

STAR WARS®

ROLEPLAYING GAME

The Clone Wars

Sourcebook

Weapons

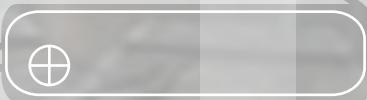
By Keith Kappel and Ryan Brooks





WEAPONS

[Survival +6] [Spot +14]



The galaxy has seen the development of a vast array of weaponry over the millennia. Countless wars have been waged on every scale. 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, while others aim to be more destructive than anything the galaxy has seen before. The Clone Wars were no exception.

Research and development teams worked tirelessly on both sides to create a greater cache of weaponry 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.

Ranged Weapons

Arakyd Industries ACP Array Gun

Weapon Type: Charged particle shotgun

Proficiency Group: Exotic (charged particle weapons)

Damage: 3d8+1

Range Increment: 4 m

Fort DC: --

Multifire/Autofire: --

Hardness: 5

WP: 5

Availability: Prevalent, restricted

Cost: 900

Critical: 19-20

Weight: 4.5 kg

Type: Piercing

Size: Medium

Break DC: 15

Era:    

Special: Must reload after 8 shots. Crit increases to 18-20 at point blank range.

This particle shotgun was often used by Trandoshan slavers, and with each blast, fired a spread of eight individual particles. While the weapon range was notoriously low, the damage it dealt at close range was lethal.

Arakyd Industries ACP Repeater Gun

Weapon Type: Charged particle repeater

Proficiency Group: Exotic (charged particle weapons)

Damage: 3d6

Range Increment: 12 m

Fort DC: --

Multifire/Autofire: --

Hardness: 4

WP: 5

Availability: Prevalent, restricted

Cost: 900

Critical: 19-20

Weight: 4.5 kg

Type: Piercing



ACP REPEATER



ACP HEAVY REPEATER



ACP ARRAY GUN

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Size: Medium

Break DC: 14

Era:

Special: Must reload after 40 shots. When used against personal shielding, reduces shield DR by 2.

This particle submachine gun is also commonplace among Trandoshan slavers and mercenaries. The weapon is fairly unremarkable except that the charged particle technology is more effective at penetrating shields than standard blaster technology. The weapon at first glance appears to be some kind of blaster weapon, but like Wookiee bowcasters, the energy sheath merely coats the charged particle, which is what actually does the damage.

Arakyd Industries LS-150 ACP Repeater

Weapon Type: Repeating Charged Particle Rifle

Proficiency Group: Blaster rifles

Damage: 3d8+3

Range Increment: 25 m

Fort DC: --

Multifire/Autofire: M/A Only

Hardness: 6

WP: 10

Availability: Rare, Restricted

Cost: 2,500

Critical: 20

Weight: 12.5 kg

Type: Energy

Size: Large

Break DC: 18

Era:

Special: Must reload after 24 Multifire bursts or 12 Autofire bursts (you can mix and match as necessary). Requires Strength check DC 15 to operate each turn (you cannot take 10 or 20). Failing the Strength check means the weight and recoil of the

weapon have overwhelmed you, causing a -6 penalty to all attacks made that round. When used against personal shields, reduces the DR by 2.

This massive rotary repeating blaster cannon was more suited as a vehicle or tripod mounted weapon (if mounted, Strength check is no longer needed). This weapon was typically only used by massive and incredibly strong Trandoshan mercenaries filling a heavy assault role. It works on the same principles as all other Charged Particle weaponry, though this is by far the most powerful weapon of its type to be developed, capable of chewing through lines of infantry or shielding on low-flying speeders.

Baktoid Armor Workshop E-5 Droid Blaster

NOTE: For official stats on the E-5 droid blaster, turn to page 15 of the *Arms & Equipment Guide* by Wizards of the Coast.

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. 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

Weapon Type: Sporting blaster rifle

Proficiency Group: Blaster rifles

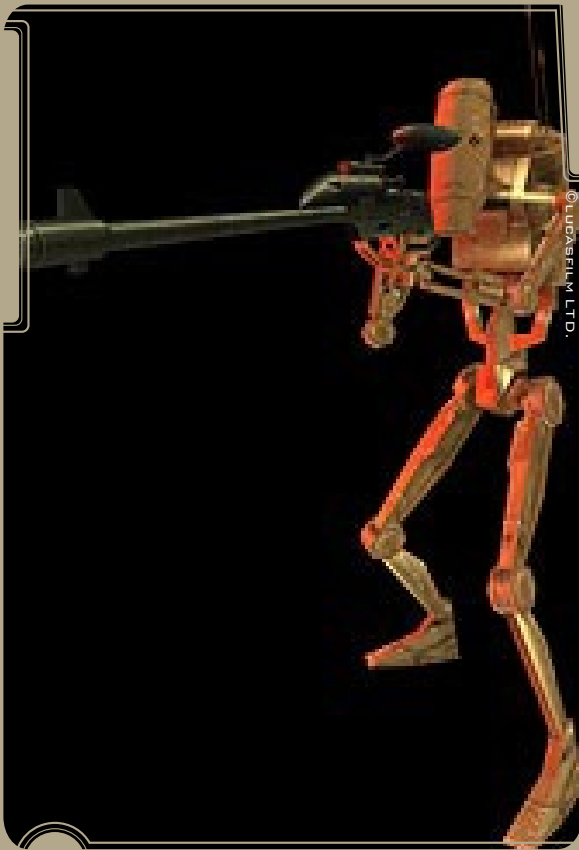
Damage: 3d6+2

Range Increment: 50 m

Fort DC: 15

Multifire/Autofire: M/A

Hardness: 5



BATTLE DROID WITH E-5S BLASTER RIFLE

WP: 5

Availability: Common, military

Cost: 950

Critical: 19-20

Weight: 4.5 kg

Type: Energy

Size: Medium

Break DC: 14

Era: 

Special: The E-5s can fire 5 shots before needing to be reloaded.

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, unsuspecting of having to counter sniper-tactics from an enemy that had shown a preference for much more straightforward formation combat.

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.

BlasTech DC-15a Blaster Rifle

Weapon Type: Blaster rifle

Proficiency Group: Blaster rifles

Damage: 3d8+3

Range Increment: 40 m

Fort DC: 16

Multifire/Autofire: M

Hardness: 5

WP: 9

Availability: Common, military

Cost: 1,400

Critical: 19-20

Weight: 7 kg

Type: Energy

Size: Large

Break DC: 18

Era: 

Special: -2 to attack, can fire 100 shots before changing power packs, and 500 before changing gas cartridge.



BLASOTECH DC-15A BLASTER 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 included a tripod for increased stability, allowing a +10 bonus to the range increment, and a scope, which conferred an additional +5 bonus to the range increment at the expense of the multifire capability.





Biological Weapons

[Knowledge (biology) +10] [Knowledge (engineering) +11]

The Confederacy of Independent Systems, knowing it was going to fight a mostly biological Republic Army with its overwhelmingly mechanical forces, quickly made the decision to employ a variety of biological and chemical weapons that their Droid Army would be immune to. Two individuals were responsible for creating the bulk of abhorrant weaponry used by the CIS, Jenna Zan Arbor and Ovolot Qail Uthan. Below are a list of the more popularly used weapons during the Clone Wars.

Clone-Killer Gas: This effort was led by Ovolot Qail Uthan, but the project was destroyed before it could be finished. However, it is possible that some samples of the early version were released. It can be transmitted via Contact (Fort DC 8, +10 for Jango Clones), Inhale (Fort DC 10, +10 for Jango Clones), Ingest (Fort DC 12, +10 for Jango Clones) or Injury (Fort DC 14, +10 for Jango Clones). The weapon was not yet perfected, as it still posed a danger to non-clones.

Dihexalon Gas: An early chemical weapon by Jenna Zan Arbor that would lead to better discoveries, Dihexalon can be transmitted via Contact (Fort DC 16), Inhale (Fort DC 18), Ingest (Fort DC 20) or Injury (Fort DC 22). Initial damage is 2d6 Dex damage, secondary damage is Paralysis, and tertiary damage is Lethal. The cost is 100 credits per dose/ 1 x 1 square meter area, and can be placed anywhere from missile warheads to grenades or dart tips. The agent causes severe muscle spasms that paralyze the person affected, even including their ability to breathe, eventually causing them to die of asphixiation. Jedi Master Yaddle was killed by Dihexalon on Mawan.

Swamp Gas: Another deadly nerve agent created by Jenna Zan Arbor on the lava-covered world of Queyta, Swamp Gas was designed to be lethal to the Gungan denizens of Naboo. Swamp Gas can be transmitted via Contact (Fort DC 13, +10 if Gungan) or Inhalation (Fort DC 15, +10 if Gungan). Initial damage is 2d6 Con damage, secondary damage is 1d6 Con damage. This agent was first deployed by Asajj Ventress and Durge on the Naboo moon of Ohma-D'un where it affected Jedi Obi-Wan Kenobi and Anakin Skywalker. An anti-dote was eventually discovered by Kenobi on Queyta.

Trihexalon Gas: A refinement of Dihexalon Gas, Trihexalon was a much more potent weapon, also created by Jenna Zan Arbor. It was known by several other names such as Hex Gas and Dragon's Breath. Trihexalon can be transmitted via Contact (Fort DC 18), Inhale (Fort DC 20), Ingest (Fort DC 22) or Injury (Fort DC 24). Initial damage is 3d6 Dex damage, secondary damage is Paralysis, and tertiary damage is Lethal. The cost is 125 credits per dose/ 1 x 1 square meter area, and can be placed anywhere from missile warheads to grenades or dart tips. The agent causes severe muscle spasms that paralyze the person affected, even including their ability to breathe, eventually causing them to die of asphixiation. Jedi Master Adi Gallia fought Separatist Captain Cavik Toth and his Hex-equipped armada in orbit around Geonosis.

Trihexalophine 1138: The final and ultimate refinement of the lessons learned from Swamp Gas and Trihexalon Gas, Trihexalophine-1138 was a planet killer, and attacked the planet's eco-system. It was still poisonous to those who came into contact with it, and could be transmitted via inhalation (Fort DC 10). Initial damage is 1d6 Con and secondary damage is 1d6 Con. This weapon was deployed on the Noghri homeworld of Honoghr when a Lucrehulk-class transport carrying the weapon crash-landed.

