

Need to add Concussive quality for large Ion Planetary scale weapons? Want to simulate temporary disabling of the Star Destroyer at Hoth. Why not just use the RAW Disorient quality for Ion that affects Droids. I currently note this as, "Droid Only", but could easily expand this to vehicles and machines?!

Also add Planetary Weapons chart? Change Heavy Laser to 7 Damage.

# WEAPONS

Name	Skill	Dam	Crit	Range	Enc	HP	Price	Rarity	Special	Index
<b>Thrown</b>										
Baton	Athletics	3	5	Short	2	0	15	1	Blunt 1, Disorient 1, Inaccurate 1	BGR:31, A-CRB:182, E-CRB:167
<i>melee</i>	<i>Melee</i>	+2	5	<i>Engaged</i>					Blunt 1, Disorient 2	
Bola	Athletics	1	-	Short	1	2	20	2	Ensnare 2, Knockdown, Limited Ammo 1, Prepare 1	E-CRB:164
Bow	Athletics	3	4	Medium	5	2	100	3	Cumbersome 2, Limited Ammo 1	House
<i>Explos. Arrow</i>	" "	" "	3	" "	0	-	50	6	<i>add Blast 4</i>	SoF 95, House
<i>Stun Arrow</i>	" "	6	-	" "	0	-	60	6	<i>add Stun Damage</i>	SoF 95
Knife	Athletics	2	4	Short	1	1	25	1	Inaccurate 1, Limited Ammo 1	BGR:31, A-CRB:181, E-CRB:166
<i>melee</i>	<i>Melee</i>	+1	3	<i>Engaged</i>						
Harpoon	Athletics	3	4	Short	4	2	50	7	Inaccurate 1, Ensnare 4, Limited Ammo 1, Pierce 1, Vicious 1	House
Hatchet	Athletics	2	4	Short	2	1	25	1	Inaccurate 2, Limited Ammo 1	House
<i>melee</i>	<i>Melee</i>	+1	3	<i>Engaged</i>					Vicious 1	
Net	Athletics	0	-	Short	3	2	20	2	Ensnare 3, Limited Ammo 1	E-CRB:164
Sling	Athletics	1	5	Medium	1	1	5	3	Blunt 1, Limited Ammo 1	House
Spear	Athletics	3	5	Short	3	1	15	3	Limited Ammo 1, Long Reach	House
<i>melee</i>	<i>Melee</i>	+2	4	<i>Engaged</i>					Defensive 1, Pierce 1	
Vibroknife	Athletics	2	3	Short	1	2	250	3	Inaccurate 1, Pierce 1	BGR:31, A-CRB:182, E-CRB:167
<i>melee</i>	<i>Melee</i>	+1	2	<i>Engaged</i>	1	2	250	3	<i>Pierce 2, Vicious 1</i>	
Vibrospear	Athletics	4	4	Short	4	2	950	6	Limited Ammo, Pierce 1, Vicious 1	EtU:43
<i>melee</i>	<i>Melee</i>	+3	3	<i>Engaged</i>					Pierce 2, Vicious 2	

Name	Skill	Dam	Crit	Range	Enc	HP	Price	Rarity	Special	Index
<b>Slugthrowers</b>										
Air Pistol	Ranged (L)	3	-	Short	1	3	100	3	Pierce 1	House
Air Rifle	Ranged (H)	6	-	Medium	3	4	250	3	Cumbersome 1, Pierce 2	EtU:39
<i>Tranq</i>	" "	" "	" "	" "	-	-	50	3	Stun Damage	EtU:40
<i>SmartTranq</i>	" "	" "	" "	" "	-	-	500	6 R	Stun Damage, Resilience check	EtU:40
Slugthrower Carbine	Ranged (H)	6	4	Medium	3	4	200	3	Cumbersome 1	House
Slugthrower Pistol	Ranged (L)	4	5	Short	1	3	100	3		A-CRB:177, E-CRB:164
Slugthrower Rifle	Ranged (H)	7	4	Medium	5	4	250	3	Cumbersome 2	A-CRB:177, E-CRB:164

