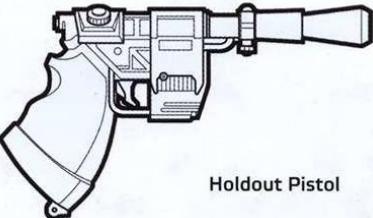


# Blasters

## Holdout Blaster

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 200
	<b>Damage:</b> 5	<b>Rarity:</b> 4
	<b>Critical:</b> 4	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Stun Setting
	<b>Encumbrance:</b> 1	<b>Notes:</b> Add 1 Setback Die to Perception check when attempting to find this weapon on a person's body.
	<b>Hard Points:</b> 1	

## Holdout Blaster (Boonta Blaster)

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 1,000
	<b>Damage:</b> 6	<b>Rarity:</b> 8
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Stun Setting
	<b>Encumbrance:</b> 1	<b>Notes:</b> Add 1 Setback Die to Perception check when attempting to find this weapon on a person's body. Remove 1 Setback Die from Deception check to explain away the weapon as ornamental.
	<b>Hard Points:</b> 1	

## Holdout Blaster (Czerka 411)

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 350
	<b>Damage:</b> 4	<b>Rarity:</b> 5
	<b>Critical:</b> 4	<b>Restricted?:</b> Yes
	<b>Range:</b> Medium	<b>Special:</b> Stun Setting
	<b>Encumbrance:</b> 1	<b>Notes:</b>
	<b>Hard Points:</b> 1	

## Holdout Blaster (Czerka A95 Stingbeam)

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 400
	<b>Damage:</b> 5	<b>Rarity:</b> 5
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Stun Setting
	<b>Encumbrance:</b> 1	<b>Notes:</b> Add 2 Setback Die to Perception check when attempting to find this weapon on a person's body
	<b>Hard Points:</b> 0	

### **Holdout Blaster (Fed-Dub Spukami Pocket Blaster)**

Skill: Ranged (Light)	Price: 200
Damage: 5	Rarity: 2
Critical: 3	Restricted?: No
Range: Short	Special: Stun Setting
Encumbrance: 1	Notes: Add 1 Setback Die to Perception check when attempting to find this weapon on a person's body. Gains Inaccuarte quality at Short Range (or beyond).
Hard Points: 1	

### **Holdout Blaster (Gee-Tech 12 Defender)**



Skill: Ranged (Light)	Price: 25
Damage: 5	Rarity: 4
Critical: 5	Restricted?: No
Range: Short	Special: Inferior, Limited Ammo 2
Encumbrance: 1	Notes: Add 2 Setback Die to Perception check when attempting to find this weapon on a person's body. Cannot be reloaded.
Hard Points: 0	

### **Holdout Blaster (Merr-Sonn Model Q4 Quickfire)**

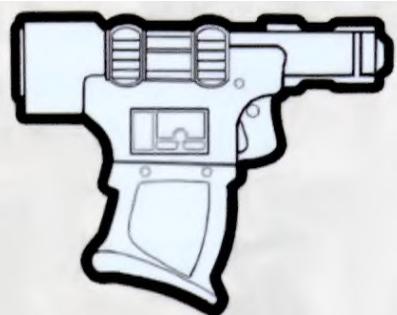


Skill: Ranged (Light)	Price: 250
Damage: 5	Rarity: 4
Critical: 3	Restricted?: No
Range: Short	Special: Stun Setting
Encumbrance: 1	Notes: Add 1 Setback Die to Perception check when attempting to find a holdout pistol on a person's body. Must be charged, rather than reloaded.
Hard Points: 0	

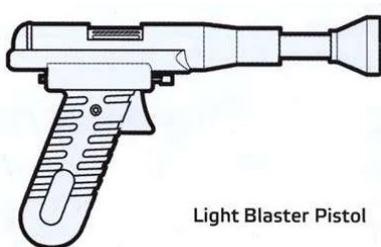
### Holdout Blaster (Military Holdout Blaster)

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 500
<b>Damage:</b> 6	<b>Rarity:</b> 5	
<b>Critical:</b> 3	<b>Restricted?:</b> No	
<b>Range:</b> Short	<b>Special:</b> Stun Setting	
<b>Encumbrance:</b> 1		<b>Notes:</b> Add 1 Setback Die to Perception check when attempting to find this weapon on a person's body. GM may spend 3 Disadvantage to cause weapon to run out of ammo.
<b>Hard Points:</b> 0		

### Holdout Blaster (Variable Holdout)

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 400
<b>Damage:</b> 1 to 7	<b>Rarity:</b> 7	
<b>Critical:</b> 4	<b>Restricted?:</b> No	
<b>Range:</b> Short	<b>Special:</b> Limited Ammo 12	
<b>Encumbrance:</b> 1		<b>Notes:</b> Add 1 Setback Die to Perception check when attempting to find this weapon on a person's body. Damage selected at time of attack determines amount of ammo consumed.
<b>Hard Points:</b> 0		

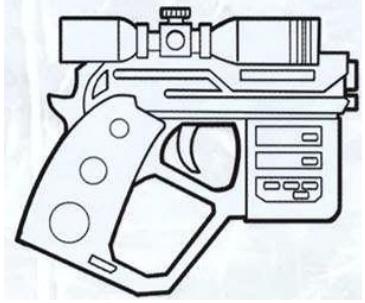
### Light Blaster Pistol

 Light Blaster Pistol	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 300
<b>Damage:</b> 5	<b>Rarity:</b> 4	
<b>Critical:</b> 4	<b>Restricted?:</b> No	
<b>Range:</b> Medium	<b>Special:</b> Stun Setting	
<b>Encumbrance:</b> 1		<b>Notes:</b>
<b>Hard Points:</b> 2		

### Light Blaster Pistol (CDEF Blaster)

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 150
<b>Damage:</b> 5	<b>Rarity:</b> 4	
<b>Critical:</b> 4	<b>Restricted?:</b> No	
<b>Range:</b> Medium	<b>Special:</b> Inferior, Stun Setting	
<b>Encumbrance:</b> 1		<b>Notes:</b>
<b>Hard Points:</b> 1		

### Light Blaster Pistol (Coronet Arms HL-27)

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 450
	<b>Damage:</b> 5	<b>Rarity:</b> 4
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Accurate 1, Stun Setting
	<b>Encumbrance:</b> 1	<b>Notes:</b>
	<b>Hard Points:</b> 2	

### Light Blaster Pistol (Liquidsilver L7)

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 425
	<b>Damage:</b> 6	<b>Rarity:</b> 4
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Stun Setting
	<b>Encumbrance:</b> 1	<b>Notes:</b> Add 2 Setback Dice to Perception check to find this weapon stashed aboard starship.
	<b>Hard Points:</b> 1	

### Light Blaster Pistol (Talus XL-2 Flashfire)

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 450
	<b>Damage:</b> 5	<b>Rarity:</b> 5
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Disorient 1, Stun Setting
	<b>Encumbrance:</b> 1	<b>Notes:</b>
	<b>Hard Points:</b> 3	

### Blaster Pistol

 Blaster Pistol	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 400
	<b>Damage:</b> 6	<b>Rarity:</b> 4
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Stun Setting
	<b>Encumbrance:</b> 1	<b>Notes:</b>
	<b>Hard Points:</b> 3	

### **Blaster Pistol (BlasTech DL-19C)**

Skill:	Ranged (Light)	Price:	450
Damage:	5	Rarity:	4
Critical:	4	Restricted?:	No
Range:	Medium	Special:	Stun Setting
Encumbrance:	1	Notes:	When applying the Jury Rigged talent, may chose an additional option from the list.
Hard Points:	4		

### **Blaster Pistol (Coronet Arms Dueling Pistol)**

	Skill:	Ranged (Light)	Price:	750
	Damage:	9	Rarity:	5
	Critical:	2	Restricted?:	No
	Range:	Short	Special:	Accurate 1, Limited Ammo 1, Pierce 1
	Encumbrance:	2	Notes:	
	Hard Points:	2		

### **Blaster Pistol (Coronet Arms H-7 Equalizer)**

Skill:	Ranged (Light)	Price:	1,200
Damage:	7	Rarity:	8
Critical:	2	Restricted?:	No
Range:	Medium	Special:	Stun Setting, Superior
Encumbrance:	2	Notes:	
Hard Points:	3		

### **Blaster Pistol (DDC Defender)**

 Defender Sporting Blaster Pistol	Skill:	Ranged (Light)	Price:	650
	Damage:	5	Rarity:	6
	Critical:	3	Restricted?:	No
	Range:	Medium	Special:	Accurate 1, Stun Setting
	Encumbrance:	1	Notes:	
	Hard Points:	1		

### **Blaster Pistol (Greff-Timms ATA Pulse-Wave)**

 <p>Greff-Timms ATA</p>	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 750
	<b>Damage:</b> 5	<b>Rarity:</b> 6
	<b>Critical:</b> 3	<b>Restricted?:</b> Yes
	<b>Range:</b> Short	<b>Special:</b> Vicious 3
	<b>Encumbrance:</b> 2	<b>Notes:</b>
	<b>Hard Points:</b> 2	

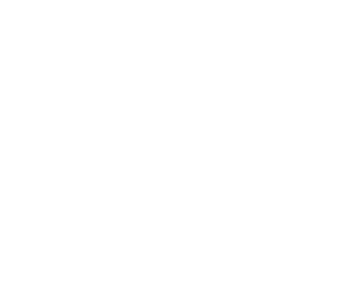
### **Blaster Pistol (Merr-Sonn DR-45 Dragoon)**

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 1,900
	<b>Damage:</b> 8	<b>Rarity:</b> 6
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Accurate 1, Stun Setting
	<b>Encumbrance:</b> 1	<b>Notes:</b> Use a maneuver to switch between pistol and carbine. Use Ranged (Heavy) skill to fire as a carbine.
	<b>Hard Points:</b> 3	

### **Blaster Pistol (Merr-Sonn Model 44)**

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 500
	<b>Damage:</b> 6	<b>Rarity:</b> 4
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Stun Setting
	<b>Encumbrance:</b> 1	<b>Notes:</b>
	<b>Hard Points:</b> 4	

### **Blaster Pistol (Merr-Sonn Model 53 Quicktrigger)**

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 450
	<b>Damage:</b> 6	<b>Rarity:</b> 4
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Stun Setting
	<b>Encumbrance:</b> 1	<b>Notes:</b> Reduce the difficulty of Mechanics checks to repair or modify this weapon by 1.
	<b>Hard Points:</b> 4	

### **Blaster Pistol (Merr-Sonn Model 80)**

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 550
	<b>Damage:</b> 6	<b>Rarity:</b> 5
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Stun Setting
	<b>Encumbrance:</b> 2	<b>Notes:</b> Time taken to draw, holster, stow, or otherwise access this weapon cannot be reduced by talents, gear, or any other means.
	<b>Hard Points:</b> 3	

### **Blaster Pistol (Merr-Sonn IR-5 Intimidator)**

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 750
	<b>Damage:</b> 5	<b>Rarity:</b> 6
	<b>Critical:</b> 3	<b>Restricted?:</b> Yes
	<b>Range:</b> Medium	<b>Special:</b> Auto-fire, Inaccurate 1
	<b>Encumbrance:</b> 2	<b>Notes:</b>
	<b>Hard Points:</b> 2	

### **Blaster Pistol (Raider Arms Model-1 Nova Viper)**

 Raider Arms Model-1 "Nova Viper"	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 4,500
	<b>Damage:</b> 7	<b>Rarity:</b> 9
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Accurate 2, Pierce 2, Stun Setting
	<b>Encumbrance:</b> 2	<b>Notes:</b> Increase the difficulty of Mechanics checks to repair or modify this weapon by 1.
	<b>Hard Points:</b> 2	

### **Blaster Pistol (SoroSuub ELG-3A Diplomat's Blaster)**

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 400
	<b>Damage:</b> 6	<b>Rarity:</b> 5
	<b>Critical:</b> 4	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Stun Setting
	<b>Encumbrance:</b> 1	<b>Notes:</b> Add 2 Setback Dice to Perception check when attempting to find this weapon on a person's body.
	<b>Hard Points:</b> 0	

### **Blaster Pistol (Sorosub X-30 Lancer)**

	<b>Skill:</b> Ranged (Light) <b>Damage:</b> 5 <b>Critical:</b> 4 <b>Range:</b> Long <b>Encumbrance:</b> 1 <b>Hard Points:</b> 3	<b>Price:</b> 1,000 <b>Rarity:</b> 5 <b>Restricted?:</b> No <b>Special:</b> Accurate 1, Pierce 2 <b>Notes:</b>
--	--	--

### **Light Repeating Blaster Pistol (BlasTech SE-14r)**

	<b>Skill:</b> Rangd (Light) <b>Damage:</b> 6 <b>Critical:</b> 3 <b>Range:</b> Medium <b>Encumbrance:</b> 2 <b>Hard Points:</b> 3	<b>Price:</b> 1,000 <b>Rarity:</b> 6 <b>Restricted?:</b> Yes <b>Special:</b> Auto-fire, Stun Setting <b>Notes:</b> GM may spend 3 Disadvantage to force this weapon to run out of ammo.
--	---	---

### **Heavy Blaster Pistol**

	<b>Skill:</b> Ranged (Light) <b>Damage:</b> 7 <b>Critical:</b> 3 <b>Range:</b> Medium <b>Encumbrance:</b> 2 <b>Hard Points:</b> 3	<b>Price:</b> 700 <b>Rarity:</b> 6 <b>Restricted?:</b> No <b>Special:</b> Stun Setting <b>Notes:</b> GM may spend 3 Disadvantage to force this weapon to run out of ammo.
--	--	---

