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THE BATTLELORD'S WAR MANUAL



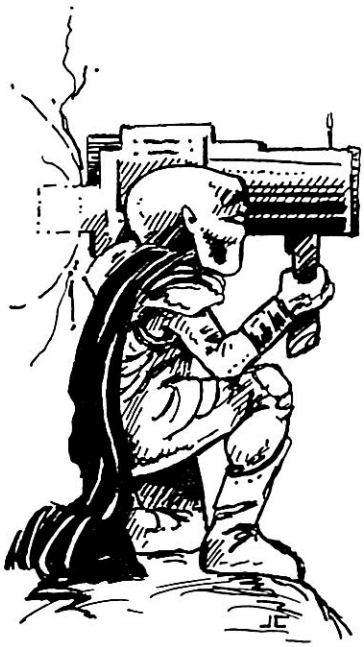
A Battlelords of the 23rd Century™ Game Supplement

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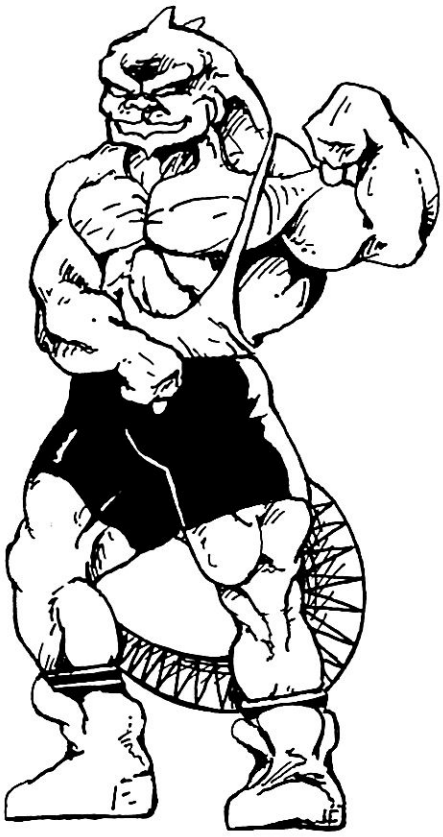
THE BATTLELORD'S WAR MANUAL

A Product of Optimus Design Systems

A WEAPONS AND EQUIPMENT SUPPLEMENT FOR SURVIVAL



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TO GOD: I am not worthy of you, but I try.

THE BACK TO THE BASICS PHILOSOPHY

We at Optimus Design Systems have developed what we call the "Back to the Basics" philosophy on gaming. We believe in putting out powerful information systems, packed with excellent art work, and lots of reading material, at a reasonable price. You have my word as author and designer that these basic principles will never change!

Sincerely Yours

Lawrence R Sims

If you can't sleep, because you have visions of mad Phentari running through your dreams, or you have questions about the mating rituals of Ram Pythons, or maybe you finally solved the greatest Mutzachan question of them all "What am I?" What ever it is, DON'T CALL ME AT 4 O'CLOCK IN THE MORNING!!! Just write us at:



Optimus Design Systems
P.O. Box 1511
Buffalo, New York 14215

This book is designed to support the Battlelords of the 23rd Century Basic Rules Book. It is designed to support a game. That's all. Its contents should not be taken literally. Battlelords is an abstraction of what life will be like in the future if we as people don't learn to live with each other. It is a reflection of how violent we are and how more violent we will become, should we never learn to love one another as God would want us to. We are all responsible for our brothers. We are indeed their keepers. Enough said. LET'S ROLEPLAY.

Lock-n-Load contains mature themes and it is suggested reading for Ages 14 and above.

Revised Second Printing

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INTRODUCTION

Lock-n-Load is primarily a weapons and equipment guide. There are almost 2000 items to choose from, running the spectrum from espionage equipment to thunderbolt generators and everything in between. Why so much equipment? Seems like overkill to some. Well, there are seven technological levels in the Battlelords universe, and some thirty races who must use this technology. Anything short of an extensive equipment list would create gaping holes in the playability of the Battlelord's system. I wasn't going to do that. My job was to provide you gamers with everything you need to seek out your destinies while adventuring. It proved necessary to create gobs and gobs of equipment! It was brutal, but fun! I must say that Mike and I had a "riot" designing this book! Sitting around waiting for a brainstorm, then rush to the computer and begin typing madly until the storm turned into a drizzle.

Lock-n-Load is more than just a weapons guide. It is also an expose on violence and chaos in the future and what one must do to survive in that future! There are timetables, relating conflict and war throughout the universe. Lock-n-Load also contains an expose on the history of warfare. In effect, Lock-n-Load is just that. It is a war manual! All information has been cataloged into various groups for easy access. Cost/Effect analysis and weapon applications have been provided so that, you the gamer, can become familiarized with the different approaches to using the weapons technology common to the 23rd Century.

Lock-n-Load can be easily adapted to fit other systems. See fit to take whatever you need from this book and apply it to any game. It is a technology manual for the future. That's all. This is the first brick used in building the foundation for the Battlelords of the 23rd Century system. The basic rules book laid down the ground work. This supplement, along with the race book ("Visionaries" to be released soon), will constitute that foundation. Only after we have all the pertinent information on weapons, along with all the necessary racial information, can we begin completely quantifying the Universe!

DESIGN CONSIDERATIONS

We at Optimus Design Systems put a lot of thought into how we should approach this weapons/equipment manual. I was faced by a difficult quandary. There were some 400 pieces of equipment in the first book. At first, I opted only to list them in this supplement, as is standard practice. However, I soon found out that my play testers became infuriated when they had to cross-reference between both books (with almost 2000 pieces of "stuff") to find anything. Play bogged down severely while players consulted the appropriate manual for desired information. I was forced to make a difficult decision, merely list the equipment and thereby reduce the size of the supplement, or put all of the information in one book. I chose the latter. However, **THERE WILL BE NO MORE PLAYER EQUIPMENT MANUALS. THIS IS THE ONLY ONE!**

Beyond information, I wanted the book to show the violent nature of futuristic combat in a direct, up close, and not so pretty manner. Combat is bloody now. Imagine what it will be like on the battlefields of the 23rd Century! Thus, I opted to create graphic illustrations concerning combat and all the infirmities that go along with it. There was and is no intention of offending others, only the desire to inform them of what combat is like in the hyper-violent, hi-tech environment, of futuristic battlefields. Today, war is seen on television through an antiseptic filter. Governments quietly censor the graphic truths of men who lose their young lives in dreadful ways for oil, money, and or land. TV waters it down. I don't. I chose to create a more REAL picture of battle, not necessarily a prettier one.

BATTLELORDS CONFUCIUS SAYS "If the enemy is in range, then you had better duck!"

PICTORIAL REPRESENTATIONS

Pictorial representations are designed to provide the reader with a visual frame of reference by which to imagine what life is like in the futuristic world of Battlelords of the 23rd Century. Pictorial representations provide us with a mutual common ground for visualizing the elements common to the Battlelords of the 23rd Century universe. Each full page illustration is cross referenced to a paragraph below by page.

COVER PAINTING:

No matter how well equipped you are. No matter how well you've been trained. Sometimes you drop in at the wrong place at the wrong time! Orion Wiles, a well known mercenary group, met its sudden end in the Degmar Swamp on New Nova Scotia. The unit had been dispatched to the planet to spy on Balshrom Science Corporation activities. It was rumored that a secret weapons site had been conducting tests on a new Omega technology. Able Corporation hired out the mercs to gather information on the site. The unit hiked into the jungle and reconnoitered the area when it suddenly and unexpectedly met up with Big Willy, Balshrom Science Corporation's Behemoth class Humpty Dumpty. All were lost trying to escape!

BACKS TO THE WALL pg: 14

They got caught, breaking into a federal accounting firm to change some records. Rather then face 20 to life in prison, this Phentari and Orion have opted to make their last stand and go down in a blaze of plasma! The enemy has just broken down the door and the Phentari unleashes a couple of presents for them, meanwhile blasting away with a Maximus thunderbolt generator in his other two tentacles. The Orion's RKM 5000 impact laser erupts into life. The two cohorts in crime took out 39 federal agents before they bought the farm.

ABLE CORPORATION pg: 20

The chief competitor to the Balshrom Science Corporation. Able fields a variety of weapons systems, but specializes in pulse and laser technology. The company motto is "Always be willing and Able".

BAS pg: 22

Stands for Bear Armor Systems. BAS produces a series of armors that are renowned for their effective design. The Bear series armors include Cub, Bear, Kodiak, and Grizzly, just to name a few. BAS systems are balanced, possessing reasonable threshold, armor integrity, and absorption for the money.

BALSHROM SCIENCE CORPORATION pg: 31

The powerhouse of weapons technology is undoubtedly BSC. In just 40 years, the company has risen to become the consummate weapons experts. Balshrom is run by a young group of ambitious Human executives called the Boys Club.

THE ROOKIE pg: 35

An all too common scene on the battlefields of today. Another casualty, another family who will mourn the loss of their son. Combat in the 23rd Century is hyper-deadly. You must stay alert to stay alive. One mistake and you often wind up plant food! This kid was a rookie, on his first tour with the Amercs mercenary group. The term used is NHI, non-Human involved. See, when you are new, your life isn't worth anything. No one cares about rookies. They are a credit a dozen. You are a non-human.

The Kid bought it trying to be a hero, charging an enemy position with guns blazing. Four steps, three direct hits from a pulse automatic weapon and NHI!

ON THE PROWL pg: 47

Cizeracks are reconnaissance experts, with their acute sense of hearing, superb eyesight, and raw courage. Many mercenary teams put a couple of Cizeracks on the point to check for enemy positions and traps. Cizeracks are as big as the long extinct lion from the jungles of the planet Earth. The cat in the foreground mounts a look and shoot RKM 5000 impact laser cannon on her back and 4 arm rockets. This picture provides an accurate portrayal of Cizeracks on the prowl.

HUMPTY DUMPTY pg: 50

Humpty Dumpty never had a great fall. Humpty Dumpty kicked !#*%$. The name is given to the most advanced combat armors available on the market. These awesome weapons of war are manned by eccentric individuals known as "suicide jockeys", and are designed to engage tech level 6 tanks, heavy robots, or Arachnids. The operator is actually plugged into the torso of the armor through neural jacks, interfacing with the artificial intelligence module inside the armor itself. He views events outside through a virtual reality simulator. His theoretical movements are converted to neural command sequences which are interfaced with the armor and cause it to function.

This particular walker belongs to Jake Johanson. The right arm of this Humpty contains a Valley Green laser auto-cannon. The utility hand mounts a rotary saw and welding torch. The top section of a Humpty Dumpty is called the Anvil. The unit's main gun or missile rack is mounted here. This particular Humpty Dumpty fields a Wicked Crimson Pulse Automatic Weapon on its anvil.

CREEPY CRAWLERS pg: 58

The Armadillo Gun Turret is the eminent crawler class ultra-armor, diverse and capable as either a tank or walker. Rauk's Chariot belongs to Peter Rauk, CEO at Balshrom Frontier headquarters in Andromeda. This picture was taken at the Grafenweoher Training Grounds on Earth.

GRAFFITI WALL pg: 72-73

They never stop. They never listen. Kids these days. No matter what you say, they are still going to express their frustrations by writing on everything to make a point! Put these hoodlums in jail. My tax dollars should be spent on better things. Just let me catch one of those little monsters writing on my walls!

NULL GRAV WARFARE pg: 76

The two bounty hunters thought they had this Eridani cornered, but the fugitive Eridani has taken out the human. The Orion boldly (foolishly, depending how you look at it) taunts the Swordsaint with his finger, brandishing a short sword in his free hand. The Eridani has that forever angry look on his face as he rushes the Orion, long sword in hand. The Duo's boss, Phelonious Phentari, looks on from the com panel.

MINI-GUN MADNESS pg: 81

The ultimate in crowd control! This dude is feeling the power rush of firing 18 rounds per second! He is holding a XM-214. A light weight, aluminum alloy, mini-gun, which utilizes an electronic motor to drive all six barrels. A quick snap shoulder harness allows for fast separation from the weapon. The greatest problem with operating mini-guns is that you need to have an "18 wheeler" following you around just to carry the ammo! Also, range is limited. But if you just want to "jam", this is definitely the weapon of choice!

OPEN SAYS ME pg: 89

This warrior carries his own special pass key, the Abomination Omega cannon! The Abomination will replace the Devastator as the most powerful hand held weapon on the market and this Gen-Human is field testing one. He wears Power Mesh battle armor made by Bear Armor Systems (BAS). His lower body armor options include feet claws, a scatter mine defense unit, and anti-armor missiles. He mounts Jackrabbit medium range reflex missiles on his left shoulder and an automated Freewill, self engagement laser cannon on his right. With a chest mounted flux shield, this tech level 6 soldier is more than capable of effectively engaging the enemy.

ROCK-n-ROLL pg: 92

Alliance forces under attack by the Rebels at the Battle for Terasleague (known by Humans as The Second Khe Sahn). Surrounded on all sides and cut off from resupply, the 2nd of the 5th Marine regiment held out for six weeks while enemy forces tried to take the supply depot. Huddled behind trenches, the valiant warriors repulsed charge after Rebel charge. Over half of the unit's personnel were killed or wounded during the conflict which lasted for 43 days until the radiation cloud surrounding the planet dissipated and reinforcements could be brought in to break the siege.

AFTERMATH pg: 94

The platoon had been ordered to hold the flank of the main body's position at all cost. Suddenly, Rebel forces, numbering more than 500, counterattacked and overran the group. Faced with jeopardizing the rest of the regiment or retreating, the officer in charge called in an artillery strike on his own position. Seventeen out of sixty were lost.

The Zen Rigeln is punching DNA codes of the victims into his body computer to catalog burial records later on when the platoon returns to base camp. Seventeen shallow graves on some forsaken world in the desolate void of space. What is it all for anyway?

THE SLAM DUNK pg: 96

This moron thought he could take out a Ram Python with a submachine gun at point blank range. All he managed to do was to "tick" the Python off! The Ram went berserk, snatched up the idiot, and planted his head 2m under! Moral of the story: Let sleeping Rams lie.

SIR. FLUX SHIELD DOWN!!! pg: 109

The three man crew obviously "bit the biscuit". This illustration depicts the devastation wrought when anti-tank weapons pierce modern battle armors. Here, a Leopard 4 main battle tank takes a direct hit from a Gustaf Whistler anti-tank round. Tech level 4 tanks are protected by a flux force field that surrounds the craft. Furthermore, these multi-million credit vehicles utilize sophisticated electronic technology to counter the threat of incoming missiles. Sometimes that technology doesn't work. Oh well! The Gustaf was designed to negate flux shields and pass right through them. Result: 20 million credits worth of machinery knocked out at the price of a hundred thousand credit missile.

THE NIGHT SHIFT pg: 121

Orions are adamant believers in the Seven Finger Discount! That's why most enterprising Orions work The Night Shift. Here, we see Dnmeris and Cornis "The Scotsman" breaking into Calamite Gold Reserves on the planet Tuu. As for Orion proof security systems: NOT!!! All it takes is a little ingenuity and you are usually in. The boys made off with 23 million or so in gold bullion (the truck couldn't carry any more). No finger prints, no clues, no leads, no gold!

TRACKING pg: 132

A mercenary bounty hunter group is tracking a Phentari wanted for murder (hard to believe). The Mutzachan in the foreground is using a bio-scanner to locate the fugitive. Notice: In arctic climates where there is no vegetation to conceal movement, the point man (Cizerack) has been brought back to work directly with the group.

CHILLIN pg: 138

Warriors take time off from the dangers of war to hang out in the more dangerous bars. Here, we some mercenaries chillin' at the bar. Underneath the calm exterior of spoken pleasantries are laser pistols at the ready.

MOG'S pg: 142-143

Mog's is the most well known/infamous bar in the Core Worlds, and the favorite hangout of mercenary types of all kinds. Mog's is located in the seedier section of Hana, the capital city of Taos 4. The bar is treacherous to say the least. Countless people have bought the farm after stopping in for cocktails. What would life be, if there wasn't a daily gun fight at the bar? However, if you watch your mouth, you don't tend to have problems.

On a serious note. Mog's is the place to go to find the action. You can get anything you want at Mog's restaurant, except for Fredd! Your chances of making a Rebel, ARM, or network contact is doubled if you come to Mog's, triple if you are an Orion. The key factor is the size of your wallet and the quickness of your draw.

CYBORG pg: 145

There are a host of cybernetic attachments available to the soldier of tomorrow. However, most cyborgs look like machines. Limbs and attachments are not cosmetically implanted, due to the increased cost for cosmetic surgery.

CYBER WARFARE pg: 149

Snap on Cybernetics is the rage of modern gladiators. It allows a person to snap off a normal cybernetic limb and attach a wicked cannon of some sort. The target is superimposed on crosshairs in the eye. Cyborgs with these built-in systems operate at a -4 to initiative rolls. Heavy weapon systems such as the one shown here require an exoskeleton to support the body. This cyber-skeleton is called the chassis.



OF CHAOS, CONTROVERSY, AND CONFLICT

14004 BC: The use of nuclear weapons is prohibited on the planet Trishmag. The Council of Timar convenes to discuss the proliferation of such technologies across the universe.

13001 BC: The Mutzachans encounter a hostile alien spider race in the Canes Venacti globular cluster. This lifeform is assumed to be an unbalancing force in the universe. The Council of Timar convenes to discuss appropriate actions.

12097 BC: The Totalitarian Inquisition begins on the Chatilian homeworld. All individuals believed to possess special powers are hunted down, arrested, tried for Treason, and summarily executed.

12096 BC: The Day of Stain is decreed when some 10,000 Chatilians are arranged in the central square of Glimix, the capital city on Chatil, and decapitated. Blood runs red in the streets.

11998 BC: A Mutzachan war fleet is dispatched to Virgo to reduce the population of the spider race, as well as destroy unwarranted technology. Over half of the fleet is lost as a price for success, along with some of the greatest minds in Mutzachan culture. A 10 year period of mourning is declared.

11871 BC: Mutzachans learn the truth behind the Arachnid threat. An emergency session of the Council of Timar is convened. Plans for dispersing the Mutzachan race across the galaxies are made as a contingency to all out war.

10786 BC: A Dane materializes at the Council of Timar.

10231 BC: Mutzachans encounter a wandering race of galactic nomads called Atlantians. Friendly relations are established.

8911 BC: The Chatilian Civil war begins with the Battle at the Palace of Patru. The "Illuminaries" unleashed the full wrath of their powers on the Normals. Thousands die in the slaughter. The next 57 years will see the Illuminaries carry out terrorist like hit and run raids against the government.

8367 BC: The Chatilian Central Army masses for Soldiers Day at Morkudom. The Illuminaries attack in the bloodiest and final battle of the Chatilian Civil War. 65,000 are lost in the destruction. Four months later, The Peace of Knowledge is signed and the conflict ends.

7583 BC: The Atlantian expedition fleet to the Magellanic clouds in Virgo is lost, along with 35,000 lives.

7146 BC: The orbit of Taos 4 shifts closer, warming the polar icecaps. Mass flooding and geological upheaval kill millions. A century of global warming passes and the planet's climate is permanently changed. Deciduous weather patterns prevail across the majority of the planet.

7000 BC: Atlantians settle on the third planet of the Sol system, amidst a barbaric race of warrior types called Humans. Eridani develop laser technology.

6525 BC: Diplomatic relations between the Atlantians and Mutzachans are severed over the refusal of the Mutzachans to allow Atlantians access to stargates.

6523 BC: A declaration of war is made by the Atlantians against the Mutzachans. However, no battles are fought.

6300 BC: The people of Atlantis suddenly disappear. Billions vanish within 2 years. The Council seeks the answer.

6299 BC: The Mutzachans launch a secret mission to the Virgo super cluster. Rumors claim that all who participated perished, or worse! Another emergency meeting of the Council of Timar is held. The outcome is withheld from the Mutzachan people.

6137 BC: The Mutzachans hold council with the Dane on the threat to the Universe. Little is resolved.

4226 BC: Mutzachans secretly assist the Phentari in developing space travel, unbeknownst to the Phentari people.

4001 BC: An Eridani expedition fleet is destroyed by the High Mage to the Council of Timar, Markuss, as it attempts to eradicate the inferior lifeform known as Human on the planet Earth of the Sol system.

3500 BC: A Dane changes the course of Python evolution by assisting Tar Pythos in building the vaunted Blade of Sharras. It will be used in the Pythos/Cameon War.

3485 BC: Phentari are first contacted by Mutzachans and warned of their practices against other races.

3477 BC: The beginning of the Pythos/Cameon War (1st Python Civil War). Python Lizards leave their water homes to slay unwary Ram Pythons, in hopes of controlling the marshes and jungles.

3497 BC: Orions enter the agricultural revolution. The planet prospers.

3475 BC: Tar of Pythos uses the energy weapon known as the blade of Sharrass to turn the tide of battle during The Battle For The Jungle Highlands. He becomes High Chieftain to the Ram Python peoples and begins organizing the tribes.

3469 BC: Tar, and his Clan Strong Hand do battle with the Grey Pythons at the Mudpits. Tar is slain and the Blade of Sharras lost. A power struggle begins between the tribes for position as the High Tomud.

3468 BC: Clan Blood Tongue and Tree Knarl wage battle amongst themselves. Hundreds are killed. Internal disputes can not be settled and fighting breaks out between Ram clans all across the Deep Jungle.

3467 BC: Python Lizards take advantage of the turmoil and launch an all out offensive and quickly crush the divided Ram clans. Taken completely by surprise, the great jungle lizards are quickly defeated. The Pythons banish the Rams to the Western Reaches, to live in the dry lands and salt marshes.

3431 BC: A Phentari expedition fleet is approached by alien warships. The Eridani admiral in charge, broadcasts terms of surrender. The Phentari refuse and are destroyed. The Justification War begins.

3381 BC: Phentari warships destroy nine Eridani vessels over Hemalan.

3382 BC: The Orions enter the Industrial Revolution. It lasts for 90 years. Feudal landowners battle for control of the best land.

2599 BC: Orions enter the technological age. Corporations take control of the planet's resources during the next 50 years. The planet continues to prosper.

2495 BC: Phentari receive an anonymous tip as to the whereabouts of a potential ally to fight their battle against the Eridani war machine. Phentari scouts observe the Orion homeworld. General Arasarrious, Supreme Commander of the Imperial Naval Echelon, decrees that the Orions would best serve Phentari needs as cattle, and in that way serve as allies.

2492 BC: Phentari war fleet sets sail for Betelgeuse. They are confronted by a small Mutzachan vessel. Aware of the imminent danger, the ships turn back. An emissary is sent to Taos 4 to discuss terms for an Alliance against a potential enemy.

2403 BC: Phentari collaborate with the Orions and assist them in developing space travel. Mutzachans block further technological aid. The Orions begin an aggressive deep space exploration policy.

2040 BC: The Abolition of the Pain Decrees state that any overt or covert act against another for the purpose of causing bodily damage is tantamount to treason against the state "for the state is nothing but a compilation of the people". Such an act carries the Death penalty. The Zen world enters a state of peace.

2010 BC: Corporations on Taos 4 begin a controversial policy of slavery. The slaves perform manual labor in Taos 4's extensive farming complexes.
2007 BC: Riots and massive strikes break out in the Western hemisphere on Taos 4 over the policy of slavery. The planet is threatened by civil war. Finally, corporations capitulate.
2000 BC: A genetic mutation in male Cizeracks threatens the existence of the race. Fears are realized when the dominant female of the species exterminate millions of male cats. Surviving males serve only to reproduce.
1770 BC: Phentari and Orions sign the Kwashime Peace Accords. Eridine is destroyed in a sneak attack by the Joint War Effort.
1687 BC: Coral, an Orion assassin, fails in his attempt to kill Viceroy Ericsal-idan at temple Buddon on Eridine. He is publicly tortured then beheaded.
1685 BC: The Tradan (the Orionus stock exchange) is blown up, killing 1200. The body of a Swordsaint is found in the rubble.
1566 BC: Elite Eridani commando forces penetrate and destroy the Phentari starbase at Kalisk. The squids retaliate by attacking Eridani shipping over the next 6 months.
1499 BC: A cease-fire is signed into action between Eridani, Orion, and Phentari diplomats. The very next day, Orion and Phentari naval forces destroy the Eridani colony world of Ramith. 1.5 million are lost.
1488 BC: Phentari ground forces land and take control of the Eridani on the mining asteroid Neldrick-7.
1485 BC: Eridine launches Operation Thunderbolt, a blitzkrieg-like offensive aimed at destroying Phentari means to make war. Production facilities are struck at Erli, Manoth, Dwarn, and Lansoge. The planets Uto and Mask are completely destroyed. The savage victory rocks the Phentari government. A military coup, led by Field Marshall Phenerson Phentari overthrows the Phericon government.
1479 BC: Negotiations between the Eridani and the Kwashime Pact under the watchful eye of the Council of Timar. The Accords of Hatil are signed. Hostilities between the Eridani and the Joint War Effort end.
1322 BC: The Zen enter the Age of Prosperity. The communal effort increases the living standard on the planet tremendously.
1066 BC: After years, isolated from their homelands and finally united, the Ram Pythons attack in mass and drive the Pythons from their lands. Two months later, Ram Pythons invade the Great Inland Sea on Pythos and slaughter over a thousand Python Lizards in what is known as the Battle of the Blood Flowing Sea. The Second Python civil war begins.
1065 BC: Pythons begin hit and run raids against the Ram Pythons and move their feeding grounds into deeper waters.
1002 BC: The Pythons meet in The Battle of the Jungle Peninsula. Both sides claim victory, but suffer heavy casualties.
998 BC: Python Lizards move their major feeding grounds to the Wet Marshes in a remote and uninhabited part of the planet.
996 BC: Ram Pythons discover the Feeding grounds. They mass their forces and attack, killing the high king of the Python nations and all who dwelled there. The Second Python Civil War ends.
220 BC: The Ritual of the Vuldgreithe (execution) is first acted out on the planet Katrel. 200 Tza Zens are burned at the stake.

The Birth of Christ

571 AD: The birth of Jaquassarious Phentari.
1240 AD: Grand Tour Assizza appears from the "grave" to save the Zen from a deadly plague, speaking the immortalized words that are carved in Zen legend. "Death is only temporary, power is immortal!"
1857 AD: Cizeracks go to War Against the Lizards over the murder of a diplomatic emissary to the planet Pythos.
1935 AD: Ram Pythons overrun a weapons depot at Salas River, capturing a huge weapons cache. The Cizeracks respond by spraying the jungles with defoliant and nerve agent. Tens of thousands of Rams are killed.
1936 AD: Cizeracks poison the Great Inland Sea on Pythos, killing almost 1/3 of the Python species in a single month.
1938 AD: United, the Pythons and Ram Pythons launch what is known as the Martyr's Offensive against the Cizeracks, using their captured weapons to recapture lost territory.
1941 AD: The War Against the Lizards ends. One out of every four cats that fought are dead. The Pythons lose over half their number. Little is gained. Cizeracks withdraw much of their force, leaving behind strategic bases. Pearl Harbor is bombed and the United States of America enters into the 2nd World War on the planet Earth.
1945 AD: Eridani make breakthroughs in pulse technology. The experiments are halted mysteriously.
1971 AD: The Rams revolt and the Cizeracks are forced to cede the planet Pythos back to the lizards.
1973 AD: Armed with stolen Cizerack technology, Ram Pythons invade the Great Inland Sea and butcher the Python Lizards. The wholesale massacre is called the Revenge of the Silent Blade in memory of Tar, the great Ram Python Tomud.
The 3rd Civil War on Pythos begins.
1974 AD: Ram Pythons launch another offensive to destroy the Python Lizards, once and for all. They use modified Cizerack technology to win the decisive Battle for the Inland Sea. Python Lizards capitulate and are rounded up, then slaughtered. The Pythons begin a systematic extermination of the sea lizards when all of a sudden, their weapons stop working. A gold robed Mutzachan then appears, hovering in the sky. He speaks "You have used technology to unbalance the otherwise equal force between you. This, I must stop." He continues for awhile, then speaks a strange prophecy. "One day, Ram and Python shall fight side by side as brother and turn the tide in the battle for the universe. Thus, both races must be allowed to flourish. From this moment forward, I forbid any wars between you. All violators shall be destroyed!"
1975 AD: A Ram Python army enters Python waters to destroy Python Lizards. The sea begins to boil and they are cooked to death. Shortly thereafter, the same gold robed Mutzachan appears and threatens, "If you disobey my commands again, I shall be forced to terminate you. I am your superior in battle. Look at those whom I have defeated." A peaceful coexistence begins on Pythos.
1999 AD: Nuclear escalation ends in limited nuclear war on the planet Earth. Over 2 billion perish. Civilization all but collapses.
2007 AD: The Western Defense Group is formed between the United Socialist States of America, Canada, and Brazil.
2002 AD: The Sino-Asian Alliance is formed between Australia, India, and China.
2004 AD: Japan is conquered and becomes a police state. In the fall, the African Military Quorum invades and takes control of southern Europe. The Francian States, the Germanic Republic and the Provinces of Ukrania sign the Euro-Commune Defense Pact. An attack against one nation is seen as an attack against all.
2005 AD: Earth enters its second Dark Age. Chaos, disease, death, and war prevail for the next 20 years as the planet recovers from near obliteration.
2030 AD: Reconstruction begins on the planet Earth. The rise of the first mega-corporations.
2051 AD: Mutzachans make contact with Humanity and begin cleaning up the planet. They trade industrial technology for medicine. The energy controllers greatly accelerate the technological evolution.
2075 AD: Clone wars breakout on the planet Earth.

2091 AD: The first stargate is built orbiting Mars. Over the next 50 years, Humans build a massive space fleet and sweep out across the galaxies, colonizing hundreds of worlds, and encountering all of the races. Mutzachans supervise the expansion.

2109 AD: The 1st Arachnid Invasion begins. Millions die before it can be stopped Over the Sea of Orion. A defense treaty is setup to protect the 12 most powerful nations and the Alliance is founded. Gen-Humans take control with Mutzachans as arbitrators. The Council of Timar is moved to New Washington. Joint Eridani and Human fleets are dispatched to Virgo to battle the Arachnids on their own ground. Phentari, Cizerack, and Mutzachan units are held behind to protect the Core Worlds.

2120 AD: Imperialist elements within the central government push for expansion and exploration begins all across the Local Group of galaxies.

2121 AD: Pirates spacejack a freighter convoy heading for Crossroads. This constitutes the first massive pirate attack against Alliance shipping.

2127 AD: Eridani and Phentari border skirmishes breakout. A cease-fire is signed. The Council of Timar proves for the first time that it has true authority over all nations within the Alliance. Eridi-Corp is created to protect Swordsaint interests.

2145 AD: Dissension over government policies surfaces. Mass protests are held on the capital worlds of Earth and Katrel, as well as many other planets. Galactic scale riots.

2187 AD: The first Rebel Uprising. Crack mercenary units disguised as operators of a freighter convoy capture Starbase Sunrise, along with its stargate. The insurgents demand political reform. Simultaneously, riots breakout on dozens of planets across the Core Worlds. Military units respond and crush the Rebellion.

2207 AD: Ex-Marine Don Stefanie founds the Neo-Conservative Forum. The new movement flourishes, expounding "Vote out all the Liberals".

2239 AD: Balshrom Science Corporation is founded.

2240 AD: Uncle Ernie links artificial intelligence to the brain and becomes the richest man in the universe.

2256 AD: Uncle Ernie turns sour over a dispute of licensing rights for genetic experiments. The Second Rebel Uprising occurs. It is put down at the Battle of Terasleague. Total Casualties: 5,000,000.

2257 AD: The Hammer survives a surprise attack by Arachnids. The rest of her support ships are destroyed. Crippled, she limps back to port.

2260 AD: Nothing very special happened this year. The Bills lost again. Wide left this time.

2265 AD: 2500 Tza Zens are executed on the planet Katrel for treason against the state. Peaceful Zens demonstrate, demanding the step down of the perennial government.

2267 AD: Uncle Ernie escapes from the maximum security prison at New Leavenworth. Six months later, he unleashes the Blood Warlock on New Washington.

2268 AD: Battlelords of the 23rd Century 50th editionis released. There arestill tuns of typos. The affects won't be aperent for a couple of sentureys, PPleas esend all corrections to Optimus Demise Systems, New Leavenworht worshop. Ask for the Fat Black pot Bellied Condor. He is working as the prison secretaryu? Ask for the new expanded typos index! Larrry is still using the same 286. His brain keeps being transplanted and is currently resdingg in a Ram Python.

2272 AD: The battlecruiser New Washington and her contingent of warships ambush and destroy an Arachnid Mother ship over Tau Ceti. Jaquassarious Phentari destroys the planet Sharron and becomes the number one wanted criminal in the galaxies.

2273 AD: Arachnids obliterate the planets Salvador and Zwim Mon Damnax of the Andromeda galaxy. Reports claim that a third invasion may possibly be under way. The 7th fleet, lead by the carrier Enterprise is dispatched to the area.

2274 AD: A special session of the Galactic Forum (The Alliance legislature) is convened to discuss the destruction of the planet Sharron by Jaquassarious Phentari. The action is condemned and a vote for a Death Note (unconditional bounty) is taken. The referendum is passed. Mutzachan and Phentari representatives abstain from voting.

2275 AD: Some twenty different Alliance vessels disappear without a trace. A special inquiry is set up to investigate these happenings. Uncle Ernie delivers a present to the planet Borneo in the form of a special biological weapon. All indigenous life perishes. He sends a message to the floor of the Council of Timar. "Hey baby. Uncle Ernie loves you! By the way, that was only a trial size."

2276 AD: Apparent evidence to support the existence of Atlantis is covered up by conservative elements of the Alliance.

2278 AD: Chainguns are made illegal on most tech level 3 and lower worlds.



TAKE A LONG LOOK BEFORE YOU COME OUT TO THE FRONTIER

In the sanctuary of the Inner Circle, or what is better known as the Core Worlds, people do not live in fear. You go home to your comfortable beds and sleep your peaceful dreams. Those of you on the inside don't die terrible gruesome deaths at the hands of insidious evils that can not be explained, nor destroyed. You weak and pathetic fools could thus hardly understand what it is like out here, beyond the protection of your police, beyond the well marked boundaries of your cage formed lives. Out here on the Frontier, death is as commonplace as the body armor and heavy weaponry that clatter through the empty streets. A buddy, one day and a body the next. The Frontier is where the action is and you meek and pathetic slobs, dribbling with your worthless and insipid values had better stay right where you are because out here you don't stand a chance!

The difference between life in the Core Worlds and the Frontier planets is like night and day. Sure there are some similarities, but on the whole, the settings are incompatible, and generally so are the people. The Core Worlds are protected by blankets of defense-nets. Ships patrol the security corridors to ensure your safety. There are millions of police and secure-bots to protect the innocent there. In the Core Worlds, life is molded by a judicial system that advocates complacency and mindless acceptance. On the Frontier, planets are lucky to be visited by an outdated warcruiser once a month. 50,000,000 light years away, on outpost planets like Jamal and Ternansk, justice is settled with the thunder of pulse cannons and crackle of lasers. You mindless droids from the Inner Circle blindly accept the laws and rules set up to mechanize your drooling existence! Frontier survivors look to themselves for answers. We settle problems the old fashioned way. Whatever means are available! When you go to bed out here, you are quietly aware that you may not wake up ever again, that an enemy may rake you with plasma while you sleep. The dangers are real, and so are my bullets.

Its not Tri-V. Out here, pirates are your neighbors. Rebels drink at the local watering hole, and the Arachnids drop in every once and a while to wipe out a couple hundred thousand of us! Out here is where the true warrior seeks his answers. The Frontier is where every Battlelord belongs. The calling card is for warriors only.

Cause We Could Take Out Hell Itself. All We Need To Know Is The Range!!!

Jake Singletary,



Mercenary Extraordinaire

THE LAYOUT OF THE LAND

Lock-n-Load is, as they say, the Battlelord's War Manual. It is designed to provide you the roleplayer with more information concerning the Battlelords of the 23rd Century roleplaying system. The book is laid out in four basic sections. The first deals with the application of technology to modern warfare. Next, the book describes the current status of warfare throughout the Alliance and the general perspective of its citizens toward warfare as a whole. The third section details the list of equipment available to characters, while the fourth section provides insight on how to go about using that equipment in a combat environment. Now that you know the layout of the land, let's rock-n-roll!

EQUIPPING YOUR CHARACTER

With over a thousand pieces of equipment available, the question seems to be, what should I get? Well hang on to your seat for a couple of minutes and let me see if I can shed some light on the subject. Correctly equipping your character can mean survival or extinction. Battle Masters will love it if they can catch you unprepared and wax your character because he wasn't correctly equipped. And the truth of the matter is that it won't be their fault. It will either be yours or mine. I made the game so that you can't always be prepared for everything, because there are just too many things out there that can "smoke you like a cheap cigar"! I don't want you to always be prepared. I want you to be ready to take on the enemy most of the time. It would spoil all of the fun if you guys were always ready for what was going to happen next. Also, I want players to have the option of completely developing their respective characters in such a way that they are unique. There is no exact solution that will make one character more powerful than another character. There is just too much to take into consideration. There are 7 tech levels and characters must be prepared to deal with what happens at any given tech level, whether it be in an urban environment or out in the "woods". In the following article I will discuss some ideas on equipping your character for the up and coming adventure.

THE BASIC SURVIVAL PACK

Here are those pieces of equipment which are fundamentally necessary to insure the survival of a PC. Without them you are basically in deep yogurt. The problem is that when players are rolling up characters, they often forget to pick up the basics while they are sorting through the weapons and armor section. They forget to purchase a compass, so that their character doesn't get lost when he is wandering around in the "boonies". So, I have put together the Basic Survival Pack that all PCs should carry, in my opinion. Below are listed those items in the pack. Of course, if you stop in and pick one up before midnight tonight, you will receive a years supply of absolutely worthless junk at no cost to yourself. Actually, there is a 20% discount on the package, as compared with the list value of all the items. "You get all this for the low low price of 465cr here at Adventure Equivalent Inc."

Body Rehabilitation Injection
Slap Bandage
Binoculars (basic)
Compass
Flex Rope (50m)
2 M-85 fragmentation Grenades
Web Gear
Emergency Transmitter

A CLOSEUP LOOK AT ARMOR

The type of armor that your character buys pretty much determines whether or not he will be sent home in a body bag, or worse yet, not sent home at all because nobody can find anything left of him! However, beginning characters are very limited in what armor they can afford to buy, if any at all. If you work for one of the mega-corporations, there usually is some sort of signing bonus that allows the PC to pick up something truly worthwhile. Otherwise, you have to scape and scratch.

First, you must determine what type of environment your character expects to be functioning in. If he is an urban combat specialist, then I suggest that you get a flack jacket or street armor. Most "civilized" planets are going to allow you to roam through the aisles of the super-mart wearing tri-mesh! NOT!!! If your PC is going to be operating out in the wilderness, you have to get something on the order of AKMB armor or better. AKM is marginal, and Cruiser will work in a pinch. Flak jackets are nice, if you don't mind losing a leg or two! And yes, you have to get a helmet! Look at the Critical Hits Table and take a guess as to why!

See, the reality of it all is that your armor is important, but the options that you put on it are even more important. They determine how your character will operate in a combat environment. You should make intelligent selections as to the armor options you will need to employ. Here are a couple of hints. BUY INFRARED DAMPENERS, QSU, AND CORROSIVE PROTECTION FIRST! I would suggest Ablative Liners also, unless you enjoy small holes burned in your body!

ABSORPTION VS THRESHOLD

The subject comes up all the time. Which is more important, absorption or threshold? Well let me put the whole controversy to rest. Neither! It totally depends on the situation that you are in. Threshold is good at stopping multiple attacks per discharge segment, (i.e. when you are getting pasted with automatic fire). Threshold is most important for weapons that do less than 8 points of damage on the average. It is "mega-important" when taking lasers into account. Lasers aren't affected by absorption polymers. The most graphic representation of the value of threshold is when a grenade lands. Persons struck by grenades take up to 10 fragments of damage. On a cost effect basis, threshold is more important than absorption because it can completely negate the effects of a grenade attack, whereas absorption stops damage, but at the cost of armor integrity and the absorption rating itself. Overall, threshold is most important in tech level 3 or lower societies where automatic rifles, machine guns, and low line lasers are most often encountered. But it is never unimportant!

Absorption is critical to the survival of a character when advanced weaponry is used. Absorption polymers are effectively the armor's body points. Absorption polymers are actually something called Liquid Rubber. This substance is injected into the armor where it stays in liquid form. When the polymers sense kinetic energy above a certain threshold, or heat energy below a certain level, the liquid turns into a super hard, heat absorbing agent within micro-seconds.

Absorption polymers are most effective when high damage yield weapons are employed. In such situations, the threshold will only attenuate a small portion of the damage. The rest must be absorbed by the absorption polymers. Absorption becomes most critical on tech level 4 or higher societies. Here, plasma and Omega cannons are brought to bear along with a host of other super nasty weaponry. Absorption polymers are the only thing that stops transitional damage, that damage that is concussion based and translates straight through the threshold to the liner below. Such is the case with tremendous crushing damage, sonic based attacks, grenade concussion, and Omega Cannons.

THE FORGOTTEN ARMOR INTEGRITY

Most of the time, no single attack will do enough damage to reduce armor integrity to zero. Armor Integrity constitutes the actual amount of metal on the armor. For the most part, no single fire fight does enough damage to armor integrity to reduce it to zero. (Oh by the way, at zero there is nothing left except for your skin)! However, don't just discount armor integrity so easily. Armor integrity is quite important when pulse cannons, rockets, missiles, disruptors, and disintegrators are present. These attacks destroy large amounts of metal in an instant.

THE BEST ALL AROUND BUY

What is the best all around buy for novice and intermediate level characters? Mmmmm. Well let me see. There are a lot of opinions out on this. Trust me, I wrote the book. The overall best buy for the money is Bear armor. No question about it! Bear is relatively cheap and you can step on a Plasmore mine and come out of it without a scrape! It has reasonable threshold, and excellent absorption for the money, so long as you aren't size class 8. Matter of fact, all of the Bear armors are good, Cub, Bear, Kodiak, and Grizzly! Remember, the absorption polymers are great, but you can still add more!!

WEAPON COST EFFECTIVENESS

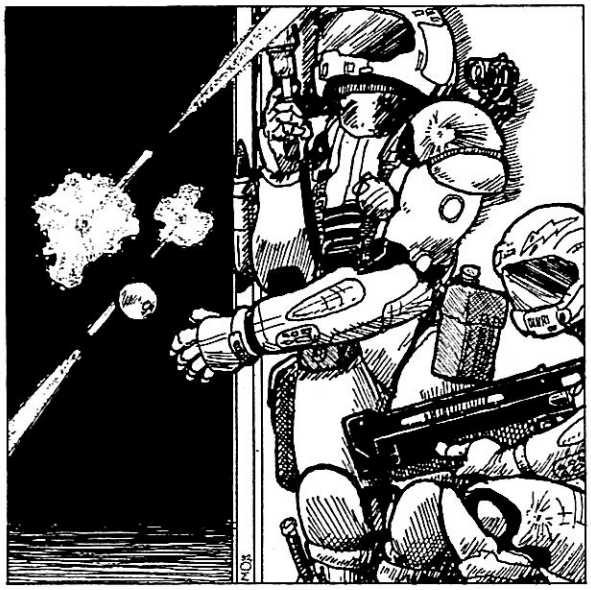
The following article discusses the relative cost effectiveness of weaponry and the application of that weaponry on the battlefield. Players should read through this section thoroughly, so that they are familiar with the concept behind each of the 45 different weapons systems! NOT!!! Just browse through this section which provides insight to using some of the more potent combat systems.

Archaic Hand Weapons: They are cheap! That's about it. They aren't very effective on any tech level higher than their own, unless of course they are in the hands of a Ram Python with an attitude problem! They have some other saving graces though. They don't make much noise. There is an accompanying squishing sound sometimes, but other than that, they are virtually silent. Archaic hand weapons are also good to have if you have an Eridani enemy who seems to think that you constitute an inferior lifeform. Finally, the possession of archaic hand weapons in unauthorized areas tends to carry a small penalty, whereas the possession of something like neuro-field cannons can find you in the disintegration chamber of your local prison!

Archaic Powder Weapons: This covers all areas, including shotguns, pistols, rifles, and the like! They are very much underrated. Archaic powder weapons are cheap and still do a reasonable amount of damage. Furthermore, people tend to forget that archaic powder weapons still maintain the fastest discharge per second of all weapon classes. Overall, they are effective against anything with a threshold of 5 or less. They still do some damage above this, but not much to speak of. Another bonus, is that they are medium ranged weapons overall. You don't have to let the enemy wander up to, say, 20m, before you blow his head off! Finally, archaic powder weapons have a wide variety of uses within their own class and once you learn how to use one, you can easily learn how to use another.

Lasers: The nasty laser monster! Lasers are perhaps the most deadly weapon in the game for their cost. The fact that they aren't affected by absorption makes them absolutely wicked! Trust me, characters tend to buy everything but ablative liners. Once a laser penetrates threshold, it does straight body damage. Lasers are long range weapons. Most can engage targets out to 750 meters or more. Few other weapons have this pronounced ability which means that you can pick them off long before they can bring their own weapons to bare. Continuing on, a laser makes no noise at all. There is no report to betray your position. Furthermore, powerful lasers fire beams in the ultra-violet portion of the electromagnetic spectrum. Unless someone is wearing an ultra-violet detection device, they won't even see what hits them. All of a sudden there is a neat hole in the middle of your chest. You didn't hear where it came from and no one saw it either. ONE PROBLEM; a single smoke grenade can render your high powered laser impotent. Rain and fog defeat lasers equally as well.

Pulse Cannons: Pulse cannons fire super heated plasma. They are short-medium range weapons with combined exceptional damage yield and armor integrity reduction capability. No other weapon system is so suited for tearing up armor. Pulse technology is tech level 4 or higher and pulse cannons aren't cheap. Yet they are the mainstay of combat types. If there are drawbacks to the system, one surely must agree that they are heavy and cumbersome. Weak characters have problems adequately manipulating them in a combat environment. The other shortcoming is that they aren't generally effective beyond range bracket 4, although this problem has been partially addressed with the production of the Vector series of pulse cannons.



Omega Cannons: Start with a cost that is out of sight as well as out of mind, severely limit the range, and you have begun to size up the short comings of owning one of these weapons. Omega cannons represent the cutting edge of technology and you pay through the nose for it! They are useless as teats on a bull beyond range bracket 4 and aren't very effective beyond range bracket 3. So why spend a quarter of a million credits on something that seems so overrated. Well, for starters, Omega cannons have an unreal damage yield! Few other weapon systems can even compare. One shot from a base line model and you can turn poor Fredd the Python into jelly! However, the damage potential of an Omega cannon isn't properly realized until we account for the fact that the weapon isn't effected by threshold. This increases the overall damage yield by 10-20%. Much of the cost for expensive armors is due to the problems in creating higher tensile strength steel alloys to deflect attacks. This added value is completely negated by the fact that all Omega cannon damage is translational. OK, so there is one more problem. The damn things are heavy as hell!

Metal Guns: An excellent all around buy, especially if you are interested in raising the cost of adventuring for your enemies. Metal guns permanently reduce the ionic bonding between molecules within metal, thus permanently reducing the threshold of the armor. Remember, threshold cost is a large amount of the value of a defense suit. Metal guns can be countered by purchasing magnetic deflection generators which disrupt the incoming pulse. Metal guns are close proximity weapons overall, although the Ion series are currently being entered into service to deal with this problem. Any body area that is struck, has its threshold permanently reduced (i.e. a hit to the left leg is assumed to reduce the threshold of only the left leg of the armor). Another bonus to this weapon is that it can only be detected with the use of ultra-violet detection gear.

Mag Guns: Sweet! Sweeeeet!!! These toys are simply wonderful. First of all, you look really cool toting around the grenade launcher from Hell! See, the weapons look "cool" with their horizontally fixed hand assembly. Want to get a guy out of his armor quick? The answer is a mag round. No other weapon system has been so ingeniously devised to force enemy soldiers to bail out of their armor. Unless they are very strong, carry large amounts of a special acid, or are wearing a magnetic deflection generator, anyone struck by a mag round is faced with a terrible decision. He is unaware of the round type, thus he has no idea what it is doing or about to do to him. He is faced with no alternative but to blow out of his armor, or risk being killed by the round. Once he is out of his armor, other weapon system can be brought to bear on his naked ass and blow him to Kingdom Come. Where is Kingdom Come anyway? Only drawback: cost of the rounds.

PMS: It isn't just a monthly problem either. The problem exists from the time players are shrewd enough to lay out the money to get a system. PMS stands for personal missile systems. PMSs can effectively engage enemy armor beyond the line of sight. You can hang back and launch fire and forget missiles at him. Most PCs ignore this threat. Kind of stupid, since one missile can pretty much knock out a section of heavy armor. Nonetheless, with all the other problems that persons have to deal with, they generally forsake the higher cost of obtaining a system for other items. One launcher per party is quite sufficient to do the job! If the enemy has taken the proper precautions, the threat of your missiles can be severely reduced. But that means that he has bought a radar system, anti-missile system, and body flares. Not cheap!

Flamethrowers: They look great on paper, but any intelligent enemy is going to aim for that backpack that you are wearing and if he scores a hit, then you are going to go up in a ball of fire and look like "Little Hiroshima." The neat thing about flamethrowers is that they are cheap yet have a high damage yield. It is just real dangerous to carry one. Many an adventuring Battlelord has spent extra money on "hardening" the tank by adding layers of armor and thus increasing the threshold of the tank, reducing the chance of tank compromise.

The heat from the flame is so hot that Flamethrowers reduce the absorption rating by double the amount. They don't, however, reduce armor integrity. Pyromaniacs naturally love flamethrowers. The additional value of these weapons is that they are still effective in taking out bunkers and emplacements.

Rocket Launchers: Rocket launchers weren't designed to engage persons wearing body armor. They incur a major penalty to hit when employed in such a fashion. What they are good at is knocking out enemy positions. Every party operating in the wilderness should carry one of these systems for such a purpose.

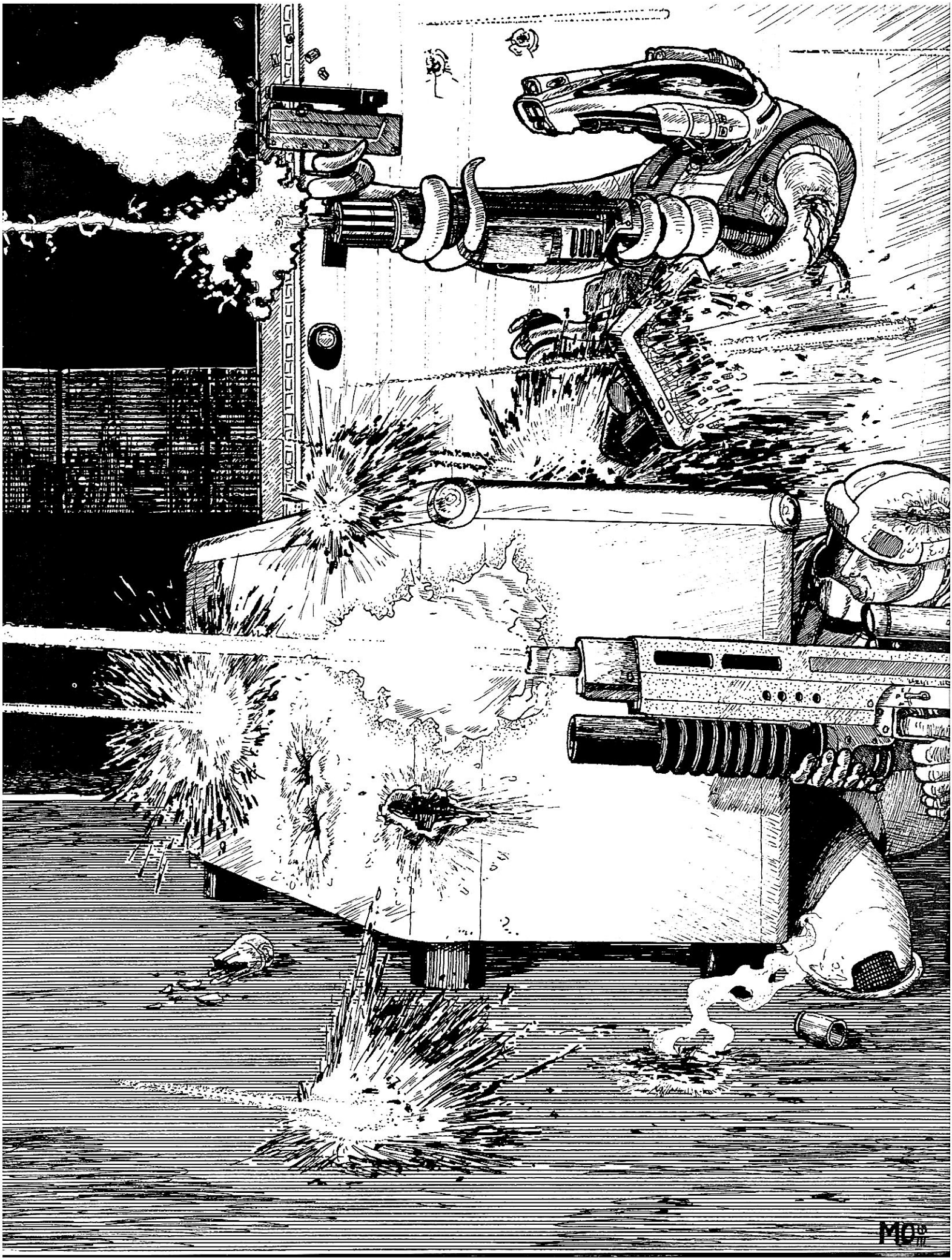
Anti-Tank Weapons: There is going to be enemy armor. If there isn't, there still are Ram Pythons running around! You are going to need anti-tank weapons to deal with the problem. Anti-Tank systems can effectively be employed within urban areas as well. The problem is that they usually require more than one person to facilitate weapons discharge. OK, I am sounding pretentious. It takes more than one person to man them. Set-up time is a bitch also! But they do pack a whollup! Overall though, unless you are expecting to engage armor, then bypass purchasing them. Plus, we at Madd Mike's Mercenary Brochure would like to inform you that you can rent these items out at a base cost of 2% of the value of the system per day. Credit checks are required and you must be willing to pay for the munitions yourself.

Masers: Masers are microwave lasers. We like to call them the Chef's weapon. Because chef's just love cooking things! Microwave lasers do just that, they cook things. You can watch as your enemy begins to heat up, smolder and finally burn. Masers can be employed at long range with deadly accuracy. They are detectable, as any metallic object within the path of the beam begins to emits sparks. So why doesn't everyone own one? Look at the price tag on masers and reconsider. Also, masers aren't known for their ability to take system shock very well. You could have a Ram Python fall on you and.... there goes a quarter of a million credits. By the way, "Ram Pythons falling on you" happens more than you know. It is a closet syndrome people are reluctant to talk about, and only one out of every 3 cases of Ram Python squishings are ever reported.

Attractor/Repressors: A cool name for a cool weapon system! AR beams generate an alternating attraction and repulsion beam every couple of nano-seconds. The result is a jarring sensation that does interesting things to body tissue. Threshold is ignored when calculating damage and all weapons carried by the target must make a system shock roll or be destroyed. AR beams are great when employed at long range. They are, however, detectable by ultra-violet sensitive devices. The elite attraction/repulsion weapons have an alternating setting which allows the weapon to act continually as a attraction or repulsion beam. The magnetic attraction beam can be negated by the presence of a magnetic deflection generator. Attractor/Repressors are expensive, but they have some interesting applications outside of merely killing things, especially those AR beams that are tuneable.

Frost Guns: Phentari and Eridani seem to be having a love affair with these weapons! Frost guns are short range weapons. They generate a cone of super cooled Kayson and are effective within range bracket 4 at best. They beat up armor in the biggest of ways and aren't that expensive overall. The cold beam generated ignores threshold. The effects on flesh are extremely nasty causing triple damage. Furthermore, the flex points (hinges such as the elbow and knee joints) are often damaged by the cold, resulting in a loss of agility to the person wearing armor. The basic problem is range. You have to be up close to use a frost gun. Now, if a Ram Python is that close to you, do you really want to be hanging around? He may very well take the gun and stuff it up your !@%$! Enough said on the issue.

Thunderbolt Generators: "Lightning guns" are another short range weapon used to affect armor as well as weapons simultaneously. Thunderbolt generators are most effective when employed against heavy armor. Heavy armor utilizes electrical servos to facilitate movement, due to their natural bulk and weight. Thunderbolt generators do translational damage (ignore threshold) and all electrical armors must make an SMR vs electricity or face a critical hit to their drive systems. It is assumed that only the systems in the specific section of the armor are affected. Consequently, thunderbolt generators are as effective against armor options and weapons as they are against armor. Again, range and weight are the major problems when opting to carry these weapons. They are fairly cost effective and one of my favorites.



A MOMENT OF THE PAST

"Sir, picking up an unidentified object at 350,000km....Heading 2.3259....Speed..... Sir, it is moving at step 21.7!"

General Aacki whirled to face the view screen. Nothing visible accept blackness and the pin prick light from far off stars. "Helmsman.... Change heading to 1.47 mark 7. Com..... Order the fleet to Battle alert!..... Weapons officer, charge spears, maximum overload. I want a narrow, two volley dispersal pattern. Give me 110% percent to the forward shields.... Ready to launch missiles on my command."

"Yes Sir!" echoed coolly from all over the room.

Out there lurked an enemy and the pride of Eridine headed into combat to defeat this foe. They would show it what the cleaving might of a Swordsaint battle fleet could do. The General smiled to himself as two war cruisers, Menace and Blade Storm, appeared on the viewscreen before him. They accelerated to attack speed.

"Sir.. Scanning sector." The science officer worked the dials of his console. "Detecting a massive energy build up. Sir, composition unknown, origin unknown.... It is propagating directly toward us!"

"Evasive Maneuvers!" Aaacki shouted. "Damage control, prepare to report in..... Fire all weapons!"

General Aacki-Ican stepped slowly into the room and moved to a position at the far end of the table. He carefully took in everything as he went. The room was completely empty with the exception of one long, plastic-like table and 6 chairs which surrounded it. Five chairs stood at one end and one at the other, occupied by a small creature. Light emanated from somewhere behind the walls. Eerily, the chamber seemed to oscillate, the walls changing hews from silver to gold, then back again. He examined his chair for a moment. It seemed to be attached to the floor. But, when he moved it seemed to slide along as it were free. A trap. Maybe.... He remained standing for a moment, then stiffly sat, eyes rigidly fixed on the blank expressionless face at the other end. His soldiers followed suit. To his right Guamu, High Nog serving the fleet, at his left, Naci-Idan his wife of 100 years and Viceroy to the greatest military juggernaut that ever roamed the free realm of space. Guarding them: General Erinicus The Strong, field marshal of the Eridani ground forces on the left flank, Admiral Naa-Kati, commander of the Royal Naval echelon to their right.

All eyes fell on the small demure creature, dressed in deep red robes with arms folded at the other end of the table. Its head sat huge, oblong, and heavily veined, atop a small spindly neck. It had large round eyes, black and implacable. The being had tiny fingers, like those of a child's. Those fingers drummed continuously on its upper arms. Presently, Aacki noticed a glow of light shimmer from somewhere within the face of the creature. It started, almost green under the being's pointed chin and grew, expanding into and centered in the middle of his forehead. Instinctively, Aacki placed his hand on the hilt of his sword, muscles taught, ready for action. He felt that the others had done the same. The creature did not flinch. It merely scrutinized them with a quizzical look from where it sat. Didn't it realize that they could kill it with the single motion of their ever sharpened swords? Of course it did. That's why they were here. A formidable foe sat before them, something that had to be reckoned with. They sat in its counsel, aboard its ship, at its command. An icy feeling spread through the great warrior. Aacki quickly suppressed it. No emotion was worthy except the emotion of victory.

Markuss sat quietly and watched his audience, unafraid, detached, and as always neutral. Decisions had already been reached on the fate of the visitors. He merely waited for them to speak. He watched the barbarians with interest. These Eridani were proud warriors, immaculate in their precision, and great of valor. But still, they had not evolved past the stage of reckless violence. They threatened other developing worlds. Tolerance of their actions had reached a breaking point. Suppressing them seemed to be the only logical action. Whimsically, Markuss felt enlightened, as if he had answered some long question on meta-physical existence. He thought to himself. The existence of any lifeform warrants itself by balancing the effects of itself against those of others. Each action has an opposite and equal reaction. Naturally.... Unbalancing the forces of nature leads to the disintegration of all things. Control must be administered. A small smile pierced his lips. It faded as fast as it came.

"What humors you, Mutzachan?" Aacki asked in a cold steely voice.

"Nothing sir. I merely was contemplating something of physical essence. I issue no offense."

"None taken". Pause. "With what terms do you hope to bargain Mutzachan?"

Markuss thought for a moment then replied. "I do not offer terms. I merely speak of angles. All things approach their existence from angles. These angles may be acute, obtuse, it matters little. What matters is that the angles compliment each other. See, from a physical stand point, all things are at harmony throughout the universe. Energy exists in tidal pools that spread outward to touch everything. At the same time, other things in the void act to slow them down. In the end, an equilibrium is reached.... You see....

"Desist, creature of light Speak of what you want. Don't rattle your tongue, lest I cut it out!" Field Marshall Eridicus now stood, half drawing his blade. He moved from his seat and in two steps stood menacingly before the little creature. The General towered over the being, inviting death with pure malice, his cape thrown back and his eyes ablaze. He stood as a statue, unflinching, taught with intensity that was more than anger. "Don't speak in riddles", he hissed. "Just speak."

"Sit lord Eridicus. Sit now!" commanded Aacki.

"Control... master Buddon. You look foolish. And I suggest rather strongly that you do not threaten me again." The Mutzachan showed no fear. He merely folded his hands and drew them back inside the safety of his cape. "Control is exactly what we are here to discuss. Your actions were unwarranted. You have been suppressed."

"What!" Now Admiral Naa-Kati jumped to his feet and assumed the same position as the field marshal, hand on sword, muscles clenched, ready to cut off the huge head that sat before them.

"Your insolence is intolerable! Do you consider the cowardly destruction of two score ships, without facing your enemy in battle honorable?"

Aacki- did not speak, nor restrict his soldier's actions further. Emotions were unnecessary. However, sometimes he understood them. The group approached conflict and all the Eridani sensed it with a quiet joy. His warriors could handle themselves.

"You butchered over 20,000 of the universe's greatest warriors without even stepping up to fight. You destroyed the lives of the purest fighters that have ever lived. You are a coward. I shall destroy..."

Naa-Kati swept his blade out in a swift motion, arced it towards the creature's head, and brought the death stroke home. Just before the cleaving blow struck, the Eridani exploded in a ball of energy, his burnt remains flung all over the room. His sword clattered to the floor, a clenched fist still holding it.

Anger, swelled inside the Eridani general. He fought to deny it. What was this being? It had destroyed two dozen of his ships and now it fired energy bolts from within its body and snatched the life out of the greatest naval mind that ever existed.

Blue light now surrounded it and it looked as calculating as ever. What a formidable foe. He thought to himself. It must be destroyed.

"Now," Markuss gestured with his hand, "Shall we all sit down and attend to the business at hand. Sirs. I await your counsel."

No Eridani moved. They waited, intense for combat. "I give you my word of honor, as Lord of the Council of Timar, that I will not kill another of your people, so long as you do not provoke me another time.." The Mutzachan paused for a moment of introspection. "You do your people no good if you are dead. Balance shall be lost to your kind. I have given my word. I will not strike another time, so long as you do likewise." Markuss leaned back in his chair, quietly waiting.

The next 5 minutes or so seemed to drag on for an eternity, the Eridani delegation standing before the Mutzachan energy controller, silently measuring their chance to defeat him. The air crackled with readiness and burned with the smell of burnt flesh and methane. The Nog spoke next.

"We shall sit and take counsel. For the time we are beaten." Her face flushed with emotion.

Slowly, one by one the Eridani sat frozen in icy stares, countenances dark with defeat. When they all had taken their seats, the Mutzachan spoke.

"2280 Years ago, a fleet of your vessels approached the Sigma Draconis star system. They came looking for conquest as is the way of your people.

Yes, I have been keeping a watchful eye on your race for the last 2,000 years."

The impact of the statement caused Aacki to blink. "Continue."

Markuss noticed the response and smiled internally. He held the high ground now and the Eridani knew it. There would be no more open conflict. "Understanding the intentions of your race, my people sought to protect themselves. Your ships ignored the warning sign, a huge solar flare which erupted as you passed by the star we call Niere. Five of your war vessels were destroyed. Undaunted, you came onward and I was forced into action. I was forced to neutralize them."

He watched the noble warriors squirm visibly at the accusation. Presently, the Nog started slowly to her feet. Aacki restrained her with a firm grip on her arm. She succumbed. His field marshal had gone to is sword again, but hesitated, unsure of what to do next.

"I generated a powerful gravity wave. It swept across space and built up, striking your ship's like steel to flesh and in an instant the threat to my people was gone. I did it again today, just in a different place."

Aacki hissed, "You do not face your enemies. You hide in shadows and slay them. What honor is in killing in such a way?" He trembled with rage.

"Mutzachans do not kill for honor. We act only out of necessity. Your cause was to unbalance the natural forces of the universe. Had we let you destroy us, you would have thrown the galaxies into great upheaval. I could not let you do this. So I eliminated your ships."

"Murder is a more accurate phase. We call it 'Anoir-Idal-I-Mor' The Stalking Death. We are all taught about the unseen foe that vanquished our people long ago. All Mokada Datu learn of the lessen in school. What you can't see, is the purest foe, the most heinous coward. And it can kill you. You must prepare for his meeting." The general slowly got to his feet, in measured moments. He stepped away from his chair and circled the table to stand before the creature. He thrust back his cape in full, revealing the heavy body armor that he wore beneath it. His muscles corded, stiff with anticipation. His eyes bulged, seething with destruction. Yet, he did not tremble. His sword arm graced the cold steel of his blade. He spoke slowly.

"You can obviously destroy me where I stand yet you do not. You have murdered my people time and time again and show no honor. You shame me, but without intent. You speak as if I am your equal, when I am not. You are a trickster, but not of action. My counsel is shamed. We can not defeat you. What is your will for us. Death is not the worst fate to befall a warrior. It is merely his destiny! Do not play games with us Mutzachan. Kill us now and prepare us for rebirth!"

Markuss looked on the warrior now with great admiration. The Swordsaint stood before him proud and defiant. His red mohawk hair stood tall on his head. His face forged, galvanized with purpose. The Eridani's eyes cut into him, willing him into action. The Swordsaint wore battle armor with the pride and dignity of a true barbarian. He looked marvelous.

"I do not kill you because it would be wrong. Yours is a greatness. It is just misdirected here. I will not destroy you because that is not my purpose." He looked the Swordsaint full in the eyes. "I am not your enemy, as well as I am not your friend. I am but a Caretaker of the Universe. Such is the Mutzachan way. My energies are bent on preserving things as they are within the flux of balance. I decree only this. You shall not enter the Sol star system and destroy the insignificant lifeform called Human. It is forbidden!"

FOUNDING TRUTHS

The present government was formed out of an alliance of need from what was then known as The Galactic Confederacy. Many of its 10 sovereign nations were either at war or on the brink of conflict at the time of its conception. Such was the state of events in 2108 when suddenly, without warning or apparent reason, the race of beings known simply as Arachnids, launched a full scale invasion of the Milky Way galaxy. They first struck at the Eridani colony world of Plor, wiping out all of its 200 million inhabitants, then destroying the Phentari battle station at Hedun. Next, the Human mining colonies were razed at Kalumaz, Hedricksburg, and Stalin. The Galactic Confederacy reeled under the attack. Contention followed over how exactly to respond and who would lead such a response. Orion forces crossed the neutral zone to battle Arachnid lead elements and were subsequently fired on by Eridani warships. Two Orion cruisers suffered heavy damage in the incident. While governments bickered, the Mutzachan world of Therbas fell into Arachnid hands. The Final Straw: Human and Gen Human combined arms fleet reacted to intelligence information and defeated an Arachnid battle group over Pythos, the Ram and Python Lizard home world. The heart of the Confederacy had come under attack. Something had to be done. Differences were shelved for the moment and an emergency meeting convened on the planet Earth in early 2109 AD. The Confederacy attended, along with the Chatilian Planet Trust and the Cizerion Ward.



The topic of discussion: How to defeat the Arachnids? All agreed that any difference between rival governments paled at the threat of obliteration by the overwhelming Arachnid might. Spider ships had penetrated to the very center of the Confederacy and a capital world had come under attack. Contingency plans had to be worked out for the defense of all home planets, along with the industrial centers, as well as provide for an offensive battle doctrine to drive the spiders out of the galaxy. The Cizerion and Chatilian governments did field navies, but both were far too small to pose any substantial threat to Arachnid warships. The Eridani boasted the most potent navy ship for ship. However, their fleet was small in comparison to the still larger Human and Phentari groups. Mutzachans refused to field any navy that would take on an offensive posture. Mutzachan vessels were for defense only. Orions offered a small token fleet. However, the bulk of their forces would defend their own worlds from Arachnid and Eridani aggression alike. More than enough blood had been spilled on that border.

The Eridani high regent Nog Asmerilis rose from its seat, an object of splendor in its silken robes, a gold scabbard strapped across its back, inlaid with the Jewels of Eridine. That scabbard cradled Harm, the legendary Eridani two handed sword, the focus of the entire Swordsaint nation. The High Regent strode in a measured gait across the floor to the podium where it stood before the entire conference. Silence fell. Heavy and thick. Anxious

eyes waited. The Buddon priest swept a steely gaze across the chamber. Silence.... Suddenly, the Nog drew Harm, whirled the mighty blade in an arc about its head, then beat it hard upon the chamber floor. Then it stepped backwards, spinning on one foot and kicked the podium. The dias exploded, spraying shards of wood into the first row of the Council. A rush of Ooohs and Aaahs as people scrambled to their feet. The Swordsaint stared menacingly at the crowd.

"I would much rather lose ten thousand warriors before I would take charge from a Phentari worm! I say this and I say this only..... Conspire with the squids and place them at the helm of your destiny.....and the Eridani legions declare war on all of you.... On all of you!" The Nog then raised Harm again, blade pointed toward the ceiling. It spoke, cold and detached, icy with violence. "Your blood shall run thick in the wake of your folly. Never...Never shall Eridani walk in the treacherous shadows of Phentari scum. I say this to all of you.....Heed my warning. I shall not speak again. Conspire with the squids. Take up their bidding as straw puppets....and it means war!!!"

The High Regent to Eridine strode from the room, its guards in train. In the end, the Mutzachans acted as mediators and brought the Eridani back to the bargaining table. After months of angry deliberation, the Treaty of Alliance was signed on the Human flagship Foundation.

Humans and Gen-Humans lead the overall war effort. They controlled the largest territory, boasted the largest navy (Colonial Naval Network), and possessed the largest population. The Eridani and Phentari governments were forced to capitulate, under the weight of these overbearing facts. Neither wished to be outdone by Humans! Thus, the Partisan Naval Effort was formed, with ships from all space faring races, to defend trade routes, as well as the Alliance borders. All races fielded fleets to defend their own worlds and territories. The massive Colonial Naval Network took on the Arachnids in the field where they finally won a decisive victory at The Battle Over the Sea of Orion.

There has never been a pretense that the founding governments shared an amicable relationship at the time of the Alliance's creation. On the contrary, it is always pointed out by some dignitary that if it weren't for the threat of the Arachnids, the Alliance wouldn't exist at all. These are the founding truths, foundations from war.

THE CONSPIRACY THEORY

There has been much speculation over the years concerning the relationship between Humans and Mutzachans. Mutzachans are strange beings who call themselves the Caretakers of the Universe. They are able to manipulate energy and the very physical essence of life itself. Energy controllers are by far the most powerful beings in the known universe. They have existed for eons and appear to be omniscient. The thought is quite frightening, especially since their purpose has never been clear. They have interceded on numerous occasions to change the course of racial evolution, poking their big heads into business that was of no concern to them. Everyone else has been forced to accept their decrees, no matter how capricious they seem because they are so powerful. Mutzachans claim to be neutral, acting only to keep universal life in balance. They are quick to point out that with the power to destroy planets at will, they could have exterminated all of the other races in the Alliance at any given time. However, such is not their purpose. Energy Controllers exist to create a harmony between all things. That, as it may, is suspect about this mysterious race. Why, if they are so balanced, do they appear to play favorites with the Humans? It appears as though the two races are in collusion, with the Humans acting as puppets to carry out the plans of the energy controllers. The Mutzachans went out of their way to accelerate the evolutionary process of the Humans, but have time and time again impeded the natural progress of races such as the Eridani and Phentari. These are immutable facts which can not be denied.

The conspiracy theory advocates that the Mutzachans are using the Humans to control the universe. It makes sense. There aren't a lot of Mutzachans in the first place. They used the Humans as tools to swindle control of the Alliance. Eight Mutzachans sit on the Council of Timar. The council is represented by members of all of nations and acts to legislate the future of life as we know it, i.e. Mutzachans run everything with a puppet Human hanging on their drawstrings as President.

PORTENTS OF DANGER

A deep groan echoes through the chamber hall. Several women scream. Buddon Priests grab for their weapons as a form materializes on the floor of the Council of Timar. It appears as a Human to Humans, a Mutzachan to the Mutzachans. Each races sees it as themselves. Silence falls like stone on the echoed walls. Eyes rivet on the podium where the ominous messengers stands. He speaks, slowly, each word measured as if the speech had been rehearsed over centuries of time.

"I am Farkon, Messenger of Truth, Postman of Doom. I come with a message... a message for eyes that listen and ears perceptive enough to see disturbing truths. I come in time....I am time.... your time. You grow great with focused vision, myopic in its conception. You live brash, sarcastic, and unaware. Your arrogance permeates each naked action. Ignorance is forged at everything you build. Yours is barbaric. You are inferior. This is the truth. It is well for you.....I am Farkon the Messenger, heed my words....."

The being steps down from the podium, circles the floor, imploring eyes to follow. He moves slowly, drawing crescendo to each moment, watching the crowd for a revelation of awareness.

"You conquer your planets, build your cities of vanity, ride your chariots of fire into the flames of the future as if you might never get burned. But heed my truths. Purchase an ocean of water to pour on your charred remains. For you will be seared by the naked fate that awaits you. Remember this.....Enemies are friends under a different light, the light of wisdom.....Finally.... All that is... is not seen. All where you live seems so safe, is merely a juxtaposition of things in between..... The Alliance shall be destroyed and so your destinies forged."

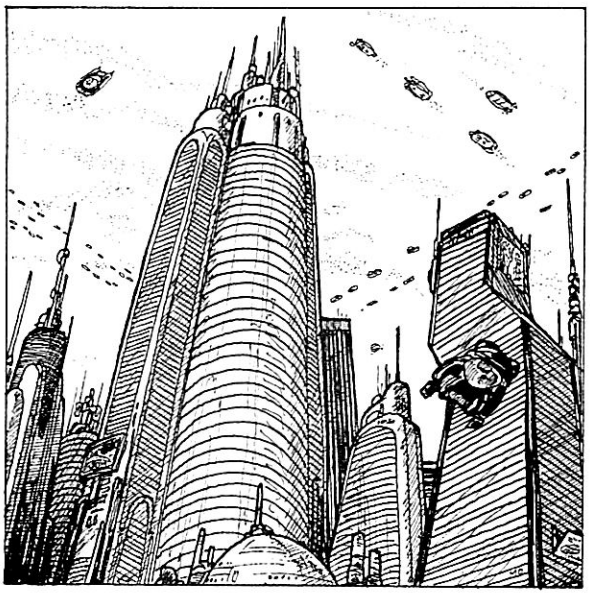
The being disappears, leaving a stunned audience and a sea of uncertainty.

Adding to the fears of people, are the portends of danger signaled by extra-dimensional beings called Dane. The Dane are entities, that is to say that they exist in the fourth dimension. Little is known of them, their origins, their motives, their inclinations. They have, from time to time, appeared out of nowhere to speak cryptic messages of doom. Most people ignore their threats, viewing the Dane as whimsical and taunting. How can one affect the future, if one is ignorant of what that future entails. The Dane never explain why things will happen, just that they will. The only people who seem to know anything about them are the eight Mutzachans on the Council of Timar. However, they duck all questions on the matter, claiming that it would upset the balance of things and thus threaten life. The contention is that if the Alliance is destroyed, then life will be destroyed anyway.

The Phentari delegation to the Council of Timar has repeatedly demanded a full explanation from the Vision of Eight. They have always been denied. In 2265, impeachment proceedings were commenced to remove the Mutzachans from their positions as overseers of the council. They were charged with treason, withholding information vital to the very survival of the Alliance. A tribunal was convened, with equal representation from the eleven other governments, to determine the fate of the eight member group. Furthermore, a verdict of guilty would indict the entire Mutzachan race and result in their expulsion from the Alliance. Evidence on both sides was reviewed. The Mutzachans sat, impassive, revealing no hint of emotion. A vote was held; 6 to 5 in favor of innocence. Human, Gen Human, Orion, Mazian, Cizerack, and Zen Rigeln assumed positions of innocence while the Eridani, Phentari, Ram Python, Python Lizard and Chatilian judges passed verdicts of guilty. The status quo was maintained.

CITIES OF WAR

There are thousands of Alliance controlled worlds sprinkled across the void of space. These planets are inhabited by a variety of beings, as diverse as they are many. The cities reflect the environment of their denizens. Each is modeled after the tech level and social standard, consummate with those who live there. Thus, there is no true means to describe what a standard city looks like. There is too much change. However, most share common elements, events and viewpoints, analogous to life everywhere. Most, at one time or another, become cities of war. Metropolitan areas have always been susceptible to violence. The reasons can be attributed to a variety of causes, persons being stacked up on top of one another, social injustices, and/or the inability of the police to monitor the illegal activities that occur within a concrete jungle. All these major factors contribute to urban violence. And one other. Battlelords!



Warrior types conduct covert actions, some legal, others not. They are paid handsome sums of money to resolve conflicts. Often, they employ any means to justify their ends, including ruthless aggression. The trail of conflict usually starts somewhere else, a factory in suburbia, or a mining station on an asteroid light years away. Yet, the paths of treachery and deceit wind their way across space, through corridors and alleyways, to a final confrontation. Suddenly, a congested street explodes into violence. Innocent lives are shattered, caught in the cross fire of plasma gunfire. Fallen bodies and broken windows. Tears of anguish and despair. The perpetrators sink back into the shadows of technology. Another mission complete. All beneath the metallic glean of the high rise superstructure world called the city!

With all the urban violence associated with mercenary activity, it is no wonder that cries for justice are screamed across the headlines of newspapers everywhere. The upper crust of society is interested in law and order. It needs to feel safe from the problems of "real" life. The rich hide in manicured havens called the suburbs, safe from the violence of every day life, detached from the truth. Then, a plasma grenade explodes in a crowded office building. Dozens are killed, including neighbors and kin. No one is caught. Now pallbearers lower a friend into the ground. The rich scream for justice. The street poor smirk. The government scrambles for answers while the mercenary picks up his paycheck.

THE GOVERNMENT'S RESPONSE

The central government has been forced to respond to the growing demand for police protection as citizen groups push for justice. However, budgets are slender in times of recession. There are simply not enough law enforcement agencies to cover a "nation" that spans some twenty galaxies! Furthermore, the judicial system is over worked and over paid! The case load for prosecution is staggering and the Criminal Justice Network has been set up to deal specifically with those problems directly associated with mercenary violence. With the drastic increase in conviction rate, the prison system has been badly strained. There hasn't been enough jail space to house inmates for decades. Thus, those persons committing lesser crimes are often released on their own recognizance. This problem is still prevalent on tech level 3 and lower societies. The Alliance has been forced to set up planetary prison systems on inhospitable worlds where the entire planet is a prison and criminals are left there to serve out their terms. These planets are guarded by warships which pose a further burden on taxpayers.

The government has further responded to the demand for justice by beefing up the security at spaceports. Most hardware used to carry out mercenary activities must be smuggled through Customs to the surface below. A wide variety of security fail-safes have been added to break smuggling rings and capture violators. Defense nets surrounding planets have been vastly improved, however, only on affluent worlds who can afford to pay for such prohibitively expensive measures. The Jackson Commission has been set up to monitor planetary emigration. Tougher gun control laws have been emplaced to prevent persons from obtaining the sophisticated hardware commonly associated with mercenary activities.

Yet the Alliance is charged with carrying out a policy of disinformation, directly trying to censor news released to the people so as to keep them ignorant to events which transpire around them. This is considered illegal, under the 48th amendment to the Constitution. But since when has the government followed the law? It has always acted outside it. The less people know of the truth, the better it is for the nation as a whole. Quiet threats are whispered in the ears of reporters, hot on stories of urban violence. Communications are conveniently garbled under the pretense of deep space interference. Other news is completely withheld, being deemed vital to the security of the Alliance. The central government is under indictment for falsifying print, twisting truth, and keeping its people in the dark.

Finally, there is much conjecture over a covert compliance, that a sort of informal collusion exists between the government and big business in support of mercenary activities. Big business, after all, pays the taxes and therefore the salaries of those who run the government. The government appears to turn its head as much as is possible when it comes to the spill over violence that results from mercenary warfare. Officials are rewarded with fat campaign endorsements, and a little graft to line one's already bulging pockets.

THE NECESSARY EVIL

"As much as they are disliked and feared for their actions, mercenaries are the stuff of movies. Whether good or bad, they are the talk of conversation wherever you go. They are seen as brash and uncultured warriors who are caught up in the system. They commit egregious wrongs against their own public for fame, fortune, and glory. However, where would we all be without them. They fight our dirty battles while we sit at home, warm under the covers, watching Tri-V. They die on desolate worlds such as Dimnos 3 and Planet Doom. We go shopping! The Arachnids are defeated by these men of fortitude, who place their faith in plasma. They do gut checks. We check bank statements. As much as we are incidentally damaged by their actions, we are also rewarded by their heroics and saddened by their misfortunes. These Battlelords are a necessary evil. Heroes have always been misunderstood. They have also.... always been a necessity."

Cindy Walker, Law Abiding Citizen

A UNIVERSE AT WAR

Wherever you travel, across the vast realm of the Alliance, you witness the tidings of war. One can see it in powerful armadas anchored at battle-stations in deep space, pass it as soldiers patrol a city's empty streets, or read of its horrors on the front page of the newspapers. It is a reality that is nonchalantly accepted. Most people are numbed to its pain. War, in one way or another, affects, almost every citizen of the Alliance. It is in fact, the reason for the government's existence. War binds all things. It tears all things asunder.

There are some one hundred wars currently being fought within the territorial confines of the Alliance. Some rage continuously, with thousands dying every week. Others are intermittent, a hit and run raid on a fuel carrier, an assassination of a king. Most are between worlds whose local governments have clashed over ideals or land. Some wars walk the tightrope of cease-fires that have existed for centuries. Others are mere wars of words.

WEAPON MANUFACTURERS

The weapons manufacturers of the 23rd Century wield great power. They maintain a large presence in government and lobby hard for issues in their favor. All weapons manufactures must follow guidelines set up by the Galactic Regulation Authority which legislates gun laws throughout the Alliance. Due to the laws forbidding interference with evolving planets, a wide variety of weapon types must be present to suit the needs of emerging cultures at their present state of evolution. This fits right into the plans of the weapon manufactures who fought hard to set up such laws in the first place. Therefore, weapons must be produced for each tech level. This explains why certain archaic designs still exist. Archaic powder designs are all but impractical on any tech level 4 of higher planet. These inferior designs have little value there, but are quite important to a tech level 3 or lower world where the technology to produce them is allowed. Thus, companies have made design copies of prevalent weapons types from older eras. Shotguns and rifles are crafted on machines as duplicates of those ancient designs. There are more Humans than all the other races combined in the Alliance. Thus, most weapon types hold names concurring with Human popularity themes.

The weapons manufacturers enjoy an oligopoly, that is a few companies control the vast majority of the systems available. Human Antique Systems (HAS) enjoys a complete monopoly over the archaic powder weapons sector. It alone is allowed to reproduce replicas of weapons from ancient Earth. Humans used this issue as a bargaining chip for the entering the Alliance and HAS maintains the 12th largest GCP of any corporation in the galaxies.

THE DESIGN WAR

A war exists of sorts between the various weapons manufacturers. Companies spend enormous amounts of money on Research and Development. Large portions of a company's budget are dedicated to the creation of efficient weapons systems that can kill more for less. Thus, industrial espionage is rampant throughout the industry. Spies infiltrate research facilities, blow up factories, assassinate project scientists etc... all so that their company can remain competitive. Of course, all of this is on the up and up and every company denies carrying out any illegal activities. However, most, if not all, have been indicted on some sort of post legal activity at one time or another. The most top secret designs are built in such a way that any attempt to discover what is inside a particular weapon causes it to explode. Elaborate defense measures have been built into weapons to prevent their secrets from being revealed.

The Alliance gives its implicit compliance to the design wars by turning its head on various violations, imposing minor fines for gross negligence, or reversing damaging rulings against companies. It is in the best interest of the government that the intense competition exists. The consumer benefits by getting the best product for his money. Companies line the pockets of government officials with huge sums of money in order to get votes. That's fair! Finally, industrial espionage must be fought by the police and recurring problems help to get massive police budgets passed. So everyone benefits, except of course for the guy who takes a couple of bullets to the head because he is a good scientist. Oh well! If he had bought armor or a weapon from one of these companies, then maybe he wouldn't be dead in the first place!

ANTI-WEAPON SENTIMENT

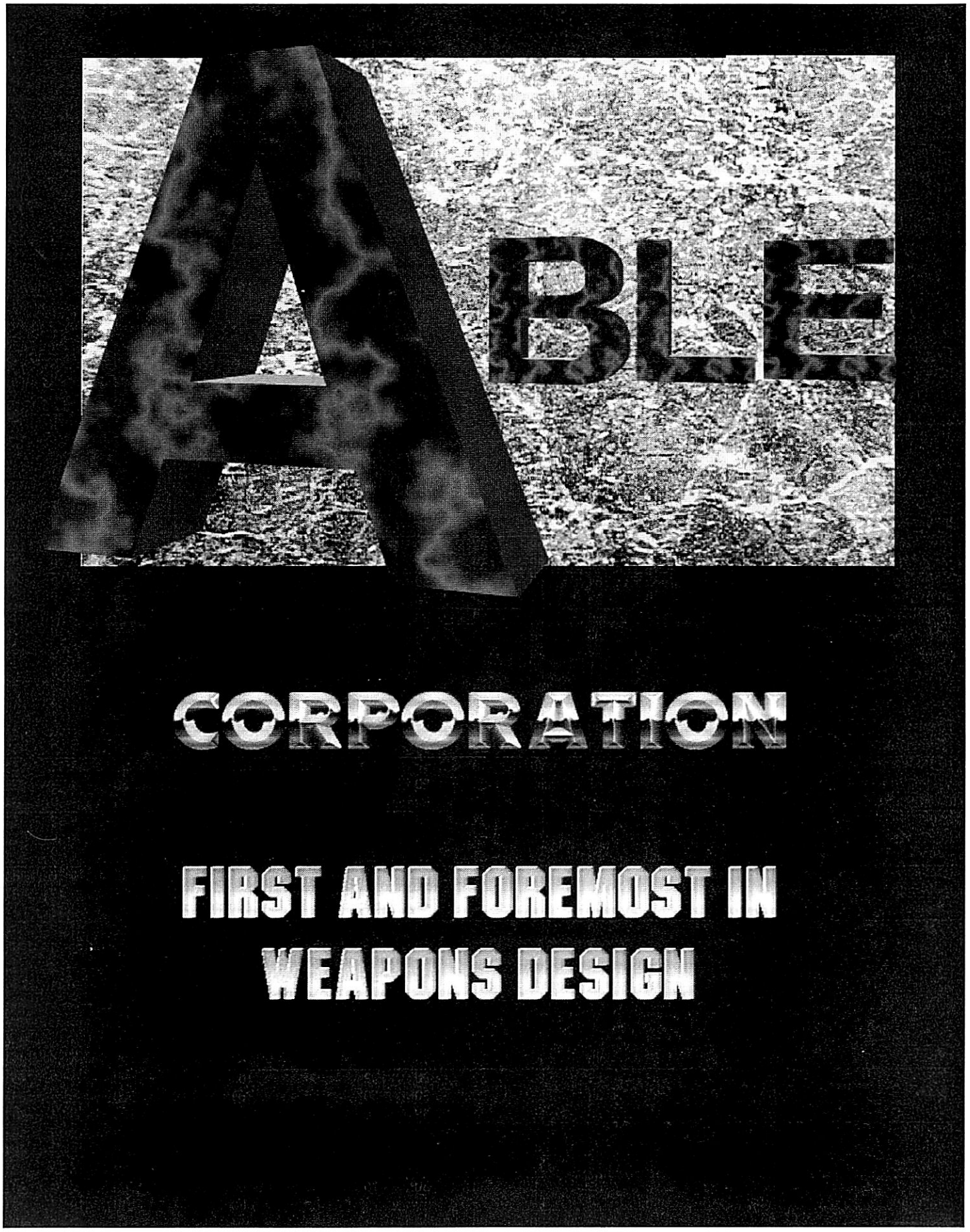
Just as there are Humans who support weapons proliferation, there are just as many who are adamant against it. There have been hundreds of thousands of incidents where innocent bystanders have been caught in the cross fire of some mercenary shoot out. Granny comes walking out of the store with Tippy her pet dog and takes a couple of blasts from a pulse cannon to the chops! Another shoot out between rival company mercs. The anti-weapon sentiment is on the rise in many areas of the Alliance. Malcomb Rex, a prominent gun abolitionist founded Residents Against Weapons, or simply RAW, as a means of combating the weapons proliferation problem. RAW, along with the anti-weapons group NAM, holds rallies all over the galaxies to protest the weak gun control laws. Most RAW and NAM members follow a policy of civil disobedience and non-violent protest such as disrupting mercenary conventions, blocking weapons shipments etc.

THE INTREPIDS

As much as there is anti-weapons sentiment, there are billions of people who look upon the warrior types as demigods, bigger than life legends who are the stuff of novels. The commoner goes about the boring routines of his listless life with the zeal of a corpse. People grow up, work, spit out a couple of pups, and then wait to die. They crave violence as a means to appease the boredom of their very existence. Violence is a vehicle to excitement, and thus a little hope. Consequently, most races prefer a violent means, with the possible exception of the Humans whose near self-induced genocide has made them more spiritual in life.

