

## Chapter 13: Gear



## Gear

Gear is typically defined in 4 primary ways. Armor is any defensive measure meant to protect the user from damage. Weapons are any device simple or complex that is used to inflict damage. Gear is any device that has a useful effect and is

typically either simply used or its use is based upon a skill. Specialty gear is any device that is used with a specific skill, either standard or optional.

## Ask the GM

Before you buy any equipment make sure that the GM says it is ok. Sometimes due to the storyline, the GM may wish to restrict your possessions. Unless the GM has restricted your purchases you can obtain any item in this chapter. Additional equipment can be found in the GM section of this book, which the GM may

allow you shop from. You may also want to consult with the GM about where your character will start and where they might travel during the adventure. The following are some guidelines to some of the restrictions of the galaxy.

## The Empire

The Empire restricts its citizens from carrying most weapons. The only weapons that are allowed is the carrying of side-arms with low rates of fire. This pretty much restricts them to some of the less lethal pistols. In addition it is customary to wear some type of hand weapon for self defense and duels. Under no circumstances will they allow area affect weapons such as flamethrowers, explosives, grenades, or machine guns to be carried by civilians. Being caught doing so will result in

confiscation, fines, and probable imprisonment. Note that this is only for civilians and non for their military, police forces, and under special circumstances permissions can be granted for player characters. During times of imminent invasion by Koranda, entire populations often are armed to help resist the invaders. All armor is permitted in the Empire except for power armor. The only exception is strength enhanced armors that are worn on heavy gravity worlds.

## The Colonies

The colonies are still part of the Empire, however due to their less civilized nature in often dangerous environments, the restrictions are somewhat more relaxed. New colonies will often allow or even equip the settlers with additional firearms, including rifles and possibly assault rifles or machine guns.

Once the settlement is more established they will often become more restrict about such arms and eventually enforce the same restrictions as the Empire itself. Power armor is still restricted, however strength enhanced armors are permitted on heavy gravity worlds.

## The Fringe Worlds

The fringe worlds are very diverse in their local restrictions. Farther away from the Empire than the colony worlds many are completely lawless. In the days of the Koranda war they are less frequently policed by the Empire's forces, and whatever local powers exist really control these regulations. There simply is no one else to enforce it. Many of the fringe worlds border other Empire races who are more strict or more relaxed in their

customs. Some even border races that are hostile to the Empire overall. It would be expected and encouraged to be well armed in these areas especially those near the front lines of the Koranda war. Pirates and mercenaries are well known to reside in these areas, and any number of restrictions or allowances can be expected.

## **The MegaCorporations**

Outside of the core worlds of the Empire, MegaCorporations govern themselves. WARMART, JPS, and Whyte observe the Empire standards for the most part. They each maintain their own fleets, military, and police which are armed. In addition they often employ special ops teams that they players may be a part of. Anyone associated with these groups will be given permissions depending upon their assignments to be more heavily armed in the MCs territory. Regular civilians and workers most likely will not have such exceptions made. The Cosquetta are very different. For centuries they have been a belligerent MC and often have warred with other MCs and the

Empire itself. They have even subjugated other races and worlds in a most hostile manner. The fact that their treachery and betrayals even permeate their own ranks has created a situation where almost all are armed to some degree. Only their workers and slaves will not be armed. Whenever they are beyond the immediate influence of the Empire, the Cosquetta break any given rule for any given reason. Often the gear of the MCs is customized with markings to indicate their position, affiliations, and other identifications. Such modifications will cost an extra 10% over base prices. There are many other smaller MCs, that will have their own rules on the PCs gear.

## **The Clans**

The clans are everywhere in the galaxy however they are most prominent outside the core worlds of the Empire. They observe whatever restrictions of their locale. Clansmen will always possess at least one item that bears the crest of their clan

whether it be their clothing, weapon, or armor. They will always carry a hand weapon that has such markings. Such modifications will cost an extra 10% over base prices.

## Armor

### Overview

These armors offer light protection. Armor can have up to three attributes; defense, body, and armor points. Defense is the strength of the armor, it not depleted when struck. Armor points

represent the structural integrity of the armor. As the suit takes damage they are reduced in value. When the armor points drop below 0 the armor is no longer protecting the wearer.

### Armor Usage

When armor is damaged, resolve the damage as follows. Calculate the damage that is being resolved against the armor. Remember that energy screens, and force-fields, and shields are resolved first. Subtract the defense points from the total damage. If there is no remaining damage, then armor has absorbed all of the attack without being damaged. If there is remaining damage then subtract the armor points.

When resolving against armor points, remember that they are reduced by the damage of the strike. When all of the armor points have been depleted, then the armor is destroyed and no longer useful. Any remaining damage after the armor points have been depleted is resolved directly against the character. If the armor still has remaining armor points then it has been damaged but is still capable of protecting the wearer.

### Mixed Armor

If a character is wearing a mixture of different types of armor on various armor locations, things can get pretty complicated. In this situation it is often easiest to assume that any armor on the

extremities, should assume the protection level of the armor that covers the body. This is true with the head, arms, and legs.

### Armor Technology

There are four types of materials that armor is made out of. The strongest is called Plasteel. It is made from the latest in plastic metals. Durasteel is the next best protection, and is formed from forged metals that have been folded thousands of times. Flexisteel is the lightest of the metal based armors. It is created

with plastic polymers and miniscule overlapping metal fibers. The lightest of the modern armors is Ceramic, and is composed of plastic ceramics. This hybrid compound is capable of being formed into almost any shape, and is as tough as steel.

### Law Restrictions on Armor

There are no restrictions on the wearing of defensive armor in any part of the Empire. Any of the combat plates armors can outfitted with strength enhancing exoskeletons. This is legal only on heavy gravity worlds. All of the full combat plates can be legally fitted with atmospheric life support systems. The

scale suit is light power armor and is only legal when used in space, heavy gravity worlds and worlds without a breathable atmosphere. Power Armor however is restricted anywhere in the Empire unless it is to either the Imperial military or that of the Mega-Corporations.

**Styles & Terms**

Armors systems have a number of names for the different styles of cuts in their design, and vary even with the material they are composed of. Most armors are made of either soft cloth like

woven materials or hard and stiff materials. In each of the following sections, terms, styles, and coverage are detailed.

## Helmets

### Helmets Overview

The helmet is any physical armor that protects the head. They come in numerous shapes, sizes, and styles. The term is actually specific to a style of head armor, however it is often used loosely for any head protection.

**Soft Head Armor:** the soft armors are usually of the balaclava or coif design.

The balaclava is a tight fitted mask that has holes for the eyes and mouth. Under basic rules it covers the entire head. Under Advanced rules it covers the head and neck, but leaves the face unprotected. Under the elite rules it covers all head locations except the eyes and mouth.

The coif is a loosely fitted hood that is draped over the head. Under basic rules it covers the entire head. Under advanced rules it covers the head and neck, but leaves the face unprotected. Under the elite rules it covers all of the head and neck locations but leaves all face locations exposed.

**Hard Head Armor:** The hard armor for the head is almost always of the helmet design. The helmet is extremely varied with its coverage. Under basic rules it covers the entire head.

The coverage it provides under the advanced and elite rules varies by its design.

The helmet can have several attachments to cover various portions of the head. The actual helm is bowl or bucket shaped piece of armor that covers the head. It may also have any of the following attachments. The visor can be raised lower to cover the entire face. The bevor guards the chin. The shikoro focuses on protecting the back of the neck in a fan shaped tail. The aventail covers the neck and throat.

The neck can also be protected by a gorget. The gorget is a band that tightly encircles the neck and throat. Depending on its design it may be attached to either the body armor, the helmet, or be a separate piece of armor altogether.

Hard Head Armor is often outfitted with various attachments. This can be various sensor packages, data displays, targeting computers, breathing apparatus, and communication gear.

**Availability:** These types of defensive armors are permitted everywhere in the Empire, colonies or fringe worlds.

### Simplification Rules

As with other armor it greatly simplifies combat resolution by assuming that head armor simply extends the properties of the

armor that is worn on the chest. If this is the only piece of armor they are wearing its protective value as listed with the item.

### Head Armor

Name	Basic Cover	Advanced Cover	Defense	Armor	Cost
Padded Balaclava	Head	All Head & Neck.	25	175	125
Mail Coif	Head	All Head & Neck	40	280	300
Infantry Helm	Head	All Head.	50	350	500
Full Helmet	Head	All	50	350	5,000
Trooper Helmet	Head	All	60	420	15,000

**Padded Balaclava:** The padded balaclava looks like many common cold weather balaclavas. Although they are common they are also a favorite of bandits and outlaws. Although they do not foil modern identification techniques of the Empire, they are still useful to hide one's identity from others to some degree.  
Tech Level: 2.  
Basic Coverage: Head.  
Advanced Coverage: Head & Neck.

Defense: 25 points.  
Armor Points: 175.  
Cost: approximately 175 Credits.

**Mail Coif:** The mail coif is typically manufactured out of interlocking ringlets of varying types of armor material. They are typically worn with other dress or ceremonial armors.

Tech Level: 2.  
Basic Coverage: Head.  
Advanced Coverage: Head & Neck.  
Defense: 40 points.  
Armor Points: 280.  
Cost: approximately 300 Credits.

**Infantry Helm:** The infantry helm is an inexpensively mass produced hard armor for the head. It is worn by vast numbers, or guards, militias, and other lightly armed forces throughout the empire. It only covers the top of the head and leaves the face and neck exposed.

Tech Level: 3.  
Basic Coverage: Head.  
Advanced Coverage: Head.  
Defense: 50 points.  
Armor Points: 350.  
Cost: approximately 500 Credits.

**Full Helmet:** The full helm is a fully enclosed helmet that covers all locations of the head under all rules. It is composed of 4 pieces the front and back, the neck, and the visor. The full helmet is the preferred helmet of the majority of regular armed forces in the Empire. It offers a local communication package, as well as integrated binocular and night vision system. It has an integrated small heads up display. It can receive multiple inputs of information and is controlled by eye movements. They

are often linked to gun sights, or targeting computers. They also have an integrated gas mask.

Tech Level: 4.  
Basic Coverage: All Head Locations.  
Advanced Coverage: All Head Locations.  
Defense: 50 points.  
Armor Points: 350.  
Cost: approximately 5,000 Credits.

**Trooper Helmet:** The trooper helmet greatly expands upon the capabilities of the full helmet. The visor is opaque and all information is displayed inside the helmet to the wearer. It has an increased field of vision of 180 degrees. This gives the wearer a +15 AW bonus. It offers telescopic vision, night vision, infrared, and ultraviolet sensors. It has a secure communication system for squad level communications and offers multiple leadership bands. The head ups display offers extensive access to information, including others from the same group. Images, video, sensor information, team location, map overlays, health information, and other data can be instantly shared via the communication system. They possess an integrated gas mask and oxygen supply. They are used by elite armed forces throughout the Empire.

Tech Level: 6.  
Basic Coverage: All Head Locations.  
Advanced Coverage: All Head Locations.  
Defense: 60 points.  
Armor Points: 420.  
Cost: approximately 15,000 Credits.

## Armor

### Body Armor Overview

Armor is any worn piece of equipment that directly protects the body, and extremities of the wearer. Armor comes in numerous shapes, sizes, and styles. Although technically the term does include helmets, the term often is spoken to mean only that which covers the other locations of the body.

**Soft Body Armor:** Soft body armors come in an array of cuts and styles. They often extend beyond simply the body to the legs and arms as well.

A vest is a sleeveless shirt that covers the body under the basic rules. Under the advanced rules it covers the center, left, and right torsos, as well as the abdomen.

A jacket is a full shirt that covers the body and arms under the basic rules. Under the advanced rules it covers all of the body locations except the groin, and all of the arm locations except for the hands.

A coat is a longer cut of coat that covers the body, arms, and legs under the basic rules. Under the advanced rules it covers all of the body locations, all of the arm locations except for the hands, and the upper legs.