Tisyn-C Nerve Gas: This nerve agent was developed during the Clone Wars, probably by Jenna Zan Arbor or one of her colleagues. It was a deadly agent that caused spasming, dementia and death. It could be administered via Contact (Fort DC 12), Inhale (Fort DC 14), Ingest (Fort DC 15) or Injury (Fort DC 17). Initial damage is dementia, secondary damage is paralysis, and tertiary damage is lethal. Tisyn-C Nerve Gas saw extensive use on Haruun-Kal, Mace Windu's planet of birth. ∴

BlasTech DC-15s Blaster Pistol

Weapon Type: Blaster pistol
Proficiency Group: Blaster pistols
Damage: 3d6-2
Range Increment: 8 m
Fort DC: 12
Multifire/Autofire: M
Hardness: 5
WP: 2
Availability: Prevalent, military
Cost: 900
Critical: 20

Weight: 0.75 kg

Type: Energy

Size: Small

Break DC: 15

Era:

Special: Unlimited ammo.

This small sidearm was issued to Clone Commandos as a sidearm to be used as a last resort. The weapon is underpowered and short ranged, but the self-charging battery provides unlimited ammunition, which makes it a great tool for survival



BLASTECH DC-15S BLASTER PISTOL

in the wild environments commandos are sometimes forced to fight and survive in. Like all the weapons in the DC series, the DC-15s Pistol is designed to integrate into the HUD of Clone Trooper armor.

BlasTech DC-15s Blaster Rifle

Weapon Type: Blaster rifle
Proficiency Group: Blaster rifles
Damage: 3d8-1
Range Increment: 30 m
Fort DC: 16
Multifire/Autofire: M
Hardness: 5
WP: 5
Availability: Common, military
Cost: 950
Critical: 19-20
Weight: 3.8 kg
Type: Energy
Size: Medium
Break DC: 18
Era:
Special: Can fire 100 shots before changing power pack, 500 shots before changing blaster gas.

The DC-15S Blaster Rifle was designed by BlasTech specifically to function with the Grand Army of the Republic, and works similar to the DC-15A in that it integrates with a Clone Trooper's armor to provide a HUD targeting reticule and ammo count. The design is again extremely versatile in that the folding stock allows for several different firing configurations, a design that would later be mimicked with the E-11 Blaster Rifle for the Empire.



BLASTECH DC-15S BLASTER RIFLE

BlasTech DC-15x Sniper Rifle

Weapon Type: Blaster rifle
Proficiency Group: Blaster rifles
Damage: 3d8-1
Range Increment: 50 m
Fort DC: 16
Multifire/Autofire: --
Hardness: 5
WP: 9
Availability: Prevalent, military
Cost: 1,500
Critical: 19-20
Weight: 7 kg
Type: Energy
Size: Large
Break DC: 14
Era:
Special: Can fire 5 shots before reloading. -4 to attack at point blank range.



BLASTECH DC-15X SNIPER RIFLE

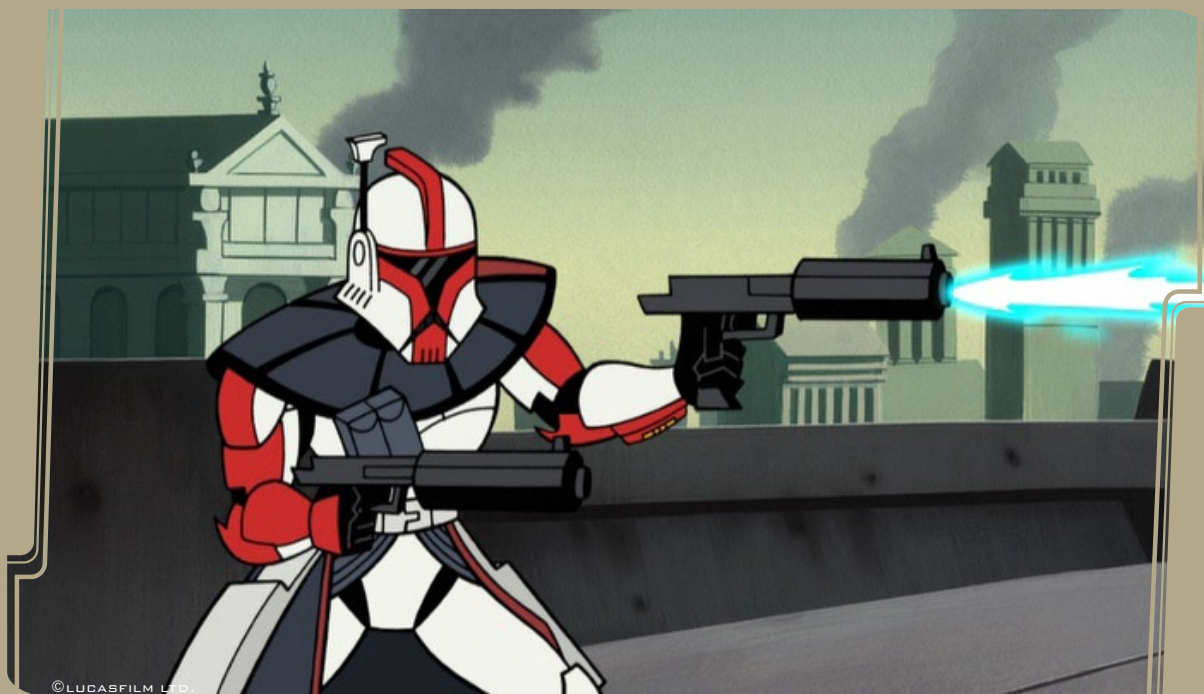
Perhaps one of the most powerful sniper weapons ever developed, the DC-15x is a modification of the DC-15A, adding additional optics and range at the expense of some power, ammo and durability. The weapon is used exclusively by Clone sharpshooters, sometimes including the Republic Commandos and ARC Troopers.

BlasTech DC-17 Blaster Pistol

Weapon Type: Blaster pistol
Proficiency Group: Blaster pistols
Damage: 3d6
Range Increment: 12 m
Fort DC: 12
Multifire/Autofire: M
Hardness: 5
WP: 2
Availability: Prevalent, military
Cost: 600
Critical: 20
Weight: 1 kg
Type: Energy
Size: Small
Break DC: 15
Era:

These small repeating blasters were often used by Clone Commandos or Commanders as side arms, and were essentially





BLASTECH DC-17 BLASTER PISTOL

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 the DC-17 Pistol in pairs, decimating ranks of Battle Droids. The pistol was renowned for its dependability and quick fire-rate.

BlasTech Industries DC-17m Interchangeable Weapon System

Stats for the DC-17m can be found on the Wizards of the Coast Website at

<http://www.wizards.com/default.asp?x=starwars/article/CotFPreview5>

BlasTech Industries made several very reliable and versatile weapons for the Grand Army of the Republic, but perhaps the most adaptable weapon system is the one reserved for use by the Republic Commandos, the DC-17m. The DC-17, or Deece, as it was often called, had the ability to swap out four different attachments to adapt to the current battlefield situation. There was a standard blaster attachment for most combat duty, an anti-armor for combating vehicles or Super Battle Droids,

a sniper attachment for long-range work, and a PEP Laser for capturing organics alive.

The Republic Commandos swore by the weapon's capabilities and reliability in the field, rarely finding a need to use other weapons. The DC-17m was fully integrated into the Republic Commando Katarn-Class body armor, providing an ammo count and targeting reticule in the armor's HUD.

PEP Laser Attachment: Damage 1d6; Critical 20; Range Increment 10 m; Weight 6 kg; Stun DC 20; Type Energy & Blunt; Multifire/Autofire M/A; Size Medium; Group Slugthrowers. Special: This weapon can make 15 shots on a single specialized cartridge (cost 100 credits, weight 0.5 kg).

The Pulsed Energy Projectile (PEP) Laser attachment was newly developed for the DC-17m a year into the Clone Wars. Designed as a non-lethal means to bring down biological adversaries, the attachment was often employed during crowd control or special ops. The weapon fired a plastoid cartridge that would break on the target, unleashing a contained fluoride laser pulse inside it that would disrupt the nervous system and paralyze the target.

NOTE: The PEP Laser is only available as an attachment to the BlasTech Industries DC-17m weapon system.



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VARIOUS BLASTECH DC-17M ATTACHMENTS

BlasTech DC-19 Stealth Blaster Carbine

Weapon Type: Blaster rifle

Proficiency Group: Blaster rifles

Damage: 3d8

Range Increment: 30 m

Fort DC: 16

Multifire/Autofire: --

Hardness: 5

WP: 5

Availability: Prevalent, military



BLASTECH DC-19 STEALTH CARBINE

Cost: 2,500
Critical: 19-20
Weight: 5 kg
Type: Energy
Size: Medium
Break DC: 15

Era:

Special: Invisible and muffled bolt. -4 to all Listen checks and -8 to all spot checks made to detect this weapon in use. The weapon must be reloaded after 10 shots.

The DC-19 Stealth Carbine was designed specifically for use by the Clone Troopers designated Shadow Troopers. The weapon uses a special blend of Tibanna gas to achieve an invisible blaster bolt without the tell-tale contrail of red, green or blue behind it. Great strides were also made in dampening the noise of the blast. As such, the Shadow Troopers proved able in assassination and other sniping duties, allowing some respite for Republic Commandos and ARC Troopers. The weapon would later be studied and be much of the basis for the Xerrol Nightstinger, another sniper weapon with an invisible bolt.

BlasTech DT-57 Annihilator Heavy Blaster

Stats for the DT-57 can be found on the Wizards of the Coast Website at

<http://www.wizards.com/default.asp?x=starwars/article/sw20050714a>

The DT-57 was a rare super-heavy blaster pistol, packing 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 the instrument of the death of General Griev-



BLASTECH DT-57 HEAVY BLASTER

ous, when Jedi Master Obi-Wan Kenobi used the cyborg's own blaster to fire upon what few biological components remained beneath his cybernetic shell.

Golan Arms CR-1 Blaster Cannon

Weapon Type: Blaster shotgun
Proficiency Group: Heavy weapons
Damage: Special
Range Increment: 2 m
Fort DC: --
Multifire/Autofire: --
Hardness: 5
WP: 5
Availability: Prevalent, Licensed
Cost: 975
Critical: 20
Weight: 4.5 kg
Type: Energy
Size: Large
Break DC: 16
Era:

Special: Fires 5 low powered blaster bolts at once, can fire 5 five-round blasts before reloading. Does 4d8 damage up to 3 range increments, 2d8 at 4-6 range increments, and 1d8 at 7-10 range increments.

