

WEG D6

EQUIPMENT CONVERSION GUIDE

This document is designed to assist you in converting equipment from WEG's d6 system to WOIN. While both use d6s, the systems are quite different. The WEG Star Wars 2E rulebook (1982) is used.

EQUIPMENT

Weapons and armor are dealt with specifically below. The following notes apply to all gear.

Cost. Cost does not change.

Availability. WEG uses a series of availability codes, including F (needs fee or permit), X (illegal) and R (restricted). These are setting-specific and will require using the black market.

Bonuses. In WEG d6, some items offer a +xD bonus to certain checks. WOIN typically does not do this, folding the bonus into the equipment quality part of the dice pool of an attribute check.

WEAPONS

Weapons are very easy to convert.

Ranged damage. Weapon damage dice

codes are divided by two. In the case of odd numbers, the extra die becomes "+2" - so a weapon with 5D damage becomes 2d6+2 in WOIN.

If the weapon itself has another "+" add it on. For example:

$$2D = 1d6$$

$$2D+2 = 1d6+2$$

$$3D = 1d6+2$$

$$3D+1 = 1d6+3$$

$$3D+2 = 1d6+4$$

$$4D = 2d6$$

$$4D+2 = 2d6+2$$

$$5D = 2d6+2$$

$$5D+2 = 2d6+4$$

$$6D = 3d6$$

Melee damage. Melee weapons often indicate "STR + 2D" or similar. Ignore the STR part and simply use the dice as shown, to a minimum of 1d6. If it includes a STR notation, you do not need to halve them as above; if it does not, then you should halve the value using the table above. A vibroblade, for example, does STR+3D, which means it does 3d6 damage in WOIN. A lightsaber

Weapon	Dmg	Type	Range	Cost (cr)	Size	Wgt (lb)	Avail	Special
Merr-Sonn Munitions Q2 Hold-Out Blaster	1d6+2	Heat	4	275	T	1	9C	
Drearian Defense Conglomerate Defender Sporting Blaster	1d6+3	Heat	10	350	S	2	9C	
BlasTech DL-18 Blaster Pistol	2d6	Heat	10	500	S	2	9C	
BlasTech DL-44 Heavy Blaster Pistol	2d6+2	Heat	7	750	S	3	9C	
SoroSuub QuickSnap 361 Blaster Carbine	2d6+2	Heat	25	900	M	5	9C	
SoroSuub Stormtroopcr One Blaster Rifle	2d6+2	Heat	30	1,000	M	8	9C	
Dreariau Defense Conglomerate "LightSport" Hunter Sporting Blaster Rifle	2d6+1	Heat	40	900	M	7	9C	
BlastTech T-21 Light Repeating Blaster	3d6	Heat	50	2,000	L	12	9C	Auto
BlasTech E-Web Heavy Repeating Blaster	4d6	Heat	75	5,000	L	25	9C	Auto
Wookiee bowcaster	2d6	Heat/Ballistic	10	-	L	10	9C	Single
Thermal Detonator	5d6	Heat	3	2,000	T	0.5	9C	Burst 4
Fragmentation Grenade	2d6+2	Ballistic	3	200	T	0.5	9C	Burst 2

however does 5D damage (no STR notation) so it does 2d6+4 damage in WOIN.

Remember that users also add their STR dice pool or weapon skill dice pool to this value.

Damage type. You will need to assign the damage type yourself.

Range. Range is denoted in meters in WEG, rather than feet in WOIN. Take the initial range increment (eg 3-10 meters) and use the upper end to get squares. Ignore the later range increments - WOIN handles that automatically.

For example, Han Solo's well-known BlasTech DL-22 has range 3-7 and damage 5D. In WOIN that makes it range 7, damage 2d6+2.

Size. This must be assigned. Typically pistols are Small and rifles are Medium.

Weight. Weight is not noted in WEG. You may be able to look the item up on Wookieepedia or similar; otherwise assume a pistol is about 3lb and a rifle is about 8lb.

Fire rate. Some WEG weapons have a fire rate. In WOIN the same thing is modelled with the *single* and *auto* traits

Weapon	Dmg	Type	Cost (cr)	Size	Wgt (lb)	Avail	Special
Vibroaxe	3d6+1	Slashing	500	M	10	9C	
Vibroblade	3d6	Slashing	250	M	6	9C	
Lightsaber	2d6+2	Heat	-	M	2	9C	

Armor	SOAK	Cost (cr)	Type	Wgt (lb)	Ineffective	Avail
Blast Vest	3	300	Light	15	-	9C
Bounty Hunter Armor (Corellian Power Suit)	6 (physical), 3 (energy)	2,500	Medium	40	-	9C
Standard Stormtrooper Armor	6 (physical), 3 (energy)	-	Medium	40	-	9C

(the default being semi-auto).

If there is no fire-rate, then the weapon has no particular trait.

If the fire rate is 1 or less (such as 1/2) it gains the *single* trait.

If it is notes as “auto” or “repeating” it gains the *auto* trait.

Blast radius. For these weapons take the second value and halve it. For example, if it says 0-2/8/12/20, take the 8 and halve it to get 4.

ARMOR

Armor in WEG deducts damage dice.

SOAK. Take the value (eg -2D) and multiply by 3. This is the SOAK offered by the armor. For example, standard stormtrooper armor offers -2D to all physical (nonenergy) attacks; -1D to all energy attacks. This means it has SOAK 6 (physical), SOAK 3 (energy).

Type. If it is noted as giving a -1D penalty to Dexterity checks due to bulk, then it is Medium armor; if it gives a -2D penalty it is Heavy. If there is no note, it is Light.

Weight. Base this on type in the absence of specific information - Light (15lb), Medium (40lb), Heavy (60lb).