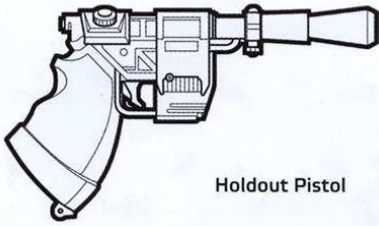
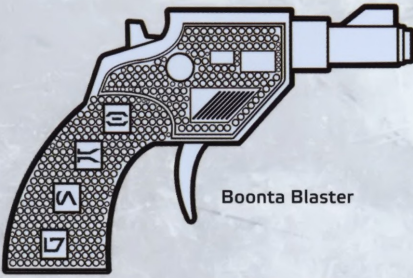


# Blasters


## Holdout Blaster

 Holdout Pistol	<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)

 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)

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 200
	<b>Damage:</b> 5	<b>Rarity:</b> 2
	<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. Gains Inaccuarte quality at Short Range (or beyond).
	<b>Hard Points:</b> 1	


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

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 25
	<b>Damage:</b> 5	<b>Rarity:</b> 4
	<b>Critical:</b> 5	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Inferior, Limited Ammo 2
	<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. Cannot be reloaded.
	<b>Hard Points:</b> 0	


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

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 250
	<b>Damage:</b> 5	<b>Rarity:</b> 4
	<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 a holdout pistol on a person's body. Must be charged, rather than reloaded.
	<b>Hard Points:</b> 0	

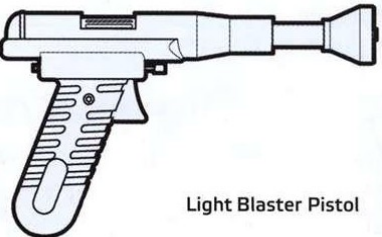
### Holdout Blaster (Military Holdout Blaster)

	<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	

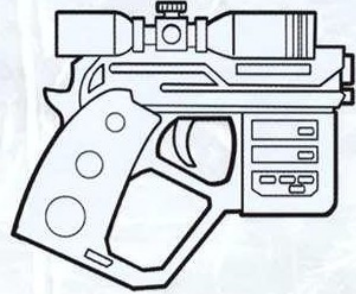
### Light Blaster Pistol

 <p>Light Blaster Pistol</p>	<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)

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 450
	<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> When applying the Jury Rigged talent, may chose an additional option from the list.
	<b>Hard Points:</b> 4	


### Blaster Pistol (Coronet Arms Dueling Pistol)

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


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

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


### Blaster Pistol (DDC Defender)

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 650
	<b>Damage:</b> 5	<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>
	<b>Hard Points:</b> 1	


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

	<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	

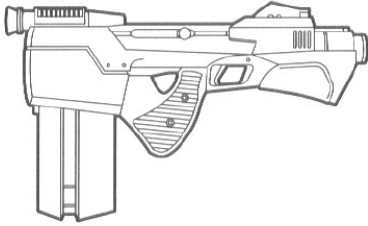
### Blaster Pistol (Merr-Sonn Model 53 Quicktrigger)

	<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	

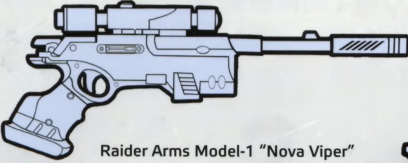
### Blaster Pistol (Merr-Sonn Model 80)

	<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	

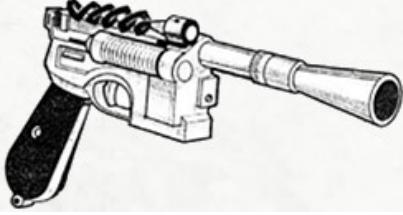
### Blaster Pistol (Raider Arms Model-1 Nova Viper)

 <small>Raider Arms Model-1 "Nova Viper"</small>	<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 (Sorosuub X-30 Lancer)

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

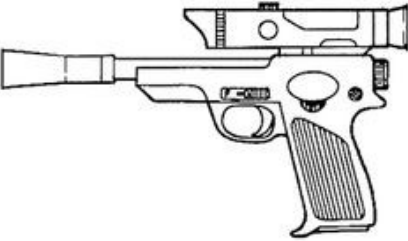
### Light Repeating Blaster Pistol (BlasTech SE-14r)