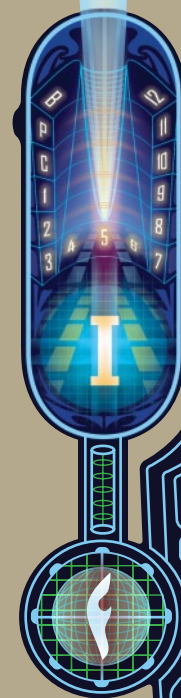


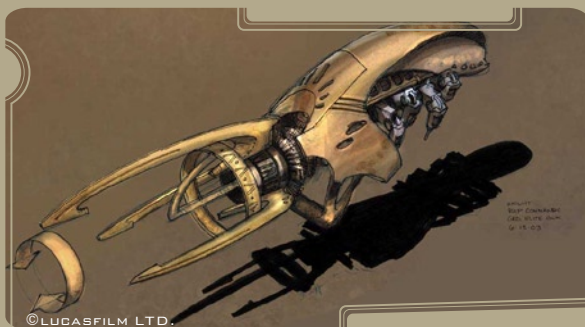
GOLAN ARMS CR-1 BLASTER CANNON

The Golan Arms CR-1 Blaster Cannon was originally developed to be used by hunters in the Outer Rim for hunting, where the spread of low-powered bolts would hopefully ensure a higher kill-ratio than most sporting blasters. However, when the weapon was in testing, it was found that at close ranges, it was devastatingly more powerful than most military-grade blaster rifles. The weapon was militarized for the Clone Wars, but saw very limited use. After the Clone Wars, the CR-1s were crated up and stored in a Golan Arms warehouse in the Ac'Fren Spur. Eventually, the depot was raided by rebel forces, who have found the CR-1 exceptionally useful in their battle against the Galactic Empire.

Gordarl Weaponsmiths Elite Beam Weapon

Weapon Type: Composite Beam Rifle
Proficiency Group: Blaster rifles
Damage: 3d8+1
Range Increment: 20 m
Fort DC: --





GEONOSIAN ELITE BEAM WEAPON

Multifire/Autofire: A
Hardness: 4
WP: 6
Availability: Prevalent, Military
Cost: 975
Critical: 19-20
Weight: 3.5 kg
Type: Energy
Size: Medium
Break DC: 15

Era:

Special: A consistent beam weapon that drains ammo from a Geonosian elite host. Fortitude save required every time the weapon is fired, and begins at DC 1 and increases +1 for every autofire attack, or every 4 individual shots. The progression continues until the Geonosian Elite can stop firing for a minimum of one hour and ingest fluids. Failing the save results in the loss of 1d6 wound points.

The Elite Beam weapon works similarly to the composite lasers mounted on Republic LAAT Gunships in that the beam is consistent, able to sweep across a battlefield or focus on one area and punch through even the thickest armor over time. It is unique in that it requires no ammo, and instead inserts "fingers" into a Geonosian Elite's arm, sucking away fluids from the alien body to power the weapon. While other sentients can pick up and fire this weapon, they are unable to reload it, and are limited to 8 individual attacks, or 2 autofire bursts.

Merr Sonn Munitions BC7 Medium Repeating Blaster

Weapon Type: Blaster carbine
Proficiency Group: Blaster rifles
Damage: 3d8
Range Increment: 20 m
Fort DC: 18
Multifire/Autofire: M
Hardness: 4
WP: 5
Availability: Common, Licensed
Cost: 1,000
Critical: 19-20
Weight: 3.1 kg
Type: Energy
Size: Medium
Break DC: 16

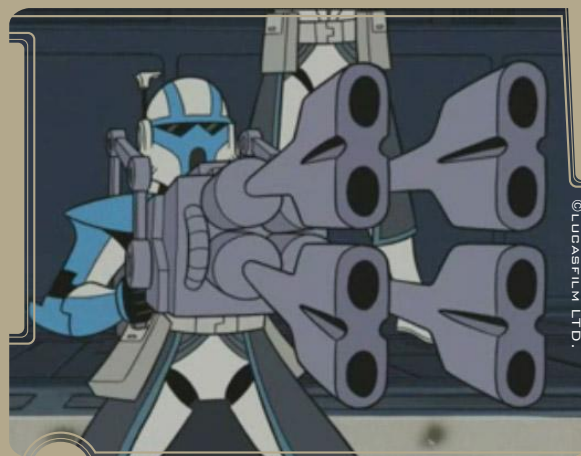
Era:

The BC7 Medium Blaster Carbine is a dependable weapon built for a variety of combat situations. There was an optional rocket-grenade attachment that added 1 KG to the weight but provided an additional weapon (can use the equivalent of any Merr Sonn Grenade). This was a standard weapon for many members of various Republic-allied militias, including the Republic Regular Militia on Haruun-Kal.

Merr Sonn Munitions Reciprocating Quad Blaster

Weapon Type: Quad Blaster
Proficiency Group: Heavy Weapons
Damage: 6d8 (M) 3d8 (A)
Range Increment: 30 m
Fort DC: --
Multifire/Autofire: M/A Only
Hardness: 4
WP: 10
Availability: Rare, Military
Cost: 5,500
Critical: 19-20
Weight: 30.5 kg (for pack and weapon, feels like 8 kg due to micro-repulsorlifts)
Type: Energy
Size: Large
Break DC: 14

Era:



MERR-SONN RECIPROCATING QUAD BLASTER

Special: Has unlimited ammo, and in multifire mode, only fires 2 shots at a time, while it fires 1 at a time at a much faster rate in Autofire.

This monster of a weapon was typically used against slow-moving armored vehicles such as AAT or Corporate Alliance Tanks, as well as thick ranks of infantry. The rig consisted of the 4 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 sensitive repulsorlift sensors. The weapon was field tested during the Clone Wars by Republic Commandos and ARC Troopers, as well as other elite units.

Merr Sonn Munitions Thunderer Repeater Blaster

Weapon Type: Blaster heavy repeater

Proficiency Group: Heavy weapons

Damage: 3d10

Range Increment: 30 m

Fort DC: --

Multifire/Autofire: M/A Only

Hardness: 5

WP: 10

Availability: Common, Licensed

Cost: 2,600

Critical: 19-20

Weight: 7 kg

Type: Energy

Size: Large

Break DC: 21

Era:

Special: Can fire 30 bursts in multifire mode and 20 in autofire mode before reloading. Requires strength check DC 15 each time the weapon is fired. If check is failed, control of the weapon is lost and all remaining attacks that turn are -6. -4 to hit at point blank range.

The gigantic and powerful Thunderer repeater blaster was designed to be fired from a braced position with a bipod in a trench, but some stronger beings choose to fire it as a hand-held weapon. The weapon was a favorite of Liane "Chalk" Trevval, a member of the Upland Liberation Front on Haruun-Kal. The weapon was unable to dent most aerial vehicles and was immobile enough to be worthless at close range, but was highly effective at medium to long range against infantry.

Damage: 3d10

Range Increment: 30 m

Fort DC: --

Multifire/Autofire: M/A Only

Hardness: 5

WP: 10

Availability: Rare, Licensed

Cost: 3,000

Critical: 19-20

Weight: 12.5 kg

Type: Energy

Size: Large

Break DC: 18

Era:

Special: Must reload after 16 Multifire bursts or 8 Autofire bursts (you can mix and match as necessary). Requires Strength check DC 15 to operate each turn (you cannot take 10 or 20). Failing the Strength check means the weight and recoil of the weapon have overwhelmed you, causing a -8 penalty to all attacks made that round.

This massive rotary repeating blaster cannon was more suited as a vehicle or tripod mounted weapon (if mounted, str check is no longer needed). It saw limited use during the Clone Wars, but the incredibly heavy design and poor accuracy meant that the weapon was just not practical for most field applications. However, during those few occasions where it was used, the weapon dominated the battlefield. The rotary design allowed for an incredible 166 rounds fired per second. The weapon was fed by a chain of blaster power packs that the repeater chewed through, explaining the common nickname of "chain gun" used to identify the Z-6.

Merr Sonn Munitions Z-6 Rotary Blaster

Weapon Type: Repeating blaster rifle

Proficiency Group: Heavy weapons

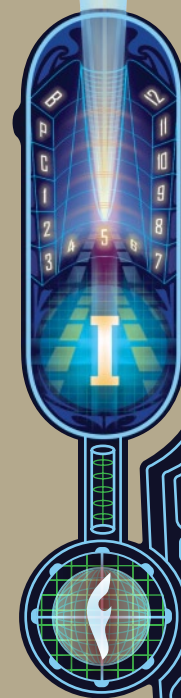
Wawaatt Arms Kashyyyk Long-gun

Stats for the Longgun can be found on the Wizards of the Coast Website at



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MERR-SONN Z-6 ROTARY BLASTER



<http://www.wizards.com/default.asp?x=starwars/article/sw20050728a>

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 incredible weight and recoil of the weapon limited its use to individuals of prodigious strength, the most famous of which was Tarfull of Kashyyyk during the CIS Invasion of Kachirho.

Wawaatt Arms Wookiee Side-Arm Blaster

Weapon Type: Heavy blaster pistol

Proficiency Group: Blaster pistols

Damage: 4d6+2

Range Increment: 10 m

Fort DC: --

Multifire/Autofire: M

Hardness: 4

WP: 5

Availability: Prevalent, Restricted

Cost: 1,100

Critical: 20

Weight: 2.5 kg

Type: Energy

Size: Medium

Break DC: 20

Era:    

Special: Must reload after 20 shots.

This blaster pistol is bronzium plated, like many Wookiee weaponry, and sees use mainly as a home-defense weapon to be operated by Wookiee females and males who have yet to undergo their Hrrtayyk Ceremony. Most Wookiee men of age prefer to hunt with their bowcasters and ryyk blades. The pistol is nearly a carbine by humanoid standards, and powerful enough to discourage most Wookiees with a single blast. In another nod to its home-defense role, aiming is notoriously difficult, but considered unimportant due to the close-quarters nature of a home invasion shootings. During the Clone Wars, these weapons were used as back-up sidearms by Wookiee warriors, who felt the extra shots might come in handy after seeing the size of the force the Separatists had arrayed against them.