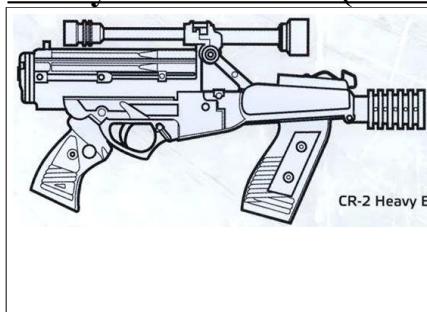
### **Heavy Blaster Pistol (BlasTech DL-7H)**

	<b>Skill:</b> Ranged (Light) <b>Damage:</b> 8 <b>Critical:</b> 3 <b>Range:</b> Medium <b>Encumbrance:</b> 2 <b>Hard Points:</b> 2	<b>Price:</b> 850 <b>Rarity:</b> 6 <b>Restricted?:</b> Yes <b>Special:</b> <b>Notes:</b> GM may spend 2 Disadvantage to force this weapon to run out of ammo.
--	--	---

### **Heavy Blaster Pistol (BlasTech HH-50)**

Skill: Ranged (Light)	Price: 1,300
Damage: 7	Rarity: 7
Critical: 3	Restricted?: No
Range: Short	Special: Linked 1, Stun Setting, Vicious 1
Encumbrance: 3	Notes: GM may spend 2 Disadvantage to force this weapon to run out of ammo. May also spend 3 Disadvantage or 1 Despair to Sunder weapon by 1 step
Hard Points: 2	

### **Heavy Blaster Pistol (Corellian Arms CR-2)**



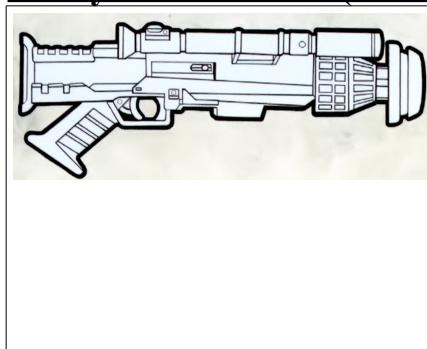
Skill: Ranged (Light)	Price: 600
Damage: 7	Rarity: 5
Critical: 4	Restricted?: No
Range: Medium	Special: Stun Setting
Encumbrance: 2	Notes:
Hard Points: 2	

### **Heavy Blaster Pistol (Czerka C-10 Dragoneye Reaper)**



Skill: Ranged (Light)	Price: 1,000
Damage: 8	Rarity: 7
Critical: 3	Restricted?: No
Range: Medium	Special: Stun Setting
Encumbrance: 3	Notes: GM may spend 3 Disadvantage to force this weapon to run out of ammo.
Hard Points: 3	

### **Heavy Blaster Pistol (SoroSuub Renegade)**

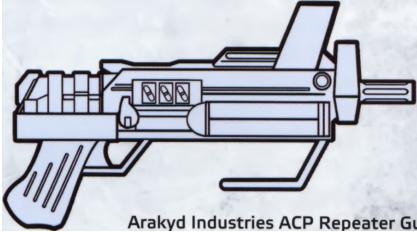


Skill: Ranged (Light)	Price: 950
Damage: 8	Rarity: 4
Critical: 3	Restricted?: No
Range: Medium	Special: Inaccurate 1, Stun Setting
Encumbrance: 2	Notes:
Hard Points: 3	

## Blaster Carbine

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 850
	<b>Damage:</b> 9	<b>Rarity:</b> 5
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Stun Setting
	<b>Encumbrance:</b> 3	<b>Notes:</b>
	<b>Hard Points:</b> 4	

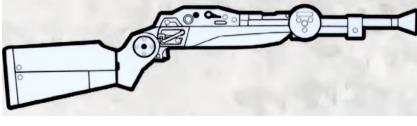
## Blaster Carbine (Arakyd ACP Repeater)

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 1,000
	<b>Damage:</b> 7	<b>Rarity:</b> 6
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Auto-fire, Stun Setting
	<b>Encumbrance:</b> 3	<b>Notes:</b>
	<b>Hard Points:</b> 1	

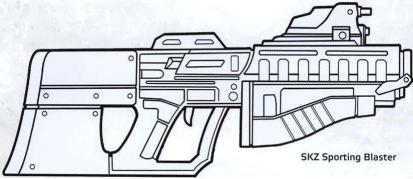
## Blaster Carbine (Baktoid E5)

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 550
	<b>Damage:</b> 9	<b>Rarity:</b> 3
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Inaccurate 1, Stun Setting
	<b>Encumbrance:</b> 3	<b>Notes:</b> GM may spend 3 Disadvantage or 1 Despair to Sunder the weapon by 1 step.
	<b>Hard Points:</b> 4	

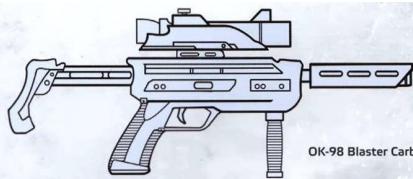
## Blaster Carbine (Bola Carbine)

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 1,600
	<b>Damage:</b> 8	<b>Rarity:</b> 6
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Accurate 1, Ensnare
	<b>Encumbrance:</b> 3	<b>Notes:</b>
	<b>Hard Points:</b> 3	

## **Blaster Carbine (Corellian Arms SKZ Sporting Blaster)**

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 600
	<b>Damage:</b> 8	<b>Rarity:</b> 4
	<b>Critical:</b> 4	<b>Restricted?:</b> No
	<b>Range:</b> Long	<b>Special:</b> Stun Setting
	<b>Encumbrance:</b> 3	<b>Notes:</b>
	<b>Hard Points:</b> 4	

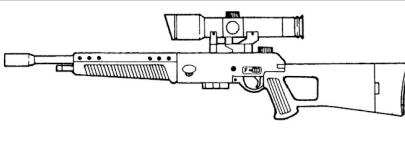
## **Blaster Carbine (SoroSuub OK-98)**

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 1,100
	<b>Damage:</b> 9	<b>Rarity:</b> 5
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Stun Setting
	<b>Encumbrance:</b> 4	<b>Notes:</b> Ignore the first "out of ammo" Despair during combat. Can be modified with an Easy Mechanics check to increase damage by 2 instead of ignoring "out of ammo." GM can spend Despair on modified version to cause weapon to explode (dealing damage to user).
	<b>Hard Points:</b> 3	

## **Blaster Rifle**

 	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 900
	<b>Damage:</b> 9	<b>Rarity:</b> 5
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Long	<b>Special:</b> Stun Setting
	<b>Encumbrance:</b> 4	<b>Notes:</b>
	<b>Hard Points:</b> 4	

## **Blaster Rifle (BlasTech M-300 Hunting Blaster)**

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 1,600
	<b>Damage:</b> 8	<b>Rarity:</b> 6
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Extreme	<b>Special:</b> Accurate 1, Cumbersome 2, Pierce 2, Stun Damage
	<b>Encumbrance:</b> 4	<b>Notes:</b> Reduce Difficulty by 1 step at Long and Extreme range
	<b>Hard Points:</b> 1	

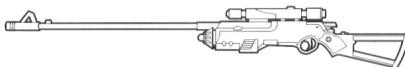
### **Blaster Rifle (Corellian Arms CR-8 Takedown Rifle)**

<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 3,250
<b>Damage:</b> 9	<b>Rarity:</b> 7
<b>Critical:</b> 3	<b>Restricted?:</b> Yes
<b>Range:</b> Extreme	<b>Special:</b> Accurate 2, Prepare 2, Pierce 2, Slow-Firing 1
<b>Encumbrance:</b> 4	
<b>Hard Points:</b> 1	<b>Notes:</b> When this weapon is properly broken down, add 2 Setback Dice to Perception check to find it on a person's body.

### **Blaster Rifle (DDC-MR6 Modular Rifle)**

<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 1,000
<b>Damage:</b> 7	<b>Rarity:</b> 6
<b>Critical:</b> 3	<b>Restricted?:</b> No
<b>Range:</b> Medium	<b>Special:</b> Stun Setting
<b>Encumbrance:</b> 3	
<b>Hard Points:</b> 6	<b>Notes:</b> May make an Average Mechanics check to add or remove an attachment as an action.

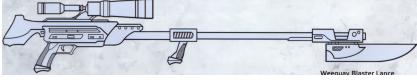
### **Blaster Rifle (Herloss Hbt-4 Hunting Blaster)**

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 900
	<b>Damage:</b> 10	<b>Rarity:</b> 6
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Cumbersome 2, Stun Setting
	<b>Encumbrance:</b> 5	
	<b>Hard Points:</b> 2	<b>Notes:</b>

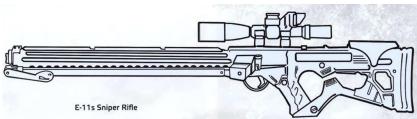
### **Blaster Rifle (Mon Calamari Spear Blaster)**

	<b>Skill:</b> Ranged (Heavy) / Melee	<b>Price:</b> 1,350
	<b>Damage:</b> 8 / +2	<b>Rarity:</b> 5
	<b>Critical:</b> 3 / 3	<b>Restricted?:</b> No
	<b>Range:</b> Long / Engaged	<b>Special:</b> Stun Setting / Pierce 1
	<b>Encumbrance:</b> 5	
	<b>Hard Points:</b> 3	<b>Notes:</b> Blaster can function in an out of water. Stats listed as (Blaster) / (Spear)

## Blaster Rifle (Weequay Blaster Lance)

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 850
	<b>Damage:</b> 8	<b>Rarity:</b> 6
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Extreme	<b>Special:</b> Accurate 1, Cumbersome 2
	<b>Encumbrance:</b> 5	<b>Notes:</b>
	<b>Hard Points:</b> 2	

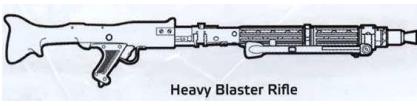
## Sniper Rifle (BlasTech E-11s)

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 3,500
	<b>Damage:</b> 10	<b>Rarity:</b> 7
	<b>Critical:</b> 3	<b>Restricted?:</b> Yes
	<b>Range:</b> Extreme	<b>Special:</b> Accurate 1, Cumbersome 3, Pierce 2, Slow Firing 1
	<b>Encumbrance:</b> 6	<b>Notes:</b>
	<b>Hard Points:</b> 3	

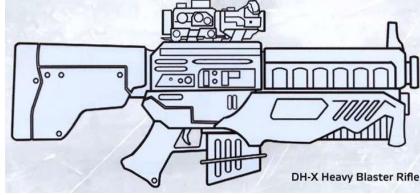
## Stun Rifle (BlasTech LBR-9)

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 2,800
	<b>Damage:</b> 10	<b>Rarity:</b> 4
	<b>Critical:</b> N/A	<b>Restricted?:</b> No
	<b>Range:</b> Long	<b>Special:</b> Disorient 2, Stun Damage
	<b>Encumbrance:</b> 6	<b>Notes:</b>
	<b>Hard Points:</b> 4	

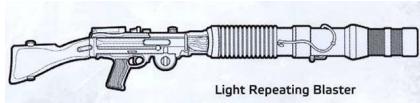
## Heavy Blaster Rifle

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 1,500
	<b>Damage:</b> 10	<b>Rarity:</b> 6
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Long	<b>Special:</b> Auto-fire, Cumbersome 3
	<b>Encumbrance:</b> 6	<b>Notes:</b>
	<b>Hard Points:</b> 4	

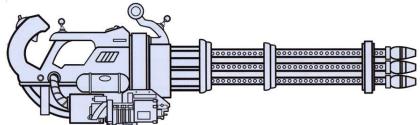
## **Heavy Blaster Rifle (BlasTech DH-X)**

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 1,900
	<b>Damage:</b> 10	<b>Rarity:</b> 6
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Long	<b>Special:</b> Cumbersome 3, Pierce 2
	<b>Encumbrance:</b> 7	<b>Notes:</b>
	<b>Hard Points:</b> 4	

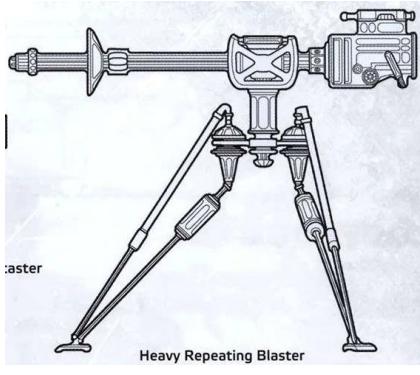
## **Light Repeating Blaster**

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 2,250
	<b>Damage:</b> 11	<b>Rarity:</b> 7
	<b>Critical:</b> 3	<b>Restricted?:</b> Yes
	<b>Range:</b> Long	<b>Special:</b> Auto-fire, Cumbersome 4, Pierce 1
	<b>Encumbrance:</b> 7	<b>Notes:</b>
	<b>Hard Points:</b> 4	

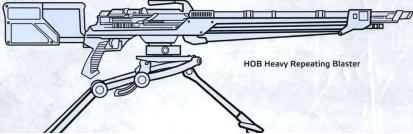
## **Repeating Blaster (SoroSuub VX Sidewinder)**

	<b>Skill:</b> Gunnery	<b>Price:</b> 3,350
	<b>Damage:</b> 12	<b>Rarity:</b> 7
	<b>Critical:</b> 3	<b>Restricted?:</b> Yes
	<b>Range:</b> Long	<b>Special:</b> Auto-fire, Cumbersome 5, Pierce 1, Vicious 1
	<b>Encumbrance:</b> 8	<b>Notes:</b> Includes optional bipod.
	<b>Hard Points:</b> 4	

