

WEAPONS

E ♦♦ Engaged
S ♦ Short
M ♦♦ Medium
L ♦♦♦ Long
X ♦♦♦♦ Extreme

Ranges



Encumbrance



Damage



Critical Rating

Art and game stats are Lucasfilm or Fantasy Flight Games property - except for the fan-created crappy stuff. Not for sale or profit, purely for gaming goodness.

DT-12 HEAVY BLASTER PISTOL

Ranged (Heavy)



E ♦♦
S ♦



A short barreled heavy blaster favored by some non-humans due to its wide trigger guard.

Cost: 950 Credits.

Rarity: 6.

Hard Points: 2 remaining.

Shortened Barrel: -1 ♦ to checks to conceal. Maximum range Short.

Stun Setting: Free action to switch to stun to cause strain instead of normal damage.

Pistol: Can't benefit from 2 consecutive Aims.

SCOUT BLASTER

Ranged (Light)



E ♦♦♦
S ♦♦



A hold-out blaster of the Imperial Scout Troopers.

Cost: 900 Credits.

Rarity: 6.

Hard Points: 2 remaining.

CQ Optical Sight: -1 ♦ at Short range if Aim.

Blaster Actuating Module: +1 damage, ■ to all ranged attacks.

Stun Setting: Free action to switch to stun to cause strain instead of normal damage.

Pistol: Can't benefit from 2 consecutive Aims.

DH-17 BLASTER PISTOL

Ranged (Light)



E ♦♦
S ♦
M ♦♦



The most common military sidearm in the Galaxy.

Cost: 600 Credits.

Rarity: 4.

Hard Points: 2 remaining.

CQ Optical Sight: -1 ♦ at Medium range if Aim.

Stun Setting: Free action to switch to stun to cause strain instead of normal damage.

Pistol: Can't benefit from 2 consecutive Aims.

DDC DEFENDER LIGHT BLASTER PISTOL

Ranged (Light)



E ♦♦
S ♦



A popular civilian sporting blaster.

Cost: 200 Credits.

Rarity: 4.

Hard Points: 2 remaining.

Stun Setting: Free action to switch to stun to cause strain instead of normal damage.

Pistol: Can't benefit from 2 consecutive Aims.

SE-14R REPEATER BLASTER PISTOL

Ranged (Light)



E ♦♦
S ♦♦
M ♦♦



Cost: 1,100 Credits (restricted).

Rarity: 7.

Hard Points: None remaining.

CQ Optical Sight: -1 ♦ at Medium range if Aim.

Auto-fire: +1 ♦ allows each ☹☹ to apply another hit. If multiple targets, use highest Defense.

No Stun setting.

Pistol: Can't benefit from 2 consecutive Aims.

DL-18 BLASTER PISTOL

Ranged (Light)



E ♦♦
S ♦
M ♦♦



A cheap, aging sidearm, once considered a heavy blaster pistol, but no longer competitive. The weapon is still prized for its customizability.

Cost: 400 Credits.

Rarity: 4.

Hard Points: 3 remaining.

No Stun setting.

Pistol: Can't benefit from 2 consecutive Aim maneuvers, only 1.

DL-44 HEAVY BLASTER PISTOL

Ranged (Light)



E ♦♦
S ♦
M ♦♦



Cost: 700 Credits.

Rarity: 6.

Hard Points: 3 remaining.

Stun Setting: Free action to switch to stun to cause strain instead of normal damage.

Pistol: Can't benefit from 2 consecutive Aim maneuvers, only 1.

CUSTOMIZED DL-44 HEAVY BLASTER PISTOL

Ranged (Light)



E ♦♦♦
S ♦♦
M ♦♦♦



Cost: 1,600 Credits.

Rarity: Special.

Hard Points: None remaining.

CQ Optical Sight (M): -1 ♦ at Medium range if Aim. Natural Marksman.




Blaster Actuating Module (M): +1 damage, Pierce 2, ■ to all ranged attacks.

Filed Front Sight: Quick Draw, +1 ♦ at Medium.

Stun Setting: Free action to switch to stun to cause strain instead of normal damage.