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WOOKIEE X-1 DISRUPTOR CARBINE

Wawaatt Arms X-1 Disruptor Carbine

Weapon Type: Disruptor rifle

Proficiency Group: Blaster rifles

Damage: 3d10

Range Increment: 2 m

Fort DC: --

Multifire/Autofire: --

Hardness: 5

WP: 5

Availability: Rare, restricted

Cost: 4,500

Critical: 18-20

Weight: 8.5 kg

Type: Energy

Size: Large

Break DC: 12

Era:    

Special: 3 range increments, only 1 shot per round. Must reload after 15 shots.

This incredibly heavy disruptor rifle was created by the Wookiees of Kashyyyk and used in their defense against the Confederacy. The weapon was powerful enough to punch holes in vehicles and disintegrate droids into ash. The unorthodox ring-shaped grip was common in the area surrounding Kachirho, near the more southern regions of Kashyyyk. This weapon never saw much export activity due to its dense bulk, but other spe-



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ARC TROOPERS USING THE M5 BLASTER

cies of prodigious strength have been known to purchase these weapons on Kashyyyk and take up mercenary work.

Westar M5 Blaster Rifle

Weapon Type: Blaster rifle

Proficiency Group: Blaster rifles

Damage: 3d10 (anti-vehicle mode) 3d6 (anti-personnel mode)

Range Increment: 30 m

Fort DC: --

Multifire/Autofire: M/A

Hardness: 5

WP: 5

Availability: Rare, Military

Cost: 1,900

Critical: 19-20

Weight: 5 kg

Type: Energy

Size: Large

Break DC: 16

Era:    

Special: Normal ammo is 100 rounds before reload, but each anti-vehicle shot counts at 10 standard shots.

The ARC Blaster Rifle, as it is often referred to, is the preferred weapon of many ARC Troopers as well as some Clone Commanders and Commandos. It is designed to be fitted with a variety of add-on weapon systems, the most popular of which is the equivalent of a one-shot PLX-1m Micro-Missile System (3d8 damage range increment 10 m with 2 m blast radius, DC 15 reflex save for half damage). Adding the PLX-1m adds 1.5 kg to the weight of the weapon. While most ARC Troopers used the weapon in anti-personnel mode to provide suppression fire against droid and sentient infantry, the weapon has a very powerful anti-vehicle mode, capable of breaching even the heavily armored AAT Tanks. However, this secondary fire-mode is a heavy drain on ammo.

Zenoti Arms HB-9 Blaster Rifle

Weapon Type: Blaster rifle

Proficiency Group: Blaster rifles

Damage: 3d8-2

Range Increment: 25 m

Fort DC: 14

Multifire/Autofire: --

Hardness: 4

WP: 4

Availability: Rare, Licensed

Cost: 1,200

Critical: 19-20

Weight: 6.5 kg

Type: Energy


Size: Large

Break DC: 14

Era:    

Special: Must reload after 25 shots.

This ornately detailed ceremonial blaster rifle was commonplace among the Pau'an warriors and even some Utai on Utapau during the Clone Wars. The rifles were commonly handed down from generation to generation, serving as a status symbol. Unfortunately, this meant that the weapons were hopelessly



Explosive Results

[Knowledge (chemistry) +9] [Knowledge (physics) +1]

The Clone Wars saw the invention of several weapons of mass destruction that ravaged their targets in increasingly brutal and efficient ways. The following are but a few of the payloads developed by the two sides during the Clone Wars.

Arakyd XM-15 "Vindicator" Missile
 Damage: 4d8
 Type: Energy
 Availability: Rare, military
 Special: Missile is equipped with a sophisticated artificial intelligence tracking system with 10 ranks in the Piloting skill to locate and impact with its target at 290km/h.
 Range Increment: 300m (4m)
 Cost: 25,000 (Not Available for Sale)

Techno Union "Weedcutter" Missile
 Damage: 6d8+5
 Type: Slashing
 Availability: Rare, military
 Special: Launched at a high-arc as to avoid sensor screens and so that it may descend straight down on a group of unsuspecting targets. The Weedcutter is equipped with altitude sensors so that it detonates approximately 1 meter from the ground. Upon detonation it unleashes a payload of durasteel flechettes in a rotary motion over a wide area that can easily pierce through armor. All targets within the blast radius may make a Reflex saving throw (DC 20) to avoid damage from this missile by lying prone.
 Range Increment: 1000m (20m)
 Cost: 8,000

Radiation Burst Missile
 Damage: Special
 Type: Radiation
 Availability: Rare, military
 Special: Detonates at a high altitude and releases a shower of radioactive particles that can have devastating effects on organic life forms. All organic targets within the blast radius must make a Fortitude saving throw (DC 24) from exposure to Level V radiation (see Star Wars Roleplaying Game Revised and Expanded Edition, page 290 for details on radiation poisoning).
 Range Increment: 1000m (50m)
 Cost: 10,000 ☼

obsolete by the time of the Clone Wars, and posed little threat to either the invading droid army under command of General Grievous, or Commander Cody's Clone Trooper unit after it executed Order 66.

Arakyd Industries LJ-50 Concussion Rifle

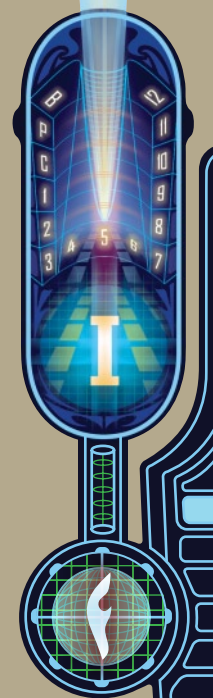
Weapon Type: Concussion Rifle

Proficiency Group: Heavy Weapons

Damage: 3d8+2

Range Increment: 30 Meters (4 Meter Blast Radius)

Fort DC: --





LJ-50 CONCUSSION RIFLE

Multifire/Autofire: --
Hardness: 5
WP: 6
Availability: Rare, military
Cost: 2,800
Critical: 20
Weight: 7.9kg
Type: Energy
Size: Large
Break DC: 17
Era:

This weapon can only fire 5 shots before needing to be reloaded. Target gets no save throw vs damage on a successful hit, but anything within 2 meters of the target on a successful hit have to make a Fort Saving throw where DC equals the attack roll or else suffer half the damage dealt to target. On an unsuccessful attack, target must make Fort Saving throw where DC equals attack roll or else suffer half damage.

Drever Corporation DN Boltcaster Plasma Disruptor

Weapon Type: Electric bolt emitter
Proficiency Group: Exotic (electricity weapons)
Damage: 2d6+1
Range Increment: 8 m
Fort DC: --
Multifire/Autofire: --
Hardness: 5
WP: 5
Availability: Prevalent, Licensed
Cost: 1,000
Critical: 20
Weight: 4.5 kg
Type: Energy
Size: Large
Break DC: 16
Era:

Special: Only has 2 range increments. Unlimited ammo, but may only fire once per round. May spend an attack action charging to achieve triple damage (6d6+3). This weapon does damage only to droids, cybernetics and electrical systems.

Drever Corporation originally created a Phoenix II Plasma Disruptor as a means for customs agents to disable locked hatches and other electronic locks. However, when the military discovered the weapon was particularly effective against droids, Drever Corporation created the DN Boltcaster to fill the military's specific needs. The weapon fires a huge arc of electricity nearly 20 meters to disable droid systems. The weapon can

also build a stronger electrical bolt by charging for a time prior to firing. During the Clone Wars, the weapon was employed by specialized clone troopers.

Gordarl Weaponsmiths Geonosian Sonic Blaster

Weapon Type: Sonic Blaster
Proficiency Group: Exotic (sonic weapons)
Damage: 3d8-1 (half in blast radius)
Range Increment: 3 m (1 m)
Fort DC: 18 (or knocked back 2 m and considered knocked down)
Multifire/Autofire: M
Hardness: 5
WP: 5
Availability: Prevalent, Licensed
Cost: 1,100
Critical: 19-20
Weight: 3 kg
Type: Special (sonic)



SONIC BLASTER

Size: Small
Break DC: 16
Era:
Special: Can fire 15 shots before reloading.

The Geonosians were more than just another droid-building civilization for Count Dooku to exploit; they used 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 with target and explodes omni directionally, dealing great damage to the target and even injuring those nearby. The weapon is remarkably easy to use, and despite its short range, has incredible stopping power.

Merr Sonn Munitions EM Pulse Launcher

Weapon Type: EM Pulse Launcher
Proficiency Group: Heavy weapons
Damage: 3d8+2 (half in blast radius)
Range Increment: 20 m (2 m)
Fort DC: 20
Multifire/Autofire: --
Hardness: 5
WP: 5
Availability: Prevalent, Military
Cost: 950
Critical: 19-20
Weight: 3.5 kg
Type: Energy
Size: Large
Break DC: 16
Era:

Special: Can fire 2 shots before reloading. Damage affects droids and cybernetic systems only.



EM PULSE LAUNCHER

This bulky weapon was specifically designed to combat the droids of the Confederacy of Independent Systems. Often employed by specialized Clone Troops, the bulky weapon's EM Pulse would streak toward a cluster of targets, and then shoot an Electro-Magnetic Pulse outward in all directions upon hitting the target, often taking out entire squads of Battle Droids with each successful hit. The EM Pulse Launcher is by far one of the most powerful anti-droid weapon systems in the galaxy.

Explosives

BlasTech Diversionary Flash Detonator


Weapon Type: Grenade
Proficiency Group: simple weapons



BOX OF FLASH-BANG GRENADES



BOX OF ELECTRO-CHARGE DETONATOR

Damage: --
Range Increment: 4m (8m)
Fort DC: --
Multifire/Autofire: --
Hardness: 2
WP: 2
Availability: Prevalent, military
Cost: 500
Critical: --
Weight: 0.5kg
Type: Special
Size: Tiny
Break DC: 15
Era: 

Special: Targets using equipment utilizing photon-shielding visors/photoreceptors and sound dampeners are unaffected by this weapon.

Commonly used by clone commandos in the Grand Army of the Republic during the Clone Wars. Flashbangs emit a bright flash of light and a loud bang on detonation. Targets may make a Reflex save (DC 15) to shield their eyes and ears from the blast but are considered stunned for 1 round. Any target within the blast radius is exposed to the effects. Targets without proper visual shielding are considered blinded for 1d8 rounds. Targets without proper auditory shielding are considered deafened for 1d8 rounds.