There exist a group of over zealous "adolescents" called Intrepids. Intrepids are the mercenary groupies. They follow around combat types, offering themselves for work or play! Intrepids are loyal to a fault, usually blind, disillusioned people with little joy in their lives. They look to the warriors for a sort of salvation. Many Intrepids follow the mercenary groups around the galaxy, working for free, in return for adventure. This provides warrior types with cheap labor. Zen, Mazians, and Eridani maintain no Intrepids while the largest racial contributor to the Intrepid movement is the Gen-Humans. Many Gen-Humans see battle as a vehicle for proving their natural superiority, and combat allays the inherent fear of being inferior. Battle brings out emotion and emotion proves that one is real. Since Gen-Humans are prefabricated, many often secretly wonder how "real" they actually are.

The chance for Intrepids to be attracted to a mercenary depends on racial makeup and prestige. There is a 03% chance to attract Intrepids per point of prestige. All Cizerack, Phentari, Ram Python, and Python Lizards attract 1-4 followers. There is a 60% chance that the follower will be of the same race. Humans, Tza Zen, Orions, and Chatilians attract 1-6 people and there is a 75% chance that the person will be of the same race. Mutzachans attract 1-2 followers and with a 90% racial homogenous makeup. Gen-Humans attract 2-8 Intrepids with a 90% homogeneous constituency. The chance to attract followers is rolled every 3 months.


ABLE
CORPORATION
FIRST AND FOREMOST IN
WEAPONS DESIGN

EQUIPMENT LIST

IN: Armor Integrity. The total amount of metal covering the armor.
TH: Threshold. The damage that must be superseded to penetrate the armor.
AR: Absorption Rating. Effectively, the armor's body points.
ENC: The encumbrance of the armor.
ELE: Relates the toughness of the armor against electrical attacks.
EMP: Relates the toughness of the armor against electro-magnetic pulse attacks.
FIR: Relates the toughness of the armor against fire.
CLD: Relates the toughness of the armor against Cold.
CRT: The number over which the armor suffers critical damage to a system.

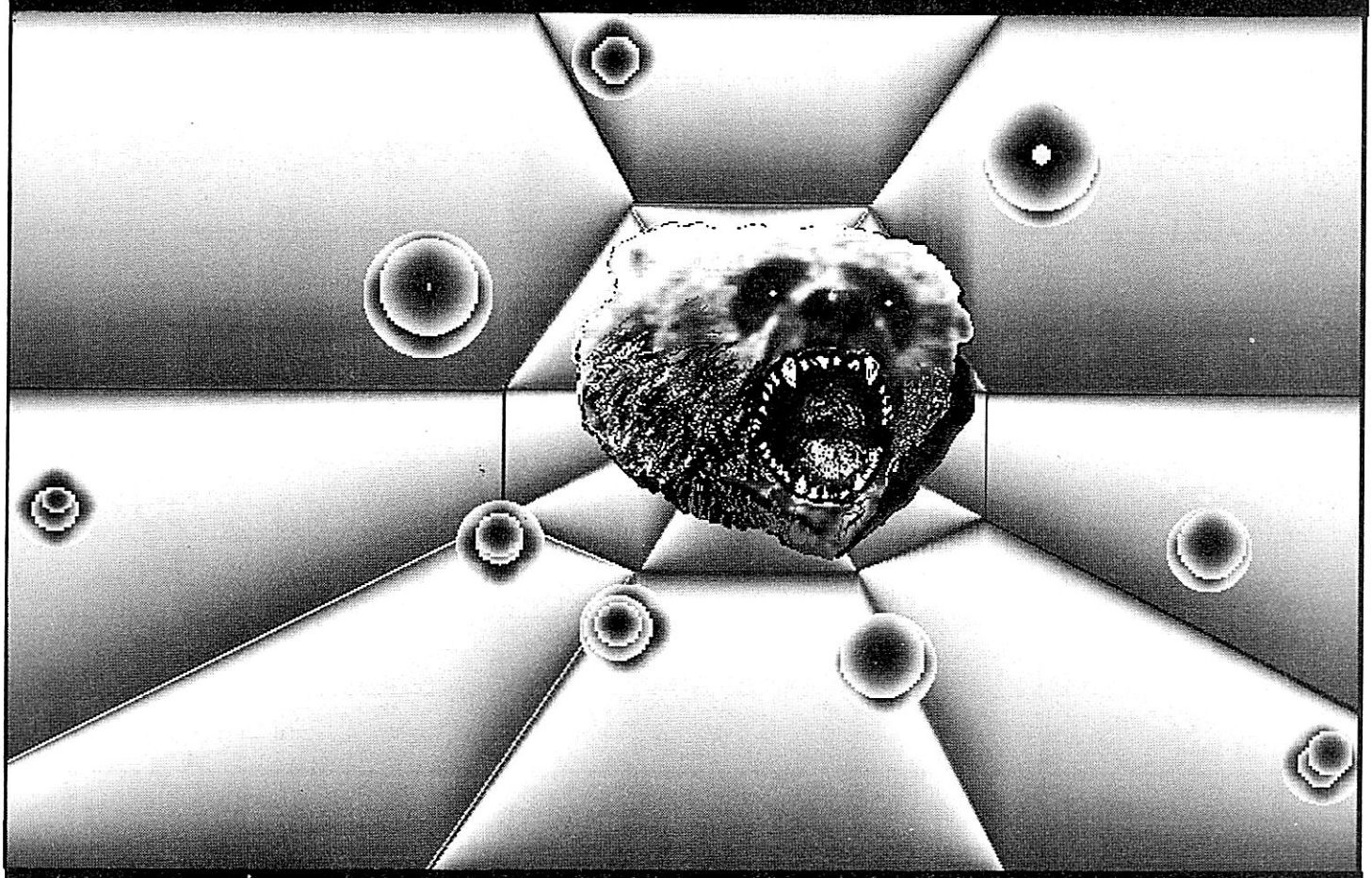
BODY ARMOR

TYPE	IN	TH	AR	ENC	ELE	EMP	FIR	CLD	CRT	COST
Banded	35	3	2	17	—	—	40	40	—	120
Chain	20	2	4	12	—	—	30	30	—	100
Leather	8	1	4	8	—	—	15	—	—	70
Plate	42	4	4	30	—	—	50	—	—	130
BP-1	10	2	2	6	—	—	40	60	—	100
BP-2	20	3	4	8	—	—	40	60	—	150
AKM	90	3	20	22	—	30	60	60	70	450
Cruiser	80	2	50	5	—	—	45	45	—	1500
Combat 1	110	3	30	18	—	—	40	40	—	1800
Street 1	20	3	10	12	—	—	30	30	—	3000
Cub	120	3	70	25	—	35	45	45	75	2500
Bio-1	50	3	70	6	—	—	15	20	—	2500
Street 2	40	4	40	15	—	—	40	40	—	15,000
AKMB	120	4	40	8	—	30	60	60	75	1400
Welch	150	4	30	22	—	45	62	62	60	3500
Reflection	130	4/8	25	7	—	40	75	75	85	10,000
Guisarme	150	4	40	6	40	25	35	35	75	20,000
Bio 2	50	4	90	8	—	—	15	15	—	6000
Infiltrator	60	4	80	10	—	—	15	15	—	15,000
Ceramic	60	4	80	8	—	—	98	95	—	11,500
Protecon	110	4	80	16	—	—	50	50	75	6500
Bear	100	5	130	26	—	50	60	60	90	12,000
Flex	210	5	50	24	—	45	63	63	85	8000
Street 3	60	5	60	20	—	—	60	60	—	40,000
Generation	120	5	60	15	—	—	80	80	70	25,000
Opticon	90	5/8	70	13	—	—	85	80	80	15,000
Combat 2	130	5	180	15	—	—	70	75	70	28,000
BSH	120	6	30	29	—	30	70	70	80	14,000
D2	180	6	80	22	—	60	80	80	95	30,000
Kodiak	150	6	150	20	—	65	65	65	100	50,000
Streetwise	80	6	100	15	—	—	70	70	—	90,000
Coral	60	6	100	10	—	—	20	20	—	40,000
Electrolyte	100	6	100	15	95	—	70	80	—	40,000
Spy Master	70	6	100	12	—	—	25	25	—	65,000
Combat 3	200	6	200	18	—	—	90	90	—	100,000

HEAVY ARMOR

TYPE	IN	TH	AR	ENC	ELE	EMP	FIR	CLD	CRT	COST
CD 2	180	7	120	20	90	70	85	80	100	92,500
Hansen	200	7	200	20	97	94	85	85	100	150,000
Timar	300	7	200	15	99	99	87	87	100	350,000
Gladiator	250	7	240	20	95	55	68	70	100	200,000
MX 4	210	8	120	17	85	85	80	100	100	145,000
Mist	170	8	150	13	99	99	65	50	100	200,000
Repulsor	120	9	80	18	95	80	95	95	100	150,000
Dragoon	200	9	200	25	90	90	90	95	100	200,000
Mesh	160	10	120	18	100	90	90	80	100	160,000
Grizzly	120	10	500	30	100	90	90	100	100	450,000
CD-7	160	12	140	10	100	90	92	100	100	350,000
Tri-Mesh	410	15	180	16	100	95	93	90	102	290,000

BEAR ARMOR SYSTEMS



WHEN YOU DON'T WANT TO BE PENETRATED

REGIONAL OFFICE 820 ELMWOOD AVE.
BUFFALO N.Y.

MECHANIZED BATTLE ARMOR

TYPE	IN	TH	AR	ENC	ELE	EMP	FIR	CLD	CRT	COST
Power Mesh	440	17	400	6	100	95	93	90	101	0.5M
Assault	440	22	300	5	100	100	100	100	104	0.5M
Heavy Assault	500	28	500	4	100	100	100	100	106	1.0M
MBA	560	35	700	2	100	100	100	100	108	2.0M
Argus	500	50	350	4	100	100	100	100	110	4.0M
Dreadnought	10HP	1HP	8HP	4	100	100	100	100	104	20.0M

ULTRA-ARMOR

TYPE	IN	TH	AR	ENC	ELE	EMP	FIR	CLD	CRT	COST
Scamp	20/8HP	2HP	60	6	120	100	110	110	spec	25.0M
Half Breed	40/15HP	2HP	80	4	120	100	110	110	spec	25.0M
Snoop	40/22HP	2HP	100	4	120	110	110	110	spec	35.0M
Legend	60/25HP	4HP	120	4	110	100	110	110	spec	40.0M
Balrog	60/30HP	3HP	200	4	130	100	110	110	spec	70.0M
Holy Roller	60/40HP	3HP	200	4	130	100	120	120	spec	75.0M
Rhyno	60/20HP	4HP	6HP	4	130	110	120	120	spec	55.0M
Foe Hammer	70/35HP	4HP	4HP	4	140	120	120	100	spec	60.0M
Cyclops	80/40HP	7HP	4HP	4	140	110	120	120	spec	80.0M
Magnum-1	95/50HP	5HP	12HP	4	145	110	120	120	spec	90.0M
Telemetor	90/50HP	6HP	9HP	4	145	135	120	120	spec	100.M
Intruder	80/30HP	4HP	9HP	4	120	150	120	120	spec	120.M
Blackbird	90/50HP	6HP	12HP	4	120	160	130	100	spec	180.M
Hummingbird	90/50HP	6HP	12HP	4	120	120	130	130	spec	140.M
Bear Transport	100/40HP	6HP	30HP	4	145	120	130	130	spec	190.M
Behemoth	120/60HP	7HP	25HP	4	150	130	130	130	spec	180.M
Peacemaker	160/90HP	10HP	20HP	4	150	140	130	130	spec	200.M
Armadillo	120/60HP	20HP	35HP	4	140	140	140	140	spec	200.M

SPECIALIZED ARMOR

TYPE	IN	TH	AR	ENC	ELE	EMP	FIR	CLD	CRT	COST
T-12	---	---	4	---	---	---	---	---	---	10,000
EVM 1	8	2	4	12	40	50	50	50	---	1500
BES	25	5	25	21	80	55	55	80	80	20,000
ES-3	8	2	4	8	35	---	30	30	30	3000
Mazian Armor			SPECIAL		var	var	var	var	var	-20%

HELMETS

TYPE	AI	THR	AR	ENC	ELE	EMP	FIR	CLD	CRT	COST
Kevlar 3	10	4	4	2	---	---	40	40	---	150
Tri-lar	10	5	6	2	---	20	---	45	45	300
AKMH	8	7	6	3	---	35	50	55	65	950
Absorbix	8	6	12	3	---	40	55	55	60	1300
DH-1	8	9	5	3	---	70	50	50	75	3000
Shalkon	10	10	8	3	---	70	60	55	75	8000
Brain	10	8	20	4	---	70	75	68	80	12,000
DH-2	12	12	5	4	55	50	80	80	85	18,000
Survivor	18	10	25	4	70	70	75	80	90	35,000
Punkin	24	10	40	6	65	70	75	75	80	60,000
Dancerz	12	13	6	5	75	70	90	90	85	25,000
Deshard	12	18	10	5	90	80	90	90	80	40,000
Conehead	12	10	10	5	90	80	90	90	80	40,000
Tri Mesh	14	24	12	4	100	100	100	100	100	120,000
S-1	28	15	50	6	90	85	90	90	90	150,000
S-2	28	12	60	7	90	85	90	90	90	180,000
Illuminary	25	15	60	6	90	90	90	90	90	200,000
MBA	16	36	20	2	100	100	100	100	105	250,000
MBA+	36	36	80	4	100	100	100	100	107	400,000
Dome	24	20	50	6	100	100	100	100	100	220,000
Bell SS	8	10	6	3	90	70	100	100	90	54,000
AKMS	6	10	5	3	90	75	95	95	80	56,500
Deshard S	12	18	25	5	92	80	95	95	95	85,000
Range Master	10	12	6	3	80	70	80	85	85	18,000
Shalkon MS	8	18	25	3	90	50	90	70	90	100,000
Jousen 3	8	24	15	3	95	70	100	80	95	150,000

HELMETS (continued)

TYPE	AI	THR	AR	ENC	ELE	EMP	FIR	CLD	CRT	COST
Deshard X	12	32	20	5	100	100	100	100	103	200,000
Goliath	14	42	30	5	100	100	100	100	110	0.5M
Defender	20	56	50	4	100	100	100	100	110	0.75M
TDA	10	8	8	6	90	80	100	100	98	335,000
TDA-2	12	12	8	4	100	100	10	100	100	.5M
Function	28	15	50	6	90	85	90	90	90	250,000
Function +	28	12	60	7	90	85	90	90	90	300,000
MOH	18	10	25	5	70	70	75	80	90	55,000
MOH 2	28	15	50	7	90	85	90	90	90	370,000
MOH 3	38	12	80	10	90	85	90	90	90	1.0M
Skull	40	35	140	100	100	100	100	100	100	3.0M
Cranium Monster	50	50	200	100	100	100	100	100	100	5.0M

STREET CLOTHES

ITEM	COST
Baseball Cap	400
Beleatox	4000
Dieta	15,000
Gloves (heavy)	200
Gloves	400
Kwoisekt	13,000
Kycaliiot	12,000
Overcoat	10,000
Pants (jeans)/baggies	3000
Pants (dress)	1500
Shinu	8500
Shirt (dress)	4000
Ski Mask	2000
Ski Jacket	9000
Skinsuit	8000
Skinsuit (heavy)	12,000
Steel Kilt	4000
Sweater (turtle neck)	8500
Szmalka	13,000
Temeck Hat	2500
Tie	600
Wingala-Nairasu	25,000

HIGH TECH ARMOR OPTIONS

OPTION	SIZE	ENC	COST
Ablative Liner	.25	.2	250
Altimeter	-	.1	200
Anti-Plas Generator	10	3	75,000
Anti-Grav Belt	7.0	(-40)	75,000
Anti-Magnetic Generator	5.0	7	25,000
Auto Doc	1.2	2	5000
Auto Injector	0.5	.5	3,500
Auto Laser Cannon	7	12	1.2M
Auto Minelayer	5.0	10	15,000
BMH (basic)	10	4	1500
BMH (look and shoot)	10	2	35,000
Body Flares	1.0	2	10,000
Camouflage Unit	B	2	3500
Carrying Case	-	(1/8)	10,000
Combat Shield	-	4	5000
Corrosive Protection	B	0	1000
Cryo Option	.25	.5	25,000
Defoliation Shield	3	2	3000
Displacement Device	10	7	75,000
Drop Bag	10	2	5000
ECM (Cost per +01 mod)	2.0	0	2000
Electromag Converter	4.0	4	25,000
Emergency Exit	B	1	2500
Emergency Ejection	B	3	10,000
Environmental Containment	B	0	1400
Force Shield	6	7	1.0M
Flotation Device	8.0	2	2000
Flux Shield	20	12	150,000
Gills	2.0	1	2500
Grappling Hoist	5.0	3	1500
Grenade Launcher	3.0	3	5000
Gridlayer	5.0	4	20,000
Gyro Stabilizers	1.0	2	2000
Heavy Belt	4.0	(-75)	125,000
Holographic Generator	35	5	250,000
HIC	1.0	1	80,000
Hover Jets	7.0	5	60,000
Infrared Dampener	3.0	3	4500
Infrared Discriminator	1.0	1	15,000
Insulation (EMP)	0.2	0	20,000
Internal Flotation Device	9.0	4	8000
Internal Food Processor	2.5	3	1000
Jet Pack	40	35	35,000
Jump Pads	3.0	3	10,000
Kinetic Shield	7.0	3	20,000
Laser Shield	1.0	10	35,000
Launch Pads	2.0	3	20,000
Magnetic Disrupter	12	4	425,000
Magnetic Deflection Generator	10	2	30,000
Oxygen Supply	3	4	750
Planar Explosive	1.0	1	5000
Polymizer Dispenser	10	12	175,000
Portable Fusion Gen.	2	4	80,000
Protection (absorption)	.25	.1	150
Protection (hydraulics)	spec	3	spec
Protection (servos)	spec	3	spec
Protection (plating)	spec	spec	spec
Quick Draw	2.0	2	15,000
QSU	B	1	2000
Rad-Liner	B	2	250
Sanitizer	1.0	1	8000
SDLU	14.0	3	40,000
Search Light	3.0	2	500
Shield	1.0	5	var
Skalers	2.0	0	2000
Smoke Generator	6.0	3	3250
Suicide Bomb	3.0	2	40,000
Systems Analyzer	3.0	2	15,000
Systems Repair Unit	8.0	12	30,000
Talons	1.5	1	5,000
Thermal Generator	6.0	5	30,000
Thermite AP Gear	1.0	3	1000
Thermometer	-	-	50
UV Scrambler	5.0	3	15,000

HUMPTY DUMPTY OPTIONS

OPTION	COST
Cloaking Device	35.0M
Jump Jets	3000
Flight Systems	10,000
Drill	20,000
Buzz Saw	20,000
Brain Stem	5.0M
Deep Net	7.0M
Cerebrum	20.0M
A-grav	5000
Hover Jets	4000
Mind	25.0M
Skirt	100,000
Gown	125,000
Anchors	25,000
Terrain Sensors	35,000
Ankle Bracelets	50,000
Manipulators	15,000

PERSONAL DEFENSE SHIELDS

TYPE	COST
Cover	50,000
Protection	110,000
Defiance	149,000
Haven	230,000
Body Guard	520,000

MISSILE TECHNOLOGY

ARM ROCKETS	COST
Slipstream	3000
Interfon	1000
Yo Momma	3500
Hellfire-7	6000
Hellfire-8	6500
Balistex	7000

REFLEX MISSILES	COST
NARC	7000
Tracker	18,000
Digiton Warhead	20,000
Whistler	25,000
Jackrabbit	30,000
Horizon	35,000
Mirv-System	40,000
Sabot	30,000
Saylon Warhead	35,000

HEAVY MISSILES	COST
Tomahawk	55,000
Tomahawk-3	65,000
Load-1	60,000
Load-4	65,000
Cobalt Tensor	65,000

ANTI-MISSILE SYSTEMS	COST
Intercept	18,000
Digitex	30,000
Shuriken	40,000
HARM	15,000
Falcon	20,000
Condor	30,000

MISSILES RACKS	COST
Mycroline	400
Armband	200
Partisan	8000
Encasement	5000
Ripple	9000
Digiton	20,000
Crown Royal	50,000
Platform	75,000
Multi-rack	40,000
Cromagnan	100,000
Neandrathal	140,000

RADAR PACKAGES	COST
Awareness	10,000
Doppler-1	20,000
Perception	35,000
Dynatech	70,000
Digiton Battle System	1.0M
Farsight Combat Array	5.0M

TIES

TYPE	SIZE	ENC	COST
MasRock 550	30	100	5.0M
Argonite 1200	30	75	3.8M
Sprinkler	30	80	0.5M
Shadowfax	30	120	2.0M
Shadow Master	30	120	2.2M
Son of SAM	30	140	10.0M

PHYSICAL ARTILLERY

ITEM	COST
Tube 1	5.0M
Coverage	10.0M
BushMaster	11.0M

AMMUNITION	COST
Armor Piercing	30,000
Anti-Personnel	20,000
Smart Munitions	40,000
JP-294	280,000
IR-7A	10,000

MARS SYSTEMS

TYPE	AI	THR	AR	ENC	COST
Guardian	500	28	500	4	3.0M
Warrior	560	35	700	2	7.0M
Hercules	500	50	350	4	10.0M
Titan	1000	100	800	4	32.0M



HAND WEAPONS TABLE

Range Brackets: Denote the base percentage chance to strike a target at the specified range.

1: 00-05m 3: 16-25m 5: 51-150m 7: 301-750m
2: 06-15m 4: 26-50m 6: 151-300m 8: 751-2000m

SS: System Shock is the base percentage chance of a weapon surviving undamaged when it is dropped, jarred etc.
ROF: Rate of Fire represents the maximum number of rounds that the weapon can fire per second. Weapons with a rate of fire greater than 1 are assumed to be automatic.
MN: Malfunction. A roll of this number or higher indicates that the weapon has malfunctioned.
Q: The number of rounds or charges that the weapon can hold.
DAM: The amount of damage that each bullet or pulse does per attack.
Parry: The percentage chance for the weapon to parry an attack
Cost: The cost to buy this weapon, expressed in credits. If the number is followed by an "M" it means millions of credits.

NOTE!! All weapons, except lasers, lose damage yield at long range. The weapon does 1/2 damage at the last range bracket.

ARCHAIC HAND HELD WEAPONS

TYPE	1	2	3	4	5	6	7	P	SS	ROF	Q	DAM	COST
Ashannari	70	-	-	-	-	-	-	05	94	1/6	1	spec	1000
Axe (hand)	55	-	-	-	-	-	-	15	35	1/2	-	1-6	10
Axe (throwing)	60	50	00	-	-	-	-	12	35	1/6	1	1-6	24
Bas	80	-	-	-	-	-	-	20	70	1/3	-	3-12	100
Billy Club	75	-	-	-	-	-	-	15	50	1	-	spec	20
Blackjack	60	-	-	-	-	-	-	-	20	1	-	spec	25
Blaheeli	50	35	05	-	-	-	-	-	03	1/6	1	spec	175
Blowgun	70	50	15	-	-	-	-	-	40	1/6	1	spec	50
Bow (compound)	70	60	50	40	20	00	-10	-	32	1/6	1	var	150
Bow (long)	70	60	50	20	10	-10	-	-	25	1/6	1	var	70
Bow (short)	70	60	35	05	-30	-	-	-	20	1/6	1	var	25
Caltrops	10	-	-	-	-	-	-	-	20	-	-	1	50
Catir	80	-	-	-	-	-	-	05	70	1/3	1	3-9	270
Cay	85	-	-	-	-	-	-	10	65	1/4	-	3-12	100
Chain	60	-	-	-	-	-	-	-	90	1/2	-	1-6	5
Chainsaw	75	-	-	-	-	-	-	-	85	1/3	-	3-12	450
Club	75	-	-	-	-	-	-	12	50	1/2	-	2-7	0.7
Crossbow (lght)	75	65	55	25	05	-20	-	-	40	1/6	1	1-6	55
Crossbow(heavy)	75	65	55	30	15	-05	-30	-	45	1/12	1	2-7	110
Dagger	50	-	-	-	-	-	-	02	100	2	-	1-4	4
Dagger (thrown)	65	45	-10	-	-	-	-	-	100	1/3	1	1-6	15
Doka	65	-	-	-	-	-	-	08	65	1/4	-	2-8	12
Dossien	60	30	-	-	-	-	-	-	30	1/2	-	1-6	10
Emp	80	-	-	-	-	-	-	-	60	1/6	-	3-18	20
Fanwal	70	45	10	-	-	-	-	-	25	1/6	-	2-12	400
Fas	70	-	-	-	-	-	-	-	10	1/2	-	1-3	250
Flail	65	-	-	-	-	-	-	12	95	1/3	-	2-8	20
Garotte	50	-	-	-	-	-	-	-	40	1	-	spec.	20
Hajab	60	-	-	-	-	-	-	30	98	1/6	5	2-8	300
Honj	85	-	-	-	-	-	-	15	-	1/4	-	3-18	500
Huumack	60	-	-	-	-	-	-	08	100	1	-	2-5	50
Ioken	70	55	25	-05	-25	-	-	-	50	3/12	3	2-12	85
Jabat	60	-	-	-	-	-	-	30	98	1/6	-	spec	200
Kamnan	80	-	-	-	-	-	-	25	50	1/3	-	1-8	3
Kla	60	-	-	-	-	-	-	10	35	1/4	-	1-6	10
Knalu-Knalu	50	-	-	-	-	-	-	02	40	1/3	-	spec	350
Muadirg			Special						40	1/3	1	2-12	700
Naj	80	-	-	-	-	-	-	-	30	1/4	-	3-18	200
Nun Chucks	85	-	-	-	-	-	-	-	40	2	-	1-3	75
Plasma Jet	50	-	-	-	-	-	-	02	70	1	1	3-12	500
Plasma Whip	70	-	-	-	-	-	-	-	35	1/2	4	3-12	3000
Ptfaang	85	-	-	-	-	-	-	25	55	1/3	1	1-8+	70
Quabal	70	65	40	-10	-50	-	-	-	70	1/6	1	2-12	350
Skil	80	60	25	00	-	-	-	-	50	1	1	1-3	200
Spear	80	-	-	-	-	-	-	25	50	1/3	-	1-8	3
Stiletto	50	-	-	-	-	-	-	-	45	1	-	1-2	35
Sword (broad)	65	-	-	-	-	-	-	45	85	1/2	-	2-8	30
Sword (long)	75	-	-	-	-	-	-	35	65	1/3	-	1-8	56
Sword (short)	60	-	-	-	-	-	-	30	70	1	-	1-6	40

ARCHAIC HAND HELD WEAPONS (continued)

TYPE	1	2	3	4	5	6	7	P	SS	ROF	Q	DAM	COST
Sword (2-Handed)	85	-	-	-	-	-	-	15	-	1/4	-	2-12	80
Ti-Jabat	60	-	-	-	-	-	-	-	99	1/6	-	spec	250
Tieaz	65	-	-	-	-	-	-	01	70	1	-	2-8	60
Toma	95	-	-	-	-	-	-	35	30	1/3	-	3-12	500
Whip	70	-	-	-	-	-	-	-	10	1/2	-	spec	50

ARCHAIC POWDER

PISTOLS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
S&W .22 Cal	65	55	40	10	-20	-50	-	-	98	100	1	1	1-6	40
Police .38 Cal	75	70	65	20	-15	-50	-	-	99	100	1	6	2-7	100
Colt .357 mag	70	60	55	25	05	-30	-	-	99	100	1	6	2-8	130
Derringer .44	68	55	40	05	-30	-	-	-	98	100	1	2	2-8	220
S&W 44 Cal	68	60	50	20	-10	-50	-	-	100	100	1	6	3-9	245
48 Plus	65	55	35	20	10	-20	-	-	100	96	1	13+1	4-10	400
Colt Anaconda	65	55	35	20	10	-20	-	-	100	100	1	13+1	4-10	425
Walther PPK	77	70	65	34	20	-20	-	-	98	100	3	7+1	2-5	560
Beretta 9mm	78	68	60	35	25	-15	-	-	98	100	3	15+1	1-6	675
Punk	78	55	35	20	-	-	-	-	97	75	1	6	1-6	800
IMI Eagle	75	65	58	35	10	-30	-	-	99	100	2	9+1	2-8	800
Glock 9	75	50	20	00	-20	-	-	-	98	75	1	15	2-8	1200
Night Stalker	65	60	45	37	22	05	-20	-	99	100	2	6	4-16	2400
P7	75	70	65	50	30	00	-	-	100	100	3	15	2-7	3500
Model 93RS	90	83	74	40	18	-07	-	-	97	100	3	15	2-7	3500
Mako	105	90	73	44	20	-	-	-	99	100	7	35	1-6	4800
Skorpion	95	80	60	24	-10	-	-	-	98	100	10	30	1-6	5000
HammerFist	100	92	80	35	10	-	-	-	98	100	8	40	2-8	6000
.454 Casull	60	48	40	35	25	10	-10	-	99	100	1	5	4-19	10000
Model 500	57	45	38	31	20	05	-15	-	99	100	1	5	4-22	13500

RIFLES

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Galil A.R.	70	60	40	30	-20	-	-	-	99	100	5	30	1-6	300
AK-57	77	65	55	30	05	-05	-20	-	99	100	3	30+1	2-8	450
M-16A3	80	70	60	40	30	05	-20	-	96	97	3	30+1	2-8	500
FN-FAL	80	75	65	45	20	05	-10	-30	97	100	3	20	3-12	1850
AR 17	85	75	60	45	20	05	-10	-	99	70	4	30	2-8	2500
EWS	90	80	70	60	40	30	20	00	100	100	4	20	2-8	3000
Steyr Aug	82	70	66	51	30	05	-15	-	100	96	4	30	3-12	4000
Steyr ACR	88	83	78	55	37	20	04	-	97	94	3	30	2-8	5200
H&K ACR	84	80	75	60	40	20	02	-	98	93	3	24	2-8	5500
G14	102	95	77	45	20	-20	-	-	100	100	3	50	2-7	7000
Crossfire (rifle)	77	65	55	30	05	-05	-	-	99	100	1	20	3-12	8000
TK-7A	82	70	60	45	35	25	15	05	98	100	3	20+1	3-12	10,000
AUG 56	80	60	45	25	12	-02	-	-	98	82	4	30	4-16	10,000
G33	102	90	80	70	45	10	-	-	98	96	10	30	1-6	15,000
Nitro Express	70	60	42	31	05	-10	-	-	99	100	1	2	6-36	30,000

SNIPER RIFLES

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
PSG1	100	95	90	65	30	15	02	-18	99	100	1	5	3-12	5000
Walther A2000	115	107	100	85	45	20	10	00	99	100	1	6	4-16	7000
MP9	85	85	80	60	40	20	00	-25	99	80	4	10	3-12	10,000
Barrett 82	105	95	88	77	33	25	15	-05	97	100	1	11+1	4-24	15,000

SUBMACHINE GUNS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
IMI Uzi	80	70	60	35	10	-30	-	-	99	100	4	32	1-6	350
Thompson	63	55	25	00	-35	-	-	-	94	99	4	50	2-7	375
MP5	75	65	55	40	20	05	-20	-	96	100	4	30	1-6	600
SM 90	107	75	45	08	-15	-	-	-	93	100	8	33	1-6	1500
CBM2	98	84	60	35	03	-40	-	-	98	98	6	30	2-8	2700
Micro-Uzi	103	90	70	23	02	-35	-	-	98	100	10	32	1-6	5000
MAC 10	120	70	40	25	05	-	-	-	97	100	15	30	2-7	9000

SHOTGUNS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Ithaca	95	60	-10	-	-	-	-	-	98	100	2	4+1	3-12	150
(slug)	80	55	30	-20	-	-	-	-					3-9	
Remington M870	100	72	05	-35	-	-	-	-	97	100	1	5+1	3-12	200
(slug)	85	60	35	15	-	-	-	-					2-7	
Franchi	100	60	15	-35	-	-	-	-	99	100	2	7+1	3-9	375
(slug)	90	60	45	-05	-40	-	-	-					2-8	
Masral 12g	97	65	-10	-45	-	-	-	-	95	100	2	5+1	2-12	550
(slug)	83	50	30	-10	-30	-	-	-					3-9	
Pancor	90	75	40	20	-20	-	-	-	100	95	3	12	3-12	7000
(slug)	90	65	50	30	10	-	-	-					3-9	
RoadBlocker	90	80	60	40	10	-	-	-	99	97	1	12	4-16	7000
Masral Smuggler	99	60	43	20	-	-	-	-	98	85	1	5	4-16	8000
H&K CAWS	95	88	65	20	-	-	-	-	100	96	4	12	3-12	8500
HS Series D	92	75	50	20	-10	-	-	-	97	95	5	15	4-16	15,000
Bulwark	98	50	40	15	-	-	-	-	100	80	4	12	4-16	15,000
Crossfire	102	80	60	22	-	-	-	-	100	100	1	12	4-16	8000

MACHINE GUNS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
M-60	80	60	50	40	25	10	-05	-25	97	100	7	250	3-12	3500
FN Magnum	85	62	50	41	27	12	-05	-	98	100	7	250	3-12	4200
PK	84	62	45	33	23	05	-10	-20	95	100	8	var	3-12	5000
MG3	87	69	55	43	29	15	-03	-15	100	100	16	250	3-12	9500
XM-214	65	55	37	15	02	-20	-45	-	99	100	18	500	2-7	10,000
SAW	85	61	50	43	27	12	00	-	100	100	14	200	2-8	10,000
LTX-311	80	65	55	33	10	-05	-20	-40	100	100	12	500	2-8	15,000
Browning .50	92	83	71	63	51	40	20	10	98	100	3	250	4-24	20,000
ASP 30	90	80	68	55	40	35	20	03	95	100	4	150	6-36	45,000
Hose	130	110	90	50	20	-30	-	-	100	100	30	250	3-12	90,000

CAROUSEL GUNS

TYPE	1	2	3	4	5	6	7	8	MN	SS	Q	ROF	DAM	COST
Crusher	84	80	74	50	20	-05	-	-	99	99	60	1/9	5-30	75,000
Cyclone	90	84	70	42	20	10	-20	-	98	86	30	1/9	3-18	80,000
Orbital	84	80	76	54	32	16	00	-20	99	96	50	1/9	4-16	120,000
Archer	92	88	82	70	50	25	10	-05	100	100	60	1/9	4-24	180,000
Meteor	82	79	68	35	10	00	-40	-	97	98	30	3/9	4-16	220,000

CHAIN GUNS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Allox 20mm	107	105	96	80	60	35	15	-05	98	100	20	500	5-30	255,000
Vixer 30mm	105	100	92	81	64	40	05	-20	94	99	30	500	6-36	310,000
Chainsaw	100	96	88	75	55	20	02	-30	98	100	50	500	6-36	375,000
BC-Blister	100	97	84	75	50	10	-05	-35	100	100	30	500	8-48	480,000

BEAM WEAPONS

BARGAIN BASEMENT LASERS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Luxxman	76	70	56	20	-	-	-	-	88	40	1	8	1-6	250
Spectrum	80	80	78	60	30	00	-	-	90	60	1	8	2-8	350
Spectrum Plus	89	85	80	60	45	-15	-	-	89	65	2	10	2-8	560
BC-Budget Gun	75	70	67	58	40	15	-40	-	85	72	2	10	4-16	7500
Marrson Opticon	98	98	78	55	22	-	-	-	87	70	3	10	4-16	25,000
Flashlight	98	96	94	85	70	40	15	-	88	35	4	25	3-18	50,000
Doomsday	95	95	92	90	80	60	20	-10	70	50	3	25	4-24	100,000

PISTOLS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Mirchaum SSLU	75	65	55	30	00	-	-	-	98	52	1	1	2-7	200
OLC-Pistol	75	72	70	60	25	-	-	-	93	55	1	10	1-6	400
PL-3	78	72	65	58	50	30	-	-	95	80	1	10	1-6	575
BS-2	78	68	60	45	20	-	-	-	98	85	2	10	2-7	800
Midget	78	72	60	40	15	-	-	-	97	70	2	10	2-5	1275
Pocket	90	90	45	05	-	-	-	-	97	60	1	1	4-16	2000
MC-6	73	70	62	55	35	10	-15	-	94	90	2	10	2-8	2200
Tenteclex 1	90	80	70	45	20	-	-	-	96	70	1	10	1-6	2500
Tenteclex 3	90	80	70	45	20	-	-	-	96	70	1	10	2-8	4500
Marrson Pistol	80	75	65	50	30	10	-	-	97	75	2	10	3-9	10,000
Savage-B	75	73	70	60	55	25	-20	-	99	90	3	15	2-8	12,225
Diffraction	72	72	70	60	25	-	-	-	94	60	1	20	4-24	45,000
Savage-C	75	73	70	60	55	25	-20	-	99	90	3	15	3-12	55,000
Savage-D	80	80	75	68	60	20	-	-	99	95	3	30	4-16	250,000

RIFLES AND CARBINES

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
M16-L	75	75	72	64	58	10	-10	-	98	92	1	30	1-8	5000
M18-L	77	75	71	65	60	25	00	-15	95	97	2	30	2-8	5570
PK-91	99	63	05	-10	-	-	-	-	98	75	1	10	2-8	15,000
RKM	75	75	70	67	60	40	15	00	99	100	1	var	3-12	18,500
Backshaw	82	82	80	78	30	15	00	-25	98	95	1	20	2-8	20,000
Toshoni LL-C	95	90	85	50	25	-20	-40	-	99	99	2	20	2-8	20,000
Tagert-6	70	68	60	55	50	30	10	-05	96	99	2	50	2-12	25,000
Micron	80	78	73	70	68	45	20	-05	97	97	3	50	2-8	25,000
Arrow LOSN	100	95	90	85	80	75	48	30	100	99	1	30	3-12	25,000
Shalkon	80	76	70	67	20	00	-	-	99	94	2	-	2-12	40,000
Hussein	98	70	20	-	-	-	-	-	99	80	1	10	3-12	45,000
Alpha 2	85	85	80	75	70	50	20	10	98	98	1	100	var	50,000
RKM 2000	92	92	90	85	75	40	00	-	98	85	3	25	3-12	75,000
Beta 3	85	85	82	78	75	50	30	20	99	99	2	100	var	80,000
Fundamentalist	95	45	10	-10	-	-	-	-	99	80	1	10	4-16	125,000
Falcon XR-7	92	90	85	80	75	42	25	10	97	97	5	150	2-12	200,000
Gamma 4	85	85	82	78	75	50	30	20	99	99	4	200	var	250,000
Calsham-4	90	90	88	85	80	75	50	35	100	100	4	50	4-16	500,000
Banshee	92	80	75	40	17	10	-12	-	99	90	5	50	4-24	600,000

IMPACT LASERS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
BC-Violator	90	90	80	50	25	00	-10	-	99	88	1	25	4-16	75,000
Angler	98	96	90	83	62	20	00	-	92	80	1	25	3-12	150,000
Range Hound	95	95	90	80	60	42	20	-	99	95	1	25	4-16	200,000
Laseras	95	90	60	20	-05	-	-	-	100	98	1	50	4-24	200,000
RKM 5000	92	92	90	85	57	20	-15	-	98	85	3	25	4-16	275,000
Drexler	97	95	83	42	20	-	-	-	100	95	6	30	4-16	350,000
Lancer	100	95	90	86	78	72	50	32	99	98	1	50	4-24	0.75M
BC-Shock	95	95	92	45	10	-	-	-	100	100	1/2	20	6-36	1.0M
Crusader	90	85	80	72	66	55	32	14	98	96	1	50	6-36	1.5M
Excellcior	95	90	86	80	70	54	35	14	99	99	1	100	6-36	2.0M
Able Culprit	102	99	97	95	90	80	60	30	100	100	1/2	20	4-32	2.0M
BC-Persuader	95	95	92	65	40	10	-	-	100	100	3	20	4-24	2.4M
Able Dancer	100	99	90	73	43	25	15	05	100	100	3	30	5-30	2.8M
Force	94	90	78	55	37	12	03	-	95	95	3	30	10-100	8.0M

MACHINE GUN LASERS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
BC-Flayer	92	92	92	92	88	85	40	10	98	98	8	200	3-18	2.5M
Valley Green	90	88	85	80	75	70	65	35	100	99	12	500	5-20	4.5M
Shalkon Heavy	90	90	90	85	78	75	60	40	97	99	15	500	6-36	6.5M
Valley Green Exp	97	97	95	94	90	88	70	40	100	100	20	500	4-24	10.0M
Avengance	95	95	90	80	60	20	-	-	100	100	6	100	6-36	10.0M
Viceroy	99	99	99	98	95	92	90	80	96	88	10	200	4-24	15.0M

MASERS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	DAM	Q	COST
Focus	85	83	78	78	40	10	-10	-	98	85	1	1-3	20	45,000
Finite	90	90	80	60	-	-	-	-	99	97	1	3-12	20	95,000
Peashooter	95	95	25	-	-	-	-	-	97	80	1	4-16	50	120,000
Bourgeoisie	96	91	87	62	46	25	05	-	97	96	1	2-8	50	180,000
Micrometron	96	96	95	85	80	62	40	00	99	89	1	2-8	50	220,000
Scanner	98	98	90	80	60	45	30	00	100	100	1	3-12	50	440,000
Mison	100	95	95	93	90	75	45	20	100	100	1	4-16	50	550,000
BC-Comet	102	99	98	95	87	68	45	30	100	100	1	4-24	50	1.2M

PULSE CANNONS

STATIC PISTOLS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	DAM	Q	COST
Core	60	50	34	-05	-30	-	-	-	98	55	1	10	3-18	20,000
Plasma Pistol	71	45	36	08	-	-	-	-	97	90	2	15	2-12	24,000
MX-D	75	60	45	22	10	-	-	-	98	98	1	8	2-12	25,000
Bull Master	68	40	20	10	-	-	-	-	99	98	1	12	Var	35,000

BARGAIN BASEMENT PULSE CANNONS

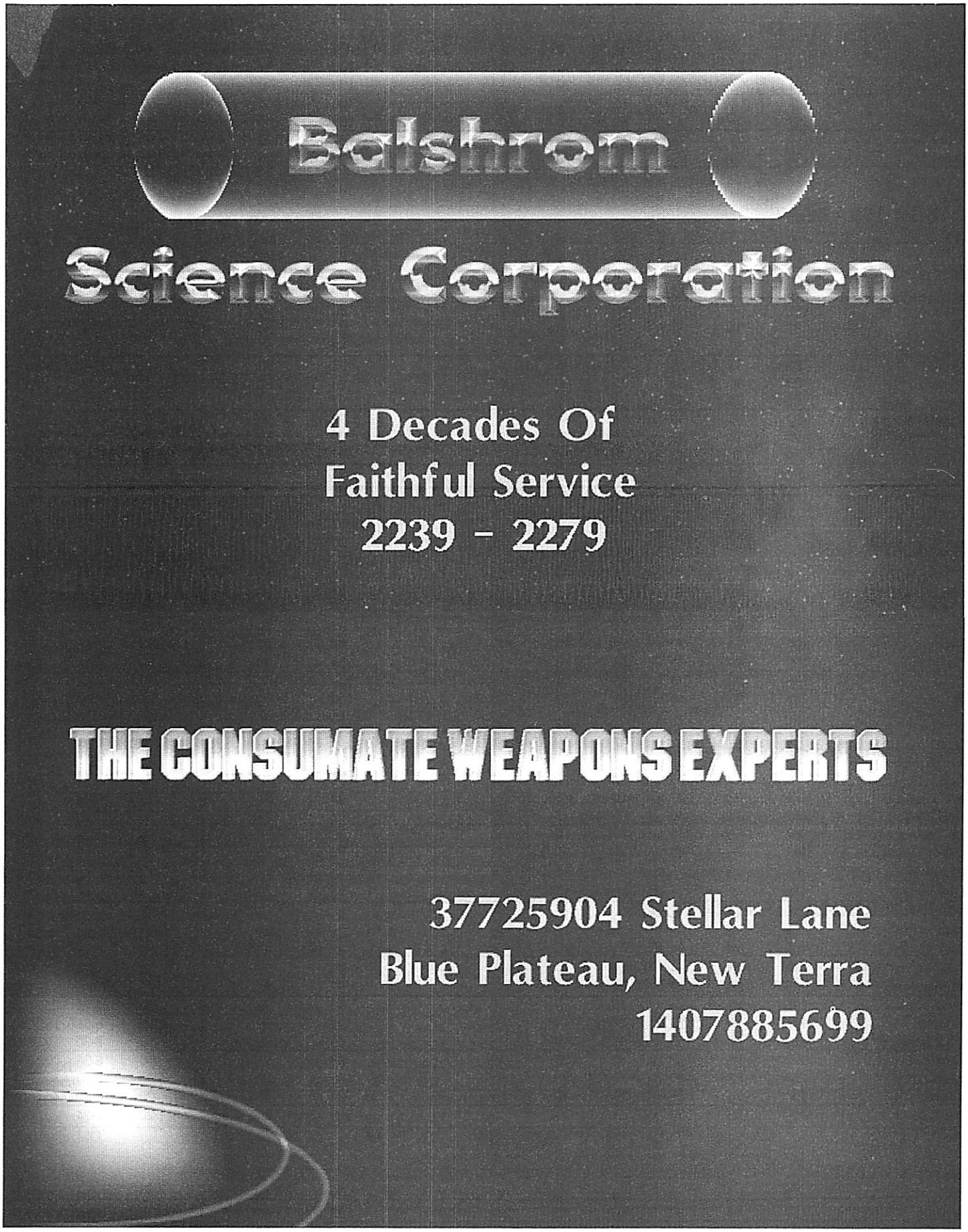
TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	DAM	Q	COST
Popgun	86	60	26	10	-	-	-	-	84	45	2	20	2-12	3500
BC-Thumper	85	73	58	30	00	-	-	-	88	50	1	25	3-18	7000
Able Heat	80	75	60	24	10	-05	-	-	89	65	3	20	4-24	17,000
Plasmatix	70	50	30	10	-	-	-	-	87	75	2	40	5-30	35,000

STANDARD PULSE CANNONS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
1 Shot	80	60	30	-20	-	-	-	-	96	75	1	1	4-24	4000
PC-3	85	15	-30	-	-	-	-	-	98	55	1	25	3-18	16,500
PC-6	65	32	00	-50	-	-	-	-	98	70	1	25	3-18	18,000
M-20 Blaster	77	55	20	00	-30	-	-	-	97	85	1	25	4-24	20,000
Mentar	75	45	25	-10	-40	-	-	-	95	85	2	25	5-30	25,000
Shorty	120	60	15	-	-	-	-	-	98	78	1	15	6-36	35,000
PH-3A	80	60	40	20	00	-35	-	-	97	85	1	20	4-24	40,000
Stecker	80	65	35	10	-10	-	-	-	95	93	2	25	4-24	42,000
RP-4 Masher	82	72	10	-20	-55	-	-	-	97	85	1	25	5-30	50,000
PT-1	125	100	40	-05	-	-	-	-	99	94	spec	var	4-16	50,000
Vector 1	85	65	40	20	00	-20	-40	-	95	90	1	50	3-18	80,000
Plasma Dealer	93	70	41	15	-	-	-	-	97	96	5	20	3-18	95,000
Precision	99	95	90	80	60	36	15	-20	99	95	1	10	3-12	100,000
BC-Engager	87	60	30	15	-05	-20	-	-	97	97	1	50	var	100,000
Vector 3	89	70	50	25	05	-15	-30	-	97	92	2	50	3-18	150,000
BC-Enforcer	87	60	30	15	-05	-20	-	-	99	96	2	50	var	200,000
Vector 4	89	70	50	25	05	-15	-30	-50	99	94	2	50	4-24	200,000
RKM-Showtime	100	85	40	20	00	-	-	-	100	100	3	30	4-24	200,000
Wax'em Gun	120	90	28	02	-	-	-	-	98	97	1	25	8-48	235,000
Mentar-A3L	80	52	30	-05	-30	-60	-	-	95	88	4	50	6-36	250,000
Howitzer	80	56	15	00	-25	-	-	-	98	80	2	40	10-80	400,000
BC-Heat	96	86	72	50	25	05	-	-	100	100	1	40	5-30	300,000
PC-9000	95	83	62	10	-	-	-	-	98	96	1	10	10-100	425,000
BC-Destroyer	89	68	40	20	-10	-40	-	-	100	99	3	60	var	0.5M
BC-Terminator	89	68	45	25	05	-20	-	-	99	98	4	120	var	1.0M
M-80	80	65	50	40	15	-25	-45	-	99	90	4	100	5-40	3.8M

PULSE AUTOMATIC WEAPONS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Valley Green	85	75	55	35	10	-10	-30	-45	99	90	3	250	5-40	3.0M
Climax	90	80	60	40	20	00	-	-	98	95	5	250	6-36	5.5M
Wicked Crimson	100	88	80	65	45	10	-	-	100	100	20	1000	8-48	13.OM
Cataclysm	98	82	70	50	25	-	-	-	100	100	10	1000	10-60	13.0M
BC-Apocalypse	100	90	80	63	37	25	10	-	99	99	4	250	20-120	20.0M


Balshrom
Science Corporation
4 Decades Of
Faithful Service
2239 - 2279
THE CONSUMATE WEAPONS EXPERTS
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Blue Plateau, New Terra
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PULSE COMBAT SYSTEMS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
S&M Weapon	99	88	70	50	30	20	-	-	100	99	1/3	50	2-8HP	4.0M
BC-Incinerator	104	97	90	60	20	-	-	-	100	100	1/5	50	4-16HP	10.0M
TM 1200	104	100	85	40	20	05	-	-	100	100	1/10	50	6-36HP	17.0M
Champion	107	105	90	80	70	60	30	20	100	100	1/5	50	6-36HP	25.0M
Grave Digger	110	105	92	76	55	30	10	-10	100	100	1/3	50	8-48HP	35.0M
Mortician	105	100	95	80	70	50	30	10	100	100	1/2	100	10-60HP	50.0M

OMEGA WEAPONS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
OC-1	70	30	00	-55	-	-	-	-	93	88	1	25	4-24	35,000
Balshrom FC	75	40	10	-40	-	-	-	-	97	92	1	25	4-24	42,000
Valley Green Ox	70	45	15	-30	-50	-	-	-	97	90	1	25	5-30	55,000
Johnson	112	50	-	-	-	-	-	-	96	94	1	25	8-48	65,000
Able 3	85	55	30	-10	-40	-	-	-	97	94	1	25	6-36	100,000
LS-21	80	50	30	-10	-40	-	-	-	93	94	1	25	8-48	120,000
Able Ram	85	55	35	-05	-45	-	-	-	92	90	2	40	7-42	250,000
Viper XM1	90	80	30	05	-30	-50	-	-	98	94	2	50	3-24	275,000
OC-66	92	69	50	25	05	-	-	-	97	97	2	50	6-36	300,000
Balshrom 2	100	80	30	-10	-50	-	-	-	97	98	3	50	4-24	300,000
Cobra XM2	95	70	25	-05	-30	-45	-	-	99	99	3	50	4-24	325,000
Python XM3	80	40	20	-20	-50	-	-	-	97	98	1	50	6-60	1.0M
Devastator	90	60	30	00	-45	-	-	-	99	99	2	50	8-80	2.0M
Abomination	COMING SOON TO NEIGHBORHOODS NEAR YOU													

EMP CANNONS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Pulse	107	80	40	10	-	-	-	-	99	94	1/10	10	2-8	95,000
Agitator	100	94	62	30	05	-	-	-	99	96	1/5	15	3-12	165,000
Fomentor	135	90	40	-10	-	-	-	-	97	97	1/4	20	4-24	350,000
Hammer	100	95	70	60	17	-07	-	-	97	95	1/5	10	3-18	400,000
Stingray	103	90	80	40	20	-	-	-	100	98	1/8	15	4-16	0.5M
EMP-X	105	96	70	55	20	-	-	-	100	100	1/7	20	6-36	0.75M
Ultra-Mag	101	93	60	35	15	-	-	-	100	96	1/4	25	8-48	2.0M

WEB GENERATORS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Goop Gun	75	50	20	-10	-45	-	-	-	93	95	1/2	20	Nil	1000
Able Flow	85	62	40	05	-15	-	-	-	97	97	spec	20	Nil	12,000
Web Thrower	87	82	65	30	10	-	-	-	98	92	1	20	Nil	4000
Splatter Cannon	104	70	40	15	-20	-	-	-	98	98	1	25	Nil	4000

THUNDERBOLT GENERATORS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
VG-4	100	70	20	-	-	-	-	-	97	55	1/2	20	var	15,000
BC-Zap Gun	110	73	14	-10	-	-	-	-	96	70	1	20	1-8	17,500
Thunderclap	115	80	22	00	-15	-	-	-	97	80	1	25	1-8	22,500
Thunderbolt	125	85	35	10	-	-	-	-	98	92	1	20	2-12	55,000
Coulomb	145	90	15	-20	-	-	-	-	99	96	1	10	6-36	85,000
BC-Lightning	120	80	55	30	10	-	-	-	95	90	1	50	5-30	120,000
Slagger	110	90	60	40	05	-	-	-	98	98	1	30	6-36	200,001
Extra Crispy	100	87	40	10	-20	-	-	-	100	100	1	30	10-60	300,000
Maximus	150	74	48	25	-10	-	-	-	99	99	1	20	8-80	400,000
Arc Thrower	135	100	50	-	-	-	-	-	100	100	spec	20	2-24	1.0M

GAUSS RIFLES

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Linearity	90	80	80	60	40	20	10	00	93	94	1	10	var	45,000
Gauss 1	90	90	88	75	55	35	20	15	98	93	1	10	var	60,000
Coilizer	85	80	77	65	35	15	00	-15	98	95	4	20	var	100,000

GAUSS RIFLES (continued)

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Gauss 2	90	80	78	60	40	20	10	00	97	95	1	10	var	150,000
BC-Rail Gun	95	95	95	90	80	70	50	40	100	100	1	30	var	2.0M
BC-Rail King	95	95	95	90	80	70	50	40	100	100	1	30	var	3.0M
Horizon	95	95	95	95	90	75	55	45	100	100	1	15	var	10.0M

ATTRACTOR/REPRESSORS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	DAM	Q	COST
Jellatizer	80	60	45	10	-5	-	-	-	94	95	1/3	2-12	25	20,000
Ravager	95	87	67	40	25	-10	-	-	97	92	1/3	var	30	40,000
Emulsifier	98	76	50	28	12	00	-	-	98	99	1/3	4-24	50	82,000
Able Plus	105	92	75	56	34	10	5	-	99	100	1/3	var	100	130,000
Shake and Bake	100	80	55	20	-10	-	-	-	98	97	spec	spec	100	400,000
Earthquake	97	92	70	50	20	-	-	-	99	100	1/6	5-30	25	1.0M
BC-Milk Shake	105	76	72	44	28	-	-	-	100	100	1/6	6-36	20	5.0M

PARTICLE BEAM WEAPONS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
AM1	70	45	00	-50	-	-	-	-	96	93	1/3	30	1-8	10,000
Cheetah	80	60	45	05	-45	-	-	-	97	97	1/3	20	2-8	25,000
Tiger	82	65	50	15	-15	-	-	-	99	99	1/3	30	2-12	60,000
Mark 3	85	60	40	20	00	-20	-40	-	99	99	1/3	30	3-18	127,000
Lion	85	70	50	35	10	-25	-50	-	99	99	1/2	30	3-18	160,000

FROST GUNS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Snowman	92	70	20	-15	-	-	-	-	90	95	1	20	1-8	10,000
Iceman	90	65	30	-40	-	-	-	-	96	95	1	20	2-12	16,500
Big Frosty	95	72	40	10	-20	-	-	-	98	98	1	50	3-18	40,000
BC-Frost Giant	110	70	-	-	-	-	-	-	97	95	1	20	6-36	100,000
BC-Frost Slayer	90	85	60	46	10	-	-	-	97	95	1	20	4-24	100,000
CG-911	85	80	70	52	20	00	-	-	98	96	1/3	B	6-36	150,000
BC-Winterdom	90	87	80	69	20	-	-	-	100	100	2	12	8-48	350,000

JUICERS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Able Blistex	60	25	05	-	-	-	-	-	94	90	1	2	2-8	1200
Ferrite	75	45	20	05	-	-	-	-	90	96	1	15	2-8	4500
BC-Splatter Gun	81	48	23	10	-20	-	-	-	98	95	1	5	2-8	5000
Ironside	80	55	35	17	-	-	-	-	95	95	1	10	3-12	8000
Liquid	87	65	40	25	10	-	-	-	97	97	1	7	2-8	9000
Safeguard	85	40	10	-	-	-	-	-	98	95	1	7	4-16	14,000
Able Ore	102	80	20	-	-	-	-	-	99	96	1	8	4-16	45,000
BC-Chunky	80	61	35	10	-	-	-	-	98	93	1	10	3-18	45,000
Cumaaskk	90	80	50	35	20	-	-	-	99	99	1	5	4-24	65,000
Might	90	67	41	23	10	-	-	-	99	98	1	7	4-24	75,000

METAL GUNS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
BC-Render	90	90	80	40	-30	-	-	-	99	92	1/3	20	1	20,000
BC-Shredder	85	80	70	15	-40	-	-	-	99	95	1/3	40	2	40,000
TR-9B	90	90	70	30	-10	-40	-	-	100	100	1/3	30	4	95,000
Parabellum	90	88	77	25	-05	-30	-	-	100	100	1/3	25	8	200,000
Calsham MG	110	90	85	40	10	-20	-	-	100	100	1/3	40	20	1.5M

MAG GUNS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Stick Gun	70	60	25	-10	-30	-	-	-	94	78	1/6	5	var	30,000
Deliverance	80	72	55	40	10	-05	-25	-	97	95	1/3	10	var	49,000
Metal Man	82	70	61	45	25	10	-10	-25	98	93	1/6	5	var	55,000
Magnatron	87	75	60	55	34	15	00	-20	99	96	1/3	10	var	70,000
Carousel	80	68	52	30	15	-03	-18	-	96	96	1/2	20	var	100,000

GRAVITATIONAL EFFECT WEAPONS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
GEW-1	80	60	40	10	-16	-	-	-	95	90	spec	20	spec	25,000
Floater	90	80	65	30	00	-	-	-	98	96	spec	25	spec	30,000
Crumb Snatcher	95	82	74	40	25	-	-	-	97	93	spec	10	spec	35,000
BC-Gravaton	95	95	80	55	25	05	-35	-	97	94	spec	20	spec	87,000
Thief	97	95	85	65	40	25	10	-	98	98	spec	20	spec	100,000
Able Effect	97	95	82	60	37	25	-	-	98	98	spec	20	spec	150,000
BC-Gravite	95	95	80	55	45	35	20	-	97	94	spec	20	spec	250,000
Marrson Transport	95	95	80	65	55	45	30	-	100	100	spec	20	spec	10.M

GRAVITATIONAL SHEERS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Conflict	90	80	65	30	-	-	-	-	95	96	spec	25	1	30,000
Conflagration	92	85	70	42	10	-10	-	-	98	98	spec	25	4	150,000
BC-Sparkler	95	95	80	55	45	35	20	-	94	92	spec	20	8	200,000

NEURO CANNONS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Field Weapon	95	60	30	-10	-	-	-	-	95	50	1/2	spec	10	5000
Neutralizer	80	55	25	-	-	-	-	-	97	65	1/3	spec	20	10,000
Cancellation	95	60	-	-	-	-	-	-	99	60	1/5	spec	10	10,000
Axion Paralizer	90	80	60	35	-	-	-	-	97	60	1/4	spec	20	25,000
Neuro-Masher	95	82	65	35	-10	-	-	-	95	80	1/3	spec	20	75,000
Crowd Killer	120	90	40	-	-	-	-	-	98	70	1/5	spec	10	45,000
Neuro 1	93	80	51	20	-	-	-	-	97	92	1/4	spec	10	55,000
Neuro 2	95	90	65	55	30	-	-	-	98	94	1/6	spec	10	70,000
Neuro 3	95	90	75	60	40	-	-	-	98	98	1/6	spec	15	100,000
Chatilian In A Can	90	75	65	50	20	-	-	-	99	99	1/3	spec	20	150,000

DISRUPTORS

TYPE	1	2	3	4	5	MN	SS	ROF	Q	DAM	COST
Neutralizer	90	20	-40	-	-	95	49	1/6	20	4-24/1-8	25,000
K-4	90	40	10	-30	-	99	75	1/3	20	4-24/3-12	45,000
Majestic	95	45	05	-25	-	98	85	1/3	40	4-24/3-18	60,000
Majestic 2	97	50	15	-20	-	99	90	1/3	40	4-24/3-18	70,000

DISINTEGRATORS

TYPE	1	2	3	4	5	MN	SS	ROF	Q	DAM	COST
Duster	90	80	30	-05	-	93	85	1/3	25	20-80/10-40	125,000
Gashil	105	40	05	-50	-	98	98	1/3	25	20-80/10-40	110,000
Americas	90	60	40	00	-50	100	97	1/3	25	40-160/20-80	0.5M
Comrade	115	75	15	-30	-	100	100	1/3	50	40-160/20-80	0.5M
Rommel	90	50	00	-50	-	100	100	1/2	50	80-320/40-160	2.5M

MESON CANONS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Accelerator	80	55	20	-30	-	-	-	-	97	95	1	20	4-48	22500
Henderson	82	60	30	00	-20	-	-	-	100	92	2	20	4-40	25000
Emissions	80	65	47	05	-35	-	-	-	98	60	1	25	5-50	32500
Pulsar	90	80	60	30	10	-15	-35	-	100	100	2	40	20-120	320,000
Quasar	80	70	55	35	10	00	-10	-30	100	100	2	40	8-96	350,000
Victimizer	90	82	65	40	20	-10	-	-	100	100	1/4	20	1-4HP	1.5M
Achillees	96	88	70	50	30	10	-10	-	100	100	1/3	20	2-8HP	4.0M



MICRON BODY WEAPONS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Silence	120	100	80	70	50	30	10	-10	100	100	1/12	-	spec	20,000
Assassin	120	110	90	80	45	15	-	-	100	100	1/12	-	spec	20,000

NOTE: These are just the launch systems. The Ammunition and Propulsion systems are on page 39.

FLAMETHROWERS

TYPE	1	2	3	4	5	6	DUR	MAX	MN	SS	ROF	Q	DAM	COST
A-2	110	70	30	-05	-	-	5	35	100	99	1	10	2-12	500
ME2E1-9	105	80	55	15	-35	-	10	75	96	97	1	100	var	2500
ME2E1-9B	120	100	60	40	-10	-	10	60	94	97	1	50	4-16	4000
Blazer	100	90	60	40	05	-	15	120	100	100	1	100	4-16	7000
Sizzler	105	95	50	10	-	-	2	35	100	100	1	10	2-12	10,000
Char Broiler	100	80	40	20	-	-	3	50	100	100	1	9	3-12	12,000

DUR: Denotes the maximum duration of flame in seconds. After this time the flamer must cool for 3 sec.
MAX: Denotes the maximum range of the flame.

ROCKET LAUNCHERS Add a -20 modifier if used against personnel.

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Belair	85	70	40	25	-05	-	-	-	98	97	1/18	1	1-6/4-24	10,000
Steiger 3	87	85	80	55	30	10	-50	-	100	100	1/27	1	2-8/6-36	40,000
Zandovich	80	60	50	40	20	-20	-	-	100	100	4/30	4	2-8/6-36	50,000

ANTI-TANK WEAPONS

ANTI-TANK RANGE BRACKETS Add a -40 penalty if used against personnel.

1: 01-50m 3: 151-250m 5: 501-1000m 7: 2001-3500m
2: 51-150m 4: 251-500m 6: 1001-2000m 8: 3501-5000m

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Panzerfaust	80	-	-	-	-	-	-	-	99	100	1/90	1	30-120	5000
Bazooka	80	70	10	-	-	-	-	-	97	97	1/60	1	10-60	9000
LAW	83	60	40	10	00	-	-	-	95	98	1	1	10-80	1500
RPG7-B	84	74	50	25	-	-	-	-	99	100	1/15	1	10-60	5700
Dragon	88	80	65	50	25	10	-15	-	97	92	1/60	1	2-8HP	35,000
TOW	95	85	75	60	40	20	10	-25	99	95	1/60	1	3-12HP	60,000
Figlini	97	82	75	62	30	10	-10	-	99	100	1/45	1	4-16HP	80,000
Armbrust 7	85	75	50	25	00	-	-	-	99	100	1/30	1	4-16HP	100,000
Milan-AS	95% ACCURATE AT ALL RANGE BRACKETS										1/45	1	3-18HP	125,000
PLG	110	100	90	75	50	35	20	-05	98	100	1/60	1	4-24HP	165,000
Gustaf Whistler	97% ACCURATE AT ALL RANGE BRACKETS										1/45	1	spec	200,000
Bonoir	102	100	97	80	70	50	37	10	100	100	4/30	1	6-36HP	250,000
Cobra	98% ACCURATE AT ALL RANGE BRACKETS										1/30	1	6-36HP	250,000
HAW-4	94	92	85	70	60	50	10	-08	100	100	1/90	1	8-48HP	300,000

PERSONAL MISSILE SYSTEMS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Balistics-8	By Munitions Type								95	90	1/20	1	var	32,000
Pershing 2	By Munitions Type								96	88	1/20	1	var	50,000
Minuteman	By Munitions Type								97	89	3/30	3	var	75,000
GTL	By Munitions Type								99	99	12/60	12	var	95,000

SURFACE TO AIR MISSILES (SAMS)

RANGE BRACKETS

1: 1-250m 3: 501-1000m 5: 2501-5000m 7: 7501-10,000m
2: 251-500m 4: 1001-2500m 6: 5001-7500m 8: 10,000m+

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Stinger-8	99	95	80	50	40	10	-	-	100	80	1/30	1	1-6HP	20,000
Stinger 9	99	95	85	58	45	15	-	-	100	80	1/30	1	2-8HP	27,000
Blowpipe	105	100	95	70	50	25	-	-	100	90	1/30	1	2-12HP	35,000

SURFACE TO AIR MISSILES (SAMS) (continued)

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
ADADT	80% ACCURACY AT ALL RANGE BRACKETS								100	100	1/30	1	6-36HP	140,000
Bonois Missile	75% ACCURACY AT ALL RANGE BRACKETS								100	100	1/30	1	6-36HP	175,000
Nike Hercules	80% ACCURACY AT ALL RANGE BRACKETS								100	100	1/30	1	8-48HP	250,000
Patriot	90% ACCURACY AT ALL RANGE BRACKETS								100	100	1/30	1	4-24HP	280,000

MORTARS

MORTAR RANGE BRACKETS

1: 01-50m 3: 151-250m 5: 501-1000m 7: 2001-3500m
2: 51-150m 4: 251-500m 6: 1001-2000m 8: 3501-5000m

Type	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
M29	-	50	65	50	20	00	-	-	97	99	1/6	-	spec	1200
M110	85	70	55	20	00	-20	-	-	98	99	1/4	-	spec	4500
M210	-	-	45	70	65	35	05	-10	99	99	1/6	-	spec	10,000
Pincheau ML2	-	25	55	75	70	40	15	00	100	97	1/6	-	spec	20,000
Pincheau ML3	-	32	62	82	77	45	20	05	98	97	1/2	10	spec	35,000
MOR-1	-	47	78	95	90	62	35	22	97	98	1	15	spec	75,000
MOR-3	-	47	78	95	90	62	35	22	100	99	1	20	spec	100,000
MOR-4	-	47	78	95	90	62	35	22	100	99	1	20	spec	150,000

COMPACT ARTILLERY

Type	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
85 Pound	-	-	35	80	65	35	15	00	97	98	1/12	-	spec	125,000
Mini-Howitzer	-	20	50	90	72	45	25	10	99	99	1/6	10	spec	250,000
AMLRS						SEE DESCRIPTION			100	100	1/2	12	spec	5.0M
Anti-Personnel						SEE DESCRIPTION								125,000
Anti-Tank						SEE DESCRIPTION								174,000
Minefield Subordinance						SEE DESCRIPTION								135,000
Smoke														52,000
HMLRS						SEE DESCRIPTION			100	100	1/2	12	spec	6.3M
Anti-Personnel						SEE DESCRIPTION								175,000
Anti-Tank						SEE DESCRIPTION								200,000
Minefield Subordinance						SEE DESCRIPTION								148,000
Smoke														52,000
A-201 Field Piece (Moonscape)						SEE DESCRIPTION			100	100	1/3	20	spec	12.0M
A-301 Field Piece (Crater)						SEE DESCRIPTION			100	100	1/3	20	spec	13.5M

SPECIALIZED WEAPONRY

Type	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
Taser	70	-	-	-	-	-	-	-	99	90	2/3	20	stun	1000
Sonic Disruptor	70	45	00	-50	-	-	-	-	99	80	2/3	20	var	9000
Energy Mace	65	-	-	-	-	-	-	-	100	100	1/3	-	3-12	50,000
Light Sword	75	-	-	-	-	-	-	-	100	100	1/3	-	2-12	60,000

GRENADE LAUNCHERS

Type	1	2	3	4	5	6	7	8	MN	SS	ROF	Q	DAM	COST
M-203	75	75	50	20	00	-	-	-	99	98	1/3	1	var	400
M-75	80	75	55	26	00	-	-	-	100	100	1/2	6	var	3500
M-L50	85	85	60	30	00	-45	-	-	100	98	1/3	1	var	5000
Turbo Plus	80	78	65	25	-05	-50	-	-	98	97	2	12	var	50,000

PERIMETER ANTI-PERSONNEL DEFENSE SYSTEMS

TYPE	1	2	3	4	5	6	7	8	MN	SS	ROF	DAM	Q	COST
Trapper	90	65	40	10	-	-	-	-	98	99	2	20	spec	5000
T-Net	85	60	45	-	-	-	-	-	100	100	2	20	spec	6000
Pincushion	110	70	-	-	-	-	-	-	99	95	1	50	4-24	7500
BC-Sentry	80	70	60	50	40	10	-15	-	96	98	3	100	1-8	10,000
WatchDog	90	40	20	10	-	-	-	-	100	95	2	100	3-12	15,000
Protector	100	78	52	24	13	2	-	-	97	100	3	100	2-12	22,500
Sentinel	105	95	80	63	48	26	12	-10	96	100	6	200	2-8	35,000
Guardsman	120	105	92	20	-20	-	-	-	100	98	2	100	2-24	60,000
Watchman					special				100	92	*	*	*	100,000
Defender	110	100	90	70	45	20	10	0	100	96	2	100	5-30	250,000

PAD PLATES

TYPE	COST
Magnetic Plates	2000
Chemical Skin	8000
Magnetic Sucker	12,500
Camera System	40,000
Mesh Defense	150,000
EMP System	180,000

KILLER SATELLITES

SPHERES	COST
Dummy Sphere	4500
Mini-Sphere	7000
Defense Sphere	12,000
Combat Sphere	27,000
Battle Sphere	25,000
Mega-Sphere	65,000

PROPULSION SYSTEMS	COST
Propulsion 1	1000
Propulsion 2	4000
Propulsion 3	15,000

CONTROL SYSTEMS	COST
Radar Guidance 1	1000
Radar Guidance 2	5000
Radar Guidance 3	10,000
Remote Control	12,000
Visual Remote	25,000
AI Package 1	250,000
AI Package 2	325,000
Brain Module	0.5M
Genius Module	1.0M

WEAPONS PACKAGES	COST
Powder 1	700
Powder 2	22,000
Powder 3	12,000
Machine Gun Pod	23,000
Laser 1	8000
Laser 2	120,000
Laser 3	2.2M
Machine Gun Laser	23.0M
Pulse 1	30,000
Pulse 2	300,000
Pulse 3	4.2M
PAW	18.0M
Disintegrator	165,000
Disintegrator (power)	0.75M
Metal Gun 1	60,000
Metal Gun 2	300,000
Missile Pod	20,000
Missile Pack	50,000
Anti-Missile Pod	35,000
Meson Cannon	35,000
Frost Gun	110,000
Thunderbolt Generator	125,000
Lightning Dispenser	375,000
High Explosive Package	12,000
Incendiary Package	7500
Fuel Air Explosive	300,000
Anti-Personnel Mine Package	10,000
Anti-Tank Mine Package	15,000

MISC EQUIPMENT	COST
Electronic Warfare 1	20,000
Electronic Warfare 2	30,000
Electronic Warfare 3	45,000
EMP Package	375,000
Transmission Jammer 1	10,000
Transmission Jammer 2	20,000
Jam On It	55,000
Surveillance 1	25,000
Ultra-violet Dampener	10,000
Flux Shield 1	75,000
Flux Shield 2	200,000
Power Flux System	400,000

AMMUNITION

ARCHAIC AMMUNITION TABLE

ITEM	COST
Arrow (normal)	5
Arrow (armor piercing)	20
Arrow (explosive tipped)	100
Bolt (normal)	10
Bolt (armor piercing)	35
Bolt (explosive tipped)	120
00 Buck Shot	10
12 Gauge Slug	15
12 Gauge Flechette	18
10 Gauge Slug	20
.22 Cal	6
.38 Cal	7
.357 magnum	12
.44 Cal	8
.44 magnum	15
.45 Cal	8
.454 Cal	25
.48 Cal	25
4.9mm	35
.50 Cal	45
.50-70 Cal	60
5.56 mm	6
5.56 Flechette	20
7.62 mm	7
.300 Winchester Magnum	40
.308 Match	45
30mm	200
9mm parabellum	12
Bird Shot	5
Incendiary	x7
Hollow Point	x2
Mercuric	x20

ACCESSORIES TABLE

ITEM	COST
100 Power Scope	300
200 Power Scope	500
400 Power Scope	800
800 Power Scope	1200
Starlight Scope	3000
Infrared Imagery	500
Bow Sight	150
Tripod	20
Silencer	300
Archaic Powder Cleaning Kit	25
High Tech Cleaning Kit	350
Adapt Silencer	1000
Omega Silencer	14,000
Plasma Silencer	10,000
Flash Suppressor	10

CAROUSEL AMMUNITION

TYPE	COST
Standard	100
Depleted Uranium	1000
Incendiary	500
Explosive	750

GAUSS AMMUNITION

TYPE	COST
Anti-Polymer	1500
Anti-Polymer Plus	3500
Armor Piercing	300
Flechette	5000
EMP	100,000
High Explosive	1000
Mega Explosive	3000
Incendiary	700
Signature	5000

MICRON AMMUNITION

TYPE	COST
Aphrodisiac	500
Biological 1	30,000
Biological 2	25,000
Biological 3	40,000
Brain Hemorrhage	5000
Cyberdom	6000
Heart Stopper	6000
Microphone	1000
Signature	2000

MICRON PROPULSION	COST
Standard Propulsion	1000
Long Range	2000
Extended Range	4000

MAG GUN MUNITIONS

TYPE	COST
Absorption Destroyer	7000
Acid	800
Audio/Visual Broadcast	11,000
Biological	5000
Chemical	5000
Dummy Round	200
EMP	25,000
Floric Acid	1500
Infrared Strobe	2500
Planar Explosive	12,000
Position Broadcast	900
Radar Enhancement	300
Rubber	1400
Shaped Charge	3500
Smoke Generator	350
Sounder	500
Super Sonic Pulse	5500
UV Strobe	5000

PMS PAYLOAD

TYPE	COST
High Explosive	5000
Kill Master	23,000
Radial	31,000
Biological	30,000
Chemical	30,000

PMS GUIDANCE PACKAGES

TYPE	COST
Standard Guidance	2500
Heat Seeker	4500
Radar	10,000
Ion Controller	23,500
Supremacy	15,000
Supremacy 2	18,000
Impervious	30,000

DETECTION EQUIPMENT

ITEM	COST
Altimeter	100
Auto Mapper	6000
Binoculars	25
Binoculars (infrared)	95
Binoculars (long range)	50
Binoculars (nightvision)	230
Binoculars (wide angle)	50
Bio Scanner	7000
Bug Finder	500
Bug Killer	1500
Camouflage Detector	5000
Carbon Dater	9000
D3-A Scanner	25,000
DD-48 Vaporizer	1000
Goggles (IR)	150
Goggles (UV)	100
Infrared Enhancer	8000
Infrared Spotlight	500
Metal Detector	200
Mood Discriminator	3000
Motion Detector	10,000
Physical Composite Computer	10,000
Plastic Explosive Detector	2500
Pocket Jammer Detector	1000
Radar Detector	5000
Sonic Amplifier	1000
Sonic Discriminator	4000
Tire Strip	400
Tome Analyzer	3500
Transmission Jammer	10,000
Urban Layout Computer	15,000
UV Flare	1500
Vibro Rod	7000

ESPIONAGE EQUIPMENT

ITEM	COST
Acidizer	700
AI Decoder	75,000
Auto Key	4000
Blow Torch	35
C-Serum	10,000
Cam Flybot	25,000
Camera 35mm	150
135mm lens	115
110-440mm lens	200
28mm lens	90
70-220mm lens	120
Code Decryption Device	200,000
Contact Microphone	75
Cosmetic Kit	35,000
Electronic ID Encoder	150,000
Electronic Stethoscope	1000
Electronic Tracer Device	250
Field Detector	50,000
Forcecuffs	250

ITEM	COST
Forgery Kit	425
Grinder	250
Gut Jar	50
Handcuffs	60
Image Projector	10,000
Imagizer	50,000
Infrared Dampener	10,000
JP-1 Combonizer	10,000
Jump Pads	10,000
Leg Irons	300
Light Bridge	15,000
Lobotimizer	150,000
Lock Picks (basic)	200
Lock Picks (electronic)	2000
Lock Picks (professional)	600
MDD-24	250,000
Mind Probe	2.5M
Mini Camera	1000
Mini Scanner	1200
Mini Video Camera	3500
Nullifer	12,000
Paper Shredder	400
Pocket Signal Detector	200
Power Shunt	700
Pry Bar	10
Sensoid Killer	7500
Sensoid Master	15,000
Spanner Bridge	25,000
Stun Deflector	20,000
Suit Case (false bottom)	250
Super Imagizer	100,000
Thieves' Duplicator	10,000
Trouble Maker	35,000
UV Paint	50
Wire Cutters (professional)	80
Wireless Remote Mini Cam	7000
Wire Tap	14,000
Wire Tap (electronic)	40,000
Wrist Torch	200
X-Ray Camera	15,000
X-Ray Paint	5000
X-Ray Video Camera	25,000

EMERGENCY MEDICAL GEAR

ITEM	COST
Biological Redox Agent	30
Blood Factor	200
Blood Transfusion	40
Body Bag	200
Body Cart	30,000
Brain Surgery Unit	100,000
BRI (massive)	500
BRI (standard)	100
Chemical Redox Agent	300
Coolant Injection	225
Cryo Injection	10,000
DFMS-401	10,000
DNA-6BMR	1000
Drug Analysis Lab	7500
Embalming Solution	3500
First Aid Kit	20
Forensics Kit	10,500
Gurney	1000
Hydrocortizal	500
Isolation Bag	1000
Methane Injection	500
Methane Injection Port	15,000
Necromal	3000
Nuprenethal	500
Oxygen Injection	500
Oxygen Injection Port	15,000
Pain Inhibition Serum	15,000
Paramedic Kit	15,000
Perception Injection	300
Pneumatic Cast	250
Portable Surgery Unit	75,000
Radiation Treatment Serum	600
Rage Injection	500
Reflex Tablet	700
Regeneration Serum	50,000
Restraint Coat	500
Saratine	350
Slap Bandage	50
Storage (medical)	5000
Straight Jacket	300
Surgical Kit(portable)	5000
Thermal Blanket	2000
Tranquilizer Unit	5000
Tri-Sodium Epsonate	1000
Truth Serum	5000
Viral Inoculation Computer	25,000
White Count Injection	150

ENVIRONMENTAL HAZARD GEAR

ITEM	COST
Chemical Alarm	125
Chem Goggles	200
CS-4 Chemical Suit	325
CS-7 Chemical Suit	600
Decon Kit	500
E-Tent	25,000
Filter Mask	100
Geiger Counter	400
Gloves (protective)	2
GM-4 Gas Mask	250
GM-7 Gas Mask	425
Hot Bath	15,000
Identification Tape	15

OPERATIONS EQUIPMENT

ITEM	COST
Asphalter	60,000
Barb Wire	200
Blanket Net	25,000
Bubble	300,000
Bug Zapper	200
Camouflage Net	100
Commo Phone	40
Electrical Fence	250
EV-1 Mole	20,000
Field Bio Detector	120,000
Field Motion Detector	80,000
Flag	80
Flood Light	150
Food Synthesizer	47,000
Force Shield	5.0M
Force Wire	500
Geo-Pinger	35,000
Glowbar	2
Heater	50
Holo Terrain Simulator	7.0M
Ladder	25
Landing Beacon	1.5M
MASH	1.0M

ITEM	COST
Mechanics Station	340,000
Metal Fence	60
Modular Housing	20,000
Ore Analyzer	22,000
P-A System	1000
Porta John	500
Portable Freezer	150
Portable Stove	100
Portable Tower	10,000
Power Shield	50.0M
Prefab Bunker	2500
Sandbag Covers	2
Science Station	1.0M
Skydome	80,000
Sky Jack	750,000
Trencher	45,000
Waste Disposal Unit	3500
Weather Gauge	100

PERSONAL EQUIPMENT

ITEM	COST
Amperon	25,000
Ascender	350
Atmospheric Processor	5000
Backpack	40
Body Computer	12,500
Brain Scratcher	30
Case (magnetic proof)	120
Case (shock proof)	75
Case (super)	250
Case (water proof)	30
Chem Lab (portable)	700
Compass	7
Compass (Digital)	100
Compass (magnetic)	15
D-Ring	15
Dummy (practice)	500
Emergency Transmitter	100
Figure-8	22
Fire Extinguisher (portable)	20
Fire Mix	20
Flare Gun	75
Flashlight (normal)	5
Flashlight (threader)	12
Grapple Hook	15
Grapple Gun	75
Grenade Scoop	25,000
Helmet Cam	4000
Holo Generator (v)	45.2M
IFN	300
Mace	10
Mega Glue	20
Mercy Coat	800
Oxygen Tank	200
P-Cabin	5000
P-38	2
Parachute (military)	900
Parachute (professional)	1500
Phent Morsels	25
Pitons (20)	25
Plasma Generator	250,000
Pneumatic Saw	170
Polymizer (portable)	100,000
Polymizer (heavy)	250,000
Poncho	15
Psychic Gore	17,000
Psychic Nullifer	10,000
Psychic Shield Generator	150,000
Purification Tablets (food)	10
Purification Tablets (water)	8
Raft: 2 man	100
Raft: 4 man	225
Raft: 6 man	400
Range Finder	8000
Refrigerator (portable)	125
Repellant (bug)	10
Rifling Equipment	30
Rope (flex): 20m	50
Rope (std): 20m	10
Satchel	10
SCUBA Equipment	350
Scrim Net	10
Shark Chain	1000
Shark (J-7)	4000
Shrink Net	400
Skull Polisher	400
Sleeping Bag	80
Sleeping Bag (arctic)	140
Sleeping Bag (methane)	500
Spear Gun	300
Still (portable)	900
Stove (portable)	100
Swiss Army knife	35
Tablets (protein)	50
Tablets (salt)	3
Tent: 2 man	110
Tent: 4 man	225
Tent: 8 man	350
Thwack'em Stick	500
Tool Kit (normal)	100
Tool Kit (masters)	500
Tool Kit (ionization engineer)	5,000
Tool Kit (electronic)	15,000
Tomb Stone	50
Web Gear	40
Wet Weather Gear	200
Whistle	1

COMMUNICATIONS EQUIPMENT

ITEM	COST
Ear Transceiver	150
Radio (hand)	70
Radio (traveler)	150
Radio (field)	500
Radio (base)	1200
Radio (long range)	4000
Radio (interplanetary)	40,000
Radio (interstellar)	4.5M
Shoe Phone	400
Watch Phone	500

COMPUTER SYSTEMS

INPUT SYSTEMS

TYPE	COST
Keyboard	200
Voice Activated	10,000
Thought Activated	100,000

DISK OPERATING SYSTEMS SPEED	COST
1	250
2	500
3	1000
4	2000
5	4000
6	10,000
7	25,000
8	65,000
9	150,000
10	500,000
11	1.5M
12	4.0M

HARD DRIVE CAPACITY DRIVE	COST
50 Mega-bytes	200
100 Mega-bytes	500
500 Mega-bytes	1000
1.0 Giga-bytes	2000
2.0 Giga-bytes	3500
5.0 Giga-bytes	5000
10.0 Giga-bytes	12,000
20.0 Giga-bytes	20,000
40.0 Giga-bytes	32,500
100 Giga-bytes	50,000
200 Giga-bytes	200,000
500 Giga-bytes	1,000,000
1000 Giga-bytes	2,500,000
5000 Giga-bytes	10,000,000

RAM CAPACITY	COST
5.0M	250
32.0M	500
50.0M	800
100.0M	2500
200.0M	6500
500.0M	15,000
1.0G	25,000
2.0G	50,000
5.0G	85,000
10.0G	102,000
40.0G	220,500
100.0G	0.5M
350.0G	1.0M
1000.0G	2.0M
5000.0G	5.0M

MODEM SPEED	COST
5000	350
10,000	800
25,000	1000
50,000	2000
100,000	4000
200,000	8000
0.5M	13,000
1.0M	20,000
2.0M	25,000
5.0M	35,000
10.0M	55,000
20.0M	85,000
50.0M	125,000
100.0M	175,000
500.0M	280,000

MODEM RANGE	COST
5km	100
10km	350
25km	2000
50km	6500
100km	10,000
500km	25,000
1000km	45,000
10,000km	90,000
100,000km	150,000
500,000km	200,000
1.0Mkm	300,000
3.0Mkm	0.5M
10.0Mkm	1.0M
100.Mkm	5.0M
1.0Ly	15.0M
10.0Ly	25.0M
100.0Ly	35.0M

ACCESSORIES	COST
Disk Storage (20K)	3.0
Disk Storage (100K)	15.0
Disk Storage (250K)	25.0
Disk Storage (1M)	150
Disk Storage (2M)	300
Disk Storage (5M)	500
Disk Storage (10M)	2500
Disk Case	10
Insulation (per 10% protection)	200
Back Up System	1200
Audio Actuator	2500
Visual Actuator	6000
Visual Scanner	500
Dot Matrix Printer	200
Color Ink Jet Printer	450
Full Color Laser Printer	12,000
Three-D Sculptor	35,000
Color Monitor	200
Holo Monitor	2000

CYBERNETICS

DERMAL	ELE	EMP	SPACE	COST
Chameleon Skin	40	20	---	3000
Chemical Skin	40	20	—	5000
Infrared Damp. Skin	45	25	—	12,000
Dermal Armor 1	80	60	—	25,000
Dermal Armor 2	90	70	—	65,000
Dermal Replication	35	15	—	46,000
Exoskeleton	90	80	—	70,000

ENHANCEMENT	ELE	EMP	SPACE	COST
Cosmetic Surgery	See Description			
Electrical Insulation	-	-	—	200
Increased Strength	60	40	---	2000
Increased Speed	55	30	---	200
Increased Reflexes	55	30	---	20,000
EMP Insulation	-	-	—	500
X-Ray Insulation	-	-	---	40,000
Microwave Insulation	-	-	—	400

EYE	ELE	EMP	SPACE	COST
Optical Laser Unit	50	30	1	5000
Night Vision	42	25	1	4000
Infrared Detection	40	28	1	5500
Zoom Tel. Vision	30	15	1	10,000
X-Ray Vision	35	23	1	40,000
Ultraviolet Detection	40	25	1	10,000
Video Camera	46	27	2	5000

CYBERNETICS (continued)

EYE	ELE	EMP	SPACE	COST
Target Acq. Computer	55	40	1	15,000
Biological Scanner	60	50	1	7500
Chemical Scanner	50	50	1	7500
Eye Actuation Stalk	40	15	0.5	35,000
Explosive Detector	25	15	1	2000
Eyeball of Death	--	--	1	21,500
Flash Suppressor	--	--	0.2	300
Motion Detector	45	30	1	12,000
Plasma Eye	--	--	3	2500
Radar Detection	65	35	1	5000
Retinal Duplication	30	30	1	12,500
Translation Computer	70	50	1	30,000

EAR	ELE	EMP	SPACE	COST
Hearing Amplifier	40	40	1	15,000
Signal Detector	30	35	1	20,000
Transceiver	35	40	2	5000
Language Analyzer	40	40	1	25,000
Sonic Amplifier	40	40	1	8000
Sonic Implant	-	-	-	15,000

ARM/HAND	ELE	EMP	SPACE	COST
Finger Gun	70	70	.5	5000
Finger Laser	50	40	.5	20,000
Wrist Pulse Unit	45	40	6	30,000
Wrist Launcher	60	55	10	20,000
Wrist Rocket	60	60	8	50,000
Electrical Discharger	20	20	3	20,000
Electro-Implant	20	20	-	5000
Flamethrower	65	60	5	15,000
Chemical Spray	60	60	4	12,000
Gyro Stabilizer	40	30	3	8000
Prosthetic Limb	-	-	-	1000
Needler Implant	65	65	1	8000
Climbing Claws	100	100	1	2000
Talons	95	95	2	5000
Laser Welding Torch	50	70	1	6000
Power Drill	60	75	2	5000
Power Saw	60	70	3	5000
Glue Gun	100	90	1	4000
Computer Int. Joints	40	40	-	var

CHEST/ABDOMINAL	ELE	EMP	SPACE	COST
Anti-Plasma Generator	40	45	7	120,000
Displacement Device	30	25	3	130,000
Electromag Converter	30	30	4	35,000
Gills	70	80	2	4000
Kinetic Energy Shield	40	40	7	32,000
Mag. Deflection Gen.	35	40	10	50,000
Mini-Missile Pack	40	50	20	90,000
Storage Cabinet	-	-	20	500
Toxin Neutralizer	40	40	2	80,000
Gas Filtration System	40	40	2	70,000
Oxygen Supply	60	60	3	10,000
Reinforced Rib Cage	-	-	10	20,000
Flux Shield Generator	40	40	25	400,000
Spinal Cage	-	-	15	15,000
Adrenal Implant	20	20	-	10,000
Bio-Implant	-	-	-	12,000
Neural-Implant	-	-	-	20,000

LEG/FOOT	ELE	EMP	SPACE	COST
Stump	-	-	-	350
Jump Pads	60	40	3	35,000
Hover Jets	40	30	4	60,000
EM Boots	20	40	3	20,000
Climbing Claws	100	100	1	2000
Metal Detector	35	35	1	5000
Smoke Generator	50	50	2	5000

SKULL	ELE	EMP	SPACE	COST
Bionic Skull	-	-	5	10,000
Mind Screen	70	80	3	25,000
Sonic Suppressor	-	-	1	25,000
Oxygen Supply	70	90	3	8000
Neuro Toxin Neutralizer	40	30	1	15,000

DESTROIG COMBAT SYSTEMS

CHASSIS	ELE	EMP	COST
Cosmetic Surgery	-	-	55,000
Battle Chassis	85	80	0.8M
Chassis Plating	-	-	10,000
Core Generator	92	85	100,000
Flight Systems	80	60	2.0M
Snap-On Interface	70	70	75,000
Lower Combat Chassis	85	85	62,000
Upper Combat Chassis	90	80	50,000
War Chassis	95	95	1.2M

WEAPONS SYSTEMS	ELE	EMP	COST
APG-Vindicator	85	90	5.0M
Balshrom Mini-Gun	99	98	0.5M
Cheesecutter	80	87	6.5M
EFG Power Cannon	90	89	5.0M
Maximizer AC	95	99	1.0M
Metalroid AT System	90	85	2.4M
Patriot 2 Missile Pack	92	91	1.2M

CYBERTRONICS

UNIT	ELE	EMP	SPACE	COST
Computer (Bypass Security)	25	30	0.2	50,000
Computer (Extended Memory)	30	35	0.1	150,000
Computer (Programming 1)	20	20	0.2	35,000
Computer (Programming 2)	20	20	0.3	68,000
Robots (Mission Interference)	20	20	0.2	90,000
Robots (Mission Alteration)	20	20	0.3	200,000
Electronic Warfare Computer	30	20	0.4	120,000
Embalmitizer	50	50	3	1000
Emergency Thought Storage	20	20	0.5	0.5M
Emergency Transmitter	50	40	0.5	5000
Emergency Mind Dump	20	20	0.4	0.7M
Emergency Survival Computer	20	20	0.6	0.8M
ESP Module	25	15	0.3	25,000
Flow Coil	10	15	0.1	2.5M
Strength Module	10	12	0.2	17,000
Frequency Scanner	45	50	0.5	10,000
IHAC	30	30	0.3	20,000
Intuition Module	15	25	0.2	45,000
IQ Enhancement	15	20	0.2	10,000
Jam Strobe	45	50	0.5	15,000
Life Shield Generator	50	60	2	5.0M
Life Support Generator	60	60	3	2.0M
Manual Dexterity Enhancement	15	25	0.2	7000
Matrix Crossover Network	15	10	0.3	750,000
Matrix Port	10	12	0.2	45,000
Medulla Oblongata (secondary)	45	80	0.2	30,000
Mind Shield	30	20	0.4	250,000
Modem	50	40	0.3	15,000
Mood Discriminator	40	50	0.4	7000

CYBERTRONICS (continued)

UNIT	ELE	EMP	SPACE	COST
Output Power Coil 1	10	10	0.3	500,000
Output Power Coil 2	08	08	0.4	2.0M
Output Power Coil 3	06	05	0.5	6.5M
Pain Inhibition Generator	20	20	0.2	3500
Power Dump	40	43	0.1	18.0M
Power Storage Coil	10	16	0.2	500,000
Quasi-Death Generator	20	20	0.2	20,000
Range Coil 1	20	25	0.1	100,000
Range Coil 2	20	25	0.1	225,000
Range Coil 3	20	25	0.2	350,000
Regeneration Computer	15	20	0.5	200,000
Simultaneous Output Coil	18	20	0.2	200,000
Suicide Bomb	60	70	0.5	50,000
Sustenance Computer	70	80	2	3500
Telephone (Head Phone)	60	50	0.5	10,000
Thought Processor	30	10	0.8	1.0M

ADDITIONAL WEAPONS

GRENADE TABLE

TYPE	DAM	COST
M-75 (frag)	1-4/2-12	50
M-85 (frag)	1-6/2-12	70
M-95 (frag)	2-8/2-12	135
Plas Grenade	4-16/3-18	1000
Super Plas	4-24/4-24	5000
Plasma Seduction	6-36/8-48	20,000
Molotov	Fire	5
P-4	2-8/2-8	150
T-3	Biological	4000
CS-7	Special	70
M-80	Smoke	50
M-90 (concussion)	1-4/3-18	150
Omegaton	3-12/60-360	50,000
BX-1	Biological	5000
CR-3	Chem	5000
M-202	2-5/2-9	200
M-205	1-4/2-9	150
M-206	Biological	700
M-207	Chemical	550
Viscosity-1	Special	1000
Viscosity-2	Special	2000
Viscosity-3	Special	3000
Viscosity-4	Special	4000

NOTE!!! The first set of numbers represents the damage done by each fragment, while the second represent concussion damage.