Name	Skill	Dam	Crit	Range	Enc	HP	Price	Rarity	Special	Index
<b>Energy</b>										
Stinger	Ranged (L)	5	3	Engaged	1	0	400	5 R	Stun setting, Vicious 1, <i>conceal bonus</i>	FC: 42
Holdout Blaster	Ranged (L)	5	4	Short	1	1	200	4	Stun setting	BGR:31, A-CRB:174, E-CRB:161
Light Blaster Pistol	Ranged (L)	5	4	Medium	1	2	300	4	Stun setting	BGR:31, A-CRB:174, E-CRB:161
Blaster Pistol	Ranged (L)	6	3	Medium	1	3	400	4	Stun setting	BGR:31, A-CRB:174, E-CRB:161
Heavy Blaster Pistol	Ranged (L)	7	3	Medium	2	3	700	6	Ammo Hog, Stun setting	BGR:31, A-CRB:174, E-CRB:162
Blaster Carbine	Ranged (H)	9	3	Medium	3	4	850	5	Stun setting	BGR:31, A-CRB:175, E-CRB:162
Blaster Rifle	Ranged (H)	9	3	Long	4	4	900	5	Stun setting	BGR:31, A-CRB:175, E-CRB:162
Heavy Blaster Rifle	Ranged (H)	10	3	Long	6	4	1,500	6	Auto-fire, Cumbersome 3	A-CRB:176, E-CRB:162
Light Repeat. Blaster	Ranged (H)	11	3	Long	7	4	2,250	7 R	Auto-fire, Cumbersome 4, Pierce 1	A-CRB:176, E-CRB:162
Med. Repeat. Blaster	Gunnery	13	2	Long	8	4	4,500	8 R	Auto-fire, Cumbersome 5, Pierce 2	House
Heavy Repeat. Blaster	Gunnery	15	2	Long	9	4	6,000	8 R	Auto-fire, Cumbersome 5, Pierce 2, Vicious 1	BGR:31, A-CRB:176, E-CRB:162
Bowcaster	Ranged (H)	10	3	Medium	5	2	1,250	7	Cumbersome 3, Knockdown	E-CRB:162
Disruptor Pistol	Ranged (L)	8	2	Short	2	2	1,000	6 R	Vicious 4	A-CRB:176, E-CRB:163
Disruptor Rifle	Ranged (H)	10	2	Long	5	4	5,000	6 R	Cumbersome 2, Vicious 5	BGR:31, A-CRB:176, E-CRB:163
Ion Blaster	Ranged (L)	10	5	Short	3	3	250	3	Disorient 5 <i>droid only</i> , Ion	A-CRB:176*, E-CRB:162
Ion Gun	Gunnery	15	5	Medium	7	4	1,500	7 R	Cumbersome 4, Disorient 7 <i>droid only</i> , Ion	House
Sonic Rifle	Ranged (H)	8	6	Long	6	3	1,200	6	Concussive 1, Cumbersome 2, Slow-firing 1, Stun Damage	FH:40
Static Pistol	Ranged (L)	2	4	Short	2	1	850	7	Disorient 1, Stun 8	FC: 45
Static Rifle	Ranged (H)	3	4	Short	4	2	1,200	7	Disorient 2, Stun 10	House

Name	Skill	Dam	Crit	Range	Enc	HP	Price	Rarity	Special	Index
<b>Other</b>										
Flame Thrower	Ranged (H)	8P	2	Short	6	2	1,000	6	Ammo Hog, Full Blast E, Burn 3	A-CRB:178, E-CRB:165
Heavy Flame Thrower	Gunnery	9E	2	Short	8	3	2,000	8 R	Ammo Hog, Full Blast S, Burn 4, Cumbersome 4, Vicious 2	DC:45
Heavy Harpoon Gun	Gunnery	10	2	Medium	9	3	3,000	7	Cumbersome 5, Ensnare	House

