

**THE NEW, IMPROVED
FULTON GALACTIC**

SKY MALL

**by
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FULTON GALACTIC SKY MALL

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SECTION 1--WEAPONRY

Weapon: name of the weapon type

TL: tech level at which the weapon becomes available

Price: price in credits for 1 of the weapons.

Weight: weight in kilograms of one of the weapons.

Ammo: price in credits/weight in kilograms of one loaded magazine

Skill: sub-skill of Gun Combat, Blade Combat, or FA Gunner that grants skill bonus to use this weapon.

Targets: number of different targets weapon can attack in a single turn.

Effective: range in meters (penetration)+auto-fire bonus of the weapon at effective range. Effective range means 8+ to hit.

Long: range in meters (penetration)+auto-fire bonus of the weapon at long range. long range means 10+ to hit.

Extreme: range in meters (penetration)+autofire bonus of the weapon at extreme range. Extreme range means 12+ to hit.

Magazine: number of shots, bolts, etc., in 1 full magazine, power pack etc. of the weapon. Shots are used from the magazine, based on the targets shot at:

# of Targets	Examples	Ammo per Turn	Notes
1 (ss)	Recoilless rifle, GL	1	Only holds 1 round, only 1 hit
1	Rifle, laser carbine	3	May reduce bullets fired
1 (shotgun)	Shotgun	1	Multiple hits with 1 shot allowed
2	ACR, SMG	10	
4	Heavy MG	30	
8	Medium MG	100	
16	VRF Gauss, Gatling	300	

1.1--PERSONAL FIREARMS

Weapon	TL	Price	Weight	Ammo	Skill
Shotgun	5	150cr	3.75kg	10cr/0.75kg	Rifles
Revolver	5	125cr	0.6kg	4cr/0.15kg	Pistols
Automatic Pistol	6	200cr	0.75kg	10cr/0.25kg	Pistols
Sub-Machinegun	6	150cr	2.5kg	20cr/0.5kg	MG
Body Pistol	7	500cr	0,25kg	20cr/0.05kg	Pistols
Carbine	5	200cr	3kg	10cr/0.125kg	Rifles
Rifle	5	200cr	4kg	20cr/0.5kg	Rifles
Automatic Rifle	6	1000cr	5kg	20cr/0.5kg	Rifles or MG
Light Machinegun	6	1200cr	5.5kg	120cr/2.5kg	MG
Assault Rifle	7	400cr	4kg	30cr/0.6kg	Rifles
Auto-Shotgun	7	500cr	4kg	20cr/1.5kg	Rifles
Snub Revolver	8	150cr	0.25kg	10cr/0.03kg	Pistols
Snub Automatic	8	200cr	0.25kg	30cr/0.1kg	Pistols
Light Assault Gun	8	600cr	4kg	20cr/0.5kg	Rifles
Accelerator Rifle	9	900cr	2.5kg	25cr/0.5kg	Rifles
Snub SMG	10	1000cr	3.5kg	60cr/0.2kg	MG
Adv. Combat Rifle	10	1000cr	3.5kg	20cr/0.5kg	Rifles
Gauss Rifle	12	1500cr	3.5kg	40cr/0.4kg	Rifles
Gauss Pistol	13	600cr	0.65kg	20cr/0.2kg	Pistols

Weapon	Targets	Effective	Long	Extreme	Magazine
Shotgun-pellets	1	50 (1)+6	100(0)+3	--	5
Shotgun-bullets	1	50(3)+3	100(1)+2	--	5
Revolver	1	10 (1)	25(0)	80(0)	6
Automatic Pistol	1	10(1)	40(0)	90(0)	15
Sub-Machinegun	2	25(2)+4	50(1)+3	100(0)+1	30
Body Pistol	1	5(0)	10(0)	25(0)	6
Carbine	1	100(2)	180(1)	300(0)	10
Rifle	1	300(3)	600(2)	900(2)	20
Automatic Rifle	2	300(3)+3	600(2)+2	900(2)+1	20
Light Machinegun	2	350(3)+4	700(2)+3	1000(2)+2	100
Assault Rifle	2	180(3)+2	500(2)+1	750(2)+0	30
Auto-Shotgun pell	2	50(1)+12	100(0)+6	---	20
Auto-Shotgun bull	2	50(3)+8	100(1)+4	---	20
Snub Rev. HEAP	1	5(6)	10(6)	25(6)	6
Snub Auto HEAP	1	5(6)	10(6)	25(6)	15
LAG—HE	1	150(3)	300(3)	450(3)	5
LAG—KEAP	1	200(8)	400(7)	600(6)	5
Snub-SMG HEAP	2	5(6)+4	10(6)+3	25(6)+1	30
Accelerator Rifle	2	25(1)+2	50(3)+1	80(1)+0	15
Adv. Combat Rifle	2	450(6)+2	900(3)+1	---	20
Gauss Rifle	2	600(8)+3	1200(4)+2	---	40
Gauss Pistol	1	20(4)	40(3)	60(1)	15

FIREARMS NOTES

Snub revolvers, snub automatics, snub SMG and accelerator rifles are low-recoil for Zero-G combat.