MINES

TYPE	DETONATOR	DAMAGE	COST
Bouncing Betty	P	2-8/1-6	220
Chemical	P	Special	3000
Claymore	E	2-12/3-18	150
Claymore 3	E	3-18/3-18	500
E4	P	4-16 HP	17,000
E3	P	4-24HP	50,000
E2	P	7-42HP	75,000
E1	P	8-48HP	110,000
Light Mine	P,R	Special	450
Needler	P,R	1/2-8	2000
Nuclear	R	Special	1.5M
Plasmore	E,P	4-24/4-24	5000
Sonic	P,R,S	Special	3000
Tangler	P,R	Special	500
Glue Mine	P,R	Special	5000
AP-1	P,R	10-60/20-80	27,000
AP-2	P,R	20-80/40-160	33,000
SC-1000	P,R	Nil/6-36	10,000
SC-2000	P,R	Nil/10-60	14,000
Magnetor-1	P	Special	6000
Magnetor-H	P	Nil/5-30	8000
Magnetor-D	P	Special	5000
Cutter Mine	P,R	7-42/Nil	15,000
Sheer Mine	P,R	10-60/Nil	23,000
Wedge Cutter	P,R	8-48/Nil	10,000
Thunder	P,R	4-24/6-42	15,000
Spoiler	P,R	3-12/Nil	3000
Eviscerater	P,R	4-24/2-12	8000
Laser Claymore	E	2-12/Nil	12,000
Laser Fountain	P,R	2-12/Nil	12,000
A-Laser Fountain	P,R	3-18/Nil	22,000
Maser Claymore	P,R	3-18/Nil	35,000
Maser Fountain	P,R	3-24/Nil	35,000
A-Maser Claymore	P,R	5-30/Nil	65,000
Clumpy Mine	P,R	Special	8000
Electrical Mine	P	4-24/Nil	10,000
Intertwiner	P,R	Special	10,000

NUCLEAR WEAPONS

TYPE	COST
Uncle Ernie Loves You	5.0M
Green Glass	25.0M
Anarchist Delight	10.0M
Fall Out	6.0M
Mr Clean	8.0M
Dirty As Hell	4.2M

EXPLOSIVES TABLE

TYPE	DET	UNIT	DAMAGE	COST
Dynamite	F,E	Stick	2-24	400
C-4	E,R	Putty	4-48	2000
Jellnite	R	Jell	10-100	8000
Nitro 7	E	Liquid	40-160	10,000
Plastic	R	Putty	30-180	12,000
Villanite	R	Putty	50-300	8000
Fluid Jell	R	Liquid	10-100	6000
Microntie	R	Solid	4-48	3500
F-Air Explosive	R	Solid	Special	400,000

DETONATORS

TYPE	COST
Multi-Step	100
Plunger	75
Radio	200
Sonic	500
Timer	20
Electronic	100
Fuse	1

CHEMICAL AND BIOLOGICAL WARFARE

TOXIN	COST
Adamsite	2000
Anthrax	35,000
Bubonic Plague	50,000
BZ	3000
C-Mex	3000
Cerebral Menengitis	45,000
Clostridium Botulin	10,000
Cribits	30,000
Cyanide	6000
Emeresk	12,000

CHEMICAL AND BIOLOGICAL WARFARE (continued)

TOXIN	COST
Encephalitides	30,000
HD	7000
Imblast Dengue Fever	40,000
Jumis Fever	50,000
Korax	50,000
Magellan Malaria	50,000
Mustard Gas	1000
Niridiean Plague	60,000
Phosgene	2000
Rocky Mountain Fever	35,000
Sarin	12,000
Staphylococcus aureus	2000
Tabum	15,000
Tribox	9000
Virean Plague	70,000
VX	8000

HOME IMPROVEMENTS

ITEM	BONUS	COST
3D-Globe	5.0	55,000
8 Stack VHS	20	2000
Alarm System (Motion)	—	var
Alarm System (Thermal)	—	var
Alarm System (Window)	—	var
Asteroid	2.0	7000
Bar Wall Unit	4.0	6000
Body Dryer	0.1	5000
Cat Scan	40	2.0M
Cellular Phone	0.2	500
Communications Scrambler	10	25,000
Document Atomizer	4.0	15,000
Door (energy field)	8.0	65,000
Door (sliding)	6.0	12,000
Door Lock (Electronic)	4.0	8000
Door Lock (Voice Print)	8.0	20,000
Door Lock (Finger Print)	10	30,000
Door Lock (Retinal Scan)	30	75,000
Fax Machine (deep space)	20	1.0M
Fax Machine (electronic)	4.0	9000
Food Atomizer	2.1	5000
Food Synthesizer	5.0	15,000
Generation Defense System	20	1.5M
Glaxxon Food Service	0.1	100
Glaxxon Food Express	3.5	1000
Glow Lights	0.3	500
Grav Furniture	3.5	30,000
Grav Landing System	75	10.0M
Holo Combat Station	35	2.0M
Hologram Stand	.05	1000
Hologram Wall Piece	.30	3500
Holographic Stereo	.50	6500
Home Defense Unit	.0	10,000
Intercom	.05	1000
Isolation Tank	7.0	50,000
Jacuzzi	2.0	3000
Jungle Package	30	50,000
Light Carpet	2.0	3000
Light Wall	5.0	15,000
Methane Package	30	120,000
Mood Plants	4.0	5000
Mood Ware	2.0	3000
Moon Beams	1.0	1000
Planetarium	40	0.8M
Radiation Package	30	250,000
Safe (energy)	—	50,000
Safe (improved wall)	—	10,000
Safe (master)	5.0	15,000
Safe (wall)	3.0	5000
Satellite Uplink (Interstellar)	55	3.5M
Satellite Uplink (Planetary)	25	80,000
Sauna	5.0	7000
Sky Light	4.0	6000
Surgery Unit (automated)	70	5.5M
Telescope	5.0	7000
Transporter	30	3.5M
Tri-V	7.0	10,000
Tube Fountain	2.5	2500
Valet Parking	5.0	var
Virtual Reality Center	70	10.0M
Visual Com Net Display	0.5	2000
Window TV	5.0	10,000
Window TV (programmable)	6.5	15,000

BEVERAGES

TYPE	COST
Pu-Mmack	7
Dil Mmack	11
Orion Star Utaban Scotch	6
Mad Jax	2
Solar Tequila	4
Nectar of the Ram	5
Nla	4
Turpentine	1
Jua	6
Algherian Draft	3
Kaler's	2
Orionus Supreme	4
Paus Orion	10
Gordon's Malt Liquor	5
Femalor Beer	3



BODY ARMOR

Body Armor has no servos to drive the action. It is heavy and cumbersome, yet protects the wearer from damage. It has threshold which deflects damage and absorption polymers which absorb attacks. Note that Street series armors and/or bulletproof vests may not mount options over three spaces; bulletproof vests may not mount arm or leg options. Only one suit of armor may be worn at a time!!! Unless it is worn with street clothes armor.

Banded Mail: Strips of metal fused to each other. It is bulky, but can stop a fair amount of damage.

Chain Mail: An archaic armor, used by a variety of Tech level 1 societies. It has a fair threshold, but almost no absorption. The absorption listed is for the suit of leather that is normally worn under it. Chain Mail makes a lot of noise when you are moving about in it.

Leather Armor: This is the stuff you get if you want to move quietly. It is light and flexible. You can swim in leather armor, but I highly suggest that you don't let it dry on you, especially if you are a male!!!

Plate Mail: This stuff was used by the knights on the planet Earth during the Middle Ages. It is heavy, cumbersome, and you're in deep trouble if you fall into water while wearing it. Of all the archaic tech level 1 armors, this stuff is the best at repelling an attack. Plate Mail has the highest threshold and absorption rating of any archaic design.

BP-1 (flak jacket): An archaic design, first used to protect combat soldiers during the 20th Century. The jacket is fastened around the mid-section of the individual. The upper and lower extremities are vulnerable. Integrity and absorption apply to chest and abdomen only.

BP-2 (flak jacket): An improvement over the BP-1. This jacket is considerably lighter than the BP-1 because of the Kevlar coated liner. The BP-2 has an improved threshold of 3 points. All integrity and absorption is applied to chest and abdomen.

AKM Body Suit: Was designed by American Konglomerate Corporation in 1999. The AKM is considered the first true body defense suit. Unlike the flak jackets, the entire body is protected. This suit is somewhat cumbersome. The threshold is marginal and prolonged wear causes chafing.

Cruiser: This marginal suit is about as cheap as you can get for your buck. It also won't stop you from getting killed. It effectively is nothing more than a body flak jacket.

Combat 1: Again, you aren't getting much, but it is cheap. This Tech Level 3 defense suit is considered an OK buy for beginning adventurers who don't intend to engage anything more powerful than low level carbines and submachine guns.

Street 1: The first bulletproof clothing available. It can't take much but it is better than nothing. Affordable. Can be purchased in fatigue colors or normal street style. A metal detector or heat registering device can detect the presence of bullet proof clothing.

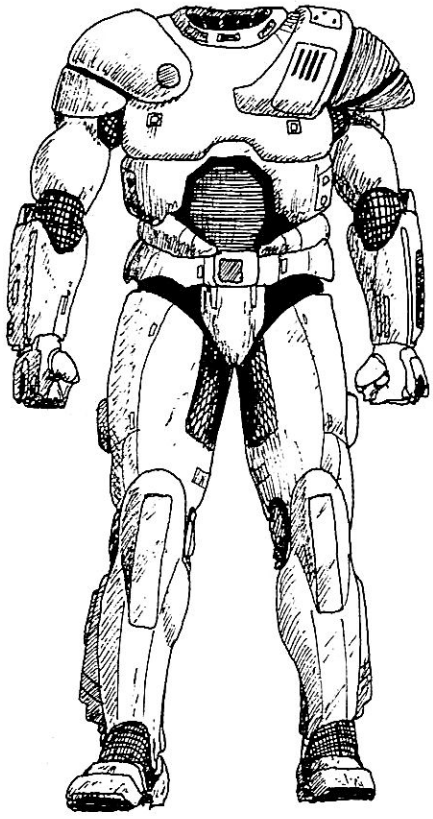
Cub: Designed for short term combat exposure. The Cub has excellent absorption for the money and is nice if you just want to get in, take care of business, and get out. Then again, how often does that happen?

Bio 1: Made of organic compounds, mostly coral and a bonding viral jell. Bio 1 shows up on infrared as nothing more than a normal heat source. Magnetic attacks also have no affect on this suit.

Street 2: An improvement over the Street 1. Heavy protection with only a little more bulk.

AKMB Improved Body Suit: A better version of its predecessor. The threshold rating has been increased to 4 points. The improved AKMB can absorb up to 40 points of damage before the flex polymers break down. Reasonable encumbrance and acceptable all around defense.

Welch: Not bad, but it lacks the absorption for extended combat situations. One burst of heavy machine gun fire can take you out.



Reflection Suit: Is designed to defend against laser attacks. This suit can reduce or completely negate the effects of beam weapons. The cobalt alloy armor creates a scintillating mirror effect. All beam weapon hits that do less than 9 points of damage are deflected. All other weapons must exceed a 4 point threshold in order to penetrate. The absorption polymers can absorb up to 25 points of damage before breaking down. The inherent problem with wearing the suit is that the reflective surface can be spotted at great distances. Attackers gain a +30 to sighting checks at all ranges.

Guisarme Jump Suit: An experimental unit, designed by Charles Guisarme in 2055. The force exerted by the foot when walking or running is transferred by EAT (Energy Absorption, and Transference) pads to a pressure plate and onto the pneumatic drive system. Hydraulic pumps work the action of the unit and propel the wearer along at speeds of up to 100kph. The drawback is that weapon hits to the drive systems can render the unit completely useless, leaving the wearer stranded in a very precarious position. No design has been made for non-humans.

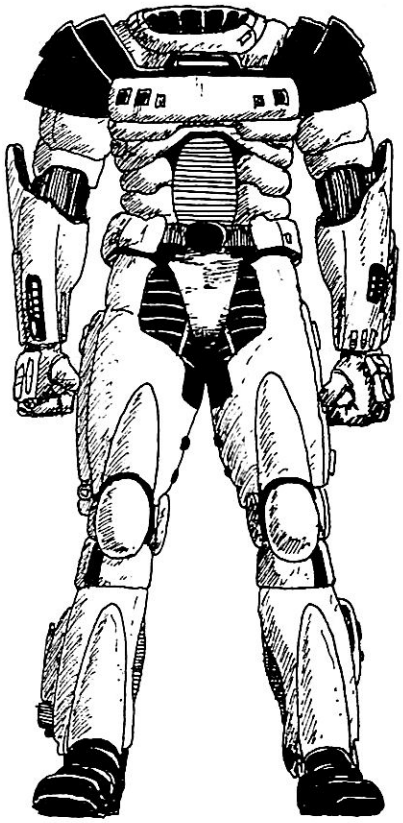
Bio 2: At least this suit has a 4 point threshold. It isn't saying much, but is has its uses.


JUICE BOX
BMH

Infiltrator: May be expensive, but what a neat concept! This armor actually changes shape and form to resemble any of 20 preprogrammed physical appearances. It increases infiltration skill checks by +60%. It can be programmed to appear as clothing. Close inspection will reveal the true nature of this defense suit. The suit is limited in its ability to change. It can't deviate more than 2 size classes in any direction with a minimum size class of 1. No suit has been designed for Phentari.

Ceramic Armor: Is useful. Ceramic armor allows personnel to defeat magnetic based attacks which are becoming a prevalent means of taking out persons wearing armor. Ceramic armor also is unaffected by EMP, electrical and heat based attacks. Cold and sonic based weapons do double damage. Ceramic armor reduces the effects of plasma weapons by 1/2.

Protecon: Comes with built-in corrosive protection. Furthermore, its special impact plating reduces the amount of metal lost when the armor takes damage. The effects of armor integrity lost due to combat is halved, with the minimum value of one. All kinetic attack forms which do 1 point of damage to armor integrity are NULLIFIED!!!



Bear: Affordable and functional for most situations. The Bear has good all around specifications and is not too expensive.

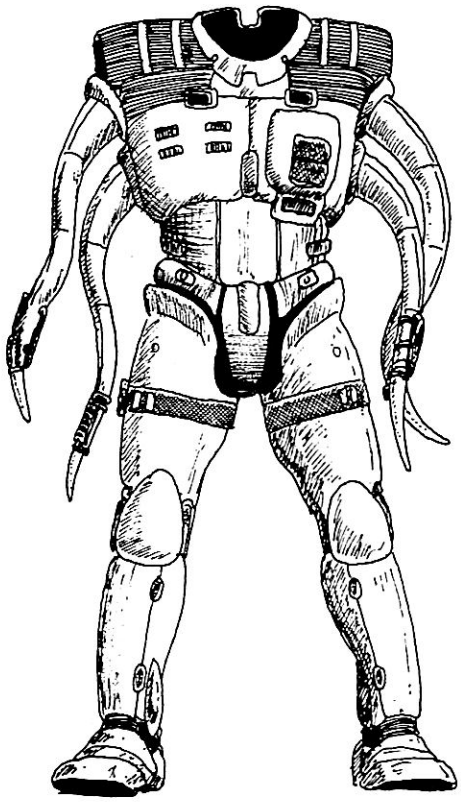
Flex Suit: A light weight defense suit, still in use by light infantry units on Tech Level 4 planets and lower. The impact layer is constructed of 1cm thick flex steel. It is light and highly maneuverable. The flex suit offers a 50 point absorption polymer system. It does have one major drawback. The unit is very susceptible to electrical based attacks which do double damage to absorption polymers.

Street 3: This suit is quite useable and the owner has a chance of surviving a burst of automatic weapons fire. It is fairly heavy though.

Generation: Allows Mutzachans to generate without increased power loss!!

Opticon: Excellent laser reduction capabilities. Laser attacks must penetrate an 8 threshold whereas all other attacks must surpass a 5 threshold.

Combat 2: A vast improvement over the Combat 1 defense suit. It packs 180 points worth of absorption, and that's a lot for the money.



BSH (heavy suit): Produced by Bonson/Sayers/Vion Corporation, a subsidiary to the Ramcor Corporation. This suit trades absorption for a thicker exterior armor. It is best used in situations where laser and powder weapons are involved. Quick strike operations often use this type of suit because mobility isn't significantly reduced. Not bad for the money, but limited in its tactical applications.

D2: Designed by Galactic Defense Contractors. The D2 is light and highly maneuverable. It has excellent specs and is considered one of the best all around buys.

Kodiak: Trades a little threshold for a lot of absorption. This unit is designed for medium intensity combat situations. The Kodiak can withstand several direct hits from most pulse weapons.

Streetwise: The most potent bulletproof clothing available on the market. It isn't as cumbersome as its predecessors, and it has enough absorption to ensure survivability.

Coral: The toughest organic armor available on the markets. Excellent within its domain!

Electrolyte: Hardened to protect the owner from the effects of electrical and electromagnetic attack forms.

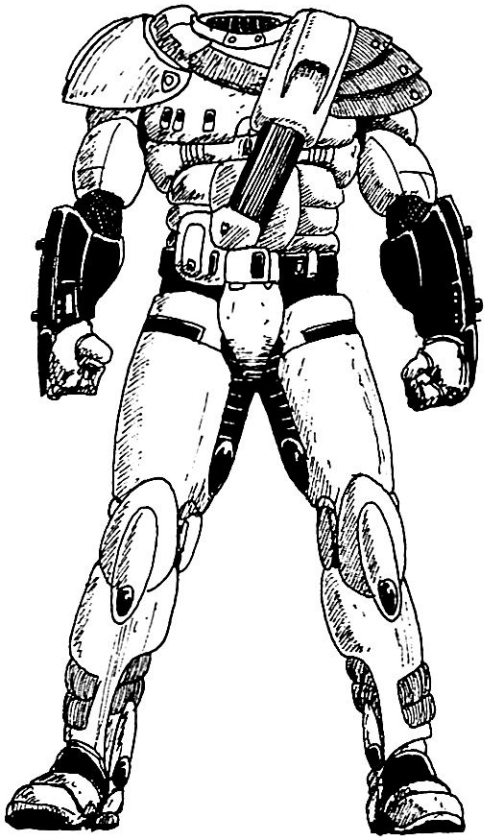
Spy Master: Innovation at its finest. Spy Master comes complete with improved camouflage unit, sonic dampener, tow line, and Skalers. Spy Master provides a -60 to sighting checks while moving and a -80 when standing still. The sonic dampener reduces chance of detection through noise by -25. The armor contains a built-in tow line that can be fired up to 20m and stick into concrete walls (does 3-9 points to tissue). It has a 75% chance of success within 5m, -05% per meter beyond that. So if you are an urban agent, this is the right suit for you.

Combat 3: A beefy suit at a meaty price.

HEAVY ARMOR

Heavy armor uses servos to drive the suit and this is the primary difference between it an normal armor. Heavy armor is not affected by certain weapons types. Normal kinetic attacks do no damage while lasers do 1/2 damage. All heavy armors have a threshold of 7 or greater.

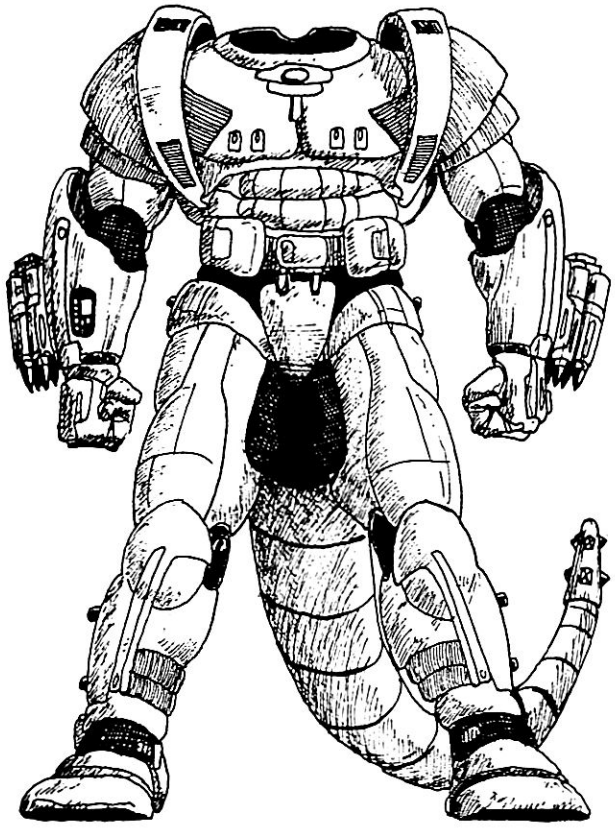
Hansen: Designed to knock down incoming missiles. The Hansen suit contains a powerful chest mounted anti-missile unit rated at 105% accuracy. Whenever a missile closes within 100m, an anti-missile missile is fired from a shoulder assembly (12 mini-missiles). Beyond its missile defense capabilities, the Hansen suit is a tough all around machine. Missiles cost 15,000cr. Produced by BAS.



CD 2 Commando: Take "look and shoot" wrist rockets, add a built in smoke generator, mechanized speed (like the Guisarme), and then you have the Commando. Each arm has two Interfon wrist rockets. Voice activated too! Maximum speed: 65kph.

Timar: The only specialized heavy armor for melon heads. Generation point cost is not affected.

Gladiator: The most sought after body defense suit on the market. This unit is superb if you want to get up close and trash things. It doesn't have great threshold, but it makes up for this with an unbelievable absorption rating, unprecedented for those in its class. It is probably the best anti-pulse armor currently on the market. 8 Slipstream Arm rockets are included in the cost!!! It's the favorite of Ram Pythons everywhere.



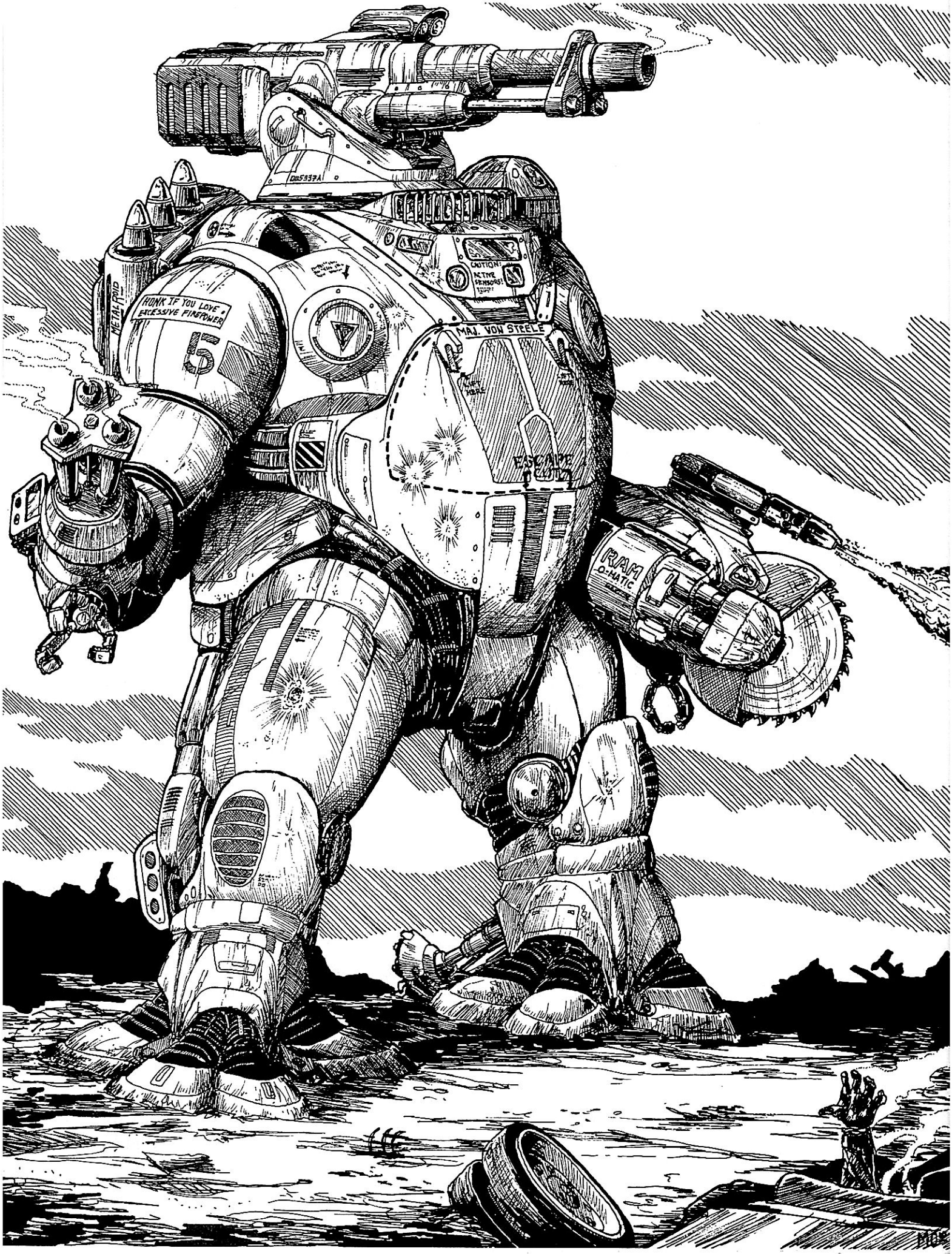
MX 4: The newest combat suit on the market. The MX 4 is designed to defend against Omega weapons. The special absorption polymers reduce the effects of sonic attacks. All concussion based attacks do 1/2 damage to the polymers.

Dragoon: Mounts the nasty Digiton voice activated missile rack.

Mist: A funky, high tech experiment that has proven itself so strongly that BAS (Bear Armor Systems) is fielding it before all of the tests results are in. Mist utilizes a unique approach to defeat plasma attacks. The armor contains tiny heat/radar sensitive sensors. When they detect the approach of molten plasma, the suit releases liquid nitrogen-2 in a spray from tiny ports which cover the armor. The mist cools the iron within micro seconds of impact. At the same time the suit generates a powerful anti-magnetic pulse which slows down the cooling round. The result is that plasma has almost no effect on this armor! The suit holds enough nitrogen -2 to absorb 50 hits.

Problems: The anti-magnetic pulse generates from the off hand (usually the left). This is done so the wearer can still fire his weapons. However, this can impede certain uses of your off hand.

Cooled plasma that strikes the body still does 1/4 damage and reduces armor integrity by 3 points. All metallic objects carried by the person must be specially secured so that they don't fly away every time the armor is struck. This increases the time to draw any weapon or object by a factor of 4. Finally, EMP and electrical attacks can easily knock this armor out.


METAL MIND
HONK IF YOU LOVE EXCESSIVE FIREPOWER
MAJ. VON STEELE
CAUTION!
ACTIVE SENSORS!
RAM-O-MATIC

Repulsor: Built with overlapping flex steel plates in some top secret configuration. The Repulsor boasts a 9 point threshold. This is the stuff you take against lasers!!!

CD-7: A heavier version of the already excellent CD-2 armor suit.

Mesh Suit: Designed with intermeshing layers of armor and absorption polymers. The Mesh Suit is definitely worth the money.

Grizzly: All we have to say about this type of armor is: You wouldn't fight a Grizzly bear would you. Ram Pythons, your vote doesn't count!

Tri-Mesh: Incorporates flex steel, TS-3 absorption foam, and special absorption polymers in a six layer configuration. Tri-Mesh was fielded in 2150 and is still widely used to date. This suit has a great threshold rating, but the absorption configuration is even better!

MECHANIZED BATTLE ARMOR

Mechanized battle armor is really nothing more than beefed up heavy armor. The servos action is so pronounced that the encumbrance of other objects is 1/4 normal. Mechanized battle armor also contains a system function analyzer which monitors the condition of the armor and its options. The analyzer provides a periodical vocal readout of systems. Like heavy armor, MBA is self contained and environmentally sealed.

Power Mesh: The counterpart to assault armor. I personally think the extra 100 absorption is worth the 5 points of threshold. Depends on how you look at it I guess.

Assault Armor: The first generation assault armor was a big step in creating the indestructible soldier. This unit is constructed of thin layered gauze-steel plates and incorporates the latest in absorption defense polymers. Assault armor is only 1.25 cm thick. This unit is designed for close proximity combat. It has a 22 point damage threshold and can absorb up to 300 points of damage. It is absolutely perfect for you "get up close and waste'em" types.

Heavy Assault Armor: An improvement over its cousin. Add another 0.16 cm of ST-3 foam, change the configuration slightly, and end up with 500 points of absorption, instead of 300.

MBA: There is nothing like it! MBA stands for Mechanized Battle armor. This armor utilizes the state of the art in body defense systems. The design is top secret and no one knows how to recreate it. It utilizes "look and shoot" technology and it is environmentally self-contained. This suit comes with multiple weapons systems (Choose 100,000cr worth) and has an unprecedented threshold rating of 35. It can absorb an unbelievable 700 points of damage!!!

Argus: The word stands for shield in ancient Earth language, Greek. It is in high demand, and the defective Guisarme propulsion still hasn't been fixed. The manufacturers are currently under galactic indictments for misappropriation of government funds. Argus was designed to improve the survivability of the combat soldier against Omega weapons.

Dreadnought: The mother of all mechanized battle armor is the vaunted Dreadnought Combat System. These custom made suits come with 250,000 worth of accessories.

ULTRA-ARMOR

Are they better than tanks? What are the benefits as well as liabilities of operating Humpty Dumpties? Their practicality is a subject of much contention which will be discussed in length in the following article. Humpty Dumpty is the name given to giant, mechanized battle systems called ultra-armor. "HDs" are self-surviving entities designed to engage and defeat modern tanks and Arachnids. These combat units are made of layered Adamite steel, and are 5-10m in length. They mount heavy weapons such as Pulse Automatic Weapons and Crown Stack missile racks. All Humpty Dumpties maintain flux shields.

The operator is called the suicide jockey because there is no automatic ejection system on board Humpty Dumpties. If Humpty "falls", then so does he. The Jockey sits in the abdominal section of the vehicle and is neurally interfaced with the armor's artificial intelligence module. His brain activities are actually plugged into and monitored by those of the machine's. He sees things through the eyes of a virtual reality control center which gives him a 3-D view of his surroundings. The operator moves the Humpty Dumpty by carrying out theoretical movement as he would if he were acting normally. The neural information is converted to its mechanical counterpart and fed to the armor's artificial intelligence module where the machine executes the proper movements.

There are two basic types of Humpty Dumpties, walkers and crawlers. Walkers are mounted on bipedal chassis. They stand anywhere from 5-10 meters tall and maintain a high, erect profile. Crawler ultra-armors are quadrupeds, utilizing a low, four leg setup to facilitate operations. One of the most powerful arguments in support of the walker is its pronounced ability to mount multiple heavy weapons. It generally carries two main weapon systems, one on the anvil (top of the vehicle) and one in an arm section. The other arm usually maintains utility systems such as saws and flamethrowers to provide logistical balance to the system. It should be noted that a character can mount a weapon in both arms without penalty. This, however, minimizes the overall abilities of the Humpty Dumpty. The Walker has the highest profile and is the easiest to spot at long range. It has good lateral motion, superior to any tank, but inferior to most crawlers. Liabilities: The Walker doesn't handle well in rugged country and is inherently unstable as with all bi-peds. It is quite susceptible to tipping over in inhospitable terrain and the driver must make an agility check at -10 to -100 when operating under these conditions. Furthermore, any penetrating weapons hit that knocks out the walker's legs can put this type of Humpty Dumpty out of action. All non-bipedal creatures must undergo extended training to use this piece of equipment.

The Crawler is arguably the more versatile of the ultra-armors. It has a low silhouette, impeding radar and visual detection. The crawler's lateral mobility is outstanding, adding to its versatility. In addition, this type of HD can climb in terrain impassable to both tanks and walkers. Damage to the sensitive inertial grav system or treads can knock a tank out of action. The legs of a Walker are by far its most vulnerable point. However, crawlers often sustain heavy damage to their legs and maintain reasonable maneuverability. Only three of the four need function. Operating with 3 legs incurs a -60 to all control checks. Finally, many crawlers possess great leaping ability.

There are two major drawbacks to the crawler. The first is the limited amount of heavy weaponry that can be mounted to the chassis. The legs maintain a low profile. Mounting heavy systems becomes impractical. Therefore, only the back (anvil) of this ultra-armor mounts heavy weaponry. Lastly, the crawler is the most expensive to build. There is less of a demand for crawlers, pushing up the cost per unit to produce them.

THE GREAT DEBATE

The debate rages continually over which type of ultra-armor is the best. Duels between tanks, walkers, and crawlers have provided no conclusive evidence as to the superiority of one type of vehicle over another. Much is dependent on the skill of the jockey who must ride his HD into the perils of combat.

Tanks are by far the cheapest, but suffer the greatest losses in this arena of high tech warfare. Walkers, while packing the deadliest punch ton for ton, require the most repairs and are lost far too often to super structure damage. Crawlers cost the most to build. Still, most of the Alliance's subjects are bi-pedal, making it difficult for the masses to learn how to "crawl". Moreover, the idea of crawling into combat goes against the macho Gen-Human, Python, and Eridani egos who deeply support weapons proliferation.

It has been proven time after time that all manned vehicles are inherently superior to robots. Robots may be able to execute decisions faster, but their intuition capabilities are severely limited. The improvisational methods of true sentient beings have always undone the greater advantages of artificial intelligence found in robots. Ultra-armor is a blend of the two.

WALKING BILLBOARDS

Humpty Dumpties are prohibitively expensive to build. Very few people own their own private ultra armors. They just cost too much and aren't practical. Basically, you can buy a spaceship for the cost of an HD. So why spend all the money on them in the first place? Ultra-armor represents the cutting edge of weapons/cybernetic technology. These lavish weapons systems prove that the integration of artificial intelligence, steel, and flesh can work together in a harmonious fashion. The future of weapons technology races along the path to discover the most potent methods of building such hardware. Ultra-armor has proven its worth on battlefields versus the Arachnid threat.

These machines are sold to the public sector. Why? Well, there are several reasons. First and foremost: companies compete in the private sector for a large portion of their business. Ultra-armor is the most effective means of advertisement. Humpty Dumpties are walking billboards, each painted with the company logo and each numbered. They are designed to lure the public into buying a companies products, more than the value of the unit in the field. Many have murals painted on them.

A MAN AND HIS HORSE

As one Human once said, "It is simply a love between a man and his horse". The jockeys who ride these great machine's into battle share an almost irreverent love for their Humpties. If your horse goes down, then so do you. This realization fosters a bond between man and machine. Ultra-armors often carry artificial intelligence modules. They have quasi-brains. Many HDs can speak and are programmed to simulate emotions. Characters can purchase artificial intelligence modules for their Humpties to make them sentient.

THE HISTORY OF WALKERS

Eridani built the first Walkers over a thousand years ago. The Swordsaints long ago adopted the policy of slavery as a means to strengthen the Eridani nation. Slaves were raised on Vulcahs (slave farms) in the great ice caves that permeate the hostile world of planetary Eridine. For centuries, the Eridani races cultivated Unreals, growing them like cattle, then transporting the slaves off to work camps in the deep mines, or sending them to slaughter for food. Historically, Mudig performed all menial tasks of Eridani society, working in factories, manual labor, etc. The middle class Eridani held administrative positions in charge of the Mudig while the wealthy took up the natural position of warriors. With the advent of space travel in 6524 B.C. and interstellar space travel in 5355 B.C., the Swordsaints briskly set out to expand their empire. Eventually, new races fell conquered and became slaves as the Eridani nation swelled across the Milky Way galaxy. An efficient system had evolved. The warriors of the race conquered inferior races, put them to work as slaves, thereby providing the economy with cheap labor. The middle class managed the resources and strengthened the economic base. More warships were thus built to conquer more foes and the Eridani prospered.

Over time, the strain on manpower required that fewer warriors watch over greater numbers of slaves. To further complicate things, Eridine's continually changing of orbit caused tremendous weather changes, only exacerbating the problem of controlling the Unreals. Revolts generally took place in bad weather. At the same time, the Eridani went to war with the Phentari. They sought to build powerful battle armor systems to increase the survivability of their warriors because Phentari outnumbered Swordsaints three to one. Scientists and military minds came to a rare agreement on the need to build armor to suit all needs. Ultra-armor was the bi-product of their joint efforts.

CIZERION SNARE

Cizeracks first witnessed the might of walkers during the first Arachnid invasion. Eridani stormtroopers used these top secret devices to manage their war effort. An acting member of the Galactic Commonwealth, the Cizeracks were privy to see these formidable machines in action. The felines quickly realized the advantages they would assume if they could build a version of this weapon for their own. Yet the Eridani worked diligently to keep the secrets of the walker hidden from others, thus maintaining an edge in weapons technology.

An Eridani convoy was ambushed by pirates in early 2109. One lone freighter, the Emperor Wind survived, crippled and unable to make it to the nearest starbase. Her life support was failing and might not last until repairs were finished. Worse yet, a fire burned out of control in her engine room. All the other Eridani ships had been lost during the raid or had committed self destruction to prevent looters from obtaining their cargo. The commander of the Emperor Wind radioed a distress call over military channels. The War Saw, an Akeeli-class battlecruiser, responded along with a Cizerion destroyer Savannah. Enroute, the War Saw was notified that Arachnids were attacking the Human world of Novice. The ship's log recorded the Captain's answer to the entire problem.

"Emperor Wind. This is the commander of the War Saw. We have accepted a challenge for battle! We sail with swords drawn into combat. Thus, we can not assist you.... You and your crew are warriors. Fate is, and has always been, that the strong and resourceful survive. The unfit shall perish. Should the later be your fate then your brothers and sisters shall be apprised of your courage. We sail to war. We, the War Saw, sail to Victory! To Victory! Long live Eridani. Long live the Swordsaint nation.... " End of transmission.

The Cizeracks seized the opportunity and radioed that they would, if asked come to the assistance of the mortally wounded ship. The commander of the Emperor Wind reluctantly agreed. The felines took their time, realizing that the longer they delayed, the more Eridani would perish. They guessed right. By the time they reached the crippled ship, only seventeen of her crew remained alive. The Emperor Wind had taken several direct hits amidships and was burning out of control. Her aft cargo bay glowed like a torch, engulfed in flames. Yet her forward bay remained intact. The Cizerack commander seized the initiative. She fired two simultaneous laser volleys, one into the bridge section where all of the survivors would probably be and one at the communications rig. The first blast compromised the ship's hull integrity and sucked her crew out into deep space. The second disabled communications as was desired. The Cizerion commander then beamed the contents of

the forward bay into her own cargo hold and fired a final barrage into the Emperor Wind which destroyed the vessel.

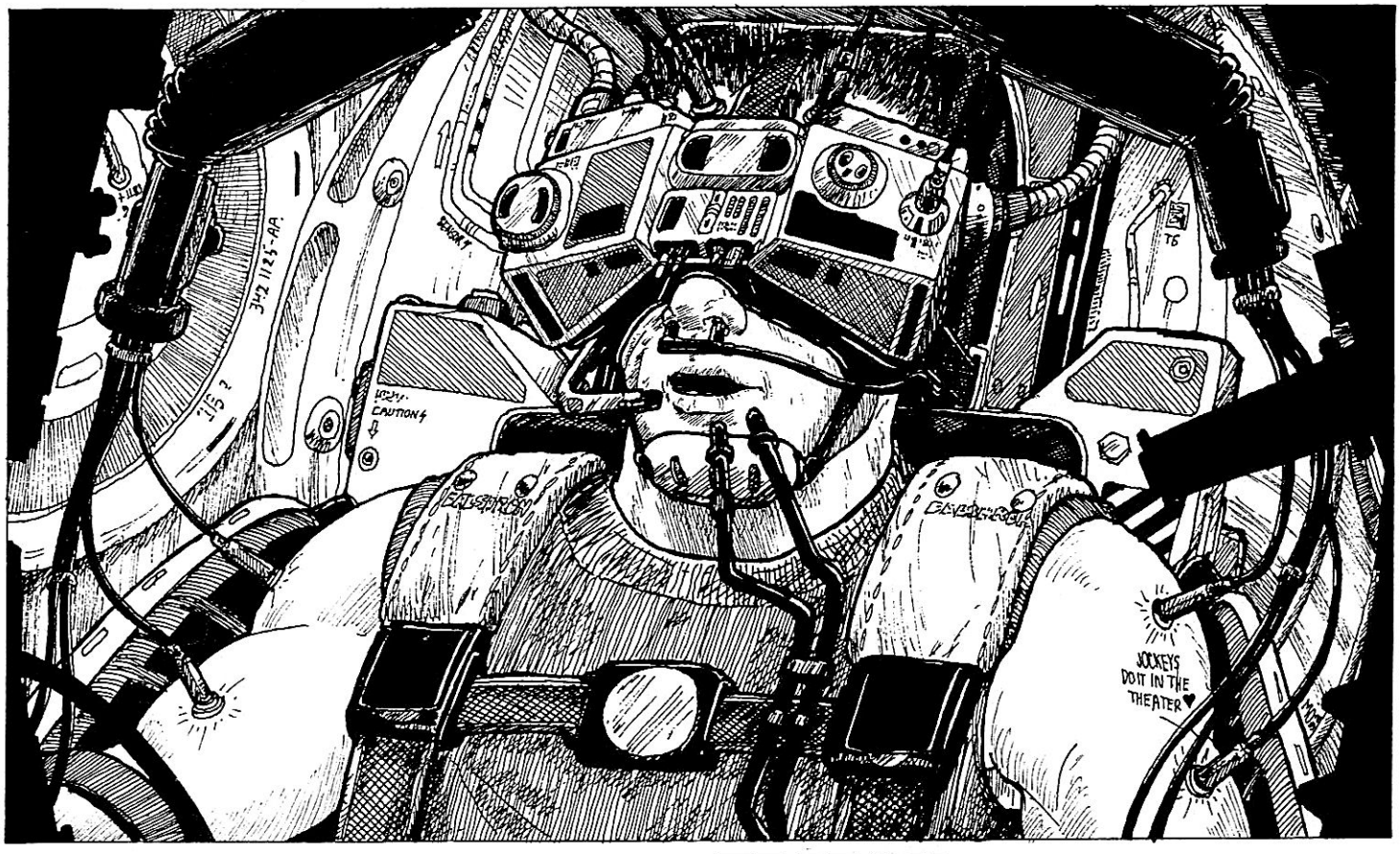
The Cizeracks had snared walker technology. Over the next 50 years, with the assistance of Gen-Human scientists, the cats developed a walker variant, the crawler.

SUICIDE JOCKEYS

A suicide jockey is effectively plugged into his machine. He must undergo surgery. Jockeys have neural interfaces surgically implanted into their bodies at the junction of all major motor nerve centers. There are seven jacks implanted in the skull, twelve connected to the spine, four to each arm, and six to each leg. Neural information is transmitted across the jacks to a mental processor in the armor's brain where it is transformed into its electronic components. The artificial intelligence module relays that information to servo actuators which move in response to the pilot's actions. The jockey views the outside world through a virtual reality center inside the crew compartment of his Humpty Dumpty. He sees himself as he is, standing on the ground. If he looks one way, the upper torso of the HD turns that way. If he attempts to lift his leg, the armor lifts its. All actions work in simultaneous harmony between man and machine.

determine whether or not the jockey is shocked. A jockey who is shocked sustains damage equal to one point per Heavy Point of damage suffered by the Humpty Dumpty below the critical threshold. Thus, if an HD had a critical integrity of 8HP in its arm, and it suffered damage enough to reduce the integrity to 6HP, he suffers two points of body damage. Anytime a jockey suffers a critical hit, more than 25% of his body points lost due to shock, he must roll for neural burn. He must make a successful system shock roll at a penalty equal to fives times the damage he suffered or lose IQ, intuition, manual dexterity, and agility permanently. He loses 2-8 points of IQ and Intuition, plus 1-12 points of agility and manual dexterity. For each point of neural burn above the body's critical level, add one point to each of the results.

Finally, anytime a Humpty Dumpty fails its SMR vs electrical attacks, there is chance of a cabin fire. NEVER SCREAM FIRE IN A CROWDED THEATER! The chance for a fire equals 01% per point that the HD failed its electrical SMR by. Fires do 1-4 points of damage per combat round (3 seconds). Only 3rd generation Humpties maintain built-in sprinkler systems, for they require too much interior space.



There are some dangers associated with operating from the "Theater", as the crew compartment is called. First, if any of the external sensor arrays are damaged, then that part of the armor can no longer function, since it can no longer transmit the proper information to the virtual reality simulator. The sensors are heavily protected but still can be damaged. NOTE!! Each set of sensors has one back up.

Anytime the HD suffers critical damage to a section, there is the distinct chance of an electrical overload and the jockey being shocked. Built-in neural circuit breakers sometimes fail and the results can be disastrous. The overload enters the body through each of the 28 jack points and the shock is directly applied to the jockey's nerves (Ooouch!) Simply roll an SMR vs electrical attacks for the armor to

THE THEATER

Suicide jockeys ride their steeds into combat, blasting tanks and robots to pieces, watching the whole thing from the "theater". The theater is the crew compartment of the Humpty Dumpty. It is generally cramped and filled with a variety of sensory equipment. The overall setup of the theater will be discussed in the following section.

The pilot enters the chassis through the escape hatch, where he straps himself into a vertical or horizontal console. It should be noted that first generation HDs are designed so that the pilot sits in a tuck position with his legs pressed up against his chest. Once he is strapped in, the pilot connects himself to umbilical wires that interface him with the armor's brain. Sensor bands are now attached

to various extremities. Note!!! There are manual controls which can be used in case of emergency. The emergency console is mounted to the rear face plate of the escape hatch to the pilots front. Above him, to the right, is a fire extinguisher. Behind him, the VRS, virtual reality simulator. There are a variety of adjustments that the jockey can make to his "horse" by fiddling with the multitude of buttons and knobs that line the simulator behind the pilot's seat.

The jockey uses a series of vocal commands to activate and fire hand weapons. The appropriate weapon or tool appears before him in his simulated world. He aims at the target and the HD engages automatic targeting mode and fires. Weapons mounted on the anvil are activated by vocal command also. Anvil mounts generate a closeup eye simulation. The pilot only sees the world through a huge eye, instead of seeing his entire body in simulation. All anvil mounts are 360 degree engagement systems. Many veteran jockeys will tell you that the hardest thing to learn about riding your horse, is realizing that you can see behind you. It is difficult to get used to simulating your head spinning around and all novice jockeys complain about pinched nerves in their necks. External mounted weapons such as reflex missiles can also fired by invoking the eye simulation.

EMERGENCY SYSTEMS

Humpty Dumpties possess a variety of emergency backup systems. All HDs contain backup sensor arrays as stated before. The pilot can set the armor for automatic engagement, in the event of complete sensor shut down due to simulator damage or otherwise. The onboard computer then engages targets, at a -10 to -60 penalty. The auto engagement system is computerized.

All second and third generation HDs come with an emergency ejection feature which horizontally ejects the pilot away from the vehicle, while still strapped to his chair. The PPS (Personnel Protection System) can be enabled before or after the ejection. The PPS generates a flux shield which typically maintains enough energy to operate for one hour. The chair contains a compartment with survival rations for 2 weeks, a compass, a small side arm (optional), a sleeping bag, and an emergency transmitter.

Another emergency feature built into all 2nd and 3rd generation Humpty Dumpties is an interplanetary emergency transmitter that has a range of about 300,000,000 km.

Basic Repair tools are kept in a foot compartment.

TIN MEN

2nd and especially 3rd generation Humpty Dumpties have comfortable "theaters" from which to operate. Almost all 3rd generation ultra-armors have sleeping quarters and food synthesizers onboard for long term combat situations. (Lets get real. The sleeping quarters are nothing more than a little cubby hole carved in the wall with barely enough room to curl up in). Many pilots have opted to have their normal body armor modified to wear while within their spacious HDs. The idea is to increase crew survivability. Only street clothes armor can be worn in 1st generation Humpty Dumpties. There simply isn't enough room for anything else. 2nd and 3rd generation HDs can accommodate standard body armor (threshold of 6 or less). The armor must be modified with special electrically insulated jacks which cost 25% above the list price of the suit.

Individuals who wear body armor while in a Humpty Dumpty are called Tin Men and looked down upon by others of their kind. Those who do wear armor while in HDs, call themselves knights. A knight rides his horse into battle wearing armor. He isn't a fool. Although there is some real resentment between the two factions, most "digs" are light hearted bantering. A jockey is after all a jockey.

Characters may wear body armor while operating a HD, but incur a -20 to all skill checks.

PILOTING ULTRA-ARMOR

First, the operator must have the appropriate skills in gunnery, communications, navigation, as well as ultra-armor piloting to pilot an HD. There are two types of ultra-armor piloting skills, walker and crawler. These cost 7 points apiece to learn and require 2 months of training per level of skill proficiency. Schooling costs 5000cr per level of skill. Certain racial types are better suited for operating HDs. Cizeracks pay 2 points less when opting to take skill in crawlers and all other bipedal races pay 2 points less when training in walkers.

MOUNTING ARMOR OPTIONS

Humpty Dumpties can mount the vast majority of armor options. However, there are a few that just won't work. We at Optimus Design Systems think purchasing a carrying case for your HD to be a little much! Standard options cost 5 times the list price due to increased area required to protect the unit and the linking of these devices to the advanced electronics. (Capitalism at its finest). All field generating armor options such as flux shields, electro-magnetic generators, anti-plasma generators, and the like cost 10 times the list price. The size of all field generating options is double and it is quadruple for hover jets and jet packs. The following items can not be mounted to Humpty Dumpties: Carrying case, cryo option, drop bag (NOT!!), flotation device, skalers, and anything else that the BM decides is completely and utterly irrational!

MOUNTING HEAVY WEAPONS

Half of the stated encumbrance equals the amount of space an item takes up in the Humpty Dumpty when determining the space allocation for most weapons. Exception, inertial grav weapons take up their full encumbrance rating. Examples: Omega cannons, pulse cannons, attractor/repressors, EMP cannons, etc. Field weapons such as the Valley Green Assault Gun and most anti-tank weapons are not covered by this rule and use only half of their stated encumbrance.

The anvil constitutes the top section of the ultra-armor on walkers and the back section of crawlers. Heavy weapons that are too large to be mounted to the arms and torso are mounted on the anvil. These include Pulse Automatic Weapons, chainguns, certain anti-tank weapons, heavy missile racks, vehicle mounted weapons, physical artillery, and more. Only one heavy weapon may be mounted to the anvil. All Anvils have a built-in 360 degree turret. The driver can engage targets behind him while still moving forward.

Two heavy missile racks (no more than 6 missiles each) can be mounted to most HDs, one on either side of the anvil.

No more than one reflex missile rack, or 2 arm rocket pods can be mounted to any given leg or arm section.

ALLOCATION OF DAMAGE

Damage allocation of ultra-armor is a hybrid of vehicle damage and armor damage allocation. Threshold of ultra-armor is treated exactly the same as with standard armor. The only section of the armor that has absorption is the torso section which houses the crew compartment. Thus, the only normal way to damage the operator is to penetrate the crew compartment.

All arm, leg, and torso locations, have total (vehicle) and critical integrities. Each arm has a total integrity which relates the total amount of metal in that arm. It also has a critical integrity which is the point beneath which the internal systems in that arm begin sustaining damage. The allocation of armor integrity is 10% to arms, 20% to legs, and 40% to torso. Note!! Crawlers have 15% allocated to each leg. Penetrating damage that supersedes the critical integrity results in a roll on the critical hits table below.

Weapons systems are mounted on top of the anvil. Each system has a threshold indicative to the type of weapon. Whenever a head shot is rolled on the critical hits table, the damage is sustained to the

weapon. If the damage supersedes the threshold of the weapon, then it has penetrated. Penetrated missile racks have a percentage chance to explode equal to number of missiles remaining / rack capacity x 100. SEE THE WEAPONS TABLE ON PAGE 159.

Critical Hits

Arm		Torso	
01-50	No critical	01-30	No Critical
51-70	Weapon	31-40	Weapons
71-80	Servos	41-50	Options
81-90	Option	51-55	Life Support
91-98	Hydraulics	56-65	Hydraulics
99-00	Sensors	66-75	Servos
		76-80	Engine
Leg		81-98	Compartment
01-60	No critical	99-100	Sensors
61-70	Option		
71-75	Servos		
76-98	Hydraulics		
99-00	Sensors		

REPAIRING YOUR HUMPTY DUMPTY

A Humpty Dumpty often has to be put back together again. All the King's Pythons and all the kings men had better have a helluva lot of money. Humpty Dumpties are extremely expensive to repair. The base cost for repairs depends on the generation of the ultra-armors. 1st generation ultra-armor cost 07% per HP of damage sustained to repair. 2nd generation HDs cost 05% per Heavy point of damaged suffered and the 3rd generation Humpties cost 04% per point of damage incurred.

THE EFFECTS OF TERRAIN

The effects of terrain on ultra-armor is quite significant and is used in arguments against these giant pieces of machinery. Crawlers are much better suited for operating in rough terrain, but even they face the problem of sinking. Whenever an HD is operating in non-flat, hard ground terrain, the driver must make agility checks to maintain control. Failure indicates that he has fallen. Terrain checks are made every 30 minutes. It requires 1-4 minutes to stand erect once one has fallen. Given below are the effects of terrain on Humpty Dumpties. Terrain Modifiers are added together in some cases to determine the overall effect.

TERRAIN	Crawler	Walker
Flat	+70	+70
Woods	+50	+30
Forest	+15	-15
Hills	+25	-20
Mountains	+00	-40
Desert	+15	-25
Water	+10	+00
Swamp	-40	-50
Modifiers (not applied to swamp)		
Soft Ground	-05	-20
Mud	-20	-35
Deep Mud	-35	-50

Humpty Dumpties must make Sinking checks whenever they are in soft ground. The chance of an ultra-armor sinking is equal to the penalty modifier divided by 2 (round fractions down). Tonnage modifiers are then applied. Whenever an HD sinks, the driver must make a strength check at a penalty equal to that of the terrain modifier in order to escape. Escape and Sinking checks are made every 30 minutes.

Tonnage Modifiers

Tonnage	Mod
00-30	+00
31-50	-10
51-70	-20
71-90	-35
91-120	-50
121+	-70

GENERAL INFORMATION

Turn Mode: See Vehicles section in Battlelords of the 23rd Century Basic Rules Book.

Attack Mod: The first number is the modifier to be hit by vehicles. The second number is the modifier to be hit by personnel.

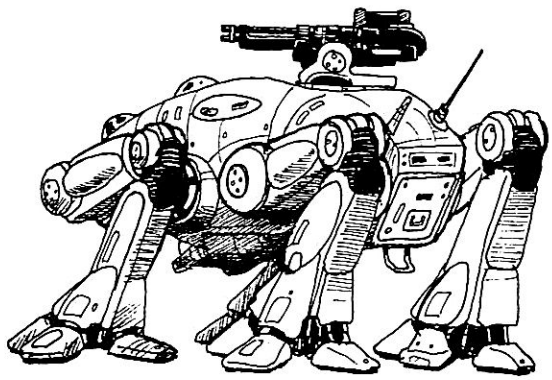
Auto Engage: The penalty modifier applied to targeting when the HD functions in auto engagement mode.

HUMPTY DUMPTIES

Scamp: This cheap yet still reasonable HD is capable of reaching speeds in excess of 180kph. The torso is too small to mount any shoulder reflex missile systems. Furthermore, no heavy weapons may be mounted on the anvil. It is maneuverable, but lacks the firepower and integrity for hyper-violent situations. The Scamp does hold up well against mechanized battle armor such as Assault and Power Mesh. This suit can not carry Python class races.

Type: Crawler
Crew: 1
Range: 400km
Fuel Cost: 600
Speed: 185kph
Turn Mode: AAA
Length: 4.5m
Radar: Nil
Auto Engage: Nil

Threshold: 2HP
Integrity: 20/8HP
Flux shield: 5HP
ECM: Nil
ECCM: Nil
Attack Mod: -10/00
Weight: 24mT
Jump: Nil
PPS: 1HP



Optional Space Allocation
Left Arm: 8
Right Arm: 8
Torso: 20
Left Leg: 15
Right Leg: 15

Half Breed: A first generation ultra-armor. This undersized defense suit is well designed. The anvil mounts an Encasement reflex missile rack and Terminator pulse cannon gun chassis. The Half Breed is affordable and reliable.

Type: Walker
Crew: 1
Range: 200km
Fuel Cost: 250
Speed: 40kph
Turn Mode: C
Height: 4.0m
Radar: Nil
Auto Engage: -60

Threshold: 2HP
Integrity: 40/15HP
Flux shield: 7HP
ECM: Nil
ECCM: Nil
Attack Mod: 00/+10
Weight: 25mT
Jump: Nil
PPS: Nil

Optional Space Allocation
Left Arm: 10
Right Arm: 10
Torso: 30
Left Leg: 15
Right Leg: 15

Snoop: Another first generation ultra-armor, the Snoop has limited flight capabilities. It is designed for a low intensity, behind enemy lines surveillance role, but retains enough firepower for close encounters! It has a thin torso which prohibits the mounting of additional missiles to the shoulder area.

Type: Walker
Crew: 1
Range: 700km
Fuel Cost: 6000
Speed: 60/240kph
Turn Mode: B/B
Height: 4.0m
Radar: 600km
Auto Engage: -35

Threshold: 2HP
Integrity: 40/22HP
Flux shield: 10HP
ECM: 20
ECCM: 30
Attack Mod: +10/50
Weight: 28mT
Jump: Nil
PPS: 1HP

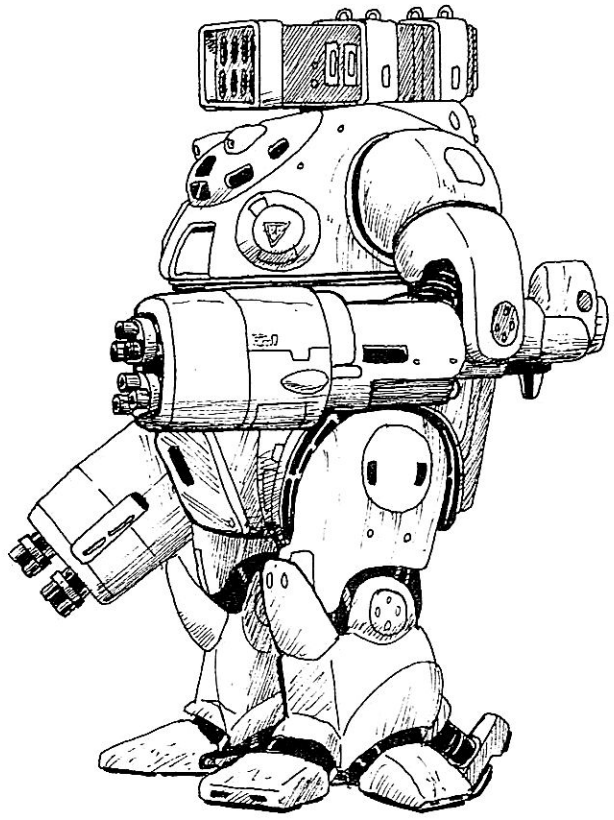
Optional Space Allocation
Left Arm: 15
Right Arm: 15
Torso: 15
Left Leg: 20
Right Leg: 20

Balrog: Another 1st generation walker, the Balrog comes from the factory with twin Wicked Crimson pulse cannons in each arm. Most mercs add missiles or long range machine gun lasers to the anvil to balance out this formidable machine.

Type: Walker
Crew: 1
Range: 150km
Fuel Cost: 200
Speed: 50kph
Turn Mode: D
Height: 5.0m
Radar: Nil
Auto Engage: Nil

Threshold: 3HP
Integrity: 60/30HP
Flux shield: 15HP
ECM: Nil
ECCM: Nil
Attack Mod: +10/50
Weight: 40mT
Jump: Nil
PPS: Nil

Optional Space Allocation
Left Arm: 5
Right Arm: 5
Torso: 25
Left Leg: 15
Right Leg: 15



Legend: An excellent first generation ultra-armor that represents the transition to the more powerful second generation series. Legend is large enough to accommodate Pythons (just barely). It has proven itself on the battlefield. Like the Half Breed, it mounts a split anvil configuration with a built-in Digiton missile rack and an optional weapons mount.

Type: Walker
Crew: 1
Range: 400km
Fuel Cost: 200
Speed: 90kph
Turn Mode: C
Height: 6.5m
Radar: Nil
Auto Engage: -45

Threshold: 4HP
Integrity: 60/25HP
Flux shield: 5HP
ECM: 20
ECCM: 30
Attack Mod: +20/70
Weight: 45mT
Jump: Nil
PPS: 2HP

Optional Space Allocation
Left Arm: 30
Right Arm: 30
Torso: 35
Left Leg: 25
Right Leg: 25

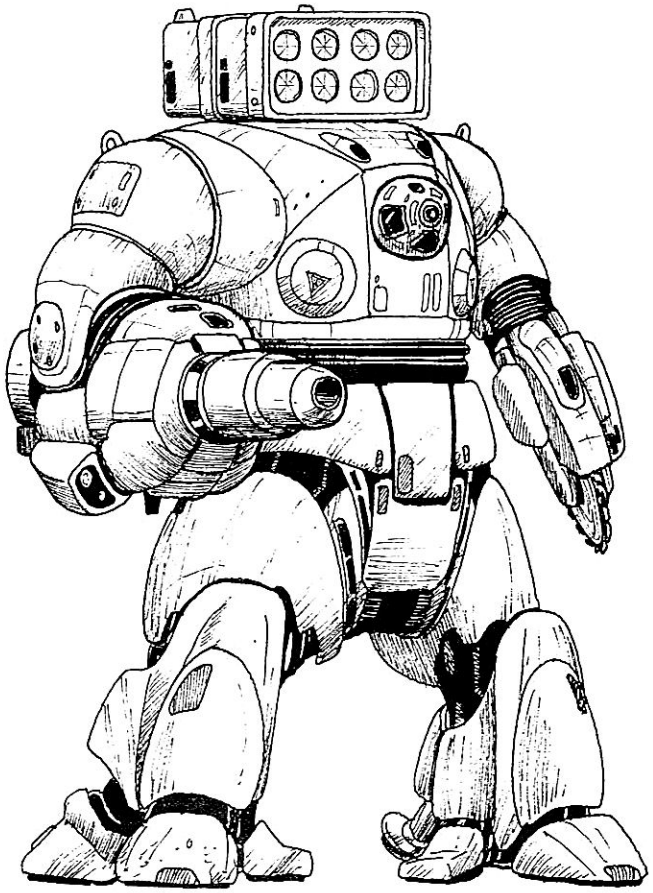
Holy Roller: A hybrid of walker and crawler systems (treat as crawler for allocation of space). It maintains a track system much like an archaic tank. Its upper torso has arms like that of a crawler and the Holy Roller can change from erect to "all fours" at will. Another advantage of the Holy Roller is that it can stop and turn on a dime, giving this HD an excellent turn mode. It is also one of the fastest ultra-armors on the market.

The anvil is mounted to the back, like that of a crawler. Both arms contain Ripple fire racks. This unit is a favorite of practical mercenary types. To hell with the cosmetics!

Type: Walker
Crew: 1
Range: 400km
Fuel Cost: 600
Speed: 170kph
Turn Mode: AAA
Height: 5.0m erect
Radar: 750km
Auto Engage: -30
Threshold: 3HP
Integrity: 60/40HP
Flux shield: 25HP
ECM: 35
ECCM: 35
Attack Mod: +10/50
Weight: 50mT
Jump: Nil
PPS: 1HP

Optional Space Allocation
Left Arm: 10
Right Arm: 10
Torso: 50
Left Leg: 40
Right Leg: 40

Foe Hammer: Has an oversized arm that can mount an extra heavy system. The smaller arm usually fulfills a utility capacity. The Foe Hammer serves predominantly as an assault unit. It is an excellent shock value instrument, but avoid prolonged exposure to heavy combat.



Type: Walker
Crew: 1
Range: 900km
Fuel Cost: 700
Speed: 100kph
Turn Mode: A
Height: 7.5m
Radar: 300km
Auto Engage: -50
Threshold: 4HP
Integrity: 70/35HP
Flux shield: 20HP
ECM: 65
ECCM: 30
Attack Mod: +20/60
Weight: 60mT
Jump: 10m
PPS: Nil

Optional Space Allocation
Left Arm: 25
Right Arm: 100
Torso: 40
Left Leg: 30
Right Leg: 30

Cyclops: Called the Cyclops because of its prominent sensory assembly which looks something like an oversized eye. This walker has proven its durability in medium intensity combat situations. It is, however, a little slow. The Cyclops functions primarily in a defensive role.

Type: Walker
Crew: 1
Range: 500km
Fuel Cost: 400
Speed: 80kph
Turn Mode: B
Height: 6.2m
Radar: 200km
Auto Engage: -40
Threshold: 4HP
Integrity: 80/40HP
Flux shield: 20HP
ECM: 65
ECCM: 30
Attack Mod: +20/60
Weight: 65mT
Jump: Nil
PPS: 3HP

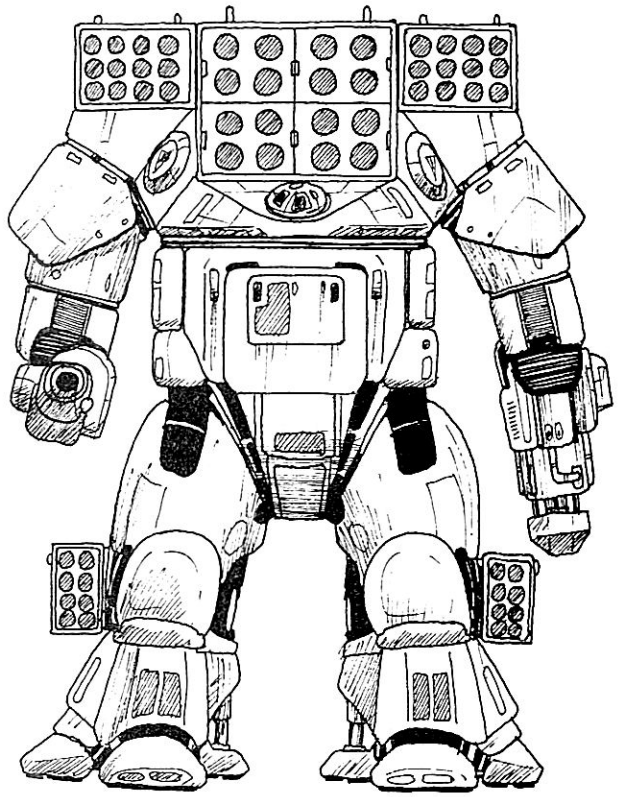
Optional Space Allocation
Left Arm: 35
Right Arm: 35
Torso: 50
Left Leg: 40
Right Leg: 40

Magnum-1: The Magnum-1 ultra armor is the most notorious missile Humpty Dumpty available on the market, with the exception of the Telemetor. The Magnum's anvil mounts the Neanderthal missile rack while the oversized torso sports two Multi-rack engagement systems. It is common for mercenaries to attach Digiton reflex missile racks on arms and legs to beef up already tremendous missile firepower!

Type: Walker
Crew: 1
Range: 800km
Fuel Cost: 800
Speed: 140kph
Turn Mode: B
Height: 9m
Radar: 400km
Auto Engage: -35
Threshold: 7HP
Integrity: 95/50HP
Flux shield: 35HP
ECM: 35
ECCM: 50
Attack Mod: +30/70
Weight: 73mT
Jump: 2m
PPS: 3HP

Optional Space Allocation
Left Arm: 30
Right Arm: 30
Torso: 70
Left Leg: 30
Right Leg: 30


RAUK'S CHARIOT OF DOOM
02
MOM
02
PACH!



Rhyno: The Rhyno is designed to charge the enemy and destroy him at ground zero. This ultra-armor mounts a huge triple layered gauze steel plate which protects the forward legs and under carriage. The plate looks like a bulldozer blade and has a threshold of 15HP and a 10HP overall armor integrity value. All non-shoulder and head hits must penetrate the threshold of the blade before penetrating to the appropriate limb when the Rhyno is charging head on. The charge of a rhyno does 8-48HP of damage.

No weapons can be mounted to the leg sections of the armor.

Type: Crawler
Crew: 1
Range: 300km
Fuel Cost: 500
Speed: 150kph
Turn Mode: A
Height: 6.0m
Radar: Nil
Auto Engage: -30

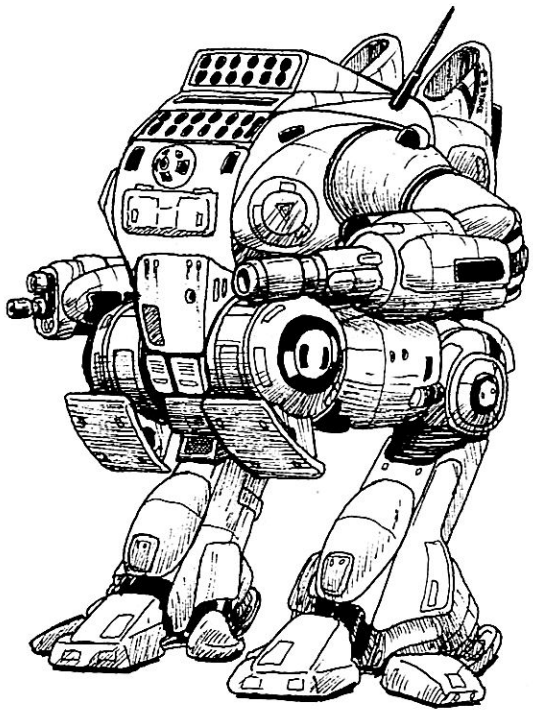
Threshold: 5HP
Integrity: 60/20HP
Flux shield: 80HP
ECM: 40
ECCM: 20
Attack Mod: +25/+60
Weight: 45mT
Jump: 3m
PPS: 2HP

Optional Space Allocation
Front Left Leg: 20
Front Right Leg: 20
Torso 40
Left Rear Leg: 20
Right Rear Leg: 20

Telemetor: This awesome machine is designed to take on and defeat trans-atmospheric craft as well as ground vehicles. The chest section mounts a Farsight Combat Array as well as a heavily protected internal missile bay (12 heavy missile capacity). This section is designed to house the Cobalt Tensor surface to air missiles only. An extra 10 HP of protection has been added to the chest section, above and beyond the norm. Internal missile explosion destroys the vehicle. Telemetor also carries a Cromagnan missile rack and is fully flight capable.

Type: Walker
Crew: 1
Range: 2000km
Fuel Cost: 6000
Speed: 100/300kph
Turn Mode: D/D
Height: 8.5m
Radar: 600km
Auto Engage: -10

Threshold: 6HP
Integrity: 90/50HP
Flux shield: 30HP
ECM: 60
ECCM: 70
Attack Mod: +30/70
Weight: 85mT
Jump: Nil
PPS: 4HP



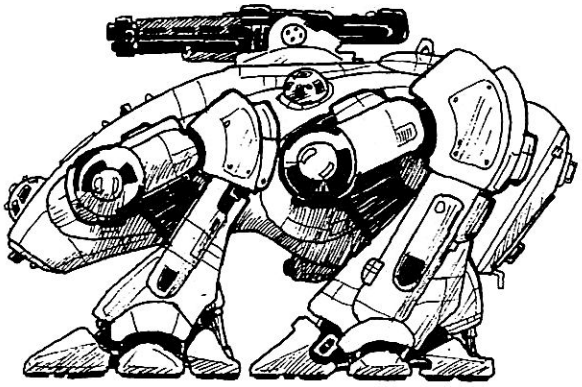
Optional Space Allocation
Left Arm: 30
Right Arm: 30
Torso: 70
Left Leg: 30
Right Leg: 30

Intruder: This electronic warfare crawler is designed to operate behind enemy lines in a search and destroy capacity. It maintains a powerful displacement device that is able to transport the Humpty up to 200m distance and is 95% accurate (10 displacements). The Intruder carries an onboard holographic generator as well as infrared dampeners (-90 to sighting checks by infrared scan). In addition, this HD has a compartment that can transport 8 size class worth of personnel besides the electronic warfare specialist who works there. This ultra-armor has the reputation of being able to take a big punch and still keep on functioning.

Type: Crawler
Crew: 2
Range: 400km
Fuel Cost: 400
Speed: 100kph
Turn Mode: D
Height: 8.0m
Radar: 600km
Auto Engage: -20

Threshold: 4HP
Integrity: 80/30HP
Flux shield: 20HP
ECM: 90
ECCM: 90
Attack Mod: +30/70
Weight: 70mT
Jump: Nil
PPS: 4HP

Optional Space Allocation
Left Arm: 40
Right Arm: 40
Torso: 30
Left Leg: 40
Right Leg: 40



Blackbird: This sophisticated ultra-armor was designed to penetrate enemy airspace and gather intelligence data. Its special electronic surveillance gear can read a license plate at a 100km and hear a pin drop at 10km. The Blackbird is fitted with a number of special features such as displacement device, extended Farsight Combat Array, duel Multi-racks on each shoulder, and a Cromagnan missile rack. The advanced built-in flight systems allow this machine to travel at speeds in excess of Mach 10. There are two crew members, both housed in the torso of the HD. The intelligence expert sits below and to the rear of the pilot.

Type: Walker
Crew: 2
Range: 10,000km
Fuel Cost: 7000
Speed: 140/14,000kph
Turn Mode: A/AAA
Height: 8.0m
Radar: 1000km
Auto Engage: -20

Threshold: 6HP
Integrity: 90/50HP
Flux shield: 50HP
ECM: 110
ECCM: 80
Attack Mod: +30/70
Weight: 70mT
Jump: Nil
PPS: 3HP

Optional Space Allocation
Left Arm: 35
Right Arm: 35
Torso: 20
Left Leg: 45
Right Leg: 45

Hummingbird: The Hummingbird is cousin to the Blackbird and was built as a one man flying unit without the special surveillance gear. The lower crew compartment has been removed and the sensor housing changed. The Hummingbird is balanced with good all around specs. As all flight capable HDs, it is quite expensive.

Type: Walker
Crew: 2
Range: 5000km
Fuel Cost: 300
Speed: 100/600kph
Turn Mode: AAA/AAA
Height: 8.0m
Radar: 200km
Auto Engage: -20

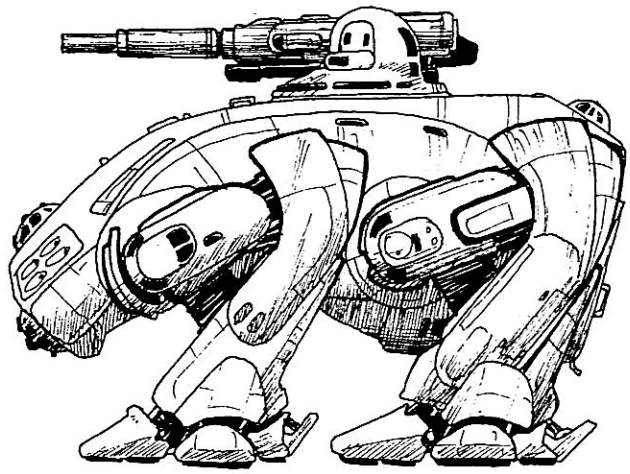
Threshold: 6HP
Integrity: 90/50HP
Flux shield: 50HP
ECM: 70
ECCM: 40
Attack Mod: +30/70
Weight: 70mT
Jump: Nil
PPS: 3HP

Optional Space Allocation
Left Arm: 35
Right Arm: 35
Torso: 30
Left Leg: 45
Right Leg: 45

Bear Transport: This monstrosity comes from the factory with a cloaking device. The Bear transport is designed to deliver a fully armed combat team (40 size class with armor) to the battlefield. It carries jump jets for short flight, allowing this Humpty Dumpty to avoid hazardous terrain. Variants have been designed for search and destroy missions. The Bear can withstand tremendous punishment and still function.

Type: Crawler
Crew: 1
Range: 500km
Fuel Cost: 500
Speed: 80kph
Turn Mode: B
Length: 9.0m
Radar: Nil
Auto Engage: -35

Threshold: 6HP
Integrity: 100/40HP
Flux shield: 25HP
ECM: 40
ECCM: 40
Attack Mod: +10/+50
Weight: 85mT
Jump: 8m
PPS: 4HP

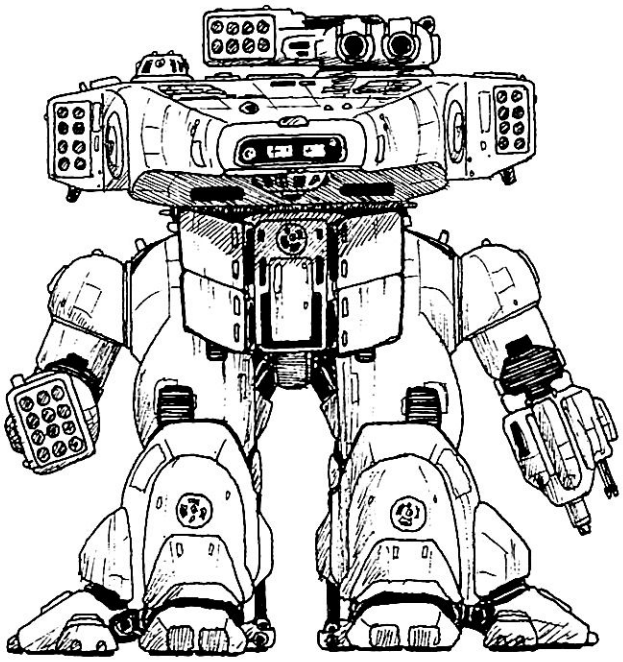


Optional Space Allocation
Front Left Leg: 30
Front Right Leg: 30
Torso 40
Left Rear Leg: 30
Right Rear Leg: 30

Behemoth: The largest suit of walker ultra-armor available stands nearly 10m tall. The Behemoth is a massive unit designed to act in all capacities. The torso holds a cargo section which can carry 25 size class points (in standard battle armor) into combat. Its massive frame allows the Behemoth to suffer incredible amounts of damage without being knocked out of action. Unlike most other ultra armors, the Behemoth can mount two external missile racks to its leg sections and heavy missile racks with an 8 capacity on either side of the anvil.

Type: Walker
Crew: 1
Range: 900km
Fuel Cost: 700
Speed: 80kph
Turn Mode: D
Height: 9.8m
Radar: 100km
Auto Engage: -10
Threshold: 7HP
Integrity: 120/60HP
Flux shield: 40HP
ECM: 85
ECCM: 50
Attack Mod: +40/80
Weight: 90mT
Jump: Nil
PPS: 5HP

Optional Space Allocation
Left Arm: 60
Right Arm: 60
Torso: 100
Left Leg: 70
Right Leg: 70



Peacemaker: The Peacemaker is a true juggernaut. Its double width anvil is large enough to mount two forward facing Mortician Pulse Combat Systems, and twin Viceroy machine gun lasers. Its ground clearance high enough to mount a rear heavy system also. This walker is probably the most successful HD system around and has performed superbly against the Arachnids.

The major problem with Peacemaker is its tendency to sink in soft ground as with the Behemoth and other heavy ultra-armors.

Type: Walker
Crew: 1
Range: 1000km
Fuel Cost: 5000
Speed: 120kph
Turn Mode: D
Threshold: 10HP
Integrity: 160/90HP
Flux shield: 70HP
ECM: 70
ECCM: 70
Attack Mod: +20/60
Height: 8.5m
Radar: 600km
Auto Engage: -05
Weight: 150mT
Jump: Nil
PPS: 5HP

Optional Space Allocation
Front Left Leg: 50
Front Right Leg: 50
Torso: 75
Left Rear Leg: 50
Right Rear Leg: 50

Armadillo Gun Turret: This is the most heavily armored of all ultra-armors and is designed to survive all but the fiercest combat situations. It is arguably as good as the Peacemaker, trading firepower for increased survivability. It mounts one Mortician pulse combat system.

Type: Crawler
Crew: 1
Range: 1500km
Fuel Cost: 5000
Speed: 100kph
Turn Mode: B
Height: 8.0m
Radar: 300km
Auto Engage: -05
Threshold: 20HP
Integrity: 120/60HP
Flux shield: 90HP
ECM: 90
ECCM: 30
Attack Mod: +20/60
Weight: 125mT
Jump: 5m
PPS: 6HP

Optional Space Allocation
Front Left Leg: 40
Front Right Leg: 40
Torso: 60
Left Rear Leg: 40
Right Rear Leg: 40

SPECIAL ARMORS

T-12 Sonic Suit: Designed to be worn under another suit or as clothing. The T-12 absorbs harmful concussive waves. The damage from all sonic, and concussive attack forms is halved. This suit also adds 4 points of absorption to each armor location.

EVM-1: Used by exploration units on planets with hostile atmospheres. The wearer is fully immune to the effects of acids/bases. This self-contained suit is not designed for combat and it carries a 6 hour air supply. Comes with an AKMH helmet.

BES: The Battle Environment Suit is the only suit, aside from the MBA, which has been designed for all purposes. It is fully self-contained, and has an oxygen (or methane) tank that holds a 10 hour air supply. It is protected by a 5 point threshold and any weapons hit that penetrates the tank only has a 15% chance to rupture it per point of damage sustained. Comes with an AKMH helmet.

ES-3: The standard space suit. The oxygen tank has an 8 hour supply. An additional tank can be carried. Comes with an AKMH Helmet.

Mazian Armor: Mazian wear special "baggies" for armor. To determine the cost, choose any listed modern armor of threshold 4 or less and reduce the price by 20%. The actual value of a baggy is much less than what a Changeling pays for it, but those are the breaks of living in a capitalist universe! Mazians can not wear heavier armor unless it is mechanized. A mechanized suit can be made into a mini-tank. This armor allows a Mazian to move quickly about at the cost of not being able to change shape. Thus a Mazian in a tank can not ooze or change.

HELMETS

Unless otherwise stated, all helmets are assumed to have a commo module range of 10km.

Kevlar 3 (OPEN FACE): First fielded during the Mongoloid Invasion of 2001. This relic can't stop a bullet from a Colt Anaconda, though if you can't afford a real helmet, it will do.

Tri-Lar (OPEN FACE): A good all around helmet, for those on a budget.

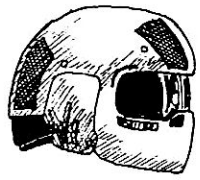
Absorbix: The Absorbix is comparative to the AKMH. It trades a point of threshold for 6 additional points of absorption. Absorbix is built by Armalite Weapons Manufacturers, adversaries of the BAS. Commo Range: 15km.

AKMH: Matched to the low line AKM series armor. The AKMH will stop approximately 5 rounds before the owner gets his brains scrambled.

DH-1 Defense Helmet (OPEN FACE): A great defense helmet for its time. It has a fair threshold rating and a commo range of 10km.

Shalkon Helmet: Trades threshold for absorption. The commo module is relatively strong, with a 20km range. The Shalkon helmet has a full face configuration.

Brain Bucket: Acceptable for prolonged combat situations on low tech words. The 20 point absorption allows this unit to take a direct hit and still survive. Not Bad! Commo Range: 20km.



DH-2 Shock Helmet: Produced in the latter part of the 21st Century. It can take a heavy weapons hit without the owner getting trashed. The DH-2 is a big improvement over the DH-1. It has a full face configuration with an adjustable visor. The headset has a range of 15km.

Survivor: Another Armalite design. It isn't too expensive and the owner can get punked a couple of times before the helmet becomes useless. It is designed to be worn with any of the Bear armor series defense suits. Commo Range: 23km.



Punkin Head: This odd design leaves much for cosmetic appeal, but its utility can't be questioned. The Punkin Head helmet looks much like a pumpkin. The unit can sustain a direct hit from most low line Omega cannons without the owner's head being squashed like a pumpkin. The Mutzachan designs are absolutely hysterical looking! Commo Range: 40km.

Dancerz (OPEN FACE): Contains an ECM unit in the rear section of the helmet. The Dancerz provides a -15 modifier vs electronic lock-on. It is an open faced, half shield helmet.

Deshard: Designed by Jean Luc Deshard for the Balshrom Corporation. This "brain bucket" is good for stopping most laser attacks and you've got better than a 50/50 chance to survive a blast from a low line pulse cannon. It is considered an upper class defense helmet.

Conehead: Allows Asparagus to generate without penalty. Chatilians haven't overall been impressed with the name, but sales are doing well!

Tri Mesh: It can take a solid hit. The Tri Mesh combat helmet comes with a 1 hour oxygen supply. This helmet is atmospherically contained.

S-1: An effective helmet that can withstand pulse, laser, and concussion hits. Superb in all aspects! It is an Armalite product. Commo Range: 50km.



S-2: Applies the same basic principle. However, the S-2 gives up a little laser defense for more concussion resilience. Commo Range: 50km.

Illuminary: An upgrade of the Conehead helmet with a better name.

MBA: The best, but you pay through the nose for it. The commo module range: 45 km. A built in ECM unit produces a -30 modifier vs electronic lock on. The MBA is environmentally contained.

MBA Plus: The MBA helmet is designed to safeguard against lasers, or other objects with high threshold penetration. It is however, woefully inadequate when defending against Omega Cannons. The MBA+ has been fielded by Science Tech to address the problem.

Dome: Called the Dome piece by many. The dome is an excellent helmet, geared mainly for Omega defense. Commo Range: 80km.

Bell SS: Protects the wearer from the deadly effects of sonic disruption. The helmet offers a +30 modifier to SMR vs sonic based attacks. All residual damage from this type of attack is halved.



AKMS: A product of American Konglomerate Corporation. It reduces the effects of sonic attacks by adding a +25 modifier vs this attack form.

Deshard S: Another in the Deshard line from the Balshrom Corporation. This unit adds a +40 modifier to SMRs vs sonic attacks.

Range Master: The only helmet on the market with long range communications capability, rated at 110km.

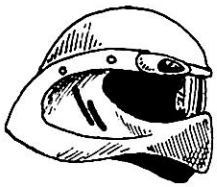
Shalkon MS: Combat soldiers needed some means to protect themselves from mental attack forms. The Shalkon Corporation developed the first such helmet. This unit adds a +35 modifier to SMR rolls vs mental attack forms. The commo module has a range of 25km.