**Hard Body Armor:** There are many types of hard body armor. All of which mix both hard and soft armors for increased mobility and full range of motion.

Although they are rarely sold as pieces the names of the individual plates are as follows. The chest plate covers all of the torsos and abdomen. The breast plate only covers the chest, and may be matched with a plackart for the abdomen. The brayette covers the groin. The backplate covers the back. Seams between front and back plates are covered by rib guards. The folds cover the upper thigh and groin with a hanging plate or dangling mail. They are either attached to a belt of a chestplate. A fold may also wrap around the sides. These plates of armor are attached to an under armor suit called an arming doublet.

The shoulders are covered by the pauldron or gardbrace. The rerebrace cover the upper arm. The vambraces cover the forearms with the elbow section called a couter. The bracer covers the wrists and forearms. The gauntlets or gloves cover the hands.

### Common Armor

These armors are the most common and prevalent for citizens within the Empire. They are often fashioned to be relatively indiscreet in appearance and for simple protection from the day

to day assaults one might face. For example they are perfectly suitable to defend against a muggers knife, or a few gunshots.

Name	Basic Cover	Advanced Cover	Defense	Armor	Cost
Flak Vest	Body	Body except groin.	35	210	3,000
Armored Flyers Jacket	Body, Arms	Body except groin. Arms except hands.	40	240	3,500
Armored Trench Coat	Body, Arms, Legs	All except Head, Face, Neck, Hands, and Feet	45	270	4,500
Kinetic Sports Gear	All	All	50	350	1,000
Protection Suit	All	All	50	350	10,000
Riot Gear	All	All	60	420	10,000

**Flak Vest:** The Flak Vest is a torso covering cloth vest. The cloth is coated in resins and polymers that make it stiff and resistant to damage. In addition the vest has numerous ceramic tile inserts that aid in damage protection.

Tech Level: 3.

Basic Coverage: Body.

Advanced Coverage: Body except groin. Arms except hands.

Defense: 30 points.

Armor Points: 245.

Cost: approximately 3,500 Credits.

**Armored Flyers Jacket:** This jacket is very similar to the flak vest, however it has arms. It became very popular with pilots throughout the fringe worlds, and colonies.

Tech Level: 3.

Basic Coverage: Body & Arms.

Advanced Coverage: Body except groin. Arms except hands.

Defense: 40 points.



Armor Points: 240.

Cost: approximately 3,500 Credits.

**Armored Trench Coat:** This coat is very similar to both the flak vest, and the armored flyers jacket, however the cut is longer. It partially covers the legs, and extends over the groin. It is very popular within the core worlds and with the officers of Mega Corporations for its stylish appearance.

Tech Level: 3.

Basic Coverage: Body, Arms, & Legs.

Advanced Coverage: All except head, face, neck, hands and feet.

Defense: 45 points.

Armor Points: 270.

Cost: approximately 4,500 Credits.

**Kinetic Sports Gear:** This gear is extremely limited in its protection. It comes in a variety of styles for most sports. It is common with active youths for both use in sports or simply as a fashion on the streets. It will only stop impact damage. Energy weapons, and other types of damage simply treat it as cloth. It is very popular with the anti-gravity board sports.

Tech Level: 4.

Basic Coverage: All.

Advanced Coverage: All.

Defense: 50 points.

Armor Points: 350.

Cost: approximately 1,000 Credits.

**Protection Suit:** The protection suit is often used to protect high profile targets from assassination attempts. Some styles are styled for officers of the MCs to wear at public functions and others to protect prisoners during transport. Prisoner variants have straight jacket like arms, and other restraining devices.

Tech Level: 4.

Basic Coverage: All.

Advanced Coverage: All.

Defense: 50 points.

Armor Points: 350.

Cost: approximately 10,000 Credits.

**Riot Gear:** Riot Gear is extremely bulky full body suit. It was designed to absorb enormous amounts of kinetic damage. It is often used by police forces that are attempting to quell uprisings, and by bomb defusing teams. The suit can completely stop almost all of the impact of being hit by small vehicles, or by small explosions. The wearer is certainly knocked off their feet, but very much unharmed. It provides some protection against energy and other types of damage.

Tech Level: 5.

Basic Coverage: All.

Advanced Coverage: All.

Defense: 60 points.

Armor Points: 420.

Cost: approximately 10,000 Credits.

**Dress Armor**

Functional dress or ceremonial armor is more of a nostalgic fashion statement than practical armor. They are often worn in the ceremonies of the clans, statesmen, and political functions. They are often viewed as the dress uniform of soldiers, and

officers. They are often fashioned after the armor designs of human antiquity. They are made however of modern armor materials and some are at least as strong as common armor.

Name	Basic Cover	Advanced Cover	Defense	Armor	Cost
Mail Coat w/Hood	All	All	25	175	5,000
Mail & Plate Hybrid w/Helm	All	All	50	350	13,000
Plate Suit w/Helm	All	All	35	200	10,000

**Mail Coat w/Hood:** Archaic mail is made of a set of interlocking rings made from polymers and ceramics to reduce weight. These rings are woven together to made a very thick knit of overlapping rings. This type of armor is not very common, and is typically ceremonially.  
 Tech Level: 3.  
 Basic Coverage: All.  
 Advanced Coverage: All.  
 Defense: 25 points.  
 Armor Points: 175.  
 Cost: approximately 5,000 Credits.

**Mail Plate Hybrid w/Helm:** This is a hybrid suit that is formed when archaic plate is fitted to an underlying mail suit. This type of armor is not very common, and is typically ceremonially.  
 Tech Level: 3.  
 Basic Coverage: All.  
 Advanced Coverage: All.  
 Defense: 50 points.  
 Armor Points: 350.  
 Cost: approximately 13,000 Credits.

**Plate Suit w/Helm:** Archaic plate is similar in principle to modern armor suits, however is made from polymers and ceramics, it is typically very ornamental in design. This type of armor is not very common, and is typically ceremonially.  
 Tech Level: 3.  
 Basic Coverage: All.  
 Advanced Coverage: All.  
 Defense: 35 points.  
 Armor Points: 200.  
 Cost: approximately 10,000 Credits.

**Combat Plate Armor:** Combat plate is the current standard for infantries throughout the Empire. The underlying body suit is well fitted to the wearer, and allows the attachment of standard sized and interchangeable armor plates. The actual armor varies only by the material of its construction and by the length of its cut. The body suits come in two styles, full body, and one with shortened extremities. The full body allows full or partial combat plate to be worn. The partial suit only allows partial combat plate. Quick connect and release fasteners line the outside of the suit. To each can be attached the armor piece for that location. These suits are often paired with the trooper helmet.

Name	Basic Cover	Advanced Cover	Defense	Armor	Cost
CP Body Suit	All	All	0	0	500
CP DuraSteel - Partial	All	See Below.	50	250	4,500
CP FlexiSteel - Partial	All	See Below.	40	200	3,000
CP PlaSteel - Partial	All	See Below.	60	300	6,000
CP FlexiSteel - Full	All	All	40	280	6,000
CP DuraSteel - Full	All	All	50	350	9,000
CP PlaSteel - Full	All	All	60	420	12,000

**CP Body Suit:** The body suit is the underlying garb and harness for wearing combat plate. The actual suit is made of a stretchy but atmospherically sealed material and covers the entire body except the face. When fitted with a helmet and life support system it can function as a spacesuit. An overlying harness of adjustable straps position fasteners for the individual plates that are worn.  
 Tech Level: 4.  
 Basic Coverage: all except head.  
 Advanced Coverage: all except face.  
 Defense: 0 points.  
 Armor Points: 0.

Cost: approximately 500 Credits.

**Partial Combat Plate:** Partial suits are the standard for light infantry. They cover all of the body, the forearms, the upper thighs, and the shins. They are often worn with infantry helms. This armor is made of a series of overlapping plates, ceramics, and elastic polymers in the joints.  
 Tech Level: 4.  
 Basic Coverage: Body, Arms, Legs.  
 Advanced Coverage: all of the body, the forearms, the upper thighs, and the shins.  
 Defense: 40 points.

Armor Points: 200.  
 Cost: approximately 3,000 Credits.

**Full Combat Plate:** Full suits are the standard for heavy infantry. They completely cover the entire body except for head locations. They are often worn with trooper helmets. This armor is made of a series of overlapping plates, ceramics, and elastic polymers in the joints.

Tech Level: 4.  
 Basic Coverage: all.  
 Advanced Coverage: all.  
 Defense: 40 points.  
 Armor Points: 280.  
 Cost: approximately 6,000 Credits.

**Life Support Systems:** Full combat plate can be fitted with a sealed life support system. This is typically used in space, hostile atmospheres, or in some cases underwater. When used in water, the character can only go a couple of hundred feet down before the pressure becomes overwhelming. If the suit has a sealed atmospheric system it begins to fail when the armor points have dropped to 50%. To determine how long the system can survive before being depleted, use the percentage of the remaining armor. For example if the armor is down to 25%, they will only have ¼ the normal amount of time before the system fails. When the armor drops to zero, the system also fails. Note that it is possible to expend the life support, before the suit has lost its armor points.

Environmental Upgrade	Duration	Tech Level	Cost
Environmental Upgrade A	8 hours	3	5,000
Environmental Upgrade B	24 hours	4	10,000
Environmental Upgrade C	72 hours	5	15,000

**Heavy Worlds Power Exoskeleton:** Full combat plate can be fitted with a strength enhancing exoskeleton. This is typically used on heavy gravity worlds. When the armor has been damage, it loses a percentage of its strength in a similar way to life support. The strength that the suit operates at the percent of armor points remaining. So a suit that has been reduced to its

last 20% of its armor points, has only 20% of its normal strength. This option is not legal on worlds with normal gravity. The upgrades are designed for 2Gs, 3Gs, and 4Gs respectively. If they are on such worlds their strength is not increased but is considered the characters normal strength.

Power Exoskeleton	Strength	Tech Level	Cost
Exoskeleton Upgrade A	150	3	5,000
Exoskeleton Upgrade B	250	4	10,000
Exoskeleton Upgrade C	350	5	15,000

## Shields

### Shields

Shields are becoming a rarer thing, however they do exist. A shield is a large flat panel worn on the arm that blocks blow struck against the user. They are typically used in close range fighting because they only cover the direction that the character is facing. There is a great manner variety of shields, depending on whether they are a solid armor plate, or a force field generating frame, or by their size. All have the following three attributes, defense, strength and coverage.

Defense and strength work exactly like armor. Coverage is the percentage of the character that the shield protects. Before resolving the shield, the user should roll d100 under the coverage rating to determine if the shield even blocked the blow. Force field based shields use the defense as their recharge rate. The recharge is smaller than other force fields because they get it on every attack and not just each turn. A shield can be used to parry hand weapon attacks.

**Usage:** Shields need to be readied when they are being used. If a shield is slung over the shoulder or otherwise carried it is of no effect. A shield is presumed to be slung unless stated otherwise. Normal shields are also bulky and a hindrance to movement. The shield can also be used as a weapon.

**Availability:** Normal shields are fairly easily available within the core and only slightly harder elsewhere in the Empire. Normal shields are no longer produced as the development of the force shield has become more popular. Most normal shields are relatively new or heirlooms. Force shields are a more recent development and have even inspired resurgence in shield use. Both forms are difficult to come by. Normal shields are no longer produced. Force shields are hot sellers in what was once considered a dead market. Production has yet to meet up with demand in the war ravaged economy.

**Technology:** Normal shields are constructed of a honeycombed composite material and possess numerous resistances to various forms of damage. This composite material in itself is extremely resistant to damage, however the surface layers of the shield are covered with mini vacuoles. Contained within are alternating chambers of ablative material, heat resistant ceramics, and damage resistant rubberized plastics. They are woven in between the strengthening honeycombed structure.

Force Shields are a relatively new development. Force fields were a late development in the golden age for personal use. As a result the technologies for creating the highly specialized devices for lost when the Mega-Corporations that produced them shifted into the war effort.