## **Heavy Repeating Blaster**

	<b>Skill:</b> Gunnery	<b>Price:</b> 6,000
	<b>Damage:</b> 15	<b>Rarity:</b> 8
	<b>Critical:</b> 2	<b>Restricted?:</b> Yes
	<b>Range:</b> Long	<b>Special:</b> Auto-fire, Cumbersome 5, Pierce 2, Vicious 1
	<b>Encumbrance:</b> 9	<b>Notes:</b> Requires 2 person crew. Setting up the tripod takes 3 actions.
	<b>Hard Points:</b> 4	

## **Heavy Repeating Blaster (SoroSuub HOB)**

 HOB Heavy Repeating Blaster	<b>Skill:</b> Gunnery	<b>Price:</b> 6,500
	<b>Damage:</b> 15	<b>Rarity:</b> 8
	<b>Critical:</b> 3	<b>Restricted?:</b> Yes
	<b>Range:</b> Extreme	<b>Special:</b> Auto-fire, Cumbersome 6, Pierce 2, Vicious 1
	<b>Encumbrance:</b> 10	<b>Notes:</b> Requires 2 person crew. Setting up the tripod takes 4 maneuvers. Add a Boost Die to Mechanics Checks to repair this weapon.
	<b>Hard Points:</b> 4	

# Misc. Ranged Weapons

## Accelerated Charged Particle (ACP) Array Gun

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 890
	<b>Damage:</b> 6	<b>Rarity:</b> 6
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Blast5, Stun Setting
	<b>Encumbrance:</b> 3	<b>Notes:</b>
	<b>Hard Points:</b> 3	

## Acid Projector (Tenloss L70)

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 1,250
	<b>Damage:</b> 6	<b>Rarity:</b> 7
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Blast 6, Burn 3, Vicious 1
	<b>Encumbrance:</b> 4	<b>Notes:</b> Burn quality may be applied multiple times, to a different target hit by the attack each time. GM can spend 2 Disadvantage or 1 Despair to apply Burn to an ally hit by the attack.
	<b>Hard Points:</b> 1	

## Bowcaster

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 1,250
	<b>Damage:</b> 10	<b>Rarity:</b> 7
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Cumbersome 3, Knockdown
	<b>Encumbrance:</b> 5	<b>Notes:</b> Must spend a maneuver cocking the weapon before each shot.
	<b>Hard Points:</b> 2	

## Compound Bow w/Broadhead Arrows (Corellian Model)

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 200
	<b>Damage:</b> 5	<b>Rarity:</b> 5
	<b>Critical:</b> 5	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Cumbersome 3, Knockdown, Limited Ammo 1, Pierce 1
	<b>Encumbrance:</b> 3	<b>Notes:</b> Broadhead arrows cost 1 credit each. Alternate arrow types provided separately.
	<b>Hard Points:</b> 1	

## Compound Bow w/Broadhead Arrows (Field Sports FS19)

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 500
	<b>Damage:</b> 5	<b>Rarity:</b> 7
	<b>Critical:</b> 4	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Cumbersome 3, Limited Ammo 1, Pierce 1, Vicious 2
	<b>Encumbrance:</b> 4	<b>Notes:</b> Broadhead arrows cost 1 credit each. Alternate arrow types provided separately.
	<b>Hard Points:</b> 2	

## Explosive Tipped Arrows

 <small>YourProps</small>	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 50
	<b>Damage:</b> 6	<b>Rarity:</b> 5
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Blast 4, Limited Ammo 1
	<b>Encumbrance:</b> 0	<b>Notes:</b> Used with Compound Bow
	<b>Hard Points:</b> 0	

## Incendiary Arrows

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 60
	<b>Damage:</b> 6	<b>Rarity:</b> 5
	<b>Critical:</b> 5	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Burn 2, Limited Ammo 1
	<b>Encumbrance:</b> 0	<b>Notes:</b> Used with Compound Bow
	<b>Hard Points:</b> 0	

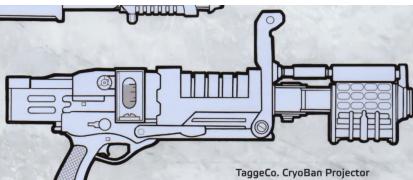
## Net Arrows

Skill: Ranged (Heavy)	Price: 30
Damage: 2	Rarity: 5
Critical: N/A	Restricted?: No
Range: Medium	Special: Ensnare 2, Limited Ammo 1
Encumbrance: 0	Notes: Used with Compound Bow
Hard Points: 0	

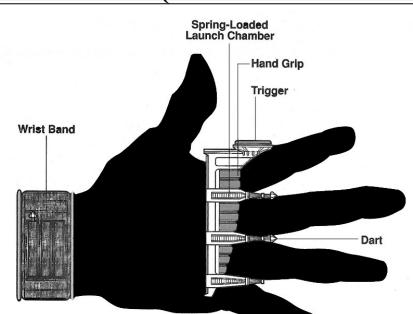
## Stun Arrows

	Skill: Ranged (Heavy)	Price: 60
	Damage: 6	Rarity: 6
	Critical: N/A	Restricted?: No
	Range: Medium	Special: Limited Ammo 1, Stun Damage
	Encumbrance: 0	Notes: Used with Compound Bow
	Hard Points: 0	

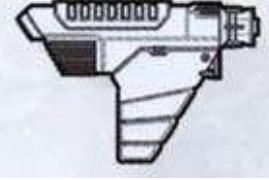
## CryoBan Projector

 TaggeCo. CryoBan Projector	Skill: Ranged (Heavy)	Price: 500
	Damage: 6	Rarity: 4
	Critical: 2	Restricted?: No
	Range: Short	Special: Blast 6, Cumbersome 3, Vicious 2
	Encumbrance: 3	Notes: Add 1 Boost Die when attempting to put out a fire.
	Hard Points: 0	

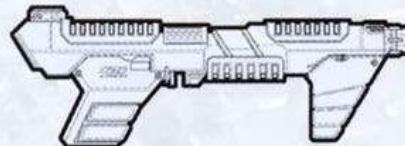
## Dart Gun (Prax Arms Stealth-2VX Palm Shooter)

	Skill: Ranged (Light)	Price: 300
	Damage: 1	Rarity: 5
	Critical: 5	Restricted?: No
	Range: Short	Special: Limited Ammo 3
	Encumbrance: 0	Notes: Add 2 Setback Dice to Perception check to find this weapon on a person's body. Each dart may be loaded with a dose of any poison.
	Hard Points: 0	

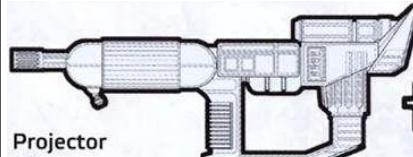
## Disruptor Pistol

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 3,000
	<b>Damage:</b> 10	<b>Rarity:</b> 6
	<b>Critical:</b> 2	<b>Restricted?:</b> Yes
	<b>Range:</b> Short	<b>Special:</b> Vicious 4
	<b>Encumbrance:</b> 2	<b>Notes:</b> All Critical Hits from a disruptor result in a "Crippled" effect unless a more grievous injury is rolled.
	<b>Hard Points:</b> 2	

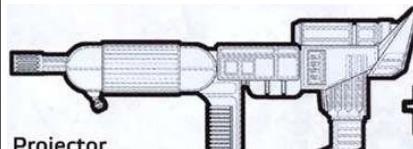
## Disruptor Rifle

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 5,000
	<b>Damage:</b> 10	<b>Rarity:</b> 6
	<b>Critical:</b> 2	<b>Restricted?:</b> Yes
	<b>Range:</b> Long	<b>Special:</b> Cumbersome 2, Vicious 5
	<b>Encumbrance:</b> 5	<b>Notes:</b> All Critical Hits from a disruptor result in a "Crippled" effect unless a more grievous injury is rolled.
	<b>Hard Points:</b> 4	

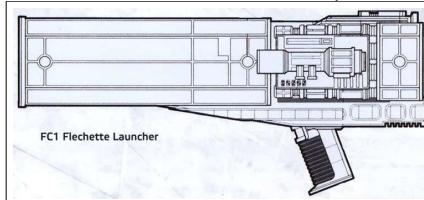
## Flame Projector

 Projector	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 1,000
	<b>Damage:</b> 8	<b>Rarity:</b> 6
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Burn 3, Blast 8
	<b>Encumbrance:</b> 6	<b>Notes:</b> Burn quality may apply multiple times, to a different target hit each time. GM can spend 2 Disadvantage or 1 Despair to apply Burn to an ally hit by the attack.
	<b>Hard Points:</b> 2	

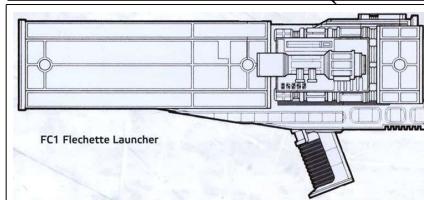
## Flame Projector (Czerka CZ-28 Flamestrike)

 Projector	<b>Skill:</b> Gunnery	<b>Price:</b> 2,000
	<b>Damage:</b> 9	<b>Rarity:</b> 8
	<b>Critical:</b> 2	<b>Restricted?:</b> Yes
	<b>Range:</b> Short	<b>Special:</b> Burn 4, Blast 9, Cumbersome 3, Vicious 2
	<b>Encumbrance:</b> 8	<b>Notes:</b> Normally Vehicle-mounted.
	<b>Hard Points:</b> 3	

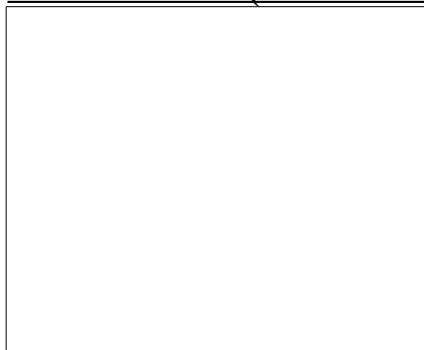
## Flechette Launcher (Golan Arms FC-1 w/Anti-Infantry Rounds)

 <p>FC1 Flechette Launcher</p>	<b>Skill:</b> Gunnery	<b>Price:</b> 2,500
	<b>Damage:</b> 8	<b>Rarity:</b> 6
	<b>Critical:</b> 2	<b>Restricted?:</b> Yes
	<b>Range:</b> Medium	<b>Special:</b> Blast 8, Cumbbersome 3, Limited Ammo 4, Pierce 6, Prepare 1, Vicious 1
	<b>Encumbrance:</b> 6	<b>Notes:</b> Can mix Anti-Infantry and Anti-Vehicle rounds
	<b>Hard Points:</b> 4	

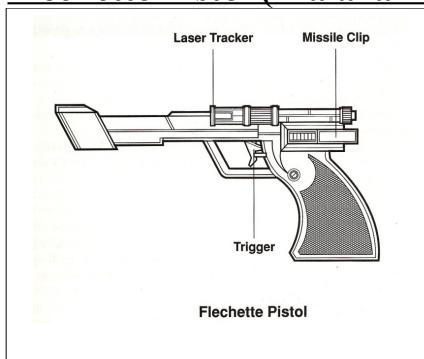
## Flechette Launcher (Golan Arms FC-1 w/Anti-Vehicle Rounds)

 <p>FC1 Flechette Launcher</p>	<b>Skill:</b> Gunnery	<b>Price:</b> 2,500
	<b>Damage:</b> 10	<b>Rarity:</b> 6
	<b>Critical:</b> 2	<b>Restricted?:</b> Yes
	<b>Range:</b> Medium	<b>Special:</b> Breach 2, Cumbbersome 3, Limited Ammo 4, Prepare 1, Vicious 3
	<b>Encumbrance:</b> 6	<b>Notes:</b> When firing anti-vehicle cannisters on a target of Silhouette 1 or lower, weapon gains the Inaccurate 3 quality.
	<b>Hard Points:</b> 4	

## Flechette Rifle (Salus DF-D1 Duo-Flechette Rifle)

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 1,000
	<b>Damage:</b> 9	<b>Rarity:</b> 5
	<b>Critical:</b> 3	<b>Restricted?:</b> Yes
	<b>Range:</b> Short	<b>Special:</b> Blast 4, Limited Ammo 5, Linked 1, Vicious 2
	<b>Encumbrance:</b> 3	<b>Notes:</b>
	<b>Hard Points:</b> 3	

## Flechette Pistol (Malaxan FWG-5)

 <p>Laser Tracker Missile Clip Trigger Flechette Pistol</p>	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 825
	<b>Damage:</b> 6	<b>Rarity:</b> 7
	<b>Critical:</b> 3	<b>Restricted?:</b> Yes
	<b>Range:</b> Short	<b>Special:</b> Guided 3, Limited Ammo 3
	<b>Encumbrance:</b> 1	<b>Notes:</b>
	<b>Hard Points:</b> 2	

## Grenade Launcher (Malaxan Z50)

A blue and grey mechanical device with a large cylindrical launcher tube and a small display screen on top.	<b>Skill:</b> Gunnery	<b>Price:</b> 1,250
	<b>Damage:</b> 8	<b>Rarity:</b> 4
	<b>Critical:</b> 4	<b>Restricted?:</b> Yes
	<b>Range:</b> Medium	<b>Special:</b> Blast 6, Cumbersome 3, Limited Ammo 6
	<b>Encumbrance:</b> 5	<b>Notes:</b> Ammo is priced same as thrown frag grenades. 50% discount for buying a six-pack.
	<b>Hard Points:</b> 3	

## Harpoon Gun (Styanax Lance)

A long, black, articulated harpoon gun with a lance-like tip and a shoulder mount.	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 200
	<b>Damage:</b> 8	<b>Rarity:</b> 8
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Cumbersome 4, Limited Ammo 1, Pierce 3, Vicious 1
	<b>Encumbrance:</b> 8	<b>Notes:</b>
	<b>Hard Points:</b> 2	