Jousen 3: The best mind-screening helmet on the market. The Jousen provides a +50 modifier to SMR rolls vs mental attack forms.

Deshard X: Has an unprecedented threshold for those in its class. The Deshard X also utilizes the best in mind screen technology. If you're in empath territory, this is the helmet to take.

Goliath: The Goliath incorporates a mental screen and sonic technology into one helmet. It provides a +45 modifier to both SMR rolls. The Goliath is environmentally sealed and the commo module has a range of 40km.

Defender: A powerful piece of protection. This item has been tested against LAW rockets and it survives. If you don't want scrambled brains, this is for you. Comes complete with mind screen and sonic protection, +45 modifier each. It also contains a long range communications link. Range 68 km.



TDA (Target/Data Acquisition Helmet): Provides ranging and lead angle data for targets. All data is visual and audio. The voice command activation sequence adds a +15% modifier to attack rolls. The TDA uses an infrared targeting system. Off world types should invest the money to buy one of these.

TDA-2: Better than the TDA-1. This unit adds a +20 bonus to attack.

Functions: The Functions all around defense helmet is an S-1 design with additional defense against mental attacks (+30 to SMRs).

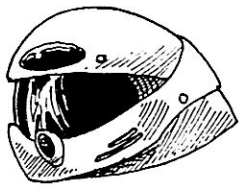
Function+: Is an S-2 design with mental attack defense (+50) to SMRs.

MOH: The Multi-Optics Helmet utilizes built-in infrared, ultraviolet, and visible spectrum optic enhancement in a Survivor 1 helmet. Spectrums can be changed by pushing a button on the right hand temple. Quite useful.

MOH 2: Same as the MOH, but built with a S-2 helmet type.

MOH 3: A brand new design by Armalite Manufacturers. The helmet slopes outward to the edge of the shoulders. This is necessary in order to build in the numerous systems. The MOH 3 has a mental defense of -40 to SMRs, multi-optics capability and a +20 target/data acquisition computer, along with 100km communications range.

Skull: Same extras as the Goliath. All have a skull stamped into the back of the head.



Cranium Monster: The Cranium Monster is the ultimate defense helmet! Just look at the stats. It has a sloped configuration with built-in MOH-3 systems along with 200km commo range!

STREET CLOTHES

"It is a violent world we live in. Why is the common citizen a victim of uncontrolled violence perpetrated by a bunch of killers, under the guise of mercenary heroes. We have rights too. We must be protected." Cries of injustice such as this have been heard by upset citizens of the Alliance everywhere with the spill over of violence every so often killing or injuring innocent bystanders. Thus, street clothes armor can be worn by any person on tech level 3 or higher worlds. It is restricted on tech 2 planets and illegal on tech 1.

Street clothes are specially designed clothing filled with absorption polymers. No armor options can be worn with this apparel. **It is the only armor that can be worn under another armor.**

NOTE!! Battle Masters: I highly suggest that you run a tight rein on what players can do with street clothes or you will have some moron arguing that he can wear 5 pairs of pants!

The distribution of absorption is figured as follows:

Pants: 50% per leg.

Shirts: 20% per arm and 40% in the chest and abdominal sections.

Capes: 10% per arm, 20% in the chest and abdominal sections, and 40% in the lower trunk area (below waist). Does not cover shin or feet.

Baseball Cap: Often worn by mining away-teams, construction workers, etc. Only provides 5 points of absorption to the upper section of the skull.

Beleatox: This surcoat is worn by Eridani during non-formal times such as the rarity of lounging. Contains 40 points of absorption.

Dieta: These thick Zen robes are only worn by matrix controllers and provide a formidable 80 points of absorption.

Gloves: Think about it and get back to me! 2 points of absorption.

Gloves (heavy): A thicker version of the glove with an AR of 4 points.

Kwoisekt: Worn by energy controllers who have reached the 16th energy bracket of power and above. The Kwoisekt reacts to the environment around it and changes color in response to energy force fields. Otherwise they are the same as Szmalka.

Kycaliiot: A caftan like apparel worn by Zen Rigeln covering all but the head, hands, and feet. Provides 60 points of absorption.

Overcoat: Knee length overcoats are commonly worn by businessmen and provide good all around protection to the upper and lower extremities. Offers 50 points of absorption.

Pants (jeans): Offer 14 points of absorption.

Pants (dress): Thinner than baggies. Great for a night out on the town. Maintains 8 points of absorption.

Pants (baggies): A little heavier than dress slacks. Excellent casual wear. Offers 10 points of absorption.

Shinu: Worn by Cizeracks in intensely cold environments. It fits snug like a sweater. Offers 40 points of absorption.

Shirt (turtle neck): Contain 20 points of absorption.

Shirt (dress): These long sleeve, button up garments have 10 points of absorption. They are usually worn with a tie to protect the neck region and mid-chest and abdominal section.

Ski Jacket: A clever trick is to wear a flack jacket under the ski coat which is the only garment capable of doing so. 40 points of absorption.

Ski Mask: Protects all regions beside the eye and mouth. 10 points of protection.

Skinsuit: Worn by the masses on many tech level 4 and higher worlds. Difficult to conceal the true nature of the garment. Hence the high cost. 40 points of absorption.

Skinsuit (heavy): Looks exactly like the normal skinsuit, but contains more absorption. 60 points of absorption.

Steel Kilt: Protects from the waist to just above the knees. Worn by Orions. Provides 20 points of absorption.

Sweater (turtle neck): Contains 40 points of absorption.

Szmalka: Given to energy controllers who have passed into true understanding of the universe. This cape contains 70 points of absorption.

Temeck Hat: The favorite hat of Chatilians. This thing is gaudy looking. Provides 12 points of absorption and does not impede generation.

Tie: Worn with a tie pin. Adds an additional 3 points of absorption to the neck, mid chest, and upper abdominal regions, in addition to that provided by the shirt.

Wingala-Nairasu: This cape contains 100 points of absorption! There is no head section and the person must be careful to keep the cape clasped shut or risk exposing the chest, abdominal, and front sections of the legs.

MARS SYSTEMS

Guardian: Comes with a Shuriken AMM unit, an ECM computer rated at 30%, 8 Tracker Missiles in an Encasement rack, displacement device, and laser shield, mounted on Heavy Assault body armor.

Warrior: Comes with a Shuriken AMM unit, an ECM computer rated at 15%, flux shield, electromagnetic converter, camouflage unit, infrared dampener, and an anti-plas generator, mounted on a MBA chassis.

Hercules: Comes with a built-in Devastator Omega cannon, 10 Jackrabbit missiles and 5 Condor AMMs in a Digiton rack, an ECM computer rated at 30%, 10 body flares, an anti-plas generator, flux shield, camouflage unit, infrared dampener, laser shield, and a smoke generator, mounted on an Argus suit.

Titan: Custom designed to the tailored needs of the consumer. Built on a Dreadnought armor chassis. It carries an Auto Laser cannon, holographic generator, an ECM computer rated at 30%, and another 500,000 credits worth of options.

TIES

MasRocK 550: This unit operates a powerful pulse cannon. The targeting computer is rated at 120% for all ranges. This system can engage a new target every 3 seconds. The MasRock 550 packs enough punch to get the job done. It contains 100 shots. Damage: 10-40 points. Range: 500m radius.

Argonite 1200: The Argonite 1200 is designed to wipe out heavy armor. The unit mounts 3 free acting gatling laser cannons that can effectively engage targets out to 1200m. Each cannon can act independently or function together and each fires 5 shots per second. The damage yield is 6-36 per shot. The Argonite 1200 targeting computer is rated at 140%. It contains enough energy for 500 shots.

Sprinkler: Called the Burp Gun. Designed by Armament Defense Action Corporation, who also builds the vaunted Bear series armors. The Sprinkler is a neat little toy. It can spray a 50m area with 1,000 20mm high explosive rounds in 2 sec. This unit has 12 free rotating gatling cannons. There is a 200% chance to hit anyone within a 50m radius. The target individual is assumed to be hit with 3-18 rounds automatically. Each round reduces AI by 4 points and does 3-18 points of damage. The chance to hit is reduced by 50% per range bracket beyond 1.

ShadowFax: Fires a deluxe anti-tank missile which does 4-24HP of damage. The targeting computer is rated at 115%. The unit carries 10 rounds and has a range of 4000m. The ShadowFax can engage a new target every 2 seconds.

Shadow Master: This unit carries twin ground to ground missile launchers with a combined 20 round storage capacity. It can fire simultaneously at different targets or together. It has automatic data processing. Otherwise, it is exactly the same as the ShadowFax system.

Son of SAM: This unit is designed to engage air units such as combat skimmers, low altitude bombers, helicopters, etc. It can fire up to 4 Surface to Air Missiles simultaneously and contains automatic data processing. The targeting computer is rated at 140%. Munitions: 12. It has a range of 100km, and delivers 6-36HP of damage.

PHYSICAL ARTILLERY

Physical artillery are weapon systems that were designed to allow ultra-armor personnel to engage and destroy targets beyond the line of sight. These weapon systems utilize advanced radar targeting systems to track targets out to ranges beyond 20km. A sophisticated computer provides information on vehicle type, speed, travel vector, armament, and range. These systems can track up to 30 targets at a time and include priority targeting. The fire sequence is voice activated. The target acquisition computer comes complete with ECM and ECCM so that the operator can survive in an electronic environment. Physical artillery is mounted to the anvil. Ammunition storage is located in a rack on the lower back and the various munitions are automatically loaded upon voice recognition. Ammo racks are protected with a 20HP point threshold. Penetrating hits to

the ammo storage cause it to explode outward, thus minimizing the damage to personnel. An explosion does a mere 4-16 x 100 points of damage. Each round has an encumbrance value of 5.

Tube 1: The Tube 1 has a target acquisition computer rated at 90%. It has an ECCM of 50%. The system can track up to 5 targets simultaneously. It has a range of 12km and the munitions storage holds 20 rounds. Encumbrance: 500.

Coverage: A long range interdiction system designed as for sector control. It has a target acquisition computer rated at 115% and ECCM of 70%. This system can track up to 20 targets simultaneously and has a range of 17km. It can carry 40 rounds. Encumbrance: 800 fully loaded.

Bush Master 100: Considered by many as the ultimate physical artillery system. Ripple fire allows the combatant to fire all 40 rounds in 20 seconds. It has a target acquisition computer rated at 105% and ECCM of 60%. This system can track up to 30 targets simultaneously. It has a range of 15km and has an encumbrance of 300.

MUNITIONS PACKAGES

Armor Piercing Sabot: A Depleted Di-Uranium round which penetrates the armor and scrawls about the inside of an enemy tank. The Sabot round weighs 48 encumbrance and does 4-24HP of damage. Integrity Reduction: 100. Encumbrance: 25.

Anti-Personnel: Deploys by parachute then sprinkles a 50m radius with bomblets. Affected vehicles and personnel take 1-4HP of damage. Integrity Reduction: 50. Encumbrance: 20.

Smart Munitions: Deploys by parachute over a given area then searches for targets. The overall threshold is reduced by 3HP, since this round penetrates the tank from the top where the armor is often the thinnest. The smart munition has a 95% chance to strike the target and does 3-18HP of damage. Integrity Reduction: 100. Encumbrance: 35.

JP-294: Used to deploy a minefield 100m across and 40m deep using Plasmore mines. The chance to step on a mine is 60% per minute within the field. Encumbrance: 30.

IR-7A: An incendiary round that reduces the threshold of armor by 10. IR-7A round contains napalm that upon detonation is spread over a 50m area and does 4-16 points of damage. Individuals within the target area are affected as if they were struck with 2-8 fragments. Integrity Reduction: 4/Fragment. Encumbrance: 30.

HIGH-TECH ARMOR OPTIONS

Ablative Liner: This is a thin lining designed to protect against lasers. Normally, lasers burn straight through the absorption rating of armor. When a laser beam strikes the liner, it acts as an insulator and the laser's heat burns it instead of you. In effect, it works like the normal AR of a body defense suit but acts against lasers. A-liners use 1 space per 4 points of protection.

Altimeter: Provides altitude, velocity, travel vector, time to impact, and projected results of impact at current velocity.

Anti-Plas Generator: This device is strapped to the utility belt (abdominal section). The generator reduces plasma attacks by 10 points.

Anti-Grav Belt: Reduces the effects of encumbrance on a person by 40 points. It is designed to assist humanoid types in carrying heavy weapons systems into combat. It is built into the armor.

Anti-Magnetic Generator: This system was developed to defeat the effects of Mag Guns. The device de-magnetizes body armor. Any Mag rounds that strike the armor have only a 15% chance to adhere. AMGs also halves the effects of metal guns. The generator is built into the chest section of the armor and is permanent.

Auto Doc: Registers abrupt changes in vital statistics, analyzes the extent of the injury and then injects the proper antidote. It can carry up to 10 different injections or serums with a programmable interface for multiple injections. Leg Mount.

Auto Injector: Once wounded, the Auto Injector is pushed, injecting a BRI (standard or massive, depending on the extent of injury) into the user. The system will not inject BRI's if the patient has broken bones or other problems which can be aggravated by the use of BRI's. The Auto Injector can hold a maximum of 6 BRI's, which must be purchased separately. It is mounted to the thigh.

Auto Laser Cannon: One of the most advanced weapons systems available. Initiative: -2. The operator aims through an eye piece. The weapon fires 6 shots per second which do 4-24 points of damage each. This impact weapon system has a range of 350m with a built-in range compensator to increase accuracy. Accuracy: 120/120/120/100/80/60/25. It is mounted to the arm section. No other units may be housed in that section of the armor.

Auto Minelayer: Voice activated system that injects mini-mines into the ground from the foot of the defense suit. Each foot carries 10 mini-mines, which do damage to anything that steps on them (treat as a claymore). Pressure release. Reloads cost 1000cr apiece. Nothing else can be housed in the foot section of the armor.

BMH (basic): Body Mounted Harness. It mounts directly to the back of a Cizerack cat. It is mechanically activated and fires straight ahead of the cat, allowing her the freedom to move on all fours and still engage enemy units. A +2 initiative modifier is applied whenever she changes targets. Weapons are automatically considered braced.

BMH (look and shoot): Follows the same basic principle as the BMH, except that the gun harness follows wherever the cat happens to be looking. This device makes the cat awesome in open terrain combat. The short reaction time negates the IM penalty of the standard BMH. Abdominal mount.

Body Flares: Body Flares are a last ditch effort to stop an incoming heat seeking missile by distracting it with a heat source that is fired away from the target. They have a 15% chance to do this successfully. Mounted to the shoulder blades (arm) of the defense suit. Has enough energy for 10 shots.

Camouflage Unit: Changes the surface color of the armor to match terrain features (it does not make you invisible). It provides a -30 modifier vs detect concealment attempts when moving and a -50 when standing still. Permanently affixed to the chest of body armor.

Carrying Case: Most types of armor are bulky and difficult to transport. Characters move at 1/8th normal movement (if at all) when carrying their armor. Carrying cases are relatively cheap and a case with a suit of armor in it weighs only 1/8th the normal encumbrance of the armor and has very little bulk.

Combat Shield: A forward facing flex steel shield, worn on the arm of the combatant. The shield protects the operator from injury and has a threshold of 7 points. It is light-weight and has an Armor Integrity of 15. This shield can parry with a +50 bonus and it protects the arm automatically with its threshold.

Corrosive Protection: A thin layer of corrosion-resistant material coats the entire suit, adding a +40 modifier to SMRs vs acidic or basic attack forms. Corrosive protection is a permanent option.

Cryo Option: Another device that can be purchased to enhance the operation of the Auto Injector system. The Cryo Option automatically injects a cryogenic freeze drug into the body when the person is near death or in a serious coma. It is mounted to the left thigh of the defense suit.

Defoliation Shield: Takes up 4 arm units of space and 7 rear chest units to hold the pack. Sprays a powerful defoliation agent that kills vegetation in minutes. It affects a 2m radius per second. The spray lasts for 10 minutes. Refills cost 500cr.

Displacement Device: This sophisticated device allows the wearer to instantaneously displace himself up to 20m from his current position. A built-in discriminator prevents the owner from winding up stuck in a rock or other solid object. The direction of displacement is somewhat random, only 80% effective. A roll of 81 or above indicates that the individual has been transported in a random direction. A d12 is used to determine the clockwise direction. It is mounted in the middle back of the armor suit. The unit contains enough energy to facilitate 20 displacements.

Drop Bag: This valuable device has saved the life of many warriors. The removable Drop Bag is mounted on the back of an individual. The unit detects sharp increases in velocity in a vertical direction. It then sends electronic commands to a set of inertial retro-rockets which fire, changing the person's direction with respect to the ground so that he is facing skyward. At the same time, the bag inflates (helium) and the victim lands on it. The device is 85% effective to a height of 40m. Python versions cost three times the list price. It should be noted that sharp objects on the ground will puncture the bag and render it useless. Also, any weapon attack that pierces the rear armor of the person with this device will render the bag non-functional.

ECM: Characters can have electronic counter measures built into their defense suits to reduce the chances of electronic lock-on. The cost is per 01% of ECM modification. A maximum modification of 50% can be achieved.

Electromagnetic Converter: Converts electromagnetic energy such as lasers into its kinetic equivalent. A favorite of Mazians everywhere. It is mounted to the utility belt of the defense suit. It contains enough energy to facilitate 60 minutes of operations.

Emergency Exit: Blowing out of armor normally takes 10-60 seconds to lift and pull latches. Emergency exit allows the owner to punch in a three number code on an arm key pad and blow the armor.

Emergency Ejection Port: Voice activated system that blows the operator free from the armor. A chute deploys. Range: 100m.

Environmental Containment: Seals the suit against the effects of chemical and biological attack forms. It seals the suit from the outside atmosphere. It does not include its own air supply.

Force Shield: Is a 20 HP flux shield designed to protect against tanks and heavy armor.

Flotation Device: Similar to the drop bag, but mounted in the lower abdomen section of the armor. The bag is much smaller, and will not help a falling victim, but will serve to keep someone in armor afloat.

Flux Shield: The Flux Shield Generator is the most powerful protective device available in the 23rd Century. The flux shield completely blocks out the effects of kinetic attacks, halves the effects of laser attacks, and reduces the strength of Omega and Plasma weapons on a point for point basis. An undamaged flux shield has 100 points of protection. It recharges at a rate of two points per hour and is mounted to the chest cavity. The unit is so large that nothing else can be mounted to that section. The flux shield contains enough energy for 60 minutes of continuous operation.

Gills: Gills are a helmet option. They extract oxygen from water, allowing an individual to breath while submerged in water.

Grappling Hoist: This device is fired from the chest cavity of body armor upon vocal command. The Grappling Hoist uses 100m of Super Flex line, attached to a titanium steel arrow head. The arrow tip imbeds itself in a solid object and the hoist mechanism then raises or lowers the owner at a rate of 1m per second. In desperate situations, the device can be used as a weapon. The tip inflicts 2-8 points of damage, and has a 50% chance to strike someone out to 30m. Chest Mount.

Grenade Launcher: Is attached to the forearm. The voice activation sequence has a 150m range. Accuracy: 90/85/65/36/10. It carries 6 rounds in preset order. The magazine must be removed and reloaded to change the order of the munitions. Reloads one grenade every 3 seconds. Damage: By round type.

Gridlayer: Spreads out a 10mx10m area behind a fleeing combatant. Each bomblet does 3-18 points of damage and costs 500cr to replace. Leg Mount. Encumbrance: 4.

Gyro Stabilizer: Reduces the "kick" generated when weapons are fired on automatic. The penalty for automatic fire is halved. Arm mount.

Heavy Belt: A more advanced version of the anti-grav belt which reduces encumbrance by 75, instead of 40.

Holographic Generator (body): It creates up to four, 3-dimensional duplicates of the subject. The images follow the wearer at a random distance out to 5m. Each charge lasts one minute. The subject is illuminated by a small portion of the laser beam, then recorded in memory by reflected laser light. Each duplication drains 1 charge from the pack. The pack holds 20 charges and is mounted in the abdomen.

Hostile Identification Computer: The 'HIC' defense system determines the nature and abilities of presumably hostile targets. A vocal response is transmitted through the headset to the user. The HIC can determine target type, weapons, speed, travel vector, and target priority. It is effective when employed against robots and vehicles, as well as personnel. It has a 500m radius and mounts to the top of the helmet.

Hover Jets: Allows the wearer to hover or move vertically in the air. Hover Jets have an altitude ceiling of 2000m and a maximum encumbrance of 350. They are mounted to the person's calves. They can fire for 30 minutes before needing recharging

Infrared Dampener: Reduces the chance to be detected by infrared emitting sources by 30%. It is a permanent armor option that is built into the chest of the defense suit.

Infrared Discriminator: This device detects the relative heat differences between living objects. A built-in mini-computer then cross-references the thermal signature and relative size to determine what type of creature is being scanned. The system has a 95% chance of successful determination against all known creatures, and has a maximum range of 250m. This system is a helmet option. It can function continuously for 4 hours.

Insulation (EMP): EMP insulation protects body armor from the harmful effects of electromagnetic pulses. The insulation is 100% effective. This option is built directly into the armor lining and is permanent.

Internal Flotation Systems: Small packs of Nicron gas are cemented into the armor, preventing the system from sinking. It can come in handy!

Internal Food Processor: Sometimes referred to as the automatic MRE, the internal food processor injects the wearer with a nutritional supplement at preset intervals of time. This allows soldiers operating in hostile atmospheres to 'eat' without removing their helmets. The processor can hold 60 units of food. It is mounted to the inside the helmet.

Jet Pack (T-5): The jet pack allows the wearer to fly for short distances. The ion powered pack puts out up to 500 newtons per square centimeter of thrust. Turning is accomplished by firing the control thrusters. The T-5 can climb at 17m/s and dive at 30m/s. It has a maximum speed of 240kph. The pack can fly continuously for 3 hours. A weapon can be mounted to the steering bars. Chest Mount.

Jump Pads: Designed in the latter part of the 22nd Century. It enables the wearer to leap forward 10m and 5m vertically. It utilizes a short duration anti-grav propulsion system. The system is attached to the feet of the defense suit.

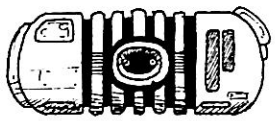
Kinetic Energy Shield: The generator creates a force-shield that surrounds the body. The electromagnetic field reduces the effects of kinetic based attacks by five points per attack. The field gives off a bright purple light which can be detected at great distances. It can function continuously for up to 15 minutes. Mounted to the chest or abdomen.

Laser Shield: This device is held like a normal shield. Laser attacks that do less than 10 points of damage bounce off the shield and are reflected back in the general direction of the attacker. The shield is 0.7m squared. Any laser that hits the arm with the shield or any other attack roll of 20 or less strikes the shield.

Launch Pads: Foot Mounted (both). No other units can be housed in the foot section of the armor. The operator provides vocal coordinates to a mini-computer that triangulates for vector and range. When activated, the person is blasted into the air in such a way that he lands near the target. Thrusters fire just before he lands to prevent injury. The operator must make an intuition check at no penalty out to 25m, and -01 per every meter thereafter to determine where he lands. There is enough thruster fuel for 10 minutes of travel. Effective Range: 75m. Refills cost 250cr.

Magnetic Disrupter: This expensive item is purchased to protect against pulse, particle, and Omega weapon systems, both of which use a magnetic bottle to deliver the attack. The damage yield of either attack form is halved. Abdominal/Chest Mount.

Magnetic Deflection Generator: Generates a magnetic force-field which deflects incoming metal projectiles. The MDG has an 85% chance to deflect any non-anti-tank metal projectile. This unit cannot be worn with an anti-magnetic generator. Chest Mount.



Oxygen Supply: Each tank lasts for 8 hours. Methane equivalents available.

Planar Explosive: Explodes outward in a horizontal direction, perpendicular to the gravitational coefficient. Usually at waist level. The force is such that anything with less than a 5 threshold is automatically severed from its body. Armor with threshold above 5 takes damage at 4-40 points of damage. Make sure your friends aren't around for this one. Radius of effect 5m.

Polymizer Dispenser: Automatically refills lost absorption rating. Pressure sensitive hoses release polymers back into the suit. Chest Mount. A total of 100 points can be replaced before the unit requires a refill, costing 500cr per point. Replaces 1pt/10sec.

Portable Fusion Generator (Mrs. Fusion): A power pack that mounts directly to the armor. This light weight device holds 200 power units (see Battle Master's) or "an eternity" of lighting and other electrical charges. It recharges by taking matter and putting it through a fusion reaction. Weapons and items that are not armor options can be tied into the Mrs. Fusion for 1000cr. Shoulder Mount (arm).

Protection (absorption): Absorption polymers may be added to body armor. They take up 0.25 units of space per point added and have an encumbrance value of 0.1.

Protection (hydraulics): Emergency backup lines may be added to body armor. These temporary units are designed to function for 6 hours before breaking down. Backup hydraulic lines take up only half of the total space available for the section. Hydraulic backups cost 10% of the cost of the armor.

Protection (servos): The same as hydraulics.

Protection (system plating): Armor plating may be added to protect sensitive systems from damage. The plating takes up 1/2 the total space for the unit. System plating reduces the chance of destruction by 40% and costs 250cr per unit of space required. Encumbrance: 1 per unit of space required.

Quick Draw: Negates the time constraints required to draw weapons. There is only a +3 initiative penalty vs poised opponents.

Quick Sealant Unit: This system secretes Liquid Iron to fill tears and holes in body armor. The QSU is capable of repairing up to 35 points of armor integrity. Another version of this system can be purchased to seal the tears in an atmospheric liner. The QSU is 85% effective. It is built directly into the armor. Refills cost 100cr.

Rad-Liner: Radiation-liners provide protection from exposure to harmful radiation. Confers a +75 modifier against radiation SMRs.

Sanitizer: Mounted to the top of the helmet. Sprays a decontamination mist. Used to remove hazardous materials from the armor. 10 Applications. Refills cost 100cr each.

Scatter Defense Laser Unit: This powerful one shot unit is used to defeat mass assaults. It is voice activated and fires a high-dispersion laser pattern which automatically strikes any individual within range bracket 1, in a 60 degree arc to the rear of the user. Anyone in that death zone is struck by 6-24 laser beams, which inflict 3-12 points of damage each. Lower Spine Mount (abdominal).

Search Light: Mounted on the helmet. Search lights generate a powerful cone of light out to 75m. The cone is 10m wide at the apex. Search lights add +50% to night-time sighting checks within 25m. Assume a 01% reduction per meter beyond the 25m. All detection attempts against individuals wearing active search lights are increased by 100%.

Shield: Provides a +50 to parry attempts. It has a threshold of 3 and an integrity of 8. Any attack that strikes the arm bearing the shield must penetrate the threshold of the shield before doing any damage to the user.

Skalers: Pneumatic suction cups, attached to the hands and feet (2 units each). They allow the wearer to ascend or descend smooth surfaces. Skalers don't function well on rocky or rough terrains, as a good seal is required for the cups to function. The suction pumps are activated by voice control. The suction itself, is driven by small pumps. The voice control must be pre-tuned to the owner so as to avoid "Hey, suction cups, Release!!!!"

Smoke Generator: Automatically dispenses smoke when struck by high-intensity light, such as lasers. The smoke spreads at a rate of 4m per second in all directions. Can also be turned on manually to provide visual obscurement. Center Spine Mount (chest).

Suicide Bomb: If you're going to go, they should be polite enough to join you... This device is a favorite of Phentari, who consider it to be the ultimate "DIS" (Disrespect)! At the epicenter (the center of explosion), the suicide bomb inflicts 2 HP of damage. The damage yield decreases by 1/2 per 05m of distance. It mounts to the rear of one's helmet, although it could be mounted elsewhere, and must be activated by a code which is punched in on a wrist band.

Systems Analyzer: Is a built-in computer that analyzes damage to the armor and gives appropriate instructions for repair. Adds +60 to repair armor attempts and reduces repair time by 1/2.

Systems Repair Unit: A built-in computer that analyzes and attempts to repair any damage to servos, hydraulics, or temperature regulation systems. 75% effective.

Talons (Retractable): Voice-activated titanium steel talons spring from the back of each hand and inflict 2-12 points of damage per hit. Hand Mount (arm).

Thermal Generator: Creates false thermal images. The mini-computer can be programmed to produce a variety of infrared images, up to size class 8. It is 85% effective. The computer can also be used to enhance the signature of infrared emitting devices by 25%. Abdominal Mount.

Thermite Anti-Personnel Gear: Leg mount. Explodes outward, striking any person within 2m with 8 fragments which do damage like grenades at 1-12 points per fragment. Encumbrance: 3.

Thermometer: Provides external temperature.

UV Scrambler: Emits an intense UV strobe light. The effect is to blind all those with any kind of night vision, or night vision device. The strobe has a range of 250m and can operate for up to 100 minutes. Shoulder mounted.

ULTRA-ARMOR OPTIONS

Cloaking Device: Bends light around an object so as to hide its presence. Cloaking device technology is one of the most powerful applications of electronics in a war environment. It generates a -120 penalty ECM. Cloaked ultra-armors are also invisible and all sighting checks incur a -200 penalty. The disadvantage is that while it is virtually impossible to detect an HD who is cloaked, the Humpty Dumpty is blind also. Torso Mount. Space Required: 35 units.

Flight Systems: The cost is per tonnage. Maximum flight time is 10 hours at a rate of 500kph per hour. Torso Mount. Space Required: 20 units.

Drill: This utility option has proven to be of value at times. Arm Mount: Space Allocation: 8 Units.

Buzz Saw: Cuts through 50cm thick trees in a second and allows the HD to traverse heavily wooded areas. Can be used as a weapon inflicting 4-24pts of damage per second. Treat attempts to hit as if using hand to hand skill (base 50%). Arm Mount. Space Allocation: 7 units.

Brain Stem: Provides limited artificial intelligence of 40 IQ and 10 intuition. Torso Mount. Space Allocation: 5 units.

Deep Net: The deep net function more closely links the minds of man and machine, reducing the reaction time between events. The cost is for each point of initiative adjustment from -1 to - 8. Torso Mount. Space Allocation: 5 units.

Cerebrum: This artificial intelligence package gives the Humpty Dumpty an IQ of 65 and a intuition of 20. Torso Mount. Space Allocation: 5 units.

A-grav: The cost is per tonnage of lift. Leg Mount. Space Allocation: 10 units per leg.

Mind: The largest and most powerful artificial intelligence package obtainable. The armor functions with an IQ of 100 and an intuition of 30. Torso Mount. Space Allocation: 7 units.

Skirt: Protects the legs of the HD. This metal skirt extends down just below the knees and adds an additional 10HP of threshold. External mount.

Gown: The gown HD option extends a 10HP skirt of steel down to the base of the HD to increase the survivability of the unit. It does, however, increase instability and agility checks are made at a -20 penalty. External mount.

Anchors: Mounted in the arm section of walker armors. Huge, steel harpoons are fired into the ground to anchor the ultra-armor's position. Space Required: 15 units. The cost is per two.

Terrain Sensors: Increase the stability of the walker in rough terrain. Torso Mount. Increases agility checks by a 15 point bonus. Space Allocation: 7 units.

Ankle Bracelets: Designed to stabilize walker armors. Projects a force field down and out in the direction of the instability to prevent the walker from tipping over. Increases agility checks by a bonus 30 points. External leg mounts.

Manipulators: Allows the HD to carry out precision hand maneuvers. The operator must make a manual dexterity check at -40 when employing manipulators.

PERSONAL DEFENSE SHIELDS

A variety of personal defense shields have been designed to combat the persistent threat of violence today. Most shields are a variation of the flux shield. Personal defense shields give off no light and can be strapped to a waist belt or concealed in a briefcase. The energy field produced by a PDS is visible under ultra-violet scrutiny.

Cover: About the size of a deck of playing cards. This flux shield stops to 20 points of damage. Encumbrance: 1. Recharge Cost: 250cr per point.

Protection: The protection shield is the business man's favorite. It is designed to look like an ordinary briefcase and has a minimal storage capacity. However, the bulk of the body is a flux shield that produces a 65 point barrier. Recharge Cost: 200cr per point. Encumbrance: 5.

Defiance: The Defiance shield is tiny, usually designed to look like a belt buckle. The miniaturization of the components explains the expense. The Defiance shield deflects up to 80 points of damage. Recharge Cost: 250cr per point.

Haven: The Haven shield is a small cylindrical device that fits into the pocket of a suit. It deflects up to 200 points of damage. Encumbrance: 2. Recharge Cost: 70 per point.

Body Guard: Is an excellent defense shield. It is strapped to the waist belt and offers 500 points of protection. Gives off a purple hue. Encumbrance: 3. Recharge cost: 60 per point.

MISSILE TECHNOLOGY

Battlefield doctrines employ a variety of means to address combat in the 23rd Century. Perhaps the most singularly effective measure for defeating enemy armor is the use of missile technology. Missiles allow the soldier to engage the enemy before he can bring his weapons to bear. There are four types of missiles, arm rockets, reflex missiles, heavy missiles, and anti-missile missiles. The following section is dedicated to the employment of missiles technology on the battlefields of tomorrow.

TERMS

Chaff Pod: Released when the missile is being tracked by another missile. All incoming warheads automatically tracked the chaff pod and leave the actual missile alone. The incoming missiles are thus destroyed.

Anvil: The top, flat section of the Humpty Dumpty.

ECM/ECCM: See Vehicle Combat in Battlelords of the 23rd Century basic rules book.

Intermittent Engagement Time: The minimum time before the radar can recycle and fire another missile.

Missile Speed: How fast the missile moves per second.

Spacial Requirements: How many units of space is required to mount the given armor option. Expressed as SR.

External Threshold: Exactly the same as normal armor threshold. It represents the thickness of the missile's rack outer shell.

GENERAL INFORMATION

1. All missile systems contain a special sensor that prohibits systems fire within a minimum range. The ranges are given for arm rockets, reflex missiles, and heavy missiles respectively: 2m/10m/25m.

2. Armor integrity is reduced by a given number (unless otherwise noted) for arm rockets, reflex missiles, and heavy missiles respectively: 10/25/50.

3. Anti-missiles are assumed to strike the target instantaneously. Only the distance of the incoming missile need be calculated should a miss occur.

4. Size class increases the radar tracking accuracy 05% per increment of deviation from size class 4.

5. Arm rockets, reflex missiles, heavy missiles, and anti-missile missiles have SMR/s vs electrical attack and EMP attacks as follows: 20/20, 40/35, 75/60, and 60/50.

6. All missile racks are fixed to the outside of the armor and therefore take up no internal space. Only one arm rocket mini-rack can be mounted on any general area of the body for all non ultra-armors. Racks mounted to the abdominal section induce a -50 to agility penalty to the operator. Chest and abdominal racks cost twice as much.

DEFINITIONS

Arm Rockets: Are small missiles that require no launch rack to facilitate operation. These mini-missiles pack a small explosive charge equivalent to a stick of dynamite. Typically, the ignition sequencer is attached to the arm. It transmits electrical impulses to the warhead and is vocal tuned. Most arm rockets are aimed by simply pointing the rocket in the direction of the target. A few however, utilize fire and forget tracking systems. The missile is launched by voice command. Recently, weapons manufacturers have begun producing rack systems for multiple fire situations. Arm Rockets have an encumbrance of 0.5.

Reflex Missiles: Reflex missiles are fire and forget weapons systems that track by radar to the target. Reflex missiles require a launch rack to facilitate operations. As with arm rockets, the system is voice activated. A small kicker charge launches the missile out to 15m where the primary engine is ignited. This protects the operator from back blast damage. The onboard radar then homes in the target. Reflex missiles are approximately 0.5 meters in length. They are generally used to engage personal defense suits, low line tank armors, bunkers, and buildings. They have even been employed on occasion to bring down low flying aircraft. Reflex missiles have an encumbrance of 7.

Heavy Missiles: Heavy missiles are anywhere from 1.0 to 2.0 meters in length. They are launched from large missile racks which are mounted to the top of the anvil on Humpty Dumpty armor only. Individuals can purchase ground based launchers for approximately 1/2 of the list price. Heavy missiles apply all the technology of reflex missiles such as fire and forget systems and kicker charges. These missiles also utilize electronic warfare to enhance the probability of successfully reaching the target. Encumbrance: 10.

ARM ROCKETS

Slipstream: The slip stream arm rocket is a fire and forget system with 80m range. The unit has a 90% chance to hit the target at all distances. Damage Yield: 3-18 points. Missile Speed: 150m/s.

Interfon: A short range weapon. Unadjusted Accuracy: 80/70/50/10. Damage Yield: 3-18 points. Missile Speed: 200m/s.

Yo Momma: An in your face kind of weapon. Yo Momma doesn't beat around the bush! Maximum Range 50m; Accuracy: 74/60/30/20. Damage Yield: 6-36 points. Missile Speed: 100m/s.

Hellfire-7: Accuracy: 100/75/50/30/10 out to 100m. Damage: 7-42 points. The Hellfire series missiles take up double the standard space allocation for armor options. Missile Speed: 300m/s.

Hellfire-8: Accuracy has been increased to 100/80/60/40/20 across all range brackets. Missiles Speed: 300m/s.

Balistex: The most expensive arm rocket system available. The powerful onboard radar has an 125% chance to hit the target out to 120m. Damage Yield: 5-30 points. Missile Speed: 200m/s.

REFLEX MISSILES

NARC: Is 85% accurate and has an effective range of 800m. The NARC reflex missile does 6-36 points of explosive damage. Missile Speed: 400m/s.

Tracker: The Tracker has an unbelievable 140% chance to hit the target and an ECM/ECCM computer rated at 30/30%. The warhead has a damage yield of 8-48 points. Effective Range: 600m. Missile Speed: 200m/s.

Digiton Warhead: Probably the best reflex missile for the money. It does 10-80 points of damage out to 500m and has an ECM/ECCM computer rated at 15/15%. Accuracy: 95%. Missile Speed: 500m/s.

Whistler: A product of the Balshrom Science Corporation: The Whistler is unique in that it carries an onboard camera that can track targets, in the event of missile lock-on. Anti-missile systems use the radar guidance of the missile as a tracking point and thus can destroy a warhead before it reaches the target. When the Whistler detects a radar lock-on,it switches to camera guidance for final tracking. There are two accuracy numbers, 110/70% for the radar/camera respectively. ECM/ECCM rated at 20/20% for the radar guidance system only. Damage Yield out to 750m: 4-40. Missile Speed: 250m/s.

Jackrabbit: A product of Haberdine Electronics. The Jackrabbit travels at 1000m per sec and has a maximum range of 10km. The unit is 100% accurate and does 20-120 points of damage to the target. ECM/ECCM: Rated at 20/10%.

Horizon: A potent weapon system with deadly accuracy and formidable payload capability. Effective Range 40km. Accuracy: 120%. Damage Yield: 30-240 points. ECM/ECCM: Rated at 30/10. Missile Speed: 400m/s.

Mirv-System: Showers the target with 4 missiles. Each warhead does 20-120 points of damage. It has an inherent accuracy of 100% out to 20km. ECM/ECCM: Rated at 20/30. Missile Speed: 300m/s.

Sabot: Designed to penetrate light battle armor, the Sabot reflex missile reduces threshold by 4HP and does 1-4HP of damage. It is 120% accurate and has ECCM of 25%. Effective Range: 4000m. Missile Speed: 500m/s.

Saylon Warhead: Packs the punch of a Load-1 heavy missile into a reflex frame. The Saylon is a Marrson Optics Corporation product and rates high marks from Madd Mike's Mercenary Brochure. The specs are the same as the Load-1. Missile Speed: 800m/s.

HEAVY MISSILES

Tomahawk: An excellent system that should be used in conjunction with the Digiton Battle System. Damage: 2-12HP points. Its accuracy is rated at 130% out to 100km. The unit has an ECM/ECCM computer rated at 30% each. Missile Speed: 800m/s.

Tomahawk-3: An improvement over the Tomahawk, with higher damage yield and a more powerful electronic warfare computer. Damage Yield: 3-18HP. ECM/ECCM: Rated at 40% Missile Speed: 1000m/s.

Load-1: Carries a 8-48HP warhead with a 130% accuracy out to 50km. No electronic warfare raises some doubts about the overall worth of this unit. Missile Speed: 800m/s.

Load-4: This Load variant does 10-60HP to the target and carries an electronic warfare system rated at 25/10. Missile Speed: 800m/s.

Cobalt Tensor: Reaches Mach 7 before the end of the launcher! This is the only heavy missile currently on the market designed to knock out trans-atmospheric vessels. Cobalt Tensor is a Balshrom Science Corporation product. It has a maximum engagement ceiling of 30km and does 3-18HP of damage. It carries one chaff pod and has an accuracy of 120%. Missile Speed: 5000m/s.

ANTI-MISSILE SYSTEMS

Intercept: Fires anti-missile missiles that are designed to take out incoming missiles. The cost is for the radar tracking unit itself. The unit is attached to the shoulder. Each missile has a 30% chance to hit an incoming target. Maximum Engagement Range: 200m. Holds 6 missiles which cost 2500cr each. Encumbrance: 8.

Digitex: Produced by the Digiton Corporation. This anti-missile system is balanced and can effectively engage reflex missiles and arm rockets out to 800m. It is 40% accurate. Holds 8 missiles which cost 3000cr each. Encumbrance: 10.

Shuriken: Developed by Marrson Optics in 2260. The Shuriken system has a base accuracy of 45% and a maximum engagement range of 500m. The ECCM package is rated at 30%. Holds 8 missiles which cost 4000cr each. Encumbrance: 10.

HARM: The acronym stands for homing anti-radiation missile. A HARM has a base accuracy of 40% and carries an ECCM computer rated at 55%! Maximum Engagement Range: 5km. Is the same size as a reflex missile and must be rack mounted.

Falcon: Falcon and Condor missiles are the only anti-missiles capable of engaging heavy missiles. They must be fired from a missile rack and are treated as reflex missiles for encumbrance purposes. The Falcon uses a proximity charge to destroy the missile. It is 55% effective. Maximum Engagement Range: 100km.

Condor: Is 75% effective. Unlike, the Falcon, the Condor carries an ECM/ECCM computer rated at 20/20%. Maximum Engagement Range: 200km.

RADAR PACKAGES

All radar units are helmet options which take up 3.0 spaces and have an encumbrance of 3.

Awareness: The baseline radar unit. It has a maximum 500m range and is 110% effective at tracking size class 4 objects. It tracks missiles with 75% lock-on and has an intermittent engagement time of 0.5 seconds. 180% forward plane tracking.

Doppler-1: Another cheap radar system with a range of 2000m. Size Class 4 Missile Tracking: 125/80%. Doppler-1 utilizes a 180% forward observation plane. Intermittent Engagement Time: 0.6 seconds.

Perception: The standardized radar unit for galactic stormtroopers. Perception is 140% effective at tracking size class 4 targets. Missile Accuracy: 85%. The Perception package has an interesting feature. It can be set on missile priority where it only tracks targets moving at a certain speed. This increases lock-on probability by 15%. Perception can engage up to 3 targets simultaneously and has an intermittent engagement time of 0.1 seconds. The unit utilizes a 180% forward planet tracking view. Maximum Range: 5km.

Dynatech: The Dynatech radar is the cheapest system available with 360 degree engagement capabilities. Size class 4 tracking is rated at 150% while missile tracking is rated at 120%. Intermittent Engagement Parameters: .1 second. Maximum Range: 20km.

Digiton Battle System: This 360 degree phase alternating radar can track all targets at up to 60km with 130% accuracy. The Digiton has priority targeting, IFF (identify friend or foe, camera tracking, and 50/50% ECM/ECCM. The unit can simultaneously engage up to 10 targets and has a intermittent engagement time of .05 seconds.

Farsight Combat Array: The most advanced personal radar system on the market. The Farsight array can track targets out to 500km. Uses a voice activated anti-grav radar platform. The platform rises into the air (maximum altitude: 5km). This 360 degree phase alternating radar comes with built-in 10HP flux shield and a host of other features, including priority targeting, IFF, and camera tracking (see Whistler). The Farsight Combat Array tracks all targets with 150% accuracy and has ECM/ECCM rated at 25/60%.

MISSILE RACKS

Mycroline: Mounted to any leg section of battle armor. Aimed by the hand's motion. Carries 12 arm rockets. External Threshold: 15. Encumbrance: 4.

Arm Band: Attached to the non-firing arm. Carries 4 arm rockets. External Threshold: 15. Encumbrance: 2.

Partisan: This platform is mounted on the shoulder of a suit of body armor. The rack has a ten reflex missile capacity. The special radar boosting rack increases the missile's chance to hit by 10%. It takes up 2 units of arm space and 20 units of chest space. External Threshold: 25. Encumbrance: 10.

Ripple: Allows for simultaneous fire of up to 4 missiles. The rack holds 12 reflex missiles. External Threshold: 22. Encumbrance: 12.

Encasement: Holds 8 reflex missiles. External Threshold is 35. Encumbrance: 10.

Digiton: The Digiton rack is top of the line. It holds up to 15 reflex missiles and has an external threshold of 45 points. Furthermore, exploding missiles are channeled outward, negating damage. Encumbrance: 15.

HEAVY MISSILE RACKS

These can only be mounted on Ultra-Armor.

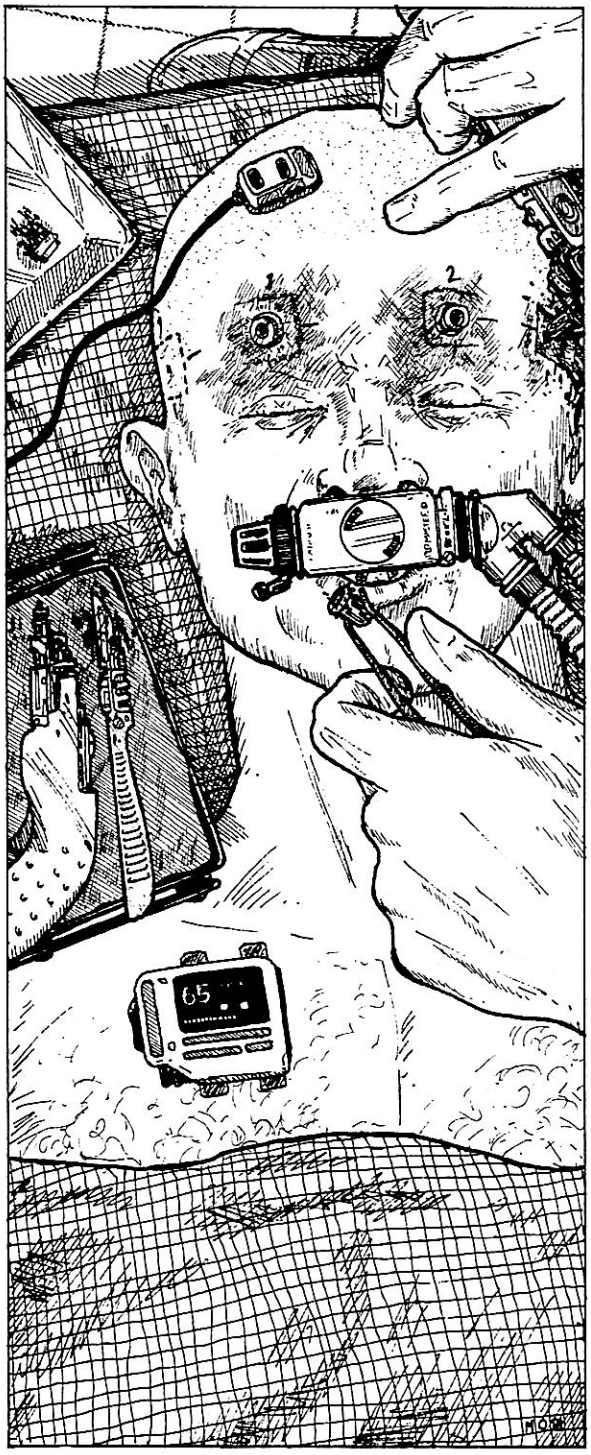
Crown Royal: Carries 4 heavy missiles. External threshold of 10HP.

Platform: Can simultaneously fire up to 2 birds at two different targets. Carries 6 heavy missiles. External Threshold: 7HP.

Multi-rack: Carries 8 reflex missiles and 4 heavy missiles. The multi-rack has an external threshold of 6HP.

Cromagnan: Cromagnan is a huge, double tier missile rack that carries 12 heavy missiles. It is by far the largest of any missile racks. External Threshold: 8HP.

Neanderthal: Can not be mounted on ultra-armor that is less than 40 metric tons. The Neanderthal is a 3 tier missile rack with ripple fire selection. It can fire 4 missiles simultaneously and carries 16 birds! External Threshold: 10HP. Premature explosions are directed upward away from the armor.



Problems can be cured with a Assault Rifle.

HAPPYNESS IS A PLUS SHIELD

PROPERTY VALUES PLUMET IN LARGE GALAXY AS EXODUS BEGINS

WHO'S WILL?

THE GUY BEHIND YOU WEARING THE CAMO UNIT!

GREETINGS

FROM THE LAND OF BEATINGS

YOU RECEIVE IN THE MAIL. IT ATTACKS. YOU DIE!! DEATH!!

BUT I DIDN'T ORDER ANY! AAARGH!

HA! HA! We get to play with Buffalo new BATTLEHORNS goodies first!

THHPPTT

Thats because Larry is the TROLL that lives under the computer

PHENTARI ARE WIMPS! THEY'RE ONLY DANGEROUS WHEN THEY GET BEH!

Chief Admin Dave

Wait the

DID YOU SEE THE WAY THAT GUY WALKS

Solamar has been running off at the mouth again. He claims that the Mutzachans are behind the exploration of space. He says that we are being spread out so that we might survive when the universe is destroyed!

I BELIEVE IN CLOSE ENCOUNTERS OF THE PLASMA KIND!

Blueraz0r did it!!

SNIVE! YOU WARMONGER!

BRING BACK THE NUKE!

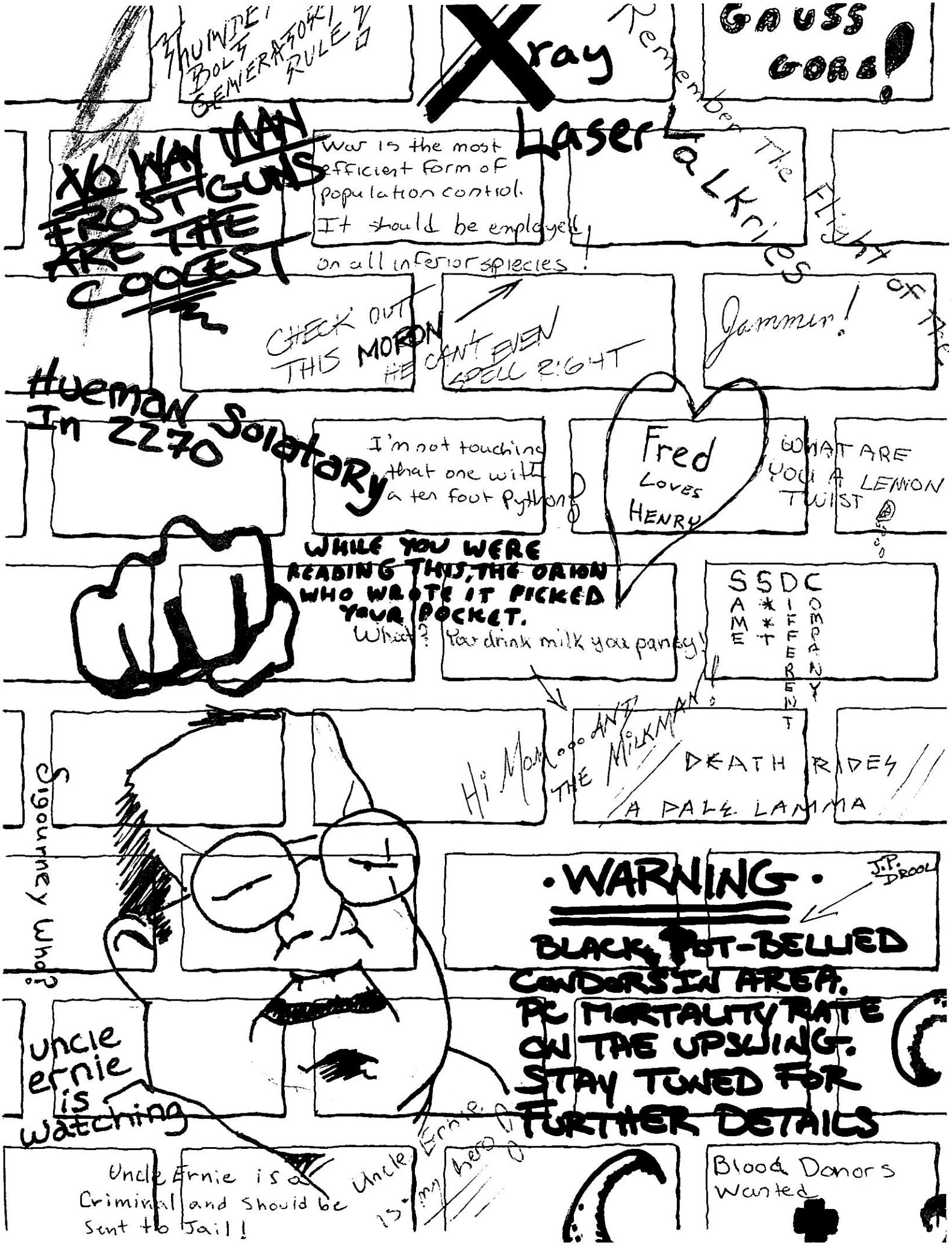
That guy's a quack!

KEEP YOUR DAY JOB. YOU LOSER!

SSDC sent me to Beta 4 and all I got was this Sucking chest wound

ODS = SNAFU

WHAT DO YOU THINK? YOU'RE AN ARTIST OR SOMETHING?


HUMIDITY BOLT GENERATORS RULE
Xray Laser
GAUSS GUNS ARE THE COOLEST
War is the most efficient form of population control. It should be employed on all inferior species!
Remember The Talkies
CHECK OUT THIS MORON HE CAN'T EVEN SPELL RIGHT
Jammin!
Human Soiatary In 2270
I'm not touching that one with a ten foot Python
Fred Loves Henry
WHAT ARE YOU A LEMON TWIST
WHILE YOU WERE READING THIS, THE ORION WHO WROTE IT PICKED YOUR POCKET.
What? Ya drink milk ya paney!
SSDC SAME SHIT DIFFERENT COMPANY
Hi Mom
THE MILKMAN AND
DEATH RIDES A PALE LANNA
Sigourney Who?
uncle ernie is watching
•WARNING•
J.P. DROOL
BLACK, POT-BELLIED CONDORS IN AREA. PC MORTALITY RATE ON THE UPSWING. STAY TUNED FOR FURTHER DETAILS
Uncle Ernie is a Criminal and should be Sent to Jail!
Uncle Ernie is my hero!
Blood Donors Wanted

ARCHAIC HAND WEAPONS

Ashannari: Large, ancient, knife-like weapon developed by the Eridani that punctures the body. The Swordsaint then detonates an explosive charge by pushing a button on the handle of the weapon, this fires barbed flechettes attached to the knife by wires deep into the body. The Eridani then snatches the knife away from the victim, pulling out his internals (4-24 points of damage). Called Life Snatcher. Encumbrance: 2.

Axe (hand): Archaic weapon used to cut wood. Less than 40cm in length. It doesn't do much damage, but it is cheap. Encumbrance: 1.

Axe (throwing): During the middle ages, individuals on the planet Earth experimented with the concept of a throwing axe. The weapon maker balanced it, placing the fecund within 8cm of the blade. It is a good weapon at very close range. Effective Range: 25m. Encumbrance: 2.

Bas: A barb edged spear (tree with a point) used for plucking Python Lizards out of the water (+3 initiative). Encumbrance: 20.

Billy Club: A Billy Club is used to subdue persons without doing major bodily damage to them. It is a police baton, usually constructed of wood or heavy plastic. Police of all races, have used some variant or another over the their evolution. The Billy Club does 1-4 points of temporary damage. On a roll of a four, there is a 50% chance that the weapon does real damage. Again, a person who takes temporary damage is only knocked out when they reach 0 body points. Exception: In Los Angeles, Billy Clubs do 4-24 points of real damage! Initiative Mod: -1. Encumbrance: 1.

Black Jack: A small club with a spring mechanism. The weapon is swung at the head. A hit indicates that the weapon has struck and automatically does one point of temporary damage. Another d4 is rolled to determine how many more times the weapon strikes. Initiative Mod: -1. Encumbrance: 1.

Blaheeli: A tiny blowgun which is hidden in the mouth until used. The Eridani bites down on the trigger mechanism which fires a poison dart out to a range of 20m. Refills use powder. This weapon is illegal and a favorite of Black Eridani. Can not penetrate armor.

Blowgun: Advanced versions can fire a small needle up to 25m and penetrate. The dart normally penetrates any armor with threshold of 2 or less. The needle is dipped with a poison and fired from the weapon. The basic version is about 1m long. A 1m extension can be added, increasing accuracy stats at all range brackets by 15. Extensions cost 10cr. Encumbrance: 3.

Bow (compound): With the advent of technological revolution in the early 1900's, the normal bow was heavily altered to this type of design. The compound bow operates with a mechanical pulley system. The drawstring tension is heavy, making the weapon quite powerful. Effective Range: 330m. Encumbrance: 10.

Bow (long): An improved version of the bow. The body is longer, usually around 1.2m, providing for greater drawstring tension. The increased tension greatly enhances the range of this weapon. Long bows are the favorite weapon of pre-industrial cultures. The disadvantage when compared to the short bow is that the user is more vulnerable. Effective Range: 200m. Encumbrance: 8.

Bow (short): A favorite weapon of many primitive cultures on Earth. The bow was used primarily as a hunting weapon and is a favorite of many assassin types. There exist a wide variety of attachments that improve the accuracy of this weapon. Effective Range: 150m. Encumbrance: 5.

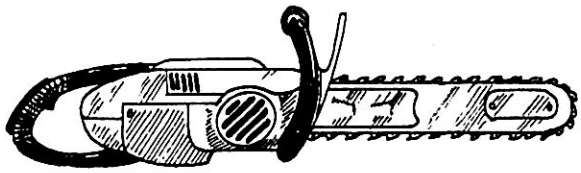
Caltrops: Small ball with four or more protruding spikes. This weapon is not designed for throwing. Caltrops are dropped on the ground. A group of 10 can adequately cover a 3m x 3m area. Any person running through the area must make an Agility check at a -25 or step on the caltrop, suffering 1 point of damage. People who take damage from caltrops lose 25 points of agility until the wound is healed. Cautious personnel who move at 1/4 of their movement rate need not make an agility check when passing through a zone laden with caltrops. The cost is per 50. Encumbrance: 2.

Catir: A 1.5m long, double bladed axe. The Catir traditionally has feathers fixed to the shaft, directly below the fecund. This allows the Eridani to distract the enemy while attacking, adding +10 to parrying and feint attempts. Encumbrance: 8.

Cay: Take a tree, attach a sickle like chunk of sharp metal to it, (looks like a plow blade) and you have a Cay. Originally used to harvest Femack (Ram Python corn equivalent). Now, if you see Ram Pythons as farmers, you are delirious. It is the idea that counts. Initiative Modifier: +5. Encumbrance: 40.

Chain: In the hands of the right person, a chain is a deadly weapon. It does 1-6 points of damage and has a base chance of 25% to disarm someone (add agility and skill mods vs the parry of the opponent). Encumbrance: 6.

Chain Saw: The favorite weapon for Phentari 1000 years ago. It is making a big comeback today. Most Phentari signal their intent to attack by starting up the chain saw, hoisting the weapon into the air, and lowering it slowly. Initiative Mod: +5. Encumbrance: 10.



Club: A heavy stick, usually thicker on one end than on the other. Also called a cudgel. A spike can be added to increase damage yield by 2 points. Encumbrance: 7.

Crossbow (light): A reinforced bow that is fixed transversely on a stock. The string is released by a trigger mechanism. Crossbows fire every 2nd hand to hand melee segment. Effective Range: 250m. Encumbrance: 7.

Crossbow (heavy): A heavier version of its smaller cousin. Better range and damage yield. It takes an inordinately long time to crank the drawstring, reducing the overall value. Effective Range: 400m. Encumbrance: 12.

Dagger: A small bladed weapon used for cutting or stabbing. Cartridge types that release poison can be purchased for around 700cr. Encumbrance: 1.

Dagger (throwing): A version of the dagger which can be thrown. Effective Range: 20m. Encumbrance: 1.

Doka: An ancient Phentari weapon. It consists of a 1m long stick, attached to a series of six chains. The chains are linked to the balls. The weapon is whirled in a circular motion to gather momentum. The wielder then strikes out with the Doka against the enemy. The Doka incurs a +3 to initiative rolls, but those who try to parry this weapon do so at a -20 penalty. The chain tends to wrap around the parrying weapon and strike anyway. Encumbrance: 8.

Dossien: This Mutzachan weapon is made of wood. The Dossien is a triangular shaped device that is thrown with a flicking motion, much like a frisbee. The razor sharp metal fittings are set into two of the three edges, providing aero-dynamic stability. The third side is held. The weapon returns to the thrower if nothing is struck. The Dossien flies an inordinate distance for its design. Range: 14m. Encumbrance: 2.

Emp: The Ram Python version of a throwing hammer. It was originally designed to flatten out the ground for crop planting and road construction. Works well on hills and player characters. To build one, basically take a small boulder and tie it with a cable or thick piece of rope to a wooden handle (log). Initiative Mod: +2. Encumbrance: 55.

Energy Mace: Designed by the Buddon Priests. The light mace generates a spherical flux shield at the end of its 30cm shaft. This weapon does tremendous amounts of crushing damage and all damage is translated directly to the absorption layer of the armor. The E-Mace has a parry rating of 25%. Other weapons parry it at -25%, due to its ability to wrap around the weapon's shaft. Listed under Specialized Weaponry. Encumbrance: 5.



Fanwal: Nagnilia is a glass like substance found at the bottom of certain oceans on Pythos. It forms as a result of volcanic activity and somewhat resembles obsidian. Nagnilia brakes off into long, thin shards which can be put into a spring loaded harpoon like launcher and then fired into prey. Effective Range: 15m in water/35m in air. Encumbrance: 18.

Fas: A 2m long, barbed whip used by Phentari to discipline slaves. This weapon has a 30% base chance to disarm an opponent (add agility mod, skill level, minus the agility of the opponent). Initiative Mod: +2. Encumbrance 3.

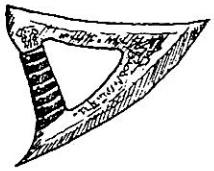
Flail: A weapon designed originally as an instrument for threshing corn. By the Middle Ages, it had evolved into a weapon of war. A flail consists of a chain with a ball attached to the end of a stick. The user incurs a +2 penalty to initiative dice rolls, but anyone who attempts to parry a flail attack does so at -15. Encumbrance: 7.

Garotte: A thin wire wrapped around the throat to strangle a person. A normal roll to hit is made. A hit indicates that the person has wrapped the wire around the victim's throat. On the next combat round, the victim must make a strength check vs strength check of the attacker or have his jugular vein and esophagus cut. The jugular spews out blood at 2 points per 10 seconds unless medically attended. Persons with cut wind pipes expire in 2-5 minutes.

Hajab: A version of the Jabat, but the netting carries an electrical charge that does damage and stun (SMR vs electricity or be incapacitated for 1-4 minutes). This weapon became illegal with passing of the Abolition of Pain Decrees. It is still used by Tza Zen. Encumbrance: 6.

Honj: A 3m long, jagged edged, two handed sword, used by Ram Pythons to kill Python Lizards. +4 to initiative. Only one side of the blade is sharp. The weapon is whirled about the head and swung in a downward arc. Honj are often jewel encrusted and represent the stature of a warrior. Encumbrance: 28.

Huumack: A favorite Swordsaint weapon, Huumack is a three pointed, wedge shaped knife. The weapon is typically thrust forward into the abdominal section and driven upward. Eridani also use backhanded slashing attacks with this weapon. Encumbrance: 3.



Ioken: Used by the Ram Pythons as a hunting weapon. It is a huge crossbow, capable of firing up to 3 bolts in a single combat round (3 seconds). The drawstring is made out of coronite, a flexible steel alloy found only on the planet Pythos. Effective Range: 85m. Encumbrance: 20.

Jabat: A throwing net with weighted balls, used to capture fleeing personnel. It has a 60% chance to entrap size class 4 individuals, minus 10% per level of size class above 4th, and plus 10% per level of size class below 4th. Each level of HTH combat skill increases the chance to entangle a person by 04%. This is a Zen Rigeln weapon. Encumbrance: 6.

Kamnan: A pole with a spear head at each end. Once used to stab prey, but now used as a weapon. The double head allows the Python Lizard to change direction of his attack without stopping to twirl the weapon around. This action is much harder to do under water than it is in air. Encumbrance: 13.

Kla: Made from Yyi (clam shell equivalent). A jagged, semi-circular blade used to cut up prey for consumption. Encumbrance: 5.

Knalu-Knalu: The Egg Beater of Death. Twin, barbed knife blades attached to gears which are driven by a pump action handle. The pump action causes the blades to spin. The stronger the Eridani, the faster the blades carve out body tissue. The weapon does 1-3 points of penetration damage, then an additional 1-4 points of cutting damage, plus double the strength bonus. Ram Pythons have found Knalu-Knalu to be absolutely exhilarating! Initiative Mod: +3. Encumbrance: 12.

Light Sword: This weapon is actually a plasma sword. It is called a light sword because it continuously gives off electromagnetic radiation in the visible spectrum. The plasma is contained within a magnetic flux force field. Whenever the sword inflicts 1/2 of the target's body points, it cuts clear through whatever was in the way. As they say... It slices, it dices, it severs and maims. Use the blade the ancient Buddon Priests used to cut their meat. Encumbrance: 6.

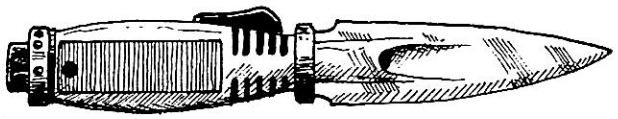
Muadirg: Once an Eridani hunting weapon, the Muadirg is a 4 balled bola with spikes. It can effectively be thrown up to 1/4 one's strength in meters (treat as a hand grenade with a -10 to all dice rolls). The weapon also has a 20% base chance to entangle the victim if a hit is made (add in throwing skill modifier). Encumbrance: 4.

Naj: A huge, double bladed axe, once used by the Ram Pythons to fell trees. Armor threshold is reduced by 2 and the weapon destroys 2-12 points of armor integrity per hit. Initiative Mod: +3. Encumbrance: 35.

Nun Chucks: Ancient martial arts weapons quickly adapted by the Eridani. Nun chucks are two, small wooden staves connected by a chain. They originally were used to thresh corn on the planet Earth. They do 1-2 points of real damage. Nun Chucks can also be used to disarm opponents (base chance of 35% + skill mod, minus opponent's agility bonus). They parry well also. Initiative Mod: -2. Encumbrance: 2.

COM
Bridge
1st Class
CAUTION
CAUTION
BOUNTIES 'R' US

Plasma Jet: A deadly Phentari weapon. It contains one shot of plasma in a core container. The stiletto must be activated 1 minute before use. The iron is heated to super-molten temperatures and is jettisoned into the body, upon penetration. There are two damage numbers, 1-3 for knife damage and 3-12 for plasma damage. Encumbrance: 4.



Plasma Whip: Another premium Phentari weapon. The whip is a flexible magnetic bottle that releases plasma when it impacts against targets. The whip contains enough energy for 4 shots. Each hit reduces armor integrity by 4 points. Initiative Mod: +2. Encumbrance: 3.

Ptfaang: The Phentari version of the spear. It is about 2m in length. The head of the weapon sports a blade that is constructed of four separate pieces of metal which fit closely together. When a button is pushed, the blade pieces (called shelin) open into a fan shaped configuration, exposing the hidden barbs underneath. The Phentari strikes with the weapon, aiming for the mid-section, and upon penetration pushes the button, opening the shelin. The blades gouge out the internals of the victim, making the Phentari happy! Re-setting the Ptfaang requires 9 seconds. Example: The Phentari attacks a Gen-Human and the Ptfaang strikes the arm. He chooses not to open the shelin. The weapon does spear damage, 1-8 points. On the next attack, he strikes the Gen-Human in the abdominal region, then releases the fan mechanism. He does 1-8 points of damage plus an additional 1-4 points of twisting damage. Encumbrance: 10.

Quabal: Quabals are impact explosive shuriken-like devices. They can be thrown up to 1/3 of one's strength in meters. Quabals do 2-12 points of explosive damage. Fragmentation damage is negligible. Quabals can only be purchased on an Eridani planet or on the Black Market. One is tempted to ask the question: If Eridani are so honorable, why is everyone carrying these lovely items? Encumbrance: 1.



Spear: Put a dagger on the end of a pole and you have spear. Crude but effective. Encumbrance: 6.

Skil: The Phentari equivalent of a ballistic knife. A button is pressed on the base of the shaft, firing the blade. It is quite powerful and easily concealed. A Skil can also be used as a normal knife. Encumbrance: 1.

Stiletto: A small spring loaded device. The weapon is placed against the victim's body and the button pushed, releasing a sharpened spike. Resetting the spike takes 1 second. The weapon is easily concealed. Initiative Mod: -4 when used with surprise. Encumbrance: 1.

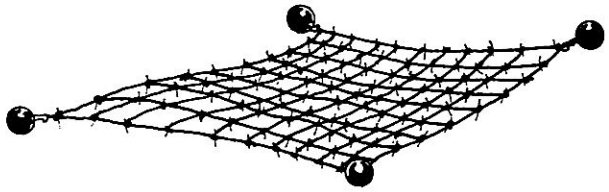
Sword (short): A light weapon, about 50cm from pommel to tip. The short sword was primarily used by the Roman legions during the Middle Ages. Encumbrance: 4.

Sword (long): A longer version of the short sword. It is slightly thinner and has a better parry rating. Encumbrance: 6.

Sword (broad): A medium weight sword with a wide, flat blade. It is normally about 70cm in length. Encumbrance: 6.

Sword (two handed): One must have a 70+ strength to wield this weapon. It is slow to hit (+4 to attack initiative rolls), but does tremendous amounts of damage. Python class beings incur no initiative penalty. Encumbrance: 15.

Ti-Jabat: This Jabat variant has poison needles interwoven into the net. Victims must make an SMR vs poison, typically at a +25 to the dice rolls or die within 4-16 minutes. Again, it became illegal to own one of these after the Abolition of the Pain Decrees. Initiative Mod: +7. Encumbrance: 6.



Tieaz: A small, three blade knife, used by the Zen Rigeln before the Abolition of Pain Decrees in 2040 B.C. Effective Range: 5m. Encumbrance: 2.

Toma: The Python Lizard version of a trident. The Toma generally has barbed fishhooks cut into the five pronged fork. This weapon is carved from coral. Encumbrance: 7.

Whip: Can also be used to entangle. There is a base chance of 40% to entangle plus 04% per level of Hand to Hand combat skill. A character has a 20% chance to disarm someone on a called shot, plus 04% per level of HTH skill. The weapon itself does 1 point of temporary damage. Initiative Mod: +2. Encumbrance: 3.

ARCHAIC POWDER WEAPONS

Archaic powder weapons were the handguns of the 20th and 21st Century on the planet Earth. Since none of the other races developed gun powder, no weapons other than those used on the planet Earth are listed. Powder weapons do normal damage against light body armor. They are still quite useful, though long outdated. FACT: Due to the strict regulations barring the indiscriminate sale of arms to non-evolved societies, archaic powder weapons are quite prolific.

APWs are short to medium range weapons with a fair damage yield. All archaic powder weapons are assumed to use armor piercing rounds. Teflon coated rounds are able to penetrate armor, whereas normal lead tipped rounds simply mushroom on impact.

Weapons systems which are made out of a plastic/ceramic material are difficult to detect on Tech level 3 or lower planets (05%) when being smuggled through customs.

PISTOLS

Smith and Wesson .22: Not very powerful or accurate. It is, however, easily concealed. Best used for shooting Shukaren moon geese. Effective Range: 230m. Encumbrance: 2.

Police .38 cal: Widely distributed to the police forces in the latter part of the 20th Century. The .38 has a smooth profile with a swing out cylinder. It can be purchased with varying barrel lengths from 6-18cm. Each additional 3cm of barrel adds a 01% increase to attack rolls and costs 75cr. Effective Range: 200m. Encumbrance: 2.

Derringer .44 cal: This small, one shot wonder was commonly called the Saturday Night Special in the 20th Century. The weapon is a mere 15cm in length and is a favorite of assassin types. Effective Range: 145m. Encumbrance: 1.

Colt Python .357 Magnum: A fantastic weapon in its day! The loud concussion response makes the .357 Magnum intimidating. It can be purchased with variable barrel lengths from 10-16cm. Each additional 3cm of barrel adds a +01% modifier to attack adjustments. Additional barrel length costs 25cr per cm. Effective Range: 220m. Encumbrance: 2.

Smith and Wesson .44 Magnum: The .44 Magnum revolver is vicious at point blank to medium range. The heavy recoil makes for lower accuracy statistics, and this weapon has a high concussion and blast rating. Speed loaders are available. Effective Range: 250m. Encumbrance: 3.

Smith and Wesson 48 Plus: Has the same statistics as the Colt Anaconda, with the exception of its lower overall system shock number. Encumbrance: 4.

Colt Anaconda .48 Cal: The most powerful semi-automatic handgun ever mass produced. A common terrorist weapon of the early 21st Century. Anyone with less than 60 strength must hold the Anaconda with 2 hands when firing it. It is often called the Terminator because of its very high, one shot mortality rating. The Colt Anaconda has a high flash point and is quite visible at night. The barrel comes in varying lengths from 6-25cm. Effective Range: 340m. Encumbrance: 4.

Walther PPK: First produced in 1929, the PPK was a favorite of espionage units in the 1930's. It is commonly recognized by its ivory stock. The weapon uses .22 caliber rounds. Effective Range: 180m. Encumbrance: 2.

Berretta 9mm Parabellum: A double action, semi-automatic weapon. The Berretta was actively used in the U.S. military toward the end of the 20th Century. The high capacity magazine holds 15 rounds. It has low recoil with good damage yield and is accurate out to a range of 300m. Encumbrance: 3.

Barrett Punk: The Punk is a snub nosed revolver that is both affordable and accurate. It has acceptable damage yield and is made of a plastic/ceramic composite. Effective Range: 100m. Uses .22 Cal ammunition. Encumbrance: 3.

IMI Eagle: This gas operated .44 caliber handgun was designed by the Israelis. The weapon is bulky compared to others in its class. The Eagle has excellent range out to 300m. Encumbrance: 4.

Glock 9: A powerful magazine fed pistol with a high flash point. The Glock 9 is a plastic ceramic composite. It can be purchased with varying barrel lengths from 7.5cm (3in) to 20cm (8in). Uses 9mm ammo. Effective Range: 120m. Encumbrance: 2.

Night Stalker: A .50 caliber pistol! The Night Stalker is a custom made weapon, produced by Marrson Optics. Delivery requires 1-4 months. All Night Stalker's have the owner's name initialized on the ivory stock. The weapon utilizes a side mounted, box feed that holds 10 rounds. The weapon has a selector switch for semi-auto and full automatic fire. Varying barrel lengths from 6-24cm. Each two cm increases the accuracy statistic by 01%. at a cost of 30cr. The Night Stalker is the only archaic powder pistol that can penetrate heavy armor. Effective Range: 140m. Encumbrance: 2.

P7: A revolutionary design in pistols. The P7 utilizes a squeeze cock mechanism that completely eliminates the hammer piece. It fires 9mm, three round bursts and almost never jams. Effective Range: 170m. Encumbrance: 2.

Model 93RS: The 93 Super was field tested in the latter part of the 20th Century and put into commission in 2002. This 9mm parabellum holds a lot of rounds for a conventional pistol with its 25 round extended magazine. Phentari have taken an extreme liking to this weapon which fires a three round burst or a single shot. Effective Range: 190m. Encumbrance: 2.

Mako: Another machine pistol. The Mako features an innovative arm sling/stock, increasing weapons control. The Mako has select firing, and fires 7 rounds per second on automatic. Uses 5.56mm ammo. Effective Range: 100m. Encumbrance: 4.

Skorpion Model 66: The Skorpion model 66 was first marketed in 1998 in Austria and other European countries on the planet Earth. The Skorpion fires 10, 5.56mm NATO rounds per second. Utilizes 30 or 50 round magazines. It covers an area with many rounds per second. As with most other machine pistols, the weapon becomes uncontrollable in automatic mode. Attachable shoulder stock increases accuracy by 10 points. Requires 1-4 minutes to attach and increases the length of the weapon from 270mm (10 inches) to 540mm (20 inches). Effective Range: 110m. Encumbrance: 3.



Hammer Fist: Delivers the knockout punch! The Hammer Fist is a powerful machine pistol, delivering 45 caliber rounds at a rate of 8 shots per second. It utilizes the same arm sling/stock as the Mako and can hit targets out to 140m. Encumbrance: 4.

.454 Casull: Big bore revolver. It has double the power of a .44 magnum. The rounds are so big that only 5 fit in the cylinder. It can knock over steel plates at 250m! Requires 55 or better strength to handle properly (-25 to hit without both hands). Aiming is required after each shot. Effective Range: 320m. Encumbrance: 4.

Century Model 500: Requires 65 or better strength to handle properly (-35 without both hands). Aiming is required after each shot. Has a higher muzzle energy than most high powered rifles. Goes through 2 or 3 people at a time, or one Ram Python! But remember, just because a bullet goes through a Ram Python doesn't mean that he isn't going to tear your head off and stuff it down your neck! Uses .50-70 ammo. Encumbrance: 5.

RIFLES

Galil Assault Rifle: A product of Israeli brilliance. The Galil was first produced in the late 1960's. It uses NATO standard 7.62mm ammunition and is great for short range engagements. The system utilizes an integrated tripod which also functions as a pair of wire cutters. The Galil fires 12, 30, and 50 round clips. Effective Range: 150m. Encumbrance: 5.

AK-57 Automatic Rifle: Its progenitor was the AK47. The AK-57 was used predominantly by Soviet Bloc forces during the 20th and 21st Centuries. The AK-57 seldom jams. It has a good muzzle brake and uses a standard 30 round, 7.62 caliber magazine. Effective Range: 385m. Encumbrance: 6.

Colt M-16A3 Rifle: The original design was developed by Eugene Stoner in the late 1950's, with modifications made through the 1980's. Used extensively in the Mongolian Incursion. This weapon fires only 3 round bursts to conserve ammunition and was designed to engage targets within 300m range, but is fairly accurate out to 460m. Magazine Sizes: 20 or 30 round 5.56mm ammo. Encumbrance: 7.

FN-FAL: A fantastic design for it's time. The FN-FAL is a long range, heavy impact weapon designed for sniper activities. It was used extensively in the Falklands War in 1982. The FN-FAL fires .308 cal. (7.62 mm) rounds. Effective Range: 1100m. Encumbrance: 10.

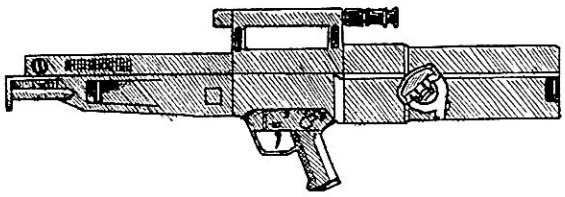
AR17: An excellent plastic/ceramic automatic rifle used by terrorists and espionage types in the 21st Century. Watch out for the system shock number. It comes complete with a M205 grenade launcher (treat as plastic M203). 5.56mm NATO round. Effective Range: 500m. Encumbrance: 5.

Enfield Weapons System: Adopted by the British Royal Marines at the turn of the 20th Century. The Enfield Weapons System is a conventional, gas operated system. The rotating bolt design limits jamming and reduces malfunction possibility. This weapon operates in single shot or 4 round automatic burst. The gun utilizes 20 and 35 round magazines and comes with an unchangeable 400 power scope. The EWS is also equipped with a flash suppressor and is effective out to 1100m. Uses 5.56mm NATO round. Encumbrance: 9.

Steyr AUG: Let's face it, when it comes to building weapons, these guys are believers in defecation consolidation (keeping your !*%@ together). The Steyr AUG is a prime example of this philosophy. The weapon is deadly accurate, almost never jams, fires four rounds per second on full auto, and looks chic to boot! Comes with extendable stock and can be assembled in seconds. The Steyr AUG fires 5.56m rounds out to a distance of 600m. Encumbrance: 6.

Steyr ACR: Let the Austrians produce a good weapon, and what do they do? They make a better one. The Steyr ACR is a major improvement over the already wonderful Steyr AUG! The Steyr ACR is a bullpup combat assault rifle with superb all around stats. The unusual concept of a rising chamber has been employed with an open bolt action. This compact 65cm (30in) design can fire most finned grenades and easily mounts a M203 grenade launcher. The Steyr ACR fires three round burst at a cyclic rate of over 2200+ rounds per minute. The weapon fires a plastic 5.56mm armor piercing flechette with discarding sabot (-2 to threshold). Scope uses 150 -350 magnification. Effective Range: 600m. Encumbrance: 9.

G14: One of the funkiest, non-conventional, and effective designs of its time! The G14 set the standard for weapon designs into the 21st Century, utilizing a gas operated radially reciprocating bolt. The G14 is a close assault bullpup weapon. It is actually a semi-automatic weapon, but each squeeze of the trigger fires 3 rounds. The recoil feels like one round, hence the excellent accuracy statistics. (i.e. treat as automatic fire with no penalties). Fires special 4.9mm caseless ammo. Effective Range: 300m. Encumbrance: 9.



H&K ACR: Scientific tests prove that when the feces hits the rotating blades, the common foot soldier doesn't do a good job of aiming his rifle. The next step to addressing this problem was the development of a new series of weapons called the Advance Combat Rifle or simply ACR. Heckler and Koch were forerunners in this field and produced what is known as the H&K ACR. The ACR fires 3 round bursts at a rate of over 2500 rounds per minute. The H&K ACR is a bullpup configuration and is very accurate out to 550m. 5.56 NATO round. Encumbrance: 9.

Crossfire: An innovative police design, mounts a 12 gauge shotgun to the top of a 7.62mm semi-automatic rifle. Both barrels are magazine fed, the shot gun carrying 5 rounds, and the rifle has 20 rounds. The vital statistics are broken down into 2 segments: shotgun and rifle. Rifle Effective Range: 300m. Encumbrance: 5.

TK-7A: Invented by Talachiv Karashnichov in 2003. The TK-7A has almost no kick and the Valexxas-4 sharp sight is incredibly accurate up to 100m. A silencer can be purchased for 300cr. Uses 7.62mm ammo. Effective Range: 1400m. Encumbrance: 7.

AUG 56: Limited in application due to its inaccuracy. It is an affordable plastic/ceramic composite. and fires 5.56 flechette with discarding sabot round. Effective Range: 350m. Encumbrance: 6.

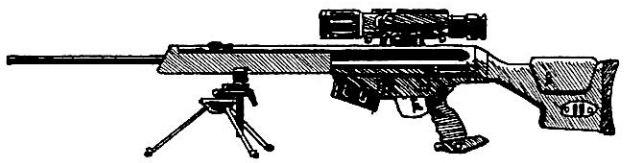
G33: Another masterpiece. The G33 first entered service in 1982. It is deadly accurate and can fire 10, 5.56mm rounds per second. This West German rifle comes in various designs but the G33KA is the most prevalent configuration today. Extendable stock. Then remember that it can fire 10 rounds per second! (If firing in semi-automatic mode, then the accuracy at range bracket 1 is 90). Infrared sighting. Effective Range: 620m. Encumbrance: 7.

.700 Nitro Express: No, it's not a pulse cannon! It's not even a machine gun. It is a rifle disguised as a shotgun that fires really neat ammo! You pick up your ammo in special gold inlay cases at 200cr per 5 bullets, go out into the backyard and knock over houses! Now, forget firing both barrels at the same time unless you have 110 strength and are size class 6 or bigger. (-50 to hit when fired in this manner). Breach loading takes 5-12 seconds (4+8d). Effective Range: 300m. Encumbrance: 14.



SNIPER RIFLES

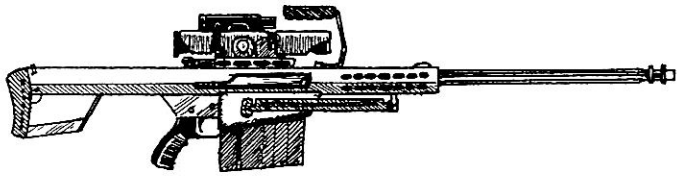
PSG1: One of the greatest sniper rifles ever designed! This high precision weapon is allegedly as accurate as the inherent accuracy of the bullet itself. The actual name of the weapon is the Prazisionsschutzengeweher 1. It utilizes a .308 match cartridge and can drop targets at 1400m. There are 5 and 20 shot magazines available. The reticule scope has 6 settings from 100-600 strength. Fires 7.62 NATO rounds. Encumbrance: 17.



Walther A 2000: This is one of the few sniper rifles designed from the outset specifically for that purpose. Constructed to very exact standards, the Walther A2000 uses the finest materials available and is designed for optimum accuracy, employing the .300 Winchester Magnum round. The Walther A 2000 is a bullpup configuration and comes with a 400x scope and a built-in bipod. The heavy barrel is stabilized to reduce vibrational effects caused by weapons discharge. The overall effect is produce a weapon with excellent punch as well as accuracy. The only problem is that brass is ejected close to the face. Effective Range: 1500m. Encumbrance: 10.

MP9: This weapon was designed for sniper activities. It comes with a bipod built into the forward section of the stock. There is a storage compartment just to the rear of the stock, which can hold 10 rounds. Effective Range: 1200m. Fires 7.62mm NATO round. Encumbrance: 6.

Barrett 82: Another excellent sniper weapon of the late 20th and early 21st Centuries. The heavy recoil is reduced by an innovative muzzle brake. The Barrett comes with a bipod built into the forward section of the stock. It uses .50 caliber ammo for you types who are interested in overkill and it can affect heavy armor normally. It is the optimum weapon to use on elephants. (Elephants have been extinct for 160 years though. They have since been replaced by Ram Pythons). Effective Range: 1200m. Encumbrance: 12.



SUBMACHINE GUNS

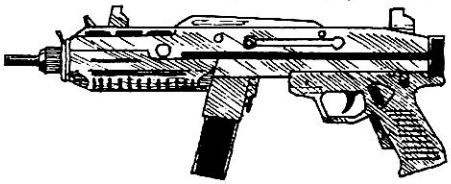
IMI Uzi: Designed for the Israeli army. T he Uzi is a small weapon with a folding or removable stock. It is normally just over 60cm in length (decreases to only 40cm without the stock attachment). The Uzi uses 9mm ammo and is fairly accurate at short ranges. It was mostly used by light infantry units and long range patrols. It is worth the investment. Effective Range: 240m. Encumbrance: 5.

Thompson .45: Affectionately called the Tommy gun. Designed in the early part of the 20th Century. The Thompson was first used by gangsters in the 1930's. Copies of this weapon are still available. It uses box magazines which come in 20 and 30 round sizes. Drums hold 50 or 100 shots. The Thompson is only accurate at short to medium range. It uses .45 caliber ammo, and it has a questionable malfunction number. Effective Range: 100m. Encumbrance: 8.

MP5: A bolt-action submachine gun. It is very accurate in semi-automatic mode, but tends to overheat in full automatic (-04 to malfunction rating). The MP5 can be purchased with a permanent silencer attachment for 400cr above retail price. One can also purchase an impact version of the MP5 which adds +1 to damage rolls. This costs an additional 200cr. The short version has a pistol grip and is only 48cm long. This weapon is quieter than most when fired. It has an effective range of 750m and uses .45 caliber munitions. Encumbrance: 9.

SM 90: It is the shortest and lightest of all the submachine guns, measuring just 30cm. Fires 8 rounds per second and uses a 33 round magazine. Jams a lot. Uses 9mm Ammo. Effective Range: 100m. Encumbrance: 3.

CBM2: The Benelli CBM2 uses a special 9mm AUPO cartridge (costing 100cr/50) designed by an Italian named Giulio Fiocchi. This submachine gun has a sustained rate of fire of 6 rounds per second and is accurate out to 220m. Not a bad buy. Encumbrance: 7.



Micro-Uzi: A much shorter version of the IMI Uzi, the Micro-Uzi has a higher sustained rate of fire due to a lighter bolt. Folded stock length at 36cm. Fires 10 rounds per second of 9mm ammo. Effective Range: 170m. Encumbrance: 5.

MAC 10: Extremely fast cyclic rate, this weapon fires 15 rounds per second. The MAC 10 is well balanced and comes with folding stock (+10 to range brackets 2-3). Uses 30 round magazine with .45 cal ammo. You will be changing ammo clips real fast if you opt to purchase this weapon. You will also mow down things that get in your way! Named the Hedge Trimmer. To truly appreciate capitalism, understand that the Human Arachic Systems company sells this weapon at a 500% profit. Effective Range: 140m. Encumbrance: 8.

SHOTGUNS

Ithaca Hammerless 10g: Developed in Ithaca, N.Y. at the end of the 19th Century. The breach cracks open forward and down. This weapon is long, just over 85cm from stock to barrel. It uses a wide selection of shot. The barrel has been known to explode on occasion. Effective Range: 22m. Encumbrance: 10.

Remington M870: The finest weapon of its kind, with the possible exception of the Masral 12g, pump action, double barrel shot gun. The magazine holds 2 rounds, with an extra in the chamber. Extended length magazines can be purchased; these hold 7 rounds. Certain modifications can be made to the 870 such as folding stocks, bayonet mounts, etc. The 870 is reasonably priced for a generic model. It is the additions that kill ya!!! Effective Range: 30m. Uses 12g ammo. Encumbrance: 10.

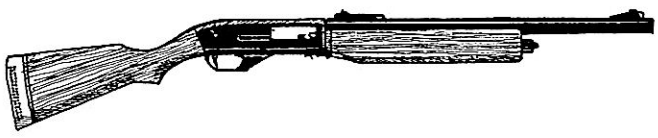
Franchi SPAS 12g: Purely a combat shotgun. The Franchi's features include a flexible stock, sling swivels, and a bayonet mount. It operates in auto (gas operated) or semi auto (pump) mode. The Franchi uses all types of 12g ammunition. Effective Range: 30m. Encumbrance: 8.