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

### Heavy Blaster Pistol

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 700
	<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> 2	<b>Notes:</b> GM may spend 3 Disadvantage to force this weapon to run out of ammo.
	<b>Hard Points:</b> 3	

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

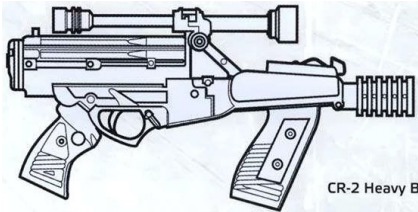
	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 850
	<b>Damage:</b> 8	<b>Rarity:</b> 6
	<b>Critical:</b> 3	<b>Restricted?:</b> Yes
	<b>Range:</b> Medium	<b>Special:</b>
	<b>Encumbrance:</b> 2	<b>Notes:</b> GM may spend 2 Disadvantage to force this weapon to run out of ammo.
	<b>Hard Points:</b> 2	




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

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 1,300
	<b>Damage:</b> 7	<b>Rarity:</b> 7
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Linked 1, Stun Setting, Vicious 1
	<b>Encumbrance:</b> 3	<b>Notes:</b> 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
	<b>Hard Points:</b> 2	

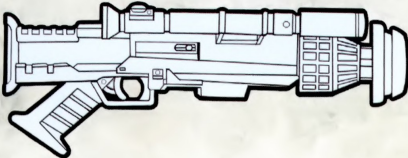
### Heavy Blaster Pistol (Corellian Arms CR-2)

 <p style="font-size: small; margin-top: 5px;">CR-2 Heavy B</p>	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 600
	<b>Damage:</b> 7	<b>Rarity:</b> 5
	<b>Critical:</b> 4	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Stun Setting
	<b>Encumbrance:</b> 2	<b>Notes:</b>
	<b>Hard Points:</b> 2	


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

 <p style="font-size: small; margin-top: 5px;">Czerka Arms C-10 "D"</p>	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 1,000
	<b>Damage:</b> 8	<b>Rarity:</b> 7
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Stun Setting
	<b>Encumbrance:</b> 3	<b>Notes:</b> GM may spend 3 Disadvantage to force this weapon to run out of ammo.
	<b>Hard Points:</b> 3	

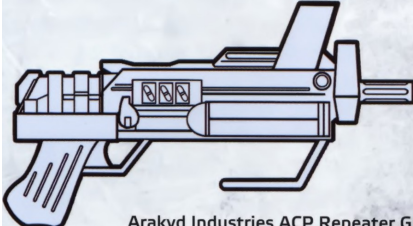
### Heavy Blaster Pistol (SoroSuub Renegade)

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

 <small>Arakyd Industries ACP Repeater Gun</small>	<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	

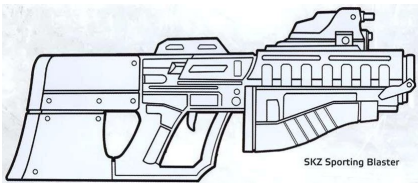
## Blaster Carbine (Baktoid E5)

	<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	

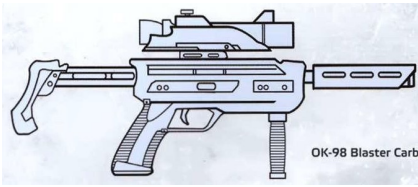
## Blaster Carbine (Bola Carbine)

	<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		

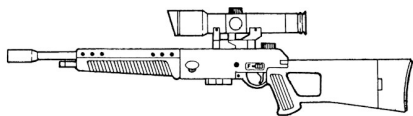
### Blaster Carbine (SoroSuub OK-98)

	<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		

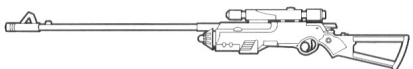
### Blaster Rifle (Corellian Arms CR-8 Takedown Rifle)

	<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>Notes:</b> When this weapon is properly broken down, add 2 Setback Dice to Perception check to find it on a person's body.
	<b>Hard Points:</b> 1	


### 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>Notes:</b> May make an Average Mechanics check to add or remove an attachment as an action.
	<b>Hard Points:</b> 6	

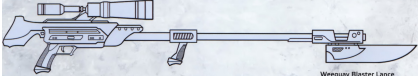
### Blaster Rifle (Herloss Hbt-4 Hunting Blaster)

	<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>Notes:</b>
	<b>Hard Points:</b> 2	