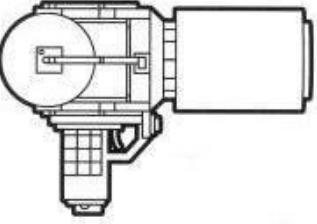
## Ionization Blaster

A black blaster with a large, flared ion cannon barrel and a shoulder stock.	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 250
	<b>Damage:</b> 10	<b>Rarity:</b> 3
	<b>Critical:</b> 5	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Disorient 5, Stun Damage (Droid only)
	<b>Encumbrance:</b> 3	<b>Notes:</b> No effect on organics, beyond a brief sting.
	<b>Hard Points:</b> 3	

## Ionization Blaster (Droid Disruptor)

A purple and black blaster with a distinctive curved, segmented barrel.	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 800
	<b>Damage:</b> 6	<b>Rarity:</b> 7
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Vicious 3
	<b>Encumbrance:</b> 2	<b>Notes:</b> Damage dealt to droids only. Organic creatures only suffer 2 Strain due to shock.
	<b>Hard Points:</b> 1	

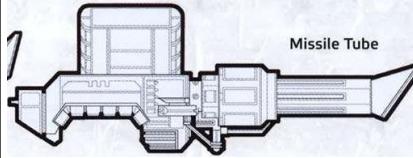
## **Ionization Blaster (Felebreck Droid Disabler)**

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 1,050
	<b>Damage:</b> 12	<b>Rarity:</b> 5
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Concussive 1, Ion, Limited Ammo 3
	<b>Encumbrance:</b> 1	<b>Notes:</b> No effect on organics, beyond a brief sting.
	<b>Hard Points:</b> 1	

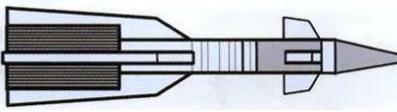
## **Ion Thruster Gun**

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 300
	<b>Damage:</b> 5	<b>Rarity:</b> 2
	<b>Critical:</b> 4	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Concussive 1, Cumbersome 5, Ion, Prepare 1
	<b>Encumbrance:</b> 8	<b>Notes:</b>
	<b>Hard Points:</b> 0	

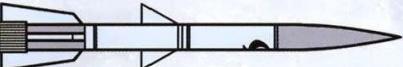
## **Missile Tube**

	<b>Skill:</b> Gunnery	<b>Price:</b> 7,500
	<b>Damage:</b> 20	<b>Rarity:</b> 8
	<b>Critical:</b> 2	<b>Restricted?:</b> Yes
	<b>Range:</b> Extreme	<b>Special:</b> Blast 10, Cumbersome 3, Guided 3, Breach 1, Prepare 1, Limited Ammo 6
	<b>Encumbrance:</b> 7	<b>Notes:</b>
	<b>Hard Points:</b> 4	

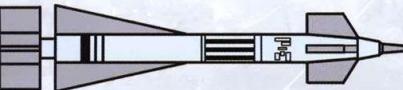
## **Concussion Missile**

	<b>Skill:</b> Gunnery	<b>Price:</b> 200
	<b>Damage:</b> 14	<b>Rarity:</b> 8
	<b>Critical:</b> 4	<b>Restricted?:</b> No
	<b>Range:</b> Extreme	<b>Special:</b> Blast 10, Concussive 3, Disorient 5, Guided 2
	<b>Encumbrance:</b> N/A	<b>Notes:</b> If Disorient is activated, it affects all characters at short range of the target. If Concussive is activated, it affects all characters engaged with the target.
	<b>Hard Points:</b> N/A	

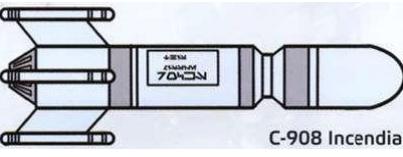
## Fragmentation Missile

	<b>Skill:</b> Gunnery	<b>Price:</b> 75
	<b>Damage:</b> 12	<b>Rarity:</b> 7
	<b>Critical:</b> 4	<b>Restricted?:</b> No
	<b>Range:</b> Extreme	<b>Special:</b> Blast 12, Guided 3
	<b>Encumbrance:</b> N/A	<b>Notes:</b>
	<b>Hard Points:</b> N/A	

## Plasma Missile

	<b>Skill:</b> Gunnery	<b>Price:</b> 160
	<b>Damage:</b> 16	<b>Rarity:</b> 8
	<b>Critical:</b> 3	<b>Restricted?:</b> Yes
	<b>Range:</b> Medium	<b>Special:</b> Blast 14, Cumbersome 3, Inaccurate 1, Pierce 2
	<b>Encumbrance:</b> N/A	<b>Notes:</b>
	<b>Hard Points:</b> N/A	

## Incendiary Missile

 C-908 Incendiary	<b>Skill:</b> Gunnery	<b>Price:</b> 145
	<b>Damage:</b> 10	<b>Rarity:</b> 7
	<b>Critical:</b> 3	<b>Restricted?:</b> Yes
	<b>Range:</b> Extreme	<b>Special:</b> Blast 10, Burn 3, Guided 2
	<b>Encumbrance:</b> N/A	<b>Notes:</b>
	<b>Hard Points:</b> N/A	

## Mon Calamari Battle Baton

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 250
	<b>Damage:</b> 5	<b>Rarity:</b> 6
	<b>Critical:</b> 4	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Stun Setting
	<b>Encumbrance:</b> 1	<b>Notes:</b>
	<b>Hard Points:</b> 1	

### **Mon Calamari Mini-Torpedo Launcher (w/ Ant-Personnel Torpedoes)**

<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 2,000
<b>Damage:</b> 8	<b>Rarity:</b> 6
<b>Critical:</b> 2	<b>Restricted?:</b> No
<b>Range:</b> Long	<b>Special:</b> Blast 6, Cumbersome 2, Limited Ammo 2
<b>Encumbrance:</b> 4	<b>Notes:</b> 100 credits per standard torpedo. Other Torpedoes listed separately.
<b>Hard Points:</b> 4	

### **Armor Piercing Mini-Torpedo**

<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 150
<b>Damage:</b> 12	<b>Rarity:</b> 6
<b>Critical:</b> 3	<b>Restricted?:</b> No
<b>Range:</b> Medium	<b>Special:</b> Blast 2, Limited Ammo 1, Pierce 4
<b>Encumbrance:</b> 1	<b>Notes:</b>
<b>Hard Points:</b> 0	

### **Ink Mini-Torpedo**

<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 50
<b>Damage:</b> 0	<b>Rarity:</b> 5
<b>Critical:</b> N/A	<b>Restricted?:</b> No
<b>Range:</b> Long	<b>Special:</b> Blast 0, Disorient 4, Limited Ammo 1
<b>Encumbrance:</b> 1	<b>Notes:</b> Usually lasts 4 rounds. May last longer in still water.
<b>Hard Points:</b> 0	

### **Ion Mini-Torpedo**

<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 150
<b>Damage:</b> 10	<b>Rarity:</b> 6
<b>Critical:</b> 2	<b>Restricted?:</b> No
<b>Range:</b> Long	<b>Special:</b> Blast 8, Ion, Limited Ammo 1
<b>Encumbrance:</b> 1	<b>Notes:</b>
<b>Hard Points:</b> 0	

## Net Mini-Torpedo

<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 100
<b>Damage:</b> 0	<b>Rarity:</b> 5
<b>Critical:</b> N/A	<b>Restricted?:</b> No
<b>Range:</b> Medium	<b>Special:</b> Blast 0, Ensnare 6, Limited Ammo 1
<b>Encumbrance:</b> 1	<b>Notes:</b>
<b>Hard Points:</b> 0	

## Stun Mini-Torpedo

<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 300
<b>Damage:</b> 8	<b>Rarity:</b> 5
<b>Critical:</b> 2	<b>Restricted?:</b> No
<b>Range:</b> Long	<b>Special:</b> Blast 4, Concussive 2, Limited Ammo 1, Stun Damage
<b>Encumbrance:</b> 1	<b>Notes:</b>
<b>Hard Points:</b> 0	

## Multi-Goo Gun

<b>Skill:</b> Ranged (Light)	<b>Price:</b> 250
<b>Damage:</b> 2	<b>Rarity:</b> 1
<b>Critical:</b> N/A	<b>Restricted?:</b> No
<b>Range:</b> Short	<b>Special:</b> Disorient 1, Ensnare 4, Knockdown
<b>Encumbrance:</b> 2	<b>Notes:</b> Gain 1 Advantage on Mechanics checks to repair droids, vehicles, or starships. GM may use 2 Disadvantage or 1 Despair to cause gun to run out of ammo.
<b>Hard Points:</b> 1	

## Net Gun

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 750
	<b>Damage:</b> 3	<b>Rarity:</b> 5
	<b>Critical:</b> N/A	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Ensnare 5, Limited Ammo 1
	<b>Encumbrance:</b> 4	<b>Notes:</b>
	<b>Hard Points:</b> 2	

## Net Gun (Palandrix AO14 Aranea)

Skill: Ranged (Heavy)	Price: 775
Damage: 3	Rarity: 5
Critical: N/A	Restricted?: No
Range: Medium	Special: Ensnare 5, Limited Ammo 1
Encumbrance: 4	Notes:
Hard Points: 2	

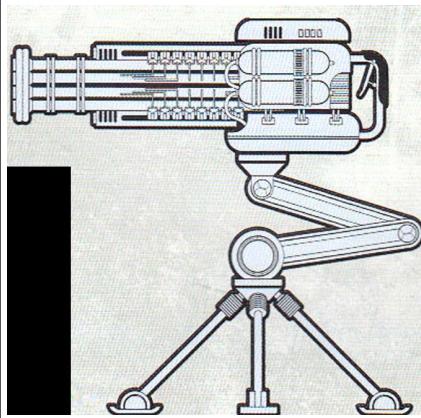
## Nightsister Energy Bow

	Skill: Ranged (Heavy)	Price: 2,800
	Damage: 8	Rarity: 8
	Critical: 2	Restricted?: Yes
	Range: Medium	Special: Pierce 4, Unwieldy 3, Vicious 2
	Encumbrance: 4	Notes:
	Hard Points: 2	

## Pulse Rifle (Corondexx VES-700)

 Corondexx VES-700 Pulse Rifle	Skill: Ranged (Heavy)	Price: 950
	Damage: 8	Rarity: 6
	Critical: 3	Restricted?: No
	Range: Medium	Special: Blast 6, Stun Setting
	Encumbrance: 4	Notes:
	Hard Points: 3	

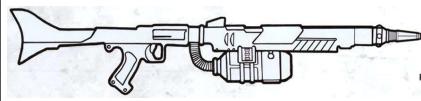
## Repulsor Gun

	Skill: Gunnery	Price: 200
	Damage: 3	Rarity: 3
	Critical: 5	Restricted?: No
	Range: Short	Special: Knockdown
	Encumbrance: 5	Notes: On a Despair, user is knocked prone and is Disoriented for 2 rounds.
	Hard Points: 0	

## **Repulsor Rifle (SakTek D-29)**

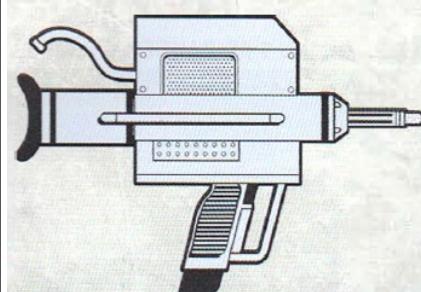
Skill: Gunnery	Price: 1,550
Damage: 8	Rarity: 7
Critical: 4	Restricted?: No
Range: Medium	Special: Disorient 3, Knockdown, Stun Damage
Encumbrance: 3	Notes:
Hard Points: 3	

## **Riot Rifle (Merr-Sonn R-88 Suppressor)**



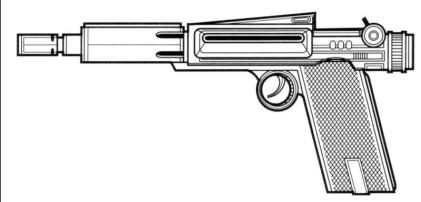
Skill: Ranged (Heavy)	Price: 2,000
Damage: 8	Rarity: 5
Critical: N/A	Restricted?: No
Range: Medium	Special: Blast 5, Disorient 3, Stun Damage
Encumbrance: 4	Notes: Stun fluid can be negated by wearing heavy clothing and a breath mask.
Hard Points: 2	

## **Rivet Gun**



Skill: Ranged (Light)	Price: 900
Damage: 4	Rarity: 1
Critical: 3	Restricted?: No
Range: Engaged	Special: Ensnare 1, Inaccurate 2, Limited Ammo 1
Encumbrance: 4	Notes: Reduces difficulty of repairing Critical Hits on vehicles and starships by 1.
Hard Points: 1	

## **Slugthrower Pistol**



Skill: Ranged (Light)	Price: 100
Damage: 4	Rarity: 3
Critical: 5	Restricted?: No
Range: Short	Special:
Encumbrance: 1	Notes:
Hard Points: 0	

### Slugthrower Pistol (Kelvarek KD-30 Dissuader)

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 350
	<b>Damage:</b> 4	<b>Rarity:</b> 6
	<b>Critical:</b> 5	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Pierce 2, Vicious 1
	<b>Encumbrance:</b> 2	<b>Notes:</b> Hit target suffers 1 wound (regardless of soak) at beginning of its next 2 turns.
	<b>Hard Points:</b> 0	