Masral 12g Double Barrel Riot Control Shotgun: Expensive, but worth every penny. It was extensively used during the Libya/USA Confrontation of 1995. The Masral Riot Control Shotgun is a pistol grip, pump action weapon. Both barrels can be fired simultaneously or one at a time by flipping a lever just above the trigger guard on the firing assembly. The Titanium steel suppressor spring reduces recoil. Uses 5 magazines. Effective Range: 30m. Encumbrance: 11.

Pancor Jackhammer 12g: An amazing weapon! One of the best automatic shotguns ever produced. It is fairly accurate and can pump out all 12 rounds in 4 seconds. It takes a full minute to completely reload. Effective Range: 60m. Encumbrance: 11.



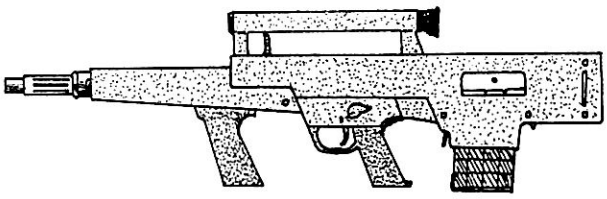
Road Blocker 10g: It can fire through one end of a car and out the other, passing through the engine block and body as if it were totally insignificant! So you can understand when I say that the Road Blocker does really neat things to body tissue. Fires only slugs. Effective Range: 120m. Encumbrance: 13.



Masral Smuggler 10g: A good ceramic/plastic shotgun with acceptable all around stats. Effective Range: 30m/150m. Encumbrance: 5.


MINIGUN MADNESS
7.62MM
LINKED

H&K CAWS: It has long been understood that infantrymen don't take much time to aim during the heat of battle. Hard to figure, huh? Anyway, during the Vietnam conflict, many soldiers opted to carry shotguns which proved very effective. During the early 1970's, the United States army began developing an automatic weapon to work in close quarters combat, a hybrid between a shotgun and a rifle. The result, the Close Assault Weapon. It fires 12 gauge plastic cartridges filled with 8 flechettes at amazing accuracy out to 50 meters. The weapon has fair overall accuracy out to 150m. The shot group for a completely emptied load is 15cm on full auto. The residual affect on body tissue is best left up to the imagination of certain Phentari! Magazine Capacity: 12 rounds. A really nice buy for old war buffs. This weapon is quite prominent on tech level 3 and lower worlds. Encumbrance: 12.



Series D: This light weight, plastic composite carousel shotgun that fires 5 shots per second. The Series D can be broken down in less than 1 minute. A classy piece of machinery. Uses 10g ammo. Effective Range: 90m. Encumbrance: 6.

Heckler and Koch Bulwark: A nasty auto-shotgun!!! A plastic/ceramic composite, it can discharge 12 rounds in 4 seconds. A variety of munitions types can be loaded into this fantastic weapon! Uses 10g ammo. Effective Range: 40m. Encumbrance: 10.

MACHINE GUNS

Belts of ammo can be linked together. The weight of 50 round belts are given below.

5.56:	3
7.62:	5
.50:	10
30mm:	12

All machine guns can affect heavy armor, as they are considered vehicular weapons.

M-60 Machine Gun: Fires 7.62mm rounds. It was standard issue during the late 20th Century. There is nothing particularly special about this weapon. It was available in most countries on the planet Earth after 1955 and is often mounted on vehicles. The unit comes with tripod. Effective Range: 1100m. Encumbrance 17.

FN Mag: A British machine gun popular in the latter part of the 20th Century. It is a 7.62mm belt fed machine gun that doesn't jam very often. Can only be fired with the external box. Thus it can only be used with a tripod assembly. Effective Range: 700m. Encumbrance: 25.

PK: The Russian version of a light machine gun, designed after World War 2 when the Russians began using standard 7.62mm rounds. The idea was that most infantry units engage targets at ranges less than 300m. The PK could engage targets significantly beyond that range. This coaxial machine gun uses 100, 200, and 500 round belts. It was designed to fill a support role. Its malfunction number isn't the best. Effective Range: 1050m. Encumbrance: 12.

MG3: All we are going to say is look at the rate of fire and make your own judgement... OK, we'll talk about it. This German machine gun was developed from the MG42. The M-60 was derived from this design. Be aware that you are going to go through ammo real fast. 7.62 NATO round. Effective Range: 1100m. Encumbrance: 26.



XM-214: This six barreled gatling gun is an elephant without enough to eat. The unit is powered by an external drive engine and comes with a body holster. It fires 5.56mm caseless rounds and isn't extremely accurate. The auto loading ammo box is attached to the base of the weapon. Effective Range: 700m. Encumbrance: 20.

SAW: The Squad Automatic Weapon is a light weight, man portable machine gun that looks really cool when you hold it with both hands, firing 14 rounds a second, with brass flying everywhere, gouts of flame spitting from the muzzle, and a Jum Cola patch on your firing arm! This weapon is special. You can fire a 200 round box of 5.56mm ammo, or use a standard M16 magazine. (Encumbrance with box: 40). Effective Range: 600m. Encumbrance: 20.

LTX-311 Chain Gun: Another unusual weapon that is powered by an external electric motor. This unit is exclusively mounted to vehicles or Ram Pythons. The 311 utilizes the independent action of a bolt feeder. This weapon is extremely unlikely to jam and fires 12 rounds in a single second. Uses 5.56mm rounds. Effective Range: 1200m. Encumbrance: 26.

Browning .50 cal: The potent machine gun of its time. This weapon can be body mounted. Brass discharge is out to 4m. Effective Range: 1200m. Tripod can be purchased for 110cr. Encumbrance: 100.

ASP 30: Stands for automatic self-powered gun. This 30mm, electrical powered machine gun can penetrate light armor. Effective Range: 1400m. Encumbrance: 180.

Hose: It hoses things. Nothing more! 7.62 NATO round..... OK maybe a little more. You had better bring along your Ram Python pack mule to transport all of the ammo! Effective Range: 250. Encumbrance: 100.

CAROUSEL GUNS

Magnetic devices are popular in weapon design today. The latest innovation in magnetic weapons is the Carousel Slug. A modification on the idea of a Gauss gun, the carousel slug uses magnetic fields to accelerate a heavy slug at the target. The advance is in the velocity achieved by leaving the slug under acceleration for a longer time period.

The slug achieves a circular orbit about the core when fired into a cylinder. There is a group of electromagnets on the exterior of the cylinder which are turned on and off in series. The slug gains speed due to a magnetic induced force that draws it forward at all times. Simultaneously, the core magnet field strength is increased to prevent the slug from flying off. The longer the slug is in the chamber, the faster it accelerates. Each time the weapon is fired the operator must make 2 actions. First, he activates the weapon which charges the magnets and puts the slug in the chamber. A minimum of 6 seconds must be allowed to accelerate the slug to firing speed. The slug may be left in the chamber for longer than 2 seconds in order to gain more speed. Its maximum range will increase by 100 meters for additional second that the slug remains in the barrel, doing +1 damage . The slug reaches terminal velocity and no additional bonuses can be gained after six additional seconds. The standard iron core armor piercing round is being improved and modified. Standard rounds cost 100cr for a box of 50. Different slug types are becoming available as time progresses.

Depleted Uranium Core: This round puts a soft iron shell around a depleted uranium core. Upon impact, the iron coating expands like a dum dum round and the uranium core rips straight through even heavy metallic armors. Increase damage yield by +2 for the mushrooming slug when applied to flesh. Integrity is reduced by 3 when impacting armor and effective threshold is reduced by 4. Cost: 1000cr per box.

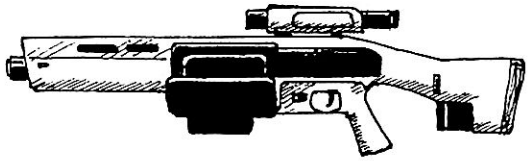
Incendiary: Phosphorous coating causes vicious burns (+2 damage if it contacts flesh) and ignites combustibles. Cost: 500cr per box.

Explosive: Explosive rounds are unstable but carry a wallop. Base damage is reduced by 2, due to the lighter non magnetic materials added. However, there is an 80% chance of detonation for 2-12 damage upon impact. Cost: 750cr per box.

Chemical and Biological rounds are rumored to be in production. This weapons concept is the work of a relatively new manufacturer in the weapons circles. Arkatron Industries has just hopped into the market with carousel weapons as their primary product. Many large companies have tried to buy out Arkatron, but all have been refused. If these weapons do well, Balshrom and Able Corp may have to watch their pocket books get a bit slimmer.

Special Note: One can not move while a round is in the chamber (aiming is not included). The weapon has too much kinetic energy for it to be moved a significant distance by any normal character. This stability allows the weapon to be considered braced when charged. The bonus for bracing has already been figured into the accuracy statistics.

Crusher: The Crusher is just that, a crusher. The heavy slugs put out by this weapon can knock a Python over (while ripping it to pieces). Limited range is the only problem, but since damage is comparable to most pulse and Omega weapons, most of those guts and glory types love it. Effective Range: 275m. Encumbrance: 14.



Cyclone: Relatively good in most areas, but exceptional in none. This product of Arkatron Industries is a good weapon to buy if you wish to try out carousel weapons and don't want to spend a fortune on a weapon you may not like. Effective Range: 550m. Encumbrance: 6.

Orbital: With the need for long range weapons capable of taking out pulse and Omega weapons carriers at long range, Arkatron put out the Orbital Carousel. The extended barrel length allows for smoother trajectory and greater accuracy. Effective Range: 600m. Encumbrance: 9.

Archer: Balshrom is not one to be left out of the market and is the only company aside from Arkatron to have a marketable carousel weapon on the shelves to date. The Archer is not only a carousel weapon but it is a good one. It has extended range and. It comes complete with a shoulder harness for ease of use and carrying convenience. Effective Range: 600m. Encumbrance: 16.

Meteor: Just ahead of the older companies that are jumping in to the field, Arkatron produced the first multi-shot carousel weapon. 3 slugs are sent through the barrel simultaneously and accelerated as one. The connections are severed and flight paths are diverged while in the barrel. A simple lever on the stock regulates the amount of spread from 0 to 30 degrees. This allows the weapon to be used against one or multiple targets. There is no automatic fire penalty. Effective Range: 450m. Encumbrance: 12.

CHAINGUNS

Chainguns are archaic technology applied to modern combat problems. They are powered by electrical motors. These automatic weapons fire armor piercing tank rounds at up to 40 rounds per second. They utilize bullets which by definition makes them a tech level three weapon, under laws legislated by the Federal Weapons Regulatory Committee. Normally, chainguns are vehicle mounted, thus restricting their action in a combat environment. Unfortunately, some brilliant human once said "Hey dudes. We got a vehicle. We got a Ram Python!" So the controversy begins. Many anti-weapons groups claim that having soldiers walking around with weapons like pulse cannons on tech level 3 or lower worlds is inherently unstable to the culture there. However, having the meanest race in the galaxy stomping around with automatic anti-tank weapons is absolutely absurd! Weapons advocates concede some validity in their argument yet the Galactic Rifle Association argues that the laws have been established on the use of bullet based technology. "No soldier should have the safety of his life compromised unreasonably by restrictions placed on what weapons he may carry". The end result is that personal chainguns are illegal on tech 2 and on most tech 3 worlds. Chainguns are prohibitively heavy for any race besides the Ram Python and Python Lizards. By law, no inertial-grav system may be applied to these weapons. Chainguns are body mounted weapons and generally require 9-16 seconds to drop the weapon and backpack. They "eat" a huge amount of ammo in short order which is carried in an automatic feed magazine/backpack. The logistics of carrying extra ammo into a combat zone are difficult to say the least and this problem has raised much contention over the use of these weapons. Most magazine/backpacks are disposable units that carry 500 rounds. The encumbrance for the backpack varies per ammo type and is 110/130 for 20mm and 30mm respectively. Finally, the 20mm and 30mm rounds reduce threshold by 2 and 3 points. The standard backpack threshold is 7.

CHAINGUNS

Problems: The accuracy of these weapons is reduced by 40 when fired from any non-secured position. This holds true even when utilizing the backpack/firing sling. These weapons can only be fires in burst or automatic mode. An automatic penalty of -40 is further incurred when chainguns are fired at human sized targets. 20mm Backpack: 5000cr, 30mm: 8500cr, 30 Nitro: 24000cr.

Allox 20mm Auto-Cannon: Fires 20 rounds per second. This body mounted weapon utilizes an automatic zoom sighting eyepiece for target engagement, increasing cost and accuracy drastically. Effective Range: 1500m. Gun Encumbrance: 110.

Vixer 30mm Chaingun: The Vixer has an eyepiece with a adjustable range targeting system. It fires 25 rounds per second out to 1200m. Watch out for the malfunction number. The body mount is cumbersome and requires 21-30 seconds to release. Gun Encumbrance: 120.

Chainsaw Lightning: This 30mm chaingun fires 50 rounds per second and can dump its entire "wad" in 10 seconds. The Chainsaw Lightning sounds like a chainsaw when fired. Maybe that is why they call it Chainsaw Lightning. Or maybe it is because this game designer is brain dead and can't come up with any new names! Effective Range: 1000m. Gun Encumbrance: 140.



BC-Blister: Fires the deadly 20mm nitro-round. The backpack has been hardened to a 10 point threshold, increasing its encumbrance to 140. Effective Range: 1000m. Gun Encumbrance: 80. Is slow (+3 to initiative).

ACCESSORIES

Flash Suppressor: Reduces the flash of a weapon when it is discharged.

100 Power Scope: Adds +15 to attack rolls and sighting attempts at range brackets 3-5.

200 Power Scope: Adds a +15 modifier to attack rolls and sighting attempts at range bracket 4-6. Minimum Range: Bracket 2.

400 Power Scope: Adds a +20 modifier to attack rolls and sighting attempts at range brackets 5-7. Minimum Range: Bracket 4.

800 Power Scope: Adds a +20 modifier to attack rolls and sighting attempts at range brackets 6-8. Minimum Range: Bracket 4.

Starlight Scope: Magnifies and filters existing ambient light so that the user can target objects at night. Starlight scopes are heavy and have an encumbrance value of 7.

Infrared Imagery: All living objects radiate heat energy. Thermal imagery detects the difference in temperatures between objects. Cold objects appear black, while warm objects stand out as a bright red.

Bow Sight: This computerized device greatly enhances the ability of the bowman to target prey. It adds a +20 modifier to all attacks within range brackets 3-5.

Tripod: Helps to stabilize the weapon, adding a +07 to all attack rolls.

Silencer: Dampens the noise signature of a discharging archaic powder weapon. Silenced weapons can not normally be detected beyond 7m. The flash is also suppressed.

Silencer (adapt): An adaptable silencer that is designed to fit almost all archaic powder rifles and submachine guns.

Silencer (Omega): An expensive device that generates a sonic suppression field that reduces the noise yield when an Omega cannon is fired. The silencer is attached to the base of the stock. Encumbrance: 5.

Silencer (plasma): Significantly reduces the report of a pulse cannon. Subtract one point from the damage dice when calculating damage. The silencer is cone shaped. The silencer increases the length of the weapon by 15cm. Encumbrance: 5.

AMMUNITION

Arrow (normal): Does 1-4 points of body damage. Encumbrance: 4 per quiver of 20.

Arrow (armor piercing): Reduces threshold by 1. Armor piercing arrows do 2-5 points of damage. Encumbrance: 4 per quiver of 20.

Arrow (explosive tipped): Reduces armor integrity by 3 points per hit and does 3-12 points of damage. Encumbrance: 5 per quiver of 20.

Bolt (normal): Crossbow fired. Encumbrance: 3 per quiver of 20.

Bolt (armor piecing): Reduces armor threshold by 1 and does +1 damage when fired from a crossbow. Encumbrance: 3 per 20.

Bolt (explosive tipped): Has the same effects as its arrow equivalent. Encumbrance: 4 per quiver of 20.

00 Buck Shot: The standard buckshot fired from most shotguns. Encumbrance: 3 per 50.

Solid Slug: Solid slugs are used to penetrate armored targets. They do reduced damage overall. Encumbrance: 3 per 50.

Birdshot: Adds a +07 to all attack rolls, at the cost of -1 point to damage dice. Encumbrance: 3 per 50.

Incendiary Round: Reduces armor threshold by 1 and adds +1 to all damage dice. Incendiary rounds can only be purchased for 5.56mm and 7.62mm ammo. The cost is seven times the price of a normal box of ammo. Encumbrance: 3/4 per 50.

Hollow Point: Almost useless vs body armor. The threshold value has two points added to it when determining damage. Hollow points gain a +2 to damage dice when employed against body tissue. They cost two times the normal cost of a box of ammo, but leave spacious holes in your targets. Encumbrance: 4 per 50.

Mercuric Rounds: These bullets are illegal to own and hard to find. Phentari and Eridani are susceptible to mercuric poisoning, -10 to SMRs. The cost is 20 times the cost for a normal box of this ammo. Encumbrance: 4 per 50.

BARGAIN BASEMENT LASERS

Bargain basement lasers are cheap, inefficient weapon systems with excellent damage yield for the price. They offer high impact at the expense of dependability. All bargain basement weapons have low malfunction and system shock numbers which can cause great problems in a combat environment. Marginal specs and a short cut design raise questions about their value. However, many starting warriors pick them up for their sheer killing power. Only two companies produce bargain basement lasers, Marrson Optics and the Balshrom Science Corporation.

Luxxman: As cost effective as an archaic powder pistol, but with laser penetration capabilities. Fires a beam in the visible portion of the electro-magnetic spectrum. How can you knock it? We at Marrson Optics stand behind the Luxxman as one of the best all around buys for any weapon in its class. However, we are not responsible for any injuries associated with the use of this weapon. Oh, by the way, if you are into knocking it, the Luxxman can only shoot 40m before the beam disperses. Encumbrance: 3.



Spectrum: The Spectrum is a far cry better than the Luxxman. "Trust us, we're the Balshrom Science Corporation and we know best." The truth is that the Spectrum is a better weapon with superior damage yield, range, and system shock number. Of course, a Ram Python will still crush you into space dust long before you do enough damage to kill him. Effective Range: 200m. Encumbrance: 3.

Spectrum Plus: An improvement over its predecessor. Two shots per second greatly increases the value of this unit. Effective Range: 200m. Encumbrance: 3.

Budget Gun: A laser carbine of little merit. Tends to explode when it malfunctions. (05%. Treat as M-95 fragmentation grenade). The Federal Arms Bureau is actively seeking to get this weapon taken off the market and the issue is presently in the courts. Effective Range: 400m. Encumbrance: 8.

Marrson Opticon: A collapsible hand unit that fits in your pocket. Fires three times per second! It is also plastic. Effective Range: 100m. Encumbrance: 2.

Flashlight: Unbelievable damage yield!.... So what. If a Ram Python farts in your general direction, the weapon will explode. The system shock is abysmal..... Come on Balshrom. How can you expect us to buy this piece of junk! Effective Range: 650m. Encumbrance: 8.

Doomsday: It is almost worth the trade off because the damage yield is so high. I suggest purchasing this weapon if you are a sniper. It does, however, have an automatic setting for continuous fire situations. Comes with built-in tripod mounted to the forward stock. Effective Range: 1200m. Encumbrance: 7.

STANDARD LASERS

Mirchaum SSLU: This unit is a 1 shot laser, consisting of a small energy cell and the laser itself. It fits in the palm of the average Gen-Human. A powerful refractive system refines the beam. The Mirchaum SSLU is easily concealed and is sometimes used by assassin types. Effective Range: 85m. Encumbrance: 1.

OLC-Laser Pistol: This artifact was first tested in 2025. Experimental lasers before this had been overly expensive to produce. The OLC was the first functional weapon of its type. It would take roughly 6 shots to kill a Python Lizard. (By that time he has reduced you to your atomic components.) Effective Range: 140m. Encumbrance: 3.

Penasonic-PL3: First fielded in 2032, it was the primary weapon used by officers in the United Socialist Army Of America. Not a bad pistol. The high malfunction and shock numbers make it functional under heavy combat situations. The Penasonic doesn't do enough damage. Effective Range: 175m. Encumbrance: 3.

BS-2 Laser Pistol: Developed by the Balshrom Science Corporation. Still widely used on the New Colonies and Tech Level 4 planets or lower. The BS-2 is the standard weapon in most Rebel arsenals. The fast recycle time produces 2 shots per fire segment. It has reasonable malfunction and system shock numbers. Effective Range: 135m. Encumbrance: 3.

Midget: The Midget is a small weapon, resembling a Derringer. It is cheap, but packs enough wallop to get the job done. It is plastic and thus more difficult to detect when passing through spaceports (-60 to detection). Effective Range: 100m. Encumbrance: 2.



Pocket Killer: A one shot laser that does 4-16 points of damage. Rechargeable (200 units). Effective Range: 50m. Encumbrance: 2.

MC-6 Laser Pistol: An experimental model designed to penetrate heavy body armor. The electronic circuitry attempts to boost beam output frequency. This weapon has exploded in the hands of the test operator more than once. In the event of a malfunction, re-roll percentile dice. A result of 96 or higher indicates that the weapon has exploded and its owner suffers 4-16 points of fragmentation and fire damage plus an additional 2-12 concussion damage. Questionable at the very best! Effective Range: 600m. Encumbrance: 4.

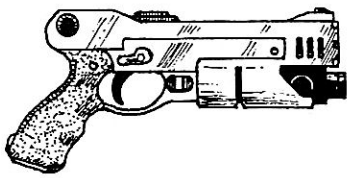
Tenteclex 1: A specialized laser unit designed to fit the needs of Phentari Bounty Hunters. The Tenteclex unit is affixed to the end of a tentacle. An eyepiece, connected by a wire, superimposes the target on cross hairs. The squid aims by pointing the tentacle (no snapshot, and -2 to initiative rolls). Phentari have evolved to engage multiple targets at the same time. Thus, the eyepiece can control two wires simultaneously without the squid becoming confused. The unit is designed to look like the end of a squid's tentacle. The wire can be hidden under clothing. Effective Range: 120m. Encumbrance: 1.

Tenteclex 3: An improvement in damage yield over its predecessor. Otherwise it is exactly the same.

Marrson Pistol: A high impact weapon that is excellent when compared to its peers. However, the Marrson Pistol has only been produced in small numbers and is difficult to find. Plastic composite. Effective Range: 160m. Encumbrance: 3.

Savage-B: The state of the art in optics technology. The Savage-B has incredible recycle time, firing 3 shots per fire segment. The Rexon energy clip has 15 charges and there is virtually no chance of system malfunction. The Savage-B is compatible with the Rexon 4 energy pack for continuous fire situations (50 shots, 1500cr). It is extremely accurate and has a good damage yield. It is the preferred pistol of the Galactic Marines. Effective Range: 550m. Encumbrance: 4.

Diffraction: Designed by Electronics Amalgamation. The experimental Diffraction does more damage than any other pistol. However, it is heavy, inaccurate, and has low system shock and malfunction numbers. Marginal. Effective Range: 100m. Encumbrance: 4.



Savage C: Designed as a counter terrorist weapon. The Savage C is a plastic composite weapon and does considerably more damage than the already excellent Savage-B. Otherwise, they are exactly the same.

Savage D: A hot new item, currently entering service throughout the military! The Savage-D looks the same, but the internals are almost completely different. The weapon has better stats in every area over its predecessors. This weapon can take down Pythons! Effective Range: 180m. Encumbrance: 4.



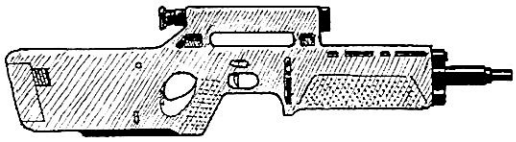
RIFLES AND CARBINES

M16-L Laser Rifle: Affectionately named after the powder rifle that was used by American troops in the 20th Century. The M16-L is a low frequency laser that fires a beam in the red spectrum of light. Effective Range: 700m. Encumbrance: 8.

M18-L Laser Assault Rifle: A much improved version of the M16-L. The St-3 Flex Foam cartridge protects the parabolic mirrors from shock damage. Beam attenuation is minimal. Effective Range: 900m. Encumbrance: 8.

PK-91 Revolutionary: An automatic laser shotgun. Enemy personnel are struck with 1-6 beams which do 2-8 points of damage each. Effective Range: 25m. Encumbrance: 6.

RKM Laser Assault Carbine: Developed after the 1st Arachnid Incursion to penetrate Arachnid heavy armor. The RKM can be mounted with an M-L50 pump action grenade launcher. It has an integral tripod built into the forward section of the stock. The RKM uses 2 different energy packs, 100 and 200 shot. This weapon is virtually shock proof and it is comparatively light for most assault carbines. Effective Range: 850m. Encumbrance: 9.



Backshaw Light Laser: Used by light infantry units. This carbine is designed for operations in low combat risk areas. Unlike its relatives, the Backshaw doesn't use an energy pack. It uses a clip. It is a good weapon for those individuals who don't intend to remain in a HOT environment for extended periods of time. Effective Range: 765m. Encumbrance: 10.

Toshoni LL-C: This light laser trades heavy damage yield for a 2 shot per fire segment output system. Like the Backshaw, it is light, using an energy clip instead of an energy pack. The clip holds enough energy for 40 shots. Effective Range: 650m. Encumbrance: 12.

Tagert-6 Shock Gun: The first high powered laser carbine. It has a fast recycle time. There are three major drawbacks: weight, size, and the malfunction number. Effective Range: 800m. Encumbrance: 11.

Micron Carbine: It has excellent range, great damage yield, and good accuracy statistics. The fast recycle time provides for ripple fire bursts on automatic. Effective Range: 1050m. Encumbrance: 8.

Arrow LOSN: This sniper rifle is used by the majority of would-be assassins. It's light and portable, yet retains formidable fire power. The Arrow LOSN comes with a tripod, and the beam output frequency is in the ultra-violet range of the spectrum. Effective Range: 1280m. Encumbrance: 11.



Shalkon Carbine: The only solar powered laser on the market. It needs no energy pack. The solar ducts absorb incoming solar radiation and the Shalkon is capable of storing enough energy for 25 shots. The ducts can store four shots an hour on sunny days, two an hour with partial overcast, and one an hour with heavy overcast. The system shock number is low (94), so don't drop it! Effective Range: 245m. Encumbrance: 10.

Hussein: A pistol grip, laser shot gun. Range is severely limited and the output frequency is in the visible portion of the spectrum. The weapon is still formidable though. Persons are struck by 2-8 beams which do 3-12 points of damage apiece. Effective Range: 20m. Encumbrance: 6.



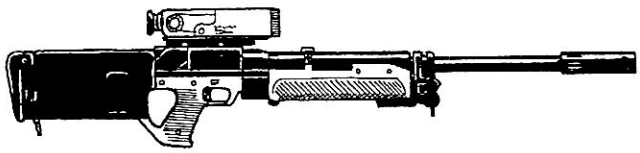
Alpha 2: The first in a series of output adjustable lasers. The Alpha 2 was designed by the Balshrom Science Corporation. The output transducer adjusts for increased power. The variable settings do 2-12 or 1-8 points of damage respectively. The high output setting uses up 2 charges. Effective Range: 1230m. Encumbrance: 12.

RKM 2000: The first plastic/ceramic composite laser carbine ever produced. Clip fed. It has good overall specs and is a worthwhile investment. It comes complete with ML-50 grenade launcher. Effective Range: 700m. Encumbrance: 8.

Beta 3: The Beta has been on the market for just over 10 years. It is another output adjustable laser and is a favorite of many light infantry types. Damage output is the same as the Alpha 2 but the rate of fire is doubled. Effective Range: 1230m. Encumbrance: 15.

Fundamentalist: Designed to engage heavy armor. Fires 2-8 beams which do 4-16 damage each. Effective Range: 35m. Encumbrance: 7.

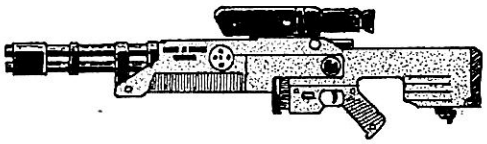
Falcon XR-7: This is an attempt at creating a high speed multi-beam machine gun laser with the body configuration of a rifle. The experimental multiple phase coupler generates up to 3 beams per fire segment. The Falcon uses an energy clip. The system has been marketed by Marrson Optics Corporation. Take your chances. Effective Range: 1300m. Encumbrance 20.



Gamma 4: Balshrom Science Corporation's latest futuristic laser carbine. The Gamma 4 is a light weight, heavy combat laser. It has three different output settings, and can fire four pulses in a single melee segment. The variable settings do 1-8, 2-12, and 3-18 points of damage. They use up energy at the rate of 1, 2, and 4 charges respectively. A heavy energy pack, which holds 500 charges, can be purchased for 10,000cr, and adds 3 to encumbrance. The weapon shops can't keep this weapon on the shelf! Range: 1230m. Encumbrance: 15.

Calsham 4: Uses a phase altering integrated enhancement system. The beam attenuation problem has been eliminated. The Calsham 4 is capable of engaging targets at a range of 1500m and does some serious damage! Rock-n Roll. Encumbrance: 14.

Balshrom Banshee: A high powered, automatic laser carbine. The operative phrase here is Bad to the Bone !!!! Effective Range: 500m. Encumbrance: 6.



IMPACT LASERS

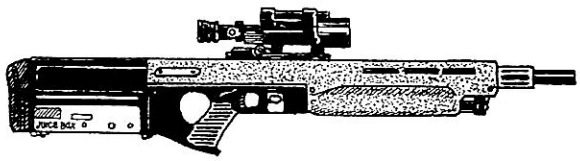
BC-Violator: It is affordable and can dish out a considerable amount of damage. Impact lasers are more potent than might be expected. Remember, unless you have ablative liner protection, any penetrating hit does straight body damage. The main concern about the Violator is the very low system shock number. Effective Range: 350m. Encumbrance: 4.

Angler: A novel system that still has some bugs to be worked out. The Angler impact laser cannon actually fires around corners. A voice activated, thruster controlled rocket lifts a mirror/targeting assembly into position. The operator views the target remotely through a camera mounted on the assembly. He fires the weapon and the beam is reflected at the target by a computer system. Watch out. Take a close look at the malfunction and system shock numbers before purchasing this unit. Effective Range: 450m. Encumbrance: 4.

Range Hound: Another Marrson Optics product. This weapon is designed to provide medium intensity fire support out to long ranges. It fires a beam in the ultra-violet portion of the spectrum and packs quite a wallop. Worth every penny of its upper middle class price. The Range Hound comes complete with built-in infrared and ultra-violet targeting systems. Effective Range: 700m. Encumbrance: 5.

Laseras: Designed as a high impact, short range, weapon. The beam attenuation is extensive, limiting the range of the Laseras to 65m. This unit comes with a built-in laser shield which affects the damage done to chest, arm and head attacks. Shield Threshold: 8. Encumbrance: 5.

RKM 5000: Deadly, expensive, and few other impact lasers can hold a candle to it. The RKM 5000 is a well balanced weapon and is the favorite weapon of infiltrator types. Clip fed. Problem: Hard to find. Effective Range: 550m. Encumbrance: 7.



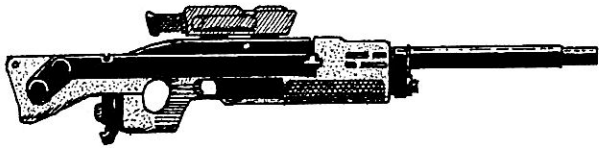
Drexler Auto Cannon: The Drexler Auto cannon is a laser mini-cannon. It fires a beam in the red portion of the ultra-violet spectrum and has a superb recycle time. This unit works well in the hands of Ram Pythons and was named after Clyde Drexler Python, a warrior of little recognition who happened to know the designer. (By the way, Clyde never heard the mortar that hit him because he was walking into combat with the tunes cranked up). Get One!! Effective Range 150m. Encumbrance: 6.

Lancer: Designed by the Balshrom Science Corporation, this is another multi-barreled Impact laser. The Lancer allows the combat soldier to effectively engage heavy armor at long range. Check the price before you consider picking up one of these units. Effective Range: 2700m. Encumbrance: 12.

BC-Shock Therapy: If the enemy isn't responding the way you want them to, give'em a little Shock Therapy and see how they react! This weapon is a wide mouth impact laser that looks more like a pulse cannon than a beam weapon. Closing with the Shock Therapy is best left for idiots and Ram Pythons (not that they aren't the same thing). The beam is a deep crimson red and almost 20cm across. Shock Therapy reduces armor integrity by 10 points per penetrating shot. Comes with laser shield. Effective Range 100m. Encumbrance: 15.

Crusader: Marrson Optics is proud to present this new Impact laser. Like all Impact lasers, the Crusader doesn't have its damage yield reduced when it is employed against heavy armor. Effective Range: 2600m. Encumbrance: 12.

Excellcior: Marrson Optics can boast about having produced this weapon, much to the chagrin of the Balshrom Science Corporation. Effective Range: 3450m. Encumbrance: 16.



Able Culprit: Produces massive fire power out to long range. The recycle time is slow, but the output beam is in the ultra-violet portion of the electro-magnetic spectrum. Comes with built-in tripod assembly. For those of you who can afford one, snatch it up. The Able Culprit is hand crafted to order and takes 4-6 weeks for delivery. Effective Range: 1400m. Encumbrance: 10.

BC-Persuader: If you want to get someone's attention, send him a message via Balshrom Science Corporation's awesome Persuader impact laser cannon. If he doesn't listen, there won't be enough left of him to scoop into a plastic bag. Enough said. Like its cousin the Shock Therapy, this unit comes with a laser shield. Effective Range: 325m. Encumbrance: 16.

Able Dancer: A light weight, highly mobile, heavy laser machine gun. It can suppress just about anything and has the damage yield to penetrate light armor. Effective Range: 1000m. Encumbrance: 20.

Force: An experimental unit that does damage on the order of 10-100 points of damage per shot. It has been field tested with some good results. It is an Able Corporation product so don't write it off. There have been noted problems with the clip shorting out and causing the optic system to loose alignment. In case of a malfunction, there is a 15% chance that this has occurred and damage yield is halved. Effective Range: 550m. This unit mounts a voice activated flux shield! Encumbrance: 6.

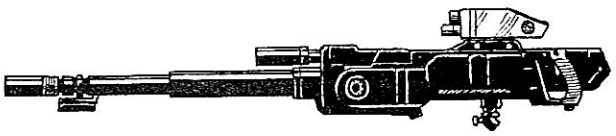
MACHINE GUN LASERS

BC-Flayer: Fires 7 distinct beams per second. Fair range and overall stats. Setup Time: 1-4 minutes. Effective Range: 1200m. Encumbrance: 70.

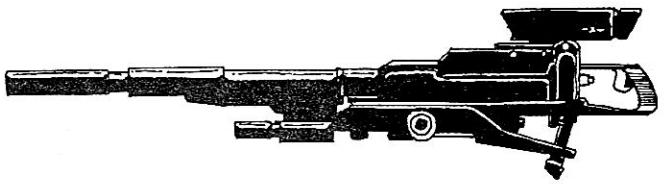
Valley Green Assault Gun: The Valley Green Assault Gun is the "Bread and Butter" of ground assault squads on Stormtrooper battlecruisers. It is lugged into the combat zone where it is assembled (7-12 minutes). Effective Range: 2350m. Encumbrance: 65.

Shalkon Heavy: Is an experimental heavy laser produced by the Shalkon Corporation. It is found only as a demonstration model at LZ conventions. Effective Range: 2600m. Encumbrance: 55.

Valley Green Express: This unit comes with a built-in 3HP flux shield to increase crew survivability. Requires 2 persons to transport, or one Ram Python. The Valley Green Express has the second fastest cyclic rate of any weapon, barring a few archaic powder personal chainguns. Setup time: 2-8 minutes. Effective Range: 2500m. Encumbrance: 140.



Avengance: Designed by Marrson Optics to penetrate most tech level 5 and 6 armors with "avengance"! It is exceptionally light for a weapon of its caliber. The Avengance utilizes a passive target acquisition system and maintains a 6HP flux shield. Setup Time: 1-6 minutes. Effective Range: 600m. Encumbrance: 80.



Viceroy: Arguably the most potent weapon system in the universe for the money. It is a brand new, Balshrom Science Corporation, technological masterpiece! No known weapon system is more accurate with such a sustained rate of fire. This system utilizes passive target scan and thermal suppression to reduce the chance of friendly fire accidents. Effective Range: 5000m. Encumbrance: 95.

MASERS

Masers (microwave lasers) represent the cutting edge of the arms race. The technology to produce them has been around for centuries, but the materials to make them cost-effective have only been available for a handful of years. Masers emit radiation in the microwave portion of the electromagnetic spectrum. They have proven extremely useful when employed against body defense suits. Masers create heat when targeted on a suit of armor. For each point of maser damage, the suit builds up one point of heat. Once the heat on a suit exceeds the threshold of the suit, it begins to smoulder and burn things in contact with it. Absorption polymers suffer damage at double the normal rate.

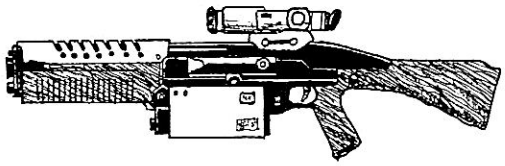
Unlike most weapon systems currently available, masers have a continuous effect on a target. Heat built up one round will not be fully dissipated at once. The heat level of a target is halved at the end of the round (round up fractions). New heat added is cumulative.

Example: Fredd the Python is wearing a suit of AKM-B armor. He is struck for 6 points of maser fire. That is 2 more than his threshold so the 2 points burns off 4 points of AR. At the end of the round his heat rating is halved to 3. Next round he takes another 4 points of heat which would not be enough to heat his armor if it was not already hot. 4 + 3 = 7. He now has 7 heat which is 3 over his threshold and he suffers 3 more points of damage. This would be 6 points of AR, but his AR is only 4 so he takes two points himself.

One must acknowledge the fact that masers cause metals to become charged, in addition to the heating ability of masers. Masers induce an electric charge on a suit of armor similar to the effect of disintegrators vs metal. Fortunately, the charge is not nearly as strong. Every 10 points of maser damage charges a metallic object with one point of electrical potential (effects are the same as disintegrators).

Masers possess sighting systems similar to those of lasers. Power clips for these weapons cost 15cr per shot to be recharged. Maser beams that strike metallic battle armor cause arcing which is quite noticeable, although the beam itself is normally invisible. Masers are considered beam weapons. They generate auto-fire like flamethrowers And produce a continuous beam that can be maintained. The damage of a maser is the amount of heat it can produce over one second of time.

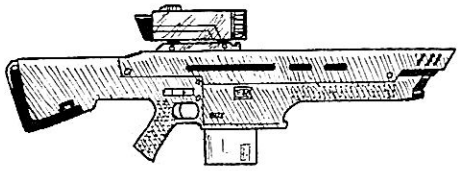
Focus: A product of the Able Corporation. The Focus maser has acceptable overall stats for a weapon in its price range, but has marginal damage yield. The energy clip for this weapon has been known to explode from time to time. Subsequent to unit malfunction, roll percentile dice. A result of 98 or higher indicates that the weapon has exploded and the wielder takes 4-24 points of explosive damage. Effective Range: 320m. Encumbrance: 4.



Finite: The Finite maser is a powerful device within the confines of its limited range. The most alluring aspect of this weapon is that recharges are extremely cheap (5cr) and it is available everywhere. Effective Range: 50m. Encumbrance: 4.

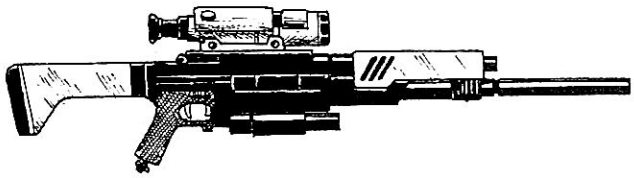
Peashooter: Check out the system shock number then move on to the next aisle! Effective Range: 25m. Encumbrance: 3.

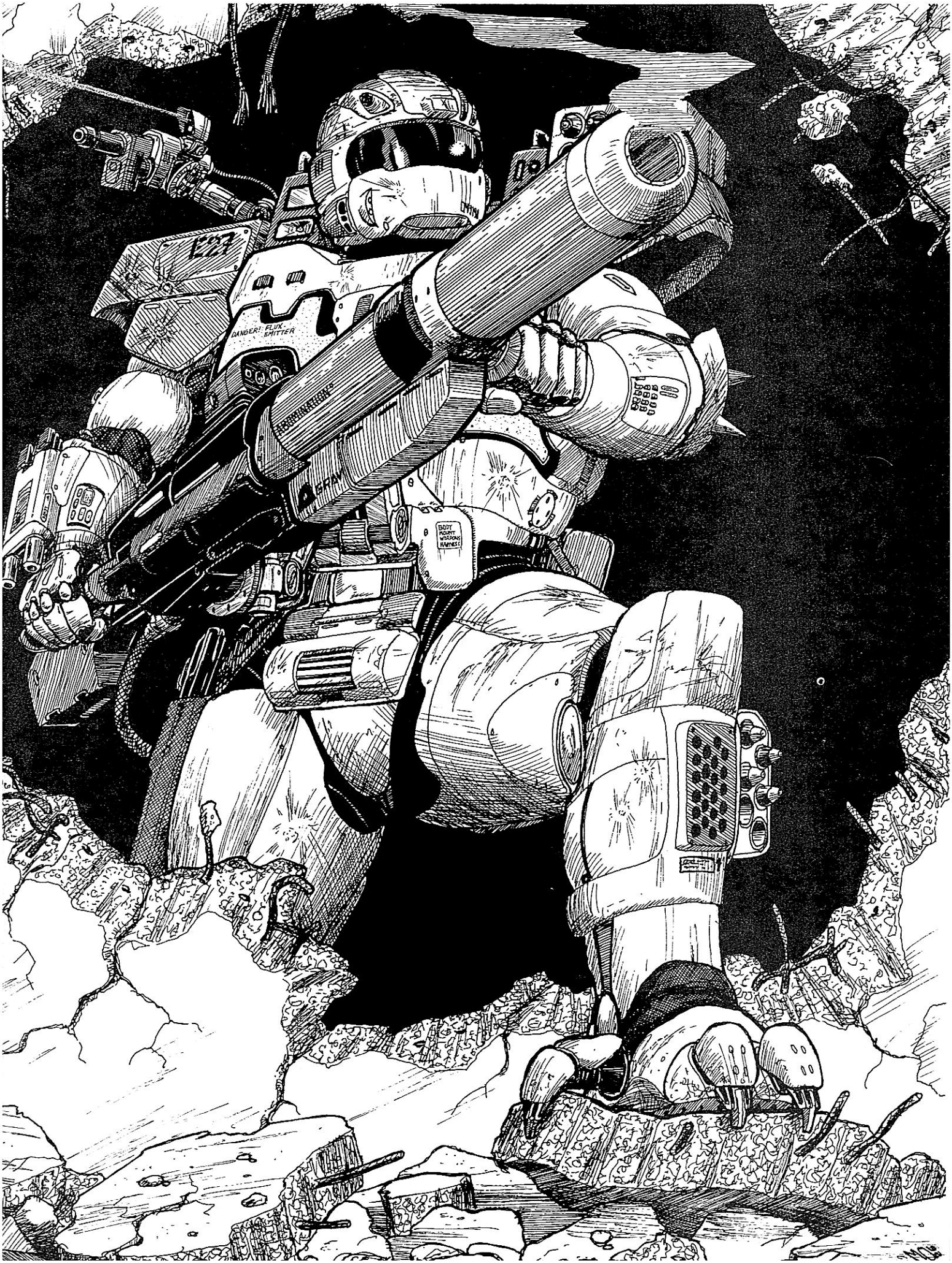
Bourgeoisie: The Bourgeoisie is just what its name implies, the middle class in maser carbines. It is cost effective and it works well. All stats are reasonable and Able corporation offers it with a 2 year guarantee on labor. Effective Range: 400m. Encumbrance: 7.



Micrometron: I consider this to be one of the Balshrom Corporation's best buys. It packs a serious punch and has excellent specs. The Micrometon produces high enough damage yield to get the job done. The problem is that it is difficult to find this weapon because it is in high demand and low supply. Effective Range: 1000m. Encumbrance: 8.

Scanner: This is another product of Marrson Electronics, a subsidiary of Marrson Optics. This is a high powered maser. The problem is that the system shock number is horrible. Chancy at best. Effective Range: 1500m. Encumbrance: 10.




DANGER! FLUX EMITTER
BODY ARMOR WARRIOR WARNESS

Mison: Nicknamed the Pressure Cooker. The Able Mison is a high frequency maser cannon designed to engage hardened targets. It comes with a built-in tripod for long range operations. The Galactic Marines are currently contemplating purchasing this weapon. Expensive, but worth every penny. Effective Range: 1900m. Encumbrance: 18.

BC-Comet: Of course the Balshrom Science Corporation is trying to hoodwink the public into buying this white elephant. This weapon system is the most powerful of its kind. The additional damage yield isn't significant enough to justify the purchase, unless you intend to have broiled Ram Python for dinner (What a terrible thought!). The BC Comet comes with a built-in tripod for long range engagement. Vehicle mounts available. Effective Range: 1700m. Encumbrance: 25.

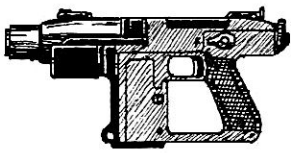
STATIC PISTOLS

Static Pistols are pulse weapons stored in a continual state of readiness. The plasma is maintained as a liquid and can be fired without having to be heated. Consequently, static pistols require no backpack. They are clip fed and somewhat heavy. One must have a 60 or better strength to wield them properly. Both hands are required to hold the weapon, which has a powerful kick. Failure to hold it with both hands, incurs a manual dexterity check at minus 40 or the weapon has been dropped subsequent to firing.

Static weapons have limited charges. They do however, generate formidable fire power that can be concealed beneath a coat. These weapons have long barrelled pistol configurations. Otherwise, static pistols follow the same constraints as normal pulse cannons. Ram Pythons, Python Lizards, and Cizerack have no penalty for using these bulky pistols.

Core: Commonly recognized by its gold plated stock. The Core weapon can stop a Ram Python in its tracks. Isn't that what life is all about? Punking your Ram Python before he punks you. Effective Range: 60m. Encumbrance: 8.

Plasma Pistol: The Plasma Pistol is the only multiple shot per second static weapon. Its 15 shot magazine is also the largest for any weapon in its class. The barrel is long and is easily defined by its side load magazine feed. Effective Range: 45m. Encumbrance: 8.



MX-D: Trades damage yield for range and accuracy. Watch out for the limited shots. Best used in low intensity combat situations. Effective Range: 90m. Encumbrance: 7.

Bull Master: Utilizes a special variable discharge configuration. The damage produced does 2-12, 3-18, and 4-24 points of damage, using up 1, 2 and 5 charges respectively. Effective Range: 40m. Encumbrance: 9.

BARGAIN BASEMENT PULSE CANNONS

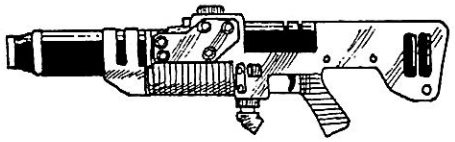
"Mom and Pop's Bargain Basement Store is open 30 hours round the clock. Whatever you need, just stop on in and get. Mom and Pop's guarantees to provide you with the most firepower for the money". Bargain basement pulse cannons don't come with inertial-grav systems and are made out of cheap alloys. They also tend to explode! The damage yield from an exploding pulse cannon can be tremendous (treat as plas grenade). If that doesn't scare you then nothing will so stop on over and pick up a couple you moron!

Popgun: Produces a marginal amount of plasma. But then again, it doesn't cost much either. Effective Range: 40m. We won't mention that it has the lowest malfunction number of any weapon on the market! Effective Range: 40. Encumbrance: 19.

BC-Thumper: Another ultra-cheap pulse cannon. However, this one looks neat. It has gadgets and useless thing-ma-bobs sticking out everywhere. The malfunction number is bad, but the system shock is worse. If you don't drop it, you'll be OK, but when she explodes watch out. Effective Range: 80m. Encumbrance: 24.

Able Heat: It isn't actually that bad, considering all the other worthless pieces of "crap" in its class. It fires three times per second and has very good range. Found often at garage sales. Effective Range 160m. Encumbrance: 18.

Plasmatix: Prone to radiation leaks (02% per shot. Make a successful radiation SMR or take 2-12 points worth of damage. 1/2 with successful save). Many planets have banned this weapon. The damage yield is, however, quite significant. Effective Range: 50m. Encumbrance: 14.



STANDARD PULSE CANNONS

1 Shot Wonder: A surprisingly successful design at a relatively cheap price. The One Shot Wonder is a shoulder fired, disposable, one shot plasma cannon. It has excellent damage yield with marginal secondary statistics. Effective Range: 50m. Encumbrance: 5.

PC-3 Pulse Rifle: With the advent of pulse technology, scientists experimented with the use of energy plasma as a weapon. The first problem was to isolate the plasma in a magnetic flux force field. This was eventually accomplished with the invention of the T-chamber. Another problem was that the weapons systems were too heavy to be operated by one individual. Robert Thisalis developed the first inertial-grav system for practical use. The PC-3 is considered to have been the first functional pulse rifle, although there is some dispute. The Balshrom Science Corporation claims to have developed the first pulse cannon, but it's claim has never been substantiated. The PC does a formidable 3-18 points of damage. The energy pack is somewhat unstable, and a roll of 90 or above, subsequent to unit malfunction, indicates that the weapon has exploded and the victim takes 3-18 points of body damage. Effective Range: 25m. Encumbrance: 17.

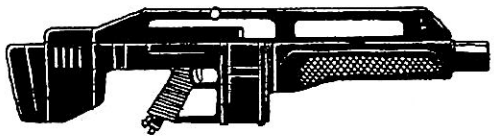
PC-6 Pulse Rifle: An improved version of the PC-3. The problem of pack explosion has been resolved. Effective Range: 45m. Encumbrance: 22.

M-20 Blaster Cannon: An excellent cannon! It trades a little range for a lot more damage. The M-20 has a good inertial-grav system and comes with a built-in tripod in the stock. Effective Range: 130m. Encumbrance: 20.

Mentar Reflex Rifle: The first multiple shot pulse rifle. The advanced recoil suppression system uses St-3 Flex foam. The Mentar packs sufficient firepower, but is only accurate out to a range of 115m. Encumbrance: 18.

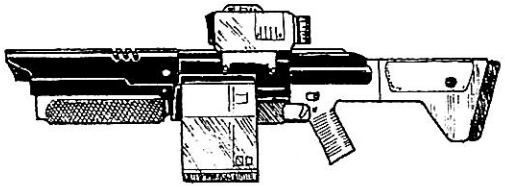
Shorty: Shorty is a wide dispersal plasma weapon that is designed to engage multiple targets (within 3m) at short ranges. It is bulky, inaccurate beyond 20 meters, but quite lethal. Encumbrance: 4.

PH-3A: An affordable plastic/ceramic composite designed by Marrson Electronics. It has been on the market for a little more than a year and has brought good reviews. Effective Range: 150m. Encumbrance: 9.



Stecker PC: Good overall stats, except the malfunction number is a little low. Effective Range: 220m. Encumbrance: 14.

RP-4 Masher Cannon: It is devastating at point blank range. You can "fry" a Python Lizard in a single fire segment. The energy pack is bulky and sensitive to electrical shock (reduces the system shock number by 20). The owner can increase the output power by flipping a lever on the side of the trigger guard assembly. This doubles damage yield (10-60). Ten charges are used up when the plasma pulse is "juiced up". Effective Range: 115m. Encumbrance: 22.



PT-1 Plasma Thrower: This unique device features a plasma cannon with continuous tank feed. The weapon fires a conical stream of super heated liquid iron out to 35m. It does 4-16 points of damage per second and can be fired continuously for up to 5 seconds without risking barrel melt down. For each second of penetration, 12 points of armor integrity are lost. The unit comes complete with over and under ML-50 pump action grenade launchers. Encumbrance: 18.

Vector 1: The Vector Corporation claims to be the only company to produce a plasma pulse system with an effective range beyond 350m. Not anymore. The pulse is less powerful than most, due to different "bottle" technology employed. The Vector 1's shock value is heavy enough for assassination attempts. Effective Range: 700m. Encumbrance: 13.

Plasma Dealer: It "deals" it out with fury! This weapon doesn't have heavy single shot damage statistics, but has a exceptional rate of fire. Effective Range: 80m. Encumbrance: 7.

Plasma Precision: New and available at gun dealers everywhere!!! The most accurate long range plasma weapon on the market. Vector claims that this weapon is a modified copy of the Vector 4. RKM's response is that if it has been modified then it ain't the same. The damage is marginal. It is a plastic/ceramic composite. Effective Range: 1000m. Encumbrance: 10.

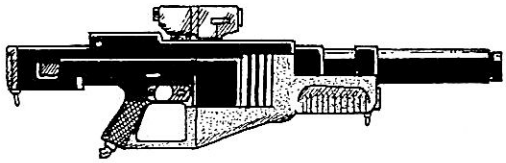
BC-Engager: Besides lasers, the Balshrom Science Corporation has produced a variable energy discharge pulse rifle. The damage meted out by the Engager is 2-12 points of damage on low power and 3-18 points on high power. The low power pulse uses up one charge while the high pulse uses up two charges. Effective Range: 150m. Encumbrance: 18.

Vector 3: Multiple improvements were made on the Vector 1. The Vector 3 has better malfunction and system shock numbers. Effective Range: 750m. Encumbrance: 13.

BC-Enforcer: Standard issue to police units. The BC Enforcer is a powerful, variable discharge pulse cannon. The different types of pulse drain one charge or two charges, doing 3-18 or 4-24 points of damage respectively. The Enforcer fires twice every fire segment. Effective Range: 180m. Encumbrance: 16.

Vector 4 "Power Vector": What difference does it make if the enemy has a Terminator, when you can pick'em off long before he gets to range? The Vector 4 can engage targets at 800m and still do a reasonable amount of damage. Encumbrance: 17.

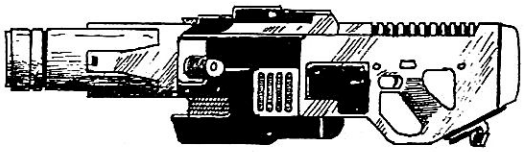
RKM-Showtime: No one wants to screw up when you're on prime time. So the RKM fielded their latest long range plasma weapon. It is dependable. Encumbrance: 15.



Wax'em Gun: It is designed to just that, wax things that get too close. This urban guerrilla weapon has a pistol grip configuration and with a snub nosed barrel, making the unit only 60cm long. SWEEEET!!! Effective Range: 40m. Encumbrance: 5.

Mentar-A3L Assault Cannon: One of the most powerful pulse weapons available. Ensures messy kills for you sick types. No major system drawbacks, except weight, and a tendency to overheat. The energy pack is relatively small, considering the amount of charges that it holds. Effective Range: 240m. Encumbrance: 20.

Howitzer: This weapon is experimental. It is also unbelievably powerful, throwing a 15cm diameter ball of super heated plasma that does more damage than any **NORMAL** weapon of its kind! It hasn't been field tested enough and the malfunction number is low. Oh, by the way, when the Howitzer explodes the owner usually dies. Otherwise, there is nothing like it. Limited shots. Effective Range: 65. Encumbrance: 24.



BC-Heat: The Heat was designed as a long range pulse cannon in a carbine configuration. It is a plastic/ceramic composite with superb damage yield and excellent secondary statistics (malfunction number and system shock). Clip holds 40 charges too!! Effective Range: 350m. Encumbrance: 6.

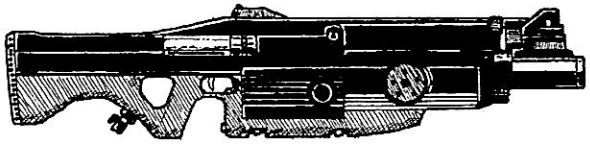
PC-9000: It's range is truncated, only 35m. But it can kill most things that enter that domain. The most significant problem is that the clip only holds enough plasma for 10 shots. Encumbrance: 5.

BC-Destroyer: Appropriately named. This system is wicked! It fires up to three times per second and the two output power settings generate 4-24 and 5-30 point pulses. The Destroyer is good for vaporizing targets who are stupid enough to get too close to you! Effective Range: 170m. Encumbrance: 18.


FRAGEHLE
BAGEN

BC-Terminator: Incredibly expensive, yet worth it! The Terminator has three discharge settings, light, heavy and super heavy (squish), that allow you to do 4-24, 5-30, and 6-36 point of damage to your opponents. These settings use up 1, 2, and 4 shots respectively. Effective Range: 185m. Encumbrance: 20.

M-80 Defender Cannon: The technology developed for the Vector 4 was stolen by the Ramcor Corporation and used to build this weapon. Virtually the same, except the recycle time is much faster (technology that Vector was unable to obtain.) The M-80 Defender fires 4 pulses per fire segment. Effective Range: 550m. Encumbrance: 20.



PULSE AUTOMATIC WEAPONS

Pulse automatic weapons (PAWS) are designed as close support systems, much like the machine gun. PAWS are very expensive pieces of machinery and thus usually restricted to military groups or high octane para-military combat units. Pulse automatic weapons are deadly. Many have built-in flux shield generators to protect the operator. They are two man portable. PAWS follow the same constraints of round loss due to range as machine guns, and can only be fired on burst or automatic modes.

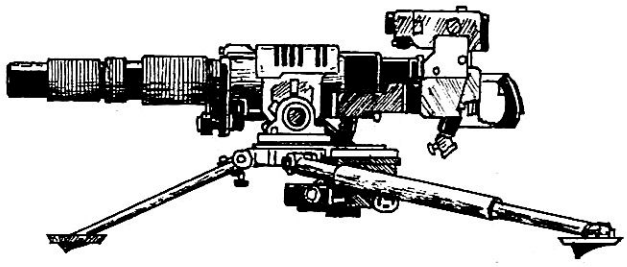
Valley Green Heavy Cannon: Two men carry this weapon into a combat zone where it is assembled. This requires 5-9 minutes. Once assembled, only one man need remain to operate it. Standard protocol is for both to remain. The first person is called the "Dead Man". Reason: Once the enemy locates the Valley Green, he generally expends ridiculous amounts of firepower to knock it out of action. The second man continues to engage enemy targets. The Valley Green Heavy cannon has 40 points of titanium steel armor, so its chances of survival are reasonable, but yours aren't!!! Effective Range: 850m. Encumbrance: 75.

Climax: Another product of Electronics Amalgamation. The Amalgamation is trying to increase its prestige by only fielding high damage yield weapons. They do good work! The weapon is sound overall, but the system shock number could be better. Effective Range: 400m. Encumbrance: 100. Setup Time: 3-12 minutes.

Wicked Crimson: This close support weapon fires so much plasma in a second that an observer once said "It looks like wicked crimson!" Hence the name. Wicked Crimson has the penetration factor to engage light armor. It is a gatling configuration, automatic recoilless cannon with a 5 HP flux shield, 20% thermal dampener, and improved camouflage generator (-70 on detection rolls). This unit can sustain full automatic fire for no more than 50 seconds before expending its 1000 shot energy pack. Wicked Crimson requires 4-16 minutes to setup and has an encumbrance of 250. It is a Balshrom Science Corporation product. Effective Range: 300m.

Cataclysm War Gun: Produced by Able Corporation. Another gatling configuration Pulse Automatic Weapon with fierce firepower at short to medium range. The Cataclysm gives up some cyclic rate of fire for larger and more powerful plasma pulses. It maintains a 7 HP flux shield, 10% ECM, and thermal dampener. Effective Range: 150m. Setup Time: 4-16 minutes. Encumbrance: 220.

BC-Apocalypse: The Balshrom Apocalypse is set in place long before an engagement. It requires 20-80 minutes, primarily because the base plate has to be anchored into the ground. It has a 7HP flux shield, 25% ECM, and thermal dampener. Encumbrance: 200. Effective Range: 600m.



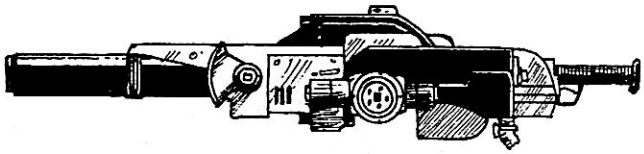
PULSE COMBAT SYSTEMS

Pulse Combat Systems (PCS) are designed to engage ultra-armor and tanks. These weapons are mounted to the anvil. They can also be vehicle mounted. PCSs follow the same basic parameters of pulse cannons. However, they reduce armor integrity by 40 points per penetrating hit and recharges cost 5 times the normal amount. All Pulse Combat Systems use micro-feed implant technology. The system is plugged into the brain of the operator. Electronic cross hairs are superimposed over the eyes of the Rigger. Wherever he looks, the weapon follows. Firing initiative is reduced by up to -7.

S&M Gun: Damage yield is marginal, but range is excellent. Provides a -3 to initiative. Effective Range: 500m. Encumbrance: 480.

BC-Incinerator: A short range, heavy impact system designed to be used with heavy flux shields. Effective Range 150m. Provides -4 to initiative. Encumbrance: 600.

Toast Master 1200: Can knock out most modern tanks at ranges of up to 600m. Provides a -1 initiative. Only fires once every 10 seconds. Encumbrance: 1200 .



Champion: Distinguishable by a 1m tall feathered plume. The Champion can engage the might of modern armor with a high probability of kill and survival. Initiative Modifier: -5. Effective Range: 1400m. Encumbrance: 1500.

Grave Digger: Not only does it waste the enemy it leaves a crater big enough to bury them in. Initiative Modifier: -6. Effective Range: 1250m. Encumbrance: 1600.

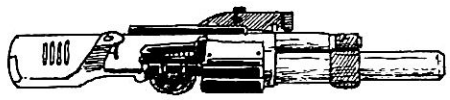
Mortician: Guaranteed to deliver your enemy to his death in style. Great for you Wax 'em and Fax 'em types. Initiative Modifier: -7. Effective Range: 1500m. Encumbrance: 2000.



OMEGA CANNONS

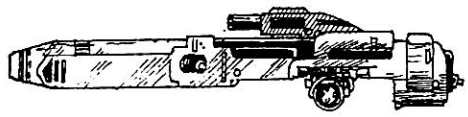
OC-1: The first mass produced flux cannon. Designed by the Able Corporation in conjunction with the Tashinir Institute. The OC-1 is inaccurate and unreliable. Still, it can wipe out a Python. (Why does everyone want to kill Pythons anyway?) Effective Range: 50m. Encumbrance 15.

Balshrom Flux Cannon: A fair system overall. The targeting system has been improved and many of the other inherent problems have been worked out. The Balshrom Flux Cannon is affordable. Effective Range: 50m. Encumbrance: 16.

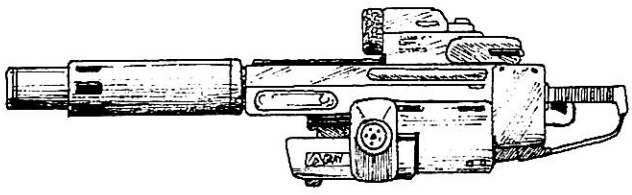


Valley Green OX: High Tech Weapons Manufacturing, a subsidiary of the Able Corporation, first produced this flux cannon in 2207. The OX has good all around stats and the system is compatible with the M-L50 grenade launcher. Effective Range: 110m. Encumbrance: 20.

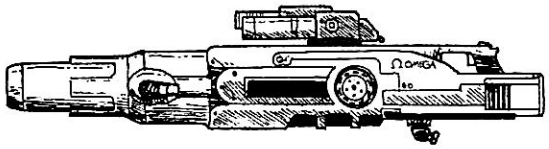
Johnson: "Don't mess with a man who has a big Johnson". The Johnson Omega cannon is a point blank range, heavy damage yield weapon designed for Ram Pythons and other close range combat types. It has an incredible kick. The low cost is due to the magnetic bottle technology employed. Effective Range: 15m. Encumbrance: 18.



Able 3: Another product of the Able Corporation. It has an outstanding inertial-grav system. The user gains -1 to initiative rolls. The Able 3 is fairly accurate at point blank and short ranges. Effective Range: 110m. Encumbrance: 17.



LS-21: A real Thud Gun for you hardcore maniacs who like the sight of blood!!! It mounts directly to the individual via a body harness. The harness straps over the shoulders and around the waist and firing arm. The unit is thought activated, lending the wielder a -2 to initiative rolls. Yontacha are a group of crazed maniacs who run around the galaxy purifying it by killing off mercenary types such as yourself. Their last leader was killed by a bounty hunter carrying a LS-21. They have since declared war on all Ram Pythons and anyone carrying this weapon. It is ludicrous to kill people just because of the type of weapon they choose to carry. But then again, we are dealing with fanatics. It was a Ram Python who killed Ismail their leader. The low malfunction number raises some doubts as to the overall value of this unit. I wouldn't buy it, so you probably shouldn't. Effective Range: 120m. Encumbrance 14.

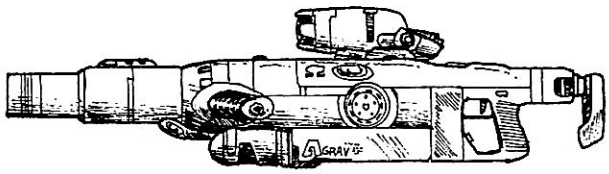


Able Ram: The first rapid pulse flux cannon. It has a terrible malfunction number and is considered to be a promotion gag more than anything else. It does good damage when it works. Think twice before buying this unit. Effective Range: 130m. Encumbrance: 18.

Viper XM1: Compliments of the Ramcor Corporation. Not too expensive, no thrills, and it works. The only "functional" two shot flux cannon. Effective Range: 175m. Encumbrance 20.

OC-66: The only plastic/ceramic composite flux cannon currently on the market, although rumor has it that Balshrom Science Corporation intends to field a full line of plastic/ceramic weapons. Effective Range: 130m. Encumbrance: 14.

Balshrom 2: Produced in response to the Cobra. The Balshrom 2 is a body mount Omega cannon. It doesn't have a thought activated fire system, but is accurate out to 120m range. It has a faster rate of fire than the Cobra and is somewhat cheaper. Encumbrance: 22.



Cobra XM2: Shortly after producing the XM1, Ramcor produced a three shot flux cannon, unprecedented for the times. This baby can dish out almost 100 points of damage in a single fire segment! The Cobra uses a body mount configuration and has a thought activated fire system: -2 on initiative rolls. Effective Range: 200m. Encumbrance: 20.

Python XM3: The top of the line from Ramcor. A million credits is a lot to spend on a weapon, but you can take out almost anything with a Python XM3. This system can actually penetrate tank armor and has a thought activated firing sequence like all Ramcor flux cannons. Ramcor stole the inertial-grav technology from Able Corporation to make this model manageable. How thoughtful! Effective Range: 90m. Encumbrance 25.

Devastator: *The Supreme Thud Gun!!!* The optimum in Omega technology. The Devastator utilizes micro feed implant technology (i.e. It is plugged straight into the brain. Problem: Individuals using micro-feed weapons who are hit by electromagnetic pulses take 1-3 points of damage, suffer automatic brain hemorrhaging, lose 1 point of blood per minute, and there is a 50% chance of a permanent loss of 2-12 points of IQ. The moral of this story: get EMP shielding!). The cost of implant surgery is included in the list price. The individual merely thinks fire and the weapon discharges: He gains a -4 to initiative rolls. The Devastator comes with the most advanced inertial-grav system available and uses a body mount weapon harness. This jewel is handcrafted to order. Only 2000 units exist. Effective Range: 125m. Encumbrance: 22.


DON'T WORRY
DO BATTLE

EMP CANNONS

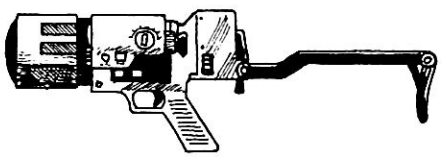
EMP Cannons generate a powerful electro-magnetic pulse that is very effective at knocking out electronics and is designed primarily to defeat body armor on modern battlefields. The concept is clearly defined. A miniature nuclear explosion is generated in a confined reactor, then focused and fired from the weapon. The suppression field prevents the pulse from interacting with the operator. All electronic targets must make an SMR vs EMP or be knocked out of commission. EMP cannons have no effect on body tissue.

The damage done by EMP cannons is figured as such: The target has to make a successful system shock check, or SMR, depending on whether it is armor or a weapon being knocked out of operation. **It makes the check at a penalty equal to the damage dice rolled for the weapon.** Thus, an EMP cannon that does 1-4 points of damage, reduces the SS/SMR number of the target by 1-4 points. NOTE!! The pulse is very narrow. Unless specifically stated, only the section hit is required to make a SMR check. If a person is carrying a laser and he is struck in the arm by an EMP pulse, the armor must make an SS check as well as the weapon. The damage then is applied. Absorption does not effect an EMP pulse.

The most targeted area for an EMP cannon is the abdominal region. First, most equipment is carried on utility belts strapped around the waist. Second, whenever the armor fails its SMR check, all servos in the torso are knocked out, preventing motion, and the armor is rendered useless.

Pulse: The cheapest of the EMP cannons. Its effects are marginal. Also, any critical malfunction (not a time result) results in the leakage of deadly radiation. Persons within 400m must leave the area or make an SMR vs radiation or suffer 3-18 points of damage over 1-4 days. The Pulse EMP cannon has been determined to be hazardous to your health. The Federal Weapons Regulation Committee is currently removing the weapon from the shelves. Used copies can still be found. Effective Range: 50m. Encumbrance: 17.

Agitator: A much more effective weapon design when compared to the Able Pulse Weapon. Very cost effective. Watch out for system shock number. Effective Range: 75m. Encumbrance: 15.



Fomenter: Commonly recognized by its massive barrel aperture. The pulse is assumed to effect the entire body. ALL ELECTRICAL equipment carried or worn must make an SS/SMR or be knocked out of commission! This weapon has very limited range of 30m. It is best employed in surprise situations. Encumbrance: 28.

Hammer: Named after its inventor Marcus Hammer. The Hammer has the longest range of any EMP cannon. It has been built with a top secret weapons design. Any attempt to open or X-Ray the weapon causes it to explode. There is no way to repair this weapon. Effective Range: 170m. Encumbrance: 16.

Stingray: Probably the most balanced all around weapon in its class. Effective Range: 100m. Encumbrance: 14.

EMP-X: The X Gun, as it is called, has reasonable range and formidable knockout capability. It is designed to engage heavy armors with EMP defense. Effective Range: 100m. Encumbrance: 17.

Ultra-Mag: Designed to engage mechanized armor. Expensive and worth every penny. Effective Range: 120m. Encumbrance: 30.

WEB GENERATORS

Web generators are another innovative proposal for engaging modern battlefield armor systems. The most alluring aspect to the weapon is their relative cheapness when compared to other systems. Web generators fire an ultra-fast drying glue composite that hardens in seconds when exposed to air. They are fired from the hip and are effective at immobilizing enemy personnel without destroying armor or weapons. Web Generators look like funky grenade launchers, possessing a wide muzzle aperture. There is no significant damage yield. That isn't what the weapon is designed to do. It makes things stick together. A normal to hit roll is made. When the glob strikes the target, it splatters over the body.

There are 4 basic types of glue, based on viscosity. The first costs 200cr per shot. It can be broken by making a strength check at a -30, but has a 50% chance of splatter. The second is the standard glue round which costs 350 per shot and has a 40% splatter, requiring a strength check at a -50 to break. The third costs 500cr per shot and has a 30% chance to splatter, but requires a strength check at a -75 to break. Ram Glue doesn't splatter but requires a -100 strength check to break. A special solvent can be poured over a strand, dissolving it in 2-12 seconds. The solvent costs 2000cr for a 10 dosage bottle. All web generator have interchangeable magazine drums (4-16 seconds to change).

Once a hit has been rolled, roll again to determine if there is a multiple splatter. Then roll for the appropriate location and consult the table below to determine the effects. If a multiple splatter occurs, roll 1-3 possible locations as determined by the table hit location. NOTE!! A section can be bound to another section by more than one strand. The effects are cumulative. Furthermore, multiple splatters increase the strength check. Battle Masters will adjudicate such situations to determine the outcome. If a no effect is rolled for a splatter, then ignore the roll and assume that it did not splatter and continue on to the next roll.

Hand Results

01-40	Hand fused in current position, -20-120 Manual Dexterity.
41-65	Hand fused to thigh, -10-60 agility, hand is nonfunctional.
66-90	Hand fused to abdomen, -20-120 manual dexterity, -4-24 agility.
91-98	Hand fused to chest, -20-120 manual dexterity, -4-24 agility.
99-00	No Effect.

Lower Arm Results

01-05	Lower arm fused to hand, -10-40 manual dexterity
06-35	Lower arm fused to abdomen, -20-120 manual dexterity, -1-10 agility.
36-45	Lower arm fused to upper arm, -10-60 manual dexterity.
46-70	Lower arm fused to chest, -20-120 manual dexterity, -1-10 agility.
71-95	Lower arm fuses to thigh, -10-40 agility hand immobilized.
96-00	No Effect.

Upper Arm Results

1-60	Upper Arm fused to chest, -10-60 manual dexterity, -1-10 agility.
61-70	Upper arm fused to lower arm, -10-60 manual dexterity, -1-6 agility.
71-85	Upper arm fused to abdomen, -10-60 manual dexterity, 1-10 agility.
86-95	Upper arm fused to face, -20-80 manual dexterity, -10-40 agility. 10%-100% Blindness.
96-00	No Effect.

Chest Results

01-10	Chest fuses to upper arm -10-60 manual dexterity, -1-10 agility.
11-30	Chest fuses to abdomen, -10-60 agility.
31-40	Chest fuses to lower arm, -20-120 manual dexterity, -1-10 agility.
41-50	Chest fuses to face, -20-120 agility, 10-100% blindness.
51-55	Chest fuses to upper leg, -20-120 agility, -20-80 manual dexterity.
56-00	No Effect.

Abdominal Effects

01-05	Abdomen fuses to waist section, -10-40 agility, 2-5 waist belt items fused in position.
06-40	Abdomen fuses to thigh, -10-80 agility, -4-24 manual dexterity.
41-60	Abdomen fuses to lower arm, -20-120 manual dexterity, -1-10 agility.
61-80	Abdomen fuses to hand, -20-120 manual dexterity, -4-24 agility.
81-00	No Effect.

Leg Results

01-10	Fuses legs to ground, -20-120 agility.
11-15	Fuses legs together below knee, -40-160 agility.
16-25	Fuses legs together at thighs, -20-120 agility.
26-27	Fuses knee joint, -10-60 agility.
28-30	Fuses knee joint to knee joint, -40-160 agility.
31-40	Fuse thigh to midsection.
41-55	Fuses thigh to abdomen, -10-80 agility, -4-24 manual dexterity.
56-66	Fuses thigh to hand, -10-60 agility, hand is nonfunctional.
67-75	Fuses lower arm to thigh, -10-40 agility, hand immobilized.
76-00	No Effect.

Head Results:

01-15	25% cover face plate.
16-35	50% covers face plate.
36-50	75% covers face plate.
51-70	100% covers face plate and sticks to chest.
71-80	Neck fused to chest, head immobilized.
81-90	Face fused to chest.
91-00	No Effect.

NOTE!! Any hit to the hand that carries a weapon, fuses it in place.

NOTE!!! Any hit to the hand fuses the hand in that position. If a weapon is in the hand, then it can't be moved.

NOTE!!! External armor options are vulnerable to the effects of glue.

Goop Gun: Has a low malfunction and is known to leak, causing premature glue hardening. Cheap. Effective Range: 55m. Encumbrance: 12.

Able Flow Weapon: Can fire a continuous stream of glue for up to 5 seconds. The Able Flow Weapon can only use the lowest viscosity mixture. Effective Range: 65m. Encumbrance: 14.

Web Thrower: Has the longest range of all the web generators. Watch out for the marginal system shock number. Effective Range: 110m. Encumbrance: 14.

Splatter Gun: This weapon fires double the normal amount of glue per second. A hit automatically indicates that there is a splatter. Roll 1-3 random locations. Effective Range 60m. Encumbrance: 13.



THUNDERBOLT GENERATORS

Thunderbolt generators are another name for Arc Throwers. Again, like many weapon systems, the knowledge required to produce such weapons has been around for centuries. It has only been in the last 20 years that the technology needed to produce light weight combat systems has become available. Thunderbolt generators are produced when electricity is passed through inductive step up transformers and then the resulting charge is stored up in powerful electromagnetic capacitors until fired. The lightning bolt released is powerful enough to kill a Human instantly, but has limited range. Thunderbolt generators are quite heavy and have slow rates of fire. However, these weapon systems are very useful when employed against personnel as well as body armor. Most defense suits are affected by large doses of electricity and overloaded armor suits shut down, leaving the owner vulnerable to hostile fire. Thunderbolt generators can be employed to knock out heavy armor in short order, without completely destroying the armor itself. The amount of damage done when applied to armor or weapons is figured as with EMP cannons. The armor must make an SS/SMR at a penalty equal to the amount of damage done by the weapon. The following Arc Throwers are available on the open market. Arc Throwers are considered energy weapons. NOTE!!! Be careful. Any person wearing metal armor within 2m of the operator, risks being hit by the discharging weapon. A field suppression grid prevents the operator himself from being struck. The energy packs are relatively cheap to recharge, only 2cr per shot. Mrs. Fusion works well with this system.

Thunderbolt Generators don't do any damage to ceramic armors and do normal tissue damage. All damage to absorption polymers is considered translational.

VG-4: A product of the Marrson Optics Corporation. Stands for variable discharge generator. The output bolt does 1-8 or 2-12 points of damage, using up 1 and 2 charges respectively. This weapon has a horrible system shock and a low rate of fire, but is quite cheap. Effective Range: 22m. Encumbrance: 11.

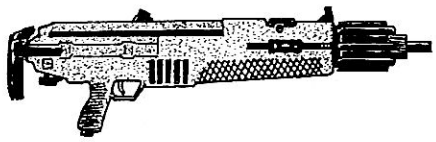
BC-Zap Gun: It has a higher rate of fire than the VG-4, but at the cost of a fixed output yield. It has better range and is priced slightly higher. The Zap Gun has built-in features that prohibit explosion in the event of malfunction. This weapon is short, only 45cm long. It can be concealed under a long coat and is a favorite of urban guerrillas. Effective Range: 40m. Encumbrance: 7.

Marrson Thunderclap: This weapon can be heard for up to one km away. The Marrson Thunderclap is acceptable. Nothing else is particularly special about this weapon. A sound suppressor can be bought for another 7000cr. Effective Range 65m. Encumbrance: 10.

Marrson Thunderbolt: The Thunderbolt is an improved version of the Thunderclap. There are some differences though. This weapon is designed for up close engagements. It only fires out to 50m, where it does formidable damage. The Thunderbolt has been known to short out when it malfunctions (05% chance, doing) double damage to the operator. Encumbrance: 11.

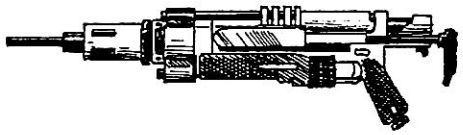
Coulomb: It was designed with Ram Pythons in mind, both as target and operator. The Coulomb (White Lightning as it is called) fires a spread of lightning bolts from a conical based aperture. It has limited range, but can atomize our average Ram in 1 shot. The Coulomb carries a special feature called, Power Station. The Ram, or whoever happens to be using it, can generate a bolt that does 20-160 points of damage. The Power Station feature uses up the entire energy pack. Furthermore, there is a 05% chance that the weapon will explode, doing (8 - 80 x 4) points of damage. Power Station is usually a last choice option. Effective Range: 40m. Encumbrance: 13.

BC-Lightning: It has the longest range of any arc thrower. This Balshrom Science Corporation product is excellent, except for the marginal malfunction and system shock numbers. It also has a fair damage yield. Replacement parts for the BC-Lightning cost only 50% of the norm (Sell you a piece of junk then lure you in with the fact that it doesn't cost much to fix!) Encumbrance: 15.



Slagger: Slags armor and weapons. Effective Range: 120m. Encumbrance: 14.

Extra-Crispy: If you like your enemy extra crispy, then give'em a blast of this thunderbolt generator. Uumm.. Uumm.. Smells good! Effective Range: 150m. Encumbrance: 15.



Maximus: You just feel BAD carrying this monster around! You will even gain the respect of a Ram Python if you are packing a Maximus (It doesn't mean that he won't try to rip your head off if you upset him, it just means that he will respect you when he does it). Maximus means just that. Maximum damage. All women want a man with a Maximus. Effective Range: 70m. Encumbrance: 18.

Arc Thrower: The Marrson Arc Thrower is designed to engage multiple targets at short range, simultaneously. It fires a series of electrical discharges spread over a 5m area. The firer merely aims at a central target. Anything within 2m on either side of him risks being hit. One hit result indicates that all targets within the area have been struck with 2-8 bolts which do 2-24 points of damage a piece! Many call the Arc Thrower Orange Crush because of the erie orange bolts that are discharged. Effective Range: 35m. Encumbrance: 14.

GAUSS RIFLES

Gauss Guns utilize a magnetic induction coil to accelerate a projectile and fire it from the barrel of a gun. In ancient times on the planet Earth, these weapons were called rail guns because of their size and bulk. These devices were miles long from the point of induction to expulsion. Modern technology has seen the decrease in size of rail guns to less than 2m in length. GAUSS guns are recognized for their long and slender structure. They mount very large scopes which can not be modified. The accuracy and threshold reduction of the GAUSS Gun is predicated exclusively on the length of its barrel. Furthermore, aiming these weapons takes 3 seconds for every 50 meters of range. GAUSS Guns can not engage targets that are moving faster than speed 12. The application of a GAUSS gun technology to modern warfare stems from the fact that super accelerated particles reduce the armor threshold substantially. GAUSS guns carry various munitions to deal with a variety of situations. They are extremely accurate out to great distances. The munition packages are given below, followed by the weapon description. The cost for ammunition is per 10 shots.

GAUSS AMMUNITION

Anti-Polymer: Penetrating rounds release Crielyene which destroys the absorption polymers in defense suits. Each round reduces absorption by 3-18 points. Anti-polymer rounds do little damage to flesh.

Anti-Polymer Plus: Reduces absorption polymers in defense suits by 6-36 per hit.

Armor Piercing: The armor piercing round further lowers threshold of the armor by 2 points on top of the reduction given by the weapon itself. The round does 1-8 points of damage.

Flechette: When the round penetrates the body, tiny nylon lines spread out in all directions, winding themselves into the body tissue and organs. Extracting flechette rounds from the body requires a level 10 paramedic skill check and takes 20-80 minutes for each round. The round does 2-12 points of damage.

EMP: Penetrating rounds generate a tiny but powerful electromagnetic pulse. The armor must make a SMR vs EMP effects at a -10 penalty or shut down.

High Explosive: High explosive rounds do 3-18 points of damage each.

Mega-Explosive: Does 4-24 points per round.

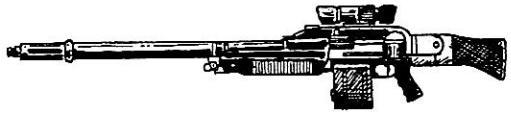
Incendiary: Incendiary rounds reduce armor integrity by 4 points when they strike. They also leave horrible burns on the victim which require a level 7 paramedic check to treat.

Signature: The bullet explodes on impact, spraying the armor with a radar sensitive liquid that hardens in seconds. The target can then be easily tracked by electronic means.

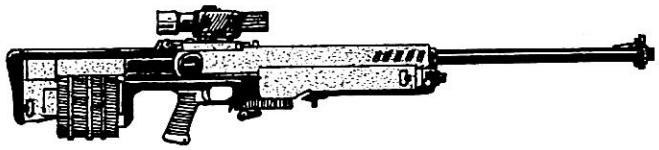
GAUSS RIFLES

Linearity: This weapon has excellent range and accuracy statistics. It can effectively engage targets out to 1100m and reduces threshold by 2 when calculating penetration. It has a relatively low malfunction number. The Linearity GAUSS Gun is 1.7m long and has an encumbrance value of 12. A tripod can be purchased for this weapon, increasing accuracy stats by another 10 points. The tripod has an encumbrance of 2.

GAUSS 1: A product of Magnetron Incorporated. The GAUSS 1 is accurate out to 1500m and has a 2.0m barrel length. The GAUSS 1 reduces armor threshold by 3 points. The unit incorporates infravision and night vision into its sighting scope. It is considerably overpriced. Tripod built into the forward section of the stock. Available just about anywhere. Encumbrance: 10.



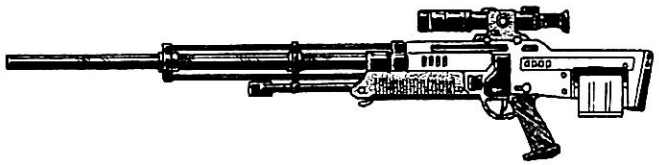
Coilizer: The Magnedyne Coilizer is the only automatic GAUSS rifle available on the market. It fires four rounds per second and is accurate out to 900m. Threshold is reduced by 2 points. The Coilizer has an extended magazine which holds 20 rounds instead of the standard 10. It is only 1.3m long and has an encumbrance value of 10.



GAUSS 2: An improvement in threshold reduction to 4 points. The malfunction and system shock numbers have also been improved. This weapon is excellent if you are going up against heavy armor. Otherwise, the stats are the same as the GAUSS 1.
Encumbrance: 12.

BC-Rail Gun: Designed to engage targets out to 5000m with deadly accuracy. The weapon is assembled (1-4 minutes) and breaks down into three sections, stock, firing assembly, and forward assembly. The Balshrom Rail Gun is 2.7m long and reduces threshold by an incredible 10 points! It has a tripod built in to the forward assembly. Encumbrance: 23.

BC-Rail King: It is exactly the same as the Rail Gun, except that it has a range of 7000m and reduces threshold by 15 points. Encumbrance: 35.



Horizon: Magnedyne Systems Incorporated claims that it can fire out to the horizon, hence its name. In actuality, the Horizon GAUSS gun can engage targets out to 10,000m, give or take a cm! Regardless, the Horizon is the longest range hand held weapon in existence. It utilizes special double strength payloads (double the damage yield) which cost four times the list price. This unit is 2.0m long. The scope comes complete with infrared and night vision capabilities.
Threshold Reduction: 20. Encumbrance: 14.

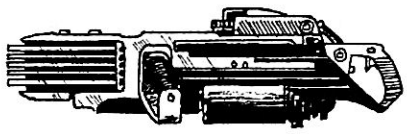
ATTRACTOR/REPRESSORS

The technology to produce these weapons was obtained through the arms treaty between the Alliance and the independent planet called Takan. Attractor/Repressors are Tech Level 7, medium range weapons that generate an alternating attraction/repulsion beam. These weapons are extremely heavy and are usually carried by Ram Pythons, Python Lizards, and Cizerack. The electro-magnetic beam alternates pulses over a period of nano-seconds. The resulting effect is so powerful that the beam shakes objects contained within armor into pieces in the course of a few seconds. They must make SMR checks as with EMP cannons. Attractor/Repressors are not affected by threshold. Absorption polymers protect the target normally. Damage is merely subtracted from the absorption polymer lining as the person is shaken up. Note that for most Attractor/Repressors the damage is divided among all sections including the head. Attractor/Repressors do not affect ceramic or biological armors. All come with a built-in tripod to facilitate operations.

These weapons can be used to hold an individual in place. A person in armor may attempt to escape the beam of a Attractor/Repressor. He must make a strength check equal to a penalty of 3 times the rolled damage yield. It costs 25cr per shot to recharge a Attractor/Repressor.

Jellatizer: It is affordable. Specs aren't great but you don't have to be a zillionaire to buy one. (A zillion is four times a skillion). The Jellatizer comes complete with an L-50 grenade launcher attached. Effective Range: 140m. Encumbrance: 18.

Ravager: This unit has limited range, but generates a variable output beam which does 3-18/4-24 points of damage, using up 1 or 2 charges respectively. The Ravager is another Balshrom Science Corporation product. Presently, there is a lawsuit pending between Marrson Optics and Balshrom over the rights to produce this weapon. A Human by the name of Alexander Harding was the lead scientist on the project to design the Ravager. He quit Marrson and was put on the Balshrom payroll where he received a huge salary increase. The weapon was soon released to the public. Effective Range: 300m. Encumbrance: 25.



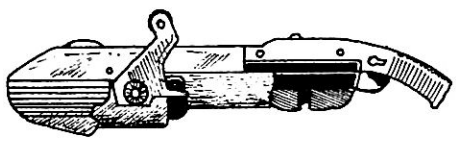
Emulsifier: This weapon is truly unique. It is designed to strike multiple targets, producing a cone-shaped field. A successful "to hit" roll indicates that all objects within a 5m radius are immobilized and suffer damage, unless they make a successful strength check as given above. Effective Range: 300m. Encumbrance: 20.

Able Plus: The Able Plus is the only Attractor/Repressor that can effectively engage targets beyond 500m. It also has a variable output setting that does 3-18/4-24/6-36 points of damage, using up 1/2/5 points of energy respectively. Effective Range: 550m. Encumbrance: 35.

Shake and Bake: This is a totally new idea in weapon design. The system consists of a normal Attractor/Repressor with a maser mounted under the barrel, much like a grenade launcher. The weapon can fire both the attractor and maser beams in a single fire segment. Damage yield is 3-18 for the attractor and 2-12 for the maser. Shake and Bake has a special power pack which provides energy for both systems, but uses up 2 charges per shot. Effective Range: 120m. Encumbrance: 40.

Earthquake: The damage done is to each section of the body armor, including the head (4-24 to **EACH** section). Testers claim it would be more fun to be in an earthquake. Effective Range: 150m. Encumbrance: 12.

BC-Milk Shake: What's left when the armor is poured out tends to look like a milk shake! The Milk Shake does 6-36 damage to **EACH** section. Effective Range: 120m. Encumbrance: 13.



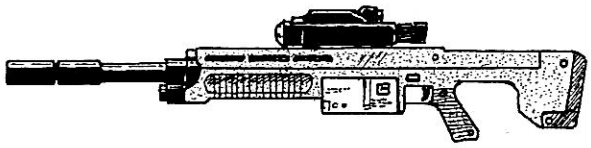
PARTICLE WEAPONS

AM1: The first experimental particle weapon. Designed by Helix Unlimited. The AM1 is inaccurate and has an effective range of 50m. Encumbrance: 5.

Cheetah: Balshrom Science Corporation is the only company currently producing particle weapons, although the AKM Corporation is trying to enter the market. The Cheetah is the first of Balshrom Corporation's CAT series particle weapons. Effective Range: 115m. Encumbrance: 8.

Tiger: The better range and all-around performance of this weapon makes owning it enticing. One can engage targets out to a range of 210m. Encumbrance: 10.