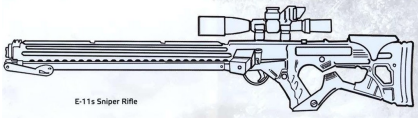
### Blaster Rifle (Mon Calamari Spear Blaster)

	<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>Notes:</b> Blaster can function in an out of water. Stats listed as (Blaster) / (Spear)
	<b>Hard Points:</b> 3	


### 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	

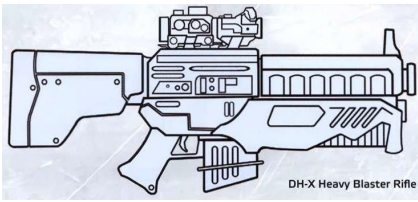
### Stun Rifle (BlasTech LBR-9)

	<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	

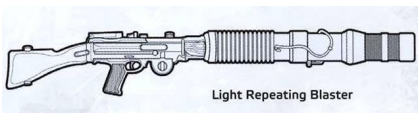
### Heavy Blaster Rifle

	<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	

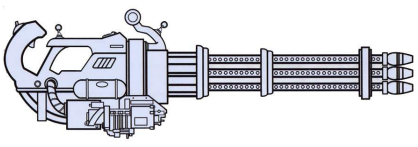
### Heavy Blaster Rifle (BlasTech DH-X)

 <p>DH-X Heavy Blaster Rifle</p>	<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	

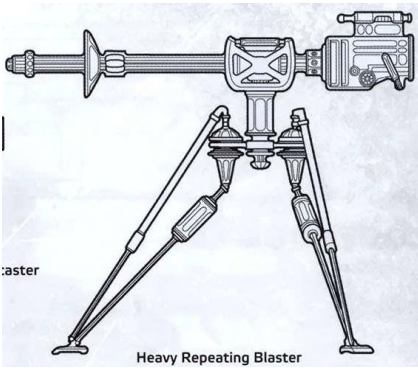
### Light Repeating Blaster

 <p>Light Repeating Blaster</p>	<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	

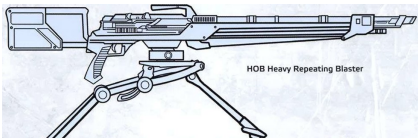
### Repeating Blaster (SoroSuub VX Sidewinder)

	<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

 <p>Heavy Repeating Blaster</p>	<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)

 <p>HOB Heavy Repeating Blaster</p>	<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

	<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	

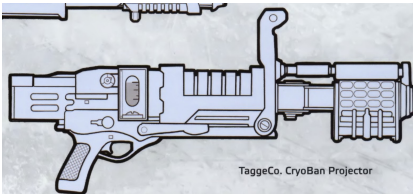
## Net Arrows

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

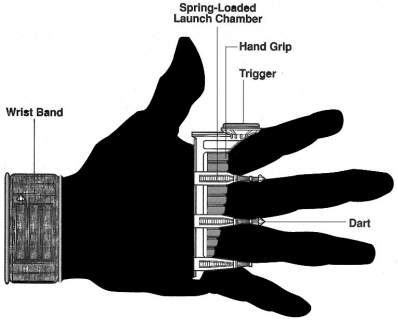
## Stun Arrows

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


## CryoBan Projector

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

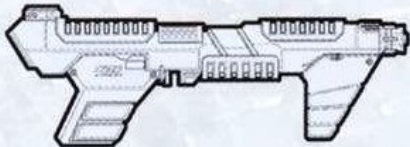
## Dart Gun (Prax Arms Stealth-2VX Palm Shooter)

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 300
	<b>Damage:</b> 1	<b>Rarity:</b> 5
	<b>Critical:</b> 5	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Limited Ammo 3
	<b>Encumbrance:</b> 0	<b>Notes:</b> 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.
	<b>Hard Points:</b> 0	

