

West End Games to Fantasy Flight Games Conversion Guide

Step One: Characteristics

Convert the WEG character's Attributes to the equivalent FFG Characteristics using the tables below:

WEG FFG Dice/Pips Rating		Characteristic
0D+1 (1 pip) to 1D+2 (5 pips)	1	<i>Strength</i> Brawn
2D (6 pips) to 2D+2 (8 pips)	2	Higher of DEX or MEC Agility
3D (9 pips) to 3D+2 (11 pips)	3	Higher of KNO or TEC Intellect
4D (12 pips) to 4D+1 (13 pips)	4	PER + KNO/2 Cunning
4D+2 (14 pips) to 5D (15 pips)	5	<i>Knowledge</i> Willpower
5D+1 (16 pips) or more	6	<i>Perception</i> Presence
WEG FFG Attribute		

Step Two: Skills

Next, convert the applicable WEG skills to their FFG equivalents based on the amount of dice/pips the skill is above the WEG Attribute. Use the chart below to find the skills' equivalent in FFG:

WEG Skill Level*	FFG Skill Points
1D-1D+2 (3-5 pips)	1
2D-2D+2 (6-8 pips)	2
3D-4D+2 (9-14 pips)	3
5D-6D+2 (15-20 pips)	4
7D-8D+2 (21-26 pips)	5
9D-10D+2 (27-32 pips)	6*
11D-12D+2 (33-38 pips)7*	
13D-14D+2 (39-44 pips)	8*
15D-16D+2 (45-50 pips)	9*
17D-18D+2 (51-56 pips)	10*

*Skills cannot normally be raised above 5 – these additional point values determine the total number of points if split between multiple skills in FFG.

WEG Skill	FFG Skill
Alien Species	Knowledge (Xenology)
Archaic Guns	Ranged (Heavy) or Ranged (Light)
Archaic Starship Piloting	Piloting (Space)
Armor Repair	Mechanics
Astrogation	Astrogation
Bargain	Negotiation
Beast Riding	Survival
Blaster	Ranged (Heavy) or Ranged (Light)
Blaster Artillery	Gunnery
Blaster Repair	Mechanics
Bowcaster	Ranged (Heavy)
Bows	Ranged (Heavy)
Brawling	Brawl
Brawling Parry	n/a
Bureaucracy	Knowledge (Education)
Business	n/a
Capital Ship Gunnery	Gunnery
Capital Ship Piloting	Piloting (Space)
Capital Ship Repair	Mechanics
Capital Ship Shields	Mechanics
Capital Ship Weapon Repair	Mechanics
Climbing/jumping	Athletics
Command	Leadership
Communications	Computers

Computer Programming/Repair	Computers
Con	Deception
Cultures	Knowledge (Xenology)
Demolitions	Mechanics
Dodge	n/a
Droid Programming	Computers
Droid Repair	Mechanics
Energy Weapons	Ranged (Heavy) or Ranged (Light)
Firearms	Ranged (Heavy) or Ranged (Light)
First Aid	Medicine
Flamethrower	Ranged (Heavy) or Ranged (Light)
Forgery	Computers or Deception
Gambling	Cool or Skullduggery
Grenade	Ranged (Light)
Ground Vehicle Operation	Piloting (Planetary)
Ground Vehicle Repair	Mechanics
Hide	Stealth
Hover Vehicle Operation	Piloting (Planetary)
Hover Vehicle Repair	Mechanics
Intimidation	Coercion
Investigation	Charm or Streetwise
Jet Pack Operations	Piloting (Planetary)
Languages	n/a
Law Enforcement	Knowledge (Education)
Lightsaber	Lightsaber
Lightsaber Repair	Mechanics
Lifting	Athletics
Medicine*	Medicine
Melee Combat	Melee
Melee Parry	n/a
Missile Weapons	Gunnery or Ranged (Heavy)
Persuasion	Charm
Pick Pocket	Skullduggery
Planetary Systems	Knowledge (Core Worlds) or Knowledge (Outer Rim)
Powersuit Operations	n/a
Repulsorlift Operations	Piloting (Planetary)
Repulsorlift Repair	Mechanics
Rocket Pack Operation	Piloting (Planetary)
Running	Athletics
Scholar	Knowledge (Education) or Knowledge (Lore)
Search	Perception
Security	Computers or Skullduggery
Sensors	Perception
Sneak	Stealth
Space Transports	Piloting (Space)
Space Transports Repair	Mechanics
Stamina	Resilience
Starfighter Piloting	Piloting (Space)
Starfighter Repair	Mechanics
Starfighter Weapon Repair	Mechanics
Starship Gunnery	Gunnery
Starship Shields	Mechanics
Streetwise	Streetwise or Knowledge (Underworld)
Survival	Survival
Swimming	Athletics
Swoop Operation	Piloting (Planetary)
Tactics	Knowledge (Warfare)
Thrown Weapons	Ranged (Light)
Value	Negotiation or Streetwise
Vehicle Blasters	Gunnery
Walker Operation	Piloting (Planetary)
Walker Repair	Mechanics