Mark 3: Still being tested. AKM Corporation's answer to Balshrom's monopoly over the particle beam market. All specifications beat out any CAT except the Lion. Prototypes are available. Effective Range: 725m. Encumbrance: 10.



Lion: Does a lot of damage and has excellent range. It is the largest of all the CAT series. Effective Range: 500m. Encumbrance: 16.

FROST GUNS

Frost Guns are large, bulky weapons, designed to spray a super-cooled liquid at body armor. All Frost Guns carry a tank that is mounted to the back of the combatant. The tank has a threshold of 20 and explodes outward in the event of puncture, thus saving the owner from that undesirable event called death! Frost weapons spray Kayson. Kayson boils at 20 Kelvin. When mixed with carbonite, Kayson can be discharged as a liquid. It "burns" off the carbonite then freezes. Its affect on body armor is to destroy absorption rating, armor integrity, and armor agility at the same time. Absorption polymers are affected by extreme cold and breakdown when exposed to this attack form. Armor also becomes brittle and thus overall armor integrity is lost when affected by frost technology. Armor is built with flex points that provide mobility. When exposed to extreme cold, the armor must make an SMR vs cold at a penalty equal to the damage dice rolled, or lose 2-12 points of agility permanently.

It is assumed that the spray from a frost gun covers the entire armor section. The damage is directly applied to the absorption polymers. Threshold is ignored. One third of the damage yield is applied to armor integrity (round fractions down). The weapon does three times the damage to body tissue. Recharging Frost Guns costs 50cr per charge.

Snowman: The first combat effective Frost Gun. This unit suffers from leaks and is considered dangerous to operate. Make sure to note the malfunction number which is an abysmal 90. The only good thing about this weapon is its cost. Effective Range: 40m. Encumbrance: 15.

Iceman: This unit has an adjustable nozzle which increases weapon accuracy by 15 points at the expense of double the output charges. Effective Range: 30m. Encumbrance: 12.

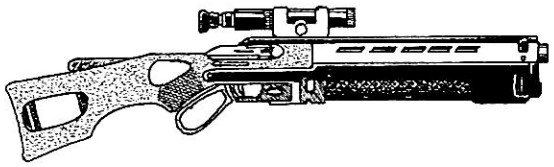
Big Frosty: The most enticing feature about the Big Frosty is the ability to double the Kayson output by flipping a lever on the side of the trigger guard. Five charges are used up when the Big Frosty fires in "ice cube mode". This weapon is well worth the price and light compared to those in its class. The backpack also holds 30 charges. Big Frosty can be easily recognized by its gold plated stock. Effective Range 65m. Encumbrance: 8.

BC-Frost Giant: Has an unbelievable dispersion matrix, although it can't fire out beyond 15m. The BC-Frost Giant is limited in it's usage, but does formidable damage. The weapon is worth it when considering size. It was designed for urban engagements. The pack fits into the lining of a specially designed trench coat that comes with the unit. There is no scope. Encumbrance: 6.



BC-Frost Slayer: The Frost Slayer was designed for city operations also, but with longer range engagement in mind. Again, the fuel tank is woven into the lining of a trench coat. The gun itself, has a quick-snap on clip, linking weapon and tank in just 2-8 seconds. The barrel looks like a walking cane. Effective Range 75m. Encumbrance: 8.

CG-911: Fires a Kayson capsule out to a range of 300m. This is the Able Corporation's finest Frost Gun. The CG-911 is a breach load weapon and each shell costs 1500cr. Encumbrance: 12.



BC-Winterdom: The Winterdom maintains a rotating carousel drum that automatically feeds the weapon. It trades a little range for 2 shots per second. Each capsule costs 2500cr and does 6-48 points of damage. The BC-Winterdom is quite effective when compared to others in it class. Check the price tag and you can understand why. Effective Range: 150m. Encumbrance: 14.

JUICERS

Juicers are an ancient, tech level 3 invention, first developed by the Eridani and still in use to date. They fire super-heated chunks of molten iron. They obtain much of the same results as plasma cannons at a fraction of the cost. Juicers are self sufficient. As long as there is a supply of iron around, the operator can cook up some more "juice". The iron must be at least 75% pure in order to avoid the system clogging up which causes dangerous malfunctions (+10 to malfunction rolls). The Juicer utilizes an induction principle to "cook" iron into its molten state. The iron, or juice, as it is called, is then fed to the gun itself under extreme pressure, where it is jettisoned.

Juice yields some excellent results when applied against body defense suits. Juicers reduce double the amount of absorption. The effects are translational. The armor integrity is reduced by the damage yield. **Finally, if the damage yield is greater than or equal to double the threshold, then the threshold in the appropriate section is permanently reduced by 2 points.**

Example: Fredd the Python is using a BC-Splatter Gun. He hits Henry the Mutzachan in the arm. Henry is wearing AKMB armor. The damage is 8 points. Sixteen points of absorption is automatically destroyed, along with 8 points of armor integrity. Since the damage yield is twice that of the threshold, the threshold in the arm section is permanently reduced by 2 points.

So why doesn't everyone use Juicers? They destroy absorption, armor integrity, and reduce threshold permanently. There are three basic reasons. First, Juicers are heavier than any other weapon system, even more so than Omega cannons. Second, there is a 20% chance that the induction cooker will explode any time the tank is ruptured, doing 8 times the base damage in the form of a concussion blast (5m radius). All fragmentation damage is treated as a Super Plas grenade. Four of the fragments automatically affect the chest area because the tank is mounted to the back of the operator. All Juicers are assumed to have a tank threshold of 14, unless otherwise stated. Finally, Juicers have very limited shots. So, their overall worth on the battle field has been argued over for centuries.

Able Blistex: The Blistex weapon is actually a two shot, riot control shotgun configuration with disposable cartridge (cost: 350cr apiece). I question its value because of what happens if you miss twice. Then you are @#$%! Effective Range: 20m. Encumbrance. 10.

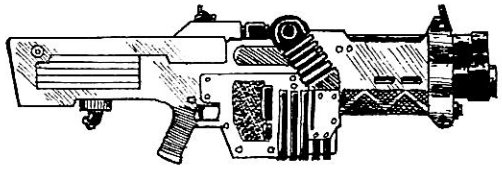
Ferrite: Has a large number of shots, but a low malfunction number. The Ferrite is an Able Corporation product. It has a reasonable range of 40m. Could be better, could be worse. Encumbrance: 25.

BC-Splatter Gun: So the Balshrom Science Corporation went the other way. Their base line Juicer has few shots, but an excellent malfunction number. Effective Range: 55m. Encumbrance: 22.

Ironside: Marrson Optics's contribution to the Juicer effort. Affordable and reasonable. Effective Range 40m. Encumbrance: 25.

Liquid: Has exceptional range, but low damage yield for the cost. It is lighter than other models in its class. Backpack Threshold: 20. Effective Range: 65m. Encumbrance: 25.

Safeguard: A product of Eridi-Corp. This special design channels any backpack explosion away from the operator. Consequently, the operator suffers only 4 times the base damage in the form of concussion and is struck with only four fragments, half to the chest section. Safeguard increases the operator survivability significantly. Effective Range: 25m. Encumbrance: 26.



Able Ore: A short range, deadly accurate piece of equipment! The juice is sprayed at the target like a flamethrower. One of my personal favorites. Effective Range: 25m. Encumbrance: 28.

BC-Chunky: What a stupid name for a weapon!!! It reportedly spits big chunks of iron at the target. Who cares! Suspect to damage from being dropped. Effective Range: 40m. Encumbrance: 23.



Cumaaskk: The word stands for "Killer" in Eridani. The Cumaaskk is another sturdy product of Eridi-Corp. Not very many shots, but a superb range of 75m. Encumbrance: 26.

Might: The actual name of this weapon is just about unpronounceable to anyone who isn't Eridani. But it does more damage than any other weapon in its class. All models are custom engraved. Furthermore, a complimentary long sword comes with the weapon, scabbard fitted to the side of the backpack. Excellent in every regard. Figures, some Swordsaint designed it. Effective Range: 55m. Encumbrance: 22.

METAL GUNS

BC-Render: Balshrom Science Corporation can't seem to get enough of the weapons market. The Render is all but worthless though. Effective Range: 95m. Encumbrance: 10.

BC-Shredder: The Shredder is useful against low level armors. Effective Range: 90m. Encumbrance: 9.

TR-9B: Designed to take out medium level body armor. This system is perfect for the job, but you've got to pay for it. Effective Range: 200m. Encumbrance: 10.

Parabellum: This weapon is powerful enough to dust most heavy armors in two shots. It is quite expensive, but the Galactic National Weapons Association (GNWA) gives it high marks. Effective Range: 160m. Encumbrance: 10.

Calsham MG: The Calsham metal gun is the most expensive weapon of its kind on the market. It was originally designed to take out MBA in one shot. Practical applications suggest that it is better used against buildings or tanks! Effective Range: 220m. Encumbrance: 13.



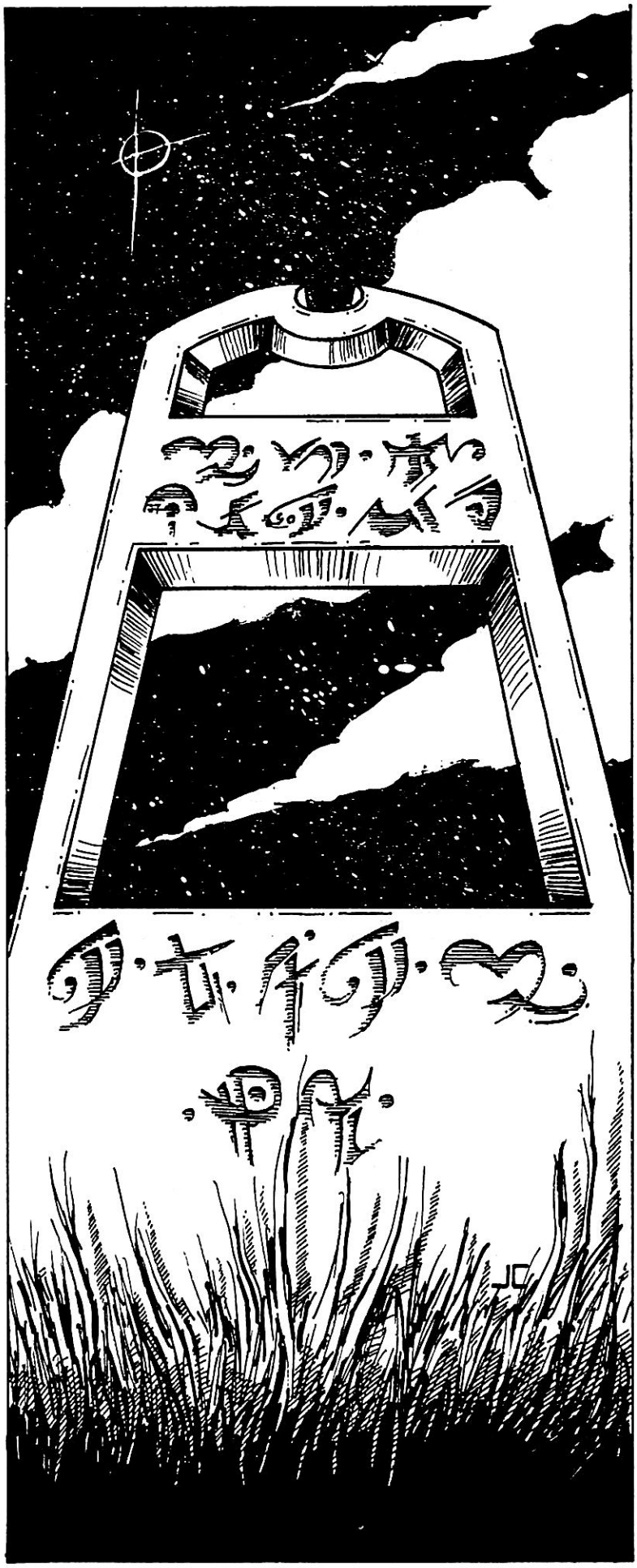
MAG GUNS

Stick Gun: The first Magnetic Gun, produced in 2197 by the Able Corporation. This system has limited range and suffers from severe malfunction problems. It can sometimes be picked up for 75% of the list price. Effective Range: 140m. Encumbrance: 8.

Deliverance: This weapon system is in high demand. It has excellent range and unparalleled reliability for those in its class. Deliverance comes with a built-in radar tracking system and an ECCM computer rated at 30%. The Deliverance is a product of the Balshrom Science Corporation. It costs a lot. Effective Range: 600m. Encumbrance: 8.

Marrson Metal Man: Marketed shortly after the release of the Stick Gun. The Metal Gun has good range, but a questionable system shock number. It is also quite heavy when compared to others in its class. Effective Range: 1000m. Encumbrance: 12.

Magnatron: Most weapon consumers consider this to be the most cost effective of all the mag guns. It has above average stats in all areas, and comes with a built-in radar tracking system to assist the owner in locating viable targets. Effective Range: 1200. Encumbrance: 10.



A warrior forgotten
I died again today,
On a hill, in a land
So very far away.

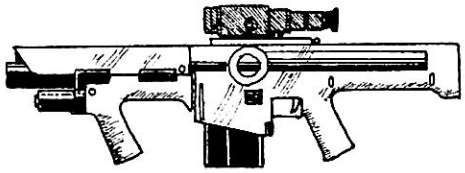
Dreams succumbed to the real
My blood spilled into dreams
But I died a soldier
Deep grass near a quiet stream

No wake to mourn
Where broken tears are shed
I died with my comrades
March forever with the dead

To fight your battles
While you love and play
I am the solider
And I died today

Comrade to Arisla-idan
Died at the Second Battle for Whey
300/2180 to 107/2275

Carousel: A product of the Able Corporation, this is the only rapid discharge Mag Gun available. It comes with a built-in radar system (priority ranging), and an ECCM computer rated at 40%. Effective Range: 450m. Encumbrance: 15.



MAG GUN MUNITIONS

Absorption Destroyer: The round carries a laser that is activated when the charge strikes the target. The round then secretes Dioxy-triphosphate which dissolves absorption polymers in body armor. 3-24 points of polymers are destroyed.

Acid: The acid round secretes hydrogen bromide upon contact. Armor integrity is permanently reduced by 2-12 points. Corrosive protection negates the effects of this attack.

Audio/Visual Broadcast: A camera/transmitter relays a visual picture with sound components back to the firer. The cost includes the monitor. Effective Range: 700m.

Biological: The round carries a small laser that activates when the charge strikes the target. The laser burns a hole in the armor, then injects toxic bacteria. Individuals must make a successful SMR or suffer 4-24 points of damage. There is a 90% chance of permanent damage to those persons who fail their SMRs. They lose 4-24 points of strength and constitution permanently.

Chemical: Utilizes the same activation system as the biological round. However, it injects Nerve Agent-5. Victims must make an SMR or suffer 4-24 points of damage. There is a 70% chance of permanent damage for those persons who fail their SMRs. They lose 2-20 points of agility, manual dexterity and I.Q.

Dummy Round: Carries no warhead. It is merely a magnetic charge that adheres to metallic surfaces and scares the bejeezus out of whoever it sticks to.

EMP: The most expensive of all the Mag rounds. This device emits a powerful electromagnetic counter pulse that knocks out all electronic equipment within a 5m area. The electronic equipment has an SMR of 20-80, depending on the tech level and insulation.

Infrared Strobe: Emits an infrared strobe that wipes out thermal imagery or infravision sighting systems within a 20m radius. This round is particularly dangerous to Python, Eridani, and Mazian characters who must make a successful SMR vs Radiation or be blinded for 2-8 hours. There is a 10% chance of being partially blinded (2-20 points subtracted from the vision modifier). There is a 2% chance of permanent blinding.

Floric Acid: The floric acid round emits a cloud of gas which melts through glass in seconds. This is great to use against the flex-glass in body armors. Most helmets have an SMR of 35 against this attack.

Planar Explosive: These charges explode along a plane which is perpendicular to that of the gravitational force. The round does 5-30 points of damage to all targets within a 20m radius along the plane of contact. Any appendage that suffers catastrophic damage as a result of the explosion is considered to be severed from the body.

Position Broadcast: Broadcasts a homing beacon to a monitoring device out to a range of 4000km.

Radar Enhancement: Acts as a doppler enhancement unit, increasing the chance of radar lock by 25%.

Rubber: This round secretes a rubber dissolving vapor that destroys all rubber substances within a 10m radius. Potential targets are entitled to an SMR of 20-40.

Shaped Charge: Explodes inward from the point of contact and does 3-18 points of damage. Armor threshold is reduced by 5 points when determining penetration damage.

Smoke Generator: This round gives off a thick colored smoke for 5 minutes, subsequent to target contact.

Sounder: Emits a high pitched pulse that can be heard at 500m.

Super Sonic Pulse: The pulse emitted automatically knocks unconscious any individual who fails his SMR vs sonics. Mazian, Cizeracks, and Chatilians have a -20 penalty to their dice rolls.

UV Strobe: Generates a powerful ultraviolet strobe that knocks out UV sensitive objects within a 20m radius. Cizeracks must make an SMR vs sonics or be blinded for 2-8 hours. The chance for permanent blinding is the same as with the Infrared Strobe.

GRAVITATIONAL EFFECT WEAPONS

Inertial grav systems are used in a multitude of areas to reduce the pronounced effect of moving heavy materials. This technology has been widely employed in pulse and Omega equipment to make these weapons systems more manageable. Otherwise, the combat use of these heavy weapons would be highly retarded. An inertial grav system generates an anti gravitation field. The field propagates energy in the plane horizontal with the gravitational constant. Normally, there is a sheer where the anti-grav and gravitational forces meet, generating a tremendous amount of energy that is transduced to feed the creation of more fuel. A closed system. You never have to reload.

Special magnetic nullifiers have been invented to negate the effects of a gravitational sheer. Recently, the technology employed to generate inertial grav systems has been used to make gravitational effects devices. At the forefront of the research in this field are a group of Zen Rigeln and Mutzachan scientists called the Non-Violent Consortium (NVC). The NVC has fielded 4 experimental designs.

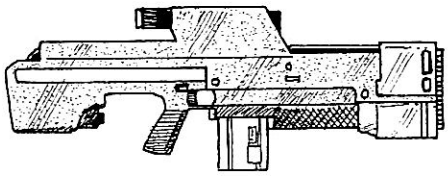
Gravitational Effect Weapons generate an opposing gravitational field. The field is strongest at the point of propagation and drops off with distance. Each gravitational effect device has a built-in targeting computer. The targeting computer is directed by a look and fixed zoom telescopic fixture, implanted into the operator's helmet. The operator vocally prepares commands for the given range bracket he intends to search. The helmet adjusts to follow. He then puts the target into the helmet's cross hairs and vocally command's the helmet to track. The tracking computer locks on and the percentage chance for the gravitational field to strike the target equals the TAC#. The operator must keep the target in the cross hairs until a fire solution has been plotted (2 seconds per 50m).

Field strength units express the maximum amount of encumbrance that can be lifted by the field. The field is also constrained by how much lift it can manage per second. Maximum field time equals the maximum time that the gravitational field can be maintained before the weapon overheats and automatically shuts down. Thus, the maximum distance that a target can be moved equals maximum time multiplied by the lift per second.

Magnetic disruption devices have a 85% chance to void the field strength. Finally, the gravitational fields are detectable by infrared sensitive devices.

Gravitational Effect Devices use a special crystal which burns up after the weapon has been operated a certain number of times. It cost 03% of the value of the weapon to replace the crystal.
SU equals strength units. Strength units express the encumbrance of an object. Thus, 40SU equals 40 encumbrance for all intents and purposes.

GED-1: Produced by the NVC. The GED-1 is the first gravitational effect weapon. Its target acquisition computer is rated at 80% at range bracket 1. The GED generates a 400SU field at the origin of propagation, however, the field strength drops of quickly. Maximum field time 5 seconds. Maximum lift 1m/sec. Effective Range: 45m. Encumbrance: 20.



Floater: The Floater has excellent all around stats and is considered a major improvement over the GED. If there is any problem, it is the limited range of 120m. But otherwise, this unit is worth the money. Field Strength: 100SU; Maximum Field Time: 10sec; Maximum Lift: 5m/sec. Encumbrance: 15.

Crumb Snatcher: Another product of the NVC. The Crumb Snatcher is primarily used in urban environments. The special adaptor generates a tilted gravitational platform by which objects are drawn toward the device. It can lift and transport small objects at good speed. Affordable! Field Strength: 10SU; Maximum Field Time: 30sec; Maximum Lift: 25m/sec. Effective Range: 110m. Encumbrance: 15.

BC-Gravaton: The Balshrom Science Corporation took to the idea of making GEW's into weapons. If the natural coefficient of friction could be reduced significantly, maximum lift per second could be increased drastically. Together, with an increased field time, an operator could pick up a target raise it to high altitude, and then drop it. This device is expensive, but has many applications outside of dropping stuff from way up in the sky! (I must admit that there is a nice thrill factor involved in watching the enemy plummet to their death.) Field Strength: 400SU; Maximum Field Time: 20sec; Maximum Lift: 10m/sec. Effective Range: 350m. Encumbrance: 23.

Thief: A product of the Orionus Konglomerates. The Thief was designed specifically to retrieve small objects. The field strength is a mere 10SU, but extends out to a maximum range of 600m! The maximum lift is 20m/sec with a field time of 30 seconds. What does it all mean? Well you can lift an object that weighs 10kg and draw it to you at a rate of 20m per second for 30 seconds. Thus, a person can retrieve an object from 600m once he has obtained lock on. Encumbrance: 15.

Able Effect: This device is still considered experimental, but holds great promise. Unlike any other gravitational effect device, the Able Effect allows the operator to adjust the orientation of the object within the field! Field Strength: 20SU; Maximum Field Time: 20sec; Maximum Lift: 15m/sec. Effective Range: 300m. Encumbrance: 18.

BC-Gravite: Powerful is the best word to describe this system! Another word that accurately describes it is expensive!
Field Strength: 500SU; Maximum Field Time: 30sec; Maximum Lift: 15m/sec. Effective Range: 800m. Encumbrance: 23.

Marrson Transport: It takes 2-8 hours to set up this monster which weighs over 1000 encumbrance! The Transport is designed to affect vehicles. I doubt you can afford it, so forget it. But it is nice to list it just the same. Field Strength: 40,000SU; Maximum Field Time: 50sec; Maximum Lift: 5m/sec. Effective Range: 1000m.

GRAVITATIONAL SHEERS

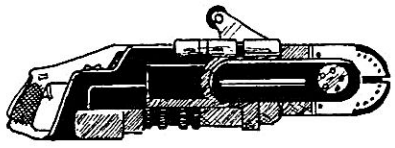
Gravitational Sheers are illegal on many planets and possession of them carries stiff penalties. The Balshrom Science Corporation, as well as Able Corporation, has agreed to a 2 year moratorium on the production of these weapons until the legal issues have been resolved. Gravitational sheers are illegal on all Mutzachan and Zen Rigeln worlds. Presently, The NVC is lobbying intensely for their removal from the market entirely.

To produce a Gravitational sheer, it is necessary to remove the gravitational field interaction nullifier on a GEW and make certain changes in field continuity (level 18 electronics check). The gravitational and anti-gravitational planes come in contact with each other. The result is a hyper-violent release of energy perpendicular to the component of the grav plane, extending up from the point of incidence. In short, everything along the path of fire is cut in half. A suppression grid prevents the two fields from coming in contact with each other directly at the end of the barrel which would cause weapon explosion. All objects directly along the interacting planes suffer damage.

The damage yield is determined by 2 components. The first is the strength of the anti-grav field. The second is the gravitational coefficient at the point of incidence. The a-grav field strength is completely dependent on the weapon. The gravitational coefficient depends on the planet that the device is being fired on. Consequently, sheers don't work in space. The basic damage yield is based on the gravitational coefficient on Earth. Each 10% deviation in the strength of gravitational field increase/decreases the damage output by one point. Visually, the interactive planes appear as agitated blue and orange sparkling light. Thus, sheers are often called "sparklers." The sparkling light propagates outward as a thin beam from the barrel and is visible to the naked eye.

All objects directly in line of the field take the same amount of damage. Thus, someone wearing body armor would simultaneously suffer equal damage to the armor integrity, absorption polymers, and body tissue. Anyone standing between him and the gun would also take the same damage. The same applies to anyone standing behind him. The field extends out to the maximum range of the weapon. Note: Targets within the last range bracket suffer 1/2 damage. A-grav belts completely negate the effects of the field. Flux shields reduce it on a point for point basis. Assume that the field extends upward to 3.4m (about 10 feet), just a little bit taller than any character in this game!

Conflict: Derived from the Floater Gravitational Effect Weapon. Not in production anymore. Does 1 point of damage and has a range of 120m. Maximum Field Time: 20sec. Encumbrance: 10.



Conflagration: Currently being produced by the Combat Science Collective, despite government protests. The company is making a lot of money and executives need the cash to help bail themselves out of financial difficulties. It does 4 points of damage and has a range of 200m. Maximum Field Time: 10sec. Encumbrance: 14.

BC-Sparkler: Taken off the market almost immediately after it was produced, at a loss of an estimated 35,000,000cr. The Sparkler generates a violent field that does 8 points of damage to anything in its path. Effective Range: 800m. Maximum Field time: 30 sec. Encumbrance: 17.

NEURO CANNONS

Neuro cannons generate micro-electronic waveforms that disrupt the electrical flow of messages across the neuro-synapses and neuro-pathways. One must first obtain a special permit from the government before purchasing these weapons. Possession of any non-sanctioned neuro-cannon on a Zen Rigeln world is punishable by incarceration for up to 20 years. In some cases, possession carries the death penalty.

Zen-Field Weapon: Produced by the Zen Rigeln company Meceras. The weapon fires a micro-electronic waveform that causes synapse paralyzation in the area struck. Victims must make a biological SMR or the area struck is completely paralyzed for 1-4 minutes. Persons struck in the chest and abdomen feel complete numbness and lose 20 points of agility for an additional 1-4 minutes. The autonomous nervous system (system that controls the heart, lungs, stomach functions, etc) is not affected. Persons struck in head who fail their SMR are knocked unconscious for 2-8 minutes. The Zen-Field Weapon resembles a thin cylindrical tube. Effective Range: 35m. Encumbrance: 4.

Synapse Neutralizer: Fits in the palm of a Zen hand. Any individual hit, must immediately make a biological SMR or be paralyzed for 1-4 minutes. The Neutralizer is cost effective for non-violent essential types. Effective Range: 20m. Encumbrance: 1.

Neuro-Cancellation: This Zen device removes the effects of paralysis. Maximum Range: 5m. It is 75% effective. Failure indicates that the paralysis is beyond repair by normal means and hospitalization is necessary. Encumbrance: 1.

Axion Paralyzer: This rectangular device is a more powerful version of the Neutralizer. The axion paralyzer has 2 settings, stun and cripple. Persons struck by the stun setting must make an SMR vs biological attacks or be paralyzed for 2-8 minutes. The cripple setting uses up 4 charges. Persons struck by crippling beams must make a successful biological SMR or lose 1 point of agility and manual dexterity permanently, and be stunned for 3-12 minutes. Effective Range: 50m. Encumbrance: 3.

Neuro-Masher: Possession of this weapon results in automatic sentencing as a Tza Zen. One is exiled from the Zen nation for life. The waveform is designed to destroy the body's central nervous system by "frying" it. Victims struck anywhere in the body lose 1-4 points of agility and manual dexterity permanently. Shots that strike the abdominal and chest region have a 01% chance to cause death. Persons who are struck in the head lose 1-4 points of IQ and Intuition permanently. Furthermore, the target loses 2-8 points of agility and manual dexterity permanently, and there is 02% chance of death. A successful biological SMR negates the effects of the weapon. Effective Range: 70m. Encumbrance: 6.

Crowd Killer: The generated waveform spreads out in a conical fan and is 10m across at the longest range. All persons struck must make a biological SMR or be struck unconscious for 1-4 minutes. The name slightly embellishes the effects of this weapon, but it sounds cool! It is produced by the deranged underground Tza firm called Vegetables Are Fun. Effective Range: 20m. Encumbrance: 5.

Neuro-Cannon 1: The weapon has the following effects. First, roll dice to determine if there is a hit. A successful SMR negates the effects. Each point of threshold reduces the rolled number by an equal percentage. All the effects besides death are reversible with expensive/extensive surgery or the services of a really high level Zen. Effective Range: 40m. Encumbrance: 12.

MUSCULATURE

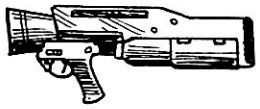
01-40	Minus 40 to Agility/Strength checks and related tasks. Incapacitation: 1-4 min.
41-75	Minus 65 to Agility/Strength checks and related tasks. Incapacitation: 1-6 min.
76-85	Target crumples up into small ball and remains that way for 2-8 min.
86-90	Massive anterior retractive-muscles spasms. Does 1-4 points of real damage.
91-93	Muscles tear from bone due to anterior retractive muscle spasms. Does 2-12 points of damage. 1-6 points of Agility, Strength, and Manual Dexterity lost permanently.
94-96	You have no more ligaments and your muscles are dancing around under your stretched skin. Quite amusing to Phentari who like this weapon for its dynamic results. 4-16 points of damage. Oh by the way, Agility and Manual. Dexterity are about -100!
97-99	You are a mess of jumbled convulsive material. 3-18 points of damage. Agility and Manual dexterity are non-existent.
100	You are dead!!!!

Neuro Cannon 2: This is an even more fun toy! If you thought the first cannon was nice, check out this mamma! The neuro cannon 2 is designed to cause the brain to short out and has all the armor effects of the Neuro-cannon 1. Effective Range: 60m. Encumbrance: 12.

01-40	Paralysis for 1-4 min.
41-60	Paralysis for 2-8 min.
61-85	Loss of 2-8 points of Agility and IQ permanently. Paralysis for 3-18 minutes.
86-93	Your body begins to do the electric boogaloo! Loss of 2-12 points of Agility and IQ permanently. Blindness for 3-18 hours. (10% permanently).
94-97	Death in 10-40 seconds. 10-40 points of IQ and Strength lost permanently. Permanent Blindness 80%.
98-100	Death!

Neuro Cannon 3: A rifled version of its predecessors with almost double the range. Treat as Neuro 2. Effective Range: 120m.

Chatilian in a Can: Another Tza Zen Weapon. The weapon is targeted at the head. A Q-electro-waveform is generated, scrambling and overloading the brain with devastating effects! All persons struck must make a SMR vs mental attack forms or suffer the following: Any person who fails their SMR falls into a catatonic vegetative state for 2-12 days, losing 2 points of IQ and Intuition permanently for every day that they are in the coma. Eridani and Phentari are not as susceptible to the effects of this weapon and receive a +10 to mental SMRs. Rifle configuration. Effective Range: 80m. Encumbrance: 9.



DISRUPTORS

Neutralizer: The first Neutron Effect Weapon. The Neutralizer ruptures the intramolecular bonds in objects. It does 4-24 points of damage to skin tissue and 1-8 points of damage to armor integrity or other resistant objects. The weapon is heavy and has an appalling system shock number. Effective Range 20m. Encumbrance: 4.

K-4 Proton Cannon: Produced and marketed by Haber Electronics. The unit has fair range and reasonable damage yield. Effective Range: 45m. Encumbrance: 9.



Majestic: Who else but the Balshrom Science Corporation? This company is the king of the weapons manufacturing industry. Like most Balshrom products, the Majestic has better than average stats and costs less than many of the others in its class. Effective Range: 40m. Encumbrance: 7.

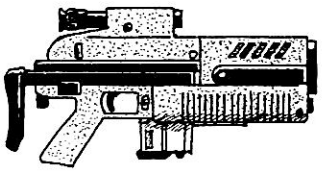
Majestic 2: An improvement over the Majestic. Effective Range: 40m. Encumbrance: 8.

DISINTEGRATORS

Balshrom Duster: It can vaporize a Python in a single fire segment. Not bad, but the malfunction number is a little low. It does 20-80 points of damage to tissue and 1/2 that amount to metallic objects. Effective Range: 40m. Encumbrance: 8.

Gashil: Designed by the Israelis Commune government. It is vicious at close range. Effective Range: 40m. Encumbrance: 9.

The Americas: Designed by the Hansen Electronics firm of New Buffalo, New York. It has excellent range and good damage yield. Effective Range: 80m. Encumbrance: 10.



NE-7 Comrade: Another Hansen Electronics product. Unlike the Americas, this disintegrator is designed for close quarters combat. Effective Range: 35m. Encumbrance: 14.

Rommel: Designed by Max Reinhart. Whatever the Rommel hits is in "deep yogurt". The Rommel fires twice in a fire segment. Effective Range, 40m. Encumbrance: 14.

MESON CANNONS

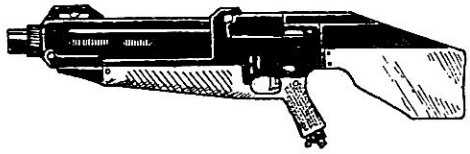
Meson cannons only affect force fields. They reduce energy fields on a point for point basis. These weapons are body mounted and are effective at short to medium range. They have high malfunction and system shock numbers. Recharge Cost: 20cr per shot.

Accelerator: A product of Hansen Electronics. Effective Range: 30m. Encumbrance: 4.

Henderson: Developed by the renowned physicist, Michael Henderson. The Henderson has good all around stats and is reasonably priced. The cannon fires twice per discharge segment. Effective Range: 85m. Encumbrance: 4.

Emissions: AKM's version of a force field disruption device. This weapon is fairly cheap and has a 25 shot energy clip. Effective Range: 85m. Encumbrance: 4.

Pulsar: The most potent meson cannon for the money. It has excellent range and good damage yield. It is, however, quite heavy. The Pulsar comes with a tripod built into the forward section of the stock. Effective Range: 600m. Encumbrance: 25.



Quasar: This weapon has an unbelievable range of 1500m. The Quasar is a vehicle mounted weapon used to engage armor at long range. Encumbrance: 110.

Victimizer: A potent system that is designed to engage and take out mechanized battle armor and low line tanks. Effective Range: 300m. Encumbrance: 90.

Achilles: The Achilles meson cannon is typically mounted on vehicles. It can be managed by two people or one Python. It has the power to punch through tank force fields and can engage them at reasonable range. Comes with built-in 6HP fluxshield of its own. Effective Range: 600m. Encumbrance: 120.

MICRON BODY WEAPONS

Micron Body Weapons were designed for urban combat situations and assassinations. The object is to leave no trace and cause no raucous while the operator carries out his attack. No munitions have been designed for direct obvious killing, as there are many other weapons that can do the same just as well. This technology is relatively new, having been marketed only in the last 20 years. Therefore, one must possess a special government permit to carry these weapons. Micron Body Weapons can be purchased illegally on the Black Market. The penalty for carrying these weapons ranges from 1 year in prison to death, depending on the munitions found on the person at the time of the arrest. The weapon resembles a blowgun. It comes in three sections, two pipes and one scope. It can be assembled in 4-16 seconds. The scope is infrared and night vision capable. The most important aspect of these weapons systems is not the blowguns themselves, but rather the munitions, which are gyrojet rounds. Gyrojets have long been considered impractical, due to the extremely high cost of the munitions. But micron weapons use gyrojet technology on a much smaller scale. A tiny rocket assisted round is launched from the tube at the target. There is no detonation and thus micron body weapons make absolutely no noise when fired.

Microns use a variety of small payloads designed to puncture the skin of the target and lodge themselves in the body tissue. Some rounds input a small microscopic robot into the body. The robot is programmed to carry out specific routines. Due to their small size, microns are often missed during autopsies (level 12 check to detect). Micron weapons can not penetrate more than a 2 point threshold. The propulsion system is chosen and then the warhead. Different types of munitions available are listed below with their descriptions. The sighting time for micron body weapons is the same as lasers.

Mutzachans are very sensitive to objects entering their body. They are allowed an Intuition check at a +20 to determine whether or not they are aware of a robot's presence.

Aphrodisiac: Persons affected must make a biological SMR or become physically aroused for 1-6 hours.

Biological 1: Spreads the deadly Virean Plague. Incubation Period: 3-18 days. Victims must make a biological SMR or lose 2-12 points of strength and constitution per day until dead. There is a 65% percent chance of contagion when within 2m of infected personnel.

Biological 2: Infects the individual with Magellan Malaria. Incubation period for the virus is 1 day. Persons lose 1-6 points of agility, strength, and constitution per day for 4-24 days. The percentage chance of spreading the disease when within 2m, subsequent to incubation: 40%.

Biological 3: Spreads Niridean Plague. Incubation Period: 1-4 hours. Death occurs quickly. Lose 4-16 points of constitution and strength per hour. There is a 10% chance of contracting the disease when within 2m of an infected person.

Brain Hemorrhage: A micro-bot travels to the brain in 2-5 minutes and explodes, inducing brain hemorrhaging. Victims suffer 3-12 points of damage and lose 4-24 points of IQ permanently. The brain appears as if a blood vessel had ruptured.

Cyberdom: The tiny micro-bot detects the electrical emanations of the nearest cybernetic implant and moves into position where it can then proceed to destroy it. It is 80% effective.

Heart Stopper: A micro-bot enters the blood stream where it travels to the heart in 1-4 minutes. Once in the heart, it generates an electrical pulse, inducing a massive coronary. Victims must make a system shock roll at a -50 or die instantly.

Microphone: A tiny microphone is imbedded beneath the skin. It can detect normal human voice conversation out to 3m and has a transmission range of 500m. Transmission Efficiency: 100%.

Signature: A tiny electronic tracer bug lodges under the skin. It transmits out to 5km at 100% efficiency.

PROPULSION SYSTEMS

Standard Propulsion: May be fired from any Micron weapon with a maximum range of 100m.

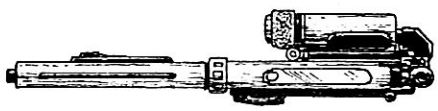
Long Range Propulsion: Maximum Range: 250m.

Extended Range Propulsion: Maximum Range: 750m.

LAUNCH SYSTEMS

Silence: An extremely accurate and reliable system. Its barrel is a bit long for concealment unless you have a coat.

Assassin: A well designed launch system with reasonable range and very compact design.



ANTI-TANK WEAPONS

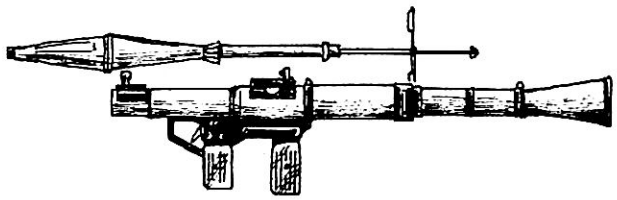
At some time or another, most combat troops must engage enemy armor. This is not a moment that is relished by many, for if you fail to engage and destroy the enemy armor then your demise will inevitably follow. The type of anti-tank weapon that PCs should purchase depends entirely on the Tech level of the enemy armor. The aiming time is the same as with rocket launchers.

Panzerfaust: A staple item of the Wermarcht during the Second World War. The Panzerfaust is actually quite potent and can still knock out a Tech level 3 light tank. The problem is its range of only 40m. Missiles cost 150cr. Encumbrance: 14/5.

Bazooka: This archaic piece of junk couldn't even put a dent in a modern tank! It just doesn't have the "stuff". But it works pretty good as bubblegum. It is useful against Tech level 2 tanks. Additional missiles cost 500cr each. Effective Range: 200m. Encumbrance: 15/5.

LAW: Used in the Vietnam Conflict by American forces. The LAW is a single shot, disposable launcher, designed to engage light armor units such as APCs and trucks. It is fairly accurate up to 1000m. Encumbrance: 7.

RPG7-B: An improvement over the RPG-7. The primary weapon used by Soviet Bloc troops during the Mongolian Incursion of 1999. The RPG7-B has better range and accuracy compared to its progenitor the RPG-7. This weapon is formidable and reusable. Additional missiles cost 400cr each. Encumbrance: 10/3.



Dragon: The Dragon was produced to address the problem of medium sized Soviet Bloc tanks. The system is wire guided and has limited range. Missile cost 3000cr. Encumbrance: 60/15.

TOW: The acronym stands for Tube launched, Optical tracked, Wire guided. The TOW anti-tank weapon was first deployed in the late 1960's by the U.S. Army. It served its purpose and still does. Missiles cost 5000cr apiece. Encumbrance: 85/20.

Figlini: A medium anti-tank weapon, fielded during the latter part of the 21st Century. The Figlini is a tripod mounted, laser guided system that can effectively engage armor out to a range of 2000m. Additional rounds cost 3500cr each. Encumbrance: 60/10.

Armbrust 7: A completely self-contained, laser guided firing system with negligible back blast (uses a kicker charge) allows this weapon to be fired from within buildings. Effective Range: 800m. Missile Cost: 30,000cr. Encumbrance: 22/10.



Milan-AS: The Milan Armor Suppression system employs an innovative strategy to knockout modern tanks. Virtually all Tech 5 tanks are protected by a flux shield and absorbing armor. The Milan Armor Suppression system fires a radar guided, high explosive round with infrared range detection. When the round reaches a certain distance, it dips sharply and penetrates the earth. The round digs


815

into the earth then explodes upward and laterally. 3-18 HP of damage are done to the earth and 1-4HP to the tank itself. The Milan produces a huge crater, some 25m across. There is a 75% chance that the tank will be turned over on its side or upside down altogether. There is a 20% chance still that, even if the tank remains upright, the hole created will be large enough to prohibit it from continuing onward. Missile Costs: 25,000cr. Setup Time: 5 minutes. Effective Range: 1600m. Encumbrance: 40/15.

PLG: With the advent of Flex steel technology, commanders were faced with the problem of engaging Tech level 4 armors. The PLG is a super-heated plasma round that is fired at enemy armor. A tank's structural threshold is reduced by 2HP when determining penetration. This weapon system is carried into combat by two men where it is assembled. The PLG is designed to engage enemy armor units out to 1700m. Setup Time: 1-4min. Additional rounds cost 8000cr each. Encumbrance: 75/10.

Gustaf Whistler: Fires a special radar guided round that, upon penetration, injects super heated plasma into the cabin, severely damaging the internals of the tank and in all likelihood killing the crew. Threshold is reduced by 8HP. Persons inside are struck by 8 fragments which do 5-30 points of damage each plus an additional 1-4HP worth of concussion damage. The Gustaf Whistler also fires a cheaper standard 4-24HP HEAT round. Missile Costs: 72,000cr/60,000cr. Effective Range: 1800m. Launcher Encumbrance: 80. Missile Encumbrance: 12/16. Setup Time: 8 minutes.

Bonoir Missile: This supersonic missile is the leading tank killer on Battlefields today. The round has a 15% chance to penetrate flux shields outright. The system is shoulder fired and comparatively light for a weapon of its caliber. It has an unprecedented range of 5000m. Missiles cost 50,000cr a piece. The Bonoir is limited in availability. The parent company, Mining Consortium Unlimited, is currently expanding production to meet the heavy demand for the Bonoir. Encumbrance: 14/6.

Cobra: It is quite formidable when employed against flux shields. The round has a proximity fuse, and it generates a powerful Omega pulse which destroys the tank. This tech level 5 development does have its draw backs, in that it has limited range and fires only one round type. Additional missiles cost 65,000cr. Effective Range 1300m. Encumbrance: 35/12.

HAW-4: This weapon can knock out most tanks in a single shot. The HAW-4 is the heaviest anti-tank weapon currently on the market. Each missile costs 45,000cr. Effective Range: 3800m. Encumbrance: 90/10.

PERSONAL MISSILE SYSTEMS (PMS)

Personal Missile Systems were designed so that light infantry could effectively engage heavy armor at long range. Characters may purchase guidance packages and payloads separately. The PMS launchers have radar guided enhancement computers that boost the guidance system's chance to track the target. The system is set up on the ground and can be remotely activated from up to 2000m. The guidance number is added to the enhancement number to determine the overall chance to strike the target.

Ballistic-8: Carries the most advanced enhancement unit on the market, rated at +40 to guidance rolls. Setup Time: 1-4 minutes. Encumbrance: 22.

Pershing 2: Named after the controversial weapon system deployed by the United States at the end of the 20th Century. The Pershing 2 launcher adds a +10 to missile guidance checks. It is reasonably efficient and thus cost effective. Setup Time: 1-6 minutes. The system makes for wonderful video games. Encumbrance: 24.

Minuteman: Deployed by the Missile Management Corporation. This launcher adds a +20 to guidance system checks. This launcher can fire up to 3 missiles simultaneously and has an ECCM computer rated at 32%. The Minuteman also comes with signal blanking to prevent the enemy from firing a radar tracking missile at the owner (+30 to all dice rolls). Setup Time: 1-4 minutes. Encumbrance: 20.

GTL: The acronym stands for Gatling Tube Launch. The only multi-fire system on the market. ECM/ECCM: 25/47. Ripple Launch: 3 per second. Setup Time: 3-12 minutes. Encumbrance: 48.

PAYLOADS

Personal Missiles are 56cm (18 inches long) and weigh 1.4kg (3 pounds). They are generally carried in a shock proof case which attaches to the base of the launcher. It takes 3-12 seconds to load a missile.

High Explosive: Does 20-70 points of damage and reduces armor integrity by 12 points.

Kill Master: Does 30-120 points of damage and reduces armor integrity by 25 points.

Radial: Carries small warheads that blanket a 20m area on contact, doing a collective 20-80 points to anything within the circle.

Biological: Delivers the deadly AXT-31B virus, which attack the body's cells, causing them to die. Victims must make an SMR vs biological attack forms or suffer 2-20 points of damage and expire within 2-12 hours. Those who make their SMR take 1/2 damage. Bodily damage occurs at a rate of 1 point per minute, immediately following exposure.

Chemical: Delivers a blood agent which removes oxygen from the body. Victims who fail their SMRs suffer 3-30 points of damage. Bodily damage occurs at a rate of 2 points per minute.

GUIDANCE PACKAGES

Standard Guidance: Rated at 95% accuracy.

Heat Seeker: Homes in on the infrared signal emitted by sources that radiate heat. Rated at 97%. It is not effected by ECM.

Radar: Homes in on the doppler signature. The guidance system is rated at 115%.

Ion Controller: Is not effected by ionic disturbances. The guidance system is rated at 105%.

Supremacy: Rated at 125%.

Supremacy 2: Rated at 135%. It is the most advanced guidance system on the market.

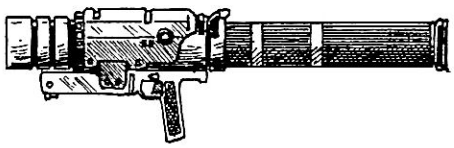
Impervious: It isn't affected by magnetic disruption pulses such as that which occurs during a nuclear explosion. It is rated at 100%.

SAMS

SAM stands for surface to air missile. These weapons are designed to knock-out low flying aircraft. Sophisticated units have a measured capability to engage medium level targets. There are three basic types of SAMS: semi-automatic command, line of sight (SACLOS), radar guidance, and multi-trackers. SACLOS packages have a percentage chance to hit based on range brackets, whereas the radar tracking warheads have a specific chance to hit no matter what the range. Some radar SAMs carry ECM and ECCM packages.

Stinger-8: Fielded in 2031, this SACLOS system is effective against low altitude craft. It has a range of 6000m and a maximum altitude of 2000m. Requires 10-40 seconds to reload. Missiles cost 12,500 apiece. Encumbrance: 20/10. Speed: 1800m/s.

Stinger-9: Increase range, warhead size, and maximum altitude ceiling to 2500m. Missiles cost 15,000cr. Encumbrance: 22/11. Speed: 2000m/s.

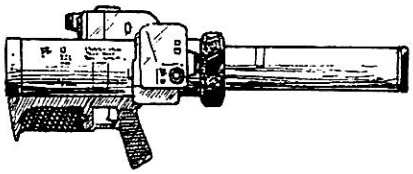


Blowpipe: Another SACLOS system, blowpipe is a good low altitude capable system. This two stage solid propellant rocket increases the envelope engagement profile. Effective Range: 7000m. Maximum Ceiling: 3500m. Missile Cost: 8000. Speed: 1700m/s. Encumbrance: 22/10.

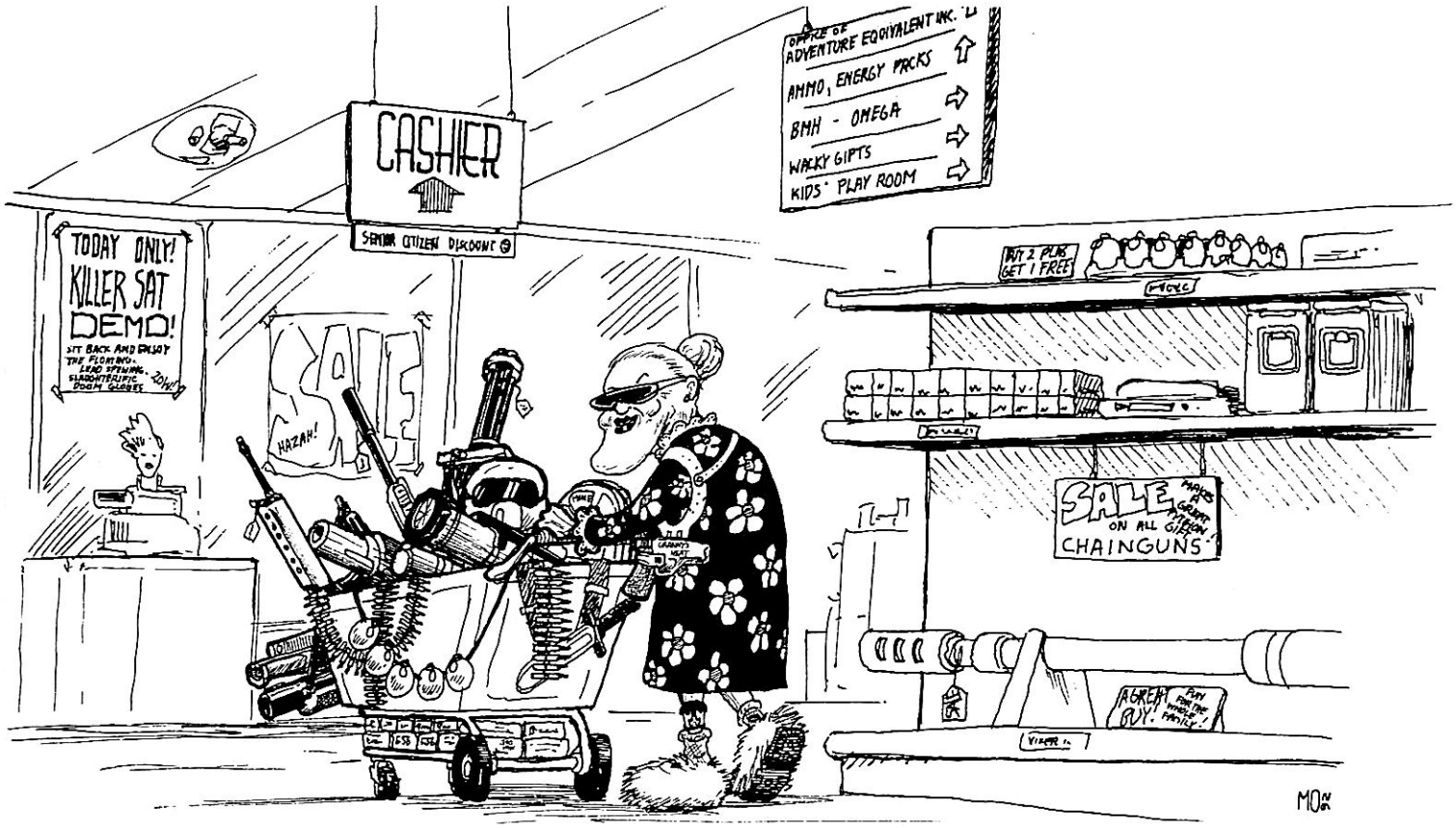
ADATS: A short range, high impact, radar guided weapon system with duel air defense, anti-tank capabilities. Missiles Cost: 35,000cr. Speed Mach: 2.5. Effective Range: 3500m. Maximum Ceiling 2000m. Encumbrance: 24/14.

Bonois Missile: A modification to the Bonoir anti-tank missile system. The Bonois is deadly accurate and can engage aircraft at a range of 8,000m and at a maximum altitude of 5,000m. This radar guided weapon doubles as a tank killer with the same vital statistics. Missiles cost 35,000cr. Speed: 4000m/s. Encumbrance: 17/9.

Nike Hercules: Nike Hercules is a good overall system with medium altitude engagement ceiling of 9,000m. This radar guided missile is the heaviest of any personnel missile launcher with an encumbrance of 60. It is a two stage solid propellant with a proximity fuse. Speed: 5000m/s. Target Acquisition computer rated at 85% Additional Missile Cost: 70,000cr. Encumbrance: 60/15



Patriot: The Patriot missile system has a target acquisition computer rated at 90%, with an additional 10% ECM and 05% ECCM. This medium altitude weapon is bi-man portable. One person carries the launcher and another the ammo. The missile carries a magnetic disruption pulse which has a 07% chance to penetrate a flux shield outright. Missile Cost: 100,000cr. Speed: 4000m/s. Effective Range: 15,000m. Maximum Ceiling 11,000m. Encumbrance: 35/22.



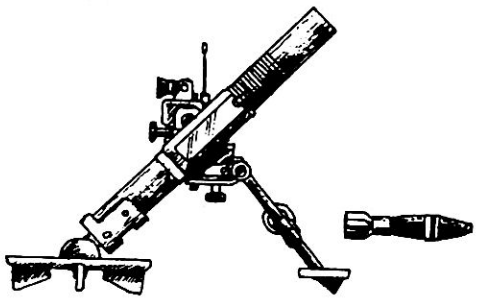
MORTARS

A mortar is a weapon used to lob explosive rounds at a target from long range. It is a tube shaped device with an adjustable armature assembly for ranging. Mortars are primarily used as support weapons and are designed to knock out hardened enemy targets and to disrupt infantry assaults. There are two types of mortars, flat trajectory and high trajectory. Flat trajectory mortars have superior accuracy, but are short range weapons, while high trajectory mortars give up the accuracy for extended range and a higher flight path. The damage done by a mortar depends on the type of round used.

High mortars may be fired as direct fire or indirect fire weapons. Flat trajectory mortars may only be fired in direct fire mode. Using the mortar in the direct fire mode, requires that the user be in the line of sight of the target. The mortar and crew are out of the direct line of sight of the target in the indirect fire mode. A spotter is used to relay information, regarding the impact point of the outgoing rounds. The chance of the mortar striking the target is increased by 10% per round that misses. The radioman declares "fire for effect" when the rounds first begin hitting the target. He gives the relative location of the landing mortar so the crew can adjust for error. Once the radioman declares a hit, the crew need not adjust the tube further. All additional rounds will automatically strike the location.

Mortars function under the same rules as grenades. The percentage chance to hit depends on the range. The fragmentation range brackets are the same, as is the concussion radius. Thus concussion damage out to 2m would be 100%, and 50% at 4m, etc. An 81mm round costs 200cr and a 110mm round costs 350cr. The 81mm round has an encumbrance value of 4 and does 3-18 points of damage per frag and 2-12 concussion, while the 110mm round has an encumbrance of 5 and does 4-24/3-18 points of damage.

M29: The standard mortar used by infantry units during the Vietnam War. It is portable and can be carried by one person. A favorite of guerrillas and terrorists. The M29 is not exceptionally accurate. Fires the 81mm round. Encumbrance: 15.



M110: A heavy mortar moved on a two wheel chassis with a flat trajectory configuration. The M110 can be fired in two different ways, drop action or lever fire. Some shells use rocket assisted rounds which double the range of the system. Fires 110mm rounds.

M210: Mounted on light armored vehicles. This high trajectory mortar has a range of 6000m. The heavy round produces good damage yield. Fires 110mm rounds

Pincheau ML2: Invented by Cherice Pincheau for the Republic of France in 2065. This was the first attempt at a twin tube scattered mortar. A computerized range dispersion device allows the firer to scatter rounds over the target area at long range. This high trajectory mortar uses 81mm rounds. Encumbrance: 20.

Pincheau ML3: An improved version of the ML2. Better accuracy and it maintains a built-in auto loader.

MOR-1 (Mortar Optical Remote System): Fielded in 2090, the MOR-1 was the first attempt at a double remote, "look and shoot" mortar. It is a high trajectory mortar and utilizes an auto-feeder to load munitions. The rounds are loaded into the side of the mortar tube through the access port by means of LAAS (Loader Access Ammunition System). A computerized armature assembly pushes the round through the access port. The tube drops the mortar onto the firing pin and the round is ejected from the chamber. Pressure builds up inside the tube and prevents the access port from re-opening.

The mortar uses a Jump Camera to target remotely. The camera is put in activate mode when the mortar is first set up (2-5 minutes). Afterward, the operator may leave the area. From a remote distance of up to 5km, the operator can control the camera. The operator raises the camera up by firing thruster rockets mounted on the camera's base. The camera has an altitude ceiling of 70m. The operator sends electronic commands to the camera via the control box, while the camera scans in the specified direction. The operator views potential targets through the eye of the camera. As the camera moves, electronic signals are also sent to the mortar tube from the control box. Consequently, the mortar tube moves to follow the camera. The operator fixes on a target then switches the control box to the enable position. Information, regarding distance and elevation is now fed electronically to the mortar. The mortar adjusts in response. The MOR-1 is now ready to fire. The operator pushes the enable button and a round is ejected. The system suffers from malfunction problems. 81mm ammunition.

MOR-3: A better system than its predecessor. The malfunction number has been increased. The targeting system allows for priority ranging. Priority Tracking. This system has infrared targeting for night and holds 20 81mm rounds.

MOR-4: Still another improvement was made to the optical remote targeting mortars. The MOR-4 uses 110mm rounds.

COMPACT ARTILLERY

With the advent of ultra-strong, light weight, plastic/ceramic composites, the weight requirements to produce weapon systems has been severely reduced. Heavy equipment such as artillery pieces can now be made at a fraction of the tonnage. The effectiveness of a combat unit is predicated on how fast it can move in combat, its combat skills, and how much firepower it can generate in a short period of time. A compact artillery unit is a highly maneuverable weapon able to shower targets with ordinance at long range with considerable precision. Many mobile combat teams have opted to carry compact artillery with them when operating in the field. Compact artillery implementation is very new and only a handful of companies produce mobile artillery combat packages. Furthermore, mobile artillery units aren't cheap; however, their value to mission success should be self-evident to any commander worth his spit.

85 Pound Carinade: Has an encumbrance of 85. This Ram portable unit can fire a 8kg (approximately 20lbs) shell up to 9500m. Setup Time: 1-4 minutes. Shell Cost: 10,000. Damage yield is as following:

10m	10 fragments (4-24 points each). 20-80 points of Concussion damage.
11-15m	2-8 fragments (3-18 points each). 10-40 points of concussion damage.
16-20m	1-4 fragments (2-8 points each). 1-10 points of concussion damage.

Mini-Howitzer: This massive tube can be carried by a single Ram Python. Isn't it nice to have the bullet catchers around to double as mules! A robot munitions trailer carries 10 shells and automatically loads the rounds. Maximum Range: 18,400m. Setup Time: 2-8 minutes. Encumbrance: 150. Shell Cost: 15,000.

01-10m 10 fragments (6-36 points each). 20-120 points of concussion damage.

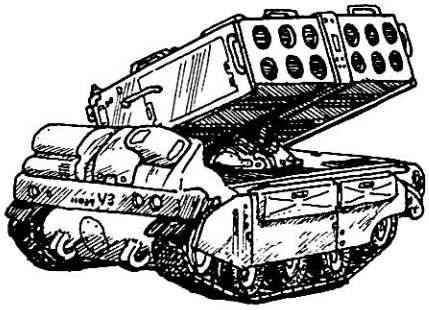
11-15m 2-8 fragments (4-24 points each). 10-40 points of concussion damage.

16-20m 1-4 fragments (2-12 points each). 3-12 points of concussion damage.

Advanced Multiple Launch Rocket Systems (AMLRS): This mobile unit contains 12 missiles on a flatbed trailer robot. The AMLRS can engage targets down range at a distance of more than 40,000m. The system fires in single shot, programmed fire, or ripple fire modes. In ripple fire sequence, AMLRS delivers all 12 rounds to the target in 6 seconds. Computerized coordinates can be fed to the chassis remotely by a forward observer at up to 2000m. Transmission strength 101%. The unit has a 98% chance to hit the target at all ranges (so long as the forward observer gives the correct coordinates).

The trailer-robot is only 1.5m x 1m x .5m in dimension. The trailer sits on a flatbed chassis which is controlled electronically. It has a maximum speed of 10m per second and a maximum range of 200km. Electrically recharged at 100 unit per km. Vehicle Integrity: 300 points; Critical Integrity: 260 points; Threshold: 50. Chassis Encumbrance: 2000.

The basic anti-personnel fragmentation round delivers the following at the assigned radius. After a hit has been determined, roll a d20 for each target in the area to determine range of the target from the point of impact. (This accounts for battle field movement of troops before impact.)



Anti-personnel: Encumbrance: 125.

01-10m 10 fragments (6-36 points each). 20-120 points of concussion damage.

11-15m 2-8 fragments (4-24 points each). 10-40 points of concussion damage.

16-20m 1-4 fragments (2-12 points each). 3-12 points of concussion damage.

Anti-armor: An infrared seeking missile flies over the target. A parachute is deployed at 100m. The missile then searches for heat signatures and attacks the appropriate target. A built-in discriminator prevents the missile from attacking burning debris. 80% effective. The missile is an APFSDS round that does 3-12HP and reduces armor threshold by 3HP. Encumbrance: 175.

Minefield Package: Scatters a 50m radius area with mine bomblets, treat as a standard pressure mine release for damage yield. Encumbrance: 68.

Smoke: Spreads smoke across a 80m area at a rate of 4m per second. Encumbrance: 45.

HMLRS: A heavier trailer with more powerful rounds of the same basic composition as the AMLRS munitions. Chassis Encumbrance: 4500.

Anti-personnel: Encumbrance: 175.

10m 14 fragments (10-60 points each). 40-240 points of concussion damage.

11-15m 3-12 fragments (6-36 points each). 20-120 points of concussion damage.

16-20m 2-8 fragments (4-24 points each). 10-40 points of concussion damage.

21-25m 1-4 fragments (2-12 points each). 3-12 points of concussion damage.

Anti-Tank: Functions exactly as the MLRS equivalent, except damage yield is 4-24HP of damage. Reduces threshold by 5HP. Encumbrance: 300.

Minefield Package: Scatters a minefield with bomblets that do damage according to the density of the mine field. Ammo is double that of the AMLRS.

Smoke: Same as AMLRS smoke round.

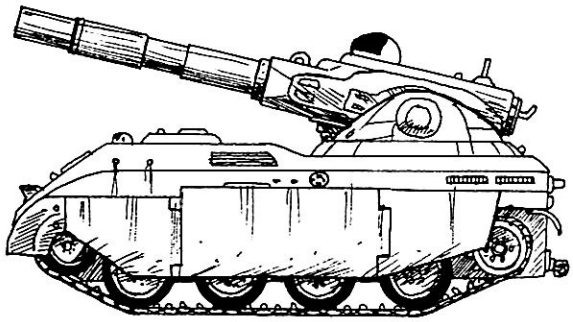
A-201 Field Piece: This mobile robot chassis can carry the dreaded 201 field gun into a combat zone at speeds of up to 20m per second! There is a driver seat for manual transportation. The A-201 utilizes an advanced computer to determine range and azimuthal coordinates to target. The A-201 fires a 320mm shell which does damage as dictated below. It can be remotely targeted at up to 5000m. Transmission strength: 120% accuracy. Maximum range of 24,000m. Electrically recharged at 200 unit per km. Vehicle Integrity: 2000 points. Critical Integrity: 1500 points. Threshold: 15. Flux Shield Strength: 10HP. Shell Cost: 21,000cr. Chassis Encumbrance: 15,000.

01-15m 16 fragments (10-60 points each). 40-240 points of concussion damage.

16-22m 3-12 fragments (6-36 points each). 20-120 points of concussion damage.

23-30m 2-8 fragments (4-24 points each). 10-40 points of concussion damage.

31-35m 1-4 fragments (2-12 points each). 3-12 points of concussion damage.



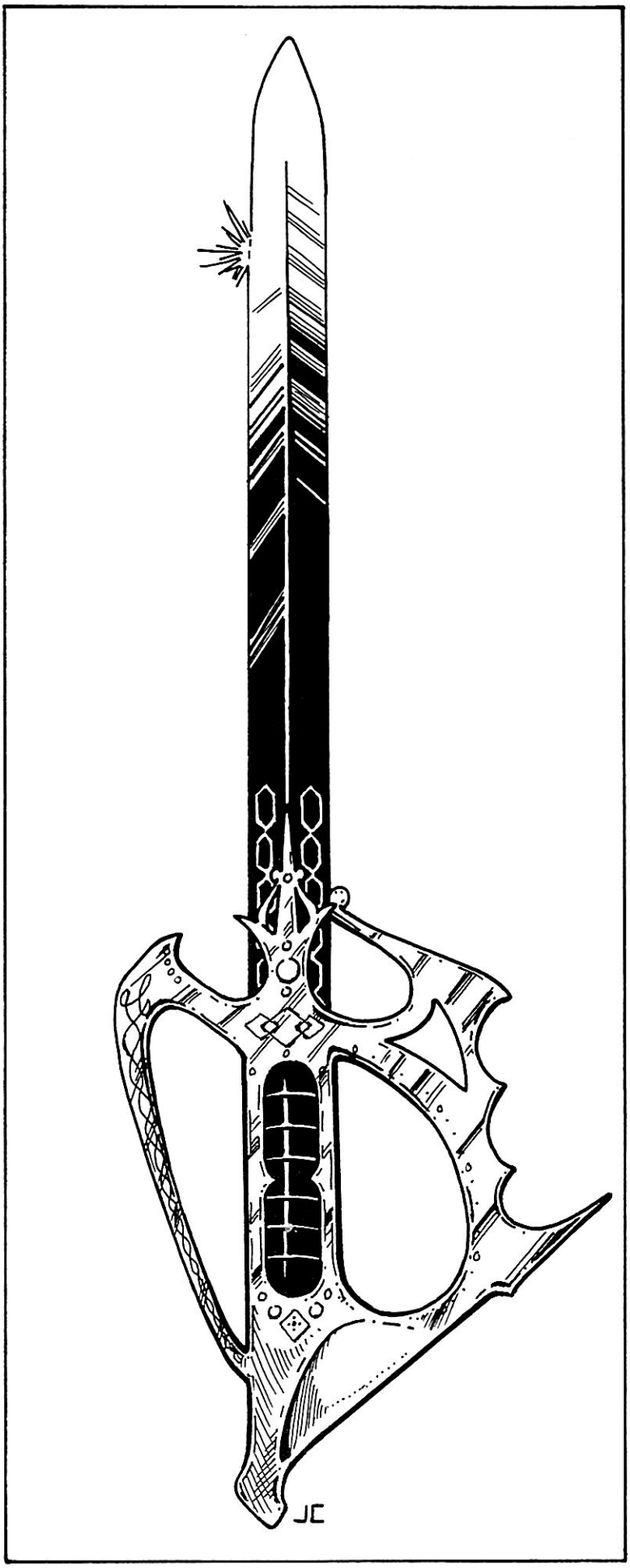
A-301 Field Piece: An improvement over the 201. Transmission strength is rated at 135% accuracy. An electronic warfare package has been added, ECM: 25, ECCM: 10. Range is increased to 29000m and the flux shield strength is rated at 13HP. Chassis Encumbrance: 18,000.

HARM : Harm is the centerpiece of the Eridani nation. It was forged thousands of years ago in the Pit of Eternal Flame by Bies-idan, the Viceroy to Eridine. At the time of his reign, Eridine tottered on the verge of destruction. Various warring factions vied for power and the planet was on the verge of an all out civil war. It was said that Bies climbed the sacred mountain Tias where, legend has it, that the first Eridani blade was forged by a creature known as the Saint of Molten Night. He battled the irascible demon into submission and forced it to carve him a blade from the earth and imbue it with special powers.

Bies came down from the mountain seared by the demon and covered with horrible burns. He claimed to have been cleansed and thus purified, void of emotion. He was the only warrior strong enough to carry Eridine into the future.

He challenged all Buddon Priests contending for the Marshall's throne in hand to hand combat. Each foe fell, smote by the blade that burned molten when it pierced flesh.

So Bies-idan ascended to be King!



FLAMETHROWERS

Flamethrowers affect 3 areas of the body with each hit. Divide the damage among the areas hit.

A-2: Is a light weight, 5 shot, disposable flamethrower. It can fire continuously for up to 5 seconds. Encumbrance: 6.

ME2E1-9: A common weapon of Soviet arsenals during the 1990's. The ME2E1-9 is body mounted and fires variable discharge bursts which do 1-6, 2-8, and 3-12 points of fire damage. Each burst uses up 1 shot, 3 shots, and 5 shots respectively. This flamethrower can fire continuously for up to 10 seconds. Encumbrance: 20.

ME2E1-9B: This system incorporates a different nozzle configuration to increase the spread of the stream (+2m spread). The improvement is controversial because the overall malfunction number is decreased. Encumbrance: 20.

The Blazer: The last widely produced flamethrower. It has excellent range, compared to others of its like. The Blazer can fire continuously for up to 15 seconds. Encumbrance: 10.

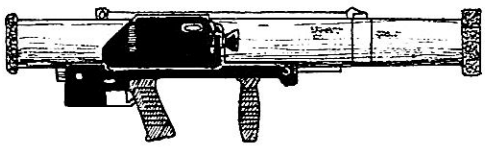
Sizzler: A small, concealable flamethrower pistol. Effective Range: 50m: Encumbrance: 4.

Charbroil: The other nasty hand flamethrower. Wrist band mounted. Effective Range: 40m. Encumbrance: 5.

ROCKET LAUNCHERS

Belair RL: It is intended to provide a big punch for light infantry units. It is extremely accurate, but lacks the concussion yield needed to knock out fortified positions. Encumbrance: 9. The cost for each missile is 250cr.

Steiger 3: Produced by the German Republic in 2090. The Steiger is a long range rocket launcher. Each missile costs 500cr. Why so much? The extra range makes this weapon quite formidable. Encumbrance: 10.



Zandovich: Another excellent Russian design. The Zandovich is a multi-fire rocket launcher, capable of launching up to four missiles simultaneously. Encumbrance: 10. Each missile costs 300cr.

SPECIALIZED WEAPONRY

Taser: Also known as the "stun" gun. It fires a small needle, charged with 20,000 volts of electricity. Victims must save vs electrical attacks or be immediately knocked unconscious. The Taser has one major flaw; it has a maximum range of 7m. If you like splattering Mazians, this is the weapon for you! After all it does 2-8 damage to their globular masses. Encumbrance: 3.



Sonic Disruptor: Resembles a pistol, but the end of the barrel is of a conical configuration. This device fires an ultra-sonic pulse. Any individual not protected against the effects of sonic disruption must roll on the survival matrix table vs sonic disturbances or suffer damage. The following table designates the amount and type of damage that an individual receives in the event of a sonic attack. Roll a SMR vs sonic attacks; the difference between the roll and the SMR is cross referenced below.

Success: A sharp ringing in your ears.
Failure by:

01-10	Disorientation: -20 to all skills.
11-20	Temporarily deaf: 1-4 min.
21-30	Disorientation: -40 to all skills.
31-40	Stunned: unable to act 3-12 sec.
41-50	Stunned: unable to act 1-4 min.
51-60	Stunned: unable to act 3-12 min.
61-70	Unconscious for 1-4 hours.
71-75	Permanent Deafness.
76-80	Hemorrhaging: Take 2-5 damage.
81-85	Brain Damage: Lose 2-20 I.Q. for 2-8 hours.
86-90	Brain Damage: Lose 2-8 I.Q. permanently.
91-95	Coma: Lose 2-20 I.Q. permanent, and die 2-8 min.
96-100	DEATH: Brain is mushed and oozing out your ears.

GRENADE LAUNCHERS

M-203: Designed to be mounted underneath an M-16 rifle. It is a pump action grenade launcher fielded during the Vietnam conflict. The M-203 can only be mounted on archaic hand rifles with some modifications. Reload Time: 2-8 seconds. Effective Range: 150m. Encumbrance: 5.

M-75 Auto Grenade Launcher: The magazine holds 6 rounds. It has excellent range and good overall stats. The M-75 can be mounted under any pulse or Omega weapon. Effective Range: 250m. Encumbrance: 5.

M-L50: Takes 3-12 seconds to reload each round. It is compatible with most modern weaponry. Effective Range: 200m. Encumbrance: 6.

Turbo Plus: The only grenade launcher system that utilizes a turbine engine. The rotating cylinder holds 12 rounds. This unit can fire 2 rounds every second. Reload Time: 2min. Effective Range 250m. Encumbrance: 10.

PADS

Perimeter anti-personnel defense systems (PADS) are a series of automatic perimeter defenses which can serve a variety of functions. Portable units are designed to be carried by teams in the field, to protect their camp at night. Larger units are designed to protect installations.

PADS can be operated in one of two ways. They can be manually activated at any time, by a simple radio command. This requires someone to operate, and thus is no better than keeping a watch. More commonly, PADS are just set on automatic. The owner places them so they are facing away from the camp or installation, and sets parameters such as size, proximity, and style of response. For example, one could set it to activate whenever any creature of size class 3 or greater gets within 10m, and to respond with all weapons in automatic fire mode. PADS are similar to Claymore mines, in that they are designed to function in basically one direction. PADS have a 180 degree arc of detection and fire, and are usually set facing away from camp, unless the Python sets them up. Once activated, PADS fire any or all weapons as set by the operator. Everything within 100m will be attacked once the system is activated. NOTE: PADS

100m will be attacked once the system is activated. NOTE: PADS detect targets through the combination of bio-scanners, motion detectors, and advanced infra-red/ night vision optics. They attack the nearest target, until it is dead or immobilized. Even though plants are alive, PADS are sophisticated enough not to attack them, so don't try to weasel out of this one with lame excuses like, "That tree is closer than I am!". "To hit" numbers above already include the +10% for braced firing.

Attack and Defense

Trapper: Fires incredibly strong, thin, sticky lines, similar to those released by a Tangler mine. To break free, make a strength check against 50% of your normal strength. Every round that you try to break out, whether you succeed or not, you take 1-4 points of damage from the cutting effects of the monomolecular lines. This damage is translated directly through threshold. Effective Range: 30m. Encumbrance: 10.

T-Net: This device fires up to 20 taser cords and discharges 20,000 volts through each line. The system has an auto-reel mechanism, so any cords which miss can be retrieved. It takes 3-12 seconds to draw back a cord. The system contains enough power to "jolt" 20 individuals before it needs to be recharged. Effective Range: 20m. Encumbrance: 12.

Pincushion: This system fires razor-sharp Di-Titanium pins in a cone-shaped path and tends to reduce enemies to swiss cheese. A hit indicates that 4-24 pins have hit the target, each of which inflicts 1 point of damage. Temporarily reduce threshold by 2. Effective Range: 12m. Encumbrance: 18.

BC-Sentry: The Sentry system is considered ideal for home defense. This device consists of a small machine-gun mounted in a standard PAD casing. It has good range, but damage yield is a little low, especially for the price. To make up for this, Balshrom Science has upgraded the sensor systems. Anyone trying to sneak up on this system must do so at -30 on infiltration rolls. Effective Range: 320m. Encumbrance: 24.

WatchDog: A new entry in the perimeter defense field, the WatchDog by Vector Corporation is very effective. The WatchDog is a rapid-fire, low-damage, pulse cannon. The system shock number is a little low, but the penetrability makes it worth while. Effective Range: 45m. Encumbrance: 22.

Protector: A very reliable system. The Protector by Balshrom Corp utilizes a laser system similar to the Tagert-6. However, due to improved focusing technologies, the Protector is much more accurate and has a faster recycle time than the Tagert. This is achieved at the expense of range. Effective Range: 280m. Encumbrance: 26.

Sentinel: A high-powered, gas-operated machine gun, similar to the M-60, but with better accuracy. New gas-vent technology reduces the recoil modifier for full automatic fire. (-40%, rather than -60%). Effective Range: 1800m. Encumbrance: 30.

Guardsman: The first PADS to utilize Omega technology. The system has fairly good range and can fire two "thuds" per second. Damage yield is fairly low, in terms of Omega weapons, but is high enough to get the job done. Effective Range: 120m. Encumbrance: 36.

Watchman: This is a state of the art PADS. The Watchman is a hybrid of Watchdog and Guardsman systems. It is incredibly bulky, but can dish out some amazing damage. Use range brackets, ROF, and damage as of the two systems above, but add +10% at all range brackets. Effective Range: 45/120m. Encumbrance: 60.

Defender: The top-of-the-line in perimeter defense. Excellent range, incredible damage yield, and damn good accuracy. The only drawback is the high cost and large size. Utilizes focused laser energy. Effective Range: 1500m. Encumbrance: 80.

Defense Only

Magnetic Plates: These can be buried or just laid out. Once activated, they draw any large quantities of metal to them, such as most battle armors, and the larger weapon systems. A strength check at -50% is necessary to break free once someone gets stuck to the plate. Effective Range: 5m. Encumbrance: 8.

Chemical Skin: This is a device spread about the perimeter of the camp. The main system encases the campsite in a polyethylene tent, subsequent to the detection of specified chemical, biological, or radioactive substances. This tent is resistant to the attack forms listed above and is very hard to tear. The device comes complete with a filtration system which allows the occupants to breathe while encased. Effective Detection Range: 50m. Encumbrance: 15.

Magnetic Sucker: This system is similar in appearance to the magnetic plates systems listed above. However, the magnetic sucker consists of a VERY powerful electromagnet. When an individual wearing body armor, or carrying any large piece of metallic equipment, approaches within range of the system, he will be inexorably "sucked" to the device. The system has enough power to function for 2 hours before requiring a recharge. Effective Range: 30m. Encumbrance: 25.

Camera System: Utilizes a series of camera remotes to detect life and movement, and then alert the people in camp. Comes with 6 camera remotes, all of which must be maintained within 50m of the receiver. Effective Detection Range: 200m from each remote. Encumbrance: 28.

Mesh Defense: Similar to the chemical skin, the Mesh Defense system detects the presence of approaching lifeforms and then surrounds the camp with an incredibly resistant mesh defense net. Integrity: 80; Threshold: 10 and Absorption: 100. The net has poles to brace it and is treated as heavy armor for purposes of determining the affect of attacks. Effective Detection Range: 100m. Encumbrance: 40.

EMP System: This system functions as the attack PADS, but instead of utilizing a lethal response, the EMP system knocks out the enemy's electronics and communications, while simultaneously alerting the party. The EMP system contains enough power to fire 20 EMP pulses before it needs a recharge. Affected persons must roll a SS/SMR at a -30 or have systems knocked out. Effective Range: 30m. Encumbrance: 50.

KILLER SATELLITES

Killer Satellites are spheres built on a-grav platforms that can hunt down and engage enemy units without endangering a person's life. K-Sats can be controlled by a variety of means and can mount numerous weapon systems. These spheres are small, and fast, making them difficult to hit. They follow preprogrammed flight paths, and some even mount artificial intelligence modules which allow the K-Sats to make rational decisions. K-Sats are tech level 6 + technology and are restricted in production.

The Balshrom Science Corporation has a monopoly on the production of K-Sats. Its K-Sat patent of 2255 prohibits any other company from producing them (corrupt judge). They are currently being sued by the Able Corporation for unfair business practices.

The satellite packages listed below are the only ones currently available on the market until the lawsuit is settled.

BUILDING YOUR OWN SATELLITE

Characters purchase various packages and build their satellite according to their own needs. A sphere size is first selected. This determines how much encumbrance the platform can handle. Next, the propulsion package is picked out, then control method. Finally, weapon systems and miscellaneous packages are added.

SPHERES

Dummy Sphere: The dummy sphere is just a ball mounted to an a-grav system. It does not move. It is designed to fool enemy units.

Mini-Sphere: -80 to hit. Carries up to 12 encumbrance.

Defense Sphere: -60 to hit. Carries up to 20 encumbrance.

Combat Sphere: -40 to hit Carries up to 30 encumbrance.

Battle Sphere: -20 to hit. Carries up to 50 encumbrance.

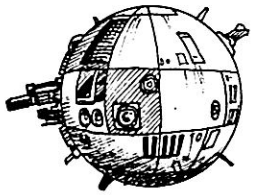
Mega-Sphere: Carries up to 200 encumbrance.

PROPULSION

Propulsion 1: Maximum Speed: 20kph. Duration: 6 hours. Not designed to manage battle or mega-spheres. Encumbrance: 3.

Propulsion 2: Maximum Speed: 50kph. Duration: 10 hours. Cost is doubled for a battle sphere and triple for a mega-sphere. Encumbrance: 5.

Propulsion 3: Maximum Speed: 100kph. Duration: 20 hours. Cost is doubled for a battle sphere and tripled for a mega-sphere. Encumbrance: 12.



CONTROL

Radar Guidance Package 1: Randomly homes in on targets with a 95% efficiency rating. Flight path, flight time, and size class are all preset. Can engage 1 target at a time. Encumbrance: 2.

Radar Guidance Package 2: Randomly homes in on targets with a 104% efficiency rating. Flight path, flight time, and size class are all preset. Can engage up to 3 targets simultaneously. Encumbrance: 2.

Radar Guidance Package 3: Randomly homes in on targets with a 120% efficiency. Flight path, flight time, and size class are all preset. Can engage up to 5 targets simultaneously. Added to guidance package. Encumbrance: 3.

Remote Control: The satellite can be controlled remotely from up to 4000m. The operator can see targets only as blips on a video screen, relative to the position of the satellite as compared to them. Added to guidance package. Remote Encumbrance 3.

Visual Remote: A mini-camera mounted on the satellite allows the operator to view potential targets. The viewing plane is 180 degrees across the front arc of the satellite. Electronic instructions can be given to the sphere for engagement and movement purposes. Camera System Encumbrance: 6. Remote Encumbrance: 5.

Artificial Intelligence 1: Makes decisions as a person with a 50 IQ and 30 Intuition. Encumbrance: 2.

Artificial Intelligence 2: Makes decisions as a person with a 75 IQ and 50 Intuition. Encumbrance: 2.

Brain Module: Makes decisions as a person with a 100 IQ and 60 Intuition. Encumbrance: 2.

Genius Module: Makes decisions as a person with a 120 IQ and 80 Intuition. Encumbrance: 2.

WEAPONS PACKAGES

Powder 1: Treat as M-16A3. Encumbrance: 4.

Powder 2: Treat as Barrets 82. Encumbrance: 8.

Powder 3: Treat as MAC-10. Encumbrance: 3.

Machine Gun Pod: Treat as SAW. Encumbrance: 10.

Laser 1: Treat as M18-L. Encumbrance: 4.

Laser 2: Treat as Beta 3. Encumbrance: 5.

Laser 3: Treat as Crusader Impact Laser. Encumbrance: 10.

Machine Gun Laser: Treat as Viceroy. Encumbrance: 40.

Pulse 1: Treat as M-20 Blaster. Encumbrance: 10.

Pulse 2: Treat as a Vector 4. Encumbrance: 8.

Pulse 3: Treat as M-80 Defender. Encumbrance: 10.

Pulse Automatic Weapon: Treat as Wicked Crimson. Encumbrance: 35.

Disintegrator: Treat as Gashil. Encumbrance: 4.

Power Disintegrator: Treat as Comrade. Encumbrance: 7.

Metal Gun 1: Treat as Shredder. Encumbrance: 5.

Metal Gun 2: Treat as Parabellum. Encumbrance: 5.

Missile Pod: Carries up to 6 Reflex missiles and 4 mini-missiles. Each Reflex missile has an encumbrance of 7 and each mini-missile has an encumbrance of 0.5.

Missile Pack: Carries up to 8 reflex missiles and 6 arm rockets. Each reflex missile has an encumbrance of 7 and each arm rocket has an encumbrance of 0.5.

Anti-Missile Pod: Carries up to 6 anti-missile missiles. Each missile has an encumbrance of 4. The pod has an encumbrance of 12.

Meson Cannon: Treat as Henderson. Encumbrance: 7.

Frost Gun: Treat as Frost Giant. Encumbrance: 8.

Thunder Bolt Generator: Treat as Coulomb. Encumbrance: 8.

Lightning Dispenser: Treat as Maximus. Encumbrance: 9

High Explosive Package: Treat as a four ounce C-4 package. Encumbrance: 4.

Incendiary Package: Treat as Super Plasma grenade. Encumbrance: 3.

Fuel Air Explosive: Treat as a fuel air explosive. Encumbrance: 25

Anti-Personnel Mine Package: Treat as Claymore 3. Drops and sets up 1 to 10 Claymore 3 mines at prescribed coordinates. Set up time 10 seconds each. Claymore 3 has an encumbrance of 2. Deploying Arm Assembly Encumbrance: 5.

Anti-Tank Mine Package: Treat as E-4 Tank Killer. Drops and buries up to 5 mines at prescribed coordinates. Mine Encumbrance: 20. Deploying Arm Encumbrance: 10.

MISCELLANEOUS SATELLITE EQUIPMENT

Electronic Warfare 1: Produces 20 points of ECM and 20 points of ECCM. Encumbrance: 3.

Electronic Warfare 2: Produces 40 points of ECM and 60 points of ECCM. Encumbrance: 8.

Electronic Warfare 3: Produces 60 points of ECM and 40 points of ECCM. Encumbrance: 8.

EMP Package: Treat as Fomenter. Encumbrance: 8.

Transmission Jammer 1: Produces a jam strobe rated at 40 points of strength out to 2000m. Encumbrance: 4.

Transmission Jammer 2: Produces a jam strobe rated at 60 points of strength out to 50,000m. Encumbrance: 6.

Jam On It: Produces a jam strobe rated at 80 points of strength out to 70,000m. Encumbrance: 6.

Surveillance: Mounts a zoom telescopic camera system. See remote mini-cam. Encumbrance: 3.

Ultra-violet Dampener: Dampens the signature emitted by the a-grav field when the sphere is operational. Encumbrance: 2.

Camouflage Unit: Same as the armor option. Encumbrance: 1.

Flux Shield 1: Produces a 50 point flux shield. Encumbrance: 10.

Flux Shield 2: Produces a 100 point flux shield. Encumbrance: 15.

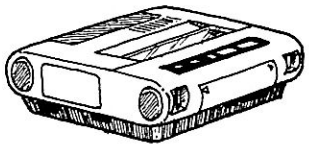
Power Flux System: Produces a 3HP flux shield. Encumbrance: 25.



DETECTION EQUIPMENT

Altimeter: Tells you when you are about to get splattered.

Auto Mapper: Tiny built-in sensors automatically record the presence of physical objects, then generates a map from the information. Call before midnight tonight and receive a FREE set of STEAK knives!



Binoculars: Standard Binoculars add a +20 to sighting checks for range brackets 3-7. Maximum range: 750m. Encumbrance: 2.

Binoculars (infrared): Infrared imaging binoculars register heat sources. The ambient temperature of living creatures is higher than that of ground surfaces. Binoculars allow an individual to locate living objects at night and track them. The unit adds a +40 to night sighting checks. Encumbrance: 2.

Binoculars (long range): Can not be used under 50m. They add a +30 to sighting checks for range brackets 4-8. Maximum Range: 2000m. Encumbrance: 2.

Binoculars (night-vision): Allow individuals to see in near darkness, by amplifying ambient light. The user makes normal sighting checks. Encumbrance: 2.

Binoculars (wide angle): The wide angle GR-2 binoculars come with an adjustable parabolic mirror that can spot a man sized object out to a distance of 300m. These binoculars add a +50 to sighting checks at range brackets 1-6. Encumbrance: 2.

Bio-Scanner: Detects the presence of life forms. The scanner utilizes bio-electronic technology to determine the basic physiological makeup and medical condition of the lifeform. Size: 15cm x 20cm. Range: 25m. Encumbrance: 3.

Bug Finder: Detects the frequency transmissions of electronic surveillance equipment. Size: 3 x 4 x 4cm. Range: 200m. Encumbrance: 2.

Bug Killer: Determines the location and fires a small electromagnetic disruption pulse at the bug. 80% Effective. 10 Charges. Size: 4 x 4 x 2cm. Range: 100m. Encumbrance: 2.

Camouflage Detector: Goggles that negate the effects of a camouflage unit. The target is completely visible to the wearer.

Carbon Dater: This device is used to determine the age of objects, by using special radioactive isotopes. Encumbrance: 3.

D3-A Scanner: Designed to combat the infiltration of Mazians into top secret government complexes, the scanner detects the emanations of an amoeba's brain waves. 75% effective. Size: 20cm x 30cm. Range: 100m. Encumbrance: 6.

DD-48 Vaporizer: Detects the aerial presence of poisonous and noxious vapors. An alarm is sounded upon detection. Size: 10 x 10cm. Range: 50m. Encumbrance: 3.

Goggles (Infrared): Lets a person see into the infrared portion of the electro-magnetic spectrum. The wearer can see near by heat sources and IR signaling devices.

Goggles (Ultra-Violet): Allows a person to see into the ultra-violet portion of the spectrum. This improves night vision and allows the wearer to see ultra-violet signal devices like UV flares.

Infrared Enhancer: Goggles act to amplify existing infrared light sources so as to negate the effects of an infrared dampener. Encumbrance: 2.

Infrared Spotlight: Infrared spotlights are used to illuminate a large area, picking up and visually labeling all objects that radiate heat in the infrared portion of the electro-magnetic spectrum. It has a wide angle beam with a range of 100m. The mouth of the beam is 20m across. Encumbrance: 40.

Metal Detector: Used to detect the presence of metals. It can detect objects up to 15m below the surface. Encumbrance: 20.



Mood Discriminator: This device is actually a ultra-sensitive electro-encephalogram which measures the activity in the brain. It discriminates between moods and is used to pick out potential enemies. The discriminator appears as nothing more than a small "non-lighter" sized object. Range: 50m. Encumbrance: 1.

Motion Detector: This is not the same as a bio-scanner. It picks up any motion, providing range and vector (speed and direction). It is useful against robots. Most walls or similar obstructions have no affect on this device, which filters out ground clutter. Effective Range: 50m. Encumbrance: 3.

Physical Composite Computer: Scans objects and records their physical composite. Super useful for espionage types. Encumbrance: 10.

Plastic Explosive Detector: Detects the vapor emissions of plastic explosives. Good against villanite, jellnite etc. Range: 17m. The unit produces false positives on certain plastics. 90% effective. Encumbrance: 3.

