer Orb

These are small tracking devices created by Gilramos Libkath on Tatooine during his exile. They are surgically implanted into the hand of a subject and used to monitor the target's whereabouts. Tracer orbs also contain a highly-lethal chemical that is injected into the bloodstream if the victim strays too far from Gilramos. A successful Treat Injury check (DC 10) is required to implant the device. If the device is separated from the locator device by more than 10 kilometers, it activates a kill-switch and releases a toxin that attacks the target's Fortitude Defense (1d20+20). If the attack exceeds the target's Fortitude Defense, they are killed instantly. A Treat Injury check with the Perform Surgery function (DC 25) is required to remove the tracer orb.

### Translation Pod

The translation pod is a network of electronic components that are installed into a room to pick up spoken words in all known languages and translate them into another. The translation is then projected through a speaker system or handheld device. Most commonly, the devices are used to convert alien dialects into Galactic Basic, but are available in virtually any configuration. The system carries a +15 Knowledge (galactic lore) skill modifier for determining whether it is capable of translating a specific language.

### Wallet Tent

An extremely compact and portable form of shelter, the wallet tent was popular with most military types in the galaxy during the Clone Wars. When the seal is broken on the pressurized container, the wallet tent expands in 2 rounds into a full-sized shelter capable of accommodating a single occupant. The tent provides a +10 equipment bonus to all Basic Survival and Endure Extreme Temperature checks of the Survival skill. When the auto-fold button is pressed, it reconfigures itself back into a portable wallet size in 1 minute.