Recent attempts to extend the research into regaining the lost technology of miniaturized personal force fields have developed

both power hand weapons, and force shields. Significant efforts have brought some good developments with force shields. They no longer have the ability to make them as powerful of the original, but they have harness the power to shape the field. This has resulted in a number of weapons, shield, and containment shield development.

**Dangers:** Normal shields have no true dangers. By their design they typically can only cover one direction in a relatively small field of affect depending on its size. They also can only be held to protect the shield arm side, and the front. This like screens leaves them open to attack from behind or the sides. Normal shields are also rather bulky and may affect movement rates.

Force shields have been rendered collision proof. When two modern shields or energy weapons come into contact they sizzle and crack with sparks of energy. However they do not explode. Rather they slide harmlessly off. When they contact any of the older style force fields, they will still explode for normal damage. They still will destroy any electronics that the shield collides with.

**Law:** Normal and force shields are permissible within the Empire.

**Appearance:** Normal shields are fairly recognizable. A well worn normal shield will have a decent amount of melt marks from energy weapons, and pock marks from other damage. Force shields are very small devices that are worn along the forearm and often are designed to look as a bracer, and integrated with a power hand weapon. Drawing the hand weapon activates both items.

Either can be worn on the forearm or slung on the shoulder. They can either be upright or sideways is orientation of almost any shape.

**Power:** Normal shields require no power sources. The force shield drains power at a rate of 1 EU per strength point of the field for powering up the device, and 1 EU for each point of the recharge of the field. They can be powered by any of the Empire standard power sources, connectors, and clips.

**GM Notes:** Shields can be used in the game setting with or without keeping track of their strength. For example a normal shield that is struck or intercepts a blow from a normal hand weapon is not damaged at all. This might be extended to common energy weapons as well. Force shields may likewise be treated the same way. When playing this way they are nearly indestructable unless acted upon by extremely massive and abnormally damaging attacks. Any normal weapon that strikes a

force shield should be considered destroyed or fused if electronic.

**Design:** Some shields of both varieties have been modified for specialized uses and properties. Most can be used as a weapon for the indicated damage plus strength bonuses.

The boarding variant is a shield that typically mounts on submachine gun or assault rifle. They were originally designed for imperial marines that were boarding captured ships. They allow the user to expose his head from other cover for aimed shots. The shield is mounted perpendicular to the rifle, and the barrel protrudes through the center of the shield. New variants have been designed that focus more on urban or rural combat. The shield can be used on a flat surface as a bipod mount with a

+10% accuracy bonus on aimed shots. Force shields of this style cannot be rested on anything when activated.

The parrying shield is meant to block blows by hand weapons such as swords, maces, and staves. The edges of the shield of the normal variant may be covered in sword breaking spines and blades edges. The

The tower shield is a very tall and broad shield. The normal shield is extremely heavy and affects hindrance. It does however have the best rating. They are designed so that teams equipped with them can form defensive walls and formations by interlocking them in a way similar to their ancient use. Tower shields are also used for crowd control.

### Normal Shields

Shields	Damage	Hindrance	Coverage	Defense	Strength	Cost
Boarding Shield	2d10	None	20%	35	250	800
Parrying Shield	6d10	None	35%	45	315	800
Tower Shield	10d10	-2 MV	65%	100	700	1800

### Energy Shields

Shields	Damage	Hindrance	Coverage	Recharge	Strength	Cost
Boarding Shield	6d10	None	20%	80	560	15,000
Parrying Shield	18d10	None	50%	100	700	15,000
Tower Shield	30d10	None	65%	120	840	22,000

## Protective Gear

### Protective Suits

Most of the previously mentioned armor and defense systems deal with the normal type of combat and related damage. These suits particularly deal with specific types of threats. They are designed for a number of purposes but usually share some

common properties. They usually provide at least a minimal amount of normal protection as armor. They typically are self contained and possess their own atmospheric reserves or filters. They are shield from specific forms of hazards or assaults.

Name	Covers Basic	Covers Advanced	Defense	Armor Points	Cost
Bio Hazard Suit	All	All	50	350	10,000
Chameleon Suit	All	All	80	560	100,000
Scale Suit	All	All	200	1400	50,000
Space Suit	All	All	100	700	10,000

**Bio Hazard Suit:** The Bio Hazard Suit is designed to prevent the wearer from exposure to radiation, air contaminants such as poisons and gasses, heat, and other similar dangers.

Tech Level: 6

Basic Coverage: all.

Advanced Coverage: all.

Defense: 100 points

Armor Points: 700

Cost: approximately 40,000 Credits

**Chameleon Suit:** The Chameleon Suit is designed to hide the wearer from visual detection. They are not protected from other forms of detection.

Tech Level: 6

Basic Coverage: all

Advanced Coverage: all

Defense: 100 points

Armor Points: 700

Cost: approximately 40,000 Credits

**Scale Suit:** The Scale Suit is a set of full body armor that is augmented with servo motors to aid in motion in the heavy armor. Almost considered power armor the Scale Suit has no

encumbrance, and gives the wearer a 200 Strength. Scale Suits are atmospherically sealed, with a 16 hour life support system, and air filtering devices. They are used on heavy gravity worlds to allow normal humans or other races to adapt to the increased gravity, or for deep immersion where the water pressure is much greater.

Tech Level: 6

Basic Coverage: all

Advanced Coverage: all

Defense: 100 points

Armor Points: 700

Cost: approximately 40,000 Credits

**Space Suit:** The Space Suit is designed to afford the wearer with protection while exposed to open space. In addition they provide a breathing atmosphere and survival rationing of nutrients for up to 5 days.

Tech Level: 6

Basic Coverage: all

Advanced Coverage: all

Defense: 100 points

Armor Points: 700

Cost: approximately 40,000 Credits

## Defensive Screens

### Defensive Screens

Defensive Screens are fields of protective energy that surround the wearer, armor, or vehicle. They are much safer than force fields, however they only affect one type of damage. There are two types of screens, energy and kinetic. Rather than attempting to stop the full strength of the blow, they reduce the damage. Screens have only one attribute, and that is rating. The rating determines how much of the blow is reduced. Unlike a force field a defensive screen only stops protecting when it has been deactivated or has run out of energy.

**Usage:** Defensive screens activated with no time delay. Immediately after they are turned on they are up and effective.

**Availability:** Personal defensive screens were developed shortly after the shortcomings of force fields were realized. In much the same way as the PFF they are also an extremely rare find within the Empire. Most will be still functioning antiques that have either been passed down by the generations or less frequently on the black market. They have a black market difficulty of level 9 within the core and 14 in the colonies. Their price in game may be astronomically higher than listed, as the prices represent costs during the Golden Age.

**Technology:** The defensive screens extend an extremely thin and malleable barrier of force that contours the wearers outer most skin, items, and clothing. It is relatively inert however it slightly hinder the movement of the individual, and they often complain of the noticed sluggishness. When the defensive screen feels the surface affect of the type of danger that it is designed for, it flares to full strength. This temporarily paralyzes the wearer for their next action regardless of the amount of damage that is inflicted. The speed at which the screen powers up determines the amount of damage that is intercepted, and its related rating.

**Dangers:** All types of defensive screens repulse force fields. When the two collide, which ever wearer was moving is thrown back with equal momentum. This can result with the wearer of the defensive screen paralyzed and knocked to the ground for two actions (paralysis and then getting up). Unlike force fields they do not damage any electronics that they pass over or through.

The screen also only covers 1 direction of varying fields of effect. Luckily this can be adjusted by the user to face other directions besides the standard of forward. All of the devices are capable of revolving this coverage 360 degrees.

The belt devices have a 60 degree field of affect and 6 directional settings; fore, aft, fore left, fore right, rear left, and rear right. The harness devices have a 90 degree field of affect and 4 directional settings; fore, aft, left, and right. The pack devices with 180 degrees are the only ones that have redundant areas of affect and have 4 settings; fore, aft, left, right.

By default unless stated otherwise, the screen will always be set for forward. Powering on these devices resets the direction to forward. Changing this setting to any other direction takes one action. A wearer can possess multiple types of screens however only one can be active at a time. Likewise, a character can wear both a force field generating device and a defensive screen generator, they cannot both be active at the same time.

When activated the wearer is limited to their normal walking speed penalized by 1. This is caused by the stiffness that is caused by the screen when at its lowest alert level.

**Law:** Defensive screens are permissible within the Empire.

**Appearance:** A defensive screen that is activated will put a dull but colorful hue to the individual, that randomly oscillates it colors patterns. The lazy patterns are closely related to both holo disguises and to hypnotic fashion wear, and are readily confused. The actual emitting device is similar to most other wearable electronic items. Again, due to their rarity and antiquity are relatively difficult for novices to identify.

**Power:** These screens are much more efficient than the much bulkier force field devices. The passive field requires only 1 EU per turn when activate and in alert mode. When damage is received the EU drain is 2 EU per point of damage that the blow is reduced by. They can be powered by any of the Empire standard power sources, connectors, and clips.

**Energy Screens**

Energy Screens work against all forms of energy damage. This includes most forms of energy weapons such as lasers, electricity, radiation, and heat. The most advanced of these devices is capable of converting the energy damage back into

EUs at varying rates, thereby reducing the drain to the units power source. They can be powered by any of the Empire standard power sources, connectors, and clips.

Energy Screens	Field	Rating	Conversion	Cost
Energy Screen Belt	60°	35%	20%	10,000
Energy Screen Harness	90°	50%	40%	18,000
Energy Screen Pack	180°	65%	50%	24,000

**Kinetic Screens**

Kinetic Screens work against solid damage, concussive forces, and sound. They protect against bullets, hand weapons, melee combat, explosions, and sonic weapons.

Kinetic Screens	Field	Rating	Cost
Kinetic Screen Belt	60°	35%	10,000
Kinetic Screen Harness	90°	50%	18,000
Kinetic Screen Pack	180°	65%	24,000

**Force Fields**

Force Fields - Force Fields are a field of protective energy that surrounds the wearer, armor or vehicle. They have two attributes; strength and recharge. All damage done to a force field is subtracted from its strength. When the strength has been depleted the field generator shorts out, and any remaining damage is resolved against the wearer's armor. If the field was not depleted then every turn thereafter the force field recovers the recharge amount of strength, until it reaches its maximum.

Touching a force field will cause damage to most living organisms. The field will cause damage equal to the current strength of the shield, and will drain the field strength to 0, but will not short. The field will then begin to recharge at its normal rate.

In addition to aided in the defense of most known forms of damage or attack, the force field has also proven itself effective against Psionic attack or influence. The psionic rules are a supplement chapter and may not be part of your regular games. The wearer is untouchable by all forms of psionic powers.

**Usage:** When a force field is first turned on it takes two turns to reach maximum power. If attacked after the first turn, then the strength is 50% normal. It reaches full strength quicker when turning on than it does after being damaged because of the capacitors that retain its strength while deactivated. A force field can be adjusted to allow atmosphere to pass through it or to completely seal itself. A character within a force field can only

manipulate objects that were on their person when activated. For example a character cannot operate machinery, or pick up items while it is on.

**Availability:** Personal force fields are very high tech for the Empire, and should be considered tech level 7. As with many high tech items, they have grown relatively short in supply within even the core worlds. The Mega-Corporations do not produce them for civilian use any longer, as the demands on their manufacturing for the Koranda War have taken precedence. As a result most are relics handed down from family members from the golden age of the Empire. Prices for these items may be astronomically higher than listed. The pricing represents when they were easily obtainable within the Empire. They have a black market difficulty of level 7 within the core and 12 in the colonies.

**Technology:** The principle behind the technology is a compact warp generator. When activated it creates a warp field around the wearer much like it would for a space vessel. In addition a second shell is created inside that keeps the wearer rooted within this space/time continuum. Any force, energy, or matter that is caught within this external shell is warped into this alternate warp space. Anything within warp space returns to its native space, when the field is dropped. There is an infinitesimal chance that this may occurred in a populated area of our entire universe.