Willpower (any (A) engineering skill)	Cool or Discipline Mechanics
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If a WEG skill converts to multiple skills in FFG, the points can be split between them up in any combination.

If multiple skills in WEG become the same skill in FFG, add the totals together when determining the skill equivalent.

Example: If a character in WEG has grenade and thrown weapons, combine the number of dice/pips when calculating their equivalent value for Ranged [Light].

If a WEG skill has any specializations, divide the number of pips above the skill rating by two (rounding down) and add it to the skill's total above the attribute when converting to FFG.

Example: A character has Dexterity 3D, blaster 6D+1, and blaster: heavy blaster pistol 7D+2. The heavy blaster pistol specialization is 4 pips above the base skill (blaster), which is divided by 2, and the resulting 2 pips are added to blaster when determining its value for conversion [6D+1 + 2 = 7D, then subtracting 3D from Dexterity, leaving 4D - which converts to Ranged (Light) 4 in FFG].

*Medicine is an advanced skill, so it is not calculated as pips/dice above the related attribute (in this case, Technical). Simply count the total number of pips in the skill, then multiply by two to determine the value of pips to convert to FFG.

Career/Specializations: After characteristics and skills have been converted, select a career/specialization (or multiple, if applicable). If unsure on the particular career/specialization, look at the character's higher-level skills and compare to the career skills and additional career skills offered from specializations. Also, be sure to read the description of careers to see which best matches the character's concept.

A converted character will have one career/specialization plus one additional for each 100 Character Points expended on Attribute and Skill improvements in WEG. These additional specializations are optional – an FFG character may not need additional careers based on desired talents or character concept. If a character requires additional specializations, they can spend experience points used for talents on extra career/specializations at the normal experience cost (see the Talents section below).

Example: A character converted from WEG has spent 260 Character Points on attributes and skills since beginning play. They choose Smuggler as their career (since the character's concept is outlaw spacer) and Pilot as the specialization. They can select two additional specializations from their WEG Character Point total, and choose Smuggler/Scoundrel and Technician/Outlaw Tech. If they wanted a fourth specialization, they would have to pay 40 XP (50 XP if from a career other than Smuggler).

Talents: Determine the number of Character Points the character has spent on Attribute and Skill improvements in WEG and divide that amount by two – this is the number of Experience Points the character can use to acquire FFG Talents, based on their career/specialization(s).

If unsure of the amount of Character Points the character has expended, calculate the number spent on skills (remembering to account for the beginning 7D added at character creation) and divide that total by two.

Example: Khabarakh spent 78 Character Points on attribute/skill advancements since starting play in WEG. He can use 39 experience points to purchase talents from within his career specialization(s) in FFG.

These Experience Points can also be used for purchasing career Signature Abilities, additional career specializations, and increasing Force powers (if any – see Step Four: The Force below).