									4, Inaccurate 1, Knockdown, Limited Ammo 3, Pierce 3, Vicious 1	
Harpoon Gun	Ranged (H)	8	3	Medium	7	2	1,500	7	Cumbersome 3, Ensnare 4, Inaccurate 1, Knockdown, Limited Ammo 1, Pierce 2, Vicious 1	House
Net Gun	Ranged (H)	1	-	Short	4	2	750	5	Blunt 2, Ensnare 5	EtU:42
Snare Rifle	Ranged (H)	-	-	Medium	4	2	2,500	8	Accurate 2, Ammo Hog, Ensnare 4, Slow-Firing 1, Stun 8.	FH:41
Suppressor Pistol	Ranged (L)	5P	-	Short	3	1	1,200	5	Blast E, Disorient 1, Stun Damage	House
Suppressor Rifle	Ranged (H)	8P	-	Medium	5	2	2,000	5	Blast E, Cumbersome 2, Disorient 3, Stun Damage	FH:40
Tangle Gun	Ranged (H)	1	5	Short	3	2	500	5	Blunt 2, Ensnare 3	FH:42

Name	Skill	Dam	Crit	Range	Enc	HP	Price	Rarity	Special	Index
<b>Brawl &amp; Melee</b>										
Riot Shield	Melee	+0	6	Engaged	5	1	300	4	Blunt 1, Cumbersome 3, Defensive 2, Deflection 2, Disorient 1	FH:42
Shield	Melee	+0	6	Engaged	3	1	50	3	Blunt 1, Cumbersome 2, Defensive 2, Disorient 1	House
Buckler	Melee	+0	6	Engaged	2	0	25	3	Blunt 1, Defensive 1, Disorient 1	House
Hatchet	Melee	+1	3	Engaged	2	1	25	1	Vicious 1	House
Greataxe	Melee	+3	3	Engaged	5	2	100	3	Cumbersome 2, Long Reach, Pierce 1, Sunder, Vicious 1	SoF:98
Vibroaxe	Melee	+3	2	Engaged	5	3	750	5	Cumbersome 2, Long Reach, Pierce 2, Sunder, Vicious 3	A-CRB:182, E-CRB:167
Knife	Melee	+1	3	Engaged	1	1	25	1		BGR:31, A-CRB:181, E-CRB:166
Vibroknife	Melee	+1	2	Engaged	1	2	250	3	Pierce 2, Vicious 1	BGR:31, A-CRB:182, E-CRB:167
Sword	Melee	+2	3	Engaged	3	2	100	2	Defensive 1	SoF:97
Vibrosword	Melee	+3	2	Engaged	4	3	750	5	Pierce 2, Vicious 1, Defensive 1	A-CRB:183, E-CRB:167
Greatsword	Melee	+3	3	Engaged	5	2	200	4	Cumbersome 3, Defensive 1, Long Reach, Pierce 1, Vicious 1	House
Vibro Greatsword	Melee	+3	2	Engaged	5	3	900	6	Cumbersome 3, Defensive 1, Long Reach, Pierce 2, Vicious 3	DC:49
Spear	Melee	+2	4	Engaged	3	1	15	3	Defensive 1, Long Reach, Pierce 1	House
Vibrospear	Melee	+3	3	Engaged	4	2	950	6	Long Reach, Pierce 2, Vicious 2	EtU:43
Vibrosaw	Melee	+4	2	Engaged	6	3	1,500	5	Cumbersome 5, Pierce 2, Sunder, Vicious 2	EtU:43
Wookie Blade	Melee	+2	2	Engaged	4	3	400	8	Cumbersome 3, Defensive 1, Superior	DC:48
Baton	Melee	+2	5	Engaged	2	0	15	1	Blunt 1, Disorient 2	BGR:31, A-CRB:182, E-CRB:167
Great Club	Melee	+3	4	Engaged	4	1	20	1	Blunt 1, Cumbersome 2, Disorient 2, Long Reach	House
Stun Baton	Melee	+2	5	Engaged	2	2	200	4	Blunt 1, Disorient 3, Stun 3	FH:43
Staff	Melee	+2	5	Engaged	3	1	20	2	Blunt 1, Defensive 1, Disorient 2, Long Reach	House