**Dangers:** Force field collisions are extremely hazardous. When two such fields intersect in any way, two warp dimensions come into contact with our own. The resulting explosion is simply devastating. Damage is equal to the number of fields intersecting times the total amount of strength points of all fields times d10. For example two shields collide, and the resulting damage is 3000d10.  $\{(3 \times (500+500))d10\}$ .

This is one of several reasons, that they are not widely used by military forces. Any type of formation or movement would become extremely limited and dangerous for the wearers. In addition the force field negator device become a serious threat. Built into mines, warheads, or even traps, they become easily obtainable to find. They cause the force field unit to explode on contact.

Although the personal force field is an easily portable device, they severely limit movement when turned on. Generating a spherical field around the user locks that user into place. Although modifications have been devised to flicker the field to allow the user to move, this immediately halves their movement, and likewise reduces the strength. In addition a user cannot fire weapons outside of the field. They are also incapable of grabbing or manipulating any object outside. They are extremely limited in their ability to affect anything outside of the sphere.

In addition whenever the outside shell of the force field comes into contact with the sensitive electronics of weapons, computers, and other electronic equipment they will seriously damage them. Often this is a complete fusing of the equipment. The only question is whether or not it can be repaired.

**Law:** You cannot wear an activated force field on the streets of the Empire; however you can wear the device. Possession of one that has been activated and endangers anyone or any property will result in fines and possible confiscation. Actually causing damage will also carry the responsibilities of that act.

**Appearance:** An activated force field has an easily identifiable discolored bubble surrounding the individual. It will dip into the floor slightly, and may creating circular scoring into certain types of flooring. The devices that generate these force fields appear as any other type wearable electronic devices. They are often unrecognizable to anyone but specialists due to their rarity and antiquity from the golden ages.

**Power:** The force field drains power at a rate of 1 EU per strength point of the field for powering up the device, and 1 EU for each point of the recharge of the field. For example a belt requires 500 EUs to turn on, and up to EUs (or up to the amount of damage) per turn when recharging. They can be powered by any of the Empire standard power sources, connectors, and clips.

Force Fields	Recharge	Strength	Flicker	Weight	Cost
Belt	50	500	No	5.0	10,000
Harness	100	1000	No	10.0	18,000
Pack	150	1500	Yes	15.0	24,000

## Ranged Weapons

Ranged Weapons are weapons that are aimed and fired at opponents at a distance. They include a wide range of hand held pistols, shoulder aimed rifles, over the shoulder heavy weapons,

and thrown weapons. They use skills based on the Ranged Skill attribute (RS) for resolution.

### Ballistic Weapons

These weapons shoot a projectile in a parabolic trajectory at a target. They are typically fired by a small chemical explosion. When a target is struck, they take damage, and also suffer the effects of bleeding. For this reason they are considered uncivilized, and are illegal in the empire. Special types of non-lethal ammo have made them permissible in certain places within the empire. They typically will only be found within the militaries of the Empire or the Mega-Corporations. On worlds that have laws against them, they will only be found on the black market, and will have a difficulty of 1 to 5 to obtain.

**Combustion Weapons** - Combustion weapons typically use a small controlled chemical explosion to propel a projectile at a target. They are typically considered illegal and uncivilized within the Empire.

**Plasma Weapons** - Plasma weapons fire a jet of superheated gasses at such speeds and at such temperatures that the air in its path superheats and turns into a liquid fire with the properties of light. They work great against flesh, and metals, but not so good against concrete, and rock. They are typically considered illegal and uncivilized within the Empire.

**Rocket Launcher** - A launching unit that fires small rockets with up to four warheads. Many rocket launchers are of a magnetic rail gun configuration. They are a power weapon. Dial A Warhead Selector System, to chose the right selection of ordnance to defeat the targets defenses. This can include, Force-Field Negators, Armor Piercers, High-Explosive Warheads.

### Ballistic Ammo

All ballistic weapons use different sorts of ammo that are not interchangeable amongst other ballistic weapons. For example pistol ammo is not swappable for rifle ammo. Often times they

are not even useable in other weapons of the same type. For example Whyte pistols cannot use Cosquetta pistol ammo.

### Energy Weapons

These weapons project a beam of focused light or other energy at a target. They require some form of energy to operate. The target suffers from an extensive amount of heat and burns. A wound that has been made by a laser weapon does not bleed. The wound is cauterized instantly in the wash of heat generated. For this reason they are considered more civilized than ballistic weapons, and some are legal to be carried within the Empire. Those that are illegal can typically be found on the black market, and will have a difficulty of 1 to 5 to obtain.

**EMP Weapons** - EMP Weapons only damage electronic devices, such as power armor, computers, robotics, cybernetics. They are designed to not harm a living creature. They were originally designed for police forces for neutralizing get-a-way vehicles, and power armor.

**Laser Weapons** - Laser weapons fire a beam of concentrated light at a target. Damage is done by the intense amount of heat

that is generated at the focal point of the beam. They can either be set to fire higher energy pulses (default) or be set for a continuous beam. The continuous beam does half damage, but can be easily walked onto a target for a +10% hit bonus. Stationary targets that this beam is held on, receive the full amount of damage from the energy setting. All laser weapons can be set in d10 increments up to their maximum setting. Laser weapons are considered the standard within the Empire.

**Particle Projection Weapons** - A small particle accelerator set to fire burst of trillions of atoms at a target through a rail gun accelerator. The accelerator also projects a beam of force similar to both force fields, and tractor beams. This beam secures the particles in a vacuum to allow greater speeds and accuracy control. The effect of particles hitting at near light speed to a target at an atomic level, causes a small yet controlled fission reaction for decent damage. Used primarily against heavily

armored targets, and a favorite of heavy weapons experts. They are not legal outside of official armed forces.

**Proton Weapons** - These weapons are a modified energy weapon Proton Weapons do double damage to Force Fields. Force Fields amplify their effect, so any damage that goes beyond the Field is still double strength. Proton Weapons may use laser ammo, however since laser ammo contains such low quantities of energy it is usually not practiced unless under the direst of situations. Laser weapons will fuse if attached to proton power sources. Proton Weapons need two hands to manipulate.

They are a developmental technology are not available to the general public.

**Stun Weapons** - Designed as a non-lethal alternative to other weapons for prisons, crowd control, and silent infiltrations. All damage from a Stun Weapon is healed within 2 hours. A death as a result of a stun will knock out the target and not actually kill them. A knock out will last approximately 1 hour. They are considered a civilized weapon and are often sold as self defense within the Empire.

**Energy Ammo**

All weapons that use energy for a power source have interchangeable power supplies. The measurements of energy that a supply holds are called Energy Units or EUs. All energy weapons have a receiver for a clip and a standard power coupling.

The clips possess standard connectors and interfaces that make them interchangeable with all energy weapons. They are basically a large rechargeable battery. These clips are often used in a number of other electronic devices. A clip that is in the weapon while it is plugged into an alternative power source will recharge instantly up to its capacity if available.

The coupling can be used to attach energy belts, packs, generators via a power cable. Energy belts and packs are large

clips that are worn either around the waist or as a backpack. Generators are typically used to charge these energy sources.

Energy Ammo

Name	EU Capacity	Cost
Energy Clip	500	50
Energy Belt	2,000	200
Energy Half Pack	5,000	500
Energy Full Pack	10,000	1,000
Proton Cell	5,000	500
Proton Pack A	50,000	5,000
Proton Pack B	100,000	10,000
Charging	50 EU	1

**Pistols**

Name	Dmg.	Rel.	Ranges	Fire Rate	Wt.	Cost
Ballistic Pistol	6d10	95	10/60/90/120/150	1	1.5	900
EMP Pistol	Special	95	20/35/60/85/110	1	2.0	4,000
Gyrojet Pistol	16d10	95	-/50/100/150/200	1	2.5	2750
Laser Pistol	1-8d10	95	10/100/150/200/250	1	2.0	2,000
Sonic Pistol	Special	95	20/35/60/85/110	1	2.0	3,000

**Ballistic Pistol:** A Ballistic Pistol is a small hand held weapon that fires projectiles at a target.  
 Tech: 3. Law Level: 5A. Hide Factor: 9. Skills: Combat Pistol.  
 Range: 10/60/90/120/150. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire. Damage: 6d10. Weight: 2.0 lbs. Required Strength: 20. Ammo Consumption: 1 per shot fired. Cost: approximately: 1,000 Credits. Ammo: 20 shot clip for 20 Credits.

**EMP Pistol:** A EMP Pistol is a small hand held weapon that projects a beam of electromagnetic force. This force disrupts delicate electronics within weapons, surveillance cameras, computers, and droids. It will cause 20d10 against forcefields.  
 Tech: 5. Law Level: 5. Hide Factor: 9. Skills: Combat Pistols, Energy Weapons. Range: 20/35/60/85/110. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire. Power Settings: See Desc. Weight: 2.0 lbs. Required Strength: 20. Energy Consumption: 10 EU per shot fired. Cost: approximately: 4,000 Credits. Ammo: Uses standard energy clips, and other storage devices.

**Gyrojet Pistol:** A Ballistic Gyrojet Pistol is a large ballistic pistol that fires special rocket assisted armor piercing explosive rounds.  
 Tech: 3. Law Level: 2A. Hide Factor: 8. Skills: Combat Pistols. Range: 10/100/150/200/250. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire. Damage: 16d10. Weight: 2.0 lbs. Required Strength: 20. Ammo Consumption: Single-1. Cost:

approximately: 5,000 Credits. Ammo: 10 shot clip for 80 Credits.

**Laser Pistol:** A Laser Pistol is a small hand held weapon that projects a beam of focused light, this beams generates a extensive amount of heat and burns the target that it is fired at.  
 Tech: 5. Law Level: 5. Hide Factor: 9. Skills: Combat Pistols, Energy Weapons. Range: 10/100/150/200/250. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire. Power Settings: levels 1-8 at d10 per level. Weight: 2.0 lbs. Required Strength: 20. Energy Consumption: 1 EU per setting of shot fired. Cost: approximately: 2,000 Credits. Ammo: Uses standard energy clips, and other storage devices.

**Sonic Pistol:** A Sonic Pistol is a small hand held weapon that projects a beam of sound. This sound disrupts the sense of balance of the target. Any target that fails a TN test at -10 is knocked unconscious. They will remain so for 2d10 minutes. This weapon is often called a 'stunner.' This weapon causes no permanent damage.  
 Tech: 5. Law Level: 5. Hide Factor: 9. Skills: Combat Pistols, Energy Weapons. Range: 10/100/150/200/250. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire. Power Settings: See Desc. Weight: 2.0 lbs. Required Strength: 20. Energy Consumption: 3 EU per shot fired. Cost: approximately: 3,000 Credits. Ammo: Uses standard energy clips, and other storage devices.

Rifles

Name	Dmg.	Rel.	Ranges	Fire Rate	Wt.	Cost
Ballistic Rifle	8d10	99	10/100/150/200/250	1	3.0	900
Ballistic Shotgun	10d10	99	10/100/150/200/250	1	3.0	1,000
Laser Rifle	1-15d10	95	10/100/150/200/250	1	4.0	3,000
Laser Heavy Rifle	1-20d10	95	10/100/175/250/325	1	5.0	4,000
Laser Micro Cannon	1-30d10	99	10/100/200/300/400	1	8.0	10,000
Proton Heavy Rifle	1-500d10	95	10/500/750/1000/1250	1	30.0	275K

**Ballistic Rifle:** A Ballistic Rifle is a hand held weapon that fires projectiles at a target.

Tech: 3. Law Level: 5A. Hide Factor: 5. Skills: Combat Rifle. Range: 10/100/150/200/250. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire. Damage: by ammo type. Weight: 4.0 lbs. Required Strength: 30. Ammo Consumption: 1 per shot fired. Cost: approximately: 2,000 Credits. Ammo: 20 shot clip for 25 Credits.