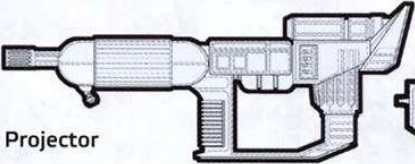
## Disruptor Pistol

	<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	

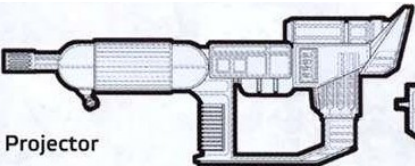
## Disruptor Rifle

	<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	

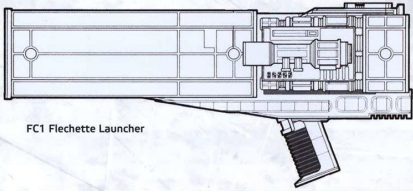
## Flame Projector

 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	

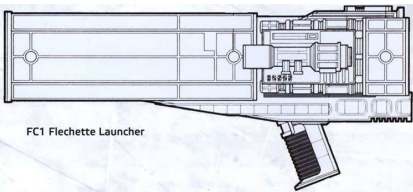
## Flame Projector (Czerka CZ-28 Flamestrike)

 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, Cumbersome 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	

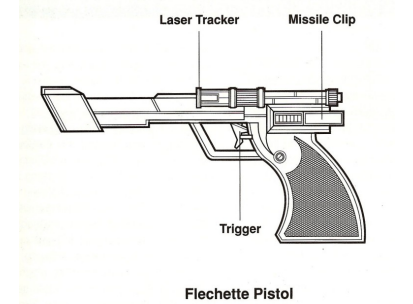
### Flechette Launcher (Golan Arms FC-1 w/Anti-Vehicle Rounds)

 <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, Cumbersome 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	

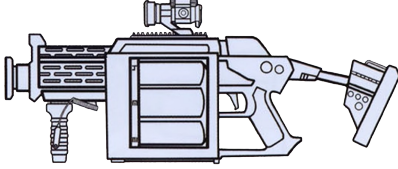
### Flechette Rifle (Salus DF-D1 Duo-Flechette Rifle)

	<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</p> <p>Trigger</p> <p>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	

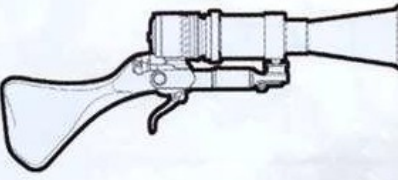
### Grenade Launcher (Malaxan Z50)

	<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)

	<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

	<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)

	<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	

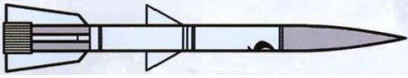
### Missile Tube

	<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	

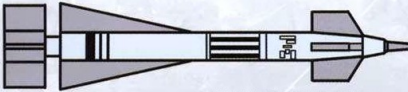
### Concussion Missile

	<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	

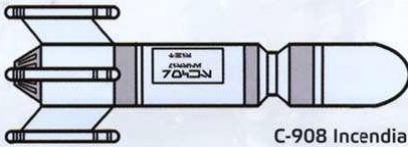
### Fragmentation Missile

	<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)

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

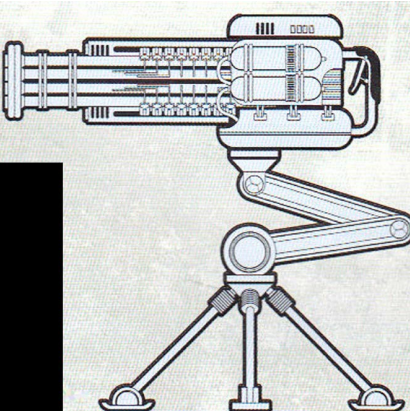
### Nightsister Energy Bow

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

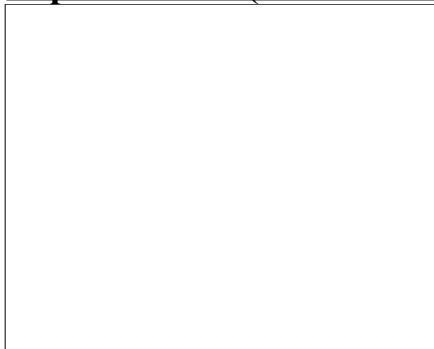
### Pulse Rifle (Corondexx VES-700)

