

TABLE 12-2: MELEE WEAPONS

SIMPLE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Small						
Stunning gauntlet	200	—	+1	0.4 kg	Energy	Restricted
Medium						
Stunning gauntlet	300	—	+1	0.5 kg	Energy	Restricted
Large						
Mythosaur axe	1,000	1d12	—	10 kg	Slashing	Restricted, Rare

MANDALORIAN NEO-CRUSADER BATTLE ARMOR

A heavier version of the Mandalorian Combat Suit sometimes worn by veteran warriors, this armor includes a helmet, boots, and gauntlets. Any wearer who has the Armor Proficiency (medium) feat can use the helmet's internal comlink and helmet package. The suit provides its wearer with up to 10 hours of life support. This armor comes with a jet pack and six unused upgrade slots.

MANDALORIAN NEO-CRUSADER ASSAULT ARMOR

The armor of the Neo-Crusader shock troops, this upgrade of the Neo-Crusader light armor is covered with energy ablative plating and includes a helmet, boots and gauntlets. Any wearer who has the Armor Proficiency (heavy) feat can use the helmet's internal comlink and helmet package. The suit provides its wearer with up to 24 hours of life support. This armor includes a jet pack; however, due to the weight of the suit, the jet pack has a maximum fly speed of 4 squares per turn. The suit has six unused upgrade slots.

MELEE WEAPONS

The weapons given on Table 12-2 are described below.

MYTHOSAUR AXE

Simple Weapon

Crafted from the calcified bones of the extinct monster for which it is named, the Mythosaur axe is one ceremonial weapon that can be deadly. Mandalore the Ultimate's variation, atop a staff, uses modern metals and an energy cell to achieve double the damage.

STUNNING GAUNTLET

Simple Weapon

An insulated glove with an embedded energy cell, the stunning gauntlet produces an electrifying charge when it strikes a target. A stunning gauntlet changes the wearer's unarmed melee attacks to stun damage, and they provide a +1 bonus to stun damage on a successful unarmed attack.

Stunning gauntlets are two sizes smaller than their wearer (for example, a pair of stunning gauntlets designed for a Human are Tiny). Because of how they are worn, stunning gauntlets can't be disarmed or dropped.

DROIDS

The Basilisk war droid, one of the most unique weapons of war in the galaxy, is frequently seen in skirmishes throughout the Great Sith War and the Mandalorian Wars.

BASILISK WAR DROID

The ancient Basiliskan race yielded up many technological advances to their Mandalorian conquerors. Chief among them is the Basilisk war droid, heavily armed electronic quadrupeds. Operating both in atmosphere and in space, they are deadly enough on their own, their artificial intelligence operating a variety of weapons systems within their Mandalorian steel shells.

But the Basilisk droids are seldom on their own. Mandalorians use them as their personal mounts, saving wear and tear on their jet packs. The war droid is capable of melee action with its huge claws, as Ulic Qel-Droma finds when the mounted Mandalore the Indomitable meets him for their fateful duel.

Basilisk War Droid

Huge air vehicle (droid)

Init +6; Senses Perception +11

Defenses Ref 13 (flat-footed 11), Fort 19; +3 armor

hp 70; DR 5; Threshold 29

Speed fly 12 squares (max. velocity 550 km/h), fly 3 squares (starship scale)

Melee claws +11 (see below) or

Ranged light laser cannons +4* (see below) or

Ranged light concussion missile launcher +4* (see below) or

Ranged pulse-wave cannons** +4* (see below) or

Ranged space mines +5 (see below)

Fighting Space 3x3 or 1 square (starship scale); Cover +5

Base Atk +2; Grp +21

Atk Options autofire (light laser cannons)

Abilities Str 28, Dex 15, Con —, Int 14

Skills* Initiative +6, Mechanics +6, Perception +11, Pilot +6, Use Computer +11

Crew 1 (skilled, droid brain); Passengers 1

Cargo 100 kg; Consumables 1 day; Carried Craft none

Payload 4 concussion missiles, 2 space mines

Availability Military, Rare; Cost Not available for sale (estimated value 70,000)

* If the Basilisk war droid has a passenger, the passenger may use its attack bonus or skill bonuses instead of those of the droid brain. Basilisk war droids always obey the commands of authorized passengers.

** Treat as pulse-wave rifles, page 69

Light laser cannons (pilot)

Atk +4 (–1 autofire), Dmg 3d10x2

Light concussion missiles (pilot)

Atk +4; Dmg 7d10x2

Pulse-wave cannons (pilot)

Atk +4; Dmg 3d8

Space mines (pilot)

Atk +5; Dmg 7d10x2

CL 6

A MANDALORIAN WARRIOR RIDING A BASILISK WAR DROID



STARSHIPS

Mandalorians are technological mimics, able to replicate and improve upon the technologies of conquered peoples. Mandalorian ship designs are based on pirated vessels, augmented beyond recognition by Mandalorians looking for an extra technological edge.

The ships of traditional Mandalorians are, therefore, as highly personalized as their suits of armor. Most known "types" are vague categorizations, named by Republic observers for their convenience. (Use the junker template from *Starships of the Galaxy* on any of the ships presented in this section to represent modified designs from before the Mandalorian Wars.) Under the Neo-Crusaders, more designs are routed to War Forges for mass production, creating somewhat more recognizable classes of vehicles.