**Ballistic Shotgun:** A Ballistic Shotgun has a larger bore than a ballistic rifle and therefore causes more damage.

Tech: 3. Law Level: 5A. Hide Factor: 5. Skills: Combat Rifle. Range: 10/100/150/200/250. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire. Damage: by ammo type. Weight: 4.0 lbs. Required Strength: 35. Ammo Consumption: 1 per shot fired. Cost: approximately: 2,500 Credits. Ammo: 20 shot clip for 30 Credits.

**Laser Rifle:** A Laser Rifle is a larger hand held weapon that projects a beam of focused light, this beams generates a extensive amount of heat and burns the target that it is fired at.

Tech: 5. Law Level: 5. Hide Factor: 4. Skills: Combat Rifles, Energy Weapons. Range: 10/100/150/200/250. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire. Power Settings: levels 1-15 at d10 per level. Weight: 4.0 lbs. Required Strength: 30. Energy Consumption: 1 EU per setting of shot fired. Cost: approximately: 3,000 Credits. Ammo: Uses standard energy clips, and other storage devices.

**Laser Heavy Rifle:** The Laser Heavy Rifle is a larger version of the laser rifle, with extended range and higher energy settings.

Tech: 5. Law Level: 5. Hide Factor: 3. Skills: Combat Rifles, Energy Weapons. Range: 10/100/175/250/325. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire. Power Settings: levels 1-20 at d10 per level. Weight: 5.0 lbs. Required Strength:

35. Energy Consumption: 1 EU per setting of shot fired. Cost: approximately: 4,000 Credits. Ammo: Uses standard energy clips, and other storage devices.

**Laser Micro-Cannon:** A Laser Macro-Cannon is a very large bore laser rifle with increased range, and energy settings. It is even larger than the laser heavy rifle and is currently being tested by the WARMART Mega-Corporation as a replacement for it.

Tech: 6. Law Level: 5. Hide Factor: 2. Skills: Combat Rifles, Energy Weapons. Range: 10/100/200/300/400. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire. Power Settings: levels 1-15 at d10 per level. Weight: 8.0 lbs. Required Strength: 40. Energy Consumption: 1 EU per setting of shot fired. Cost: approximately: 10,000 Credits. Ammo: Uses standard energy clips, and other storage devices. Specially designed clip with 1600 EU for 400 Credits.

**Proton Heavy Rifle:** The Proton Heavy Rifle is an experimental energy weapon that is being developed for the Koranda War. Its only design requirement was to be able to kill an unarmored Zitsu-Kar with one shot, and an armored one in two. As a result the Rifle is extremely bulky and requires either power armor or enhanced strength to be able to wield effectively. It is relatively top secret and few will be found outside of the research labs of WARMART Mega-Corporation, or elite Empire units.

Tech: 7. Law Level: 5. Hide Factor: 1. Skills: Combat Rifles, Energy Weapons. Range: 10/500/750/100/1250. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire. Power Settings: levels 1-500 at d10 per level. Weight: 30 lbs. Required Strength: 80. Energy Consumption: 1 EU per setting of shot fired. Cost: approximately: 275,000 Credits. Ammo: Uses standard energy clips, and other storage devices. Specially designed clip with 5000 EU for 5000 Credits.

**Assault Rifles**

Name	Dmg.	Rel.	Ranges	Fire Rate	Wt.	Cost
Ballistic Assault Rifle	N/A	95	10/100/150/200/250	1/3/6/0	4.0	3,000
Laser Assault Rifle	1-15d10	95	10/100/150/200/250	1/4/0/0	5.0	4,200

**Ballistic Assault Rifle:** A Ballistic Assault Rifle is a ballistic rifle that is capable of firing single, short bursts, and long bursts. Tech: 3. Law Level: 3A. Hide Factor: 3. Skills: Combat Rifle. Range: 10/100/150/200/250. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire, Short Burst, Long Burst. Damage: by ammo type. Weight: 4.0 lbs. Required Strength: 35. Ammo Consumption: Single-1, Short Burst-3, Long Burst-6. Cost: approximately: 3,000 Credits. Ammo: 35 shot clip for 50 Credits.

**Laser Assault Rifle:** A Laser Assault Rifle is a slightly larger laser rifle that is capable of firing short and long bursts. Tech: 5. Law Level: 5. Hide Factor: 3. Skills: Combat Rifles, Energy Weapons. Range: 10/100/150/200/250. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire, Short Burst, Long Burst. Power Settings: levels 1-15 at d10 per level. Weight: 5.0 lbs. Required Strength: 35. Energy Consumption: 1 EU per setting of shot fired. Cost: approximately: 4,000 Credits. Ammo: Uses standard energy clips, and other storage devices.

**Sub-Machine Guns**

Name	Dmg.	Rel.	Ranges	Fire Rate	Wt.	Cost
Ballistic Sub-Machine Gun	6d10	95	10/60/90/120/150	1/3/6/12	2.0	2,000
Laser Sub-Machine Gun	1-8d10	95	10/100/150/200/250	1/3/6/12	3.0	3,000

**Ballistic Sub-Machine Gun:** A Ballistic Sub-Machine Gun is a larger ballistic pistol that is capable of firing single, bursts, or full auto. Tech: 3. Law Level: 3A. Hide Factor: 7. Skills: Combat Pistol. Range: 10/60/90/120/150. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire, Short Burst, Long Burst, Full Auto. Damage: by ammo type. Weight: 3.0 lbs. Required Strength: 25. Ammo Consumption: Single-1, Short Burst-3, Long Burst-6, Full Auto-12. Cost: approximately: 2,000 Credits. Ammo: 30 shot clip for 30 Credits.

**Laser Sub-Machine Gun:** A Laser Sub-Machine Gun is a slightly larger laser pistol that is capable of firing bursts, and full auto. Tech: 5. Law Level: 5. Hide Factor: 7. Skills: Combat Pistols, Energy Weapons. Range: 10/100/150/200/250. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire, Short Burst, Long Burst, & Full Auto. Power Settings: levels 1-8 at d10 per level. Weight: 3.0 lbs. Required Strength: 25. Energy Consumption: 1 EU per setting of shot fired. Cost: approximately: 3,000 Credits. Ammo: Uses standard energy clips, and other storage devices.

**Machine Guns**

Name	Dmg.	Rel.	Ranges	Fire Rate	Wt.	Cost
Ballistic Machine Gun	N/A	95	10/100/150/200/250	1/4/8/16	5.0	4,000
Laser Machine Gun	1-15d10	95	10/100/150/200/250	1/4/8/16	6.0	6,000

**Ballistic Machine Gun:** A Ballistic Machine Gun is a ballistic rifle that is capable of firing single, short bursts, long bursts, and full auto. Tech: 3. Law Level: 3A. Hide Factor: 5. Skills: Combat Heavy Weapons. Range: 10/100/150/200/250. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire, Short Burst, Long Burst, Full Auto. Damage: by ammo type. Weight: 5.0 lbs. Required Strength: 40. Ammo Consumption: Single-1, Short Burst-3, Long Burst-6, Full Auto-12. Cost: approximately: 4,000 Credits. . Ammo: 300 shot box magazine for 300 Credits.

**Laser Machine Gun:** A Laser Machine Gun is a large laser rifle that is capable of firing bursts, and full auto. Tech: 5. Law Level: 5. Hide Factor: 3. Skills: Combat Heavy Weapons, Energy Weapons. Range: 10/100/150/200/250. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire, Short Burst, Long Burst, Full Auto. Power Settings: levels 1-15 at d10 per level. Weight: 6.0 lbs. Required Strength: 40. Energy Consumption: 1 EU per setting of shot fired. Cost: approximately: 6,000 Credits. Ammo: Uses standard energy clips, and other storage devices.

**Bow Weapons**

Name	Dmg	Rel.	Ranges	Fire Rate	Wt.	Cost
Long Bow	N/A	99	10/60/90/120/150	1	2.0	400
Compound Bow	N/A	99	10/60/90/120/150	1	2.0	600
Cross Bow	N/A	99	10/60/90/120/150	1	2.0	800
Energy Bow	20d10	99	10/60/90/120/150	1	2.0	12,000
Energy Cross Bow	30d10	99	10/60/90/120/150	1	2.0	20,000
Rail Cross Bow	N/A	99	10/60/90/120/150	1	2.0	30,000

**Long Bow:** A Long Bow is similar to the bows of old days. They are rarely used in any modern sense, except for nostalgic reasons. They have been praised recently for their near silent use.  
 Tech: 3. Law Level: 2. Hide Factor: 4. Skills: Combat Bow. Range: 10/60/90/120/180. Accuracy Bonus: +0. Reliability: 99%. Fire Rates: Single Fire. Damage: by ammo type. Weight: 4.0 lbs. Required Strength: 40. Ammo Consumption: 1 per shot fired. Cost: approximately: 400 Credits.

**Compound Bow:** A Compound Bow is similar to long bow, however it has a pulley system to increase the range.  
 Tech: 3. Law Level: 2. Hide Factor: 4. Skills: Combat Bow. Range: 10/90/135/180/225. Accuracy Bonus: +0. Reliability: 99%. Fire Rates: Single Fire. Damage: by ammo type. Weight: 4.0 lbs. Required Strength: 40. Ammo Consumption: 1 per shot fired. Cost: approximately: 600 Credits.

**Cross Bow:** A Cross Bow is a horizontally fired bow in the configuration of a rifle, rather than arrows, the cross bow fires bolts.  
 Tech: 3. Law Level: 2. Hide Factor: 4. Skills: Combat Bow. Range: 10/90/135/180/225. Accuracy Bonus: +0. Reliability: 99%. Fire Rates: Single Fire. Damage: by ammo type. Weight: 4.0 lbs. Required Strength: 40. Ammo Consumption: 1 per shot fired. Cost: approximately: 800 Credits.

**Energy Bow:** An Energy Bow is similar is shape to a long bow, however it is an energy weapon and fires lasers.  
 Tech: 5. Law Level: 5A. Hide Factor: 4. Skills: Combat Rifles, Energy Weapons. Range: 10/100/150/200/250. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire. Power Settings: level 20 only for 20d10 damage. Weight: 4.0 lbs. Required Strength: 30. Energy Consumption: 20 EU per shot fired. Cost: approximately: 12,000 Credits.

**Energy Cross Bow:** An Energy Cross Bow is similar is shape to a cross bow, however it is an energy weapon and fires lasers.  
 Tech: 5. Law Level: 5A. Hide Factor: 4. Skills: Combat Rifles, Energy Weapons. Range: 10/100/150/200/250. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire. Power Settings: level 30 only for 30d10 damage. Weight: 4.0 lbs. Required Strength: 30. Energy Consumption: 30 EU per shot fired. Cost: approximately: 20,000 Credits.

**Rail Cross Bow:** A Rail Cross Bow is similar to a crossbow, but rather than being powered by a bow apparatus, the bow portion functions as an electromagnetic rail gun firing explosive bolts.  
 Tech: 3. Law Level: 1A. Hide Factor: 4. Skills: Combat Bow. Range: 10/90/135/180/225. Accuracy Bonus: +0. Reliability: 99%. Fire Rates: Single Fire. Damage: by ammo type. Weight: 4.0 lbs. Required Strength: 40. Ammo Consumption: 1 per shot fired. Cost: approximately: 30,000 Credits.

**Bow Ammo**

Type	Tech Level	Accuracy Bonus	Damage	Bleed Factor	Range Modifier	# of rounds	Cost
Hunting Arrow	2	0	8d10	d6	N/A	15	150
Explosive Arrow	2	0	14d10	d6	N/A	15	1,000
Hunting Bolt	2	0	10d10	d6	N/A	15	200
Explosive Bolt	2	0	18d10	d6	N/A	15	1,200
Rail Bolt	2	0	30d10	d6	N/A	15	2,000
Explosive Rail Bolt	2	0	50d10	d6	N/A	15	3,000

## Heavy Weapons

Name	Dmg.	Rel.	Ranges	Fire Rate	Wt.	Cost
Flame Thrower	8d10	99	20/40/60/80/100	1	10	10,000
Grenade Launchers	25d10	99	10/100/200/300/400	1	3.0	10,000
Laser Cannon	1-50d10	99	10/100/200/300/400	1	7.0	15,000
Proton Cannon	1-750d10	99	10/500/1000/1500/2000	1	40	625,000
Rocket Launcher	100d10	95	-/150/300/450/600	1	8.0	10,000

**Flame Thrower:** A Ballistic Flame Thrower fires a pressurized stream of flammable sticky liquid. This liquid is ignited upon exiting the weapon and adheres to the target burning until extinguished or 5 rounds have passed.