Pocket Jammer Detector: Detects the transmissions of an electronic jammer. Size: 5cm x 5cm. Range: 32km.

Radar Detector: Detects radar transmissions. A filter locks out extraneous signals. Most radar detectors are 90-95% effective. They provide range, relative air or ground speed, and travel vector. Range: 160km. Encumbrance: 3.



Sonic Amplifier: A portable unit used to amplify sound. The system consists of a parabolic microphone and a headset receiver. The microphone is pointed in a given direction and picks up sound waves within a 45 degree arc. The sonic amplifier can detect the sonic emissions of a man sized creature at 100m and armored vehicles at up to 5000m. Encumbrance: 4.

Sonic Discriminator: This miniature computer is attached to the headset of a sonic amplifier. It's about the size of a cigarette lighter. The computer interprets the modulations and frequency distribution of sound waves. It has a base 90% chance of determining the type of sonic emission. The interpretation is broadcast vocally through the headset. The computer provides target range, speed, and travel vector. Size: 15cm x 12cm x 8cm. Encumbrance: 3.

Tire Strip: A reusable plastic mold lifts tire tracks for later identification. Encumbrance: 3.

Tome Analyzer: Determines the exact matrix encoded on a tome. Encumbrance: 3.

Transmission Jammer: Disrupts the transmissions of radios and other communications devices. A step generator sweeps a wide range of radio frequencies, locks onto the specific frequency, and transmits the jam strobe. Lowers transmission strength by 60%. Size: 10cm x 12cm x 5cm, Range: 16km. Encumbrance: 3.

Urban Layout Computer: Uses sophisticated sonar to generate maps of urban areas. Excellent for espionage types. A small thrust controlled camera is launched above the city, and the onboard computer generates a map of the area. The computer registers coordinates of existing structures, dimensions, etc. The urban layout computer (ULC), also can be used to provide a party's present location, once the initial information about the city has been recorded. Encumbrance: 4.

UV Flare: This device is set in the ground with a trip wire fixed to some other point. The flare gives off a light, registering in the ultra-violet spectrum, when tripped. Encumbrance: 2.

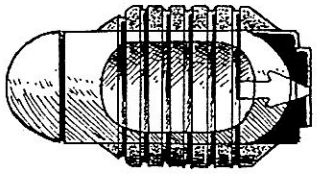
Vibro Rod: A ground sensory device which amplifies sonic waves that propagate through a dense surface medium such as the ground. The rod is stuck into the ground and its vibration sensors detect the movement of man sized creatures at a range of 500m or less, and armored vehicles out to 2km. Size: 50cm x 5cm x 5cm. Encumbrance: 7.

ESPIONAGE EQUIPMENT

Acidizer: A small pistol-shaped device designed to squirt controlled amounts of hydrochloric acid into locks. The gun is constructed of Steel Glass. It is used to burn through locks and doors, and stores enough acid for 10 uses. The owner need not worry, the weapon can not be broken by any ordinary means. Refills cost 75cr. Encumbrance: 3.

AI Decoder: An artificial intelligence decoder picks up the electronic signatures of robot brain waves and transmits them into an audio component. The ear piece transmits the robots thoughts. This device has a base chance to decode a robots thoughts of 120% - 10% per level of Function Alteration. Effective Range: 25m. Encumbrance: 2.

Auto Key: Secretes a plastic resin that hardens at room temperature in 1 minute. The molded key is an exact duplicate of the lock and works beautifully. A must for espionage types. Encumbrance: 3.



Blow Torch: Used to cut through panels and heavy metal barriers. The acetylene fuel lasts for about 20 minutes on high flame. Encumbrance: 2.

C-Serum: Stands for Cooperation Serum. Fired from a concealed, tiny dartgun. Affected personnel are compliant and don't cause trouble, regardless of what they suspect. The dartgun carries 2 darts with an effective range of 5m. The weapon has a 90% chance to penetrate clothing and pierce the skin. Affected personnel feel a pinprick. They are compliant for 2-8 minutes. It should be noted that C-Serum causes people to look slack eyed and silly! Reloads cost 5000cr a piece. Encumbrance: 3.

Cam Flybot: A remote sighting, flight surveillance robot. The system incorporates a sensitive camera system which uses an 800mm auto zoom focusing lens. Altitude: 3000m, max speed: 80kph, vertical climb: 7m/s. Maximum altitude reached in 2.7 minutes. Range: 400km. Encumbrance: 200.

Camera (35mm): The modern camera is an advanced version of its archaic predecessor. This system uses electronic imagery to take photographs. The image is stored in the camera's micro-memory and developed by a computer image enhancement process. It comes with a standard 50mm lens. Other lenses are available. Encumbrance: 2.

Code Decryption Device: This specialized computer is designed to help espionage experts break enemy codes. It has audio, visual, and computer links, adding a +60 to decryption attempts. It can be programmed to decode up to 100 different languages. Encumbrance: 2.

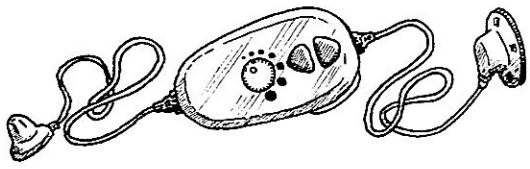
Contact Microphone: A dime size surveillance device that can be attached to any smooth surface. Transmission range: 1000m.

Cosmetic Kit: Increases the ability of an impersonator to change his appearance. It adds +20 to skill checks. Encumbrance: 6.

Electronic Tracer Device: Transmits a low band frequency up to a range of 7000m. An adhesive strip is taped to the car bumper. The tracer is battery operated with a continuous broadcasting transmission for up to 120 hours. Encumbrance: 2.

Electronic ID Encoder: Tech level 4 and above societies use electronic ID cards. Forgers can duplicate these cards with the use of an ID encoder. +70 to skill checks. Requires 2 levels of electronics for operation. Encumbrance: 8.

Electronic Stethoscope: A super sensitive microphone used by safe crackers to determine the location of tumblers in safes. The electronic stethoscope can also be used to listen through walls.



Field Detector: Detects the presence and origins of ultra-violet, infrared, magnetic, and energy fields commonly used as security means. The computer/sensor adds a +70 to detect security attempts. Encumbrance: 4.

Force Cuffs: Made of high tensile strength Titanium steel. Only persons with a strength over 140 can attempt to break free. Encumbrance: 2.

Forgery Kit: Contains tools used to forge documents, signatures, etc. Confers a +30% bonus to forgery attempts.


TAOS
TERMINATORS
ORIONUS DIVISION CHAMPS 2269
SOUTH
GUARANTEED ONE POINT

Grinder: Produces keys. Comes complete with tools. It can be mounted to any utility bench. Encumbrance: 5.

Gut Jar: A small cylinder used to protect objects that are swallowed, in order that the spy may smuggle items through customs on tech level 4 and lower planets. The jar can be "passed" and the contents recovered at a later date. Ugh! Bad concept! Encumbrance: 2.

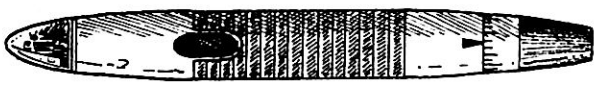
Hand Cuffs: Called Love Bracelets by Orion Rogues. Handcuffs require a strength of 90 or above to attempt to break. There is a 01% chance to break the shackles for each point of strength above 90. Encumbrance: 2.

Image Projector: Electronically records images. The unit is spliced into the camera lead remotely and thus generates an image of the room while thief types wander around snatching up all the goodies. Encumbrance: 2.

Imagizer: Loaded into suit cases to hide the true identity of a weapon. The system produces a false image of some non-distinct article that would normally be carried. It is programmable with 55 different images. This device is only able to hide the presence of lasers and other small items. It can produce an image of 1500 square centimeters. 98% effective. Encumbrance: 4.

Infrared Dampener: This device reduces the heat signature produced by warm blooded creatures. As a result, all infrared sighting checks are reduced by 30% when attempting to locate a person with an IR dampener. Encumbrance: 4.

JP-1 Combonizer: A small pen shaped deiced used to remotely move electronic tumblers into place from a distance of up to 10m. No one can be standing in front of the X-ray beam when in operation. One must have 5 levels of pick locks skill to use this device. It is 50% effective and takes roughly 1 minute to operate. Skill bonuses are applied above 5th level at a rate of 10% per level. This device is most commonly used in spaceports to open lockers.



Jump Pads: Designed in the latter part of the 22nd Century, it enables the wearer to leap distances of 10m from a standstill and up to 20m with a running start. These boots utilize a short duration anti-grav propulsion system. Encumbrance: 2.

Leg Irons: Limits the leg movement of criminals. Persons can move at 1/10 their movement rate while shackled to leg irons. Otherwise, they function exactly like handcuffs. Encumbrance: 6.

Light Bridge: Generates a powerful magnetic field, strong enough to hold someone weighing less than 500 encumbrance. The light bridge extends out to 25 meters. A deep green light, along with a soft humming sound, is emitted when the unit is operating. Encumbrance: 7.

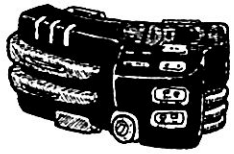
Lobotomizer: Fires an electronic pulse at the brain, shorting out the neural pathways and frying the mind. It reduces IQ by 10-40 points and there is a 20% chance that the victim will become paralyzed permanently from the eyeballs down! The lobotimizer is shaped like a flashlight and contains enough energy for 5 shots. Victims are entitled to a mental SMR. Success negates the attack. Effective Range: 2m. Encumbrance: 2.

Lock Pick Set (basic): The set contains 10 lock picks, one tension bar, and one key extractor. The tension bar is used to manipulate the lock picks into position. The key extractor is used to remove broken key parts from the lock. Encumbrance: 3.

Lock Pick (electronic): A mini digital computer that uses an electromagnetic field generator to move electronic code key tumblers into place. The thief manipulates the generator field through the digital readout of the computer. This device adds a +35 modifier to electronic lock pick attempts. Also used to change the magnetic code on credit and bank cards. Encumbrance: 3.

Lock Pick Set (professional): Has 40 lock picks in a wide range of sizes from 0.23 mm in diameter to 1.14mm in diameter. This set contains two tension bars and 1 key extractor. Encumbrance: 3.

MDD-24: A high tech device that temporarily disperses the molecules in objects so that an infiltrator can walk through walls. It creates an aperture of dimensions 3cm x 3cm x 2m. There is a 03% chance of failure which indicates that the dispersion field has collapsed and the molecules return to their original position, trapping the spy in the object and killing him. (On the roll of a 100 reroll. A result of 98 indicates field failure.) Encumbrance: 8.



Mind Probe: The person is strapped into a chair and electrodes are strapped to his skull. A probe is injected into the base of the cerebrum and the memories extracted through electronic stimulation. This ultra-sophisticated piece of machinery allows the operator to take high resolution pictures of a person's memories. The memories are played back exactly as the person remembered them. Encumbrance: 4.

Mini Camera: About the size of a cigarette, the mini-cam utilizes electronic imagery to take high resolution photographs. The electronic memory stores 15 exposures. It has automatic focusing.

Mini Scanner: An electronic imagery photographer, the scanner functions in a manner similar to a copy machine. It scans one piece of a document at a time, storing the image in its memory for computer reconstruction at a later date. The mini scanner is about the size of a pencil.

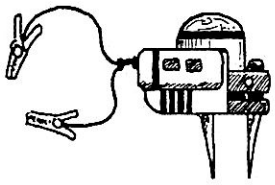
Mini Video Camera: About the size of a cigarette lighter. This unit has auto focus and light adjustment. It is easily concealed and has a running time of 30min.

Nullifier: This large, tripod-mounted device can knock out flux fields for 4-24 seconds to allow passage. It has a base effectiveness of 85%. The power pack contains enough energy for 10 attempts. Recharges cost 200cr a piece. Encumbrance: 100

Paper Shredder: Efficiently destroys documents. It can destroy 500 pages of paper per minute. Encumbrance: 12.

Pocket Signal Detector: Registers and records radio signal transmissions up to 5km from the source. The signals can later be deciphered by a computer.

Power Shunt: Power shunt shorts out electrical fences. Encumbrance: 6.

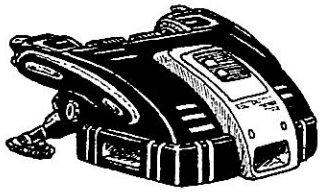


Pry Bar: Heavy metal bar used to force entry into rooms, cars, etc. Encumbrance: 10.

Sensoid Killer: Emits a powerful energy pulse that knocks out motion sensors. It is quite effective against car alarms, motion trackers, and low line security systems. It can be fired out to 20m and has enough energy for 10 uses. Recharging the device isn't cheap, at 20cr per shot. 80% effective. Encumbrance: 2.

Sensoid Master: Can knock out motion, ultra-violet, and infrared sensing devices out to 50m. It contains enough energy for 20 of each type of field. 90% effective. Encumbrance: 2.

Spanner Bridge: The spanner bridge is a much more powerful version of the light bridge. It can extend out to 50m and supports up to 1000kg of weight. Due to the strength of the field, a purple hue is given off when this device is operating. Encumbrance: 10.



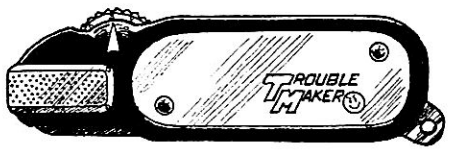
Stun Deflector: A ceiling stunner fires an energy pulse designed to temporarily incapacitate the person by shorting out the brain. The nullifier automatically generates a counter pulse which is 180 degrees out of phase with the original pulse and thus nullifies the device. The nullifier is small and can fit into a person's pocket. Note: The field has a limited range and only protects the owner.

Suit Case (false bottom): Typical dimensions are 100cm x 50cm x 20cm. A bottom activated system reveals the compartment which is only big enough to carry papers or film. Encumbrance: 6.

Super Imagizer: Can produce a image that is 10,000 square centimeters in size. 10 charges. Encumbrance: 4.

Thieves' Duplicator: A picture of a person's face is fed into this machine which generates a mask suitable for disguise. This device requires Liquid Rubber. 7 programmable faces. Encumbrance: 20.

Trouble Maker: This lighter sized device is used to produce false X-ray images of weapons and other illegal contraband out to a distance of 10m. The smuggler merely points the device at some unsuspecting person's baggage and the machine scanning that baggage will erroneously detect a piece of illegal contraband. 10 different simulations can be produced.



UV Paint: A special paint that is only visible under ultra-violet conditions. The cost is for one liter. Encumbrance: 2.

Wire Cutters (professional): Designed to cut through heavy steel fences. The unit contains a built-in sharpening stone to prevent dulling. Encumbrance: 7.

Wireless Remote Mini Cam: A mini video camera with remote control that acts as a two piece unit. The camera is mounted on a small, rotating tripod. The user scans through the lens of the camera via the display on the control box. The control box sends electronic commands to move the directional servos on the base of the camera. Dimensions: 6cm x 4cm x 4cm. Range: 5km. Encumbrance: 2.

Wire Tap: Clipped into phone lines on tech level 2-3 societies. Allows the spy to monitor phone conversations. The price includes tap, monitoring equipment, and recorder.

Wire Tap (electronic): Used on tech level 4+ societies where wires aren't used anymore. The system triangulates the origin of the transmission then locks on to the transmission frequency. The digital coordinates of a specific room, in a specific building could be locked onto. Any transmission emanating from that room could be picked up and monitored.

Wrist Torch: Looks like a watch, yet conceals a tiny extendable torch. The propane fuel burns extremely hot and it can cut through a 5cm metal wall panel in 2 minutes. The fuel lasts for 5 minutes. Refills cost 50cr.

X-ray Camera: Experimental unit. The system utilizes high powered gamma rays to take pictures through objects. The X-ray camera can take a picture through 30cm of concrete, 15cm of steel, or 2cm of lead. Dimensions: 8cm x 4cm x 4cm. Encumbrance: 3.

X-ray Paint: Diffracts X-rays, causing machines not to register the presence of an object. There is a 90% base chance that the objects are successfully concealed. Each will cover 3 medium sized weapons or 1 heavy weapon. Encumbrance: 2.

X-ray Video Camera: Another experimental camera that uses X-ray imagery to take pictures. This portable unit weighs 1.50kg and has dimensions 15cm x 13cm x 13cm. The X-ray Video Cam has the same object penetration capabilities as the X-ray camera. Encumbrance: 4.

MEDICAL GEAR

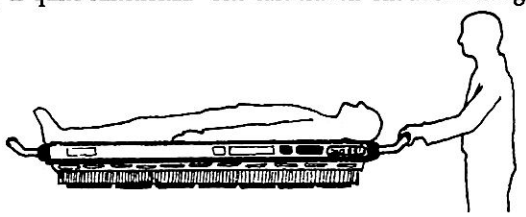
Biological Redox Agent: Reduces the effects of biological attack forms. The redox agent works to protect the body from foreign agents by "beefing up" the immune system. It provides a +20 to biological SMRs. All damage done to the victim is halved.

Blood Factor: Induces clotting in oxygen breathing creatures. Blood factor remains in the body for 2-12 hours before breakdown occurs. Prevents further blood loss from severe injuries. Blood Factor is a deep green color.

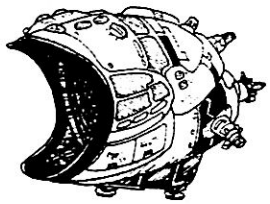
Blood Transfusion: This is an emergency supply of blood plasma for field operations, and emergency transfusions. Each transfusion restores up to 2 points of blood loss.

Body Bag: Something that a PC never wants to be put in. However, body bags do serve a distinct purpose. By placing a person in a body bag, it is easy to transport the remains. We all know that sometimes there can be lots of pieces! It also reduces the smell of rotting corpses. Encumbrance: 4.

Body Cart: An inertial-grav system used to transport wounded. This gurney is quite functional. The cart travels 1m above the ground.



Brain Surgery Unit: A portable, computerized surgical device, specifically designed to allow for emergency brain surgery on the battlefield. The device is shaped like a large helmet and is slipped over the injured person's head. Once attached, it automatically creates a sterile environment. The computer then scans the brain for damage and acts to reverse the effects through micro-laser surgery. It reduces the chance of brain damage by 50-75%. Encumbrance: 140.



BRI (massive): A more potent Body Rehabilitation Injection. A massive BRI restores 3-18 body points at a rate of one per minute. Massive BRIs can heal critical wounds.

BRI (standard): BRI stands for Body Rehabilitation Injection. It is synthesized from the ganoir plant. A BRI heals damaged tissue subsequent to its injection into the body at a rate of 1 point every two minutes. A total of 1-8 body points can be healed per injection. More than one injection within a 30 hour period can lead to addiction. See MORTALITY for more information. Note: While a BRI will restore damage by stimulating growth and repair, it does not set bones or repair serious wounds. Assume that all critical wounds require additional treatment.

Chemical Redox Agent: It is similar to the Atropine injections used by the United States during the 20th Century. The injection is administered to combat the effects of chemical attacks against the body. It adds a +30 to SMRs vs chemical attacks. A maximum of three of these injections can be taken in a 30 hour period without risking cardiac arrest.

Coolant Injection: Used to lower the body temperature of Eridani and Phentari who have lost the means to cool themselves. The coolant lasts for 6 hours.

Cryo Injection: Places a terminally injured patient in cryogenic freeze. All metabolic functions are lowered to a minimal level. The chance to revive the victim is 95%.

DFMS-401: Stands for defibrillation massive stimulant. DFMS is injected into the body of a dead person. It acts to increase the chance of jump starting the heart, adding a +25 percent to resurrection attempts. It is extremely rare and still considered experimental.

DNA-6BMR: Some attack forms alter the genetic structure of the individual's body chemistry. DNA-6BMR is designed to re-map the affected areas. It has an 80% success rating.

Drug Analysis Lab: This is quite a useful device. The drug analysis lab is nothing more than an ultra-sensitive, computerized cyclotron that runs tests to determine the chemical composition of liquid drugs. It increases the chemical, biological, and botanical skills checks by 25 points.

Embalming Solution: So you have a buddy, who didn't make it and you want to keep him intact until you can get some place to attempt resurrection. Embalming solution stops the deterioration process in tissue matter. The cost is for a size class 4 person. The increase in cost per size is linear. Lastly, embalming solution for methane breathers is double.

First Aid Kit: Used to treat minor injuries. The kit comes with 5 gauze bandages, a pair of scissors, tape, a needle, thread, burn cream, and antiseptic. Encumbrance: 2.

Forensics Kit: Comes complete with all the equipment necessary to determine the cause of death. Onboard computer, microscopes, etc. This unit generates a +80 to skill checks. Encumbrance: 10.

Gurney: Used to transport wounded or sick personnel. Encumbrance: 35.

Hydrocortizal: A thick, clear, viscous liquid that when ingested, induces a state of heightened eye sight comparable to Clairvoyance for 10 minutes. This drug causes death to methane breathers. Any methane breather that ingests this drug must make an SMR vs Poison at -10 or die in 1-4 hours. A successful SMR indicates that the individual has fallen into a deep coma and will remain so for 1-4 days before regaining conscious.

Isolation Bag: This light weight product is used to isolate victims who have been infected with a dangerous organism. It is also used to keep a sterile environment. It comes with a regenerating oxygen supply. Encumbrance: 6.

Methane Injection: Provides the Phentari or Eridani with a 6 hour supply of methane.

Methane Injection Port: Allows methane breathers to forgo wearing a mask while operating in an oxygen environment. It was designed to make life a little easier for Phentari and Eridani. It does take some time getting used to.

Necromal: An experimental distillate of the BRI compound. This drug is injected into victims who have died and is used to jump start the individual's bodily functions. There is a 15% chance of successful resurrection + 02% per level of paramedic skill. Necromal has pronounced side effects such as physiological burnout (minus 2-12 points of Constitution). The drug must be administered within 5 days and is very rare indeed. All effects are permanent. Necromal is an illegal drug that is produced solely by Tza Zen Rigeln. It is a light green color.

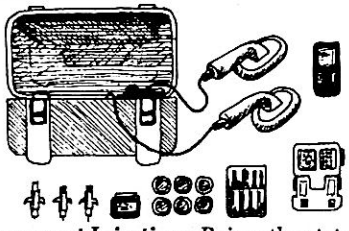
Nuprenethal: Combats the effects of muscular atrophy, space sickness, and other problems associated with operating in a weightless environment for extended periods of time. Each injection protects the person from the effects of long term weightlessness for 30 days.

Oxygen Injection: See Methane Injection.

Oxygen Injection Port: It a secret. We're not telling!

Pain Inhibition Serum: This dangerous drug was designed by Phentari to make Black Eridani immune to pain. The inhibitor blocks the message flow along the pain synapses of the body. Persons feel no pain whatsoever and fight into the negative body points right up until the point where they die. Side effects included a 03% chance to come down with Reclusive Endritis (Super Psychosis).

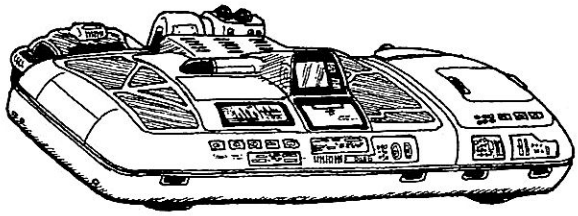
Paramedic Kit: Contains drugs, a defibrillator, EKG, an other necessities required to assist injured victims. It contains 3 massive and 3 normal BRIs. It is not the same as a surgical kit, although they are often used in conjunction. Provides a +20 to resurrection attempts. Encumbrance: 35.



Perceptual Enhancement Injection: Raises the state of awareness of the individual's sensory organs by 20% for 2-8 minutes.

Pneumatic Cast: Oxygen is pumped into the cast, applying large amounts of pressure so as to create a temporary cast. Broken limbs are effectively splinted.

Portable Surgery Unit: An excellent investment! The portable surgery unit increase the chance for a doctor to perform surgery by 70%. It also reduces the time required to perform the surgery by 75%. The wounded individual is placed inside a computerized body bag. The unit automatically monitors bodily functions. The surgery unit provides a three dimensional display of damaged areas. The doctor operates remotely by a joy stick. Armature assembly contained within the bag carries out instructions. The computer also provides various possible solutions on a visual display. Encumbrance: 85.



Radiation Treatment Serum: Reduces the effects of radiation poisoning. Double doses of this drug can be administered to an individual who is dying from heavy exposure, conferring a 50% bonus to SMRs vs radiation.

Rage Enhancement Injection: Affects the sensory neurons in the cerebellum, inducing an increased state of aggression. The combatant receives a +10% on attack rolls and +1 to damage dice (when using archaic hand weapons). The rage enhancement injection allows the individual to fight into the negative body points. The user falls unconscious between -1 and -6 body points. A d6 is rolled to determine the point where the combatant falls unconscious. Duration: 3-12 minutes.

Reflex Tablet: Shortens the time required for messages to cross the neural synapses in the central nervous system of the recipient. The individual gains a -2 modifier to all initiative rolls. Duration: 2-8 minutes.

Regeneration Serum: No one is aware of how to reproduce this besides the Zen Rigeln. Scientists haven't been able to isolate the causal agent. Lost limbs grow back in 2-8 days. How? Ask a Zen.

Restraint Coat: Designed to deal with Ram Pythons who freak out. It is a form fit straight jacket, built with flexible metal strips inside the lining. Not even the strongest Ram could break free from a restraint coat. Encumbrance: 10-5,000,000!

Saratine: Produced on the planet Bena 4. Saratine is a blue liquid. When ingested, it heightens the ear sensitivity, inducing a condition of Clairaudience for 10 minutes. This drug is extremely difficult to find. Side effects include loss of bodily hair (10% chance).

Slap Bandage: A slap bandage is a neat little invention. A small amount of Body Rehabilitation serum is contained on the patch. Clean wounds can be healed by placing the patch over the damaged area, much like putting on a bandage. It heals 1-2 points of damage.

Storage (medical): This unit is used to keep cold, heat sensitive medical products. It has a cubic foot of room, containing a foam protective lining which prevents breakage. Encumbrance: 50.

Straight Jacket: Immobilizes the upper body. It takes a level 15 check to escape from a straight jacket. Excellent when employed against Phentari.

Surgical Kit (portable): Field medics are often faced with the need to operate in the field. This kit comes with retractors, spanners, forceps etc, and has a sterilization unit onboard. Encumbrance: 10.

Synapse-1: An experimental drug that greatly increases the brains ability to process messages. Affected personnel can perform tasks at a rate double to normal. Furthermore, the drug heightens the ability to concentrate and all skill related task gain a +35 bonus. Matrix controllers can generate powers in half of the stated time. There have been reported dangerous side effects such as convulsions and death from brain hemorrhaging. Characters must make a successful system shock roll or go into convulsions for 2-12 minutes and lose 1-6 points of IQ permanently. Another SS roll is then made to determine whether or not the character dies. Synapse-1 is a translucent red liquid.

Thermal Blanket: Temperature adjustable sleeping bag that can be used to keep personnel warm or cold, depending on the needs of the victim. Encumbrance: 4.

Tranquilizer Unit: Contains guns and various tranquilizer serums for all of the various races. There are 3 different strength tranquilizers for each of the races. Furthermore, there are 3 doses for each of these strengths. Persons injected must make a system shock at a minus 25, 50, or 80 or be knocked unconscious for 2-7 hours. Encumbrance: 9.

Tri-Sodium Epsonate: Places the mind in a deep, relaxed, hypnotic state. The individual can read the minds of any sentient individual within 10m of his person. Tri-Sodium Epsonate is a clear liquid. One must be able to understand the targets language, otherwise only vague conceptions, such as 'attack' or 'love' could be ascertained. The condition lasts for 4-16 minutes.

Truth Serum: Used to extract information from captured personnel. Thio-pental sodium places the individual in a suggestive catatonic state. Each dose lasts 2 hours. It is 95% effective against beings with normal metabolic functions. The Mazian metabolic structure is such that this drug is only 50% effective when used on them. SMRs are applicable.

Viral Inoculation Computer: There are thousands of deadly poisons that persons may encounter while operating in hostile environments. Some poisons kill in seconds. Often, there is little time for a medic to determine the type and toxicity levels. The viral inoculation computer is plugged intravenously into the person's arm. It carries its own laboratory and automatically attempts to synthesize an antidote. Effectiveness: Base of 60% effectiveness, plus 04% per level of poison skill.

White Count Injection: The drug Phena-Caratoyl is used to "beef" up an individual's body defenses against infection, poison, and disease. It confers upon the user a +20% modification to disease resistance rolls. Successive doses of this drug increase the body's resistance by 10%, to a maximum of 50%.

ENVIRONMENTAL HAZARD GEAR

Chemical Alarm: A small, hand sized device, used to detect the presence of a hazardous agent. The alarm sounds a loud high pitched pulse.

Chem Goggles: Detect the presence of chemical, biological, and radioactive agents. The agents appear in different colors, depending on the type of agent. Range: 500m.

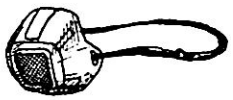
CS-4 Chemical Suit: Used in conjunction with the GM-4 mask. The CS-4 protects the body from contamination at the 200 micron level. Any puncture ruins this suit. Both units can be purchased together for 75% of list cost. Cost: 500cr. Encumbrance: 12.

CS-7 Chemical Suit: This unit has a thin, flexible, plastic outer skin that prevents tearing. The suit protects the body at the 100 micron level. A basket purchase for the CS-7 and CS-4 costs 950cr. Unit cost: 700cr. Encumbrance: 14.

Decon Kit: This spray gun is designed to clean off contaminated equipment. It stores 10 applications. Refills cost 70cr. Encumbrance: 3.

E-Tent: This shelter is set up for operation in a hazardous environment. It sleeps six human size creatures. An E-tent has a self-contained oxygen supply for 72 hours of continuous operations. This unit utilizes staged cleansing rooms to decontaminate personnel. Encumbrance: 4.

Filter Mask: A filter designed to keep dust and dirt out of the lungs, also provides minimal protection against gasses. Encumbrance: 2.



Geiger Counter: Used to detect the presence of radiation at up to 8km. Encumbrance: 2.

Gloves (protective): These common items are used to protect the hands of someone who is handling dangerous materials. Encumbrance: 1.

GM-4 Gas Mask: Matched to the CS-4. Encumbrance: 3.

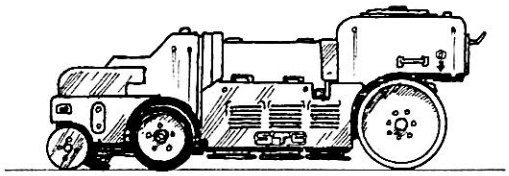
GM-7 Gas Mask: An improved version of its predecessor, the GM-4. Filter Sensitivity: 100 microns. Encumbrance: 4.

Hot Bath: It is designed to decontaminate personnel as well as vehicles. The hot bath comes with a high pressure hose for vehicle cleaning (Rubber duckies are optional). Encumbrance: 10,000.

I.D. Tape: Used to determine the presence of an agent. A strip of the tape is placed on the surface of the object and the tape turns a specific color if an agent is present: red for radioactive, blue for biological, and green for chemical. Each lead foil lined package contains 20 strips.

OPERATIONS EQUIPMENT

Asphalter: Combat units who intend to set up semi-permanent facilities often require roads. The Asphalter can lay a perfectly flat 5m by 5m section of road in 30 minutes. Liquid Asphalt costs 2500cr per 5 x 5 section. Encumbrance: 6000.



Barb Wire: Prevents intrusion into secure areas. The cost is by 50m long section. Barb wire is a must for semi-permanent operations. It takes about a minute to low crawl through a section of wire at which time the enemy is quite vulnerable to friendly fire. Persons who rush through barb wire take a point of damage. It is not effective when employed against body armor. Encumbrance: 20.

Blanket Net: An ultra sophisticated camouflage netting with a variety of built-in materials that reduce radar signature, dampen infrared, etc. Expensive, but not as much as a holographic generator. It can cover a 20m x 20m area. Encumbrance: 150.

Bubble: Covers a 100m x 50m area. A bubble housing unit is environmentally contained. The special plastic polymer coating is corrosively protected, and has a threshold of 4. Assembly robot is included. Set Up Time: 6 hours. Encumbrance: 1000.

Bug Zapper: Great to watch when you are bored. The effects in jungle environments can be spectacular. Encumbrance: 20.

Camouflage Net: Used to break up the outline of vehicles and structures, so that they resemble normal terrain features. Each piece is assumed to cover a 20m x 20m area. Encumbrance: 60.

Commo Phone: Used on Tech level 3 and lower planets. A rotary phone connecting personnel to the command post by virtue of a wire lead. Personnel dial by cranking a lever. Encumbrance: 4.

Electrical Fence: The same as a metal fence, except that an electric generator is included in the price. Electrical fences do 1-4 points of real damage. A more powerful generator that produces enough electrical current to do 2-12 points of damage can be purchased for double the price. Encumbrance: 15 per 2m x 2m section.

EV-1 Mole: A large, cylindrical robot mounted on treads. The robot is designed to dig tunnels through all but the toughest of rock. The Mole can excavate a tunnel about 1 meter in diameter, and tunnels through soft dirt and clay at a rate of 3 meters per minute, normal rock at a rate of 1 meter every 3 minutes, and bedrock at a cumbersome 1 meter every 6 min. Encumbrance: 200.

Field Bio Detector: A high technology ticket item. All friendly persons have their vitals statistics and DNA code programmed into the computer. The computer senses any intrusion from outside sources who aren't on file and sets off an audio/ visual alarm. The FBD provides range and travel vector of targets. It can be hooked up to on sight weapons systems to provide automatic engagement against enemy personnel. The Bio Field Detector has been hardened to reduce the effects of EMP and jamming. EMP attack forms only

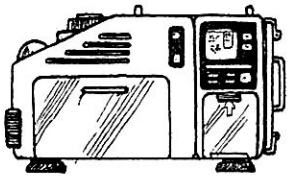
have a 05% chance of knocking out the FBD, and jammers only have a 01% chance. Requires 4 levels of computer programming to use.

Field Motion Detector: Detects the motion of targets within a 1000m area. Pre-programmed paths can be imputed into the computer, as well as times when certain motion is ignored in specific areas. Encumbrance: 80.

Flag: Every combat unit needs a flag. The cost is for a detailed, 4 color, 2m by 1.5m canvas flag. Durable. Encumbrance: 4

Flood Light: These compact devices can put out a powerful beam of light with an effective range of 400m. Encumbrance: 4.

Food Synthesizer: A luxury for those affluent combat units who like to dine well in the field. It can produce everything from Grop to brain, juices, fruits, etc. It comes with enough food powder to produce 500 units of food. Refills cost 4000cr. Encumbrance: 24.



Force Shield: Produces a 20 HP flux shied, 200m in radius with a protective height of 30m. The fusion generator contains enough energy for 100 days of continues operations. Encumbrance: 10,000.

Force Wire: Designed to prevent persons wearing body armor from penetrating the perimeter. Force wire contains magnetic fields which automatically activate when targets pass within a certain distance. The effect is that the metal barb sticks to the defense suit, entangling the intruder. Same as field bio-detector!

Geo-Pinger: A high tech item used to determine the presence of tunnels and caves. It uses a sophisticated sonar system to produce graphic displays of subterranean caverns. Excellent for Spelunking operations. Encumbrance: 5.

Glowbar: Glowbars are small, cylinders filled with a fluorescent liquid. Persons operating under the cover of darkness can see, but the tubes don't give off so much light that it would make it easy for the enemy to detect their presence. They are often used as signalling devices when units are operating at night. A human would be able to see out to 50m in darkness.

Heater: Keeps things nice and cozy. Each pellet produces enough heat for 100 hours of continuous operations. Refill packs of 200 pellets can be purchased for 500cr. Encumbrance: 8.

Holographic Terrain Simulator: Generates a holographic image, complete with infrared blanking, and sensor deflection. A terrain simulator covers a 100m x 50m area. This machine is capable of generating any type of terrain feature and reduces sensor lock-on by 90%. Encumbrance: 2000.

Ladder: It is used to Lad. Made out of Heavy Aluminum and can hold a Ram Python without collapsing. Hard to believe, huh? Encumbrance: 40.

Landing Beacon: Continually broadcasts pertinent information to vehicles attempting to land. Ships can lock on to the beam and use auto-pilot to land their vehicles. The landing beacon has built-in anti-EMP and electronic jamming equipment. There is only a 01% chance that any such attempts would effect the beacon. It would automatically go into emergency warning mode. Encumbrance: 600.

MASH: Stands for Mobile Army Surgical Hospital. Produces a +45% modifier to all surgery attempts. This unit comes complete with washroom, operating table, lightning, monitor equipment, and all the other tools necessary for operating in a combat zone. It has three rooms, of 3m x 3m x 3m dimensions. Encumbrance: 20,000.

Mechanics Station: Contains hydraulic lifts, power tools, a cherry picker, and a variety of heavy equipment necessary to perform maintenance on heavy vehicles. This prefab unit is called the Portable Garage. Encumbrance: 45,000.

Metal Fence: Fencing is cheap, but quite useful. The cost is per a 20m long, and 3m high section. Encumbrance: See electrical fence.

Modular Housing: Most tech level 4-6 societies use some form of modular housing or another. Modular units are interconnectable and come in two sizes, 4m x 8m and 10m x 20m super domes. Encumbrance: 500/2000.

Ore Analyzer: This machine analyses and separates ores. It is extremely heavy and is emplaced by crane. Encumbrance: A lot!

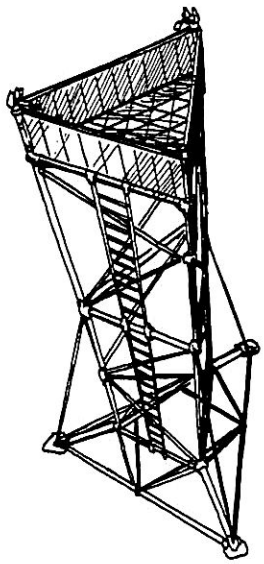
P-A System: Has a broadcast range of 2000m. Encumbrance: 35.

Porta John: Its functions are self explanatory. They are still a necessity in the 23rd Century. Foldable unit. Adjustable seat size. Encumbrance: 200.

Portable Freezer: Dimensions: 0.5m x 0.5m x 0.5m. It contains enough Freon 2 for 1 month of continuous operations. Encumbrance: 25.

Portable Stove: A useful item for groups operating in the field. Its infrared dampening circuits are specially designed to give off no light and produce a minimal amount of infrared radiation. Encumbrance: 10.

Portable Tower: Quick snap on sections. The portable tower can be assembled in about 10 minutes. It stands 20m tall and can hold 14 size class worth of personnel. Two heavy weapons mounts are included in the price. Encumbrance: 250.

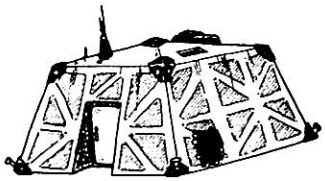


Power Shield: This combat unit produces a 250HP flux shield that protects all persons out to 400 meters in any direction. It can be attached, via remote, to heavy weapons in order to facilitate outgoing fire. Encumbrance: 7000.

Prefab Bunker: Excellent. Snaps together in less than 20 minutes. Prefab bunkers are made of alternating layers of Transal Aluminum and absorption beads. The bunker produces a 7 point threshold and each wall has an integrity of 250 points. Encumbrance: 60.

Sandbag Covers: The old fashion way of doing things is cheap. The cost is for 500. Sandbags have a threshold of 10.

Science Station: Another portable prefab unit designed to provide scientists with equipment necessary to carry out a variety of experiments while in the field. It contains microspectrometers, electron microscopes, testing equipment, etc. It adds a +80 to all science related skill checks! It has the same dimensions as a MASH or Mechanics lab when erect. Encumbrance: 12,000.



Skydome: A huge canvas/plastic bubble that automatically deploys itself in 5 minutes. Primarily used by scientific teams. The skydome only has a 2 point threshold and is not designed for combat situations. It covers a 100m radius area at a height of 15m. Encumbrance: 10,000.

Sky Jack: Tracks moving targets by doppler shift out to 2000m. Fires a missile to knock down the intruder (90% accurate and does 1-4HP of damage). The launcher holds 8 missiles. Reloads cost 25,000 apiece. Automatic modes. Encumbrance: 400.

Trencher: A motorized programmable screw mounted on tracks digs foxholes and trenches. The robot can dig a foxhole in 5 minutes and a full 100m trench network in less than 10 hours. Encumbrance: 200.

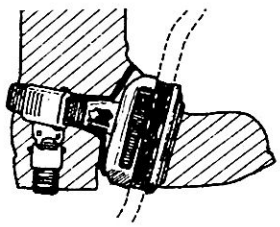
Waste Disposal Unit: Properly disposes of food, garbage, and that other funky stuff that we can't and don't want to talk about! Encumbrance: 40.

Weather Gauge: Provides valuable information on barometric pressure, temperature, wind velocity, etc. Encumbrance: 5.

PERSONAL EQUIPMENT

Amperon: This device is small, about the size of a lighter. It is only effective when within 1m of a matrix controller. It is a focusing tool that doubles the range of a matrix.

Ascender: Allows persons to ascend the rope. They are worn on the feet and special ascenders can be purchased to secure body armor for twice the cost.



Atmospheric Processor: Without it, the Eridani and Phentari could not exist in an oxygen environment. The processor converts an oxygen/nitrogen atmosphere to methane by a complex oxidation process. The processor fits over the mouth and nose. It has a threshold rating of 9 and an armor integrity of 4. Encumbrance: 3.

Backpack: You put junk in it! Encumbrance: 2.

Body Computer: Interfaces with other computers to convert machine language into its vocal equivalent. Encumbrance: 3.

Brain Scratcher: This head massage unit is worn by Chatilians. It massages away headaches and helps an agitated empath to relax. This unit has 3 settings, scratch, rake, and maul! Encumbrance: 5.

Case (magnetic proof): Used to isolate magnetic sensitive devices such as computer disks from damage. The case is usually strapped to the waist belt for easy accessibility. Encumbrance: 2.

Case (water proof): Protects water sensitive objects. Encumbrance: 3.

Case (shock proof): Protects fragile items. A typical glass object has an SMR of 10 vs jarring. Protected items have a SMR of 80. Encumbrance: 3.

Case (super): A combination water-proof, shock-proof, and magnetic proof case. Encumbrance: 4.

Chem Lab: This small, portable lab carries equipment necessary to do field work. Contains test tubes, Erlenmeyer flasks, a Bunsen burner, stoppers, chemicals, etc. Encumbrance: 8.

Compass: The compass is an instrument for determining directions by means of a freely rotating needle that indicates magnetic north.

Compass (Digital): Automatically triangulates a person's position with respect to the magnetic north pole. Furthermore, the digital compass provides longitude and latitude in a 8 digit grid coordinate.

Compass (magnetic): Unlike the generic version, the magnetic compass is impervious to the effects of magnetic disruption.

D-Ring: People who repel run the rope through this piece of equipment which is shaped like a D.

Dummy (practice): When Eridani can't find live targets to practice on, they use these mechanical dummies which move randomly in a designated area, helping the Swordsaint to hone his skills. Encumbrance: 20.

Emergency Transmitter: Used to notify potential rescuers of an individual's position. This small, concealable device emits a radio distress signal. Persons monitoring the Galactic Emergency frequency of 75,003Hz can pinpoint one's location. Range: 32km.

Figure-8: A figure 8 is an advanced D-ring that adds a +20 to all repelling checks. Encumbrance: 3.

Fire Extinguisher (portable): This foam based unit is effective against most kinds of fires. Encumbrance: 4.

Fire Mix: Quick starting jell is used to create fires in even the worst of conditions.

Flare Gun: Use to fire aerial flares up to a height of 66m. A flare floats for 30 seconds and can be spotted at a range of 20km. A box of 5 flares cost 20cr. Encumbrance: 2.

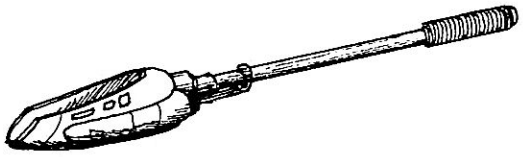
Flashlight (normal): A small portable electric lamp, powered by batteries. It has an illumination range of 25m. Encumbrance: 2.

Flashlight (threader): The threader flashlight emits a thin beam of light with a range of 100m. It has a flash/blinker for momentary target illumination. It is often used as a signaling device. Encumbrance: 2.

Grappling Hook: A barbed metal device, used to secure a rope to an otherwise difficult obstacle such as the top of a wall. It is normally thrown, but can be fired from a gun as well. Encumbrance: 2.

Grapple Gun: Used to fire a grapple up to a distance of 35m. Encumbrance: 6.

Grenade Scoop: This device looks like a 1m long coffee scoop. It has a voice activated magnetic suction that is used to scoop up grenades in the nearby vicinity. The base chance to pick up a grenade is 10% + 10% percent per point of initiative below 5. Agility bonuses also add to the chance to scoop up a grenade on a point for point basis. Encumbrance: 6.



Helmet Cam: Mounts to the top of the head and makes electronic recordings, complete with visual and audio components. Running Time: 1 hour. Encumbrance: 4.

Holographic Generator (vehicle): Same as the body version. The generator is protected by 3HP of body armor to ensure survivability. The energy pack holds 42 charges, capable of producing 1-6 duplicates. Each duplicate uses up one charge. Encumbrance: 350.

IFN: Stands for Internal Frame Network. The IFN is used by the Mazians to set up the internal skeleton structure of the object that they intend to replicate. Encumbrance: 3.

Mace: When sprayed in the eyes, it completely incapacitates the victim for 4-24 minutes. There is an unadjusted 65% chance to hit plus manual dexterity scores.

Mega Glue: The super glue that does everything! It binds Pythons to metal in seconds! Call before midnight tonight and receive the vegetable shredder!

Mercy Coat: Any movement by the wearer tightens the drawstrings around the neck. Panic causes strangulation in 1-4 minutes. Orions call this the Marriage collar, because once you get yourselves into it, it is impossible to get out. Encumbrance: 12.

Oxygen Tank: Contains enough air for 6 hours of continuous operations. Encumbrance: 20.

P-Cabin: A pressurized cabin with built-in sleeping quarters. It can be erected in 20-80 minutes. The P-Cabin represents the state of the art in outdoor sleeping equipment. Pentagonal configuration. Ground Clearance: 2.3m, wind resistance: 120kph. Encumbrance: 200.

P-38: The only cost effective thing that the military has ever made. It is the ultimate can opener.

Parachute (military): A large umbrella-like device that opens in mid-air, offering a slow, controlled rate of descent. Not very accurate. An altimeter and one way radio are included in the price. Encumbrance: 20.

Parachute (professional): A highly mobile and accurate rig. The Mighty Mac allows for landing within 7m of target. This canopy has an excellent turn rating and it also functions well in strong winds. Encumbrance: 17.

Phent Morsels: Pre-packaged snacks, cut from the most delicate parts of the Human anatomy. Phent Morsels come in smoke flavored, gravy, etc. Hmmm! Hmmmm! Good!

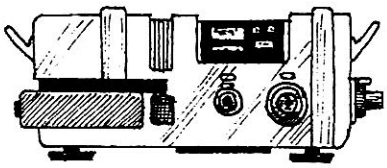
Pitons (20): A metal spike through which rope can be passed. It anchors the rope when climbing. Check your paper for coupons.

Plasma Generator: Designed as a support device for infantry assault units. It generates plasma for weapons recharge. It can generate the equivalent of 1000 shots per day. There must be a large supply of iron available to fuel the operation. Encumbrance: 780.

Pneumatic Saw: This device is used to cut through heavy metal objects. The blade is made of Di-Titanium. The pneumatic saw is capable of cutting through a 10cm thick steel wall in two minutes. Light weight and portable. Encumbrance: 8.

Polymizer (heavy): Generates up to 250 points of polymers per day. Requires 10,000 credits worth of Liquid Rubber for operation. Encumbrance: 500.

Polymizer (portable): Generates absorption polymers for injection back into a body armor system. It can generate 30 points per day and requires 1000 credits worth of Liquid Robber for operation. Encumbrance: 35.



Poncho: A piece of wet weather gear that also functions as a blanket, table cloth, etc. Encumbrance: 4.

Psychic Gore: The psychic energy released by matrix controllers when they generate has been isolated. Scientists have accurately measured brain wave patterns that they call Q-waves that occur when generation takes place. The Psychic Gore produces a powerful anti-brain wave that disrupts the energy controller's thought patterns. The effect is so strong that the controller must make an SMR vs mental attacks or be knocked unconscious for 2-8 minutes. This item is highly illegal and possession of it carries a long prison term. It can only be purchased on the Black Market. 85% effective -04% per level of the MC above 1st. Range: 25m. Encumbrance: 4.

Psychic Nullifier: A flashlight-shaped device which disrupts psychic energy that emanates from a matrix controller when he generates. There is a 75% base chance to disrupt the matrix -03% per level of the matrix controller above 1st. This is due to fact that a matrix controller can more effectively focus their power as he increases in skill. All power points are lost if generation is disrupted. Range: 15m. Encumbrance: 3.

Psychic Shield Generator: A small device that can fit into a pocket. The psychic shield generator protects the owner from the effects of mental attack forms. SMRs vs mental attacks are increased by 40 points. Encumbrance: 1.

Purification Tablets (food): Added to food to purify it. The tablets destroy poisonous bacteria. A persistent red color indicates that the purification process is ineffective and warrants additional tablets. Some things can not be purified.

Purification Tablets (water): Function under the same premise as the Food Purification Tablet.

Raft (2): A lightweight device used to transport objects or individuals over water. It can carry two men and 23kg of equipment. Encumbrance: 20.

Raft (4): Carries four men and 68kg of equipment. Encumbrance: 35.

Raft (6): Carries six men and 135kg of equipment. Mounts twin Terry class engines. Maximum speed: 70kph. Encumbrance: 45.

Range Finder: Provides range, speed, and travel vector of moving objects out to a range or 5000m. Encumbrance: 3.

Refrigerator (portable): Stores up to 0.5 cubic meters of materials. The super-freon coolant lasts for 100 hours of continuous operations. Encumbrance: 15.

Repellant (bug): Does what it says it does!

Rifling Equipment: Used to clean archaic powder equipment. Weapons that are not cleaned regularly have their malfunction number decreased by 3-18 points. Encumbrance: 4.

Rope (flex): Strong, yet thin. It is made from flex-nylon polymers. Flex rope is 11,000kg test, and it is suitable for almost any purpose. Encumbrance: 3 per 20m.

Rope (standard): Has a test strength of 6000kg. Normal rope is thick and bulky. Encumbrance: 8 per 20m.

Satchel: A small bag for carrying explosives. Encumbrance: 4.

SCUBA Equipment: Comes complete with snorkel, fins, a wet suit, and 2 hour supply tank. Encumbrance: 40.

Scrim Net: A small piece of camouflage netting that is fitted over the head and shoulders of the person so as to break up the outline. Adds a +20 to camouflage attempts.

Shark Chain: Protects divers from attack. This suit of chain mail has effectively a 3 point threshold. It is fairly light weight and works well against fish smaller than Great Whites! SEE Armor.

Shark (J-7): Operates in corrosive bodies of liquid. The Shark can carry 10 men and 180kg of equipment. Maximum speed: 100kph. Encumbrance: 40.

Shrink Net: Fired from a grappling gun. The net spreads out and once it strikes the target, shrinks and entangles the victim. Requires a strength check at -60 to break free. Encumbrance: 4.

Skull Polisher: A neat little toy that allows Phentari to clean the skulls of their victims, without making a mess. This unit also secretes a lacquer to seal the head once it has been prepared. Encumbrance: 5.



Sleeping Bag: Down-filled; keeps the person warm down to -23c/-10f. Encumbrance: 7.

Sleeping Bag (arctic): Excellent cold weather bag. Thermal heating insulator. Temperature resistance: -59c/-70f. Encumbrance: 7.

Sleeping Bag (methane): For our buddies, the Phentari and Eridani. Cools things down quite nicely for any methane breather who wants to "crash". Encumbrance: 9.

Spear Gun: Does 2-8 points of damage. Mushroom tips can be purchased for 500cr each. These do 4-16 points of damage. The weapon has an unadjusted attack number of 85 within range bracket 1 only. Encumbrance: 12.

Still (portable): A favorite of Orion Rogues who consider this basic equipment. Great for those who want to slug down a couple drinks while on the job!! Sets up in just 10 minutes. Encumbrance: 15.

Stove (portable): This portable microwave unit is a favorite of adventurers. It gives off no light when operating. There is also a "glove" which fits over the oven while it cooks, lessening the chance of any detection by infrared means. Encumbrance: 5.

Swiss Army Knife: The second best thing that the military ever produced. These all purpose knives contain cutting blades, screw drivers, scissors, saw blades, etc. They are quite useful still and are available on most planets with Tech level 2-6 civilizations.

Tablets (protein): Each tablet provides 2 units of nourishment. A box holds 50 tablets.

Tablets (salt): Replaces salt in dehydrated individuals. A box holds 50 tablets.

Tent (2 man): Triangular configuration, center pole. Ground Clearance: 0.7m, wind resistance: 46kph. Encumbrance: 20.

Tent (4 man): Pentagonal configuration. It has a frame body. Ground Clearance: 1.5m, wind resistance: 72kph. Encumbrance: 55.

Tent (8 man): Pentagonal Configuration. Reinforced body frame. Ground Clearance: 2m, wind resistance: 100kph. Encumbrance: 100.

Thwack'em Stick: A huge (relative to Human terms) stick that the Ram Pythons use as a practice club when they are playing. Most Humans claim that the stick is actually a tree in disguise. The stick registers the impact force of a blow in km per meter squared, and km per second. It also plays music! Treat as club doing 2-12. Encumbrance: 25.

Tool Kit (electronic): The electronic technicians dream come true! The electronic tool kit comes with soldering iron, magnetic coupler, magnetic isolators, logic probe, and a multitude of spare parts and circuit boards, etc. Encumbrance: 35.

Tool Kit (ionization engineer): It has who-ja-macallits, thing-a-ma-bobs, widgets, bigger widgets and other stuff! The kit travels on an inertial grav system, otherwise it would be impossible to move. Encumbrance: 30.

Tool Kit (normal): Contains all the tools necessary to repair household goods. It has pliers, screwdrivers, wrenches, a metric socket set, a hammer, etc. Encumbrance: 25.

Tool Kit (masters): The preferred tool kit of mechanics. There are a wide variety of tools in this 3 level kit. There are torque wrenches, spanners, isolation bars, a tap an die, and just about anything that a vehicle mechanic would use. Encumbrance: 100.

Tombstone: Great Fun! Your friends can use this to mark your shallow grave on an alien hunk of rock where you bought the farm. Don't leave home without it. Encumbrance: 30.

Web Gear: Body harness worn into combat. Web gear comes with a belt, suspenders, two ammo pouches, canteen cup, and first aid kit. The canteen holds 1 liter of water. The first aid kit has one sterilized bandage. The individual pieces cost 15cr, 10cr, 10cr, 5cr, 2cr, and 5cr, respectively. The entire unit can be purchased for 40cr. Encumbrance: 4.

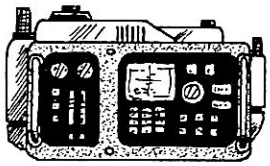
Wet Weather Gear: Protects persons from bad weather. Persons who are exposed to heavy rain for long periods of time lose constitution and tire easily. Wet weather gear reduces or completely negates these effects. Encumbrance: 10.

Whistle: My only suggestion is that you should try it while you work!.

COMMUNICATIONS EQUIPMENT

Ear Transceiver: A small unit that fits into a human sized ear. It broadcasts and receives radio transmissions. Vocal transmissions are passed along the bones of the skull that connect the mouth and the ear and transmitted out into space. Range: 8 km: Transmission level: 100%.

Radio (hand): Twenty channels with a range of 16km. The hand radio has a fair transmission level, rated at 100%. Encumbrance: 2.



Radio (traveler): This is a hand held unit. It has thirty-five channels and a 27km range. Transmission level 105%. Encumbrance: 2.

Field Radio: A backpack unit, used primarily by combat troops in the battle zone. The whip antenna extends to a height of 0.5m. This unit has fifty channels. Scrambler level: 65%, jamming level: 60%, transmission level 115%. Effective Range: 80km. Encumbrance: 20.

Radio (base): This unit is mounted onto some fixed object, usually a table. Its high resolution electronic circuitry produces clear transmissions. A base station's jamming ability is rated at 30%. It has 160 channels. The scrambler is rated at 40%, range 160km, transmission level 130%. Encumbrance: 100.

Radio (long range): This unit is usually mounted. It has a jamming level rated at 70%. The long range radio has simultaneous signal monitoring capabilities. The scrambler is rated at 60%. It has one hundred channels, a range of 1040km, and a transmission level of 130%. Encumbrance: 140.

Radio (interplanetary): Used to communicate between different planets within a solar system. It is a common feature found on small pleasure craft and star freighters. An interplanetary radio has multiple signal monitoring capabilities. The frequency is adjustable and the jamming level is rated at 105%. The interplanetary radio has a range of 3.2Bkm and the transmission level is rated at 145%. Encumbrance: 900.

Radio (interstellar com-link): Used exclusively on starships. Adjustable frequency. Scrambler level: 120%, transmission level 220%, jamming level 170%. Effective Range: 20 parsecs.

Shoe Phone: Once a gimmick, now a reality. The heel is removed to reveal the dialing mechanism. The person speaks into the shoe. Effective Range: 16km, transmission level: 100%.

Watch Phone: A single transmitter/receiver unit. Voice activated dialing. Effective Range: 24km, transmission level: 103%.

GRENADES

Impact Grenades: Impact grenades are variants of normal grenades. Unlike normal grenades, however, impact grenades explode under violent impact with other objects. There is no fuse and they cost 3 times more than normal grenades.

M-75 (fragmentation grenade): Pineapple configuration. This grenade was popular during World War 2. The pineapple configuration has advantages for its dispersion matrix (9 fragments).

M-85 (fragmentation): Was standard issue to combat troops in the latter part of the 20th Century. The M-85 has a higher explosive charge than its predecessor.

M-95 (fragmentation): Fielded in 2055, it is still used in Tech Level 4 societies or below.

Plas Grenade: Rips up armor! It is by far the best grenade on the market. Throwing range is 1/3 one's strength in meters. Encumbrance: 2.

Super Plas: Made specifically to take out guys in heavy armor. It can only be thrown 1/4 of one's strength in meters. Encumbrance: 3.

Plasma Seduction: Designed by the renowned physicist Brett Miller. It isn't cost effective, but if you are into overkill then its definitely the grenade for you. Unlike other grenades, it releases 10 fragments per hit scored. It can be thrown 1/6 of one's strength in meters. Encumbrance: 4.

Molotov Cocktail: The name given to a glass container filled with some type of volatile liquid that ignites when in contact with fire. The container is plugged, typically with a fuel soaked rag. The rag is lit and the bottle thrown. The glass breaks and the fuel ignites.

P-4: The P-4 grenade is known as "Willie-Pete." The grenade contains chunks of white phosphorous which ignite when exposed to oxygen. Phosphorous burns at such a high temperature that it melts through armor in seconds. Armor threshold is effectively reduced by 2 points when determining penetration damage. Armor integrity is reduced by twice the stated number of fragments that penetrate. Phosphorous incinerates flesh, leaving horrible 3rd degree burns.

T-3 Blinder: Is a good grenade for assassins and thieves. The Blinder contains magnesium powder. Any person caught looking in the direction of the grenade when it explodes is temporarily blinded. This state lasts from 2-8 minutes. Potential victims receive a SMR check vs radiation attacks. A successful roll indicates that the individual has avoided being blinded. There is a 10% chance of being permanently blinded, 15% for Cizerack types, 05% for Python classes.

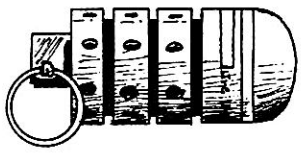
CS-7: Known as the riot control grenade. The explosion produces a noxious gas that incapacitates any individual who fails his SMR vs poisonous attack forms. The victim must make a roll every 10 seconds, until he has escaped the area. The gas cloud expands at a rate of 1m per second for 30 seconds. Environmentally contained armor negates the effects of the gas completely.



M-80 Smoke: Used to provide cover for moving troops. This grenade gives off thick, colored smoke when detonated. Be careful to determine wind direction before throwing. Sighting checks made through smoke incur a -60 penalty. Attack rolls are made at a base -30 penalty. Smoke grenades are often used as position markers.

M-90 Concussion: Designed to damage buildings and vehicles rather than personnel.

Omegaton: It makes an incredible BOOM!!! Double all concussion ranges. Can be thrown 1/4 of one's strength in meters. Encumbrance: 3.



BX-1 (biological): Contains a liquid that is filled with biological organisms, usually the Virean Plague. Infected characters must make a SMR vs biological attack forms at -10 to the dice roll or die within 2-8 days. There is also a 50% chance that the character becomes a carrier of the disease, regardless of whether or not the victim is infected. The viruses employed are USUALLY short lived without a host. This helps to reduce clean up problems immensely.

CR-3 (chemical): A blister agent is dispersed upon explosion. Drops that strike exposed skin, fester into huge oozing blisters and quickly incapacitate the victim. The liquid is misty and can also be inhaled. Those individuals who inhale it develop the blisters in the lining of their lungs. Victims of a Blister Agent attack must make successful SMR vs chemical agents or take 4-16 points of chemical damage.

M-200 series: These grenades are designed to be used with grenade launchers. Other grenades may be converted to use with grenade launchers but cost four times as much.

Viscosity-1: Produces the same effects as the Web generator equivalent.

Viscosity-2: Produces the same effects as the Web generator equivalent.

Viscosity-3: Produces the same effects as the Web generator equivalent.

Viscosity-4: Produces the same effects as the Web generator equivalent.

MINES

Bouncing Betty: Not designed specifically to kill, but more to mangle enemy personnel. The enemy steps on the pressure release switch. The mine bounces upward 1m and detonates, generally relieving the individual of his or her internal organs.
Integrity Reduction: 1/Fragment. Encumbrance: 3.

Chemical Mine: Pressure released, the explosion gives off a chemical nerve gas. Individuals not properly protected, must make a SMR vs chemical attack forms or suffer 3-18 points of damage. A successful SMR completely negates the effects of the gas. A SMR is made for every 10 seconds of exposure. Encumbrance: 5.

Claymore Mine: Used extensively by American troops in the latter part of the 20th and the early part of the 21st Centuries. Claymores are devastating against personnel and can be set up as far as 50m from the operator. They are connected to the activation switch by a wire. The soldier takes the safety off and bangs on the activation switch three times. Drawback: It takes an average of three minutes to set a Claymore up. Integrity Reduction: 1/Fragment. Encumbrance: 2.

Claymore 3: An improved version of the Claymore. First widely used in 2005. Integrity Reduction: 2/Fragment. Encumbrance: 2.

E4 Tank Killer: Anything over 450kg mass triggers the E4. Ram Pythons beware! Encumbrance: 20.

E3: A concussion based anti-tank mine that explodes upward underneath the tank, doing 4-24 HP of damage. Triggering Mass: 500kg. Encumbrance: 25.

E2: Called the Snake. The snake explodes upward into the undercarriage of the tank, doing 6-36HP of damage. The residual penetrating plasma damage is divided by 8 when determining damage to personnel. Individuals inside the tank are struck by 2-8 fragments. Triggering Mass: 450kg. Encumbrance: 30.

E1: Can knock down a flux shield and destroy a modern tech level 6 tank in an instant. All damage is concussion based. Residual damage that penetrates is figured according to concussion based rules. Triggering Mass: 2500kg. Encumbrance: 35.

Light Mine: This mine is either radio or pressure release activated. It does no explosive damage, but emits a brilliant light that automatically blinds anyone within 5m of the explosion who happens to be facing in the direction of the blast. There is a 50% chance of being blinded from 06-10m from the flash. All victims within 5m have a 05% chance of being permanently blinded. Chatilians have a 10% chance to be blinded, due to the sensitivity of their large eyes. Blindness lasts for 2-12 minutes. Encumbrance: 2.

Needler Mine: A body armor penetration mine. The Needler can be activated by any means. When the mine explodes, small titanium steel pins fire out in every direction. Body armor has three subtracted from its threshold rating when determining damage penetration. Needler mines have absolutely no effect on Heavy Armor. Victims are struck by 4-16 pins each, and each pin does 1 point of damage. The overall armor integrity reduction is 25% of the number of penetrating pins. Encumbrance: 3.

Nuclear Mine: The most devastating of mines. It is radio or pressure activated. The detonation automatically kills anyone within 100m, unless the person can survive 20-120HP of damage from heat, fire, and blast damage!!! Victims, within 101-250m, take 2-8 heavy points of damage. Between 251-400m, everyone takes 30-120 points of damage. Beyond 400m, there is no fire/blast damage; however, all persons within 1000m must make an SMR versus radiation or die within 2-12 minutes from intense Gamma emissions. Protected characters take no damage from radiation, but are still subject to blast, heat, and fire damage. The radioactive material has a short half-life and all radiation dissipates within two hours. Problem!!! It is illegal to possess one of these. The penalty is death. So it is a little hard to find them. Can't imagine why, can you? Encumbrance: 30.

Plasmore: Designed to take out you "tough guys" who wear heavy armor. Each fragment reduces armor integrity by 4 points. Encumbrance: 3.

Sonic Mine: This mine is activated by a radio transmitter. It gives off a supersonic concussion blast and all persons within 05m must save versus sonic attacks or take 2-12 points of damage. Those victims standing within 10m must make a sonic SMR or be struck unconscious. Encumbrance: 2.

Tangler Mine: Designed to entangle or capture enemy personnel. The mine is pressure activated. When it explodes, the tangler fires hundreds of small adhesive nylon cords in all directions. The effect is to entangle personnel. Any exceptionally strong character has a 02% chance per point of strength above 100 of escaping. Encumbrance: 3.

Glue Mine: The mine is almost always set up in a rocky environment and comes with a dirt camouflage coating. The mine is stepped on and ejects an quick hardening glue. The glue adheres to the foot of the armor and fuses it to the ground. There is a 70% chance that both feet are affected. The only way to escape from a glue mine is to pour a special solvent over the hardened surface. Exception: There is a 01% chance to escape per point of strength over 100. Of course, you might be able to crawl out of your armor... but, then again, being naked has its disadvantages too! Encumbrance: 3.

AP-1: Does 10-60 points of damage per fragment and 20-80 points of concussion damage. Integrity Reduction: 8/Frag. Encumbrance: 10.

AP-2: This anti-personnel mine does 20-80 points of damage per fragment and produces 40-160 points of concussion damage. Integrity Reduction: 12/Frag. Encumbrance: 14.

SC-1000: A shaped charge mine. When stepped on, the mine detonates, exploding upward through the foot. The force is so great that all damage is considered translational. There is virtually no fragmentation damage. The SC-1000 is designed to wound not kill. Armor can be recovered without being rendered useless. Encumbrance: 1.

SC-2000: A more powerful version of the 1000. The 2000 fires a jet of plasma through the foot. Threshold is reduced by 2 when calculating damage. Like the SC-1000, there is no fragmentation damage. Such mines are considered to be "clean." Encumbrance: 1.

Magnetor-1: The magnetor mine is built-into the floor of buildings as a counter insurgency device. Stepping on the floor panel induces a very strong magnetic field which anchors all metallic objects to it. Requires a 200 strength to escape. Persons can see fit to blow out of their armor, but all weapons and metal objects will be stuck to the floor. The activation force is so strong that even one's arms can't move. Dimensions 1m x 1m. Encumbrance: 40.

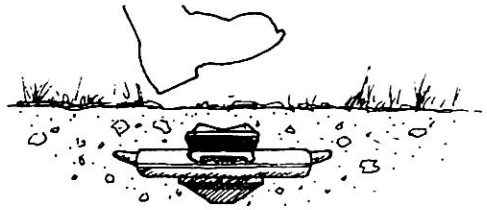
Magnetor-H: A modification to the existing system. A heating element cooks all objects on the platform to a temperature of 5000 degrees destroying all but the most hardened pieces of equipment. Damage is transitional heat, rated at 3 points per second. Double to leg areas. Encumbrance: 40.

Magnetor-D: Another modification to the basic Magnetor mine. The magnetor-D drills a hole in the base of the foot with a laser and inputs a deadly short lived chemical agent inside (chemical SMR at -20 or suffer tabum nerve agent poisoning). Encumbrance: 40.

Cutter Mine: A shaped charge bounces upward to a preset altitude and explodes in a horizontal plane, cutting objects in half. Threshold is reduced by 5 when determining the effects of the weapon which has a radius of 3m. All objects at the level of detonation suffer equal damage from the explosion. Integrity Reduction: 8. Encumbrance: 3.

Sheer Mine: A much more powerful version of the Cutter Mine. The Sheer mine has a 5m radius of effect and threshold is reduced by 8 when determining damage. Again, the level for detonation is preset. Integrity Reduction: 12. Encumbrance: 12.

Wedge Cutter: Explodes directly upward to a preset level. The exploding charge, fires a high pressure sheet of plasma up through the groin into the abdominal region. Four fragments are fired. This shaped charge mine is designed to demoralize the enemy as well as "slag" the poor sap in the lead. Integrity Reduction: 8/Fragment. Encumbrance: 3.

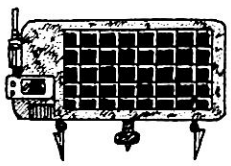


Thunder: The Thunder mine is one of the most devastating anti-personnel weapons ever designed. It is packed with jagged shards of metal and Nitro-7. It is pressure activated. The person suffers double concussion damage and is automatically struck with 6 fragments in each leg as well as 10 random fragments. All other persons within 3m take normal concussion damage and are struck by 3-12 fragments. Persons from 3-5 meters take 1/2 concussion damage and are struck by 1-6 fragments. Integrity Reduction: 2/Fragment. Encumbrance: 5.

Spoiler Mine: A pressurized sheet of acid is jettisoned upward and outward. The damage yield reduces armor integrity on a point for point basis and does double tissue damage. Person within 5 meters are struck by 2-8 splashes of acid. The person who steps on the mine takes an automatic 4 splashes to both legs as well as 8 random splashes. Encumbrance: 3.

Eviscerater: Pressure activated. Victims are automatically struck with 14 fragments in each leg as well as 20 random fragments. All other persons within 3m take normal concussion damage and are struck by 4-16 fragments. Persons from 3-5 meters take 1/2 concussion damage and are struck by 2-12 fragments, and 6-10m 1-8 fragments. Integrity Reduction: 2/Fragment. Encumbrance: 3.

Laser Claymore: Explodes outward in one direction to 5m. Persons are struck with 8 beams at 1-2m, 1-6 beams at 3-6m, and 1-4 beams at 7-8m. The dispersion pattern is 5m wide at maximum range. Encumbrance: 2.



Laser Fountain: Effective when employed against medium level armors. Persons within 1-2m are struck with 10 beams, 3-4m; 1-6 beams, and 5-6m; 50% chance of being struck with 1-4 beams. Encumbrance: 3.

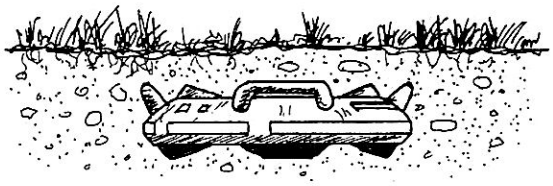
Advanced Laser Fountain: Same as the regular laser claymore, except damage yield is increased. Encumbrance: 2.

Maser Claymore: Fires masers out to a radius of 5m. Persons are struck with 8 beams at 1-2m, 1-6 beams at 3-6m, 1-4 beams at 6-8m. The maser fires for 5 seconds. Encumbrance: 3.

Maser Fountain: Same basic parameters of laser fountain, except that the beams released are masers. Encumbrance: 3.

Advanced Maser Claymore: A more powerful version of the maser claymore. Encumbrance: 3.

Clumpy: This mine package contains up to 3 mag rounds. It fires the rounds up into the air where they attach themselves to the nearest metallic objects. The mine base can be reused. Encumbrance: 9 when full. Encumbrance: 6.



Electrical Mine: A huge capacitor releases an electrical charge into the foot of the victim. Persons wearing armor suffer double damage on all surfaces. Furthermore, all electrical equipment must make an SMR at penalty equal to the damage done. Very cost effective and reusable. Encumbrance: 5.

Intertwiner: Fires magnetized, high tensile strength wire in all directions, tangling everyone within a 5m radius. Each person is assumed to be fixed by 4-16 wires and cutting them takes 4-16 seconds each. No one can move about while entangled. Encumbrance: 5.

PERSONAL NUCLEAR WEAPONS

Uncle Ernie Loves You: The statement, "From Uncle Ernie With Love," is stamped on the face of every one of these weapons. A well placed 75HP of damage will remove the first 2500m in Uncle Ernie's path. Damage drops 25HP per additional 1000m. Encumbrance: 60.

Green Glass: Turns the ground into a pretty green glass. The heat of the Seventies for modern problems of the Seventies! Does 2000HP of damage out to 1km. The effects are reduced by 1HP per additional 10m. Compact units fit into your car trunk and cost just 20% more. Encumbrance: 400.

Anarchist Delight: A dirty bomb with a 5 kiloton warhead. Fits into an overnight bag just fine! Plutonium enriched. Add water, makes it own sauce! Blast Radius: 2000m at 100HP of concussion and heat damage, minus 1HP per additional 100m from the epicenter. Radiation Kill Zone: 10km at -40 to radioactive SMR, plus 03 points per 500 meters beyond the radiation zone out to maximum of 25km. Encumbrance: 50.

Dirty As Hell: The most unclean personal nuclear weapon ever devised. The Council of Timar holds this weapon in great disdain, especially if used on population centers. Blast Radius: 200m with 25HP of concussion and heat damage, minus 1HP per additional 100m from the epicenter. Radiation Kill Zone: 5km at -45 to radiation SMR, plus 03 points per 200m beyond the radiation kill zone out to maximum of 10km. Encumbrance: 70.

Mr. Clean: A 0.2 kiloton neutron bomb that fits into a suit case. Excellent at killing people and still leaving equipment serviceable. Blast Radius: 100m at 15HP of concussion damage, minus 1HP per additional 50m from the epicenter. Radiation Kill Zone: 2km at -25 to radioactive SMR, plus 05 points per 200m beyond that out to maximum of 5 km. Encumbrance: 35.

EXPLOSIVES

Dynamite: Is an archaic explosive in a stick form. It does a fair amount of damage. A full 03% of all sticks are "duds."

C-4: Potent explosive developed for military demolitions in the 20th century. Portable and easy to use.

Jellnite: Powerful, yet controlled. Jellnite is used primarily in deep space.

Nitro-7: A dangerous and very volatile explosive. Nitro-7 comes in liquid form. It is poured over the surface and hardens within a minute. Any sharp jarring of the Nitro-7 while it is in liquid state can cause it to detonate prematurely (10% chance).

Villanite: The most powerful explosive ever produced. A couple of healthy sized putties can reduce a building to rubble in seconds. Villanite is heat sensitive and exposure to high temperatures can cause premature detonation. Store at temperatures of 5C/40F or less.

Fluid Jell: This liquid hardens when exposed to air. Fluid Jell can be poured under doors or through cracks. It is often used with a thin, flexible 2m pressurized hose assembly for implant.

Micronite: The same damage yield of C-4 in about the size of a penny.

Fuel Air Explosive: A legal tactical Nuke, for all intents and purposes. Same as nuclear mine, without radiation effects. Encumbrance: 40.

DETONATORS

Multi-step: Allows for the simultaneous detonation of up to 10 different charges at one time.

Plunger: This detonator malfunctions often, but costs almost nothing. Encumbrance: 5.

Radio: Range 6000m. The explosive is set off by receiving the frequency command from the transmitter. Different frequency prongs can be purchased. Encumbrance: 2.

Sonic Detonator: Sonic threshold sensitive. Any noise above a specified threshold triggers the explosive. There is a 30 second delay so that individuals can escape the area before the detonator begins monitoring.

Timer: An electrical charge sets off the explosive at the prescribed time.

Electric: Detonates the charge by sending an electrical charge through the explosive. Time delay.

Fuse: The oldest (and least reliable) method of ignition. Strike a match and it burns its way to the charge. That is if it doesn't go out on the way. 5% chance.

HOME IMPROVEMENT

Entertaining guests is quite common in the 23rd Century. Your guest makes a certain judgment call of you, based on how you live. If you have neat stuff, his or her opinion of you tends to be modified by what "toys" you have. The following items are just some of the many things that your character can buy to spruce up his home. The costs are based on a tech level 4 world. It is assumed that all of your basic furniture needs have been attended to. The following items increase your charisma by the amount stated on the table, if you own them. A person's reaction is assumed to be that of someone from a tech level 4 world. Thus, if a Ram Python came from Pythos (a tech level 1 world) he would be much more likely to be impressed than a Mutzachan from a tech level 6 world. Each level of deviation increases or decreases the charisma modifier by 50%. The effects are cumulative.

3D-Globe: A holographic protection camera produces a 1.5m radius, full color globe right in the center of your living room! This system has some 500 preset holograms of various important worlds within the Alliance domain, showing 3D geographical terrain relief maps, including cites, hot vacation spots, etc. The globe provides detailed information about indigenous lifeforms, planet customs, population centers and more.

8 Stack VHS: One can load up to 8 movies at a time in this unit. Programmable. Random Selection option, and more.

Alarm (motion): Very difficult to detect (level 10 check). This alarm senses motion within the room and is very difficult to defeat (level 15). Bypassing it requires a level 18 bypass security check. Quite expensive.

Alarm System (Thermal): Costs 3000cr per level. The thermal alarm system senses minute changes in the heat of the room. Cost includes installation. Requires a level 1 defeat security per level of the system. It can't be bypassed unless the thief can manage to dampen his thermal image. Requires a level 5 detect security check.

Alarm System (Window): Costs 2000cr per level (assumes that you don't live in a glass mansion).

Asteroid: It is considered chic to possess asteroid chunks. Yuppies display large, boulder shaped asteroids in their homes. Cost is for an average piece.

Bar Wall Unit: A favorite of Orions everywhere! The bar is hidden behind the wall. Voice activation causes the wall to move back, and the bar to move forward. The owner then asks for the drink type, and relative percentage mixture of ingredients.

Body Dryer: Step out of the tub. Slip under the body dryer and be ready in 2 minutes. Temperature selector.

Cat Scan: This automated machine scans the body for damage, disease, and other malfunctions. Opulent. A favorite of successful doctors with in-home practices.

Cellular Phone: Has a range of 300m from the base station. Call waiting, speed dialing, loud speaker, memory programming.

Communications Scrambler: Hooked into the phone line. The scramble rating is rated at 105%.

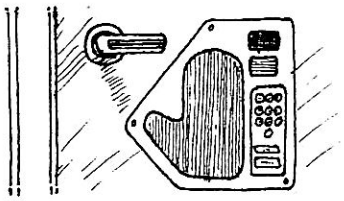
Document Atomizer: Up to 200 8.5 by 11 pages can be vaporized per second.

Door (energy field): For you yuppy types. A shimmering energy field prevents access. Does 4-16 points of damage. Requires a level 12 bypass security or level 10 defeat security to circumvent.

Door (sliding): Common in all tech level 5 condos. The person steps on a pressurized plate which causes the doors to open by sliding back into the wall. Requires level 4 check to bypass or a level 3 defeat security.

Door Lock (Electronic): Persons input an electronic encoded pass card into the receptacle. Requires a level 7 security check to bypass, level 5 defeat security.

Door Lock (Finger Print): The person places his hand against a finger pad. The computer checks the finger prints for matching acceptable patterns. Requires level 14 bypass security or level 10 defeat security.



Door Lock (Retinal Scan): The most expensive and fool proof of all door lock mechanisms. The retinal scan checks for matching retinal blueprints. Requires level 18 bypass security or a level 14 defeat security.

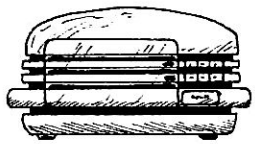
Door Lock (Voice Print): One speaks into an intercom. The computer matches voice with acceptable, preprogrammed vocal patterns. Requires a level 11 bypass security check or a level 8 defeat security.

Fax Machine (deep space): Has a range of 10 parsecs. The cost for the service is 2000cr per month. There is a 10 minute time delay per parsec distance of transmission.

Fax Machine (electronic): Has a range of 100km. The cost for the service is 100cr per month.

Food Atomizer: Cleans your plates by disintegrating all organic compounds. Also doubles as an efficient way to get rid of bodies.

Food Synthesizer: This programmable unit produces replicas of your favorite foods. Over 200 programmable settings! All food has the correct nutritional requirements. The Nutritional pack required to make your best recipes only costs 700cr for approximately 100 meals.



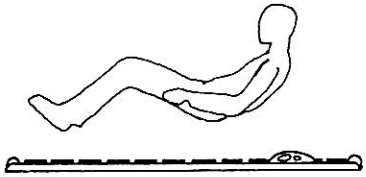
Generation Defense System: Generates Q-waves which prevent generation. The defense unit is installed in every room. Cost includes installation.

Glaxxon Food Service: Persons are able to order groceries over the phone to be delivered. The basic service is 100cr per month.

Glaxxon Food Express: The home owner must possess a matter transport system. Food is transported to the home within minutes after it is ordered. There is a 1000cr per month service fee.

Glow Lights:. Glow lights are a-grav polyhedrons that emit a soft, randomly changing light. They are mood elements and a favorite of many races.

Grav Furniture: The cost is per 200 encumbrance of lift. People find it very pleasing to be able to sit hovering in the air. Grav Furniture makes for great conversation pieces. Voice activated lift system.



Grav Landing System: Available at modern tech level condos and apartment complexes. The system is installed for free. There is a 20,000cr per month maintenance and service fee.

Holo Combat Station: Allows warriors to keep their skills honed. The simulator takes up 2m cubed. It can be programmed for archaic hand combat, discharge combat with varying terrains, or deep space combat.

Hologram Stand: Produces a hologram of your favorite electronic picture. Just take the electronic image from your camera and plug the memory chip in.

Hologram Wall Piece: Hologram wall pieces have long since replaced the archaic picture. They are programmable and only require an electronic memory chip of the various background settings to produce beautiful 3D images. Size: 2m:1m.

Holographic Stereo: The room is tuned for perfect harmonics. Everywhere one travels, the sound is equally as loud. Holo sound, as it is called, makes it seem as if the music is originating from everywhere. There is only one speaker.

Home Defense Unit: Can be equipped with a variety of weapons. The cost denotes the level of detect security systems required to detect its presence. Each additional level increase doubles the base cost. Weapons systems are separate. Unit is measured for 3 rooms.

Intercom: Persons can communicate between rooms.

Isolation Tank: Preferred by Eridani and Mutzachans. Provides for the complete absence of any sensations. Recommended time of exposure 2 hours. Additional exposure forces persons to make an IQ check at a -20 or begin to go crazy. Ram Python and Python Lizards will generally have nothing to do with isolation tanks.

Jacuzzi: Basic package can hold up to 20 size classes of people. The cost includes installation. There exists no Eridani or Python versions of this home improvement.

Jungle Package: The cost is per 10m x 10m area. Rams can have a jungle package installed in their homes with trees, heat regulation, vines, etc.

Light Carpet: Changes colors according to the ambient temperature of the person's foot. Kind of neat!

Light Wall: A favorite of Chatilians who find it very relaxing and soothing. The light wall produces color light patterns. Threshold setting. Price includes installation.

Methane Package: An interlock prevents outside contamination. The methane package includes temperature regulation, ice formation generator, etc. It can be rented for 3000cr per month, minimum of 1 year lease.

Mood Plants: These sentient plants change color to reflect their own mood. Happy is blue, red "be" anger, and black denotes sadness. Word to your mother!!!

Mood Ware: A complete set of 6 plates, bowls, glasses, and silverware. Mood Ware senses changes in body temperature and changes color to reflect mood. Each piece is set to produce a different color at a given temperature.

Moon Beams: Glittering specs that float around the room, changing colors randomly. Creates a beautiful setting.

Planetarium: A computer generated planetarium is a must for the affluent. The display includes mood music, planets, asteroids, super nova, pulsars, constellations etc. I want one!

Radiation Package: The same as the methane package, except that it creates a radioactive environment for Mutzachans. Decontamination is built into the package. It can be rented for 5000cr per month. Minimum: 6 month lease.

Safe (energy): Failure to penetrate this safe causes the intruder to take 4-24 points of electrical damage per attempt. The charge is strong enough to penetrate light rubber gloves. Requires a level 13 safecracking skill. Dimensions: 0.5m cubed.

Safe (improved wall): A hardened version of the standard wall safe. It can withstand 120 points of damage before being compromised and requires a level 9 safecracking skill to penetrate. Dimensions: 0.5m cubed.

Safe (master): Protected by a disintegration beam which does 6-36 points of damage to intruders. Requires a level 17 safecracking skill. Dimensions: 0.5m cubed.

Safe (wall): Can withstand 80 points of damage before being compromised. Requires a level 7 safecracking skill. Dimensions: 0.5m cubed.

Satellite Up Link (interstellar): This system has a range of 20 parsecs. Transmission rates at 130%, scrambler rated at 100%, and decoder rated at 60%.

Satellite Up Link (planetary): This system has a range of 10000km. Transmission rates at 110%, scrambler rated at 100%, and decoder rated at 60%.

Sauna: Still popular. Can manage up to 30 size classes.

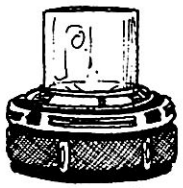
Sky Light: Another home improvement that has weathered the test of time. Cost includes installation.

Surgery Unit (automated): Can perform up to level 15 surgery.

Telescope: 2000 magnification for basic models allow home owners to get a closeup look at their solar system and the stars around it.

Transporter: You have to be rich, but these luxury items are the rave of the wealthy. Maximum range: 10 Million km. Transmission rated at 120%. Free operations training included, as well as installation and a limited 5 year maintenance and repair warranty. Cannot transport anything through active flux shields.

Tri-V: Allows the viewer to watch the movie from any angle he chooses. The effect is rather neat and sports advocates like to stop by to watch the Cyball games. Sets up in the middle of the living room.



Tube Fountain: A pump system bubbles air up through colored cylindrical tubes.

Valet Parking: Cost is per month.

Virtual Reality Center: The most prestigious home improvement available on the market. The computer imaging process can create any simulated environment or condition. Requires a 10m x 10m room for operations.


METAL MAN

Visual Com Net Display: The operator can see the person on the other line through a visual TV display. He may also choose anonymity. Automatic tracer built into the line.

Window TV: The TV is actually built into the window. Home owners can switch back and forth between the actual window itself and the TV. Comes with remote.

Window TV (programmable): Programmable window TV can display the outside environment, or 3D representations of whatever the home owner desires. Electronic memory chips required. Programmable window TVs are the modern rage.

BEVERAGES

Pu-Mmack: A large, plum-like fruit, indigenous to the planet Cashoulis. Pu-Mmack ripens and ferments, producing a powerful intoxicating agent. Cizerack pretty much only drink fruit based liquor and Pu-Mmack is a feline favorite. 40% alcohol. Pu-Mmack is toxic to any other race beside Cizerack.

Dil Mmack: A vine fruit that looks like clumped, red grapes that are the size of oranges. The ripened fruit has 20% alcohol and also acts as a strong aphrodisiac. It is another Cizerack favorite. The word Mmack means alcohol in Cizerack.

Orion Utaban Scotch: This powerful liquor is called Cell Block by Orions because many a Rogue has wound up behind bars for consuming too much. It is notorious for bringing out the evil side of people who drink it. 50% alcohol by volume.

Mad Jax: Makes Orions crazier than when they drink Orion Star Utaban Scotch. This wine is 20% alcohol by volume and is known to produce some of the most spectacular hangovers imaginable.

Solar Tequila: A sipping Orion's drink. Yeah right! **Solar** tequila is 80% alcohol by volume and goes down like acid!.

Nectar of the Ram: About as thick as molasses. Nectar of the Ram actually is sap drained from a Gna tree. The thick sap has a strong alcoholic content. It has the viscosity of 40 weight oil and tastes about as good to anyone who isn't a Ram Python. Orions claim that you can develop a taste for it. 60% alcohol by volume.

Nla: Nla is a bi-product of photosynthesis from the Dsa plant. Under sun light, the plant perspires and produces Nla. Ram Pythons used to chew the leaves. Since then, the Nla juice has been bottled for consumption. Effective alcoholic content: 25%:

Turpentine: This toxic solvent is known to get Mutzachans hammered! Humans often "lose it" watching Melon Heads slug down turpentine like its water. Its effective alcoholic content is 35%.

Jua: Jua is a distillate that is toxic to any non-methane breathing race. Phentari drink this cream colored liquor which is best served warmed to -20 degrees celsius.

Algherian Draft: This smooth malt liquor beer is brewed at the Millhouse Beer gardens on Terra. Alcoholic Content: 5%.

Kaler's: It tastes like !$%& water! Old Humans types drink it.

Orionus Supreme: Considered fair by Orion standards, but excellent to most other beer drinkers.

Paus Orion: The preferred beer by not just Orions, but almost everybody. It goes down smooth and tastes great! It is also terribly filling.

Gordan's Malt Liquor: James Gordan, a Human, first sold this from his now famous Gordan Brewery in 2167. Gordan's is a strong, New Germanic beer. Gordan's brewery is based on Earth.

Femalor Beer: Known to give people terrible cases of gas. So don't be down wind of someone drinking Femalor Beer!

CHEMICAL AND BIOLOGICAL WARFARE

Chemical or biological agents are often used in times of war to destroy the enemy or contaminate his food supplies. Toxins are disseminated over an area, usually through the use of aerosols. Toxic clouds cover large areas and are often used against cities and other fortifications. The nature of chemical/biological warfare is such that gases can seep through cracks and into otherwise impregnable defenses, unless specifically designed to protect against such attack forms. Still, there are more advantages of using CB warfare. CB warfare does little property damage. CB warfare is managed by the government. It is illegal to conduct chemical and biological warfare, unless authorized by the Alliance. Illegal use of CB warfare is punishable with 5 years to life imprisonment, and there have been many occasions where the Death Penalty has been issued for the unrestricted use of CB warfare. Consequently, CB materials can only be purchased on the Black Market.

Nerve agents are called anticholinesterase compounds. They act to inhibit the action of the enzyme cholinesterase in Humans and many oxygen breathing races, resulting in a lack of muscular control and respiratory paralysis. A minute amount of nerve agent can be lethal to the body. Furthermore, Chatilians are exceptionally vulnerable to nerve agents, -10 chemical SMR and double the effects. Most nerve agents work primarily by being inhaled, although some are strong enough to be absorbed by the skin.