BlasTech Electrostatic Charge Detonator

Weapon Type: Grenade
Proficiency Group: simple weapons
Damage: Special (see text)
Range Increment: 4m (4m)



Fort DC: 15/12 (see text)

Multifire/Autofire: --

Hardness: 2

WP: 2

Availability: Prevalent, military

Cost: 800

Critical: --

Weight: 0.5kg

Type: Special

Size: Tiny

Break DC: 15

Era:    

Special: Targets wearing equipment that shields from electrostatic discharges do not suffer the effects of this weapon.

First notably used by the Grand Army of the Republic during the Clone Wars. Clone troopers found this device highly effective against the unshielded battle droid models of the Confederacy. Upon detonation this weapon unleashes a massive electrostatic discharge that disrupts any electrical systems caught in the blast radius and can potentially cause damage to organic life forms. Targets within the blast radius may make a Reflex save (DC 15) for half damage. Targets hit with this weapon are forced to make a Fortitude save (DC 15 if hit by the grenade, DC 12 if in an adjacent square). Those making the save are stunned for 1d4 rounds. Organic life forms that are not shielded from electrostatic charges failing the save take 1d6 electrical damage and fall unconscious for 1d4 rounds. Droids and any electrical equipment that not shielded failing the save suffer severe internal damage and are rendered destroyed. A Repair check (DC 20) and appropriate replacement parts are required to restore the droid or device to its former functionality.

BlasTech Proximity Mine

Weapon Type: Grenade

Proficiency Group: simple weapons

Damage: 2d4

Range Increment: 4m (4m)

Fort DC: --

Multifire/Autofire: --

Hardness: 3

WP: 2

Availability: Common, military

Cost: 750

Critical: --

Weight: 1.0kg

Type: Energy

Size: Tiny

Break DC: 15

Era:    

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 four meters 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. Anyone caught in the 4 meter blast radius can make a Reflex saving throw (DC15). A successful save halves the damage to that character.

BlasTech Reverse Polarity Pulse Grenade

Weapon Type: Grenade

Proficiency Group: simple weapons

Damage: Special (see text)

Range Increment: 10m (10m)

Fort DC: 18/15 (see text)

Multifire/Autofire: --

Hardness: 5

WP: 5

Availability: Common, military

Cost: 1200

Critical: --

Weight: 1.0kg

Type: Special

Size: Small



REVERSE POLARITY PULSE GRENADE

Break DC: 20

Era:    

Special: Targets wearing equipment that shields from electromagnetic interference do not suffer the effects of this weapon.

This disc-shaped explosive was frequently used by commandos and ARC troopers during the Clone Wars. This grenade emits a strong electromagnetic pulse that fuses electrical circuits rendering any unshielded electronics useless. Any unshielded droid or electronic device caught within the blast radius must make a Fortitude saving throw (DC 18 if hit by the grenade, DC 15 if in an adjacent square). Those making the save are stunned or offline for 1d6 rounds. If the saving throw is failed, the droid or device suffers heavy damage to its internal components and is rendered useless. A Repair check (DC20) and appropriate replacement parts are required to restore the droid or device to its former functionality.






Conner Ship Systems HX2 Landmine

Weapon Type: Grenade

Proficiency Group: simple weapons





Damage: 2d8

Range Increment: 4m (4m)

Fort DC: --
Multifire/Autofire: --
Hardness: 5
WP: 2
Availability: Prevalent, military
Cost: 500
Critical: --
Weight: 1.0kg
Type: Energy
Size: Tiny
Break DC: 15
Era:     

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 25kg moving at a velocity of under 30kmh comes within 3 meters of the mine. Any character that is caught in the blast radius can make a Reflex saving throw (DC 15) to halve the damage received.





Gordarl Weaponsmith Sonic Detonator

Weapon Type: Grenade
Proficiency Group: simple weapons
Damage: Special (see text)
Range Increment: 4m (4m)
Fort DC: 20/15 (see text)
Multifire/Autofire: --
Hardness: 2
WP: 2
Availability: Prevalent, military
Cost: 800
Critical: 20
Weight: 0.5kg
Type: Special
Size: Tiny
Break DC: 15
Era:    
Special: Only affects organic life forms and objects with a Hardness of 4 or less.

These grenades became heavily used by the forces of the Confederacy of Independent Systems 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 objects. The sonic wave causes the target to make a Fortitude save (DC 20 if hit by the grenade, DC 15 if in an adjacent square). Those that make the save are stunned for 1 round, take 1d4 damage and are knocked back 2 meters. Those failing the save are knocked unconscious for 2d6 rounds, take 2d6 damage, and are knocked back 2 meters. In the event of a critical hit, those failing the save also suffer 1d6 Constitution damage.





Gordarl Weaponsmiths Thermal Bomb

Weapon Type: Grenade
Proficiency Group: simple weapons
Damage: 6d6 + special (see text)
Range Increment: 4m (4m)
Fort DC: --
Multifire/Autofire: --
Hardness: 2
WP: 2

Availability: Common, military
Cost: 800
Critical: --
Weight: 0.5kg
Type: Energy
Size: Tiny
Break DC: 15
Era:    
Special: Targets exposed to the effects of this device immediately catch on fire.

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 that is caught within the blast radius can make a Reflex saving throw (DC 15) to take half damage. Additionally, all targets within the blast radius must make a second Reflex saving throw (DC 15) to avoid catching on fire. If the target fails this saving throw, they immediately suffer 1d6 damage and must make a Reflex saving throw (DC 15) each round until the flames are extinguished or suffer an additional 1d6 damage each round.

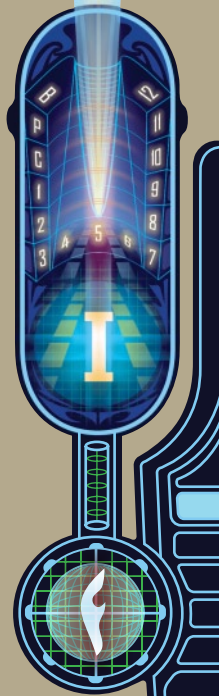
Merr-Sonn Munitions "Borebang" Subterranean High-Yield Explosive

Weapon Type: Grenade
Proficiency Group: simple weapons
Damage: 6d8+4 + special (see text)
Range Increment: 0m (4m)
Fort DC: --
Multifire/Autofire: --
Hardness: 2
WP: 2
Availability: Rare, military
Cost: 1500
Critical: --
Weight: 1.0kg
Type: Energy + Bludgeoning
Size: Tiny
Break DC: 15
Era:    

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+4 damage to any target caught within the blast radius. All targets may attempt a Reflex save (DC 15) to halve the damage dealt by the borebang. After the detonation, the explosion tosses debris into the air. Any target within the blast radius must make a Reflex saving throw (DC 15) to avoid any falling debris. Those that fail the saving throw take an additional 1d6 damage from falling debris.

Merr-Sonn Munitions V-1 Thermal Detonator


Weapon Type: Grenade
Proficiency Group: simple weapons
Damage: 8d6+6
Range Increment: 4m (8m)
Fort DC: --
Multifire/Autofire: --





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BOX OF V-1 THERMAL DETONATORS

Hardness: 2
WP: 2
Availability: Rare, military
Cost: 2500
Critical: 20
Weight: 0.5kg
Type: Energy
Size: Tiny
Break DC: 15
Era: 
Special: -8 to any Listen checks used to detect the sound of the explosion of this device.

This explosive was a modified version of a standard thermal detonator used by clone sharpshooters during the Clone Wars. The V-1 functions in exactly the same manner as a typical thermal detonator, however it is equipped with sound dampeners to quiet the explosion to aid in stealth. Any Listen check used to detect the blast suffers a -8 penalty. If a character is caught in the blast radius, they may attempt a Reflex save (DC 15). A successful save halves the damage received from this device.


Merr-Sonn Munitions V-6 Haywire Grenade

Weapon Type: Grenade
Proficiency Group: simple weapons
Damage: Special (see text)
Range Increment: 4m (4m)
Fort DC: 15/12 (see text)
Multifire/Autofire: --
Hardness: 2
WP: 2
Availability: Common, military
Cost: 800

Critical: --
Weight: 0.5kg
Type: Special
Size: Tiny
Break DC: 15
Era: 
Special: Targets wearing equipment that shields from electromagnetic interference do not suffer the effects of this weapon.

Frequently used by the clone troopers of the Grand Army of the Republic during the Clone Wars. This grenade emits a strong electromagnetic pulse that fuses electrical circuits rendering any unshielded electronics useless. Any unshielded droid or electronic device caught within the blast radius must make a Fortitude saving throw (DC 15 if hit by the grenade, DC 12 if in an adjacent square). Those making the save are stunned or offline for 1d4 rounds. If the saving throw is failed, the droid or device suffers heavy damage to its internal components and is rendered useless. A Repair check (DC20) and appropriate replacement parts are required to restore the droid or device to its former functionality.

Otah Gungan Defense League Pulse Bomb

Weapon Type: Grenade
Proficiency Group: simple weapons
Damage: Special (see text)
Range Increment: 4m (4m)
Fort DC: 20/15 (see text)
Multifire/Autofire: --
Hardness: 2
WP: 2
Availability: Common, military
Cost: 800
Critical: 20
Weight: 1.0kg
Type: Special
Size: Small
Break DC: 10
Era: 
Special: Targets wearing equipment that shields from electromagnetic interference do not suffer the effects of this weapon.

The pulse bomb is a modification of the energy balls used by the Gungan army on Naboo. On impact the device emits a strong ionic pulse that wreaks havoc on any electrical systems caught in the blast radius. The device is less effective against organic life forms; however, it does cause some temporary damage. Any target within the blast radius must make a Fortitude saving throw (DC 20 if hit, DC 15 if in an adjacent square). Any droid or electrical device that succeeds the saving throw takes 2d6 damage and is stunned for 2 rounds. Organic life forms that roll a successful Fortitude save are stunned for 1 round. Droids or electrical equipment that fail the save suffer massive damage to their inner circuitry and are considered destroyed (a Repair check of DC 20 along with replacement parts is required to restore the droid or device back to its previous functionality). Organic life forms that fail their Fortitude save suffer 2d6 damage and are knocked unconscious for 1d4+1 rounds.

SoroSuub LXR-6 Concussion Grenade

Weapon Type: Grenade

Proficiency Group: Simple Weapons

Damage: 3d8

Range Increment: 4m (4m)

Fort DC: --

Multifire/Autofire: --

Hardness: 2

WP: 3

Availability: Prevalent, military

Cost: 400

Critical: 20

Weight: 0.5kg

Type: Energy

Size: Tiny

Break DC: 20

Era:

The LXR-6 is a standard grenade that releases concussive energy upon detonation. All targets within the blast radius may attempt a Reflex save (DC 15). A successful save halves the damage taken from this weapon.