Pistol: Can't benefit from 2 consecutive Aims.

<p>T-21 LIGHT REPEATING BLASTER <i>Ranged (Heavy)</i></p>  <p>ESML Pierce 1 30</p> <p>7 Cumbersome 3</p>	<p>A280 BLASTER RIFLE <i>Ranged (Heavy)</i></p>  <p>ESML 9 30</p> <p>3</p>	<p>IONIZATION BLASTER <i>Ranged (Light)</i></p>  <p>ES 10 50</p> <p>3</p>
<p><u>Cost:</u> 2,850 Credits (restricted). <u>Rarity:</u> 7. <u>Hard Points:</u> 1 remaining.</p> <p><u>Auto-fire:</u> +1 ♦ allows each ☹☹ to apply another hit. If multiple targets, use highest Defense.</p> <p><u>Weapon Sling:</u> Decrease Cumbersome by 1. <u>Tripod Mount:</u> Attachment in place for mounting upon a tripod for Cumbersome of 1.</p>	<p><i>A typical, common blaster rifle.</i></p> <p><u>Cost:</u> 1,150 Credits. <u>Rarity:</u> 5. <u>Hard Points:</u> 3 remaining.</p> <p><u>Telescopic Optical Sight:</u> -1 ♦ at Long or Extreme range. <u>Stun Setting:</u> Free action to switch to stun to cause strain instead of normal damage.</p>	<p><i>A common anti-droid weapon.</i></p> <p><u>Cost:</u> 250 Credits. <u>Rarity:</u> 3. <u>Hard Points:</u> 3 remaining.</p> <p><u>Disorient 5:</u> Spend ☹☹ to cause droid or vehicle to be Disoriented (■ to all checks) for 5 rounds. <u>Ion:</u> Causes Strain damage to vehicles or droids only. Vehicle scale damage 1.</p>
<p>DLT-20A HEAVY BLASTER RIFLE <i>Ranged (Heavy)</i></p>  <p>ESMLX 30 10</p> <p>6 Cumbersome 3</p>	<p>E-11 BLASTER CARBINE <i>Ranged (Heavy or Light*)</i></p>  <p>ESML 9 30</p> <p>3</p>	<p>DLT-19 HEAVY BLASTER RIFLE <i>Ranged (Heavy)</i></p>  <p>ESML 10 30</p> <p>6 Cumbersome 3</p>
<p><i>The DLT-19 adapted as a long-ranged rifle instead of a squad support weapon.</i></p> <p><u>Cost:</u> 3,000 Credits. <u>Rarity:</u> 6. <u>Hard Points:</u> 1 remaining.</p> <p><u>Marksmanship Barrel:</u> Increase weapon range by one band. <u>Telescopic Optical Sight:</u> -1 ♦ at Long or Extreme range.</p> <p><i>No Auto-Fire.</i></p>	<p><u>Cost:</u> 1,250 Credits. <u>Rarity:</u> 5. <u>Hard Points:</u> 2 remaining.</p> <p><u>Folding Stock:</u> If folded - Enc. 2, uses Ranged (Light) [Engaged ♦♦], and can't benefit from 2 consecutive Aim maneuvers (only 1). <u>CO Optical Sight:</u> -1 ♦ at Medium range if Aim. <u>Stun Setting:</u> Free action to switch to stun to cause strain instead of normal damage.</p>	<p><i>Imperial heavy rifle and squad support weapon.</i></p> <p><u>Cost:</u> 1,700 Credits. <u>Rarity:</u> 6. <u>Hard Points:</u> 3 remaining.</p> <p><u>Bipod Mount:</u> Cumbersome reduced to 1 when able to use bipod. <u>Auto-fire:</u> +1 ♦ allows each ☹☹ to apply another hit. If multiple targets, use highest Defense.</p>
<p>E-WEB HEAVY REPEATER <i>Gunnery</i></p>  <p>SM L Pierce 2 Vicious 1 15 20</p> <p>9 Cumbersome 5</p>	<p>DC-15S BLASTER CARBINE <i>Ranged (Heavy or Light*)</i></p>  <p>ESM 9 30</p> <p>3</p>	<p>DC-15A HEAVY BLASTER RIFLE <i>Ranged (Heavy)</i></p>  <p>ESML 10 30</p> <p>6 Cumbersome 3</p>
<p><i>The heavy crew-served repeater of the Empire.</i></p> <p><u>Cost:</u> 6,500 Credits (restricted). <u>Rarity:</u> 8. <u>Hard Points:</u> 2 remaining.</p> <p><u>Auto-fire:</u> +1 ♦ allows ☹☹ to apply another hit. If multiple targets, use highest Defense. <u>Tripod Mount:</u> When mounted upon its tripod, Cumbersome is 2. <u>Vicious 1:</u> On a Critical, add 10 to Critical roll.</p>	<p><u>Cost:</u> 1,550 Credits (restricted). <u>Rarity:</u> 8. <u>Hard Points:</u> 1 remaining.</p> <p><u>Folding Stock:</u> If folded - Enc. 2, uses Ranged (Light) [Engaged ♦♦], and can't benefit from 2 consecutive Aim maneuvers (only 1). <u>Auto-fire:</u> +1 ♦ allows ☹☹ to apply another hit. If multiple targets, use highest Defense. <u>Aging:</u> ■ to all Mechanics maintenance checks. GM may spend ☹ to disable until repaired.</p>	<p><i>Unlike it's smaller cousin, this old workhorse of the Clone Wars is not restricted and thus can still be found in use, even if not commonly.</i></p> <p><u>Cost:</u> 1,500 Credits. <u>Rarity:</u> 7. <u>Hard Points:</u> 4 remaining.</p> <p><u>Auto-fire:</u> +1 ♦ allows ☹☹ to apply another hit. If multiple targets, use highest Defense. <u>Aging:</u> ■ to all Mechanics maintenance checks. GM may spend ☹ to disable until repaired.</p>