Tech: 3. Law Level: 1A. Hide Factor: 1. Skills: Combat Heavy Weapons. Range: 10/20/40/60/80. Accuracy Bonus: +0.

Reliability: 95%. Fire Rates: Single Fire. Damage: 8d10 per round. Weight: 25.0 lbs. with pack 5.0 lbs. with magazine. Required Strength: 40. Ammo Consumption: 1 per shot fired. Cost: approximately: 10,000 Credits. Ammo: Small fuel canisters with 4 shots for 40 Credits. Large Fuel Backpack with 30 shots for 350 Credits.

**Grenade Launcher:** The Ballistic Grenade Launcher fires grenades via an electromagnet rail gun. Although any grenade can be used as a single fire, the magazine must be filled with specially prepared clips and grenades.

Tech: 3. Law Level: 2A. Hide Factor: 4. Skills: Combat Heavy Weapons. Range: 10/100/200/300/400. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire. Damage: 25d10. Weight: 5.0 lbs. Required Strength: 40. Ammo Consumption: 1 per shot fired. Cost: approximately: 10,000 Credits. Ammo: A 5 round clip for 50 Credits.

**Laser Cannon:** The Laser Cannon is an over the shoulder fired large laser rifle.

Tech: 3. Law Level: 2A. Hide Factor: 1. Skills: Combat Heavy Weapons. Range: 10/200/400/600/800. Accuracy Bonus: +0.

Reliability: 95%. Fire Rates: Single Fire. Power Settings: 1-50d10. Weight: 5.0 lbs. Required Strength: 40. Ammo Consumption: 1 per shot fired. Cost: approximately: 15,000 Credits. Ammo: Uses standard energy clips, and other storage devices.

**Proton Cannon:** The Proton Cannon is an over the shoulder fired large proton rifle. Proton weapons are experimental energy weapons developed for the Koranda War. It is relatively top secret and few will be found outside of the research labs of WARMART Mega-Corporation, or elite Empire units.

Tech: 7. Law Level: 5. Hide Factor: 1. Skills: Combat Rifles, Energy Weapons. Range: 10/500/1000/1500/2000. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire. Power Settings: levels 1-750 at d10 per level. Weight: 40 lbs. Required Strength: 100. Energy Consumption: 1 EU per setting of shot fired. Cost: approximately: 625,000 Credits. Ammo: Uses standard energy clips, and other storage devices. Specially designed clip with 5000 EU for 5000 Credits.

**Rocket Launcher:** A Rocket Launcher is a large over the shoulder weapon that fires rocket assisted rounds.

Tech: 3. Law Level: 1A. Hide Factor: 1. Skills: Combat Heavy Weapons. Range: 10/500/1000/1500/2000. Accuracy Bonus: +0. Reliability: 95%. Fire Rates: Single Fire. Damage: 100d10. Weight: 10.0 lbs. Required Strength: 50. Ammo Consumption: Single-1. Cost: approximately: 10,000 Credits. Ammo: A 3 round clip for 500 Credits.



**Grenades**

Grenades are a special type of thrown weapon that either explode, or have other affects. Grenades can have any one of numerous affects. They are also designed to be very aerodynamic to be thrown further distances. They also have variable timers that can be set for up to 24 hours and as low as 3

seconds. Most contain magnets or instant bond glue to allow them to be attached to most surfaces instantly. They use skills based on the Ranged Skill (RS) attribute and the Thrown skill for resolution.

Type	Tech Level	Accuracy Bonus	Damage	Bleed Factor	Explosion Diameter	# of rounds	Cost
EMP	4	0	1d10	0	50 feet or 15 meters	1	200
Flash	2	0	1d10	0	25 feet or 8 meters	1	50
Fragmentation	2	0	25d10	3d6	25 feet or 8 meters	1	100
High Explosive	2	0	35d10	2d6	25 feet or 8 meters	1	100
Incendiary	2	0	5(10d10)	3d6	25 feet or 8 meters	1	150
Photon	6	0	200d10	0	25 feet or 8 meters	1	1000
Smoke	2	0	1d10	0	500 ft <sup>3</sup> or 150 meters <sup>3</sup>	1	50
Tear Gas	2	0	1d10	0	500 ft <sup>3</sup> or 150 meters <sup>3</sup>	1	50
Sleep Gas	2	0	1d10	0	500 ft <sup>3</sup> or 150 meters <sup>3</sup>	1	50

**EMP Grenade:** An EMP Grenade explodes for only 1d10 damage. The Electro-Magnetic Pulse that it releases however does horrific damage 100d10 to electronics.

**Flash Grenade:** A Flash Grenade explodes for only 1d10 damage. The Flash however emits such a pulse of light that anyone not wearing protective vision or failing a AW check is blinded for 1d6 rounds.

**Fragmentation Grenade:** A Fragmentation Grenade explodes for 25d10 damage. The external shell of the device is pitted to break apart into shrapnel.

**High Explosive Grenade:** A High Explosive Grenade is similar to a fragmentation, however is more effective, doing 35d10 damage.

**Incendiary Grenade:** An incendiary grenade explodes, sending out streams of flammable sticky liquid. This liquid is ignited upon exiting the weapon and adheres to the target burning until extinguished or 5 rounds have passed. This liquid does 10d10 damage per turn, and starts 3d6 damage in bleeders after the first turn. This damage is done when contact is made to the skin, half damage to flame retardant clothes, and 1/10 damage to armor. Armor and clothes can be removed instantly to stop effects.

**Photon Grenades:** A Photon Grenade explodes and is extremely lethal 200d10 to organics such as life-forms, however does no damage to mechanical or electronic components. Armor does not stop its effects at all. The only protection from a photon grenade is a full force field, which negate all effects. A force shield that is facing the blast will reduce the damage down to 1/3.

**Smoke Grenade:** A Smoke Grenade explodes and obscures the immediate vicinity 500 cubic feet with a vision and sensor blocking cloud. They are great for escaping and covering retreats. If the wind is blowing they will cover the same area just downwind from the burning grenade.

**Tear Gas Grenade:** A Tear Gas Grenade is similar to a smoke grenade, with enhanced effects. This gas cloud also causes the victims to choke and gasp for air, only a successful health check will keep them from fleeing to fresh air. This check is made every round that someone is within the cloud. Air filtration systems can completely block the effects of the cloud.

**Sleep Gas Grenade:** A Sleep Gas Grenade explodes and fills the immediate vicinity 500 cubic feet with a sleep inducing knockout gas. This gas cloud causes the victims to a successful health check or pass out. This check is made every round that someone is within the cloud. Air filtration systems can completely block the effects of the cloud.

**Thrown Weapons**

Thrown weapons are any weapon that is thrown to inflict direct damage. They use skills based on the Ranged Skill (RS) attribute and the Thrown skill for resolution.

Name	Tech Level	Conceal Factor	Damage	Bleed Factor	Weight	Power	Cost
Shuriken (5)	1	9	4d10	D6	1	0	20
Dirk (4)	1	9	4d10	D6	1	0	20
Throwing Knife (3)	1	8	5d10	D6	1	0	20
Spear	1	4	10d10	D6	7	0	35
Throwing Axe	1	6	10d10	D6	4	0	35
Dart	1	8	4d10	D6	1	0	25
Battle Dart	1	7	8d10	D6	2	0	30

## Hand Weapons

Hand weapons are any weapon that is held in the hand and either swung, slashed, jabbed or thrust at the enemy. This includes all types of swords, maces, spears, and staves. They use skills

based on the Weapon Skill (WS) attribute, and the associated skill for resolution. Damage listed is in addition to the damage from the characters' strength.

### Axe Skill Weapons

Name	Skill	Tech Level	Conceal Factor	Damage	Bleed Factor	Weight	Power Usage	Cost
Battle Axe	Axe	2	6	5d10	D6	5	0	100
Battle Axe Energy	Axe	7	6	15d10	3d6	1	5 per hit	10,000

### Blade Skill Weapons

Name	Skill	Tech Level	Conceal Factor	Damage	Bleed Factor	Weight	Power Usage	Cost
Dagger	Blade	2	9	3d10	D6	1	0	35
Dagger Energy	Blade	7	9	12d10	3d6	1	5 per hit	8,000
Sword	Blade	2	4	5d10	D6	4	0	100
Sword Energy	Blade	7	4	15d10	3d6	1	5 per hit	12,000
2 Handed Sword	Blade	2	2	10d10	2D6	7	0	300
2 Handed Sword Energy	Blade	7	2	30d10	6d6	1	5 per hit	35,000
Mono-Filament Blade	Blade	5	10	15d10	2d6	1	0	1,000

### Mace Skill Weapons

Name	Skill	Tech Level	Conceal Factor	Damage	Bleed Factor	Weight	Power Usage	Cost
Mace	Mace	2	6	4d10	D6	4	0	35
Mace Energy	Mace	7	6	12d10	3d6	1	5 per hit	10,000
War Hammer	Mace	2	6	4d10	D6	4	0	100
War Hammer Energy	Mace	7	6	12d10	3d6	1	5 per hit	10,000

### Pole Arm Skill Weapons

Name	Skill	Tech Level	Conceal Factor	Damage	Bleed Factor	Weight	Power Usage	Cost
Bladed Pole Arm	Spear	2	1	7d10	D6	4	0	20
Bladed Pole Arm Energy	Spear	7	1	21d10	3d6	1	5 per hit	20,000
Thrusting Spear	Spear	2	1	7d10	D6	4	0	15
Thrusting Spear Energy	Spear	7	1	21d10	3d6	1	5 per hit	20,000

### Staff Skill Weapons

Name	Skill	Tech Level	Conceal Factor	Damage	Bleed Factor	Weight	Power Usage	Cost
Quarterstaff	Staff	2	1	6d10	D6	3	0	20
Quarterstaff Energy	Staff	7	1	18d10	3d6	1	5 per hit	20,000

## Melee Weapons

These weapons are attached to the hands, and feet to cause extra damage while fighting. This includes all types of knuckledusters, gauntlets, spiked gloves, and claws. They use

the skills based on the Melee Skill (MS) attribute and the Melee skill for resolution. Damage listed is in addition to the damage from the characters' strength.

Name	Where	Tech Level	Conceal Factor	Damage	Bleed Factor	Weight	Power Usage	Cost
Bracers - Energy		7	8	12d10	3d6	1		8,000
Bracers - Razor Claws		2	5	4d10	D6	1		60
Bracers - Spiked		2	5	4d10	D6	1		60
Dusters		2	8	4d10	D6	1		60
Dusters - Energy		7	8	12d10	3d6	1		8,000
Finger - Energy		7	8	12d10	3d6	1		8,000
Finger - Razor Claws		2	5	4d10	D6	1		60
Finger - Spiked		2	5	4d10	D6	1		60
Gauntlets - Energy		7	8	12d10	3d6	1		8,000
Gauntlets - Razor Claws		2	5	4d10	D6	1		60
Gauntlets - Spiked		2	5	4d10	D6	1		60
Palm Claws		1	8	4d10	D6	1	0	60
Palm Claws - Energy		7	8	12d10	3d6	1	5 per hit	8,000

## Weapon Accessories

### Containers

Name	Tech Level	Effect/Qualities	Wt.	Pwr.	Cost
Combat Harness		Harness for the carrying of gear.			45
Concealable Pistol Holster		-10 IN on the draw			35
Gunslinger Pistol Holster		+10 IN on the draw			35
Shell Bandoleer		20 Grenades/ 40 Shotgun			15
Knife Sheath		Attaches to belt or harness			10
Sling		Attaches to any gun			10
Clip Pouch		Attaches to belt or harness			5
Miscellaneous Pouch		Attaches to belt or harness			5

### Accessory Mounts

Name	Tech Level	Effect/Qualities	Wt.	Pwr.	Cost
Grenade Launcher Mount		Attaches to any gun, rifle or larger			75
Bayonet Mount		Attaches to any gun, rifle or larger			15

### Stealth Attachments

Name	Tech Level	Effect/Qualities	Wt.	Pwr.	Cost
Sound Suppressor		Ballistic Weapons Only. AW checks to determine the direction of fire are made at -20.			150
Flash Suppressor		Ballistic Weapons Only. AW checks to determine the direction of fire are made at -20.			150
Silencer		Ballistic Weapons Only. Completely muffles the combustion sound of a ballistic weapon.			300
Beam Suppressor		Energy Weapons Only. Completely hides the beam of energy weapons.			