Beast Prod	Melee	6	5	Engaged	3	2	900	4	Concussive 1, Slow Firing, Stun Damage	SoT:41 / FH:43
Flashstick	Melee	4	-	Engaged	2	2	375	4	Disorient 3, Stun Damage	SoF:98
Force Pike	Melee	+3	2	Engaged	3	3	500	4	Long Reach, Pierce 2, Stun Setting	BGR:31, A-CRB:181, E-CRB:166
Lightsaber	Lightsaber	10	1	Engaged	1	0	10,000	10 R	Breach 1, Long Reach, Sunder, Vicious 2	A-CRB:182, E-CRB:167
Whip	Melee	+1	6	Short	3	1	100	4	Blunt 3, Ensnare 2, Inaccurate 1, Long Reach, Stun Damage	SoT:41
Brass Knuckles	Brawl	+1	4	Engaged	1	0	25	0	Blunt 1, Disorient 3	BGR:31, A-CRB:180, E-CRB:166
Vibroknuckles	Brawl	+1	2	Engaged	1	0	350	4	Pierce 1, Vicious 1	DC:48
Blast Knuckles	Brawl	+4	4	Engaged	2	0	500	6 R	Inaccurate 1	DC:48
Shock Gloves	Brawl	+0	5	Engaged	0	1	300	2	Stun 3	A-CRB:181, E-CRB:166

Name	Skill	Dam	Crit	Range	Enc	HP	Price	Rarity	Special	Index
<b>Explosives and Ordnance</b>										
Thermal Detonator	Athletics	20S	2	Short	½	-	1,000	9 R	Full Blast S, Breach 1, Vicious 4, Limited Ammo 1	A-CRB:180, E-CRB:165
Grenade Launcher	Gunnery	“ “	“ “	Medium	4	3	1,000	4 R	Limited Ammo 1	House
Multi Grenade Launcher	Gunnery	“ “	“ “	Medium	6	3	2,500	6 R	Cumbersome 3, Limited Ammo 6	DC:45
<i>Incendiary Grenade</i>	Athletics	6E	3	Short	½	-	75+	5 R	Full Blast S, Burn 2, Limited Ammo 1	DC:46
<i>Baton Grenade</i>	Athletics	5E	5	Short	½	-	25+	4	Blast S, Blunt 1, Disorient 2	
<i>Concussion Grenade</i>	Athletics	10E	5	Short	½	-	100+	5 R	Blast S, Blunt, Concuss. 2, Disorient 5, LimAmmo 1	DC:46
<i>Ion Grenade</i>	Athletics	10E	5	Short	½	-	65+	4	Blast S, Disorient 5 <i>droid only</i> , Ion, Limited Ammo 1	DC:46
<i>Plasma Grenade</i>	Athletics	12E	3	Short	½	-	125+	6 R	Blast S, Limited Ammo 1	DC:47
<i>Stun Grenade</i>	Athletics	8E	-	Short	½	-	75+	4	Blunt 1, Disorient 3, Stun Damage, Blast S, Limited Ammo 1	BGR:31, A-CRB:179, E-CRB:165
<i>Frag Grenade</i>	Athletics	8E	4	Short	½	-	50+	5	Blast S, Limited Ammo 1	BGR:31, A-CRB:178, E-CRB:165
<i>Heavy Frag Grenade</i>	Athletics	9E	4	Short	½	-	75+	5 R	Blast S, Limited Ammo 1, Cumbersome 2	DC:47
<i>Glop Grenade</i>	Athletics	-	-	Short	½	-	100+	6	Ensnare 3, Blast <i>special</i>	EtU:42
<i>Armor Piercing Grenade</i>	Athletics	15E	3	Short	½	-	100+	6	Blast S, Limited Ammo 1, Pierce 3	BGR:31, A-CRB:179
<i>Smoke Grenade</i>	Athletics	-S	-	Short	½	-	50+	4	Blast (nil) M, Limited Ammo 1	House
<i>Proton Grenade</i>	Athletics	15E		Short	½	-	125+	7 R	Blast S, Limited Ammo 1	
Missile Tube	Gunnery	“ “	“ “	“ “	7*	4	5,000	7 R	Cumbersome 3, Limited Ammo 1, Prepare 1	A-CRB:178, E-CRB:165
<i>Proton Missile</i>	“ “	20P	2	Extreme	2	-	450	8 R	Blast E, Breach 1	House
<i>Concussion Missile</i>	“ “	14E	4	Extreme	2	-	250	8 R	Blast S, Concussive 3, Disorient 5	DC:47
<i>Frag Missile</i>	“ “	12E	4	Extreme	2	-	150	7 R	Blast S	DC:47
<i>Plasma Missile</i>	“ “	16E	3	Medium	2	-	300	8 R	Blast S, Pierce 2, <i>dumb only</i>	DC:47
<i>Incendiary Missile</i>	“ “	9E	3	Extreme	2	-	200	7 R	Full Blast S, Burn 3	DC:47
<i>Guided Adjustment</i>							+50		Guided 3, <i>requires attachment</i>	House