Body pistols are made to be difficult to detect by scanners and easy to conceal.

LAG (light assault guns) and Light Machinegun are high-recoil, you cannot move and fire one the same turn.

Treat an Auto-shotgun as a regular shotgun if auto-fire switched off.

Any weapon with 2 targets can be switched to 1 semi-auto, drop to 1 target, no auto-fire bonus.

Snub weapons and Light Assault Guns fire HEAP (or HE) rounds, which increase the wound rating of hits by 1 level after penetration is rolled.

Snub weapons can also fire Tranquilizer and Gas Rounds. See the section on non-lethal weapons for effects of those rounds.

1.2--PERSONAL ENERGY WEAPONS

Weapon	TL	Price	Weight	Ammo	Skill
Hand Mining Laser	8	1000cr	7kg	500cr/3kg	Laser
Laser Carbine	8	2500cr	5kg	1000cr/3kg	Laser
Laser Rifle	9	3500cr	6kg	1500cr/4kg	Laser
Laser Pistol	9	2000cr	3kg	400cr/1kg	Laser
Laser SMG	10	10,000cr	9kg	1200cr/3kg	Laser
Adv. Laser carbine	13	4000cr	4.4kg	1400cr/2kg	Laser
Heavy Laser Rifle	13	8000cr	9kg	2800cr/4kg	Laser
Adv. Laser pistol	13	3000cr	2.2kg	700cr/1kg	Laser
PGMP-12	12	10,000cr	6kg	2500cr/3kg	High Energy
PGMP-13	13	66,000cr	9kg	50,000cr/60kg	High Energy
PGMP-14	14	100,000cr	1kg*	65,000cr/9kg*	High Energy
FGMP-14	14	100,000cr	10kg	65000cr/80kg	High Energy
FGMP-15	15	400,000cr	1kg*	300,000cr/2kg*	High Energy

Weapon	Trgts	Effective	Long	Extreme	Magazine
Hand Mining Laser	1	75(6)	150(2)	1000(1)	25
Laser Carbine	1	150(7)	300(3)	1500(1)	50
Laser Rifle	1	180(10)	360(5)	1800(1)	100
Laser Pistol	1	90(4)	180(2)	900(0)	50
Laser SMG	2	90(4)+4	180(2)+2	900(0)+1	150
Adv. Laser Carb	1	200(12)	400(6)	2000(2)	200
Heavy Laser Rifle	1	400(20)	800(12)	4000(4)	200
Adv. Laser Pistol	1	100(6)	200(3)	1000(1)	200
PGMP-12	1	250(20)	450(8)	750(1)	40
PGMP-13*	1	450(25)	900(12)	1500(1)	Unlimited
PGMP-14*	1	450(25)	900(12)	1500(1)	Unlimited
FGMP-14*	1	450(34)	900(22)	1500(4)	Unlimited
FGMP-15*	1	450(34)	900(22)	1500(4)	Unlimited

- All laser weapons are considered Low-recoil for Zero-G combat purposes.
- Hand mining lasers aren't designed as weapons, but can certainly be used for them.
- PGMP-12, PGMP-13, and FGMP-14 are considered high-recoil weapons and characters cannot move and fire them the same turn
- .PGMP-13 and FGMP-14 can only be used by characters in a suit of Battle-Dress by characters with Battle-Dress skill.
- PGMP-14 and FGMP-15 are supported by gravitic generators, if they are switched off, increase the weight of weapon and ammo 10 times.
- All lasers and energy weapons increase wound levels by 1 after penetration is rolled.
- All laser and energy weapons ammunition takes the form of a large battery/power pack linked to the gun by a heavy cable.

1.3--GRENADES AND ROCKETS

Weapon	TL	Price	Weight	Ammo	Skill
Hand Grenade	6	10cr	1 kg	---	Launcher
Rifle Grenade	6	25cr	0.5kg	--	Rifle
Anti-tank Rocket Launcher	6	250cr	2.4kg	10cr/2.5kg	Launcher
Recoil-less Rifle	6	9000cr	20kg	100cr/2.5kg	Launcher
Disposable Rocket Launcher	7	100cr	3kg	--	Launcher
Grenade Launcher	7	200cr	3kg	5cr/0.5kg	Launcher
RAM Rifle Grenade	10	40cr	1kg	---	Rifle
RAM Grenade Launcher	9	200cr	4kg	50cr/1kg	Launcher
Grenade Pistol	8	100cr	0.2kg	5cr/0.1kg	Launcher

Weapon	Effective	Long	Extreme	HEAP	HE
Hand Grenade	20	50	--	12	7/5/1
Rifle Grenade	25	50	100	18	9/5/1
Anti-tank Rocket Launcher	120	250	370	28	--
Recoil-less Rifle	450	900	4000	20	9/10/1
Disposable Rocket Launcher	200	400	600	36	--
Grenade Launcher	100	200	500	15	7/5/2
RAM Rifle Grenade	370	750	1500	32	9/5/2
RAM Grenade Launcher	370	750	1500	32	9/5/2
Grenade Pistol	5	10	25	9	5/5/1

All these weapons are single shot weapons that must be reloaded after each shot, except for the RAM Grenade launcher which carries 3 shots, and the disposable Rocket Launcher, which must be thrown away after use.