Step Three: Species

If a character's species isn't found in FFG sourcebooks, find species with matching or similar traits from WEG that can be found in FFG as a point of comparison or otherwise approximate any unique species traits. Note higher and lower than average attributes (assuming 2D/4D for attributes as the average) and find the equivalent characteristics in FFG. For species that are more/less difficult to injure, offset their modifier to Wound Threshold (with 10+Brawn being average). Similarly, if the species can handle more or less mental stress than others, adjust their Strain Threshold as well (10+Willpower the average). If the combination of characteristics and starting bonuses/traits seem disproportionately high, adjust their starting Experience Points to lower than 100 XP. If too low, increase the Experience Points (up to 150 XP).

Example: A player wants to play a Farghul in FFG. Looking at their WEG traits, they have high Dexterity and Perception, low Mechanical and Technical, as well as fangs, claws, a prehensile tail, and bonuses to acrobatics and trickery. After reviewing options, the player and gamemaster agree on the following species traits: Brn 2, Agl 3, Int 1, Cun 3, Will 1, Pre 2. They also use the claws trait from Trandoshans, the tail trait from Selonians, they begin play with 1 rank in Deception (as Twi'leks), and begin play with 1 rank in Coordination (like the Aleena). This is a higher than average amount of special traits, so they agree to lower the starting XP to 80, and decide on average traits for calculating WT and ST (10+Brawn and 10+Will, respectively).

Step Four: The Force

If the character is Force-sensitive and has one or more Force skills, use the steps below:

Force Rating: Add the character's dice from their control, sense, and alter scores together. Take this total and compare it to the table below to find their Force Rating in FFG:

Total WEG Force Skill Dice	FFG Force Rating
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1D to 6D	1
6D+1 to 12D	2
12D+1 to 18D	3
18D+1 to 24D	4
24D+1 to 30D	5
30D+1 to 36D	6
36D+1 to 40D	7
40D+1 or higher	8

Example: A character has a control of 2D, a sense of 3D+1, and an alter of 5D+2. This combines to a total of 11D, giving the character an FFG Force Rating of 2.

Force Powers: For each WEG Force power listed on the table below, the character will gain the basic version of the power listed in the following column. If the character has multiple WEG powers that convert to the same FFG power, they gain +10 experience points towards improving the FFG version of the power for each additional WEG power beyond the first.

Example: A character has both the affect mind and dim another's senses powers in WEG. When converting to FFG, they can gain either the basic powers of Influence and Misdirect, the Influence basic power plus +10XP to spend on upgrading it, or the Misdirect basic power with +10XP to spend to upgrade it.

WEG Power	FFG Power
Absorb/Dissipate Energy	Protect/Unleash
Accelerate Another's Healing	Heal/Harm
Accelerate Healing	Heal/Harm
Affect Mind	Influence or Misdirect
Aura of Uneasiness	Ebb/Flow
Battle Meditation	Battle Meditation
Bolt of Hatred	Protect/Unleash
Combat Sense	Enhance or Sense
Concentration	Enhance
Contort/Escape	Enhance
Control Another's Pain	Ebb/Flow
Control Mind	Influence
Control Pain	Ebb/Flow
Danger Sense	Sense
Dim Another's Senses	Influence or Misdirect
Doppelganger	Misdirect
Electronic Manipulation	Manipulate
Enhance Attribute	Enhance
Enhanced Coordination	Battle Meditation
Farseeing	Foresee or Seek
Force Lightning	Protect/Unleash
Inflict Pain	Ebb/Flow
Injure/Kill	Heal/Harm
Lesser Force Shield	Protect/Unleash
Life Detection	Sense
Life Sense	Seek or Sense
Magnify Senses	Farsight
Memory Wipe	Influence
Postcognition	Foresee
Predict Natural Disaster	Alter
Receptive Telepathy	Sense
Reduce Injury	Endure
Remove Another's Fatigue	Ebb/Flow
Remove Fatigue	Ebb/Flow
Sense Force	Sense
Sense Path	Foresee
Shift Sense	Farsight
Telekinetic Kill	Heal/Harm
Telekinesis	Move (take the Basic Power and add an additional +20 XP)
Transfer Force	Endure
Weather Sense	Alter

If the character wishes to spend some or all of their Experience Points for purchasing talents, they apply them to upgrade Force Powers converted from WEG.