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

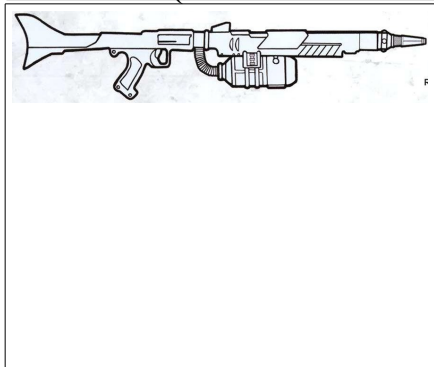
### Repulsor Gun

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

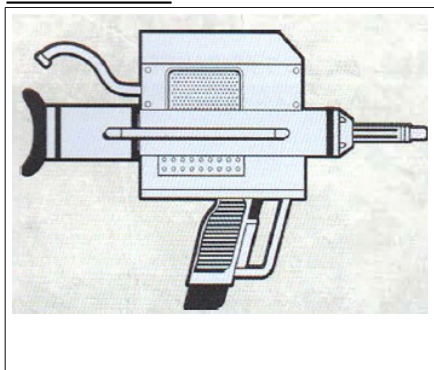
### Repulsor Rifle (SakTek D-29)

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

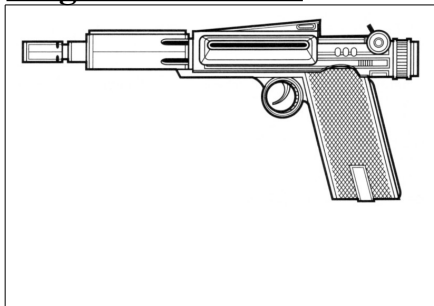
### Riot Rifle (Merr-Sonn R-88 Suppressor)

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


### Rivet Gun

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


### Slugthrower Pistol

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

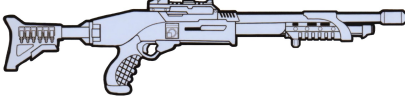
### Slugthrower Pistol (Xet Model C Fiver)

	<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, Cumbersome 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)

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

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



	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 1,100
	<b>Damage:</b> 6	<b>Rarity:</b> 6
	<b>Critical:</b> N/A	<b>Restricted?:</b> No
	<b>Range:</b> Long	<b>Special:</b> Pierce 4, Stun Damage
	<b>Encumbrance:</b> 3	<b>Notes:</b> 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.
	<b>Hard Points:</b> 3	


### Slugthrower Rifle (Selonian Shard Shooter)

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

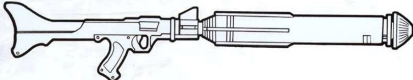
### Slugthrower Rifle (Vodran Hunting Rifle)

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

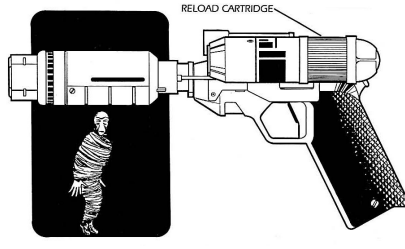
### Static Pistol (SoroSuub SSB-1)

	<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	

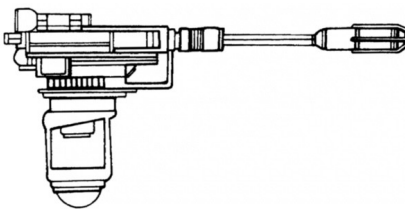
### Stokhli Spray Stick

	<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	

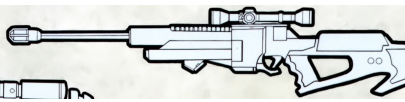
## Tangle Gun

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 500
	<b>Damage:</b> 1	<b>Rarity:</b> 5
	<b>Critical:</b> 4	<b>Restricted?:</b> No
	<b>Range:</b> Short	<b>Special:</b> Ensnare 3
	<b>Encumbrance:</b> 2	<b>Notes:</b>
	<b>Hard Points:</b> 1	

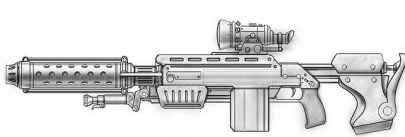
## Verpine Shatter Gun (Pistol)

	<b>Skill:</b> Ranged (Light)	<b>Price:</b> 15,000
	<b>Damage:</b> 8	<b>Rarity:</b> 8
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Medium	<b>Special:</b> Knockdown, Pierce 2
	<b>Encumbrance:</b> 1	<b>Notes:</b> 2 Disadvantage or 1 Despair will Sunder the weapon by 1 step.
	<b>Hard Points:</b> 2	

## Verpine Shatter Gun (Rifle)

	<b>Skill:</b> Ranged (Heavy)	<b>Price:</b> 30,000
	<b>Damage:</b> 12	<b>Rarity:</b> 8
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Extreme	<b>Special:</b> Knockdown, Pierce 4
	<b>Encumbrance:</b> 3	<b>Notes:</b> 2 Disadvantage or 1 Despair will Sunder the weapon by 1 step.
	<b>Hard Points:</b> 3	