<i>Dumb Adjustment</i>									Inaccurate 1	House
Mini-Missile Tube	Gunnery	“ “	“ “	“ “	4*	3	1,500	7 R	Limited Ammo 2, Prepare 1	House
Multi Mini-Missile Tube	Gunnery	“ “	“ “	“ “	7*	3	3,000	7 R	Cumbersome 3, Limited Ammo 6, Prepare 1	A-CRB:178, E-CRB:165
<i>Proton Mini-Missile</i>	“ “	15P	3	Long	½	-	225	7 R	Blast E, Breach 1	House
<i>Concussion Mini-Missile</i>	“ “	10P	5	Long	½	-	150	7 R	Blast E, Concussive 2, Disorient 3	House
<i>Frag Mini-Missile</i>	“ “	8P	4	Long	½	-	100	6	Blast E	House
<i>Plasma Mini-Missile</i>	“ “	12P	3	Medium	½	-	175	7 R	Blast E, Pierce 2, <i>dumb only</i>	House
<i>Incendiary Mini-Missile</i>	“ “	6E	3	Long	½	-	125	6 R	Full Blast S, Burn 2	House
<i>Guided Adjustment</i>							+50		Guided 3, <i>requires attachment</i>	House
<i>Dumb Adjustment</i>									Inaccurate 1	House
Flechette Launcher	Gunnery	“ “	“ “	Medium	6*	4	2,500	6 R	Accurate 2, Cumbersome 3, Limited Ammo 4, Prepare 1	DC:45
Flechette Gun	Ranged (H)	“ “	“ “	Medium	4*	3	1,500	6 R	Accurate 2, Limited Ammo 1	House
Flechette Pistol	Ranged (L)	“ “	“ “	Short	2*	2	800	7 R	Accurate 2, Limited Ammo 1	FC:44
<i>Anti-Infan. Flechettes</i>	“ “	8E	3	“ “	½	-	100	6 R	Full Blast E, Pierce 3, Vicious 1	DC:45
<i>Anti-Vehicle Flechettes</i>	“ “	10P	2	“ “	½	-	200	6 R	Blast E, Breach 2, Vicious 3	DC:45
Anti-Vehicle Mine	Mechanics	25P	2	Engaged	4	-	1,400	6 R	Blast E, Breach 4, Limited Ammo 1	A-CRB:179
Anti-Personnel Mine	Mechanics	12E	3	Engaged	3	-	850	6 R	Blast S, Vicious 4, Limited Ammo 1	A-CRB:179
Inferno Mine	Mechanics	10E	2	Engaged	3	-	1,000	7 R	Full Blast S, Burn 3, Limited Ammo 1	House
Baradium Charge	Mechanics	10S	3	-	1	-	750	5 R	Blast M, <i>unstable</i>	
Detonite Charge	Mechanics	6E	3	-	1	-	50	3	Blast S	
Plasma Charge	Mechanics	12E	2	-	1	-	200	5 R	Blast S	
Tibanna Fire Bomb	Mechanics	6E	3	-	1	-	100	4	Full Blast S, Burn 3	House
Ion Charge	Mechanics	10E	5	-	1	-	150	5 R	Blast S, Disorient 5 <i>droid only</i> , Ion	House

Below are all notes for the tables above. Place in a sidebar?