<p>EE-3 HEAVY BLASTER CARBINE <i>Ranged (Heavy)</i></p>  <p>3</p> <p>ESM</p> <p>10</p> <p>30</p>	<p>CUSTOMIZED EE-3 BLASTER CARBINE <i>Ranged (Heavy)</i></p>  <p>3</p> <p>ESM</p> <p>11</p> <p>Pierce 2</p> <p>30</p>	<p>STOCKLESS EE-3 HEAVY BLASTER CARBINE <i>Ranged (Light)</i></p>  <p>2</p> <p>ESM</p> <p>10</p> <p>30</p>
<p><i>The original, aging but powerful, EE-3.</i></p> <p><u>Cost:</u> 2,500 Credits. <u>Rarity:</u> 6.</p> <p><u>Hard Points:</u> 2 remaining.</p> <p><u>Augmented Spin Barrel:</u> +1 damage, ■ to all Mechanics maintenance checks.</p> <p><u>Aging:</u> ■ to all Mechanics maintenance checks. GM may spend ☹ to disable until repaired.</p>	<p><u>Cost:</u> 3,100 Credits. <u>Rarity:</u> Special.</p> <p><u>Hard Points:</u> 1 remaining.</p> <p><u>Augmented Spin Barrel (M):</u> +2 damage, ■ Mechanics maintenance, Accurate ■, Pierce 2.</p> <p><u>Aging:</u> ■ to all Mechanics maintenance checks. GM may spend ☹ to disable until repaired.</p> <p><u>CQ Optical Sight (M):</u> -1 ♦ at Medium range if Aim. Natural Marksman.</p>	<p><i>The basic EE-3 with the stock removed.</i></p> <p><u>Cost:</u> 2,500 Credits. <u>Rarity:</u> 7.</p> <p><u>Hard Points:</u> 1 remaining.</p> <p><u>Augmented Spin Barrel:</u> +1 damage, ■ to all Mechanics maintenance checks.</p> <p><u>Stockless</u></p> <p><u>Aging:</u> ■ to all Mechanics maintenance checks. GM may spend ☹ to disable until repaired.</p> <p><i>Can't benefit from 2 consecutive Aims.</i></p>

I had fun making Boba Fett's weapon (above center). It is a fearsome thing, almost too much some to the point it could be game breaking if a PC starts fiddling with attachments and mods to make a similar weapon. But, this weapon in a skilled bounty hunter's hands could explain the fearsome reputation of Boba Fett.