## Verpine Shatter Gun (Heavy Rifle)

	<b>Skill:</b> Gunnery	<b>Price:</b> 45,000
	<b>Damage:</b> 15	<b>Rarity:</b> 8
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Extreme	<b>Special:</b> Accurate 2, Knockdown, Pierce 6
	<b>Encumbrance:</b> 4	<b>Notes:</b> 2 Disadvantage or 1 Despair will Sunder the weapon by 1 step.
	<b>Hard Points:</b> 4	




# Thrown Weapons & Explosives

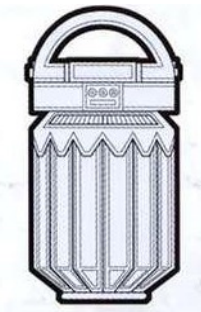
## Bola / Net

	<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	

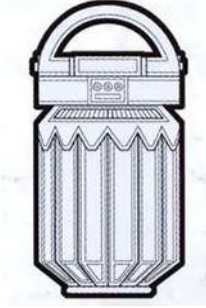
## Throwing Dagger (Ascian)

	<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	

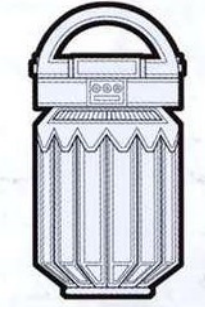
### Data-Purge Grenade

	<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	

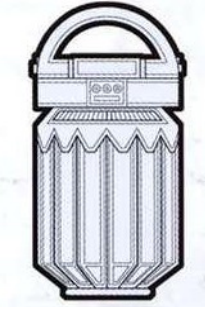
## Glop Grenade

	<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	

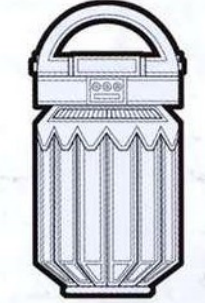
## Plasma Grenade

	<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	

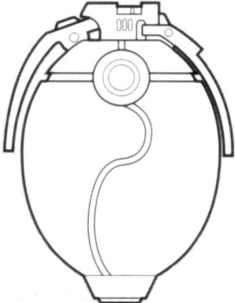
## Poison Gas Grenade

	<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. Can be filled with any deadly gas.
	<b>Hard Points:</b> 0	

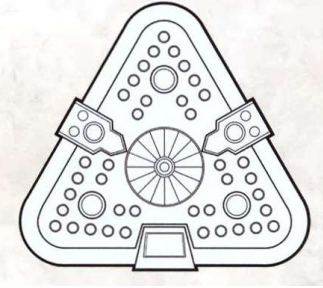
## Stun Grenade

	<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 Challenge 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	

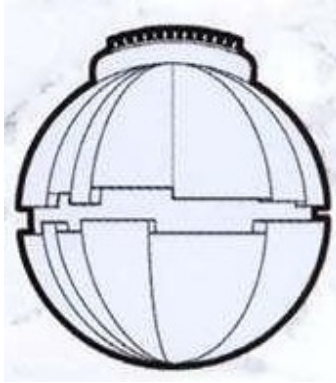
### Anti-Vehicle Mine

	<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

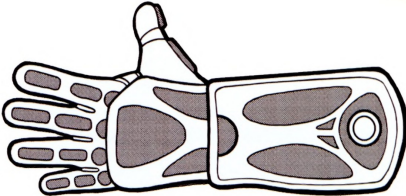
## Blast Knuckles

	<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. When attacking a character with a lightsaber, may do the same thing with 3 Advantage or 1 Triumph.
	<b>Hard Points:</b> 2	