### Slugthrower Pistol (Talus ASP-9 Vrelt Autopistol)

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 150
	<b>Damage:</b> 4	<b>Rarity:</b> 4
	<b>Critical:</b> 5	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Auto-fire
	<b>Encumbrance:</b> 1	<b>Notes:</b>
	<b>Hard Points:</b> 0	

### Slugthrower Pistol (Xet Model C Fiver)

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 200
	<b>Damage:</b> 5	<b>Rarity:</b> 4
	<b>Critical:</b> 4	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Accurate 1, Limited Ammo 5
	<b>Encumbrance:</b> 2	<b>Notes:</b>
	<b>Hard Points:</b> 1	

### Slugthrower Rifle

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 250
	<b>Damage:</b> 7	<b>Rarity:</b> 3
	<b>Critical:</b> 5	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Cumbersome 2
	<b>Encumbrance:</b> 5	<b>Notes:</b>
	<b>Hard Points:</b> 1	

### Slugthrower Rifle (Adostic Arms 8-Gauge Scatter Gun)

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 550
	<b>Damage:</b> 7	<b>Rarity:</b> 4
	<b>Critical:</b> 6	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Blast 3, Knockdown
	<b>Encumbrance:</b> 3	<b>Notes:</b>
	<b>Hard Points:</b> 2	

### Slugthrower Rifle (Coronet Arms Mark V Sand Panther Hunting Rifle)

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 1,750
	<b>Damage:</b> 7	<b>Rarity:</b> 7
	<b>Critical:</b> 5	<b>Restricted?:</b> No
	<b>Range:</b> Long	<b>Special:</b> Accurate 1, Cumbrous 2
	<b>Encumbrance:</b> 5	<b>Notes:</b>
	<b>Hard Points:</b> 2	

### Slugthrower Rifle (Czerka KS-23 Hammer)

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 1,500
	<b>Damage:</b> 8	<b>Rarity:</b> 5
	<b>Critical:</b> 4	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Blast 6, Knockdown
	<b>Encumbrance:</b> 5	<b>Notes:</b>
	<b>Hard Points:</b> 4	

### Slugthrower Rifle (Czerka Model 38 Sharpshooter)

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 3,000
	<b>Damage:</b> 8	<b>Rarity:</b> 6
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Extreme	<b>Special:</b> Accurate 2, Pierce 3
	<b>Encumbrance:</b> 5	<b>Notes:</b> If not custom-ordered, loses the Accurate 2 quality until modified with a Hard Mechanics check.
	<b>Hard Points:</b> 4	

### Slugthrower Rifle (Czerka Model 57 Homesteader)

Skill: Ranged (Heavy)	Price: 500
Damage: 7	Rarity: 6
Critical: 5	Restricted?: No
Range: Long	Special: Accurate 1, Cumbersome 2
Encumbrance: 5	Notes:
Hard Points: 4	

### Slugthrower Rifle (Field Sports Model 77 Air Rifle)



Skill: Ranged (Heavy)	Price: 1,100
Damage: 6	Rarity: 6
Critical: N/A	Restricted?: No
Range: Long	Special: Pierce 4, Stun Damage
Encumbrance: 3	Notes: If loaded with SmartTranq rounds: Hit target makes an Average Resilience check to avoid 5 strain, plus 2 more strain per Disadvantage. Despair causes target to make the check again at higher difficulty.
Hard Points: 3	

### Slugthrower Rifle (Selonian Shard Shooter)

Skill: Ranged (Heavy)	Price: 1,500
Damage: 5	Rarity: 7
Critical: 3	Restricted?: No
Range: Medium	Special: Auto-fire, Pierce 1
Encumbrance: 4	Notes: Ammo is difficult to find outside the Corellian System.
Hard Points: 2	

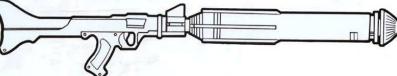
### Slugthrower Rifle (Vodran Hunting Rifle)

Skill: Ranged (Heavy)	Price: 800
Damage: 7	Rarity: 7
Critical: 4	Restricted?: No
Range: Long	Special: Cumbersome 2
Encumbrance: 4	Notes:
Hard Points: 2	

## Slugthrower Assault Carbine

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 250
	<b>Damage:</b> 6	<b>Rarity:</b> 4
	<b>Critical:</b> 5	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Auto-fire, Inaccurate 1
	<b>Encumbrance:</b> 4	<b>Notes:</b> GM has the option to spend 2 Disadvantage to force this weapon to run out of ammo.
	<b>Hard Points:</b> 1	

## Sonic Rifle (Telex-Delcor SWE/2)

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 1,200
	<b>Damage:</b> 8	<b>Rarity:</b> 6
	<b>Critical:</b> 6	<b>Restricted?:</b> No
	<b>Range:</b> Long	<b>Special:</b> Concussive 1, Slow-Firing 1, Stun Damage
	<b>Encumbrance:</b> 4	<b>Notes:</b>
	<b>Hard Points:</b> 3	

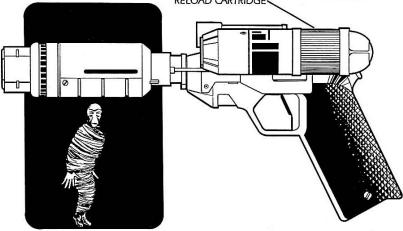
## Static Pistol (SoroSuub SSB-1)

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 850
	<b>Damage:</b> 2	<b>Rarity:</b> 7
	<b>Critical:</b> 4	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Disorient 1, Stun 8
	<b>Encumbrance:</b> 2	<b>Notes:</b>
	<b>Hard Points:</b> 1	

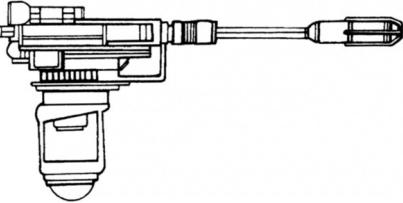
## Stokhli Spray Stick

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 2,500
	<b>Damage:</b> 0	<b>Rarity:</b> 8
	<b>Critical:</b> N/A	<b>Restricted?:</b> No
	<b>Range:</b> Long	<b>Special:</b> Accurate 2, Ensnare 4, Slow Firing 1, Stun 8
	<b>Encumbrance:</b> 4	<b>Notes:</b> Can be used as a melee weapon: Damage +2, Inaccurate 1, Stun Damage
	<b>Hard Points:</b> 0	

## Tangle Gun

 A detailed line drawing of the Tangle Gun. It has a large, cylindrical barrel with a ribbed texture. A smaller secondary barrel or probe extends from the side. The handle is textured and ergonomic. A label 'RELOAD CARTRIDGE' points to a slot on the side of the main barrel.	<b>Skill:</b> Ranged (Heavy) <b>Damage:</b> 1 <b>Critical:</b> 4 <b>Range:</b> Short <b>Encumbrance:</b> 2 <b>Hard Points:</b> 1	<b>Price:</b> 500 <b>Rarity:</b> 5 <b>Restricted?:</b> No <b>Special:</b> Ensnare 3 <b>Notes:</b>
---	---	---

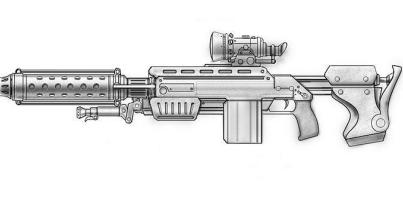
## Verpine Shatter Gun (Pistol)

 A line drawing of the Verpine Shatter Gun pistol. It features a long, thin barrel and a compact frame. A label 'RELOAD CARTRIDGE' points to a slot on the side of the barrel.	<b>Skill:</b> Ranged (Light) <b>Damage:</b> 8 <b>Critical:</b> 3 <b>Range:</b> Medium <b>Encumbrance:</b> 1 <b>Hard Points:</b> 2	<b>Price:</b> 15,000 <b>Rarity:</b> 8 <b>Restricted?:</b> No <b>Special:</b> Knockdown, Pierce 2 <b>Notes:</b> 2 Disadvantage or 1 Despair will Sunder the weapon by 1 step.
---	--	--

## Verpine Shatter Gun (Rifle)

 A line drawing of the Verpine Shatter Gun rifle. It has a long barrel with a scope mounted on top. The body is more robust than the pistol version. A label 'RELOAD CARTRIDGE' points to a slot on the side of the barrel.	<b>Skill:</b> Ranged (Heavy) <b>Damage:</b> 12 <b>Critical:</b> 3 <b>Range:</b> Extreme <b>Encumbrance:</b> 3 <b>Hard Points:</b> 3	<b>Price:</b> 30,000 <b>Rarity:</b> 8 <b>Restricted?:</b> No <b>Special:</b> Knockdown, Pierce 4 <b>Notes:</b> 2 Disadvantage or 1 Despair will Sunder the weapon by 1 step.
--	--	--

## Verpine Shatter Gun (Heavy Rifle)

 A line drawing of the Verpine Shatter Gun heavy rifle. It is a large, heavy-duty weapon with a long barrel and a complex mechanical armature visible on the side. A label 'RELOAD CARTRIDGE' points to a slot on the side of the barrel.	<b>Skill:</b> Gunnery <b>Damage:</b> 15 <b>Critical:</b> 2 <b>Range:</b> Extreme <b>Encumbrance:</b> 4 <b>Hard Points:</b> 4	<b>Price:</b> 45,000 <b>Rarity:</b> 8 <b>Restricted?:</b> No <b>Special:</b> Accurate 2, Knockdown, Pierce 6 <b>Notes:</b> 2 Disadvantage or 1 Despair will Sunder the weapon by 1 step.
--	---	--

# Thrown Weapons & Explosives

## Bola / Net



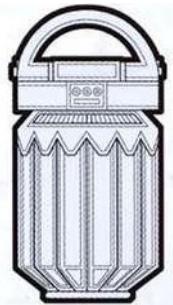
<b>Skill:</b> Ranged (Light)	<b>Price:</b> 20
<b>Damage:</b> 2	<b>Rarity:</b> 2
<b>Critical:</b> N/A	<b>Restricted?:</b> No
<b>Range:</b> Short	<b>Special:</b> Ensnare 3, Knockdown, Limited Ammo 1
<b>Encumbrance:</b> 1 / 3	<b>Notes:</b> Triumph to ensure target is so entangled that they may not make any maneuvers, and their only action is a Formidable Athletics check to get free.
<b>Hard Points:</b> 2	

## Throwing Dagger (Ascian)



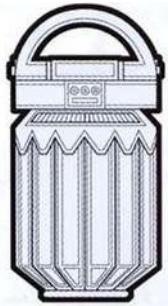
<b>Skill:</b> Ranged (Light)	<b>Price:</b> 65
<b>Damage:</b> +1	<b>Rarity:</b> 7
<b>Critical:</b> 2	<b>Restricted?:</b> No
<b>Range:</b> Short	<b>Special:</b> Pierce 2, Limited Ammo 1
<b>Encumbrance:</b> 1	<b>Notes:</b> No penalty for being Engaged. Add Brawn to weapon damage.
<b>Hard Points:</b> 0	

## Frag Grenade



<b>Skill:</b> Ranged (Light)	<b>Price:</b> 50
<b>Damage:</b> 8	<b>Rarity:</b> 5
<b>Critical:</b> 4	<b>Restricted?:</b> No
<b>Range:</b> Short	<b>Special:</b> Blast 6, Limited Ammo 1
<b>Encumbrance:</b> 1	<b>Notes:</b> Can be set to detonate on impact, set a timer (up to 3 rounds), or dead man's switch.
<b>Hard Points:</b> 0	

## Armor-Piercing Grenade



<b>Skill:</b> Ranged (Light)	<b>Price:</b> 100
<b>Damage:</b> 13	<b>Rarity:</b> 6
<b>Critical:</b> 3	<b>Restricted?:</b> No
<b>Range:</b> Short	<b>Special:</b> Blast 4, Limited Ammo 1, Pierce 3
<b>Encumbrance:</b> 1	<b>Notes:</b> Can be set to detonate on impact, set a timer (up to 3 rounds), or dead man's switch.
<b>Hard Points:</b> 0	

## Concussion Grenade



<b>Skill:</b> Ranged (Light)	<b>Price:</b> 100
<b>Damage:</b> 10	<b>Rarity:</b> 5
<b>Critical:</b> 5	<b>Restricted?:</b> Yes
<b>Range:</b> Short	<b>Special:</b> Blast 8, Concussie 2, Disorient 5, Limited Ammo 1
<b>Encumbrance:</b> 1	<b>Notes:</b> Can be set to detonate on impact, set a timer (up to 3 rounds), or dead man's switch. If Disorient quality is activated, all characters within short range are affected.
<b>Hard Points:</b> 0	

## Data-Purge Grenade



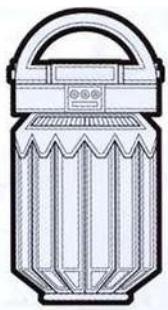
<b>Skill:</b> Ranged (Light)	<b>Price:</b> 100
<b>Damage:</b> N/A	<b>Rarity:</b> 7
<b>Critical:</b> N/A	<b>Restricted?:</b> No
<b>Range:</b> Short	<b>Special:</b> Limited Ammo 1
<b>Encumbrance:</b> 1	<b>Notes:</b> Any data storage device hit loses all programming, memory, and data. Any droid hit makes a Hard Resilience check or suffer 1 strain, plus 1 more strain per Failure. GM may spend 3 Disadvantage or 1 Despair to cause droid to lose memory.
<b>Hard Points:</b> 0	