Optional House Rule Ion Weapons

My personal preference regarding the "T-21" being an Ion weapon dates back to my campaigns before Episode VI was released. The only other personal sized weapon in the original trilogy to have that fat barrel was the Jawa ion gun. Stormtroopers were already seen carrying a large rifle with a bipod that was formed from a German machinegun. We already have a repeating, squad-served, support weapon. Why would the Stormtroopers be carrying around another variety of the same thing? It made sense to have an Ion weapon in a galaxy over-run with droids and vehicles. I could imagine the large squad support T-21 Ion Gun being capable of not only taking out droids, but small vehicles. Modern infantry have anti-vehicle dedicated weapons. Why shouldn't Stormtroopers?

Below is a T-21 as a large Ion Cannon. Also a repeat of the Ionization Blaster from Core for comparison and the addition of a small pistol-sized ion weapon.

<p>IONIZATION PISTOL <i>Ranged (Light)</i></p>  <p>2</p> <p>ESM</p> <p>5</p> <p>50</p>	<p>T-21 IONIZATION GUN <i>Ranged (Heavy)</i></p>  <p>7</p> <p>Cumbersome 3</p> <p>ESM</p> <p>15</p> <p>50</p>	<p>IONIZATION BLASTER <i>Ranged (Light)</i></p>  <p>3</p> <p>ESM</p> <p>10</p> <p>50</p>
<p><u>Cost:</u> 150 Credits. <u>Rarity:</u> 5.</p> <p><u>Hard Points:</u> 2 remaining.</p> <p><u>Disorient 5:</u> Spend ☹☹ to cause droid to be Disoriented (■ to all checks) for 5 rounds.</p> <p><u>Ion:</u> Causes Strain damage to droids only. Not powerful enough for vehicle scale damage 1.</p> <p><i>Pistol: Can't benefit from 2 consecutive Aims.</i></p>	<p><u>Cost:</u> 1,600 Credits (restricted). <u>Rarity:</u> 7.</p> <p><u>Hard Points:</u> None remaining.</p> <p><u>Disorient 5:</u> Spend ☹☹ for droid or vehicle to be Disoriented (■ to checks) for 5 rounds.</p> <p><u>Ion:</u> Causes Strain damage to vehicles or droids only. Vehicle scale damage 2.</p> <p><u>Weapon Sling:</u> Decrease Cumbersome by 1.</p> <p><u>Tripod Mount:</u> Attachment in place for mounting upon a tripod for Cumbersome of 1.</p>	<p><i>A common anti-droid weapon.</i></p> <p><u>Cost:</u> 250 Credits. <u>Rarity:</u> 3.</p> <p><u>Hard Points:</u> 3 remaining.</p> <p><u>Disorient 5:</u> Spend ☹☹ to cause droid or vehicle to be Disoriented (■ to all checks) for 5 rounds.</p> <p><u>Ion:</u> Causes Strain damage to vehicles or droids only. Vehicle scale damage 1.</p>

Coming soon.....

When I finish creating more weapon cards, I plan on dividing the pages into categories (Blaster Rifles, Blasters Pistols, Slugthrowers, etc), and providing multiple copies of common weapons per page.

Creating Weapon Cards

The rules of *Edge of the Empire* as written provide enough detail to re-create differentiated weapons from *Star Wars* canon. I did add some new attachments, and created a single house rule regarding Folding Stocks.

Factory Attachments

When creating these weapons I used the assumption attachments could be added at the factory and already installed on a new weapon. They would increase the base cost of the new weapon, but only allow un-modified abilities. A skilled owner can still further modify the attachments.

NEW WEAPON ATTACHMENTS

FOLDING STOCK (Rifle or Carbine)

A hinged stock that may be attached to any Rifle or Carbine. The stock allows for a smaller, more easily maneuverable or concealable weapon when needed. Note that this “attachment” may also represent permanent removal of a stock. If so, the weapon hard point cost is still one (no hard points are used, but the weapon loses a single hard point due to its reduced size).