Morality: If using the Morality system, the character's Dark Side Points convert to an adjustment of Morality points as listed below:

WEG Dark Side Points	FFG Morality
1	46
2	42
3	38
4	34
5	30
6	25
7+	20 or lower, at GM discretion

Minions, Rivals, and Nemeses:

If converting non-player characters from WEG to FFG, they are more appropriately converted for the game using either the minion, rival, or nemesis templates. Here are some guidelines on conversion:

Minions are by far the most common non-player characters that will be encountered in games. If converting a character yields only a few skills of very low rating (generally less than five skills), consider employing them as minions. Minions cannot suffer strain (so they have no SS trait), and have no skills or talents. Their WT is determined in the same manner as a player character's then divided by two. They are also killed immediately by Critical Injuries, so they are not usually essential to any story in which they are featured.

Rivals are superior in capabilities to minions but less so than player characters. If converting a character with a handful of skills (converted to ratings of 1 or 2, perhaps one at 3), convert them as rivals. As with minions, rivals cannot suffer strain, although they calculate their WT the same as a player character and suffer Critical Injuries normally.

Nemeses are characters the most likely to offer serious competition to player characters, physically as well as in the context of the story. Any non-player characters with a decent amount of skills in WEG will likely convert as a nemesis, who function just as player characters in terms of wounds, strain, and Critical Injuries. They convert skills as player characters, and can purchase talents as well; to facilitate conversion efforts, feel free to purchase talents for nemesis characters without acquiring the normal prerequisites for them (i.e. purchasing talents on the talent trees that precede them).

Difficulty Equivalents:

WEG Difficulty	FFG Difficulty
Very Easy (1-5)	Simple (-)
Easy (6-10)	Easy (◆)
Moderate (11-15)	Average (◆◆)
Difficult (16-20)	Hard (◆◆◆)
Very Difficult (21-25)	Daunting (◆◆◆◆)
Very Difficult (26-30)	Formidable (◆◆◆◆◆)
Heroic (31+)	Impossible (◆◆◆◆◆ + Destiny Point)

Damage:

WEG Character Melee Damage	FFG Damage
STR+1D to +1D+2	+1
STR+2D to +2D+2	+2
STR+3D to +3D+2	+3
STR+4D to +4D+2	+4
STR+5D or higher	+5

For a melee weapon's Difficulty, convert it using the Difficulty Equivalents table above.

WEG Character Weapon Damage	FFG Damage		
1D	2	4D to 4D+1	6
2D	3	4D+2	7
3D	4	5D	8
3D+1 to 3D+2	5	5D+1	9

5D+2	10	8D+2	17
6D to 6D+1	11	9D	18
6D+2	12	9D+1 to 9D+2	19
7D to 7D+1	13	10D	20
7D+2	14	+1D	
8D	15	+2	
8D+1	16		

Weapon Ranges: Thrown weapons (spears, nets, or even grenades) have a range of Short. Other ranged weapons convert based on their WEG ranges; if a weapon's medium range increment is 10m or less it is Short range in FFG, if more than 10m it is Medium range in FFG, if more than 50m it is Long range, and if more than 250m then it is Extreme range.

Example: A stokhli spray stick has a range of 3-50/100/200m in WEG. Since its medium range increment is 100 meters, it has Long range in FFG.

Critical Rating: Most blasters have a Critical rating of 3, with models smaller than a standard pistol a 3 and anything larger than a light repeating blaster a 2. Ion weapons and slugthrowers use a Critical of 5. Most explosives have a rating of 2.

Melee weapons vary with the lethality of the weapon – bludgeoning weapons like clubs and staffs would be 4-5, while knives and axes would usually have a 2.