## Glop Grenade



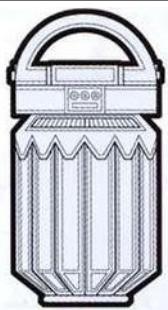
<b>Skill:</b> Ranged (Light)	<b>Price:</b> 100
<b>Damage:</b> N/A	<b>Rarity:</b> 6
<b>Critical:</b> N/A	<b>Restricted?:</b> No
<b>Range:</b> Short	<b>Special:</b> Blast -, Ensnare 3
<b>Encumbrance:</b> 1	<b>Notes:</b> Ensnare quality triggers automatically without spending Advantage. When target is hit, make Easy Coordination check to keep foam out of lungs.
<b>Hard Points:</b> 0	

## Heavy Frag Grenade



<b>Skill:</b> Ranged (Light)	<b>Price:</b> 75
<b>Damage:</b> 9	<b>Rarity:</b> 5
<b>Critical:</b> 4	<b>Restricted?:</b> Yes
<b>Range:</b> Short	<b>Special:</b> Blast 7, Limited Ammo 1, Cumbersome 2
<b>Encumbrance:</b> 1	<b>Notes:</b> Can be set to detonate on impact, set a timer (up to 3 rounds), or dead man's switch.
<b>Hard Points:</b> 0	

## Inferno Grenade



<b>Skill:</b> Ranged (Light)	<b>Price:</b> 75
<b>Damage:</b> 8	<b>Rarity:</b> 5
<b>Critical:</b> 3	<b>Restricted?:</b> Yes
<b>Range:</b> Short	<b>Special:</b> Blast 5, Burn 2, Limited Ammo 1
<b>Encumbrance:</b> 1	<b>Notes:</b> Can be set to detonate on impact, set a timer (up to 3 rounds), or dead man's switch.
<b>Hard Points:</b> 0	

## Ion Grenade



<b>Skill:</b> Ranged (Light)	<b>Price:</b> 65
<b>Damage:</b> 10	<b>Rarity:</b> 4
<b>Critical:</b> 5	<b>Restricted?:</b> No
<b>Range:</b> Short	<b>Special:</b> Blast 7, Disorient 5, Stun Damage (Droid Only), Limited Ammo 1
<b>Encumbrance:</b> 1	<b>Notes:</b> Can be set to detonate on impact, set a timer (up to 3 rounds), or dead man's switch.
<b>Hard Points:</b> 0	

## Knockout Grenade

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 120
	<b>Damage:</b> 12	<b>Rarity:</b> 5
	<b>Critical:</b> N/A	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Blast 10, Stun Damage, Limited Ammo 1
	<b>Encumbrance:</b> 1	<b>Notes:</b> Has no effect on Targets wearing breath masks or without respiratory systems.
	<b>Hard Points:</b> 0	

## Mercy Grenade

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 175
	<b>Damage:</b> 5	<b>Rarity:</b> 8
	<b>Critical:</b> N/A	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Blast 5, Limited Ammo 1, Stun Damage
	<b>Encumbrance:</b> 1	<b>Notes:</b> Anybody hit makes a Hard Resilience check, or will have incomplete memory of the encounter, and is disoriented for 1 round per Disadvantage. Can't affect targets who don't breathe.
	<b>Hard Points:</b> 0	

## Noise Grenade

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 150
	<b>Damage:</b> 4	<b>Rarity:</b> 5
	<b>Critical:</b> 6	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Blast 4, Stun Damage, Concussive 1, Limited Ammo 1
	<b>Encumbrance:</b> 1	<b>Notes:</b>
	<b>Hard Points:</b> 0	

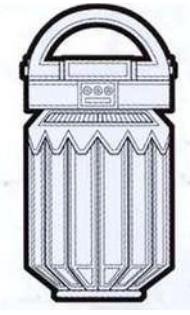
## Plasma Grenade

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 125
	<b>Damage:</b> 12	<b>Rarity:</b> 6
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Blast 10, Limited Ammo 1
	<b>Encumbrance:</b> 1	<b>Notes:</b> Can be set to detonate on impact, set a timer (up to 3 rounds), or dead man's switch.
	<b>Hard Points:</b> 0	

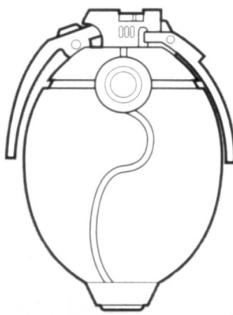
## Poison Gas Grenade

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 50
	<b>Damage:</b> N/A	<b>Rarity:</b> 5
	<b>Critical:</b> N/A	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Blast 2, Limited Ammo 1
	<b>Encumbrance:</b> 1	<b>Notes:</b> Has no effect on Targets wearing breath masks or without respiratory systems.
	<b>Hard Points:</b> 0	Can be filled with any deadly gas.

## Stun Grenade

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 75
	<b>Damage:</b> 8	<b>Rarity:</b> 4
	<b>Critical:</b> N/A	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Disorient 3, Stun Damage, Blast 8, Limited Ammo 1
	<b>Encumbrance:</b> 1	<b>Notes:</b> Can be set to detonate on impact, or set a timer (up to 3 rounds)
	<b>Hard Points:</b> 0	

## Stun Grenade (Spore/B)

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 400
	<b>Damage:</b> 6	<b>Rarity:</b> 5
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Blast 6, Concussive 2, limited Ammo 1, Stun Damage
	<b>Encumbrance:</b> 1	<b>Notes:</b> The first time a target is hit by this weapon, roll 1 Chanllenge Die. On a Despair, target suffers 6 Strain and begins to suffocate. Hard Medicine check is required to stop suffocation.
	<b>Hard Points:</b> 0	

## Anti-Personnel Mine

	<b>Skill:</b> Mechanics	<b>Price:</b> 850
	<b>Damage:</b> 12	<b>Rarity:</b> 6
	<b>Critical:</b> 3	<b>Restricted?:</b> Yes
	<b>Range:</b> Engaged	<b>Special:</b> Blast 4, Vicious 4, Limited Ammo 1
	<b>Encumbrance:</b> 3	<b>Notes:</b>
	<b>Hard Points:</b> 0	

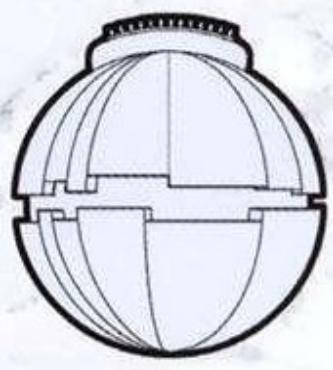
## Anti-Vehicle Mine

	<b>Skill:</b> Mechanics	<b>Price:</b> 1,400
	<b>Damage:</b> 25	<b>Rarity:</b> 6
	<b>Critical:</b> 2	<b>Restricted?:</b> Yes
	<b>Range:</b> Engaged	<b>Special:</b> Blast 2, Breach 4, Limited Ammo 1
	<b>Encumbrance:</b> 4	<b>Notes:</b> Has pressure switch and repulsor field sensor.
	<b>Hard Points:</b> 0	

## Knockout Mine

	<b>Skill:</b> Mechanics	<b>Price:</b> 200
	<b>Damage:</b> 6	<b>Rarity:</b> 6
	<b>Critical:</b> N/A	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Stun Damage, Limited Ammo 1
	<b>Encumbrance:</b> 1	<b>Notes:</b> Anyone hit makes a Hard Resilience check or becomes immobilized until the end of the encounter. Does not affect targets that don't breathe.
	<b>Hard Points:</b> 0	

## Thermal Detonator

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 2,000
<b>Damage:</b> 20	<b>Rarity:</b> 8	
<b>Critical:</b> 2	<b>Restricted?:</b> Yes	
<b>Range:</b> Short	<b>Special:</b> Blast 15, Breach 1, Vicious 4, Limited Ammo 1	
<b>Encumbrance:</b> 1		<b>Notes:</b> Any Despair results in early detonation, with user taking full damage (Blast damage only if user can spend a maneuver to get clear). Can be set to detonate on impact, set a timer (up to 3 rounds), or dead man's switch.
<b>Hard Points:</b> 0		

# Brawl Weapons

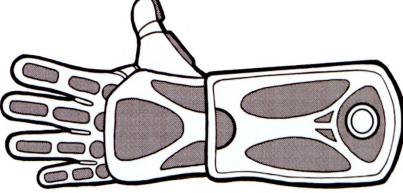
## Blast Knuckles

	<b>Skill:</b> Brawl	<b>Price:</b> 500
	<b>Damage:</b> +4	<b>Rarity:</b> 6
	<b>Critical:</b> 4	<b>Restricted?:</b> Yes
	<b>Range:</b> Engaged	<b>Special:</b> Inaccurate 1
	<b>Encumbrance:</b> 2	<b>Notes:</b> Each successful hit deals 1 Strain to the user. Cannot deal Strain to the target.
	<b>Hard Points:</b> 0	

## Brass Knuckles

	<b>Skill:</b> Brawl	<b>Price:</b> 25
	<b>Damage:</b> +1	<b>Rarity:</b> 0
	<b>Critical:</b> 4	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Disorient 3
	<b>Encumbrance:</b> 1	<b>Notes:</b> Add 1 Setback Die to Perception Check to find brass knuckles on a person's body.
	<b>Hard Points:</b> 0	

## Cortosis Gauntlets (Refined)

	<b>Skill:</b> Brawl	<b>Price:</b> 1,000
	<b>Damage:</b> +1	<b>Rarity:</b> 7
	<b>Critical:</b> 4	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Cortosis
	<b>Encumbrance:</b> 3	<b>Notes:</b> When attacked by a lightsaber, may spend 3 Disadvantage or 1 Despair to deactivate lightsaber after combat check is resolved.
	<b>Hard Points:</b> 2	When attacking a character with a lightsaber, may do the same thing with 3 Advantage or 1 Triumph.

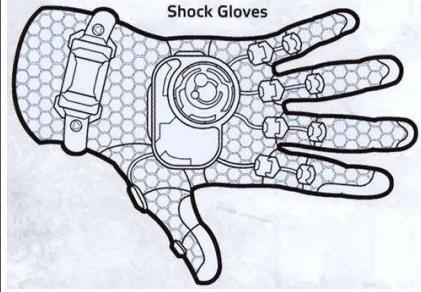
## Needle Gloves

	<b>Skill:</b> Brawl	<b>Price:</b> 750
	<b>Damage:</b> +0	<b>Rarity:</b> 8
	<b>Critical:</b> 5	<b>Restricted?:</b> Yes
	<b>Range:</b> Engaged	<b>Special:</b>
	<b>Encumbrance:</b> 1	<b>Notes:</b> May be loaded with 1 dose of any poison. Any successful hit delivers the poison, even if no damage is dealt. Add 3 Setback Dice to Perception check to notice that gloves are a weapon.
	<b>Hard Points:</b> 0	

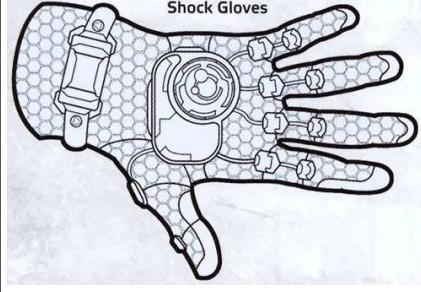
## Shock Boots

	<b>Skill:</b> Brawl	<b>Price:</b> 1,250
	<b>Damage:</b> +0	<b>Rarity:</b> 5
	<b>Critical:</b> 5	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Disorient 3, Stun 3
	<b>Encumbrance:</b> 2	<b>Notes:</b> Add 1 Setback Die to Perception check to notice that boots are a weapon.
	<b>Hard Points:</b> 0	

## Shock Gloves

	<b>Skill:</b> Brawl	<b>Price:</b> 300
	<b>Damage:</b> +0	<b>Rarity:</b> 2
	<b>Critical:</b> 5	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Stun 3
	<b>Encumbrance:</b> 0	<b>Notes:</b>
	<b>Hard Points:</b> 1	

## Shock Gloves (Backhand)

	<b>Skill:</b> Brawl	<b>Price:</b> 2,000
	<b>Damage:</b> +1	<b>Rarity:</b> 4
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Concussive 1, Stun Damage, Slow-Firing 1
	<b>Encumbrance:</b> 0	<b>Notes:</b> May make an unarmed attack while waiting for the weapon to recharge.
	<b>Hard Points:</b> 2	

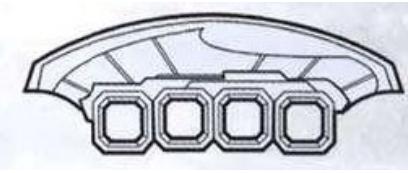
## Stun Cloak

	<b>Skill:</b> Brawl <b>Damage:</b> 7 <b>Critical:</b> 3 <b>Range:</b> Engaged <b>Encumbrance:</b> 2 <b>Hard Points:</b> 0	<b>Price:</b> 1,500 <b>Rarity:</b> 4 <b>Restricted?:</b> No <b>Special:</b> Limited Ammo 3, Stun Damage <b>Notes:</b> If the user is hit by a brawl or melee attack while cloak is activated, it immediately inflicts a hit on the attacker.
---	--	--

## Vamblade

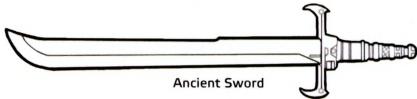
	<b>Skill:</b> Brawl <b>Damage:</b> +1 <b>Critical:</b> 3 <b>Range:</b> Engaged <b>Encumbrance:</b> 2 <b>Hard Points:</b> 1	<b>Price:</b> 500 <b>Rarity:</b> 4 <b>Restricted?:</b> No <b>Special:</b> Defensive 1 <b>Notes:</b> When worn as a pair, gains Sunder and Accurate 1. Cannot deal Strain.
---	---	---