### Stabilizers

Name	Tech Level	Effect/Qualities	Wt.	Pwr.	Cost
Shockpads		Ballistic Weapons Only +10. The shock pad mounts on the butt of a shoulder mounted weapon to reduce recoil.			100
Gas Vents		Ballistic Weapons Only +20. Gas vent from the muzzle is directed upwards to push the barrel down from the subsequent recoil.			+15%
Gyro Harness		Ballistic Weapons Only +30. -3 to conceal factor. Not allowed on pistols. Mounted to the waste, the gyroscope stabilizers keep the gun level when firing and resist recoil.			3000

**Targetting**

Name	Tech Level	Effect/Qualities	Wt.	Pwr.	Cost
Display Goggles		Used when without a helmet with a heads up display. Has integrated simple communication gear.			
Targetting Computer		Gives +10 to hit bonus by aiding the users' sight and adjusting the targeting reticule for distance and atmospheric conditions. Links the display with the targeting projector.			5000
Advanced Targeting Computer		Gives +20 to hit bonus by aiding the users' sight and adjusting the targeting reticule for distance and atmospheric conditions. Links the display with the targeting projector.			7500
Gun Targeting Projector		Attaches to barrel of gun and sends targeting information to the targeting computer or directly to the display. This includes visual and any sensors that are attached to the gun.			500

**Targetting Mounts**

Name	Tech Level	Effect/Qualities	Wt.	Pwr.	Cost
Laser Pointer		+ 50 Point Blank, +25 Short, +10 All others			50
Magnification Scope X16		+10 beyond Point Blank. Requires an aimed shot. No pistols.			300
Magnification Scope X64		+25 beyond Point Blank. Requires an aimed shot. No pistols.			450

**Sensors Mounts**

Name	Tech Level	Effect/Qualities	Wt.	Pwr.	Cost
Bio Hazard		Detects known toxins of all kinds to humanoid.			2000
Bio Sensor		Works with the optional rules for psionics, and may not be available. Detects the living energy of intelligent animals and humanoids.			3500
ElectroMagnetic		Detects the electromagnetic influence around the power sources of most electronic devices.			2000
Infra-Red		Detects light beyond the visible spectrum on the red end.			1000
Light-Intensifying		Amplifies existing light to allow improved vision in very dim and dark lighting situations.			1200
Telescopic		Increases the normal vision of the user. If used for aiming acts as a magnification scope of X64 power.			800
Thermal Detection		Detects the heat emanations from various heat sources especially tech items, power sources, and warm blooded animals and humanoids.			1200
Ultra-Violet		Detects light beyond the visible spectrum on the violet end.			1000
Motion Tracker		Detects subtle changes in air pressure caused by movement. Requires the user to be absolutely still and in an enclosed environment.			3500

Sensor mounts can be mounted either on the gun barrel or directly into goggles or in helmets.

## Ballistic Ammo Types

Type	Tech Level	Accuracy Bonus	Damage	Bleed Factor	Range Modifier	#of Rounds	Cost
Armor Piercing			*2 to Armor				*1.5
Blanks			0	0			*0.25
Devastators			*2	+d6			*2.0
Explosive			*2				*2.0
Flechette			Normal	+2d6			*2.0
Paint/Practice			None	0			*1.0
Rubber			*0.5				*1.0
Shot			Normal				*1.0
Sniper			Normal				*2.0
Spacer			Normal				*2.0
Tracer			Normal				*1.0
Tranquilizer			None				*2.0

**Armor Piercers** - A standard round that fires a bullet with improved armor piercing capabilities. Upon impact with hard targets, it will do double damage. If the bullet does damage equal to twice the value of the armor's body value, the bullet passes through the armor and the residual damage is done to the targets personal body. Upon impact with a soft target, it will do damage equal to a standard bullet by that company.

**Blanks** - A round that fires no bullet, damage is only done when fired at point blank range.

**Devastators** - A round that fires a modified bullet that explodes with shrapnel internally upon impact.

**Devastators Armor Piercing** - A round that fires a modified bullet that explodes with shrapnel internally upon impact with improved armor piercing capabilities. Upon impact with hard targets, it will do double damage. If the bullet does damage equal to twice the value of the armor's body value, the bullet passes through the armor and the residual damage is done to the targets personal body. Upon impact with a soft target, it will do damage equal to a standard bullet by that company.

**Explosives** - A round that fires a bullet which explodes on impact with hard targets. This bullet will not, however, explode on impact with soft targets, and will then do damage equal to a standard bullet by that company.

**Flechettes** - A round that fires hundreds of tiny needles, that cause extensive bleeding. They do no damage at all to hard targets.

**Hollow Points** - A round that fires a bullet with a hollowed out tip. The bullet mushrooms on impact creating a larger destructive surface area. Due to its soft nature this bullet will do half damage to hard targets.

**Magnum** - A round that fires a bullet at greater velocities than others and therefore causes increased damage. If the first target

TN is depleted the remaining damage is transferred to the next target if there is one behind them.

**Magnum Armor Piercers** - A round that fires a bullet at greater velocities than others and therefore causes increased damage with improved armor piercing capabilities. Upon impact with hard targets, it will do double damage. If the bullet does damage equal to twice the value of the armor's body value, the bullet passes through the armor and the residual damage is done to the targets personal body. Upon impact with a soft target, it will do damage equal to a standard bullet by that company. If the first target TN is depleted the remaining damage is transferred to the next target if there is one behind them.

**Paint/Practice** - A round that fires a near harmless bullet filled with paint or other marker.

**Rubber** - A round that fires a non lethal bullet made of rubber, usually used for crowd control.

**Shot** - A round that fires dozens of small pellets. Accuracy Bonus is only gained at Point Blank, Short, and Medium Ranges. Shot is incapable of reaching ranges beyond Medium, and will do no damage even if a hit is scored. Upon impact with a hard target, only half damage is inflicted.

**Sniper Shells** - A round that fires a round that has been modified for extreme accuracy.

**Spacer** - A round that fires a bullet made of hard but fragile plastics. Upon impact with a soft target does normal damage, but shatters upon impact with hard targets. Built to be harmless to sensitive hard targets like airlocks and ship walls, and during combat when collateral damage is needed to be minimized.

**Tracer** - A round that fires a bullet that leaves a trailing light behind it allowing for corrective aiming.

**Tracking** - A round that fires a bullet with a tracking emitting device that can be followed on a tracking computer.

ROCKET AMMO

Type	Tech Level	Accuracy Bonus	Damage	Bleed Factor	Range Modifier	Number of Rounds	Cost
Rocket A (1 Warhead)	3		8d10	d6	-/300/600/900/1200	1	500
Rocket B (2 Warhead)	3		8d10	d6	-/225/450/675/900	1	750
Rocket C (3 Warhead)	3		8d10	d6	-/150/300/450/600	1	1000
Rail Rocket A (2 Warhead)	4		12d10	d6	50/300/600/900/1200	1	500
Rail Rocket B (3 Warhead)	4		12d10	d6	50/225/450/675/900	1	750
Rail Rocket C (4 Warhead)	4		12d10	d6	50/150/300/450/600	1	1000
Booster	3				+100 each range		200
Armor Piercing	3		30d10	10d6	*3 against armored		500
Flamer	3		10d10	3d6	* against burnable		350
Force Field Negator	3		25d10	8d6	*5 against force field		3000
Warhead	3		40d10	12d6			500



## Miscellaneous Gear

Name	Tech Level	Effect/Qualities	Wt.	Pwr	Cost
10 Person Cook Kit	2	A multi-piece set of plates, pots, pans, and cups that fold together fitting to serve 10 persons.	5	0	65
3 Person Cook Kit	2	A multi-piece set of plates, pots, pans, and cups that fold together fitting to serve 3 persons.	2	0	25
Air Compressor	2	A machine that can refill air tanks with compressed air.	5	Self	150
Air Tank	2	A medium sized tank that has a supply of compressed breathable air that will last for approximately 2 hours of underwater exploration.	8	0	75
Analyzer	5	A small electronic device that detects, identifies and measure the air in search of deadly biotoxins, radiation, and chemicals, that may be in the area.	1	Self	500
Anti-G Pod A	5	A small pod-like device that when attached to an object and activated, will render an object 1-50 lb. lighter. By placing enough on to the object it will become weightless and easier to manage. A person trying to move the object then would only be fighting air resistance. Note only works on loose objects. Houses and Hotels are moored into the ground by their foundations and will not move. Equally balanced objects will stay at the same height. If a surplus of anti-g is created by setting one of the pods to a weight greater than the weight of the object, that object will begin to rise. Try these on the bad guys car with a remote device.	0	Self	1000
Anti-G Pod B	5	A larger version of the above capable of 1- 500 lb.	0	Self	10000
Anti-G Sled	5	A 5 x 10 feet flat sled that renders itself and objects upon it (up to 2,000 lb.) weightless. Automatically calculates the needed weight so it will not rise like the above devices.	0	Self	2000
Ax	1	A long handled tool with a sharpened wedge shaped blade, best used primarily for cutting wood	2	0	12
Backpack	1	Most of you should know what this is, so I will not insult your intelligence.	2	0	25
Blanket	2	A 24 square foot square of cloth, meant to be used as a bed covering.	1	0	10
Cable	2	A thin metal cable approximately 100 feet long, capable of holding 1,000lbs.	3	0	20
Canteen	1	A storage device for liquids.	1	0	7
Chain	2	A thin metal chain approximately 100 feet long capable of holding 5,000lbs.	5	0	25
Chemical Suit	3	A suit that has been designed with a anti-corrosive barrier to protect the wearer from contact with toxic substances, includes internal breathing supply.	10	0	5000
Cold Weather Suit	2	A full body suit that covers that wearer for protection in extreme cold weather. Is fitted with heating elements that run on battery power for extreme survival situations.	5	0	350
Communicator	3	A small handheld communicator, allowing secure communications within a 15km range.	1	Self	50
Compass	2	A primitive direction locator, by which a magnetic rod is floated on a level surface and aligns itself with the magnetic forces in the region, typically the main directions of the compass rose, north, south, east, west, but not always.	1	0	20
Cookware	2	A set of various cooking utensils	1	0	20
Cord	2	A thin woven cord approximately 100 feet long capable of holding 200lbs.	1	0	15