**Launched Grenades:** +25 credits each for grenades that may be fired from a Grenade Launcher. This accounts for the added cost of the propellant section and some sort of trigger (impact, distance, timed). Launched Grenades may not be thrown by hand unless their trigger mechanism is somehow modified. This would normally take a couple minutes, some simple tools, and an **Average (◆◆) Mechanics** check.

Add Dumb vs Smart/Guided missiles notes here?

Encumbrance of less than one is common for some ammunition. Round these fractions up when totaling their Encumbrance. *Example: Flechettes have an Encumbrance of ½. Three loads of flechette ammunition would have an Encumbrance of 2.*

Ammunition loaded into a weapon is not counted towards a person's total Encumbrance. *Example: A Missile Tube (Encumbrance 7) loaded with a missile (Encumbrance 3) has a total Encumbrance of 7, not 10.*

# NEW WEAPONS

Also see “New Weapon Rules” below for further explanations.

Add descriptions of the new weapons below.

## XXX

XXXX

**Price:** XX credits.

**Encumbrance:** XX.

**Rarity:** XX.

## XXX

XXXX

**Price:** XX credits.

**Encumbrance:** XX.

**Rarity:** XX.

# NEW WEAPON RULES

## FOLDING STOCKS & PISTOLS

Stockless weapons may not benefit from two consecutive (■ ■) Aim maneuvers, only one (■).

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

## INCREASED SLUGTHROWERS

**Increase Slugthrower Pistol’s hard points to 3** (from 0).

**Increase Slugthrower Rifle’s hard points to 4** (from 1).

This makes the Slugthrower Pistol and Rifle equal to their counter-part blasters for customizability.

**Increase Slugthrower Rifle Critical Rating to 4** (from 5).

## MINOR STUN BLASTER TWEAK

According to *Edge of the Empire* page 160, only blaster pistols (excluding heavy) and carbines can be purchased stun-only for a cheaper cost. This is contradicted by a Blaster Rifle and Heavy Blaster

### WHY THE HATE?

Slugthrowers have always played second fiddle in Star Wars RPGs. This is completely understandable. Slugthrowers made it into *Edge of the Empire*, but only two examples were given and their amount of available hard points and attachments was mediocre compared to blasters. If you don’t like slugthrowers in your Star Wars, fine. But if you would like them to be available, just very rare, using attachments and increasing their hard points to be similar to those given to blasters allows the creation of quite a few more and varied options.

Pistol which could be made stun-only by simply flipping a switch then breaking it off. Blasters above Blaster Rifle in size/damage do not have stun settings in Core. A simple reconciliation was to allow Blaster Rifles and Heavy Blaster Pistols to be stun blasters, but not any with a Base Damage of 10 or more.

**Any blaster may be converted to stun only unless it has a base damage of 10 or more.**

## **HEAVY REPEATER ERRATA**

**The Tripod:** On *Edge of the Empire* page 193, the Tripod Mount attachment states it requires 2 Maneuvers to set up. However, under the description of the Heavy Repeating Blaster (EotE page 162), it states it needs 3 total crew Actions to set up on its included tripod and attach a generator. Actions normally are reserved for things that require a roll. Setting up a weapon seems like it should be all about Maneuvers. First, I've ruled it takes 2 Maneuvers to attach or remove the Heavy Repeater from a Tripod and an additional Maneuver to attach a generator (see below). Second, the Tripod for a Repeater is a large attachment. I think it deserves to instead be a piece of gear (not an attachment) with an Encumbrance of its own (5). Instead, a new "Tripod Mount" attachment is needed to be able to use the Tripod gear.

**Portable Generator:** Unlike the Light Repeater, the larger Heavy Repeater requires a separate power source. When it is not hooked directly to a vehicle's or structure's powerplant, it needs a Portable Generator (new gear). This generator has an Encumbrance of 8 and requires a Maneuver to attach it or remove it from the Repeater.