Character-scale Weapon Qualities:

Accurate: If a weapon has a bonus of +1D or higher as a bonus to attack, convert it with the Accurate trait.

Auto-Fire: Weapons that are able to fire in rapid succession as mentioned in their description can gain the Auto-Fire trait (at gamemaster discretion). Most repeating blasters will have this trait.

Blast: Explosive weapons (most grenade and missiles) gain the Blast trait with a rating equal to 75% of the weapon's damage.

Breach: Missile launchers and explosives that deal more than 15 damage gain Breach 1.

Burn: Flame-based and acid-utilizing weapons gain the Burn 3 trait.

Defensive: If a weapon grants a bonus to *brawling parry* or *melee parry*, give it a Defensive trait with a rating equal to the bonus dice granted in WEG.

Deflective: If a weapon grants a bonus to *dodge*, give it a Deflective trait with a rating equal to the bonus dice granted in WEG.

Ensnare: Any weapon designed to immobilize an opponent gain the Ensnare trait with a rating equal to the weapon's Damage dice in WEG.

Guided: For weapon systems that can acquire targets independently of the operator (such as some missiles), grant the Guided trait with a rating equal to the dice of any fire-control to other dice used to attack a target.

Inaccurate: Weapons that have a penalty to attack gain the Inaccurate trait.

Ion: Any weapons that cause ion damage gain the Ion trait.

Limited Ammo: If a weapon has either less than 10 rounds of ammunition or its ammo is rare/expensive, use the Limited Ammo trait with a rating equal to its maximum ammo count (at gamemaster's discretion).

Slow-Firing: If a weapon cannot fire every round and needs cooldown time, grant it the Slow-Firing trait with a rating equal to how many rounds after used that it can be operated again.

Stun Damage: Weapons that deal stun damage (either permanently or that have stun settings) gain the Stun Damage trait equal to the weapon's normal damage rating.

Armor:

If using personal armor not already found in FFG supplements, use an armor's bonus to *Strength* for physical attacks in dice as its Soak in FFG (rounding pips down), and convert any *Strength* bonus to energy attacks as its Defense (rounding pips down). To determine its Encumbrance, compare its function to similar pieces of armor found in FFG supplements since there is no real correlation between the two systems here (to put it mildly).

Example: If an armored suit has a +1D bonus to Strength for physical attacks in WEG and no bonus to energy attacks, it converts to a Soak of 1 and Defense of 0 in FFG.

Approximate any other bonuses granted by the armor with Boost dice. These are often applied to Perception, Stealth, or atmospheric-based conditions.

Item Availability:

WEG Availability	FFG Rarity
1	0-3
2	4-6
3	7
4	8-10
F	n/a
R	Restricted (at GM's discretion)

Vehicles/Starships:

Silhouette: A craft's Silhouette is determined from its size:

WEG Length	FFG Silhouette
5 to 19 meters	3
20 to 49 m	4
50 to 250 m	5
251 to 500 m	6
501 to 899 m	7
900 to 3 km	8
3 to 15 km	9
15 km+	10

Speed: For vehicles, use the table below to determine their Speed in FFG based on the type of vehicle (WEG speeds are listed in kilometers per hour):

WEG Vehicle Type Speed							FFG
Landspeeder	Wheeled Walker	Bike	Airspeeder	Speed			
0-150	0-40	0-50	0-200	0-350		1	
151-225	40-150	51-90	201-400	351-750		2	
226-350	151+	91+	401-650	751-1,000		3	
351+			651+	1,001-1,500		4	
						1,501-2,000	
						2,001+	

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For starships, divide its Space rating by two (rounding up) to determine its Speed rating in FFG. Mid-sized vessels and most light freighters/transports have a Speed of 3, patrol craft/police vessels have a Speed of 4, and heavy/bulk transports have a Speed of 2. If the vessel is a capital ship of Silhouette 7 or higher, divide their Space rating by three.