Melee Weapons

Arakyd Industries Slaver Blade

Weapon Type: Melee weapon

Proficiency Group: Exotic (swords)

Damage: 2d6

Range Increment: --

Fort DC: --

Multifire/Autofire: --

Hardness: 12

WP: 3

Availability: Prevalent

Cost: 175

Critical: 20

Weight: 2.5 kg

Type: Slashing

Size: Medium

Break DC: 18

Era:



MAGNAGUARD WITH ELECTRO-STAFF

A large, durable metallic blade, it was heavier than most plastel weaponry, and often used by Togorian or Trandoshan slavers. The sword is fairly simple in design, typically just a metal blade with a taped grip, designed for marauding more than fencing.

Baktoid Armor Workshop MagnaGuard Electro-staff

Stats for the DT-57 can be found on the Wizards of the Coast Website at

<http://www.wizards.com/default.asp?x=starwars/article/sw20050714a>

The Electrostaff was a melee weapon created specifically for the bodyguard droids of General Grievous, and designed painstakingly to challenge Jedi Knights and even Masters in combat. The secret of the weapon's sturdiness is a Phrik alloy used in its construction that allows it to parry lightsaber blades. The staff tips emitted a powerful electro-shock that most Jedi were unable to absorb, making them easy targets once they were stunned. Some Jedi found that the Electrostaff was just as effective against the droids who wielded them.

Morgukai Custom Cortosis Staff

Weapon Type: Melee weapon

Proficiency Group: Exotic (cortosis staff)

Damage: 1d8 (saber end) 1d6 (blunt end)

Range Increment: --

Fort DC: --

Multifire/Autofire: --

Hardness: 10

WP: 5

Availability: Rare, restricted

Cost: 12,000

Critical: 19-20

Weight: 3 kg

Type: Slashing / Bludgeoning

Size: Large

Break DC: 18

Era:

Special: Can parry a lightsaber

The ancient sect of Kajain'sai'nikto known as the Morgukai were the ones who created the cortosis staff, a weapon they wield against the Jedi without mercy. The weapon is a long cortosis shaft capable of parrying a lightsaber blade tipped with an energy spear-head similar to a lightsaber blade. The weapon is extremely rare and sought after by many collectors.

Gordarl Weaponsmiths Geonosian Force Pike

Weapon Type: Melee weapon

Proficiency Group: Vibro weapons

Damage: 3d8

Range Increment: --

Fort DC: 20

Multifire/Autofire: --

Hardness: 5

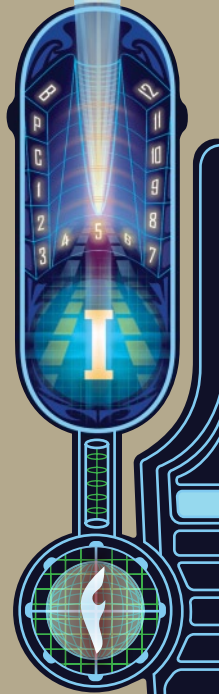
WP: 8

Availability: Prevalent

Cost: 1,300

Critical: 20

Weight: 2 kg





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CORTOSIS STAFF

Type: Slashing

Size: Large

Break DC: 18

Era:

This powerful Force-Pike is double-bladed and does severe damage. Typically is used from the air, stabbing down into enemy forces, or in aerial duels in the Geonosian Execution Arena. The Geonosian Force Pike is feared by Clone Troopers for good reason, Geonosian ambushes often include dozens of Geonosians swooping down from cover to skewer troopers and disappear before the rest of the unit can react.

Merr Sonn Munitions Devastator Vibroblade

Weapon Type: Melee weapon

Proficiency Group: Vibro weapons

Damage: 2d6 (or add 1d6 to unarmed strike with knife hand)

Range Increment: --

Fort DC: 20

Multifire/Autofire: --

Hardness: 5

WP: 3

Availability: Prevalent

Cost: 350

Critical: 20

Weight: 0.5 kg

Type: Slashing

Size: Small

Break DC: 16

Era:

Special: Anyone attempting to disarm this weapon unarmed takes a -2 penalty. If you try and throw this weapon, you take a

-4 penalty in addition to all normal penalties for improvising a weapon.

This knife was designed for extremely close quarters combat. In addition to the double-sided vibroblade, there is a vibroknuccler blade over the fists connecting the grip, increasing the damage from unarmed strikes. The blade saw extended use by Republic militia on worlds such as Haruun-Kal.

Vergpine Powerlance

Weapon Type: Melee weapon

Proficiency Group: Exotic (lance)

Damage: 2d8 (4d8 if traveling 30 kmh or more on same turn)

Range Increment: --

Fort DC: --

Multifire/Autofire: --

Hardness: 12

WP: 8

Availability: Prevalent, restricted

Cost: 2,000

Critical: 19-20

Weight: 7 kg

Type: Piercing

Size: Large

Break DC: 18

Era:

Special: The power lance can only be used once per round, and on every successful attack, must roll a break DC check to see if the lance breaks. Replacement lance heads are 200 credits, and take a repair check DC 10 and 2d8 rounds to reattach. The tip can be equipped to have several different effects based on what module is used. On a successful attack, can either deliver an



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ARC TROOPERS USING THE M5 BLASTER

electrical charge (2d6 electrical) a blaster bolt (3d8 energy) or an explosive charge (4d10 energy).

The Verpine Power Lance is often used while mounted on a speederbike or animal mount to unseat other mounted attackers or skewer infantry. The lances were employed by both sides of the Clone Wars, by CIS IG Lancer Droids and Republic Clone Troopers. The Battle of Muunilist saw the most widespread use of the weapon. When a target is lanced, the user can depress a small trigger on the handle that either emits an electric charge, a blaster bolt, or an explosive charge, depending on the lance-head affixed. Each lance head only carries enough power for one use of the special damage before needing a replacement lance-head.

Explosive Projectiles

Baktoid Armor Workshop E-6OR Missile Launcher

Weapon Type: Missile Launcher



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E-6OR LAUNCHER

Proficiency Group: Heavy Weapons

Damage: By missile type

Range Increment: 100m (burst radius by missile type)

Fort DC: --

Multifire/Autofire: --

Hardness: 5

WP: 8

Availability: Common, military

Cost: 1800

Critical: By missile type

Weight: 8kg

Type: By missile type

Size: Large

Break DC: 20

Era:

Special: This launcher requires a full-round action to reload.

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.

Krupx Minimag Missile Launcher

Weapon Type: Missile Launcher

Proficiency Group: Heavy Weapons

Damage: By missile type

Range Increment: 500m (burst radius by missile type)

Fort DC: --

Multifire/Autofire: --

Hardness: 6

WP: 10

Availability: Common, military

Cost: 2500

Critical: By missile type

Weight: 15kg





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MINIMAG MISSILE LAUNCHER

Type: By missile type
Size: Large
Break DC: 20
Era:
Special: This launcher requires a full-round action to reload.

This was an extremely versatile 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.

Merr-Sonn “Bulldog” RLR Rocket Launching Rifle

Weapon Type: Rocket Launcher
Proficiency Group: Heavy Weapons
Damage: 4d6+2
Range Increment: 50m (2m)
Fort DC: --
Multifire/Autofire: --
Hardness: 3
WP: 5
Availability: Common, military
Cost: 1,800
Critical: 20
Weight: 6kg
Type: Energy
Size: Medium
Break DC: 20
Era:
Special: Reloading this weapon requires a full-round action to complete.

This pistol-sized missile launcher was developed for use during the Clone Wars, primarily by General Grievous’ personal IG-100 MagnaGuards. It is capable of holding six miniature rockets that could be fired in one of two modes. The first mode



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“BULLDOG” MISSILE LAUNCHER

is a standard “dumb-fire” mode, which has no guidance system but allows the weapon to be fired at a rate typical of most blaster rifles. The guidance firing mode allows the weapon to lock onto a specific target, providing the user with a +1 attack bonus, however the fire rate of this mode requires a full-round action to use.

Merr-Sonn Munitions “Bunker Buster” Rocket-propelled Torpedo Launcher

Weapon Type: Torpedo Launcher
Proficiency Group: Heavy Weapons
Damage: Special (see text)
Range Increment: 250m (15m)
Fort DC: --
Multifire/Autofire: --
Hardness: 5
WP: 10
Availability: Specialized, military
Cost: 5000
Critical: 19-20
Weight: 12kg
Type: Energy + Piercing
Size: Large
Break DC: 20
Era:

This missile launcher was first put into use by Republic troops during the Clone Wars. The weapon fires a two-stage rocket-propelled torpedo that is specially designed to eliminate bunkers and other underground targets from the surface. Once

fired the torpedo slams into the ground it detonates a series of thermal detonators doing 8d10+5 damage to the target and any characters within the blast radius (characters may make a DC 15 Reflex save to halve damage). The device penetrates the surface and burrows deep into the ground until it reaches its target at which point a second, more powerful proton charge detonates dealing 8d12+20 damage to the structure and anything inside.

Merr-Sonn MM(X) Grenade Launcher

Weapon Type: Grenade Launcher

Proficiency Group: Heavy Weapons

Damage: By grenade type

Range Increment: 100m (burst radius by grenade type)

Fort DC: --

Multifire/Autofire: --

Hardness: 5

WP: 10

Availability: Rare, military

Cost: 18,000

Critical: By grenade type

Weight: 24kg

Type: By grenade type

Size: Large

Break DC: 20

Era: 

Special: It requires a full-round action to reload.

The MM(X) was still in the experimental stages of development by Merr-Sonn Munitions during the Clone Wars. 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.

Merr-Sonn PLX-1 Missile/Rocket Launcher

Weapon Type: Missile Launcher

Proficiency Group: Heavy Weapons

Damage: Special (see text)

Range Increment: 500m (8m)

Fort DC: --

Multifire/Autofire: --

Hardness: 5

WP: 10

Availability: Common, military

Cost: 2,000

Critical: 19-20

Weight: 12kg

Type: Energy

Size: Large

Break DC: 20



PLX-1 MISSILE LAUNCHER

Era: 

Special: Reloading this weapon is considered a full-round action. Switching between "dumb-fire" mode and gravity-activated mode is considered a free action.