**Total Encumbrance:** The Heavy Repeater has an Encumbrance of 9. To me this seems to only include the Heavy Repeater itself, not the Tripod or Portable Generator when needed. The Light Repeater has an Encumbrance of 7 – adding the Tripod and the large Portable Generator should require much more than the Encumbrance of only a small blaster. When you add the Tripod and Portable Generator it has an Encumbrance of 22! Yep that's why it required a Snowtrooper crew of 3 – one carries the Repeater, one the Tripod, and one the Portable Generator. It takes 3 total Maneuvers to set up the Heavy Repeater with Tripod (2) and Portable Generator (1). So, that crew of 3 can move (1 Maneuver each), then each swaps their Action for a Maneuver to assemble it. All in one round (a minute) as the *Millenium Falcon* prepares to take off.

## **HEAVY BLASTER PISTOL IS AN AMMO HOG**

The description of out-of-ammo rules given by Core to the Heavy Blaster Pistol was converted to the "Ammo Hog" quality for simplicity. This quality was also given to any weapon switched on Auto-fire.

## **UBER DAMAGE & CRITICALS**

RAW caps maximum Wound damage at twice Wound Threshold (WT). Any other damage beyond this mount is not recorded, but new criticals may still be applied. RAW also applies a +10 cumulative modifier to each subsequent Critical (Crit) roll regardless of the amount of damage taken. RAW states that a character who has exceeded his WT receives a Crit each time he takes damage regardless of the amount. These rules create a couple problems. First, characters with higher WT's will take more time to heal than others who have taken the same amount of damage. A WT 10 character max's out at 20 Wounds. A 20 WT character max's out at 40 Wounds. The higher WT character will take twice as long to heal up and be conscious. Second, characters who take damage beyond their WT may receive the same affect regardless of whether they took 1 damage or 100 damage. If the character has already met his maximum WT, he can't

suffer any more Wounds. So, the new damage is discarded and the only affect is another critical at +10 cumulative to the roll regardless of whether he was poked with a knife or struck with a turbolaser.

**Wound Threshold Cap:** The WT cap is +20 over the character's WT, always. No matter the character's WT, he will always max out (for healing purposes only, see below) at 20 over his WT.

**Cumulative Critical Modifier:** Toss the +10 cumulative critical modifier. In its place, always apply the current Wound damage to the character to any new critical rolls.

*Example: A PC has a 12 WT and takes 6 damage, but a Crit is activated with advantage. The Crit roll has a modifier of +6. Later, the PC takes 10 damage for a total of 16. He is over his WT and unconscious so receives another Crit. His total damage of 16 simply gives +16 to this new Crit roll. An evil GM strafes his unconscious body with a TIE fighter's laser cannon for 40 damage. He takes another Crit since he took damage over his WT again. His total damage is now 56, so he adds +56 to this new Crit roll. If he survives and later gets to heal his Wounds, the character max'd out at 32 (12 WT + 20).*

## SCALED DAMAGE CHANGES

The Core (x10) results in personal scale weapons such as a Blaster Pistol not having a chance to even cause damage to the Star Wars, "car", the Landspeeder. A Blaster Pistol of 6 damage would need 4 ✨ to cause one point of damage to a Landspeeder. This would be very rare and the Blaster Pistol could possibly never cause 2 points of damage at once. A Landspeeder has a 4 Threshold. Adding even minimal armor (1) negates most Blasters of having any chance of damaging small vehicles.

## PLANETARY AT PERSONAL SCALE



Planetary weapons should do x5 damage on Personal scale (not x10). However, Planetary scale weapons at Personal scale need many adjustments to be realistic – Critical Ratings increased, new Qualities, increased Range, etc. Since there are only a few Planetary scale weapons, a new table is below with these weapons converted to a Personal scale when needed. Note: You may notice the Auto Blaster is actually a Heavy Repeating Blaster when converted to Personal scale.