Base Modifiers: When folded, a Carbine weapon can't benefit from two consecutive Aim maneuvers, only one. Also, the Carbine uses Ranged (light) when the stock is folded, reducing the Engaged range penalty by one ◆. Rifles can't Aim at all if the stock is folded and retain the Ranged (heavy) skill. Encumbrance for both Rifles and Carbines is reduced by 1 when the stock is folded.

Modification Options: Innate Talent Mod (Quick Strike).

Hard Points Required: One.

Cost: 200 credits.

House Rule Regarding Folding Stocks

To make my concept of a Folding Stock work, I was forced to add a simple house rule.

Pistols may not normally benefit from two consecutive (■ ■) Aim maneuvers, only one (■).

It made sense that Pistols would not benefit from Aiming as much as stocked Rifles or Carbines would and it supported my Folding Stock attachment.

FOLDING STOCK (Pistol)

A hinged stock that may be attached to any Pistol except a Holdout Blaster. The stock allows for a more stable weapon for ranged firing. Note that this “attachment” may also represent permanent addition of a stock.

Base Modifiers: When extended, the pistol may benefit from two ■ ■ from consecutive Aim maneuvers. If it is a Heavy Blaster Pistol, the weapon uses Ranged (heavy) when the stock is extended thus adding ◆ while at Engaged range. Encumbrance is increased by 1 when extended.

Modification Options: None.

Hard Points Required: Two (One if installed permanently).

Cost: 200 credits.

Why Conversion Modules?

Why did I include a system where Stun replaces Auto-Fire and vice versa? If removing Stun or Auto-Fire freed up an attachment, it would effectively be adding a Hard Point to any weapon with a Stun setting or Auto-Fire.

Disabling Stun or Auto-fire

If the Stun setting is removed completely without converting to Auto-fire, no Hard Points are gained but the weapon is 100 credits cheaper. If the Auto-Fire capability is removed and no Stun setting is added, the weapon is 250 credits cheaper.

STUN CONVERSION MODULE

For weapons with Auto-Fire capability, certain parts are swapped out to convert the weapon from a repeater to one capable of stun fire.

Base Modifiers: Removal of Auto-Fire ability, gain Stun setting.

Modification Options: The Auto-Fire is not removed, at a cost of another Hard Point (total of 2).

Hard Points Required: One.

Cost: 200 credits.

REPEATER CONVERSION MODULE

For weapons with a Stun setting, certain parts are swapped out to convert the weapon from stun capable to one capable of Auto-Fire instead.

Base Modifiers: Removal of Stun setting, gain Auto-Fire.

Modification Options: The Stun setting is not removed, at a cost of another Hard Point (total of 3).

Hard Points Required: Two.

Cost: 500 credits.

CQ OPTICAL SIGHT

Similar to the Telescopic Optical Sight, but with a shorter zoom capability intended for closer ranges with. The Close Quarters Optical Sight may not be installed with a Telescopic Optical Sight. It may be installed on any ranged weapon (with the exception of one-use weapons like grenades or weapons like flame projectors that would not benefit from a sight), but is typically used on Pistols or Carbines.

Base Modifiers: Reduce the difficulty of ranged combat checks at Medium range by one, but only when making use of the Aim maneuver.

Modification Options: Innate Talent (Natural Marksman) Mod.

Hard Points Required: One.

Cost: 200 credits.

Lots of pistols and carbines in Star Wars have scopes mounted. The Core book's Telescopic Optical Sight only affected Long or Extreme range, which is an impossible range for standard Pistols or Blasters.

NEW WEAPON QUALITIES

AGING (Active)

The weapon has been used for one too many years. Apply ■ to any Mechanics checks involving maintenance. The GM can spend ▼ to disable the weapon until it is repaired.

BRAND-SPANKING NEW (Active)

The weapon was just purchased and is in prime condition. Apply ■ to any Mechanics checks involving maintenance. The GM can spend ▼ to remove this quality.