Handling: For vehicles, subtract -2D from their Maneuverability (ignoring pips) and use the die code as its Handling in FFG. (i.e. a Maneuverability of 3D+1 would become Handling +1)

For capital starships, divide its Silhouette by two (rounding down) and subtract that number from the number of dice the craft has in Maneuverability (i.e. If a vessel has Silhouette 6, and a WEG Maneuverability of 2D+1, its Handling is -1. For space transports, subtract one from its Maneuverability die and use as its Handling score. For starfighters, use their Maneuverability die as its Handling.

This score can be a positive or negative value ranging from -3 to +3.

Defense: Vehicles will have a Defense rating of 0/-/0 unless they are Silhouette 3 or higher, military-intended use, and offer some sort of additional protection as noted in their description (reinforced armor, anti-electronics suite, ion shielding, etc.), in which case they are 1/-/1.

For capital ships, add the dice from their Hull and Shield rating and add +1D, then divide that total amongst the four fire arcs. For transports, use 1/-/1, unless the craft has 2D or more of Shields, then use 2/-/1. For starfighters, use 1/-/1 unless the craft is either disposable (like a TIE fighter or any Ugly) or out of date (Z-95), in which case use either 1/-/0 or 0/-/0.

Armor: For vehicles, Speeder-scale craft subtract -2D from their Body Strength and use the die code as their Armor rating in FFG. Walker-scale vehicles use their Body Strength dice as their Armor score. Round +1 modifiers down and +2 modifiers up to the next die code.

For starfighters, the value will usually be 3, unless an interceptor then it is 2. For transports, the number of dice in its Hull will be the Armor value. For capital ships, use the Silhouette as its Armor, adding +1 for each die of Hull over 5D. Lower the final number by -1 if a civilian or commercial craft.

HT: For Speeder-scale vehicles, use the Body Strength in pips as its HT score (i.e. Body Strength 2D becomes HT 6). Walker-scale vehicles multiply their Body Strength dice by 10 to determine their HT score.

For starfighters, add the Hull and Shield dice together, then double that number. For space transports, add the Hull and Shield dice together then multiply by five. For capital ships, multiply its Hull dice by 20.

SS: For vehicles, if the craft's HT is less than 10 then its SS is 120% of its HT. If a vehicle's HT is 10 or higher, its SS is 80% of its HT.

For starfighters, subtract -1D from the craft's Hull and use the number of remaining pips as SS score (i.e. a Hull of 4D becomes 3D, or SS of 9). For transports, the SS equates to (11 + the craft's Hull dice). For capital ships, take half the vessel's Silhouette and add it to (twice the craft's Hull dice).

Hull Type/Class: Category of craft (patrol craft, starfighter, etc.)/specific model of vehicle (*Firespray*-class, X-Wing)

Manufacturer: Organization responsible for making the craft (Kuat Drive Yards, Corellian Engineering Corporation, etc.)

Hyperdrive: These ratings (Primary and Backup) will be the same as the Hyperdrive Multiplier and Hyperdrive Backup

statistics from WEG.

Navicomputer: Yes (if the starship has an embedded navigational computer) or none (if it utilizes another system, such as a astromech droid socket or can only perform a limited number of stored jumps). Same as Nav Computer from WEG.

Sensor Range: For vehicles, speeder bikes/swoops have Close range sensors. Landspeeders and airspeeders are Short unless it is a military-intended craft, then it is Medium range. Walkers and wheeled/tracked vehicles are Close (if Silhouette 3 or less) or Short (if Silhouette 4). Any vehicles or starships designed as exploration or survey vessels add +1 range to these guidelines.

For starships, find the WEG *Search* range of their sensors: if 0 to 50, the FFG sensor range is Close; 51 to 70 is Short; 71 to 100 is Medium; 101 to 150 is Long range; 151 or higher is Extreme range.

Ship's Complement: This is the same as Crew in WEG.