## Vibroknucklers

	<b>Skill:</b> Brawl <b>Damage:</b> +1 <b>Critical:</b> 2 <b>Range:</b> Engaged <b>Encumbrance:</b> 1 <b>Hard Points:</b> 0	<b>Price:</b> 350 <b>Rarity:</b> 4 <b>Restricted?:</b> No <b>Special:</b> Pierce 1, Vicious 1 <b>Notes:</b> Add 1 Setback Die to Perception Check to find vibroknucklers on a person's body. Cannot deal Strain.
---	---	--

# Melee Weapons

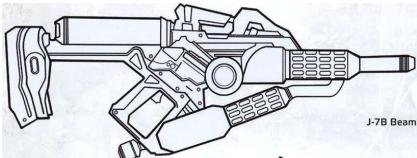
## Ancient Sword

	<b>Skill:</b> Lightsaber	<b>Price:</b> 350
	<b>Damage:</b> +2	<b>Rarity:</b> 8
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Defensive 1
	<b>Encumbrance:</b> 3	<b>Notes:</b>
	<b>Hard Points:</b> 1	

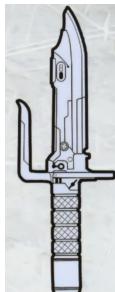
## Arg'garok

	<b>Skill:</b> Melee	<b>Price:</b> 1,000
	<b>Damage:</b> +5	<b>Rarity:</b> 7
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Cumbersome 5, Inferior 1, Pierce 1, Sunder
	<b>Encumbrance:</b> 5	<b>Notes:</b> Requires 2 hands.
	<b>Hard Points:</b> 3	

## Beam Drill (Corellia Mining J-7b)

	<b>Skill:</b> Melee	<b>Price:</b> 3,000
	<b>Damage:</b> 9	<b>Rarity:</b> 5
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Breach 1, Cumbersome 4, Inaccurate 2, Sunder
	<b>Encumbrance:</b> 6	<b>Notes:</b>
	<b>Hard Points:</b> 0	

## Blade-Breaker

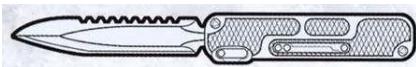
	<b>Skill:</b> Melee	<b>Price:</b> 250
	<b>Damage:</b> +0	<b>Rarity:</b> 5
	<b>Critical:</b> 4	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Defensive 2, Pierce 1, Sunder
	<b>Encumbrance:</b> 1	<b>Notes:</b>
	<b>Hard Points:</b> 1	

## Ceremonial Blade



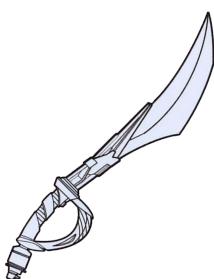
<b>Skill:</b> Melee	<b>Price:</b> 650
<b>Damage:</b> +2	<b>Rarity:</b> 7
<b>Critical:</b> 3	<b>Restricted?:</b> No
<b>Range:</b> Engaged	<b>Special:</b> Defensive 1
<b>Encumbrance:</b> 2	<b>Notes:</b> Add 1 Boost Die when attempting to convince others to allow you to keep weapon.
<b>Hard Points:</b> 3	

## Combat Knife



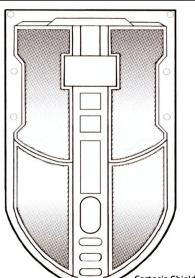
<b>Skill:</b> Melee	<b>Price:</b> 25
<b>Damage:</b> +1	<b>Rarity:</b> 1
<b>Critical:</b> 3	<b>Restricted?:</b> No
<b>Range:</b> Engaged	<b>Special:</b>
<b>Encumbrance:</b> 1	<b>Notes:</b>
<b>Hard Points:</b> 0	

## Corellian Cutlass



<b>Skill:</b> Melee	<b>Price:</b> 300
<b>Damage:</b> +2	<b>Rarity:</b> 3
<b>Critical:</b> 3	<b>Restricted?:</b> No
<b>Range:</b> Engaged	<b>Special:</b> Defensive 1, Vicious 1
<b>Encumbrance:</b> 2	<b>Notes:</b>
<b>Hard Points:</b> 1	

## Cortosis Shield



<b>Skill:</b> Melee	<b>Price:</b> 900
<b>Damage:</b> +0	<b>Rarity:</b> 7
<b>Critical:</b> 6	<b>Restricted?:</b> No
<b>Range:</b> Engaged	<b>Special:</b> Cortosis, Cumbersome 3, Defensive 2, Deflection 2
<b>Encumbrance:</b> 4	<b>Notes:</b>
<b>Hard Points:</b> 0	

## Cortosis Staff (Refined)

A long staff with a metallic, segmented handle and a textured, light-colored shaft.	<b>Skill:</b> Melee	<b>Price:</b> 2,500
	<b>Damage:</b> +3	<b>Rarity:</b> 7
	<b>Critical:</b> 5	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Cortosis
	<b>Encumbrance:</b> 4	<b>Notes:</b> When attacked by a lightsaber, may spend 3 Disadvantage or 1 Despair to deactivate lightsaber after combat check is resolved. When attacking a character with a lightsaber, may do the same thing with 3 Advantage or 1 Triumph. Requires 2 hands.
	<b>Hard Points:</b> 2	

## Cortosis Staff (Morgukai)

A long staff with a metallic, segmented handle and a textured, light-colored shaft. The hilt features intricate carvings.	<b>Skill:</b> Melee	<b>Price:</b> 9,000
	<b>Damage:</b> 8	<b>Rarity:</b> 10
	<b>Critical:</b> 1	<b>Restricted?:</b> Yes
	<b>Range:</b> Engaged	<b>Special:</b> Breach 1, Cortosis, Defensive 1
	<b>Encumbrance:</b> 3	<b>Notes:</b> Requires 2 hands.
	<b>Hard Points:</b> 0	

## Cortosis Sword

A long sword with a metallic hilt and a curved, light-colored blade.	<b>Skill:</b> Melee	<b>Price:</b> 1,350
	<b>Damage:</b> +2	<b>Rarity:</b> 7
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Cortosis, Defensive 1
	<b>Encumbrance:</b> 3	<b>Notes:</b>
	<b>Hard Points:</b> 2	

## Drall Flashstick

A short, ornate staff with a metallic hilt and a textured, light-colored shaft.	<b>Skill:</b> Melee	<b>Price:</b> 375
	<b>Damage:</b> +2	<b>Rarity:</b> 4
	<b>Critical:</b> N/A	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Disorient 3, Stun Damage
	<b>Encumbrance:</b> 2	<b>Notes:</b> Special Qualities don't activate on targets who can't see.
	<b>Hard Points:</b> 2	

## Electromag-Pulse Disruptor

Skill: Melee	Price: 180
Damage: 5	Rarity: 5
Critical: 4	Restricted?: No
Range: Engaged	Special: Disorient 1, Ion
Encumbrance: 1	Notes:
Hard Points: 0	

## Electrostaff



Skill: Melee	Price: 4,500
Damage: +4	Rarity: 6
Critical: 3	Restricted?: No
Range: Engaged	Special: Cortosis, Cumbersome 3, Linked 1, Stun Setting, Unwieldy 3
Encumbrance: 4	Notes: Requires 2 hands.
Hard Points: 3	

## Explorer's Knife

Skill: Melee	Price: 100
Damage: +1	Rarity: 3
Critical: 3	Restricted?: No
Range: Engaged	Special: Vicious 1
Encumbrance: 2	Notes: Gain 1 Boost Die on all Survival Checks.
Hard Points: 0	

## Gaffi Stick



Skill: Melee	Price: 100
Damage: +2	Rarity: 2
Critical: 3	Restricted?: No
Range: Engaged	Special: Defensive 1, Disorient 3
Encumbrance: 3	Notes:
Hard Points: 0	

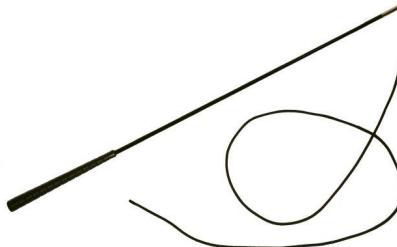
## Hand Grinder

	<b>Skill:</b> Melee	<b>Price:</b> 500
	<b>Damage:</b> +2	<b>Rarity:</b> 3
	<b>Critical:</b> 4	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Cumbersome 3, Prepare 1, Vicious 4
	<b>Encumbrance:</b> 5	<b>Notes:</b> Add 1 Advantage
	<b>Hard Points:</b> 4	

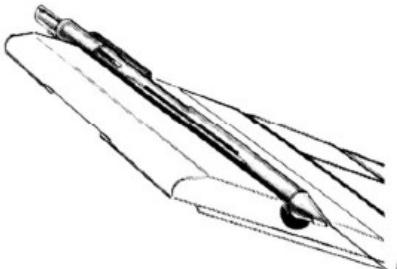
## Force Pike

	<b>Skill:</b> Melee	<b>Price:</b> 500
	<b>Damage:</b> +3	<b>Rarity:</b> 4
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Pierce 2, Stun Setting
	<b>Encumbrance:</b> 3	<b>Notes:</b> When using Stun Setting, Pierce does not apply. Requires 2 hands.
	<b>Hard Points:</b> 3	

## Longeing Whip

	<b>Skill:</b> Melee	<b>Price:</b> 600
	<b>Damage:</b> +1	<b>Rarity:</b> 4
	<b>Critical:</b> 5	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Ensnare 2, Stun Damage
	<b>Encumbrance:</b> 3	<b>Notes:</b> Can make a melee attack at Short Range.
	<b>Hard Points:</b> 1	

## Molecular Stiletto

	<b>Skill:</b> Melee	<b>Price:</b> 500
	<b>Damage:</b> +0	<b>Rarity:</b> 5
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Pierce 5, Vicious 1
	<b>Encumbrance:</b> 1	<b>Notes:</b> 2 Disadvantage or 1 Despair on attack roll will Sunder the weapon by 1 step. Add 1 Setback Die to Perception check when attempting to find a holdout pistol on a person's body.
	<b>Hard Points:</b> 1	

## Mon Calamari Coral Pike

Skill: Melee	Price: 1,000
Damage: +3	Rarity: 6
Critical: 2	Restricted?: No
Range: Engaged	Special: Defensive 1, Pierce 2
Encumbrance: 3	Notes:
Hard Points: 3	

## Mon Calamari Energy Lance

	Skill: Melee	Price: 1,500
	Damage: +3	Rarity: 6
	Critical: 2	Restricted?: No
	Range: Engaged	Special: Cumbersome 3, Pierce 3
	Encumbrance: 4	Notes: May use mount's Brawn rating for damage, and Cumbersome quality does not apply while riding a mount.
	Hard Points: 2	

## NanoDagger

Skill: Melee	Price: 700
Damage: +1	Rarity: 6
Critical: 2	Restricted?: No
Range: Engaged	Special: Pierce 5, Vicious 1
Encumbrance: 1	Notes: GM may use 3 Disadvantage or 1 Despair to Sunder weapon by 1 step.
Hard Points: 0	

## Neuronic Whip

	Skill: Melee	Price: 750
	Damage: +1	Rarity: 6
	Critical: 4	Restricted?: No
	Range: Short	Special: Disorient 4, Ensnare 1, Stun Damage
	Encumbrance: 1	Notes: Can make a melee attack at Short Range.
	Hard Points: 1	

## Poleaxe

	<b>Skill:</b> Melee	<b>Price:</b> 610
	<b>Damage:</b> +3	<b>Rarity:</b> 4
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Defensive 1, Pierce 2, Unwieldy 2
	<b>Encumbrance:</b> 5	<b>Notes:</b> Requires 2 hands.
	<b>Hard Points:</b> 1	

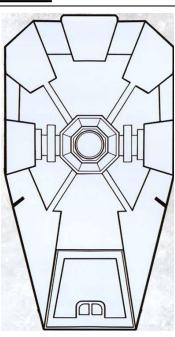
## Pulse Drill

	<b>Skill:</b> Melee	<b>Price:</b> 1,100
	<b>Damage:</b> 5	<b>Rarity:</b> 4
	<b>Critical:</b> 4	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Breach 1, Cumbersome 3, Inaccurate 2
	<b>Encumbrance:</b> 5	<b>Notes:</b>
	<b>Hard Points:</b> 2	

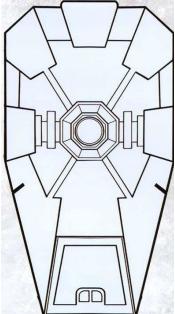
## Punch Dagger

	<b>Skill:</b> Melee	<b>Price:</b> 75
	<b>Damage:</b> +1	<b>Rarity:</b> 4
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Pierce 1
	<b>Encumbrance:</b> 1	<b>Notes:</b> Add 2 Setback Dice to Perception check to find this weapon on a person's body.
	<b>Hard Points:</b> 1	

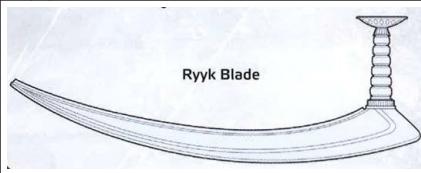
## Riot Shield

	<b>Skill:</b> Melee	<b>Price:</b> 300
	<b>Damage:</b> +0	<b>Rarity:</b> 4
	<b>Critical:</b> 6	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Cumbersome 3, Defensive 2, Deflection 2, Disorient 1
	<b>Encumbrance:</b> 5	<b>Notes:</b>
	<b>Hard Points:</b> 1	

## Riot Shield w/ Rifle Slot

	<b>Skill:</b> Melee	<b>Price:</b> 400
	<b>Damage:</b> +0	<b>Rarity:</b> 4
	<b>Critical:</b> 6	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Cumbersome 3, Defensive 2, Deflection 2, Disorient 1
	<b>Encumbrance:</b> 5	<b>Notes:</b> Rifles may be fired with 1 hand while holding shield in the other hand. Add 1 Setback die to rifle's attack rolls.
	<b>Hard Points:</b> 0	