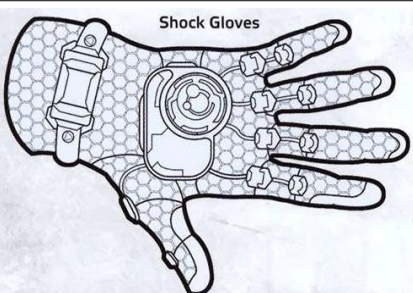
## Needle Gloves

	<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	

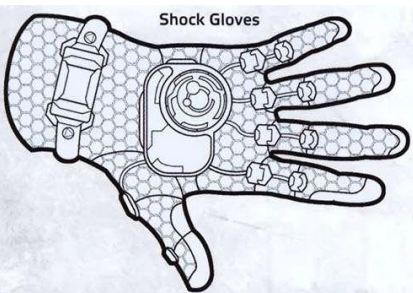
## Shock Boots

	<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	

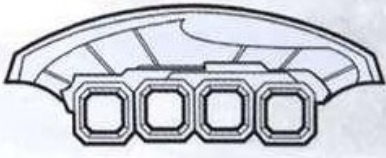
## Stun Cloak

	<b>Skill:</b> Brawl	<b>Price:</b> 1,500
	<b>Damage:</b> 7	<b>Rarity:</b> 4
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Limited Ammo 3, Stun Damage
	<b>Encumbrance:</b> 2	<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.
	<b>Hard Points:</b> 0	

## Vamblade

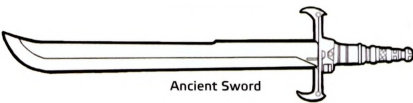
	<b>Skill:</b> Brawl	<b>Price:</b> 500
	<b>Damage:</b> +1	<b>Rarity:</b> 4
	<b>Critical:</b> 3	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Defensive 1
	<b>Encumbrance:</b> 2	<b>Notes:</b> When worn as a pair, gains Sunder and Accurate 1. Cannot deal Strain.
	<b>Hard Points:</b> 1	

## Vibroknucklers


	<b>Skill:</b> Brawl	<b>Price:</b> 350
	<b>Damage:</b> +1	<b>Rarity:</b> 4
	<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 1 Setback Die to Perception Check to find vibroknucklers on a person's body. Cannot deal Strain.
	<b>Hard Points:</b> 0	

# Melee Weapons

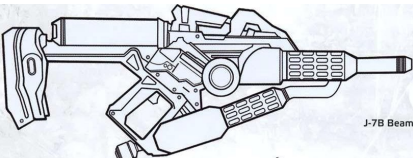
## Ancient Sword

 <p>Ancient Sword</p>	<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	

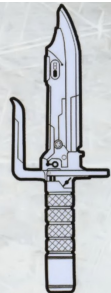
## Arg'garok

 <p>Arg'garok</p>	<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)

 <p>J-7B Beam</p>	<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	

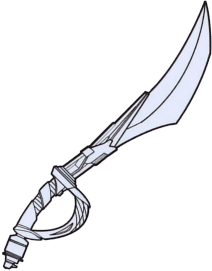
## Ceremonial Blade

	<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	

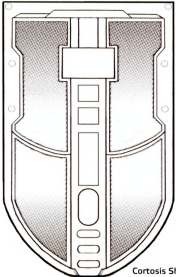
## Combat Knife

	<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)

	<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)

	<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

	<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

	<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

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


### Electrostaff

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


### Explorer's Knife

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


### Gaffi Stick

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

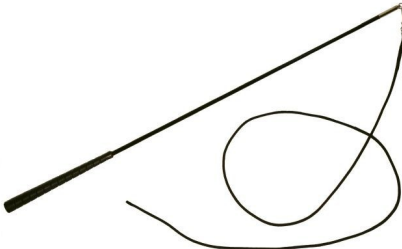
## Hand Grinder

	<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	

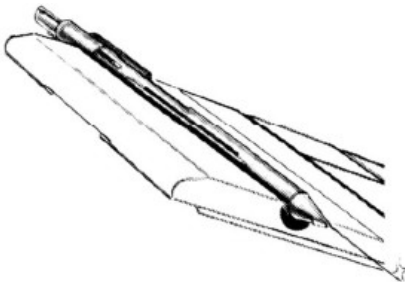
## Force Pike

	<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

	<b>Skill:</b> Melee	<b>Price:</b> 1,000
	<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
	<b>Encumbrance:</b> 3	<b>Notes:</b>
	<b>Hard Points:</b> 3	


### Mon Calamari Energy Lance

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

### NanoDagger


	<b>Skill:</b> Melee	<b>Price:</b> 700
	<b>Damage:</b> +1	<b>Rarity:</b> 6
	<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> GM may use 3 Disadvantage or 1 Despair to Sunder weapon by 1 step.
	<b>Hard Points:</b> 0	