This over-the-shoulder portable missile launcher was used by Republic forces during the Clone Wars. It can be preprogrammed to home-in on specific repulsorlift signatures using its Gravity-activated Mode. Preprogramming takes approximately five minutes and requires a successful Computer Use check (DC 10). Up to ten repulsorlift signatures can be stored at a time. When the GAM rocket is fired, it can pursue a target for up to 40km before its fuel is consumed. The homing system effectively has 6 ranks in Piloting to track its target at a speed of 200km/h. If a GAM rocket successfully strikes its target, it does 6d8+4 damage. When using the standard "dumb-fire" missiles, the projectiles travel in a linear path only. Dumb-fire missiles that successfully strike its target do 7d8 damage.

Merr-Sonn RD-4 Grenade Launcher

Weapon Type: Grenade Launcher

Proficiency Group: Heavy Weapons

Damage: Special (see text)

Range Increment: 50m (see text)

Fort DC: 18

Multifire/Autofire: --

Hardness: 4

WP: 8

Availability: Common, military

Cost: 1,500

Critical: 20

Weight: 10kg

Type: Energy + Radiation

Size: Large

Break DC: 20

Era: 

Special: Reloading this weapon is considered a full-round action. Switching between impact detonation and time-delay is considered a free action.

This weapon was originally produced by Merr-Sonn Munitions decades before the Clone Wars began, but was adopted by the droid armies of the Confederacy. The grenades can be set so that they either explode on impact or explode on a 3-second time delay allowing the grenade to bounce 1d4 meters. When the grenade detonates, all targets within a 4 meter radius immediately take 3d6 damage. Any target within the blast radius may make a Reflex saving throw (DC 15) to halve the damage of the initial explosion. The explosion lets loose high levels of radiation. Any organic life forms within a 10 meter radius of the explosion must make a Fortitude saving throw (DC 18) for Level III radiation poisoning (see Star Wars Roleplaying Game Revised and Expanded Edition, page 290 for details on radiation poisoning).

Wawaatt Arms Homing Rocket Launcher

Weapon Type: Rocket Launcher

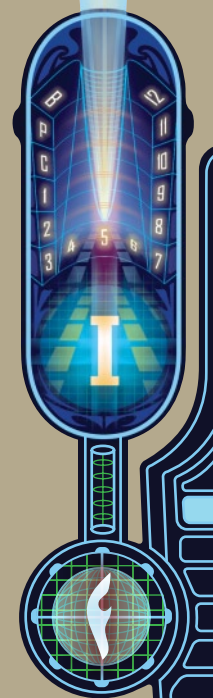
Proficiency Group: Heavy Weapons

Damage: 4d6 / 8d10+20

Range Increment: 500m (8m)

Fort DC: --

Multifire/Autofire: --





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WOOKIEE HOMING ROCKET LAUNCHER

Hardness: 5
WP: 15
Availability: Common, military
Cost: 4,000
Critical: 20
Weight: 22kg
Type: Piercing + Energy
Size: Large
Break DC: 20
Era:
Special: Reloading this weapon requires 3 rounds to complete.

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, giving the user a +2 attack bonus. Rockets can be fired one at a time or the launcher is capable of firing all 5 rockets simultaneously with a -4 attack penalty. A Strength of 15 is required to wield this weapon. Firing this weapon requires a full-round action.

Slugthrowers

Verpine Shattergun

NOTE: For official stats on the Verpine Shattergun, refer to page 38 of the *Arms & Equipment Guide* by Wizards of the Coast.

The Verpine Shattergun is renowned by mercenary and assassins as one of the most versatile weapons ever. It is capable of firing almost any solid object as a hyper-kinetic round, including pebbles, bee-bees or even ice or coins. Because of this, the weapon effectively never runs out of ammo, a fact mercenaries love. Assassins love the silent and invisible delivery, and ice tends to melt, leaving quite a mystery for any investigating the murder.

Unfortunately, the shattergun is not 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 daily. Naturally, professional soldiers and killers seldom take issue with maintaining their gear, but the high-maintenance nature of the shattergun keeps it strictly in the realm of elite warriors, such as Mandalorian warriors and Republic Commandos.

Verpine Sniper Rifle

Weapon Type: Magnetic accelerator weapon
Proficiency Group: Exotic (magnetic accelerator weapon)
Damage: 4d8 (also varies)
Range Increment: 40 m
Fort DC: --
Multifire/Autofire: --
Hardness: 3
WP: 3
Availability: Rare, Restricted
Cost: 20,000
Critical: 19-20
Weight: 4.5 kg
Type: Piercing
Size: Medium
Break DC: 8
Era:

Special: Can use virtually anything as ammo, due to the nature of its EM Field firing mechanism. Shots are silent and invisible. This weapon is extremely fragile; any sudden drop or injury requires a check against its breaks DC. This weapon can fire nearly any round for any projectile weapon, though at a range increment of only 30 m. Note that firing anything not specifically designed to be fired (IE: rocks, bits of metal, or other non-aerodynamic objects) means that the range increment is reduced to 15 m.

A sniper version of the Verpine Shatter Gun, the Verpine Sniper Rifle is among the finest sniper weapons in the galaxy. It creates no sound upon firing, no muzzle flash, and no visible projectile as it fires rounds of virtually anything at 3000 ft per second. It is favored by high-end mercenaries and assassins who expect to stay in the field longer than portable munitions are expected to hold out. The weapon is also equipped with a small bi-pod which increases accuracy, providing a +1 to attack when employed.

The weapon has a variety of scopes that allow it to switch between standard magnification and infra-red and ultra-violet. The object's range-finder can be fitted to "paint" objects for pin-point naval orbital bombardment, and specialized tracking dust can be loaded to locate targets on a GPS system starting on year two of the Clone Wars. This weapon was perhaps most famously employed by Sergeant Kal Skiratta of the Grand Army of the Republic and his Republic Commandos and Null-ARC Troopers.



VERPINE SNIPER RIFLE

Wawaatt Arms Wookiee Slugthrower

Weapon Type: Slugthrower Rifle
Proficiency Group: Slugthrowers
Damage: 3d8+1
Range Increment: 30 m
Fort DC: --
Multifire/Autofire: --
Hardness: 5
WP: 5

Availability: Prevalent, Licensed

Cost: 500

Critical: 20

Weight: 6.5 kg

Type: Piercing

Size: Large

Break DC: 18





Era:    

Special: Must reload after 20 shots. Requires Str check DC 14 prior to every attack made, failure means the weapon's recoil spoils the shot, giving your attack roll a -4 penalty.

The large, bronzium-plated weapons of the Wookiees of Kashyyyk were relatively unknown save to weapon collectors until the Clone Wars. Wookiees themselves being large specimens, their weaponry tends to be oversized, heavy and rugged when compared to human-sized weapons. Their slugthrowers are remarkably accurate and feature stopping power uncommon in a slugthrower. Like many Wookiee weapons, their slugthrower requires an incredibly strong being to operate. The weapons weight alone discourages most non-Wookiees from using it, and the recoil makes the weapon impractical for most others.

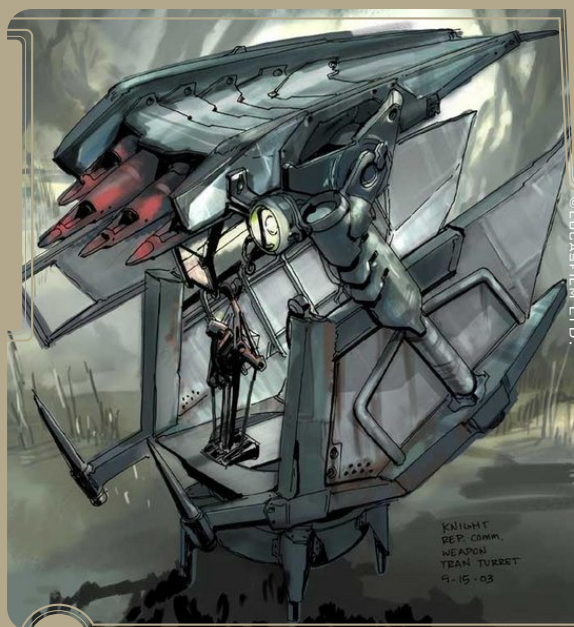
Artillery Weapons

Arakyd MMLT Missile Launcher

Weapon Type: Missile Launcher
Proficiency Group: Heavy Weapons
Damage: 4d6+2
Range Increment: 150m (4m)
Fort DC: --
Multifire/Autofire: M
Hardness: 4
WP: 10
Availability: Common, military
Cost: 4800
Critical: 19-20
Weight: 10kg
Type: Slashing
Size: Large
Break DC: 20
Era:    

Special: Requires 2 rounds to reload weapon. Also requires 8 rounds for the weapon to cool down before a new salvo of missiles can be fired.





This rapid-fire missile launcher was designed by Arakyd Industries in the decade preceding the Clone Wars. It saw heavy use by various militarized organizations during the Clone Wars, most specifically mercenary groups. The MMLT is capable of firing up to an entire clip of eight missiles without a reloading or cool down period. However, after a clip is expended it takes



MMLT LAUNCHER

2 rounds to reload the weapon, and requires an additional 8 rounds for the barrel and internal components to cool down before firing again. Certain safety mechanisms within the MMLT prevent it from being fired any earlier. A Repair check (DC 15) can override these safety features, however, a roll (DC 5) must be made and each successive instance the weapon is fired without waiting the full 8 rounds to cool down increases the DC by 5. If the roll is failed, the weapon explodes dealing 5d8+5 damage to the user and all targets within a 4 meter radius.

Atgar Arms 1.4 FD P-Tower Turret

Weapon Type: Turret
Proficiency Group: Heavy Weapons
Damage: 5d10+4
Range Increment: 1000m
Fort DC: --
Multifire/Autofire: --
Hardness: 5
WP: 30
Availability: Common, military
Cost: 15,000
Critical: 19-20
Weight: 225kg
Type: Energy
Size: Huge
Break DC: 20
Era:    

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 eight shots before needing to be replaced. This weapon can only fire once per round. After the energy cells are depleted, it takes 3 rounds to plug in fresh power cells. Turning the weapon to aim at a target on a different firing arc is considered a full-round action.