Blister agents cause huge, painful blisters to fester on the skin, cause blindness, and blistering in the lungs. Death from blister agents is very painful and occurs over a long period of time, but is generally rare. Phentari are very susceptible to blister agents and take double damage as well as double agility loss.

Blood Agents affect the individual by effectively poisoning the blood stream. Blood agents are most effective against Mutzachans. The energy controllers have very porous skin and suffer double the damage. Incapacitating chemical agents perform a variety of functions, but are designed to inhibit an enemy's ability to perform, rather than kill.

Biological agents are diseases. It is difficult to infect a person through skin contact alone (+10 to +40 Biological SMRs). So biological agents are usually inhaled or ingested. Biological agents always have an incubation period. If medical treatment is received shortly after contamination, the diseases can often be treated; however, the symptoms for many diseases is that of a common cold and are often over-looked until it is too late. The lethality of biological organisms is not as predictable as with chemical agents, due to a host of factors, including exposure, and the target's immune system. To determine the effects of a biological agent, one must first determine how concentrated the exposure is. Percentile dice are rolled. 01-40 indicates mild exposure, 41-70 moderate exposure, 71-90 heavy exposure, and 91-00 massive exposure. A person directly injected with an organism is assumed to be of massive exposure. Contagion is rolled once per day. The effects of any attack are determined as follows.

Mild Exposure: Individuals are exposed for only a small period of time. The effects of all attacks are halved.

Moderate Exposure: The effects are non-adjusted.

Heavy Exposure: All effects are immediately doubled. 2-20% of all vital statistics lost are permanent.

Massive Exposure: All effects are tripled. 5-50% of all vital statistics lost are permanent.

Characters may attempt to synthesize chemical and biological compounds. This is very difficult and dangerous. They must have access to a chem lab and possess the necessary ingredients. A good quality lab can add as much as 25-75% to the chance of success. Also, remember, that assistants may be useful. You could also take extra time and precautions, earning a positive modifier from the BM. The difficulty level for synthesizing chemical and biological agents is given with each description. Failing a check by more than 30% means contamination and possible death.

There are many kinds of biological and chemical weapons. People must make a SMR check every 10 seconds of exposure. Given below are merely a sample of some of the more common agents. Cost is per dose.

Adamsite: Also called diphenyl-aminochloroasine. Ingestion causes vomiting and severe stomach cramps for 7-14(d8+6) hours. Chemical SMR at a -25. Level 7 chemistry check to produce.

Anthrax: Incubation Period: 1-6 days. Originally a malignant infectious disease of cattle. Biological SMR at a -05. Infected individuals lose 1-8 points of strength, agility, and constitution per day for 4-24 days. When constitution reaches zero, the person is assumed to have died. Contagion Percentage: 20%. Level 11 biology check.

Bubonic Plague: Incubation Period: 2-12 days. Victims must make a biological SMR or lose 1-8 points of strength and constitution per day until dead. The early signs of this dreadful disease are runny nose, coughing, and diarrhea. There is a 50% percent chance of contagion when within 2m of another person. Level 16 biology check to reproduce.

BZ: Causes apparent drunkenness in it victims. Affected personnel are consumed by drunkenness for 6-36 hours. They lose 8-48 points of manual dexterity, agility, and intuition for duration of the effects. Orions like to ingest BZ to get plowed! Silly! Silly! Silly. Level 10 chemistry check.

C-Mex: This tranquilizer gas has a purplish hue and is mixed with smoke to hide its presence. Persons must make a chemical SMR or be knocked unconscious for 1-4 hours. Level 8 chemistry check.

Cerebral Meningitis: Early signs are the inability to think. This disease was invented by the Phentari to kill Chatilians. However, it is quite effective when employed against other races. Infected persons lose 1-8 points of IQ, manual dexterity, and agility per day until dead. The effects are double for Chatilians. 50% of all effects are permanent. There is a 10% chance of contracting this disease when within 2m of an infected person. Level 15 biology check.

Clostridium Botulin: Extremely deadly to Humans, Gen-Humans, Orions, Cizerack, and Ram Pythons (-20 to chemical SMRs). As little as .03 milligrams causes botulism. Level 6 Biological Check to produce.

Cribits: Used against Ram Pythons and Python Lizards by the Cizerack. Causes large purplish lesions. Incubation Period: 2-12 days. Infected persons lose 3-18 points of strength and constitution per day for 4-24 days. 25% of all effects are permanent. Contagion Percentage: 20% Level 16 biology check.

Cyanide: An odorless gas. Cyanide attacks the respiratory and circulatory systems, killing victims in short order. The target must make a chemical SMR at a -10 or lose 4-16 body points per minute until dead. The telltale sign is the victim's difficulty in breathing. Level 15 chemistry check.

Emeresk: A hallucinogen whose strength is almost 1000 times that of LSD. Infected persons must first make a chemical SMR at a -30 penalty. Those who fail must then make a mental SMR at a -50 or become crazed by hallucination. The hallucinations are so powerful that there is a 90% chance of going completely insane. Emeresk is orange in color. It is often used with smoke to hide its true nature. Level 12 chemistry check.

Encephalitides: Incubation Period: 4-24 Days. Attacks the brain and spinal cord. Victims lose 1-8 points of manual dexterity, and agility per day until cured or dead. 25% of all damage is permanent. Chatilians take double damage from this disease. There is a 05% chance to contract this disease when within 2m of an affected being. Level 10 biology check.

HD: A very strong tranquilizing agent. Persons must make a chemical SMR at a -05 or be knocked unconscious for 1-4 days. Affected persons must make a system shock roll (-20) or be addicted to BRIs. Level 11 chemistry check.

Imblast Dengue Fever: Phentari love this disease because it is very effective when employed against Eridani, who suffer triple damage. Incubation Period: 1-8 days. Victims lose 1-10 points of IQ, strength, constitution, and agility per day for 3-18 days. 40% of the effects are permanent. The percentage chance for contagion is 10% when within 2m of an infected victim. Level 18 biology check.

Jumis Fever: Radiation sickness that affects only Mutzachans. Incubation Period: 2-12 day. Victims lose 1-6 points of strength and 2-8 points of constitution per day until death. Early signs include weakness, and inability to generate. Contagion Percentage: 70%.

Korax: Mutzachan form of Anthrax. Comes from contaminated Uranium supplies. Incubation Period: 2-12 days. Biological SMR at a -05. Infected individuals lose 1-6 points of strength, agility, and constitution per day for 5-30 days. When constitution reaches zero, the person is assumed to have died. Contagion Percentage: 15%. Level 11 biology check.

Magellan Malaria: Incubation period for the virus is 1 day. Persons lose 1-6 points of agility, strength, and constitution per day for 4-24 days. The disease first shows itself as high fever, and unusual redness of skin. 50% of the effects are permanent. Percentage chance of spreading the disease when within 2m, subsequent to incubation: 40%. Level 10 biology check.

Mustard Gas: It is dispersed by an aerosol or bursting shell. Mustard Gas causes skin blistering when coming in contact with the body and blindness. Victims must make a chemical SMR check or lose 1-4 body points. Agility and constitution is reduced by 4-24 points as blistering sores cover the body. Affected persons must also make a biological SMR or lose 1-100 percent of their eyesight. Mustard gas is persistent and often remains over the battlefield for weeks before dissipating. Recovery Time: 2 weeks per point of damage sustained. Level 8 chemistry check.

Niridiean Plague: Incubation Period: 1-4 hours. Death occurs quickly, subsequent to incubation. Loss of 4-16 points of constitution and strength per hour. There is a 10% chance of contracting the disease when within 2m of an infected person. Level 12 biology check.

Phosgene: Is prepared by mixing carbon monoxide with chlorine. Phosgene produces a colorless, suffocating odor. The person affected must make a chemical SMR or suffer 1-4 points of lung damage. Phosgene victims lose 4-24 points of constitution permanently. Level 6 chemistry check.

Rocky Mountain Fever: Early signs include, high fever, shortness of breath, and dizziness. Incubation Period: 1-4 weeks. Victims lose 1-4 points of IQ, along with 1-6 points of strength and constitution per day for 4-24 days. 25% of the effects are permanent. Contagion Percentage: 15%. Level 13 biology check.

Sarin: Methlliopropoxy flouro-phoshine oxide. Another volatile nerve agent, like tabum. Volatile nerve agents tend to explode and thus are consumed and destroyed when exposed to fire (15%). Infected persons must make a chemical SMR at a -15 or suffer 3-18 points of damage per minute of exposure. Sarin mainly damages through lungs. Damage is halved for skin contact. Level 13 chemistry check.

Staphylococcus aureus: Causes severe gastro-intestinal cramps for 2-8 hours. Level 11 biology check.

Tabum: Dimethyl-aminoethoxycyanophosphine oxide. Inhaled or absorbed through the skin. Infected persons must make a SMR vs chemical attacks or take 2-12 points of damage per minute of exposure. Permanent side effects include paralysis. Victims lose 1-12 points of manual dexterity, constitution, and agility. Level 14 chemistry check.

Tribox: Blood Agent. Eridani and Phentari are immune to the effects of this chemical attack form. Other creatures take 2-12 points of damage per minute until dead. Level 10 chemistry check.

Virean Plague: Incubation Period: 3-18 days. Victims must make a biological SMR or lose 2-12 points of strength and constitution per day until dead. The early signs of infection are cold fever and dry mouth. There is a 65% percent chance of contagion when within 2m of another person. Level 16 biology check.

VX: VX is a non-volatile nerve agent. Most of the compound is absorbed. Evaporation is limited. VX is noticed as a mist floating in the air. Infected persons must make a chemical SMR at a -05 or suffer 2-12 points of damage per minute of exposure.
Level 10 chemistry check.

POISONS

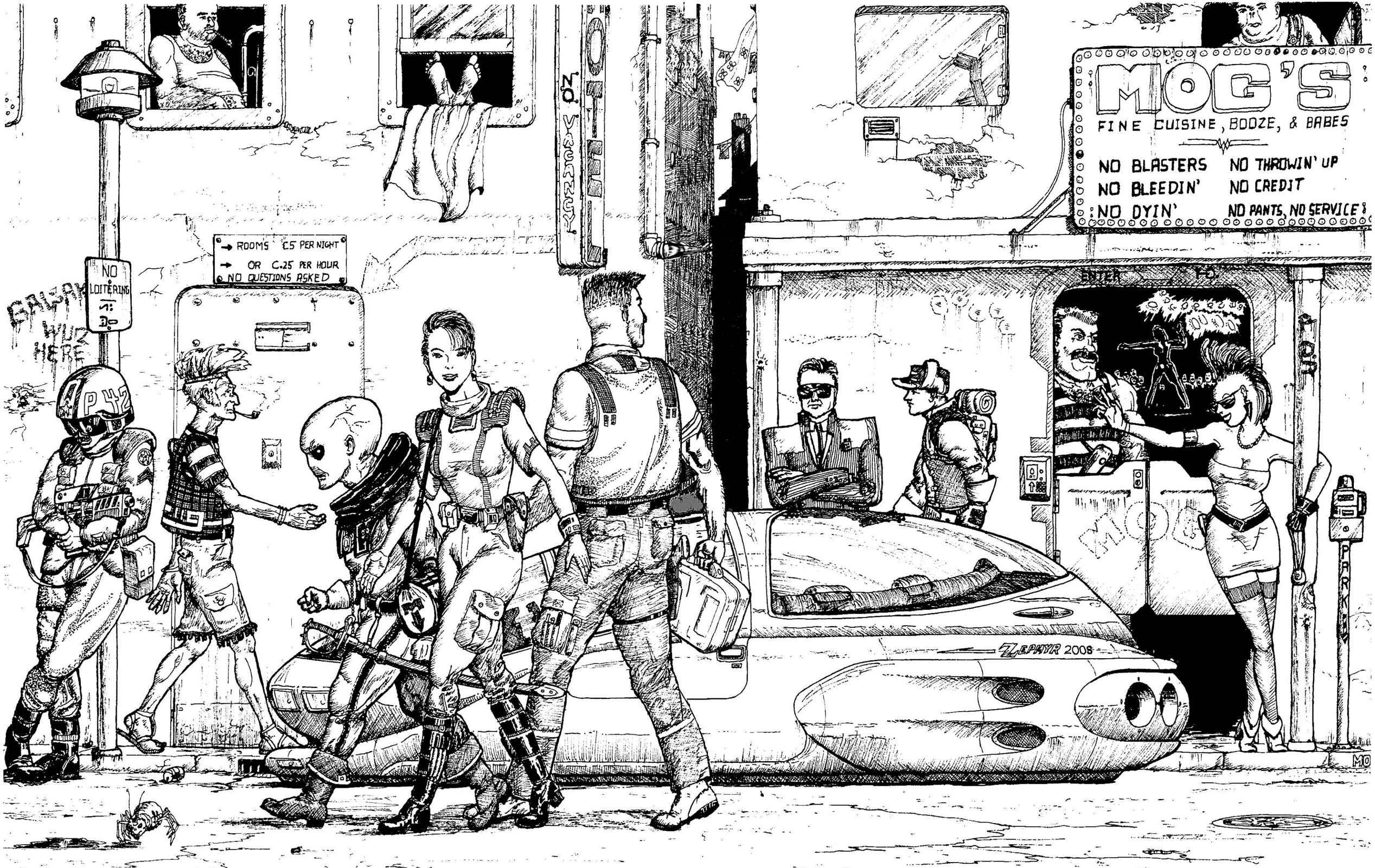
So you want to take someone out. It is completely understandable. But if you blow their head off in public, then you will probably spend the rest of your life breaking big rocks into little rocks, little rocks into pebbles, and pebbles into sand at some resort facility like New Leavenworth Prison. The best way to murder someone is to do it quietly. Preferably, you won't be in the area at all when they croak! I have found that some of the most convenient methods of killing your enemy is to poison him. Now lets get a couple of things straight. There are two basic types of poisons readily available on the market, ingestive, and insinuatives. All, I am proud to say, have their purposes. My favorite is ingestive. I am a Phentari. I like to see the faces on my enemy before they die. Now the type of poison to be used also depends on the race type of your adversary. For instance, Eridani and my own people are methane breathers. Therefore, our body chemistries are far different than oxygen breathers such as the Human, and Orion Rogue. I must confess that I am a little bit reticent about taking out Orions and my own people, but beyond that... One should choose their chemicals with a little bit of thought.

The cost for poisons is based on the difficulty level to make them. Each level also reduces the SMR vs poison by 03%. The cost for Eridani and Phentari poisons are doubled.

LEVEL: Degree of difficulty to prepare and survive against.
TIME: The time it takes for the effects to occur.
INGESTIVE COST: Equals cost for an ingestive poison (expressed in 100cr increments)
INSINUATIVE COST: Equals cost for an insinuative poison (expressed in 100cr increments)
DETECT INGESTIVE: Percentage chance to detect an ingestive poison through taste, smell, or sight.
DETECT INSINUATIVE: Percentage chance to detect an insinuative poison through taste, smell, or sight.
MAKE SMR: The damage suffered if the victim makes his SMR vs poisons.
FAIL SMR: The damage suffered if the victim fails his SMR vs poisons.

POISONS

LEVEL	TIME	INGESTIVE COST	INSINUATIVE COST	DETECT INGESTIVE	DETECT INSINUATIVE	MAKE SMR	FAIL SMR
1	3-18m	.5	1	50	35	0	1-4
2	2-12m	1	2	45	30	0	1-6
3	2-8m	2	4	40	25	0	1-8
4	1-6m	4	10	35	20	1	1-10
5	1-4m	10	20	30	15	1	1-12
6	20-120s	15	30	25	10	1-4	2-12
7	20-80s	30	60	20	05	1-6	3-13
8	10-40s	50	100	15	00	1-6	3-18
9	4-24s	75	160	10	-05	2-8	3-18
10	3-18s	100	220	05	-10	1-10	4-24
11	2-12s	200	500	00	-15	2-12	5-30
12	1-10s	300	600	05	-20	3-18	6-36
13	1-8s	600	1200	-10	-25	4-24	8-48
14	1-6s	1200	2500	-15	-30	5-30	9-54
15	1-4s	2000	5000	-20	-35	6-36	10-100
16	1s	3000	7000	-25	-40	8-48	20-200


MOG'S
FINE CUISINE, BOOZE, & BABES
NO BLASTERS
NO THROWIN' UP
NO BLEEDIN'
NO CREDIT
NO DYIN'
NO PANTS, NO SERVICE!
ROOMS C5 PER NIGHT
OR C.25 PER HOUR
NO QUESTIONS ASKED
NO LOITERING
ENTER
ZEPHYR 2008
P42

CYBERNETICS

DAMAGE VS CYBERNETICS

The percentage chance to damage a cybernetic limb is calculated in the same manner as with armor options. A cybernetic implant takes up a certain amount of space in a given limb. Each weapon does a specific amount of integrity damage. Effectively, the AI damage denotes how much surface area a penetrating attack affects. Therefore, the percentage chance that a cybernetic implant takes damage equals: Divide the space (in units) taken up by the device by the total space in the limb times the AI destroyed per attack.

Integrity Damage x Space for Option / Total Space in Limb = % chance to damage.

EMP AND ELECTRICAL ATTACK FORMS

EMP attacks are assumed to affect only the limb struck, where as electrical attacks affect the entire body. Electrical limb insulation isolates electrical attacks to one limb. **Each implant in the limb affected by an EMP attack must make a successful SMR at a penalty equal to the damage dice or be completely disabled.** Disabled cybernetic implants may produce significant problems for the borg. (Don't you hate it when they nail your pacemaker?)

Electrically based attacks may damage or destroy the cybernetic implants, depending on the damage yield. Damage to body tissue is figured normally. Damage to implants is figured separately. All affected systems must make an SMR vs electrical attack forms as per EMP attacks. Success indicates that no damage was sustained. Failure means that the units were damaged to some degree. Damaged units malfunction completely or function improperly. The BM will dictate the effects of a damaged cybernetic implant.

A good guideline for determining damage to cybernetic parts is to take the difference between the SMR and the actual roll and multiply by 2. This denotes the percentage of damage sustained. This may also indicate whether the unit will function and how well.

The cost to repair a piece of equipment is simple. It equals the percentage of damage done plus an additional 25% added to the amount of the list price. Thus, if 40% of the unit was damaged, you would have to pay 65% of the list price to have it fixed.

Exception: The cost to repair damaged cybertronic devices is figured as follows. Add 35% to the list price. Consequently, if your cybertronic limb has taken more than 65% damage, then you might as well buy a brand new one. Every time a system is damaged, it loses 1-8 points off its electrical SMR permanently.

CYBERNETIC REPAIR DIFFICULTY RATINGS

The difficulty rating to repair damaged cybernetic systems is based on the amount of damage done to the system. The difficulty rating assumes that there are the proper tools available to fix the hardware. If there are not any available, the difficulty rating may be increased to infinity (i.e. you can't fix a cybertronic brain module with a can opener.)

Assuming that the proper tools are available, first determine the damage to the system in question as detailed above. Multiply the percent damaged by 25 and round fractions down. For advanced items add 3 levels of difficulty for each tech level above 4.

% of Damage x 25 + 3 x (tech level over 4) = Total Difficulty.

The cost of materials is usually only 25% of the price charged to repair items. The rest is labor and mark up. So it behooves you to have cybernetic repair skills, if you are a borg.

DERMAL

All cybernetic skin costs are based on a size class 4 individual. To determine the cost of the armor for a given person, multiply the price by their size class and divide by 4.

Chameleon Skin: Dermal bio/plastic skin that changes colors with environment, providing a +60 to camouflage attempts.

Chemical Skin: Excellent against biological and chemical attacks. Adds a +60 vs these attack forms which come in contact with the skin.

Infrared Dampening Skin: Reduces the heat signature that the body gives off by 90%.

Dermal Armor 1: A tough yet flexible bio/plastic skin. It provides a threshold of one. To determine the cost for a larger or smaller being, multiply the cost by the individual's size class and divide the resulting number by 4.

Dermal Armor 2: Same as above, but provides a 2 threshold.

Dermal Replication: The computer generates replication of the individual's skin tissue. Must have a tissue sample. DNA is matched.

Exoskeleton: Fixed to the body to support the heavy Destroig combat chassis. Destroig Combat chassis can not be applied without the use of an exoskeleton.

SYSTEM ENHANCEMENT

Cosmetic Surgery: Basic cyborg surgery is non-cosmetic. Cosmetic surgery covers the limb and costs an additional 25% over the retail price for the item.

Electrical Insulation: The cost is per point of modification. Each point adds 01% to the individual's electrical SMR.

Increased Strength: The internal structure of pneumatic and hydraulic drive systems can be altered to increase strength. Cost is 2000 per point above the normal bionic strength rating of 100. Enhanced bionic limbs gain modifiers to damage dice as stated under strength ability table.

Increased Speed: Bionic leg speed can be increased from a normal 32kph to 96kph. Each 1 kph costs 200cr.

Increased Reflexes: Bionic limbs have different servos implanted to increase the reaction time of the 'borg. Reaction time affects combat initiative. The cost is 20,000cr per point of initiative gained, with a maximum adjustment of -4 to the die roll.

EMP Insulation: Protects the borg from the effects of EMP based attacks. The cost is per point of modification. Each point adds 01% to the individual's EMP SMR.

X-Ray Insulation: Prevents X-ray detection of cybernetic implants.

Microwave Insulation: Protects the borg from the effects of microwave based attacks. The cost is per point of modification. Each point adds 01% to the individual's microwave SMR.


HE
DTC

CYBERNETIC OPTICAL IMPLANTS

Chatilian and Python races possess inordinately large eyes. Cybernetic implants cost double the normal for these races. The storage capacity of such a large eye is three times normal.

Optical Laser Unit: A tiny, powerful laser unit, fitted into the eye socket. The unit is thought activated. An internal energy cell holds twelve shots and takes two hours to completely recharge.

Range:	80m	Accuracy:	80%
Damage:	1d6	ROF:	1/sec
Charges:	12	Malfunction:	98
Size:	1	Cost:	5000

Night Vision: Amplifies and filters existing ambient light. One sees perfectly well in darkness, but cannot see in the complete absence of light. Range: 135m.

Infrared Detection: This unit is quite useful. It detects the differences in radiation levels emitted by all objects. The filter focuses on temperatures between 23 and 48 degrees celsius. Most living creatures give off radiation within these spectral bands. Range: 135m.



Zoom Telescopic Vision: Long range, automatic focus and sighting system. Magnifies a 4m area. The Zoom lens is thought activated and deactivated and has an effective range of 800m.

X-Ray Vision: This cybernetic system scans through solid objects. It can pierce 500cm of concrete, 15cm of steel or 2.5cm of lead. Range: 10m.

Ultraviolet Detection: Provides the ability to see into the ultra-violet spectrum. All flux shields and high energy lasers can be detected. Range: 35m.

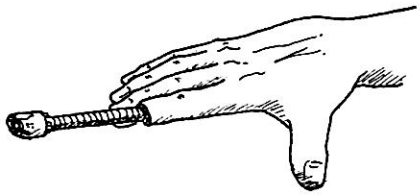
Video Camera: Takes electronic imaging photography. This unit comes with a built-in video recorder. It is capable of taking still shots as well as continuous photographs. Running Time: 45 minutes. Surgery requires some bone reconstruction. Range: 20m.

Target Acquisition Computer: Superimposes cross hairs on the target. The owner gains a 10% increase to attack rolls.

Biological Scanner: Detects living organisms out to 50m. The condition of the organism is superimposed on the vision in digital information. 90% effective.

Chemical Scanner: Registers the presence of chemical, biological, and radioactive substances. The onboard computer analyzes the information and superimposes it over the vision. 85% effective.

Eye Stalk Actuation Coil: The eye stalk actuation coil is normally housed in the hand or upper back of the chest cavity, and it allows the cyborg to have a mobile eye to see through. The coil moves by neural- commands. The host can see, although with reduced depth perception. The coil is connected to a range and azimuth computer which maps the coordinates between the coil and the brain 100 times per second, allowing the brain to view the information as coming from its real eye. The unit comes with a 1m long coil. Additional length coils can be purchased at a cost of 10,000cr per meter. Each additional meter of coil takes up 0.5 units of space.



Explosives Detector: Registers the presence of volatile and explosive vapor types. Out to a range of 50m. 90% effective.

Eye Ball of Death: Any creature with huge eyes can have an Eyeball of Death (Plasma Seduction grenade) put into their eye.

Flash Suppressor: Reduces the effects of blinding flash, common with explosions, and T-3 grenades. Also eliminates the need for shades.

Motion Detector: Fulfills the same functions as the miscellaneous equipment equivalent.

Plasma Eye: Quite deadly! Shaped to look like an eye and does damage equivalent to a plasma grenade. It can be plucked from the socket and thrown.

Radar Detection: Produces the same effects as a normal radar detector, except that the range is halved.

Retinal Duplication: The retinal computer duplicates the retinal scan of target individuals. The cyborg must be within 3m to attempt replication. The computer then recreates the target's retinal image. 98% effective. Excellent for getting past security systems that require retinal identification.

Visual Translation Computer: Records an electronic signature of objects, for downloading to other computers. Audio links costs 200,000cr.

CYBERNETIC EAR IMPLANTS

Hearing Amplifier: Boosts the hearing sensitivity. Hearing range is doubled. Size: 1 unit.

Signal Detector: Alerts the person to the presence of radar. The signal detector also picks up electronic emissions of any scanners that are focused on the character. It emits a soft pinging in the ear. The detection range is 160km. Size: 1 unit. Cost: 20,000cr.

Transceiver: A tiny micro-chip transmitter and receiver unit. The transceiver allows the borg to transmit and receive radio messages. Transmission level is 105%. Range: 1km.

Language Analyzer/Modulator: A small computer unit is interconnected between the brain, throat, and ear. It registers and analyzes foreign communications by deciphering the information, then translating it into appropriate thought patterns. The cyborg will respond in the correct language. It is 80% effective.

Sonic Amplifier: Raises the output of the Cyborg's voice to bull horn levels. Size: 3 units.

Sonic Implant: This device is usable by any race, except lizard types and Mazians. Neither race has a discernible hearing system. This implant is the only type that the Mutzachan can use, since it requires no use of energy. The implant is surgically inserted behind the eardrum which utilizes a high frequency noise filter to block out noise above a certain threshold. The discriminator adds +30 modifier to SMRs vs sonic attacks. Cost 15,000cr.

SENSORY UNITS

Most sensory and detection units can be installed in a Cyborg at ten times the retail cost. This is subject to some fluctuation. Scanners and thermal detection devices are examples of sensors commonly implanted.

LEG/FOOT IMPLANTS

Hover Jets: Provides the person with limited flight capability. Vector thrusters steer the jets. The Cyborg thinks the direction and altitude. The unit responds. Maximum flight time: 4hrs/day, Maximum speed: 100kph, Maximum altitude: 3300m. Size: 4 units. Range: 380km. Cost: 60,000cr.

Electromagnetic Boots: These attachments create a powerful electromagnetic charge. The boots adhere to walls and smooth, metal surfaces. The Cyborg can climb walls. The unit is thought activated and the movement command is WALK and the stop command is STICK. Size: 3 units. Cost: 20,000cr.

Climbing Claws: Extendable hook shaped climbing claws, designed to facilitate climbing on vertical surfaces. Size: 1 unit. Cost: 2000cr.

Metal Detector: Continuously scans for metals. It can detect objects up to 5m below the surface: Size 1 unit. Cost: 5000cr.

Smoke Screen Generator: Designed to screen attacks against a fleeing borg. The generator produces billowing clouds of smoke. Attacks against the owner are made at a -30 to dice rolls. Duration: 10 minutes. Refill cost: 50cr. Size: 2 units. Cost: 5000cr.

Stump: A cheap prosthetic attachment that allows a person some mobility. Increases agility to 35% of its normal value.

Jump Pads: Identical to the armor option.

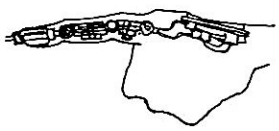
ARM/HAND IMPLANTS

Finger Gun: Fires .22 caliber ammunition. Very similar to the old derringer style pistol. A size 1 reload compartment with 6 shots may be purchased for 1000cr. Reload Time: 6 sec. The compartment is normally stored in the thigh.

Range: 100m	Accuracy: 75/68/60/40/1
Damage: 1-6	ROF: 1/3 sec
Charges: 1 bullet	Malfunction: 98

Finger Laser: Fires a high intensity laser beam.

Range: 50m	Accuracy: 80/70/60/20
Damage: 2-8	ROF: 1/sec
Charges: 20 shots	Malfunction: 99



Wrist Pulse Unit: Has a low rate of fire compared the laser, but produces a higher damage yield. This unit is large and takes up most of the space in the cyborg's arm. A maximum of 20 shots can be fired in a day.

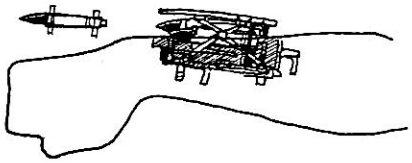
Range: 50m	Accuracy: 90/70/20/05
Damage: 4-16	ROF: 1/2 sec
Charges: 10 Shots	Malfunction: 100

Wrist Launcher: Fires grenades up to 100m. No other units may be housed in the arm section. Five reloads are normally housed in a ten unit size compartment. The compartment is typically stored in the cyborg's leg.

Range: 100m	Accuracy: 70/57/30/10
Damage: 1-4/frag	ROF: 1/15 sec
Charges: 1 grenade	Malfunction: 99

Wrist Rocket: The launcher system holds three mini-missiles that can be fired simultaneously or separately. The guidance system is thought controlled, cross hairs being superimposed on the borg's vision. This unit is normally fitted in conjunction with telescopic zoom lens eye implant. Only one target can be engaged at a time. Reloads are carried externally and cost 500 per missile.

Range: 250m	Accuracy: 80/80/75/45/25
Damage: 4-24	ROF: 1/3 sec
Payload: 3 missiles	Malfunction: 100



Electrical Discharge Unit: Discharges a powerful electrical shock that will arc to the nearest target.

Range: 20m	Accuracy: 80/50
Damage: 2-12	ROF: 1/sec
Charges: 50	Malfunction: 100

Electro-Implant: A small portion of a finger, paw, or talon is removed and a small, very powerful, electrolytic capacitor is surgically implanted in its place. The capacitor stores a charge of 15,000 volts and has a discharge time of 2 seconds. The charge is released upon neural command. It does 2-8 points of damage to the target. An access port is hidden beneath the finger nail for recharging purposes. The implant requires one minute to fully charge. This system is electrically sensitive and can easily explode. It has an SMR of 20 vs electrical attack forms. Cost: 5000.

Flamethrower: One reload is carried in a three unit sized leg compartment. When the canister is empty, it is removed and the replacement screwed on.

Range: 50	Accuracy: 110/80/45
Damage: 2-12	ROF: 1
Charges: 20	Malfunction: 99

Chemical Spray: Discharges a cloud of chemical gas (smoke, toxin).

Range: 10m	Accuracy: 95
Damage: spec	ROF: 1/3 sec
Charges: 10	Malfunction: 100

Gyro Stabilizer: As armor option.

Prosthetic Limb: Same as a stump, except that it increases manual dexterity to 35% of its normal value.

Needler Implant: Widely used by assassin types, a small portion of an individual's finger, paw, or talon is removed and a unit containing a cyanide-4 capsule and needle firing assembly is attached. The device is cosmetically designed to look exactly like the removed member. Its true identity can not be determined without the use of x-rays, since it is made of a plastic polymer. Upon neural command, the needle is fired at the target. A normal "to hit" roll is necessary. If the assassin is touching the target, a +50% modifier is applied. The needle can be fired to a distance of up to 3m, and the needle cartridge contains enough cyanide for 3 doses and reloads automatically. Extra needles can be purchased for 50cr each. Refills for the cartridge cost 2500cr per dosage. The Needler has an 80% chance to strike a target at range bracket 1. Cost: 8000.

Climbing Claws: Matched to foot claws. Size: 1 units. Cost: 2000cr.

Talons: 5cm long and razor sharp, these claws are designed specifically for combat. They do a d8 damage. The talons extend and retract upon verbal command. Size: 2 units. Cost: 5000cr.

Laser Welding Torch: It cuts through normal tensile strength steel in seconds. 1 Hr Use. Recharge cost: 100cr. Size: 1 unit. Cost: 6000cr.

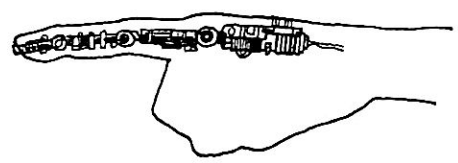
Power Drill: A forward and reversible high torque drill unit that comes with a small built-in compartment for additional bits. The bits never dull. Size: 2 units. Cost: 5000cr.

Power Saw: A self-sharpening unit that is designed to cut metal and wood. Size: 3 units. Cost: 5000cr.

Glue Gun: Squirts a highly adhesive glue compound. Hardens in less than ten seconds when exposed to air. Range: 3m. Size: 1 unit. Cost: 4000cr.

Computer Interface Joints: These are fingers designed to access computer systems. The fingers plug right into the computer. All programmed information obtained is at the use of the Cyborg if he knows the proper passwords. The stored information is changed to neural messages which are transmitted along the information response coil to the Cyborg's brain. The Cyborg can also send thought commands back along the command coil to the computer. The mental commands are changed into digital information and fed into the computer system. COMPUTER INTERFACE JOINTS ARE ILLEGAL. ANY INDIVIDUAL POSSESSING THEM WILL BE PUNISHED TO THE FULLEST EXTENT OF GALACTIC LAW. Interface joints are difficult to obtain and can only be purchased on the Black Market. The cost for the command and response coils is 20,000cr a pair. The cost for finger joints varies. The types of joints available include:

	TYPE	COST
1.	Military Hardware	20,000
2.	Military Defense Systems	400,000
3.	Flight Systems (atmospheric)	15,000
4.	Flight Systems (space)	20,000
5.	Galactic Bank Systems	1.0 M
6.	Galactic Police	20,000



Web Caster Generator: The system fires adhesive webs up to a distance of 35m. The unit contains 20 charges. The generator is voice activated. Refills cost 100cr.

Range: 35m
Damage: Entangles
Charges: 20
Accuracy: 80/70/30
ROF: 1/3 sec
Malfunction: 98

CHEST/ABDOMINAL ENHANCEMENT

Anti-Plasma Generator: Button activated, this cybernetic implant is exclusively housed in the abdominal section. Functions exactly the same as the armor option equivalent. Can not be used by Phentari or Mutzachans.

Displacement Device: Voice activated. Another device that can not be used by Mutzachans. This displacement device is 90% accurate and has a 200m range. It is housed in the stomach section.

Electromagnetic Converter: Exactly the same as the armor option equivalent. Space: 3 units. Chest/abdominal housing.

Gills: These are actually housed in the throat section of the body. Methane or Oxygen types can be purchased.

Kinetic Energy Shield: Voice activated and double the strength of the comparable armor option equivalent. Otherwise it is identical.

Mini-Missile Pack: Carries NARC arm rockets. The stomach opens concealed doors at the moment of firing. When closed the doors can not be seen. Voice activated firing sequence.

Storage Cabinet: Provides space to hide items. Size: 10cm cubed.

Toxin Neutralizer: Filters the blood and removes poisonous toxins. The toxin neutralizer adds a +55 modifier to SMRs vs biological and poison agents.

Gas Filtration System: Filters out toxic airborne agents. This system adds a +60 modifier to SMRs vs atmospheric agents (biological or chemical).

Reinforced Rib Cage: Reduces the effects of damage to those internal organs that are located beneath the cage. All attack damage is reduced by 4 points.

Flux Shield Generator: Creates a 3 Heavy Point flux shield. The generator is large and takes up 25 units of space. The flux shields recharges at 1 point per hour.

Spinal Cage: A flexible bionic structure that protects the spinal column. The cage reduces the effects of damage by 4 points.

Adrenal Implant: Attached to the pituitary gland in Phentari and Human types only. The Phentari's equivalent to the pituitary gland is called the Phis gland and is located in the center of the chest. Increases in the host's bodily functions above a computed threshold activates the implant and causes it to inject the adrenal enzyme into the body. Strength and constitution checks receive an additional +25% bonus. Initiative rolls are made at a -2 to dice rolls. The adrenal implant can also be activated externally by remote control. The control is normally strapped to the wrist and the activation command sequence is punched in when bursts of adrenaline are needed. Due to the small size of the implant, the storage of the adrenal enzyme is limited to 60 one-minute bursts or any combination thereof. Refills cost 7000cr. The implant is very sensitive to electricity, and electrical attacks may destroy it. It has a SMR vs electrical attacks of 20. Cost: 10,000.



Bio-Implant: Similar to the neural-implant. It is attached to the liver and monitors the blood stream content. The bio-implant protects the individual from biologically based attack forms. It provides a +30% SMR modifier vs biological attack forms. Cost: 12,000.

Neural-Implant: This expensive device is used to stop the effects of chemical agents that attack the central nervous system. It can be used by all races, with the exception of the Mutzachans. Electrodes are then attached to the spine. Mazians have no such system, rather their entire body is composed of neural-nets. Since the race can shape change, the Mazian merely absorbs the device into its body. The implant senses the entrance of foreign entities into the spinal column. It reacts by attempting to analyze the type of intrusion, determine the correct neutralization serum, then automatically mix and inject the serum into the body's system. A small micro-computer with production lab carries out all operations. The lab contains minute amounts of fifty different chemical redox agents that can be combined in different amounts to produce the correct antidote, all within seconds after the initial intrusion is detected. The implant is not always successful (5% failure), but it provides a +45% modifier to SMRs vs chemical agents. Cost: 20,000cr.

SKULL ENHANCEMENT UNITS

Bionic Skull: A flexible protective unit designed to prevent damage to the brain. Skull has a 4 point threshold.

Mind Screen: Protects the mind from damage sustained from mental attack forms. The mind screen adds a +40 modifier to SMRs vs mental attack forms.

Sonic Suppressor: Insulates the brain from the harmful effects of sonic disruption. It adds a +40 modifier to SMRs vs sonic attack forms. The sonic suppressor doesn't protect the body from the effects of sonic disruption.

Oxygen Supply: A small compressor unit feeds the brain oxygen, in the advent of the shut down of the rest of the body. A normal brain can last four minutes without oxygen before brain damage sets in. It can survive six minutes before the victim dies. An oxygen supply feeds the brain for up to 60 minutes.

Neural-Toxin Neutralizer: The microcomputer is surgically implanted beneath the medulla oblongata. It registers the presence of foreign chemicals in the nervous system, then injects an antidote. It adds a +40 modifier to SMRs vs chemical attack forms that affect the central nervous system.

DESTROIG COMBAT SYSTEMS

Cosmetic Surgery: Covers up destroig combat systems. Cost is per section.

Battle Chassis: Same as the War chassis, except that exoskeleton strength is 200 and exoskeleton threshold equals 15.

Chassis Plating: Per point of threshold added up to a maximum of 10 points. Cost is for sectional chassis plating.

Core Generator: Powers all chassis units for up to 10 years without need of recharge.

Flight Systems: Ultra-expensive, but you will look extremely cool flying around. Can achieve a maximum speed of 100kph. Maximum altitude: 200km. Flight time: 1000hrs.

Snap-On Interface: Allows for quick removal of weapons systems and the snap-on replacement of normal looking limbs. The cost for the interface is 2.5 times the value of the cybernetic limb.

Upper Combat Chassis: Comes complete with exoskeleton required to mount heavy weaponry to the body of a Borg. All external upper body skin and muscle systems of the individual have been replaced. Internal organs may or may not have been replaced. The upper body has a strength of 150. Constitution lost: 30%.

Lower Combat Chassis: Pretty much the same as the upper body with these exceptions: Lower combat chassis allow the Cyborg to move at up to 100kph. Constitution lost: 30%.

War Chassis: A complete mechanical exoskeleton designed to carry a full spread of cybernetic attachments. Comes complete with snap-on interface joints. Body strength: 135+. Threshold: 20. Constitution lost: 60%.

DESTROIG WEAPONS SYSTEMS

APG-Vindicator: Called the Vape Gun because it vaporizes targets. This snap-on disintegrator does 60-360/80-240 points of damage. Accuracy 130/90/40/20.

Balshrom Mini-Gun: Snap-on arm assembly that fires 20 armor piercing rounds per second. Accuracy: 75/55/30/15/05. The assembly carries 200 rounds chambered. Reloads cost: 15,000cr. Damage: 4-24 points each.

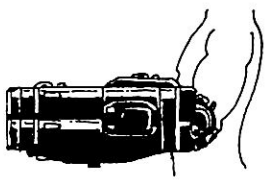
Cheesecutter Gatling Auto Laser Cannon: The Cheesecutter Impact Laser superimposes cross hairs over the eye and can zoom in on targets out to 5000m. It is deadly accurate, and fires 12 shots per round. Built-in features include an area spread for randomly distributing shots over a 5m grid. Reduce accuracy stats by half. Accuracy: 120/120/110/100/80/30/10. The onboard energy cell contains enough energy for 200 shots. Damage: 6-36.

Electron Field Generator Power Cannon: It generates a 1-4HP Omega pulse. Although not specially designed for it, the Power cannon can engage enemy armor with deadly efficiency. It is also good at knocking over buildings. The gyro stabilizer prevents you from being knocked into the middle of next week every time the gun fires. ROF: 1/4. Accuracy (treat as anti-tank ranges): 80/60.

Maximizer Auto Cannon (The Club): Affectionately called The Club by Destroig units. Snap-on arm assembly with a massive auto fire plasma cannon. ROF: 1/2. Damage: 6-48 points. Accuracy: 95/85/65/35/10/-20.

Metalroid Anti-Tank Systems: Fires 12 Bonoir missiles with the same efficiency as the anti-tank round. Note: The missile is kicked out of the tube by a small explosive charge, then ignites its engines at 20m distance.

Patriot 2 Missile Pack: Snap-On arm assembly with built-in inertial grav unit. This unit contains 4 miniature surface to air missiles. Reloads cost 70,000 apiece. The Patriot 2 has a 100% accuracy out to 20,000km. ECM rated at 10%, and ECCM rated at 05%. Damage: 1-6HP.



ARTIFICIAL INTELLIGENCE MODULE(AIM)

Artificial intelligence modules are the core of every cyborg's heart. They are highly illegal and stiffer penalties for operating them are currently being deliberated on the floor of the Senate. Uncle Ernie Freiberg is under indictment for selling these units. AIMs are available only on the Black Market or through the Anarchist Rebellion Movement. This is one of the few technological areas where the Rebels and ARM enjoy a comfortable lead over the Alliance.

Artificial intelligence modules allow a Cyborg to interface with machines. The borg's thoughts are translated into a variety of electro-mechanical messages. Thoughts can be formed into machine language, or as electronic signatures. Thus, the Cyborg can act to override electronic commands. The Borg sees the letters on his "mental key board" and thinks the commands which are verbally broadcasted out to the machine target. The other method is an electronic frequency modulated carrier with which the Cyborg uses a number system to apply the correct type of current, voltage, etc. AIMs generate information then broadcast it on carrier waves. Information is modulated onto the carrier. The machine receives the information in such a way that the original commands are overridden. The cost includes implant.

Computer (Bypass Security): The borg can interact with a computer, visually seeing the various types of security systems as a holographic image inside his head. Using a thought centered number system, he can set up the proper codes to break the security measures. Adds a +30 to bypass security measures. Range: 20m.

Computer (Extended Memory): This module increases the amount of information that a Cyborg can retain. The extended memory module acts as a huge storage bank. Information is stored biochemically utilizing nucleic acid chains, and recalled as thought components when applicable. The Cyborg can upload or download information like a normal computer. The unit comes with a built-in 22,500 baud modem with a 100km range. Stores 100 Giga-bytes.

Computer (Programming 1): This module allows the borg to reprogram other computers from up to 50km. It adds a +50 to programming.

Computer (Programming 2): A more powerful version of its predecessor. It adds a +80 to programming checks and can remotely program out to 100km.

Robots (Mission Interference): Electronic jamming commands are sent to a robot, interrupting its brain module. The percentage chance to interfere with the robots' mission equals the borg's deactivation skill, minus the complexity level of the brain module, minus 80, plus the borg's intelligence skill bonus. Effective Range: 1000m.

CYBERTRONICS

Electronic Warfare Computer: Advanced technology cyborgs utilize electronics to lock-on or break lock-ons by targets. The EW computer is used to defeat electronic warfare and has an ECM and ECCM rating of 70%.

Embalmitizer: Injects the body with formaldehyde in the event of death so that the buzzards and bugs don't pick your butt clean.

Emergency Thought Storage Unit: Automatically stores the host's thoughts in the event of death. The unit is externally housed and can be removed and played back on a visual screen. A vocal analysis and visual readout of the host's final thought (10 minutes) will be played back.

Emergency Transmitter: This unit is immediately activated in the event of the host being wounded or killed. It has a range of 200km and functions continuously for 10 days.

Emergency Mind Dump: This computer backs up the host's entire thought processes every 10 minutes. In the event of host death, the system keeps the "mind" intact and on disk to be placed into another clone body if the disk is retrieved. The computer is normally housed in the chest or abdominal cavity where it takes up 3 units of space.

Emergency Survival Computer: The Emergency Survival Computer is activated in the event of death. The computer determines the location of the hostile force and then attempts to evade. The artificial intelligence module is only programmed to evade for 2 minutes. The computer controls the muscle functions. Once the body reaches a safe haven, a cryogenic injection is automatically released into the body. So if you see someone get his head blown off and the body gets up and starts running away, then there is a fair chance that the body has an Emergency Survival Computer on board.

ESP Module: ESP modules allow individuals to read each others minds. The module must be preset before emplacement into the brain and only individuals with the same frequency settings can read each other's minds. The module has a range of 50m. Cost includes surgical implant.

Flow Coil: Allows the matrix controller to generate up to five powers all at the same time.

Strength Module: Increases the firing rate of those neurons which control muscle activity (does not affect the sympathetic nervous system). The cost is for each 03% increase in strength.

Frequency Scanner: The cyborg speaks a vocal number sequence to activate the frequency scanner which will begin sweeping for broadcasted signals. Once the scanner has located a strong signal, it will convert the information into neural-patterns.

IHAC Independent Hand Actuation Coil: The coils act as real hands, the computer cross-referencing azimuthal and elevation coordinates 100 times per second so that the brain views the hands as if they were functioning normally. Each additional meter of coil can be purchased for 20,000cr and takes up .7 units of arm space. A Cyborg can release his hands, have them travel along the floor and carry out a task as if they were attached to his body.

Intuition Module: Increases the host's intuitive powers by adding a small rational computer. The cost is per point of permanent increase.

IQ Enhancement: An artificial intelligence module is implanted in the host to permanently raise his Intelligence Quotient. The cost is for 05 point increase.

Jam Strobe: Voice activated. The unit locks onto a frequency and begins jamming. It is typically used in conjunction with a frequency scanner cybertronic unit, but can function independently, as long as the frequency for jamming is known.

Life Shield Generator: One of the most expensive cybertronic enhancements available. The onboard computer acts to regulate pressure, temperature, and atmospheric revitalization. The borg is surrounded by a 10 HP flux shield generator. The unit can function for up to 100 days. It automatically begins to function at the sign of major decompression.

Life Support Generator: Contains all of the machinery and computer systems necessary to sustain life. This powerful computer acts as heart/lungs, circulatory generator, digestive generator, etc. All organs that normally carry out these functions can be removed to

provide 200 units of space in the chest and abdominal cavity (50 units a piece). However, if this unit is damaged in anyway, the host automatically dies. The Life Support Generator can be hooked up in a reserve capacity at 1.5 times the cost.

Manual Dexterity Enhancement: The internal computer increases the person's manual dexterity permanently. The cost is per 03% increase.

Matrix Crossover Network: A Matrix Cross Over Network switches over thought patterns from one type of matrix to another. The host can generate matrices outside his specialty without any penalty. More than one module can be emplaced. Warning: Mentors can be very picky about synthetic controllers and may refuse to teach any cybernetically manufactured matrix controller.

Matrix Port: The access port is in the frontal lobe of the host, usually situated on his forehead. The matrix controller can plug in auto-chips which hold matrices, energy to release them.

Medulla Oblongata (secondary): The Medulla Oblongata controls autonomic functions of the body. It attaches to the brain stem. A secondary artificial unit can be installed underneath the arm pit. The secondary automatically cuts in and begins monitoring when the primary is destroyed. As long as this backup is functioning, the body will remain alive, even if the brain has been destroyed.

Mind Shield: Sensitive to psionic waves. The threshold analyzer blocks out psionic frequencies. Adds +60 to SMRs vs mental attack forms and blocks casual mind scans.

Modem: Allows the cyborg to upload or download information to and from external computer systems. It is generally used in conjunction with computer interface joints. A modem used in combination with translation computers makes an espionage cyborg deadly. The range of the modem can be extended by hooking up to a communications device such as a phone or radio.

Mood Discriminator: Allows the host to determine the mood of all personnel within a 3 meter radius.

Output Power Coil 1: Doubles the output power of any matrix. No more than 1 coil type can be housed at one time.

Output Power Coil 2: Triples the output power of any matrix. There is, however, a 01% chance of dying when this computer is employed.

Output Power Coil 3: This cerebral computer quadruples the output power of any matrix. Yes! It can be used in conjunction with a Power Dump. There is a 03% chance of death when this coil is employed.

Pain Inhibition Generator: Blocks out all sensations of pain. The host is not affected by any critical hit to the body, short of those which cause instantaneous death and those which cause bone critical. In the event of instantaneous death, the host is allowed to make an system shock roll at a minus 40. If he is successful, then even this fate is ignored. It is assumed that the instantaneous death result was in fact do to massive pain and shock overload, with the body dying as the result. The host automatically fights until he reaches his death's door rating.

Power Dump: Quadruples the range, strength, and duration of any matrix. There is a 03% chance of death from massive cerebral hemorrhaging and death when this unit is employed.

Power Storage Coil: The brain of the matrix controller is augmented to store double the normal power per day. The power coil can hold a maximum of 100 units of power. Multiple units can be used in conjunction with each other.

Quasi-Death Generator: Slows down the vital statistics so that the host appears dead. He is actually wide awake and can function normally.

Range Coil 1: Doubles the range of all powers. This unit is not located in the same section of the cerebrum as the output or input coils and therefore is not affected by them. Still, no more than one such range coil can be housed in the mind at any one time.

Range Coil 2: Triples the range of all powers.

Range Coil 3: It quadruples the range of any power. However, there is a 01% chance of dying when this unit is activated.

Regeneration Computer: Is attached to the base of the spinal cord. The computer automatically acts to regenerate any lost or damaged portion of the body. It heals tissue damage at a rate of 1 body point per minute. Thus an arm that was blown off because it suffered 10 points of damage would only take 10 minutes to completely grow back. The computer can only grow back 100 units of damage and automatically heals the most critical wounds first. Refills cost 100,000cr.

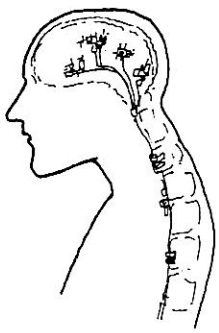
Simultaneous Output Coil: Allows the matrix controller to generate two different matrices at the same time.

Suicide Bomb: Planted at the top of the brain stem. The person speaks a vocal number code and the bomb explodes, doing 20-200 points of damage to all persons within 2m, halved at 3-4m, and 1/4 damage at 5-10m, 1/8 damage at 11-20m.

Sustenance Computer: Carries 500 units worth of micro-nutrition and automatically injects the required amount of sustenance into the body when needed. The host is never hungry and doesn't tire easily. The maximum distance that one can travel per day is doubled.

Telephone (Head Phone): Thought dialed. No verbal communications are necessary. Range: 100km.

Thought Processor: Increases the host's ability to concentrate, and thus enhances his ability to perform skill tasks. All IQ related functions have a +80% chance to succeed. The user of this unit may not benefit from the Chatilian concentration matrix. The user may only work on one task at a time in order to gain this benefit.



COMPUTER LAND

The future holds many dreams and realities that were thought to be impossible during the later part of the 20th Century on the planet Earth. One of the most important breakthroughs in all of science was the invention of the body computer by Marcus Falsoma in 2102. Body computers are compact, energy independent, portable computer systems. They can be used for a variety of purposes, but are mainly employed to provide a person with enormous amounts of technical data about a given subject in short order. The individual merely plugs in the appropriate data disk and calls up the information, based on a given set of criteria. More advanced body computers come with software able to solve complex problems.

The following section on computers is over simplified for play of the game. Oversimplified is probably the understatement of the year, but the section conveys general information as is desired. Below are listed the main types of body computers available and the software to support them.

COMPUTER INPUT SYSTEMS

There are four basic types of input for body computers. They include typing, voice activated sequencing, thought activated sequencing, and electronic transfer. It takes an average of 1-4 minutes, multiplied by the problem's difficulty rating squared to enter it into the computer using standard typing. It takes 25% of that time if the computer has a good verbal interpreter and 10% of the time if the computer has a thought transfer system. All though activated input systems require the operator to have a access port drilled into the back of his skull. The operation to install the port costs 40,000cr.

Example: Bill The Bone Head Human wants to solve a mathematical problem that is rated at 10 difficulty. It would take him 100-400 minutes to type it into his computer. If his computer were voice activated, it would required 25% of that time or 25-100 minutes. If Bill had a thought activated input sequencer then only 10-40 minutes would be required to input the formation.

DISK OPERATING SYSTEMS (DOS)

DOS stands for disk operating system. The speed of a body computer is primarily determined by its disk speed. The faster the disk can access information, the quicker a computer is at solving problems. Speed of problem solving can be crucial when operating in the "field." It takes 10-60 seconds for a speed 1 computer to solve a difficulty 1 problem. Faster computers are rated for the difficulty of problems they can solve in under a minute. Thus, a speed 5 computer will handle a difficulty 5 problem in the same 10-60 seconds. For more difficult problems, double the time for each level of difficulty over the computer's speed. Solving a problem with Speed 1 DOS system can take a while. The reason that the problem solving isn't instantaneous is that it often requires information to be computed in a series of steps.

HARD DRIVES

The hard drive capacity is expressed in gigabytes. This represents the maximum amount of information that the computer can store. The operator purchases those programs that he wishes to use and then loads them onto the computer. Each program takes up an assigned amount of disk space. The total amount of space used up by all of the programs purchased can never exceed the space available on the hard drive.

Example: Lets say that Zorg the Zen Healer has 5 programs that he wants to store on his ICC-359A body computer. The files take up 0.5, 2.4, 1.3, 0.2 and 1.9 gigabytes respectively. The total storage necessary to put all the files on the hard drive equals (0.5 + 2.4 + 1.3 + 0.2 + 1.9) = 5.2 gigabytes. This exceeds the total capacity of the computer. At least one file of 0.2 or greater size can not be loaded due to lack of room on the hard drive.

Lack of drive space can be overcome by carrying additional programs on a second hard drive of external disks. This may become inconvenient and external disks are more vulnerable to theft and transport.

RAM

RAM denotes the amount space that the computer can have called up at any one moment. All called up information is that material which is assumed to be in the computers' main memory, whether it is visible or not. If a file is larger than the computer's RAM capacity, then the computer can only load in parts of the program at a time. It loads in what are called temp (temporary) files. The affect of RAM is to determine how fast the operator can scroll through information. If the RAM capacity is equal to or less than 50% of the file size, then the time it takes to call up the information is doubled. If the onboard RAM is less than 25% of the file size, then it requires 4 times the amount of time specified to access the required information. If the RAM is less than 10% of the file size, then it takes 8 time the time to load in the file.

Example: A certain botanical file takes up 4 Gigabytes of space on the hard drive. The RAM for the particular computer is 2 Gigabytes. The computer can only hold half of the file on screen at any one time. The computer is forced to create temporary files and the time to scroll through and find a piece of information is, therefore, doubled.

MODEMS

Each body computer has a built in independent action modem. Independent action modems can download (retrieve), or upload (send) information without the need for telephone lines. These units possess electronic telegraphers (internal telephones) from which to send or retrieve information. The range of the modem is given with each computer.

Each modem has a baud rating. The rating indicates how much information the computer can download or upload per second. The units are expressed in bytes of information. Each number or letter in a given program constitutes a piece of information. Thus, the speed at which it can send or retrieve a file is based on the baud rating of the modem.

Note: If a computer is sending or receiving information, the information can only be sent as fast as the slowest of the two computers involved.

Example: The Manstron Sifter has a powerful modem that has a baud rating of 1 Million BPS (or 1,000,000 bytes per second). The computer could download 1 megabyte of information per second. Now, let's say a certain weapons brochure file takes up 45 megabytes of room. It would take the Manstron Sifter only 45 seconds to download (send) the file to another computer, assuming the receiving computer can keep up with the Manstron.

SOFTWARE

Each software program has a function rating of 1-25. This indicates the skill of the program at solving these kinds of problems. When the operator uses the program to solve a particular problem, he gains a bonus to his chance of success based on the program's help. Have the computer make a skill check versus the problem. For each point that the computer makes its roll, add +01 to the operator's chance of success. Minimum bonus is the software's rating.

Example: Bill the Bonehead Human is trying to figure out if a given plant is poisonous to eat. The Battle Master rates the difficulty for this rare plant at 7. Bill has 6 levels of Botany skill. He is smart and gains a +10 IQ bonus. He is currently using the Preferred Plant program which has a Function Rating of 5. Bill vocally inputs all of the important information that he can determine about the plant into the computer. The computer then sifts through its files and comes

out with an answer. The percentage chance that Bill has obtained the correct information is figured like this: The computer has a 50% base + 10% per Function Rating - (10 times a difficulty rating of 7). (50 + 50) - (10 x 7) = 30%. The computer rolls a 28%, which is 2% better than it needed but less than its rating of 5. Bill gains +05% to his chance of identification.

The chance that Bill will discover the true nature of the plant that he desperately wants to eat equals: (50 + 60 + 10 + 05) - 70 = 55%). Bill rolls a 97. He thinks it is edible, monges the plant down and croaks 10 minutes later.

MISCELLANEOUS INFORMATION

1. The speed by which you set up and solve a problem are determined by the type of input sequencer and the Disk Operating System.

2. The speed by which you can locate a piece of information is determined by the computer's RAM capacity.

3. The reliability of a computer to provide the correct answer to a problem depends on the Function rating of the software.

4. The ability of a computer to send or retrieve information from another computer depends on the Baud of the modem and its range.

BUILDING YOUR OWN COMPUTER

Player often wish to build their own computer from scratch. This is fine as far as I am concerned. To build your own body computer, follow the instructions below and pay the appropriate price for the item you choose. You should base the type of computer that you build according to your needs. Analytical computers require large storage capacity, whereas data monitors require large amounts of RAM.

THE COST OF SOFTWARE

How do you determine the cost of software? Or do you list every program available. We definitely do not list every program available. The cost of a program depends on 3 things: the point cost of the comparable skill, the level of function, and the relative availability to the software itself.

To determine the basic cost, multiply the cost of the comparable skill level by the function level. This gives the cost in hundreds of credits.

Example: A computer hacking program with a function level of 4 costs 1200cr. Point cost of bypass security (three) times level (four) times 100 cr. 3 x 4 x 100 = 1200cr.

Example: Alien Computer Technologies with a function level of 7 costs 7000cr. (10 x 7 x 100 = 7000cr).

The Battle Master will determine the relative availability of the item. The cost primarily depends on the need of the society encountered in correlation with the program. An agricultural society would have little, if any, use for an Alien Technologies program of any kind. Thus, the price for such a program would be significantly more than the sticker price. The price increases/decreases as follows.

AVAILABILITY	CHANCE	COST
Prolific:	95	-25%
Very Common	75	-10%
Common	60	00
Uncommon	45	+200%
Rare	25	+500%
Very Rare	05	a lot!

The amount of space that a program takes up is also dependent on the skill of the program and the function level. Use the following formula: Function Level squared times Point Cost squared times 1 megabyte.

Example: A Function Level 10 electrical engineering analytical program has a point cost of 6 and takes up a total of: (10 x 10)(6 x 6) = 3600 megabytes of memory space.

NOTE!!! There is a 10% chance that a character can find a program that is smaller than normal by 10-40%. The cost of a compressed program is increased by 10-60%.

ACCESSORIES

Every computer has a certain amount of accoutrements that can be purchased to enhance its ability to function. Given below are some common accessories that can be purchased for one's body computer.

Disk Storage: This is an additional disk drive that allows the person to store programs and data. Unlike the hard drive, the disks can be removed from the computer and stored or replaced. Additional diskettes can be purchased in packs of 10 for 10-20 credits. Encumbrance: 2.

Disk Case: A neat plastic case for carrying your disks.

Insulation: This gives each component some protection from EMP, electrical, and radiation that might cause malfunctions. Every 200cr increases the computer's SMR by 10%. (Base SMR versus these attack forms is 05%).

Back Up System: This little gadget is something everyone should have and USE. It copies all files and information on your computer and stores it in a nice safe protected encasement. The case is fully sealed from the environment, and nasty things like EMP cannons. So when your computer gets zapped, you can restore all your data and hard earned spy photos. Encumbrance: 2.

Audio Actuator: Micro feed sonic discriminator that takes audio information and translates it into its digital counterpart. The audio actuator has a range of 50m. Analytical programs can register audio noises that would otherwise be lost. It increases the Function Rating of the computer by 2 points when properly employed.

Visual Actuator: This miniature electronic camera plugs into the computer and allows it to analyze visual information more accurately. It can increase the function rating of certain software by 4 points.

Visual Scanner: This device emulates the visual actuator, but is only useful for scanning documents and pictures like a photocopier works.

Dot Matrix Printer: The cheap basic printer of the 20th century. Does lettering and crude graphics. Encumbrance: 5.

Color Ink Jet Printer: Same as the dot matrix, except that it can do color print outs. Encumbrance: 7.

Full Color Laser Printer: The laser printer of the 23rd century has better resolution that the human eye so what more can you want. It can even do micro dot information storage. Encumbrance: 6.

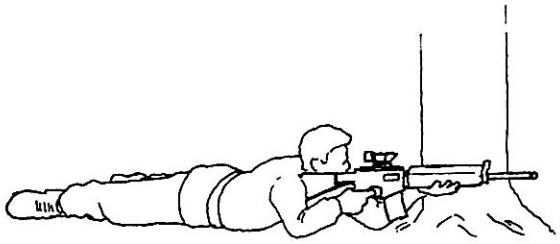
Three-D Sculptor: The guy who came up with this one went a bit too far. The idea is to duplicate 3D images by molding plastic into an appropriate shape and color. Not very useful, but it can impress the natives. Encumbrance: 15.

TACTICS

Without 'em, its just a matter of time before you get tagged and bagged. The tactics employed by a combat team are integral to its very survival. The lethal nature of modern combat masses incredible amounts of fire in very concentrated areas. The ability of a unit to maneuver under such inhospitable conditions is the subject of this section. Read it thoroughly and your character might survive. Blow it off and we Battle Master's are going to enjoy telling you the immortal BM words:

"Your dead. Roll up a new character".

Prone Unsupported: The prone unsupported firing position affords good protection when the ground is flat. It should not be used when there exists deep grass, small hummocks or distinct changes in ground elevation over a small area. In such circumstances, vision is obscured an combatants won't be able to properly engage targets. The prone unsupported firing position produces a -60 penalty to attack roles beyond range bracket 1-2. There is a small silhouette to actually aim at. A log or tree is an excellent object to use while in the prone unsupported firing position. It adds +10 to aiming and produces an additional -20 to hit, in addition to the base -60 penalty for being in the prone position for a total -80 to attack roles against them.



Prone Unsupported Foxhole: Another modification of the prone unsupported firing position is the prone unsupported foxhole firing position. The combatant fires his weapon from a hole dug in the ground. He gains the same benefits as the prone unsupported position and hits against the person use the same table as with the prone unsupported firing position. However, a foxhole provides bonus protection against attacks such as mortars, grenades, artillery shells. The number of fragments that strike targets from these types of attacks are halved (round fractions down) and all concussion damage is quartered; furthermore, persons ducking from grenade attacks, gains a -2 to initiative rolls. It takes 3-12 seconds to climb out of a foxhole.

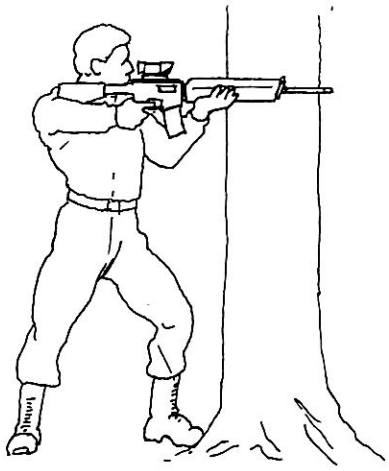


Bunker: Excellent protection! Persons inside bunkers are all but invulnerable. Discharge weapons incur a -90 to attacks against personnel inside a bunker. Bunkers are generally made of 3 different basic substances, wood, cement or sandbags. Wood has a threshold of 5, cement 8, and sandbags 15. There is a -60 to -100 to hit and concussion damage is 1/4. All hit locations made against personnel in bunkers is figured according to the foxhole firing position. Attacks that would have hit at a -60, if there weren't a bunker yet penetrate threshold, are assumed to hit the target. However, their damage is reduced by the threshold number.

Slit: At times persons hiding inside cities will fire through slits or small holes where there is little room for anything but the weapon to fit through. Persons firing through a slit fire at a -50 penalty. Shots fired against them do so at a -110/-150. City walls are generally made of mortar and cement and have an 8 threshold though in high tech cities, they may have as high as a 15 threshold. Thus if a person would have hit with a -110 penalty and the damage exceeds the threshold of the wall, then they strike the target. Damage is reduced by the level of the threshold.

Window: Persons firing from a window are difficult to hit. There is a -20 to -40 penalty.

Tree: Soldiers often hide behind trees when they fire. This allows them to retreat quickly without having to get up from the prone position. It takes only 1-2 seconds to stand up from the kneeling position. Combatants gain a tripod bonus of +10 to hit if they use the tree to steady their weapon. Trees offer a -20 to -40 to hit rolls and have a threshold of 5.



Rocks and Boulders: Offer anywhere from -10 to -100 to hit depending, on the size of the rock and the position of the person behind it. They have a threshold of 10.

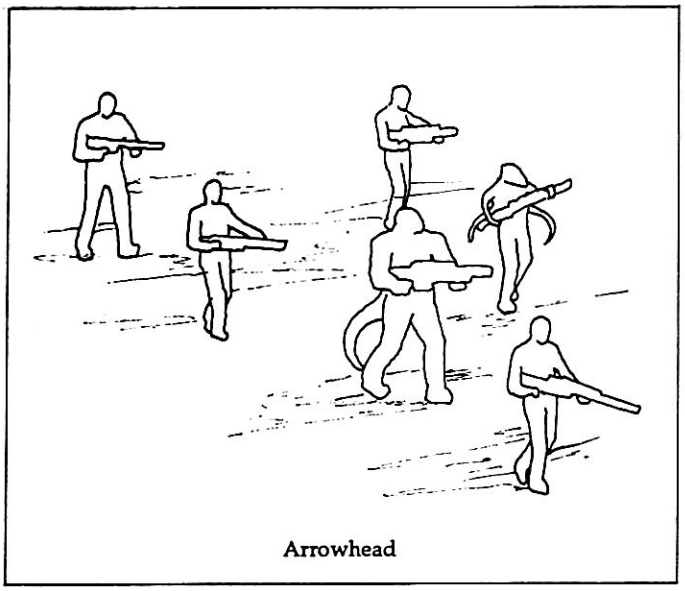
Grass: Offers no threshold reduction but, produces anywhere from a -10 to -100 to hits. You can hit what you can't see.

Thick Foliage: Found in jungle or pine forests produces a -80 to hit and an overall -1 to -5 threshold reduction.

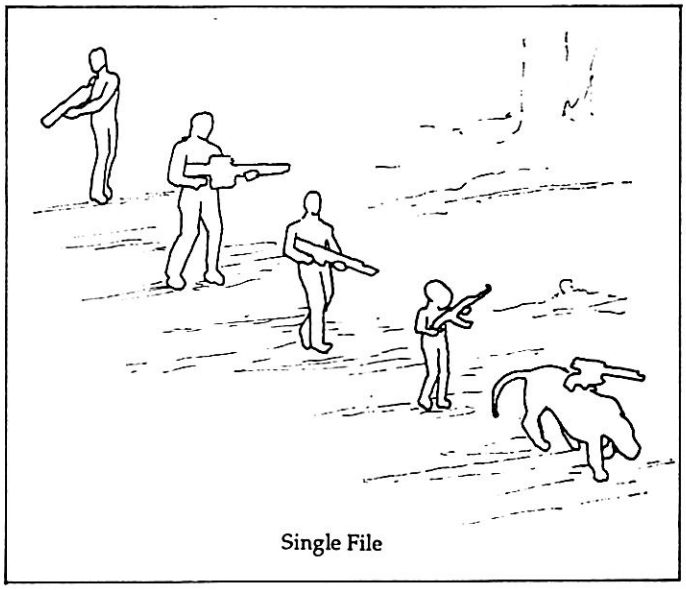
Medium Foliage: Found in deciduous climates. Produces a -50 to hit.

Light Foliage: Scattered trees such as that found in lightly wooded areas. Produces a minus 20 to hit.

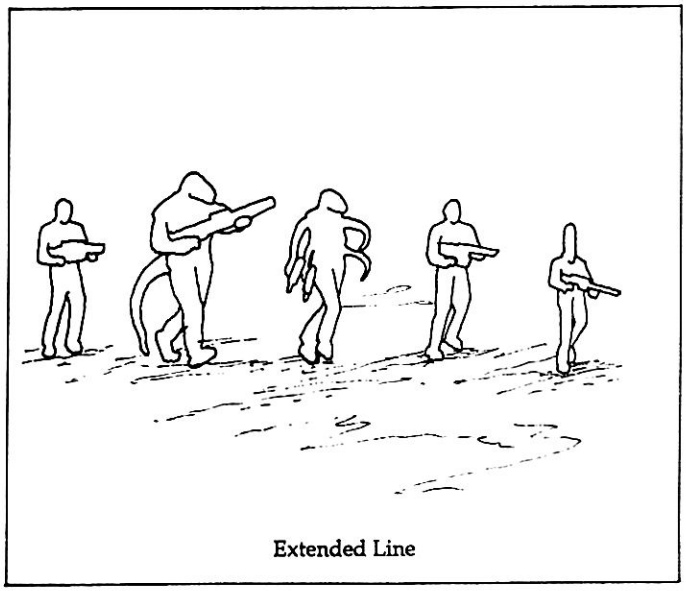
Water: Water reduces damage yield by 1/4 for each 15cm of depth (about 6 inches).



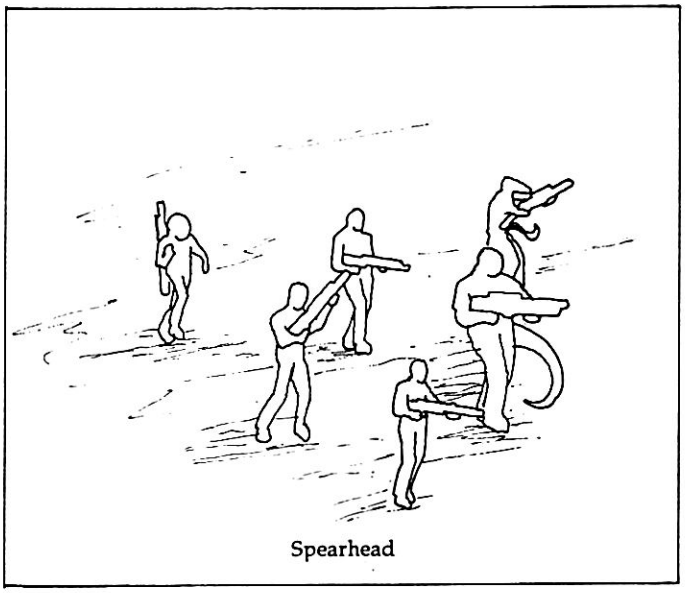
Arrowhead



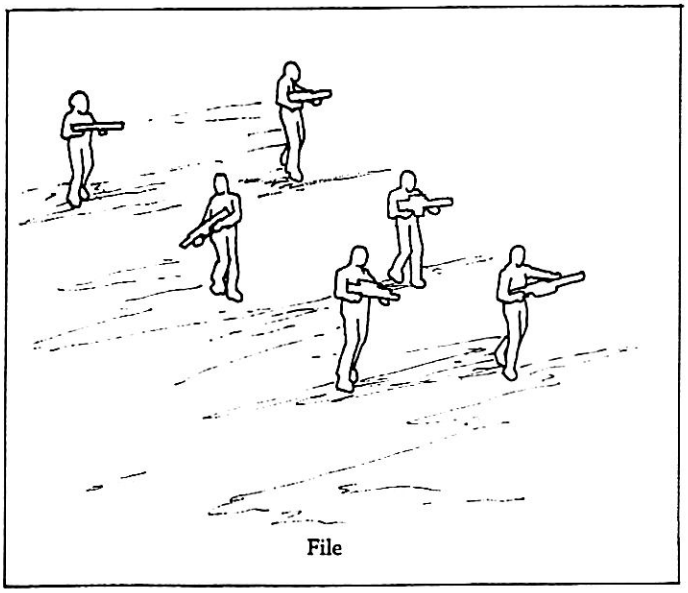
Single File



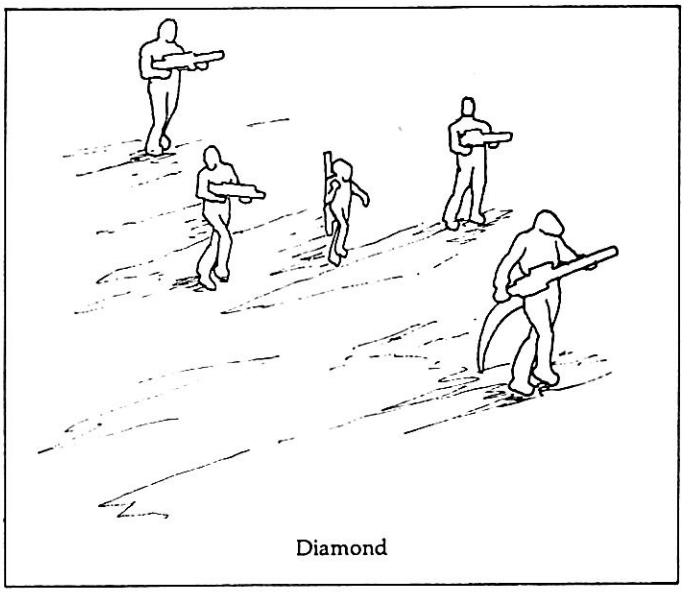
Extended Line



Spearhead



File



Diamond

MOVING OUT

Carrying out movement isn't an easy matter. Combat teams must act with a high degree of professionalism. They must execute plans without flaw, and improvise against the unplanned when called for. You have got to be patient and you have got to work together. this We will address the criteria for carrying out a reconnaissance mission on the modern battle field.

1. All information concerning enemy positions is detailed during the day. Positions of known enemy troops, mine fields, etc are carefully covered during preparation phases. (Increases sighting checks by 05-25%).

2. Time to approach objective and withdraw are specified.

3. The recon commander details what action to take in the event the enemy is encountered. This prevents party members from acting impromptu.

4. All passwords are given out, along with signals to be used during the recon.

5. Decision as to whether an advance scout is to be used.

Formations: There are a variety of formations that combat teams utilize to move by. Each formation has its specific strengths, and thus a reason for why it is chosen over others. Given below are given some of the common formations employed by small unit combat teams.

1. Spearhead: The heavy weapons officer trails behind the formation and covers the rear.

2 Arrowhead: The heavy weapons officer is deployed on the weak flank where an attack is most expected. Machine guns or automatic lasers are most effective weapon for the heavy weapons officer to carry.

3. Single File: Single file is the most common method of small unit movement. It is excellent when moving along the edge of woods or forests. Mostly used at night.

4. Extended Line: Extended line formations allow a team to bring the greatest amount of firepower to bear on a target in short order. Combat teams use this formation when expecting frontal attacks or when assaulting enemy positions.

5. File: File movement is the fastest formation but leaves the group susceptible to fire. It is often employed at night, but seldom used during the day.

6. Diamond: Diamond provides excellent all around firepower. Units operating in areas where they don't know the enemy's location use this formation to prevent surprise attacks from all directions.

The Route: The route to and from the objective should be carefully planned out in advance. Always vary the approach and withdraw routes. The route should be broken up in legs, each leg being about 1500m long. Use a compass and count paces as you go. (The person counting paces and using the compass incurs a +6 to initiative rolls and can only carry a sidearm.) Try to select a ground feature such as a hill or tree as a frame of reference for each leg of the mission. Lastly, before embarking on the next leg of any journey, specify an RV in case people get lost.

There are a wide variety of obstacles that should be avoided. First, never approach across a wide open area or through a narrow defile. Enemy patrols or posts are likely to be encountered there. Never, ever walk on the road! I'll punk your character if I get the chance! Realistically though, it is about as stupid as you can get. Use as much cover as possible. When moving through woods, walk parallel to the edge of the woods. Don't walk along the edge itself. The party should be about 20m inside the tree line. If you have to cross a ridge or any other position where you provide a high silhouette, crawl over the obstacle and remain as low as possible.

URBAN COMBAT

Urban combat is by far the most dangerous place for a warrior to ply his trade. Street-to-street combat is a hazardous operation. Each nook and cranny may shelter mines and booby traps. Rooftops and windows hide heavy automatic weapons while the enemy may be lurking in force behind the corner of some half destroyed building. A city in the hands of the enemy can be a deadly place. Thus, I thought it necessary to discuss in detail the various aspects of carrying out effective urban combat. Listen and you might learn something. Blow it off and you'll wind up a corpse on some deserted crumbling street.

The Approach: Approaching a built up area is as dangerous as operating within the city itself. Mine fields maybe prepared and enemy positions concealed from even the most sensitive electronics. The greatest threat is the likelihood of heavy weaponry opening up on you as you make your approach. The enemy will wait for the most opportune moment, then open fire on you when you are the most vulnerable. Consequently, it is always best to obtain as much information about the objective before going in.

Your best method of reconnoitering the objective is electronic surveillance. A two man recon team, equipped with infrared dampeners, camouflage units, sonic suppressors advances toward the target while the rest of the group readies to lay down suppression fire should a retreat be necessary. The first man wears night vision goggles and usually carries a metal or explosives detector, as well as his weapon. The second man operates a motion detector or radar.

Use the terrain to cover your approach. Laser range is anywhere inside of 700m. Someone in the suppression group should always wear UV goggles to detect the presence of a beam weapon and thereafter direct fire against it. Within 400m, the threat of enemy fire increases drastically as many weapons are effective at that range. Omega and pulse weapons only become reasonably effective at 100m. Word of caution: Don't approach within 100m unless you are fairly sure the defenders aren't packing stuff that can blow you to smithereens in a fraction of a second. At 100m, you make as many observations as possible, jotting down likely ambush points, killing zones, etc. The recon team takes as many electronic measurements as possible, then returns, leaving position markers behind to trace the safe route in and out.

You must make sure to carry the impetus of the action. The moment you stop, your attack stops. The enemy can control the tempo of the battle from a good defensive position. Much of the time you will be forced to move in the open city streets. In this case, the squad should split, each half moving along one side of the street. Again, always hug the wall and be aware of fire from above.

Nine or Your Mine: There are nine basic rules for city movement, analogous with survival in an urban environment. Hence, the anecdote, "Nine or your mine".

1. Always operate noise discriminators and motion detectors when moving.
2. Move Fast.
3. Never present a silhouette. Move at a crouched run.


Grenade Screen
Snipers
Anti-tank Weapons
Pop Eye
Eye Slits
Doorways
Booby Trap
LowLying Treachery
Rubble

4. Select your next position before beginning to move.
5. Always avoid open spaces and make sure to hug the side of buildings when moving.
6. Use cover and concealment to hide your movements, whenever. possible.
7. Use smoke when crossing open areas.
8. Make sure to avoid getting caught in your own cover fire.
9. Anything can happen. So be prepared for anything!

Heavy Weapons as an Asset or a Liability: The use of heavy weaponry (backpack mounted weapons) is a topic of much controversy. Where heavy weapons can produce massive amounts of firepower, they are also quite bulky and cumbersome when operating in a close quarters environment. Whenever possible, use clip fed weapons in an urban surrounding. Backpack mounted weapons are hard to wield (+2 when whirling around). There is also a distinct possibility of them getting snagged on something. The speed of the team is compromised when operating heavy weapons and thus increases the vulnerability of the squad.

The flip side to the urban heavy weapons argument is that heavy weaponry provides awesome firepower. The enemy is less likely to raise his head to pop you one,if someone has a BC-Destroyer or the like. Furthermore, heavy weapons can penetrate concrete and layered steel, increasing the potency of you attack. Probably the best all around urban heavy weapon is the flamethrower. Flamethrowers allow you to penetrate fortified building positions. They also can envelope a large area with flammable liquids, posing some serious problems for the enemy.

MOVEMENT TECHNIQUES

There are some specific techniques centered around movement in urban combat environments. These have been developed over centuries and are a must if you don't want to wind up in a body bag.

The Lie of the Land: Always find out what is around the next corner before proceeding. To get the lie of the land, lay on your stomach, peak around the corner and observe the area. Important Note: Keep the weapon muzzle back away from the edge of the building, so as not to reveal your position.

Rolling Over: Keep low when you cross the wall, or you'll take one in the back. The method for crossing a wall is simple. Keep low when approaching the wall. Holding your weapon in you right hand, lay your body flat on the wall and roll over it. If there is any doubt in your military mind about what's on the other side of the wall, then let'em eat a plasma grenade!

Windows: You will inevitably pass by windows. Duck your head. If you wish to look over the window, use an urban periscope.

Low Lying Treachery: Danger is below you as well as above. You have got to watch your feet. Avoid basement windows and gutters, or holes in the ground. Jump over these obstacles.

Doorways: They are about as obvious as you can get. Avoid using them at all costs.

Cover Fire: Your buddy is going to move while you wait. Make sure to have your gun ready, to provide cover fire for him should he need it.

Alley Crossing: Spread out 3-5 meters between men. Everyone rushes across at the same time. One man remains to provide cover fire as the team moves. When everyone is across, they all provide cover fire for the lagger.

The pronounced firepower of futuristic weapons requires that the soldier take up the best firing position possible when operating in an urban environment. First and foremost, is the level of protection. The thickness of your cover can attenuate or completely nullify otherwise lethal weapons fire. Rule of Thumb: The thicker, the better. The second most important aspect of your firing position is its location.

Rooftop: The most commanding position and the one that the enemy will spend the most firepower on to eliminate. Operating by rooftop avails control of the area around you. You can monitor travel routes and thus provide information to your unit below on enemy troop movements. Interconnecting buildings, prevalent in tech level 4 and lower societies, provide the best terms for rooftop operations. They allow you to move from one place to another, thus confusing the enemy as to your location and numbers. Be careful to destroy any access ways to your roof. Leave one escape route. Often, the enemy will use robot drones or fire and forget missiles to take you out. Thus, the rooftop operator should always carry the ECM option on his armor. Keep low and avoid silhouetting yourself.

Hiding in the Rubble: Rubble and loose masonry provide excellent defense for soldiers operating in the streets below. Rubble provides anywhere from a -20 to -100 penalty to enemy fire. Make sure to stay low and camouflaged (i.e. use the dirt and concrete dust to blend in with your surroundings generates level 2-6 concealment).

Windows: Stay flush with the window, only revealing your eye, firing arm, and shoulder (-50 to hit). Dark rooms subtract another 10 from to hit rolls.

Pop Eye: A Pop Eye is a hole in a wall that is big enough for a person to pop his upper body through and fire, gaining a -3 to -8 to initiative. The Pop Eye also provides a -30 to enemy fire at the instant of fire only. Otherwise the firer is completely protected.

Eye Slits: The ultimate protection. Offers just enough room to sight and fire. Only offers a 10 degree field of fire. Firing at a person behind an eye slit incurs a -100 penalty.

Grenade Screens: Mesh netting placed over a window or pop eye to prevent a grenade from entering the room. Excellent and affordable.

MISCELLANEOUS WEAPON CHARTS

WEAPON THRESHOLD: All weapons have a threshold. If this threshold is compromised at any time then the weapon must make a system shock roll to determine if it is broken with a penalty equal to 5 times the penetrating damage.

INTEGRITY REDUCTION: Weapons that penetrate armor reduce the integrity by a certain amount, based on the size of the hole created. This table lists armor integrity reductions for various weapon types. Special considerations are covered under the weapon descriptions.

WEAPON TYPE	WEAPON THRESHOLD	INTEGRITY REDUCTION
AHW		
Bow	-	1
Energy	-	6
Explosive Bolt	-	4
Slashing	-	2
Slashing (Two Handed)	-	4
Thrusting	-	1
AHW (Energy)	6	-
AHW (Metal)	4	-
AHW (Wood)	1	-
Anti-Tank Weapons (HP Dam)	22	100

WEAPON TYPE	WEAPON THRESHOLD	INTEGRITY REDUCTION
Anti-Tank Weapon (Non-HP Dam)	15	50
Archaic Powder	4	1
Arm Rockets	6	10
Attractor/Repressors	12	-
Beam Weapons	6	1
Carousel Guns	6	5
Chainguns	12	6
Compact Artillery	50	12
Disintegrators	7	Special
Disruptors	6	Special
EMP Cannons	7	-
Flamethrowers	5	-
Frost Guns	15	-
GAUSS Rifles	5	1
GEW	10	-
Gravitational Sheers	10	6
Grenade Launchers	6	Grenade Used
Regular Grenades	15	1/Fragment
Phosphorus Grenade	15	2/Fragment
Plasma Grenade	15	4/Fragment
Super Plasma Grenade	18	5/Fragment
Plasma Seduction Grenade	20	8/Fragment
Heavy Missiles	15	100
Impact Lasers	10	3
Juicers	25	8
Machine Gun Lasers	12	4
Machine Guns	5	3
Mag Guns	7	-
Masers	4	-
Meson Cannons	10	-
Metal Guns	6	Damage x 5
Micron Body Weapons	4	-
Mortars		
81mm	15	3/Fragment
110mm	20	5/Fragment
Neuro Cannons	5	-
Omega Weapons	20	-
Particle Weapons	10	1
PAWS	50	20
PCS	50	12
Physical Artillery	50	Special
PMS	14	25
Pulse Cannons	15	8
Reflex Missiles	15	25
Rocket Launchers	12	25
SAMS	20	100
Static Pistols	8	6
Thunderbolt Generators	8	1
Web Generators	6	-

WEAPON SKILLS

This chart is used to determine which skill to use for each type of weapon.

WEAPON TYPE	SKILL USED
AHW	AHW by specific type
Anti-Tank Weapons	Direct Fire
Archaic Powder	Archaic Powder
Attractor/Repressors	A/R Beam
Carousel Guns	Rail Gun
Chainguns	Archaic Powder Gunnery
Compact Artillery	Indirect Fire
Disintegrators	Energy Weapons
Disruptors	Energy Weapons
EMP Cannons	Energy Weapons
Flamethrowers	Chemical
Frost Guns	Chemical
GAUSS Rifles	Rail Gun
GEW	Grav Technology
Gravitational Sheers	Grav Technology
Grenade Launchers	Direct Fire
Impact Lasers	Beam Weapon
Juicers	Pulse Technology
Lasers	Beam Weapon
Machine Gun Lasers	Beam Gunnery
Machine Guns	Archaic Powder Gunnery
Mag Guns	Direct Fire
Masers	Beam Weapon
Meson Cannons	Energy Weapons
Metal Guns	Energy Weapons
Micron Body Weapons	Archaic Powder
Mortars	Indirect Fire
Neuro Cannons	Energy Weapons
Omega Weapons	Omega Technology
Particle Weapons	Particle Weaponry
PAWS	Pulse Gunnery
PCS	Pulse Gunnery
Physical Artillery	Physical Artillery
PMS	Missile
Pulse Cannons	Pulse Tech
Rocket Launchers	Direct Fire
Rockets	Direct Fire
SAMS	Missile
Static Pistols	Pulse Tech
Thunderbolt Generators	T-Bolt
Web Generators	Chemical

OCCUPATIONAL SKILL CHARTS

These skill charts have been updated and reprinted here for those of you who are using Lock-n-Load for Battlelords.

Weapons

	SC	L	T	$	PS	JA	M	JS	BC
Archaic Hand	2	25	1wk	5	MD	-	-	-	-
Archaic Powder	2	25	2wk	8	MD	-	-	-	-
A/R Beams	4	25	1mo	20	MD	-	-	-	-
Beam	3	25	2wk	10	MD	-	-	-	-
Chemical	3	25	2wk	12	MD	-	-	-	-
Direct Fire	3	25	1wk	12	MD	-	-	-	-
Energy Weapons	3	25	2wk	10	MD	-	-	-	-
Grav Tech	4	25	1mo	20	MD	-	-	-	-
Indirect Fire	3	25	1wk	12	IN	-	-	-	-
Omega Tech	4	25	1mo	20	MD	-	-	-	-
Particle	3	25	1mo	10	MD	-	-	-	-
Pulse Tech	4	25	3wk	12	MD	-	-	-	-
Rail Gun	3	25	3wk	12	MD	-	-	-	-
T-Bolt	3	25	2wk	10	MD	-	-	-	-

Gunnery

	SC	L	T	$	PS	JA	M	JS	BC
Powder	3	25	2mo	8	MD	-	-	-	-
Beam	4	25	3mo	10	MD	-	-	-	-
Energy Weapons	4	25	4mo	15	MD	-	-	-	-
Pulse	5	25	4mo	15	MD	-	-	-	-
Omega	5	25	4mo	25	MD	-	-	-	-
Particle	6	25	4mo	18	MD	-	-	-	-
Missile	5	25	4mo	30	MD	-	-	-	-
Physical Artillery	5	25	4mo	50	MD	-	-	-	-

Vehicles

	SC	L	T	$	PS	JA	M	JS	BC
Walkers (HD)	7	25	2mo	50	AG	08	20	10	02
Crawlers (HD)	7	25	2mo	50	AG	07	20	10	02

Lock-n-Load is the most powerful science-fiction equipment manual ever compiled! It contains nearly 2000 pieces of equipment, some 45 different weapon systems, and loads of cybernetic hardware. Basically, Lock-n-Load contains virtually anything a Battlelord might need to survive the perils of the 23rd century.

Remember, when in doubt, LOCK-N-LOAD!

