



Arms and Equipment Guide (Star Wars Roleplaying Game)

By Jeff Grubb, Owen K.C. Stephens

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Hokey religions and ancient weapons are no match for having a good blaster at your side.

The galaxy is a dangerous place, and even the most capable heroes need the right equipment to get the job done. Outfitting for a rescue mission on a frigid ice planet differs from gearing up for an assault on a crime lord's jungle world headquarters. But with the right connections, and enough credits, heroes can acquire all the weapons and tools needed to survive any situation.

This sourcebook features:

- An arsenal of weapons and armor, along with rules for customizing and personalizing them.
- A wide variety of droids from across the galaxy, including the legendary R-Series astromech droids, binary load lifters, and the RA-7 "Death Star" droid.
- An array of vehicles from landspeeders to military walkers.
- Essential survival equipment, including breathers, comlinks, scanners, medpacs, and tools.

To use this sourcebook, you also need the *Star Wars Roleplaying Game Revised Core Rulebook*.

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Editorial Review

About the Author

Jeff Grubb helped build the *Forgotten Realms* (r) and *Dragonlance* (r) settings for the D&D (r) game. His recent credits include contributing to Manual of the Planes and *Enemies and Allies* for D&D and the Ice Age Cycle novels, which are set in the *Magic: The Gathering* (r) universe.

Owen K. C. Stephens has recently contributed to *The Rebellion Era Sourcebook* and *Alien Anthology*. Stephens also authored *Starships of the Galaxy*.

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