Name	Dam	Crit	Range	Special
<b>Planetary Weapons at Personal Scale</b>				
Auto Blaster (Hvy RBlaster)	15	2	Long	Auto-Fire, Pierce 2, Vicious 1
Blaster Cannon (Light)	20	2	Long	Pierce 2, Vicious 2
Blaster Cannon (Heavy)	25	2	Long	Pierce 3, Vicious 3
Concussion Missile Launcher	30S	1	Extreme	Blast 20M, Guided 3, Knockdown, Limited Ammo 3, Pierce 20, Slow-Firing 1, Sunder, Vicious 5
Ion Cannon (Light)	25E	2	Long	Blast 5S, Disorient 10 <i>droid only</i> , Ion, Pierce 2, Vicious 3
Ion Cannon (Medium)	30E	2	Extreme	Blast 5S, Disorient 15 <i>droid only</i> , Ion, Pierce 5, Vicious 4
Ion Cannon (Heavy)	35E	2	Extreme	Blast 6S, Disorient 15 <i>droid only</i> , Ion, Pierce 10, Slow-Firing 1, Vicious 5
Ion Cannon (Battleship)	45S	2	Extreme	Blast 10M, Disorient 20 <i>droid only</i> , Ion, Pierce 15, Slow-Firing 2, Vicious 6
Laser Cannon (Light)	25	1	Long	Pierce 3, Vicious 4
Laser Cannon (Medium)	30	1	Long	Pierce 4, Sunder, Vicious 5
Laser Cannon (Heavy)	30	1	Extreme	Pierce 5, Sunder, Vicious 6



Proton Torpedo Launcher	40E	1	Extreme	Blast 30S, Guided 2, Knockdown, Limited Ammo 3, Pierce 30, Slow-Firing 1, Sunder, Vicious 8
Quad Laser Cannon (Light)	25	1	Long	Accurate 1, Linked 3, Pierce 3, Vicious 4
Turbolaser (Light)	45E	1	Extreme	Blast 8S, Knockdown, Pierce 10, Slow-Firing 1, Sunder, Vicious 8
Turbolaser (Medium)	50E	1	Extreme	Blast 10S, Knockdown, Pierce 15, Slow-Firing 1, Sunder, Vicious 9
Turbolaser (Heavy)	55S	1	Extreme	Blast 10M, Knockdown, Pierce 20, Slow-Firing 2, Sunder, Vicious 10

Remember Silhouette adjustments when firing vehicle weapons. Most sentients are Silhouette 0 or 1 making it difficult for weapons on larger ships to hit them.

Planetary to Personal Conversion Notes	
<b>Damage:</b>	X5
<b>Critical Rating:</b>	/2 round down.
<b>Blast:</b>	<i>Damage</i> x5. <i>Radius</i> increased.
<b>Range:</b>	<i>Close</i> – Long or Extreme <i>Short+</i> - Extreme
<b>Qualities:</b>	<i>Pierce</i> – Lasers 1 per 7 Damage, Breach x5 if given, Extrapolate others <i>Vicious</i> –1 per 8 damage then tweak by CR and weapon type.

## PERSONAL AT PLANETARY SCALE



Personal weapons may be able to affect vehicles depending on their base damage and the size of the target vehicle. Double the target's Silhouette and compare to the base damage of the personal scale weapon. If the base damage is equal to or greater than the double silhouette, the weapon stands a chance of affecting the vehicle. Otherwise, shots will have no effect. *Example: A Silhouette 3 starfighter needs a weapon of at least 6 base damage to be able to harm it.*

If the weapon passes the Silhouette test, attack and roll damage as normal. Then, divide the final damage result by 5, rounding down. Apply this damage as you would any Planetary scale damage, subtracting Armor first.

CR is increased by 3 for all weapons but explosives which retain their CR. Breach remains the same (no conversion since it is in effect already at Planetary scale). Vicious and Pierce lost. Note that most Ranges will stay at Personal scale, being even less than Close range Planetary. Only personal Extreme ranged weapons, possibly some Long ranged, may be considered Close range at the planetary scale. Blast range of Medium or Long becomes Close. Otherwise, there is no Blast.

Planetary to Personal Conversion Notes	
<b>Damage:</b>	No change to base damage, divide final result by (Silh. +1), round down. Then, apply Armor adjustments.
<b>Critical Rating:</b>	+3 unless explosive.
<b>Blast:</b>	<i>Radius</i> Medium or Long – Close. Others have no Blast.
<b>Range:</b>	Only Extreme and some Long may be

	Close. Others remain Personal.
<b>Qualities:</b>	<i>Pierce</i> – Removed. <i>Vicious</i> – Removed. <i>Breach</i> – Remains, no change.