## Ryyk Blade

	<b>Skill:</b> Melee	<b>Price:</b> 400
	<b>Damage:</b> +2	<b>Rarity:</b> 8
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Cumbersome 3, Defensive 1, Superior
	<b>Encumbrance:</b> 3	<b>Notes:</b> Damage from the Superior quality is reflected in stat block.
	<b>Hard Points:</b> 3	

## Selonian Glaive

	<b>Skill:</b> Melee	<b>Price:</b> 1,200
	<b>Damage:</b> +3	<b>Rarity:</b> 7
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b>
	<b>Encumbrance:</b> 5	<b>Notes:</b> Defensive 1, Pierce 3
	<b>Hard Points:</b> 3	

## Shock Prod

	<b>Skill:</b> Melee	<b>Price:</b> 875
	<b>Damage:</b> 5	<b>Rarity:</b> 6
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Concussive 1, Stun Damage
	<b>Encumbrance:</b> 2	<b>Notes:</b>
	<b>Hard Points:</b> 2	

## **Shock Prod (SoroSuub Persuader)**

Skill: Melee	Price: 1,000
Damage: +2	Rarity: 4
Critical: 4	Restricted?: No
Range: Engaged	Special: Concussive 1, Slow Firing 1, Stun Setting
Encumbrance: 4	Notes: Inbetween firing, you may use this weapon as an improvised weapon. See Rules.
Hard Points: 2	

## **Staff of Office**

	Skill: Melee	Price: 350
	Damage: +2	Rarity: 6
	Critical: 4	Restricted?: No
	Range: Engaged	Special: Defensive 1, Disorient 2
	Encumbrance: 3	Notes: Requires 2 hands. Add 2 Boost Dice when attempting to convince others to allow you to keep weapon.
	Hard Points: 2	

## **Stun Baton**

	Skill: Melee	Price: 200
	Damage: +2	Rarity: 4
	Critical: 6	Restricted?: No
	Range: Engaged	Special: Disorient 2, Stun Damage
	Encumbrance: 2	Notes:
	Hard Points: 2	

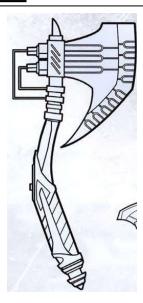
## **Stun Master**

Skill: Melee	Price: 575
Damage: 6	Rarity: 3
Critical: 3	Restricted?: No
Range: Engaged	Special: Disorient 2, Stun Damage
Encumbrance: 1	Notes:
Hard Points: 0	

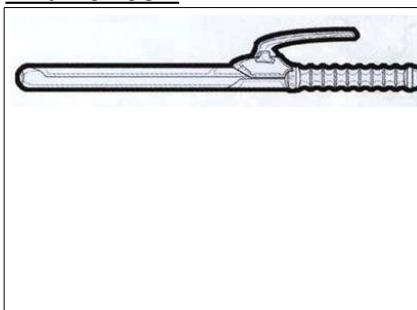
## Sword Cane

	<b>Skill:</b> Melee	<b>Price:</b> 475
	<b>Damage:</b> +2	<b>Rarity:</b> 6
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Defensive 1
	<b>Encumbrance:</b> 2	<b>Notes:</b> Add 1 Setback Die to Perception check to notice the cane is a weapon.
	<b>Hard Points:</b> 1	

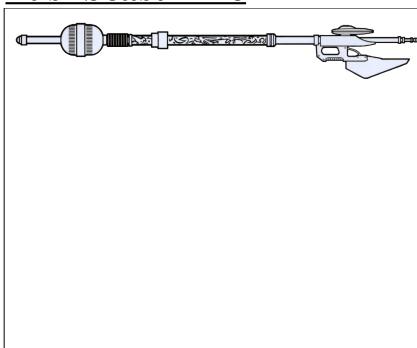
## Therm-Ax

	<b>Skill:</b> Melee	<b>Price:</b> 850
	<b>Damage:</b> +2	<b>Rarity:</b> 5
	<b>Critical:</b> 3	<b>Restricted?:</b> Yes
	<b>Range:</b> Engaged	<b>Special:</b> Burn 2, Sunder, Vicious 1
	<b>Encumbrance:</b> 4	<b>Notes:</b> Requires 2 hands.
	<b>Hard Points:</b> 3	

## Truncheon

	<b>Skill:</b> Melee	<b>Price:</b> 15
	<b>Damage:</b> +2	<b>Rarity:</b> 1
	<b>Critical:</b> 5	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Disorient 2
	<b>Encumbrance:</b> 2	<b>Notes:</b>
	<b>Hard Points:</b> 0	

## Tuskbeast Pike

	<b>Skill:</b> Melee	<b>Price:</b> 1,050
	<b>Damage:</b> +4	<b>Rarity:</b> 8
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Defensive 1, Knockdown
	<b>Encumbrance:</b> 3	<b>Notes:</b> Requires 2 hands.
	<b>Hard Points:</b> 1	

## Vibro-Ax

	<b>Skill:</b> Melee	<b>Price:</b> 750
	<b>Damage:</b> +3	<b>Rarity:</b> 5
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Pierce 2, Sunder, Vicious 3
	<b>Encumbrance:</b> 4	<b>Notes:</b> Requires 2 hands to wield.
	<b>Hard Points:</b> 3	

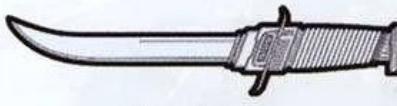
## Vibro-Glaive (Beastmaster's)

	<b>Skill:</b> Melee	<b>Price:</b> 975
	<b>Damage:</b> +2	<b>Rarity:</b> 6
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Defensive 2, Pierce 3
	<b>Encumbrance:</b> 3	<b>Notes:</b> Requires 2 hands to wield.
	<b>Hard Points:</b> 3	

## Vibro-Greatsword

	<b>Skill:</b> Melee	<b>Price:</b> 900
	<b>Damage:</b> +3	<b>Rarity:</b> 6
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Defensive 1, Pierce 2, Vicious 2
	<b>Encumbrance:</b> 4	<b>Notes:</b> Requires 2 hands.
	<b>Hard Points:</b> 3	

## Vibroknife

	<b>Skill:</b> Melee	<b>Price:</b> 250
	<b>Damage:</b> +1	<b>Rarity:</b> 3
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Pierce 2, Vicious 1
	<b>Encumbrance:</b> 1	<b>Notes:</b>
	<b>Hard Points:</b> 2	

## Vibroknife (Stealth)

	<b>Skill:</b> Melee	<b>Price:</b> 350
	<b>Damage:</b> +1	<b>Rarity:</b> 6
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Pierce 1, Vicious 1
	<b>Encumbrance:</b> 1	<b>Notes:</b> Add 2 Setback Dice to Perception check to find weapon on a person's body.
	<b>Hard Points:</b> 1	

## Vibro-Machete

	<b>Skill:</b> Melee	<b>Price:</b> 550
	<b>Damage:</b> +2	<b>Rarity:</b> 4
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Pierce 1, Sunder, Vicious 1
	<b>Encumbrance:</b> 2	<b>Notes:</b>
	<b>Hard Points:</b> 1	

## Vibrorapier

	<b>Skill:</b> Melee	<b>Price:</b> 1,200
	<b>Damage:</b> +2	<b>Rarity:</b> 7
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Defensive 1, Pierce 5
	<b>Encumbrance:</b> 2	<b>Notes:</b> Weapon is silent compared to other vibroweapons.
	<b>Hard Points:</b> 2	

## Vibrosaw

	<b>Skill:</b> Melee	<b>Price:</b> 1,500
	<b>Damage:</b> +4	<b>Rarity:</b> 5
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Cumbrous 5, Pierce 2, Sunder, Vicious 2
	<b>Encumbrance:</b> 6	<b>Notes:</b> Generating Despair on an attack roll means you hit yourself instead of your target. Requires 2 hands.
	<b>Hard Points:</b> 3	

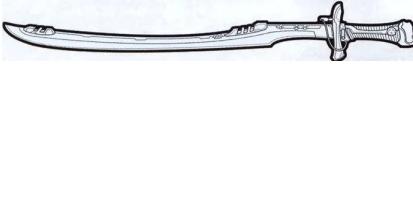
## Vibrospear

	<b>Skill:</b> Melee	<b>Price:</b> 950
	<b>Damage:</b> +3	<b>Rarity:</b> 6
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Pierce 2, Vicious 2
	<b>Encumbrance:</b> 4	<b>Notes:</b> Requires 2 hands.
	<b>Hard Points:</b> 2	

## Vibrospear (Merr-Sonn Model 14 Stalker)

	<b>Skill:</b> Melee	<b>Price:</b> 490
	<b>Damage:</b> +2	<b>Rarity:</b> 6
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Defensive 1, Pierce 2, Vicious 2
	<b>Encumbrance:</b> 4	<b>Notes:</b> Requires 2 hands. GM may use 2 Disadvantage to have weapon produce a loud noise, spooking nearby animals, alerting foes, and adding 2 Setback Dice to next Survival check to hunt or track prey.
	<b>Hard Points:</b> 2	

## Vibrosword

	<b>Skill:</b> Melee	<b>Price:</b> 750
	<b>Damage:</b> +2	<b>Rarity:</b> 5
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Pierce 2, Vicious 1, Defensive 1
	<b>Encumbrance:</b> 3	<b>Notes:</b>
	<b>Hard Points:</b> 3	

## Welding Rod

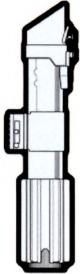
	<b>Skill:</b> Melee	<b>Price:</b> 1,750
	<b>Damage:</b> 3	<b>Rarity:</b> 5
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Breach 1, Inaccurate 2
	<b>Encumbrance:</b> 4	<b>Notes:</b> Adds 1 Success to Mechanics checks to repair droids, vehicles, and starships. GM may spend 1 Despair to inflict a Critical Injury on the user
	<b>Hard Points:</b> 0	

# Lightsabers

## Lightsaber (Fully Upgraded Ilum Crystal)

	<b>Skill:</b> Lightsaber	<b>Price:</b> 10,000
	<b>Damage:</b> 10	<b>Rarity:</b> 10
	<b>Critical:</b> 1	<b>Restricted?:</b> Yes
	<b>Range:</b> Engaged	<b>Special:</b> Breach 1, Sunder, Vicious 2
	<b>Encumbrance:</b> 1	<b>Notes:</b> Cannot be sundered. Must be used untrained unless character has at least 1 specialization from Force and Destiny that includes Lightsaber proficiency.
	<b>Hard Points:</b> 0	

## Basic Lightsaber

	<b>Skill:</b> Lightsaber	<b>Price:</b> 9,300
	<b>Damage:</b> 6	<b>Rarity:</b> 10
	<b>Critical:</b> 2	<b>Restricted?:</b> Yes
	<b>Range:</b> Engaged	<b>Special:</b> Breach 1, Sunder
	<b>Encumbrance:</b> 1	<b>Notes:</b> Contains an unmodded Ilum crystal (occupies 2 hard points).
	<b>Hard Points:</b> 5	

## Double-Bladed Lightsaber

	<b>Skill:</b> Lightsaber	<b>Price:</b> 18,600
	<b>Damage:</b> 6	<b>Rarity:</b> 10
	<b>Critical:</b> 2	<b>Restricted?:</b> Yes
	<b>Range:</b> Engaged	<b>Special:</b> Breach 1, Linked 1, Sunder, Unwieldy 3
	<b>Encumbrance:</b> 2	<b>Notes:</b> Contains an unmodded Ilum crystal (occupies 2 hard points). All upgrade costs are doubled.
	<b>Hard Points:</b> 4	

## Lightsaber Pike

	<b>Skill:</b> Lightsaber	<b>Price:</b> 9,600
	<b>Damage:</b> 6	<b>Rarity:</b> 10
	<b>Critical:</b> 2	<b>Restricted?:</b> Yes
	<b>Range:</b> Engaged	<b>Special:</b> Breach 1, Cumbersome 3, Defensive 1, Sunder
	<b>Encumbrance:</b> 3	<b>Notes:</b> Contains an unmodded Ilum crystal (occupies 2 hard points).
	<b>Hard Points:</b> 3	

## Shoto (Short Lightsaber)

	<b>Skill:</b> Lightsaber	<b>Price:</b> 9,300
	<b>Damage:</b> 5	<b>Rarity:</b> 10
	<b>Critical:</b> 2	<b>Restricted?:</b> Yes
	<b>Range:</b> Engaged	<b>Special:</b> Accurate 1, Beach 1, Sunder
	<b>Encumbrance:</b> 1	<b>Notes:</b> Contains an unmodded Ilum crystal (occupies 2 hard points).
	<b>Hard Points:</b> 3	When modding, always reduce crystal's damage rating by 1.

## Training Lightsaber

	<b>Skill:</b> Lightsaber	<b>Price:</b> 400
	<b>Damage:</b> 6	<b>Rarity:</b> 6
	<b>Critical:</b> N/A	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Stun Damage
	<b>Encumbrance:</b> 1	<b>Notes:</b> Contains an unmodded training lightsaber emitter (occupies 2 hard points).
	<b>Hard Points:</b> 5	

# Template

**Weapon Name**

	<b>Skill:</b>	<b>Price:</b>
	<b>Damage:</b>	<b>Rarity:</b>
	<b>Critical:</b>	<b>Restricted?:</b>
	<b>Range:</b>	<b>Special:</b>
	<b>Encumbrance:</b>	<b>Notes:</b>
	<b>Hard Points:</b>	