Name	Tech Level	Effect/Qualities	Wt.	Pwr	Cost
Cutting Torch	2	A small handheld device used to cut, and weld metals, although not industrial power, often prove fairly handy.	3	Self	75
Distress Beeper	3	A small electronic device that when activated, send out a distress call, that can be detected by any standard communication system within the orbital range of the current planet.	1	Self	250
Emergency First Aid Kit	2	A small kit that includes, many various pieces of equipment, chemicals, and bandages that would be used in the use of the medic skill	2	0	35
Emergency Flare (3)	2	A small self lighting flare that will fire approximately 1 mile into the air and slowly drift back to the ear, or if lit from the other end, will simply burn with a light bright enough to duplicate a torch.	1	0	5
EverFlame	2	A small pocket-able device that creates a small flame, guaranteed to have over 50,000 hours of operation. In addition to starting fires, is quite useful as a small light source, equivalent to a candle.	1	Self	3
Explorer Boots	3	A set of rugged leather, metal, and synth-plastic boots, designed for abuse and comfort. Fitted with pockets, waterproofing, and knife sheath, make it a explorers delight.	1	0	150
Explorer Vest	3	A vest of rugged, leather, metal, and synth-plastic. The vest is fitted with many pockets, a mini flashlight, a small survival kit, some preserved rations, and a canteen.	2	0	250
Fishing Equipment	2	An assortment of equipment used in the sporting activity of fishing.	3	0	150
Flashlight	2	A small device that is used to illuminate a directed area, with a focused beam and some diffused light.	1	Self	10
Food Purifier	2	A small electronic device that can purify water of contaminants, and identify inedible food sources.			350
Freeze Dried Food Pack (3)	3	A ration of preserved foods, that has been typically preserved and lightening by freezing the water content out of the food. These often need cooking and the addition of water to be palatable, but some are good as is. See Freeze Dried Ice Cream <wink>	1	0	5
Gas Mask	3	A mask that covers all orifices of the head, protecting them from contamination of airborne gasses and toxins, allows outside air to be filter before breathing to further protect. These filters will last no more than 24 hours under when facing contaminants.	3	0	100
Geiger Counter	3	A small electronic device that is worn that will sound if radiation is detected, and read out numerically how much radiation is present.	1	Self	350
Glowpaint	2	A can of spray-able paint that is incandescent	1	0	10
Glowstick (5)	2	A small chemical reaction light that is activated when a weak electric signal excites molecules in a small cylindrical tube to emit photons.	1	0	1
Glowtape	2	A roll of tape that is incandescent	1	0	5
Grappling Hook	1	Just the hook no rope.	8	0	15
Grappling Hook w/Launcher & Hoist	3	A large rifle that fires a single grappling hook with 200 feet of line. The line is hooked through a pulley so that a rope can be hoisted up through it and attached.	12	Self	1000
Hammer / Spikes / Hooks	2	Equipment to attach ropes into hard objects like stone and wood, sorry no metal.	3	0	15
Hatchet	1	Similar to a ax with a shorter handle	1	0	7
Honing Kit	1	A small electronic device that sharpens blades.	1	0	10

Name	Tech Level	Effect/Qualities	Wt.	Pwr	Cost
Hot Pad	3	A pad for placing food, or pots and pans, on and cooking with the heat from a chemical reaction. This reaction works but the once, and is disposed of thereafter.	1	0	6
Hot Ration Pack	3	A ration of preserved foods, that is heated chemically when activated by pressing and breaking a packet of chemicals that mixes, and causes a reaction. This reaction works but the once, and is disposed of thereafter.	1	0	10
ID Computer	4	A small computer that is useful in identifying materials, rocks, minerals, organics, compounds and elements.	3	Self	5000
Inflate - a - tent	4	A small bundled of cloth that when activated, compressed air fills some vascular tubing and forms a fairly rigid frame to this tent, sets up in seconds.	6	Self	300
Lifejacket	2	A vest-like device that contributes buoyancy.	3	0	35
Map (Flat)	2	A familiar fold out map of a area, to any scale...no bigger than 9ft square	1	0	10
Map Chip (Street detail of a city)	4	A chip for a map computer, that holds all of a city to the infinite detail.	1	0	35
Map Chip (Terrain Full Planet)	4	A chip for a map computer, that holds all of the detail of a planet	1	0	500
Map Computer	4	A small computer that reads the information from map chips and makes them viewable on a small screen or projected in hologram offering 3d detailed schematics, and also capable of surface scanning the surroundings to be replayed on	3	Self	500
Match Case	2	A waterproof container that can hold up to 30 matches. Often these are exquisitely adorned, and are often passed down from generation to generation.	1	0	1
Matches	2	An archaic method of starting a fire, simply a instant lighting chemical substance, on the end of a short rod of wood. Often respected and admired as a showpiece.	1	0	1
Mech Kit	2	A toolkit for use with machinery.	5	0	500
Med Kit	2	A toolkit that allows a medic to apply First Aid.	5	0	500
Mobile Stove	2	A larger electric stove, suitable to cook 4 dishes simultaneously	6	Self	150
Oxygen Tanks	2	A small tank that has an emergency supply of oxygen that will last for about 1 hour.	5	0	50
Party Lantern	2	A larger device that is used to illuminate a area around the lantern equivalent to about half that of full daylight.	2	Self	25
Personal Lantern	2	A smaller lantern meant for personal use with a smaller area of illumination.	1	Self	15
Personal Mess Kit	2	A multi-piece set of a plate, a pot, and a cup that folds together.	1	0	15
Personal Silverware	2	A setting of personal silverware including 2 forks, 1 knives, 2 spoons, chopsticks	1	0	4
Personal Stove	2	A small electric stove, suitable to cook single meals, and packs away conveniently for travel.	3	Self	100
Plasti-Crete Tank	4	A large tank of a quick hardening liquid that solidifies in seconds after being sprayed. Can be used to create instant barriers, or if combined with some framework, can be used to make walls, and fortifications.	20	Self	2000
Pocket Tool	2	A cool little pocket knife, with several of the more common tools in a pocket version.	1	0	12
Protective Goggles	2	A pair of protective eyewear useful while working to avoid eye damage	1	0	25
Radiation Suit	3	A suit that has been designed to protect the wearer from small amounts of radiation, but not weapon strength blasts.	10	0	5000

Name	Tech Level	Effect/Qualities	Wt.	Pwr	Cost
Rehydration Suit	4	A full body suit like device that recycles the wearers respiration, and expiration for water conservation, excellent in the dryer climes..	8	0	2500
Respirator	3	A small mouth held device that allows breathing of water for up to 3 hours.	5	0	450
Rob Com Kit	3	A toolkit for use with robots and computers.	5	0	500
Rocket AG Pack	5	A backpack that makes the wearer weightless (up to 300 lb.). The rocket then allows the wearer to fly at MV 700 ( about 100 mph) for about 60 miles. Runs on alcohol. AG device is powered by a battery that can be recharged by any recharging facility.	0	Self	10000
Rope		A thin triple woven rope approximately 100 feet long capable of holding 500lbs	2	0	20
Rope	1	100 feet length.	2	0	7
Saw	2	A serrated edge tool, used primarily to cut wood	1	0	25
Shovel	2	A long handled earth mover with a scooping blade.	2	0	12
Skiing Equipment	2	An assortment of equipment used in the sport of skiing; includes boots, skis, poles, goggles, warm weather clothing, small survival kit. Skis are of a design for both cross-country and downhill.	10	0	500
Sleeping Bag	2	A bag that is slept in.	1	0	250
Snowshoes	2	A set of shoes that have a extended oval shaped tread, which increases surface area, and allows the wearer to walk upon the surface if snow, without falling through.	5	0	200
Space Displacement Vessel	7	A small warp generator that opens a hole (10 x 10 feet) into warp space, that can be used for storage. No spaceships don't run over your stuff, although this is a interesting possibility. The object looks like a 4 x 8 inch computer. The portal opens up above it, and the portal size is specified by the computer. Usually it is a hole about large enough to pull a pistol out of. Usually they have passwords that only allow the user to open/close or alter the size of the portal. GM: It is really frustrating for a thief to be able to see into it, but have the opening to small to take anything out.	10	Self	25000
Space Suit	4	A atmospherically sealed suit that contains four hours of life support. Additional air may be attached through external hoses.	15	Self	8000
Spade	2	A long handled earth mover with a flatter blade	2	0	10
Sparker	1	A small kinetic device of two spark-able metals, one attached to a scraper, and the softer metal to the case.	1	0	3
Survival Dome	3	A self inflating tent that is atmospherically sealed, and has life-support for ten days for one person, or 5 days for two. When uninflated looks like a backpack. can only be inflated once.	10	Self	1000
Survival Kit	2	A kit that includes various items including food, knife, wire, and other stuff for emergency survival needs.	1	0	500
Sustain Tabs (30)	3	These are by far the least satisfying in survival foods, but many have lived to tell the tale of their horror, so they must work. A medium sized pill, guaranteed to be everything the body could want or use over the course of the day, except water.	1	0	35
Tarp	2	A 100 square foot square of waterproof cloth.	1	0	5
Tech Scanner	4	A small handheld scanner that is used in maintenance work, can identify structural, electrical, and mechanical damage, and help troubleshoot repairs.	3	Self	5000

Name	Tech Level	Effect/Qualities	Wt.	Pwr	Cost
Tent - 10 man	2	A large tent made for ten.	20	0	1000
Tent - 2 man	2	A small tent made for two.	4	0	125
Tent - 25 man	2	A very large tent made for twenty five.	50	0	5000
Tent - 4 man	2	A medium tent made for four.	8	0	250
Tent - Solo	2	A small tent made for one.	2	0	100
Tool Kit	2	A toolkit that many common useful tools. Fire extinguisher, screwdrivers, hammer, nails.	5	0	500
Tricorder	6	Another small device that records and measures massive amounts of technical knowledge.	1	Self	500
Vacuum Suit	3	A suit that has been designed to protect the wearer from the vacuum of space or devoid atmospheres, contains breathing equipment, sufficient for up to six hours of activity, or 24 hours of survival breathing.	10	0	5000
Watch	2	A timepiece	1	0	50
Water Pack	1	A Backpack style device for carrying and purifying water, also will condense water from the atmosphere	10	0	120
Water Purifier	4	A small portable device used in the purification of water sources, that uses filtering, and therefore requires no power.	4	Self	35

## Blasting Supplies

Type	Tech Level	Accuracy Bonus	Damage	Bleed Factor	Explosion Diameter	# of rounds	Cost
Alpha Bomb	5	0	100d10	5d10	50 feet or 15 meters	1	500
Beta Bomb	5	0	200d10	10d10	75 feet or 22 meters	1	1000
Gamma Bomb	5	0	400d10	20d10	100 feet or 30 meters	1	5000
Plastique-Charge	3	N/A	100d10	5d10	50 feet or 15 meters	1	400
K-19-Charge	5	N/A	400d10	20d10	100 feet or 30 meters	1	1600
K-26-Charge	6	N/A	700d10	35d10	200 feet or 60 meters	1	2800
K-37-Charge	7	N/A	1000d10	50d10	400 feet or 15 meters	1	4000

### Blasting Supplies

Pre-Made Bombs are plastique charges complete with a remote detonator and count down timer for convenience.

Plastique - 20th century plastic explosives

K-Series Explosives - Advanced versions of plastiques

### Demolitions Kit

Name	Tech Level	Conceal Factor	Description	Weight	Cost
Tools	2	7	Assorted wire clippers, strippers, and soldering equipment.	2	150
Bio-Kit	4	9	Bio-Kit - Straps to wrist, failure of life signs causes detonation. Includes all wiring and ignitors.	1	150
Dead Man Switch	2	9	Dead Man Switch - Button. Once pressed charges are armed, when released causes detonation. Includes all wiring and ignitors.	1	10
Electric Kit	2	9	Electric Kit - Old time plunger style detonator Includes all wiring and ignitors.	1	25
Heat Switch Kit	2	9	Heat Switch Kit - Triggered by temperature changes. Includes all wiring and ignitors.	1	10
Instant Fuse Kit	2	9	Instant fuse Kit - A fast burning fuse that burns almost immediately at 250 feet second. Includes all wiring and ignitors.	1	20
Pin Kit	2	9	Pin Kit - Basically a grenade pin. Contains pressure switch and tripwire. Includes all wiring and ignitors.	1	10
Remote Kit	3	9	Remote Kit - Go ahead push it!! The big red one. Includes all wiring and ignitors.	1	75
Time Fuse Kit	2	9	Time Fuse Kit - A slow burning fuse that burns 1 foot a second. Includes all wiring and ignitors.	1	15
Timer Kit	2	9	Timer Kit - A settable countdown timer.	1	15