Encumbrance Capacity: This is the amount of bulk/room/weight that the ship can store. Sorry, but like with other Encumbrance calculations, I have no idea what this is based on or how to convert it. Find a craft with similar function and size to approximate.

Passenger Capacity: Same as Passenger statistic from WEG.

Consumables: Same as WEG.

Cost/Rarity: The Cost will be the same as the price listed in WEG. For Rarity, convert using the Item Availability table above.

Customization Hard Points: This is the number of hard points available to be customized. There is no comparable trait in WEG, so this will have to be approximated from similar craft.

Weapons:

Fire Arc: Use the same arcs for the weapon as described in WEG (front, left, right, aft, or turret).

Damage: For Speeder-scale vehicles, subtract one from the damage die code to determine the Damage rating in FFG (planetary scale). For Walker-scale vehicles, the die code of the weapon damage is the Damage value in FFG (planetary scale).

For starships, use the dice listed for damage in WEG as the Damage rating in FFG (i.e. 6D becomes 6). If a turbolaser on a Silhouette 6 or larger vessel, convert as above but with a minimum Damage of 7. Subtract -2 from missile/torpedo weapons.

Critical: Most blaster/laser cannon systems have a Critical of 3, ion weapons have Critical 4, and concussion/proton torpedo systems have a Critical of 2.

Range: Weapon ranges are determined by the type of weapon system as shown below:

Speeder/Walker-Scale Weapons	FFG Range
Blaster cannons	Close
Heavy blaster cannons	Short
Laser cannons	Close
Heavy laser cannons	Short
Starfighter-Scale Weapons	FFG Range
Blaster/laser cannons	Close
Ion cannons	Close
Missile/torpedoes	Short
Tractor beams	Close
Capital-Scale Weapons	FFG Range
Blaster/laser cannons	Close
Ion cannons	Medium
Missile/torpedoes	Short
Tractor beams	Short
Turbolasers*	Long

*If on a vessel Silhouette 6 or smaller, range is Medium.

Capital ship weapons with a scale of Starfighter will use starfighter-scale guidelines for range.

Special Qualities:

Accurate: If a weapon has more than 3D in Fire-Control, it gains the Accurate trait.

Blast: Missile systems gain Blast 4. Torpedo systems gain Blast 6.

Breach: All missiles and torpedoes gain Breach 4 (Breach 5 if on a vessel Silhouette 7 or larger). Vessels of Silhouette 6 and higher gain a Breach rating for their turbolasers equal to (Damage rating - 7), as well as on their ion weapons equal to (Damage rating - 6).

Guided: Missile and torpedo systems gain a Guided rating equal to the number of dice on the weapon's WEG Fire-Control statistic (i.e. a fire-control of 3D on a proton torpedo launcher grants Guided 3).

Inaccurate: If a vehicular weapon does not have any dice in Fire-Control (0D), it gains the Inaccurate trait.

Ion: Any weapon described as an ion cannon gains the Ion trait.

Limited Ammo: For weapon systems with finite ammunition (like most torpedoes and missiles), use the Limited Ammo trait with the amount of ammunition as its rating (usually 6 for starfighters, 12 for space transports). Most capital ships have enough ammunition that they aren't bound by the Limited Ammo trait.

Linked: For systems with a fire-linked weapon, gain a Linked rating equal to (total number of fire-linked weapons - 1). If a weapon is described as dual/twin-, triple-, or quad-, give a Linked rating of one less than the implied number of weapons in the system (Linked 1 for dual-, 2 for triple, and 3 for quad)

Massive: If a ship is larger than Silhouette 6, give it one level of Massive for each level over (up to 5).

Slow-Firing: Capital weapons with a Damage rating of 7 or higher gain the Slow-Firing trait of 1, and if the Damage is 10 or higher the Slow-Firing rating is 2. All concussion/proton launchers have a Slow-Firing trait of 1.

Tractor: A tractor beam projector on a Starfighter-scale vehicle converts to Tractor 2, while one from a capital-scale vessel converts to Tractor 6.