ATGAR ARMS P-TOWER

BlasTech EWHB-12 Heavy Repeating Blaster

Weapon Type: Turret
Proficiency Group: Heavy Weapons
Damage: 6d8
Range Increment: 80m
Fort DC: --
Multifire/Autofire: M/A Only
Hardness: 5
WP: 10
Availability: Common, military
Cost: 10,000
Critical: 19-20
Weight: 40kg
Type: Energy
Size: Large
Break DC: 15
Era:

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, allowing the emplacement to fire a thousand shots before needing to cool down for 1d4 rounds. It can optionally be equipped with a gun-

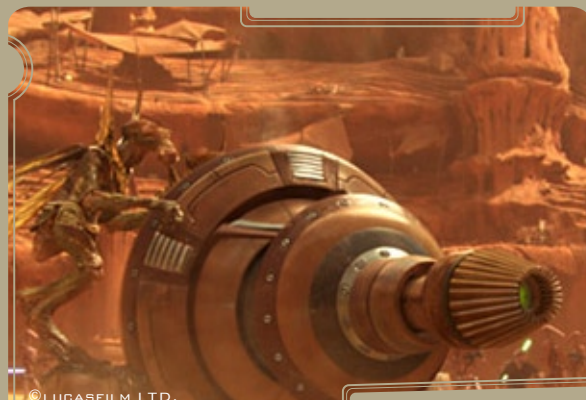


EWHB-12 HEAVY REPEATING BLASTER CANNON

nery chair to provide greater accuracy, which grants a +1 attack bonus. Some models are even fitted with shield generators that are operated by a separate troop that provides the gun, generator and its operators with a damage reduction of 5. This turret only operates in multifire or autofire mode. Assembly of the weapon can be completed in 2d4 rounds.

Gordarl Weaponsmith Sonic Turret

Weapon Type: Turret
Proficiency Group: Heavy Weapons
Damage: Special (see text)
Range Increment: 250m
Fort DC: 20/15 (see text)
Multifire/Autofire: --
Hardness: 5
WP: 20
Availability: Specialized, military
Cost: 12,000
Critical: 19-20
Weight: 250kg
Type: Special
Size: Huge
Break DC: 20
Era:
Special: Only affects organic life forms and objects with a Hardness of 4 or less.



GEONOSIAN SONIC TURRET

This weapon emplacement was used by the forces of the Confederacy of Independent Systems during the height of the Clone Wars. The device emits an ultra-high frequency sonic burst that wreaks havoc on organic life forms and brittle objects. The sonic wave causes the target to make a Fortitude save (DC 20 if hit by the grenade, DC 15 if in an adjacent square). Those that make the save are stunned for 1 round, take 2d8 damage and are knocked back 4 meters. Those failing the save are knocked unconscious for 4d6 rounds, take 4d10 damage, and are knocked back 4 meters. In the event of a critical hit, those failing the save also suffer 2d6 Constitution damage.

BlasTech/Merr-Sonn EWHB-10 Heavy Repeating Blaster

NOTE: For official stats on the EWHB-10, refer to page 132 of the *Star Wars Roleplaying Game Revised and Expanded Edition* by Wizards of the Coast.

This weapon emplacement became a staple in the Grand Army of the Republic during the Clone Wars. The EWHB-10 or "E-Web" was a result of collaboration between BlasTech Industries and Merr-Sonn Munitions shortly before the Clone Wars began. It is only capable of firing in multifire or autofire mode, and must cool down for 1d4 rounds after expending around 500 shots. The turret is generally operated by two troops in the field, one manning the gun and another operating the portable generator. Assembly of the weapon can be accomplished in 2d4 rounds.

Speizoc V-188 "Penetrator" Anti-Artillery Laser Cannon

Weapon Type: Turret

Proficiency Group: Heavy Weapons

Damage: 7d10+5 (short range) / 5d10 (medium range) / 3d10 (long range)

Range Increment: 2.5km

Fort DC: --

Multifire/Autofire: --

Hardness: 8

WP: 40

Availability: Common, military

Cost: 120,000

Critical: 19-20

Weight: 500kg

Type: Energy

Size: Huge

Break DC: 20

Era:    

This weapon emplacement is 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 is it capable of firing six shots before needing to be recharged. With an added power source its capacity increases to 50 shots. If connected to a power generator it is capable of firing an unlimited number of rounds. 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 meet a new fire arc is considered a full-round action. This weapon is only capable of firing once every 3 rounds.

Wawaatt Arms Dual Missile Turret

Weapon Type: Turret

Proficiency Group: Heavy Weapons

Damage: 8d8+10

Range Increment: 1000m (8m)

Fort DC: --

Multifire/Autofire: --

Hardness: 5

WP: 20

Availability: Common, military

Cost: 8000

Critical: 20

Weight: 180kg

Type: Piercing + Energy

Size: Huge

Break DC: 20



WOOKIEE DUAL MISSILE LAUNCHER

Era:    

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 these missiles from a magazine that stores twenty-four missiles. Replenishing its payload takes 5 rounds to accomplish provided the ammunition is nearby. The weapon can only fire one pair of missiles every 2 rounds. Turning the turret to accommodate another fire arc is considered a full-round action.

Wawaatt Arms Quadrail Launcher

Weapon Type: Rocket Launcher

Proficiency Group: Heavy Weapons

Damage: 4d8 / 8d12+10

Range Increment: 300m

Fort DC: --

Multifire/Autofire: --

Hardness: 5

WP: 15

Availability: Specialized, military

Cost: 5,000

Critical: 19-20

Weight: 24kg

Type: Energy

Size: Large

Break DC: 20

Era:    

This Wookiee heavy rocket launcher was frequently used during the Clone Wars. It is equipped with four heavy rocket tubes that can be fired individually or in rapid sequence. It is also capable of being mounted on a turret or vehicle, granting a +1 attack bonus. The magazines feeding the four barrels are capable of holding six rockets each. Reloading this weapon takes 2 full rounds.

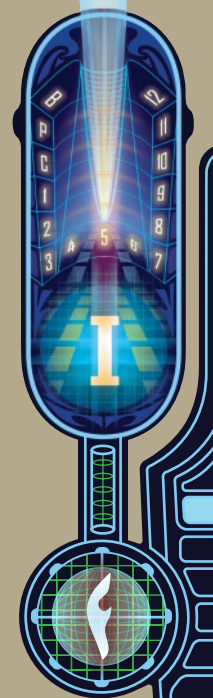
Kuat Drive Yards VLD2261 Turbolaser Turret





Weapon Type: Turret

Proficiency Group: Heavy Weapons

Damage: 8d10

Range Increment: 2.5km



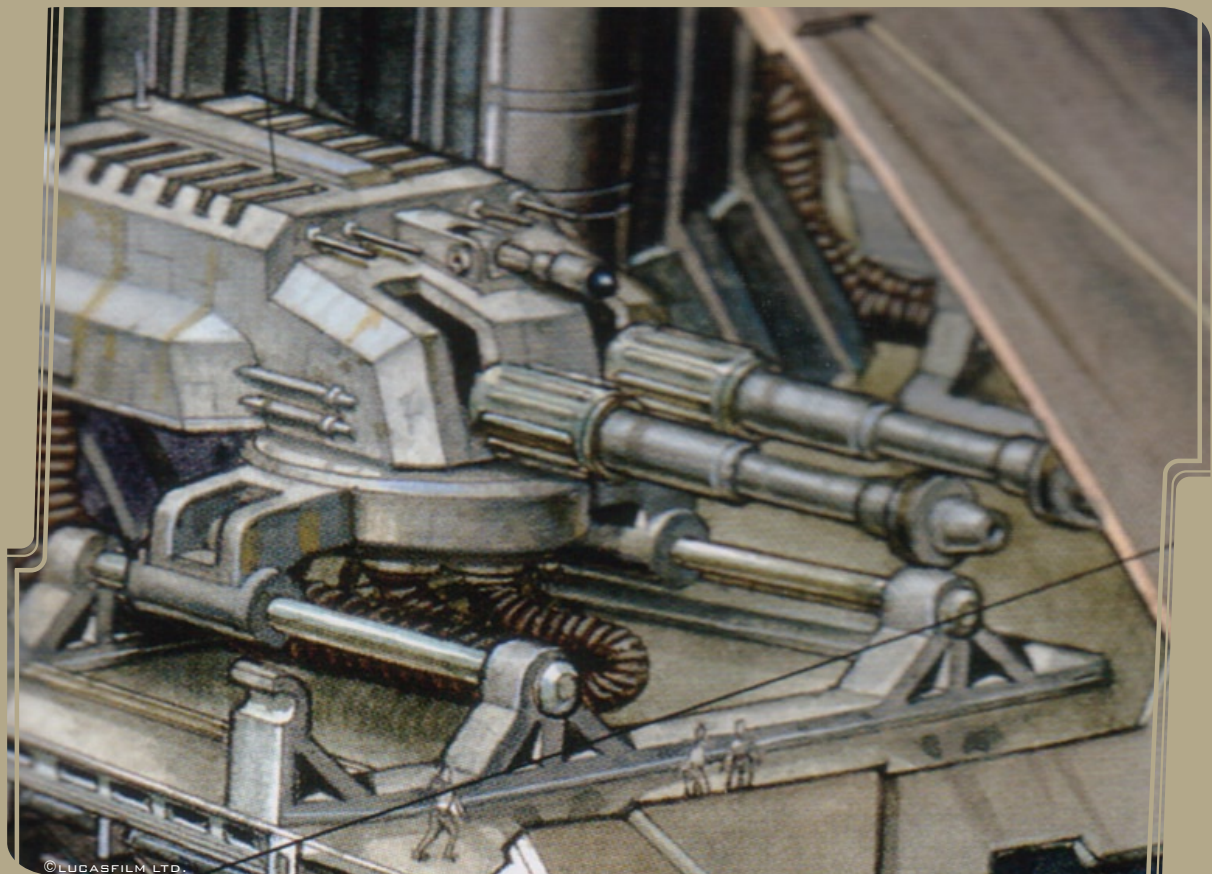
Fort DC: --
Multifire/Autofire: --
Hardness: 8
WP: 30
Availability: Common, military
Cost: 150,000
Critical: 19-20
Weight: 650kg
Type: Energy
Size: Huge
Break DC: 20
Era:    

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. Changing fire arcs requires a full-round action.

Credits

Keith Kappel is a freelance writer and developer from Addison, IL. He is the creator of Fandom Comics as well as the writer for the fan series "[Cracken's Crew: The Invisible War](#)" and "[Tales of the Chu'Unthor](#)".

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KUAT DRIVE YARDS VLD TURBOLASER