### Neuronic Whip


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

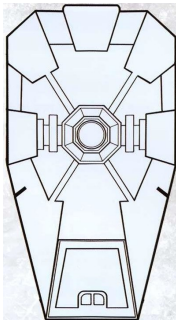
### Pulse Drill

	<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	

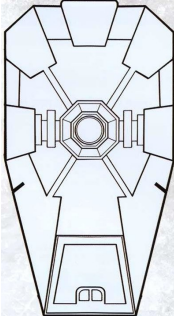
### Punch Dagger

	<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	

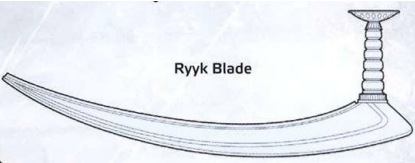
### Riot Shield

	<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	

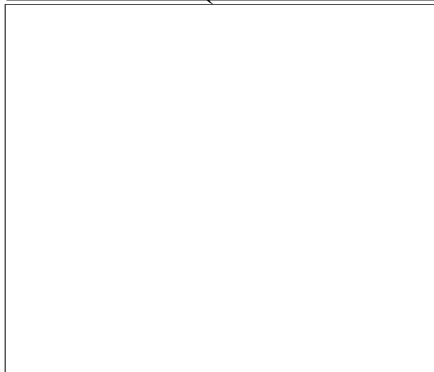
### Selonian Glaive

	<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	

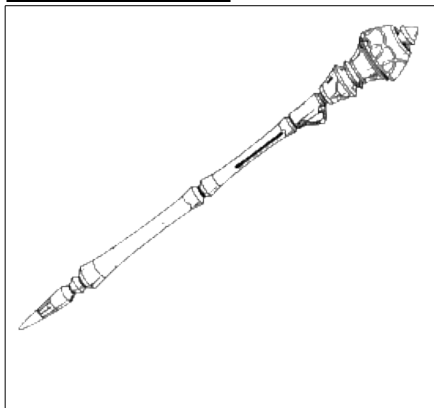
### Shock Prod

	<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	

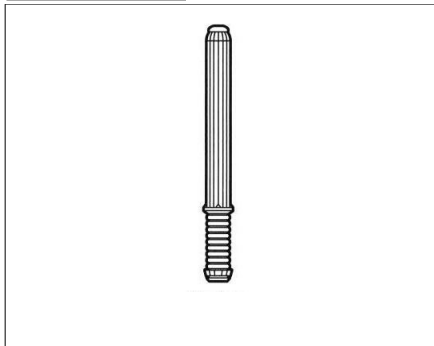
### Shock Prod (SoroSuub Persuader)

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

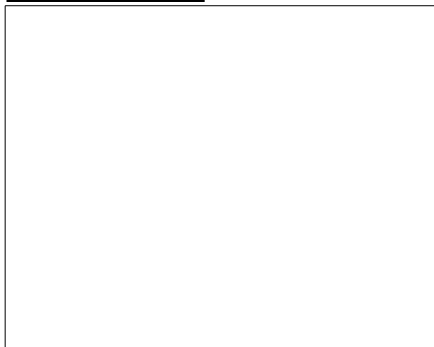
### Staff of Office

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


### Stun Baton

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

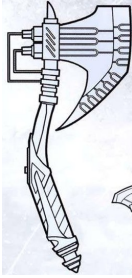
### Stun Master

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

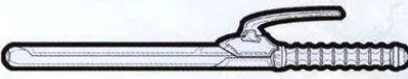
## Sword Cane

	<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	

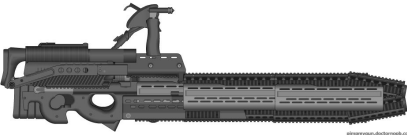
### Vibro-Machete

	<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> Cumbersome 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

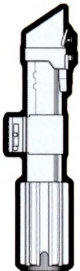
	<b>Skill:</b> Melee	<b>Price:</b> 1,750
	<b>Damage:</b> 3	<b>Rarity:</b> 5
	<b>Critical:</b> 2	<b>Restricted?:</b> No
	<b>Range:</b> Engaged	<b>Special:</b> Breach 1, Inaccurate 2
	<b>Encumbrance:</b> 4	<b>Notes:</b> Adds 1 Success to Mechanics checks to repair droids, vehicles, and starships. GM may 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). When modding, always reduce crystal's damage rating by 1.
	<b>Hard Points:</b> 3	

### 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>	