Grenades and rockets come in either HE (high explosive) or HEAP (high explosive armor-piercing) rounds and must be purchased as one or the other. HEAP rounds do contact damage, listed in the HEAP column, and no burst damage. HE rounds do contact and burst damage. In the HE column, the first number is the contact Penetration, the second is the burst radius, and the third is the Fragmentation penetration in the burst.

The Exhaust from Recoil-less rifles, Disposable rocket launchers, and Anti-tank rocket launchers will attack anyone in the 5 squares immediately behind the launcher with a penetration 3 attack. Likewise if any of these weapons is fired inside a vehicle or building (up to 10x10), all people inside will be attacked at penetration 3.

All grenade and rocket weapons are explosive rounds that increase the wound level by 1 after the penetration is rolled (for contact hits but not fragmentation hits).

A grenade pistol can fire gas rounds identical to snub pistol gas rounds.

1.4--BOWS AND MUSKETS

Weapon	TL	Price	Weight	Ammo	Skill
Throwing Knife	1	10cr	0.25kg	--	Daggers
Javelin	1	10cr	2kg	--	Spears
Sling	0	1cr	0	0cr/0.1kg	Bow Cbt
Short Bow	1	50cr	0.5kg	2cr/0.1kg	Bow Cbt
Long Bow	1	75cr	1kg	2cr/0.1kg	Bow Cbt
Sporting Crossbow	1	150cr	3kg	2cr/0.1kg	Bow Cbt
Military Crossbow	2	250cr	6kg	2cr/0.1kg	Bow Cbt
Repeating Crossbow	2	200cr	4kg	2cr/0.1kg	Bow Cbt
Musket	2	125cr	4kg	2cr/0.1kg	Rifles
Blunderbuss	2	100cr	4kg	2cr/0.1kg	Rifles
Pistol, Black Pwdr	2	75cr	1.5kg	2cr/0.1kg	Pistols
Revolver, Percuss	3	100cr	1.5kg	5cr(0.2kg)	Pistols

Weapon	Targ	Effective	Long	Extreme	Magazine
Throwing Knife	1	5(1)	10(0)	--	1
Javelin	1	10(1)	25(0)	40(0)	1
Sling	1	30(0)	50(0)	100(0)	1
Short Bow	1	50(0)	100(0)	150(0)	1
Long Bow	1	120m(1)	200m(0)	300m(0)	1
Sporting Crossbow	1	75(0)	150(0)	200(0)	1
Military Crossbow	1	100(2)	150(1)	250(0)	1
Repeating Crossbow	1	75(0)	150(0)	200(0)	10
Musket	1	100(2)	180(1)	--	1
Blunderbuss	1	10(1)+2	25(0)+1	--	1
Pistol, Black Pwdr	1	5(1)	10(0)	21(0)	1
Revolver, Percussion	1	10(1)	25(1)	50(0)	6

1.5---MELEE WEAPONS

Weapon	TL	Price	Weight	Reach	Attack	Parry	Penetration.	Max Hits
Claws	0	--	--	1	0	+1	3	3
Teeth	0	--	--	1	0	+0	4	3
Horns	0	--	--	2	0	+1	5	2
Hooves	0	--	--	2	0	+0	4	4
Stinger	0	--	--	1	0	+0	5	1
Thrasher	0	--	--	3	0	+1	8	2
Fists	0	0	0	1	+0	+0	0	3
Club	0	0cr	1kg	1	+0	+0	2	2
Plastic Knife	9	500	0.2kg	1	+0	+0	1	3
Dagger	1	10cr	0.25kg	1	+1	+1	2	3
Blade	1	50cr	0.35kg	1	+1	+2	3	2
Foil	2	100	0.5kg	2	+2	+2	3	3
Cutlass	1	100	1.3kg	2	+1	+2	5	2
Sword	1	150	1kg	2	+2	+2	4	2
Broadsword	1	300	2.5kg	3	+1	+1	7	1
Hand Axe	1	50cr	0.5kg	2	+1	+0	6	1
Battle Axe	1	200c	3kg	3	+0	+0	8	1
Bayonet	3	10cr	0.25kg	3	+0	+1	3	2
Spear	1	10cr	2kg	3	+0	+1	3	1
Halberd	1	75cr	2.5kg	4	+0	+2	5	2
Pike	1	40cr	2.5kg	5	+0	+0	2	1
Staff	0	5cr	1kg	3	+0	+1	2	2
Cudgel	0	5cr	1kg	2	+0	+0	3	1
Garrote	1	5cr	0.2kg	0	+0	+0	Special	1

Bold faced weapons require 2 hands to use.

Reach: used as an attack bonus for the first attack of a contact

Attack: bonus to attack rolls after the first attack of a contact

Parry: bonus to a defender's skill level in melee

Penetration: penetration value for wound roll after a hit is scored.

Max Hits: maximum number of hits a single attack can score.

A plastic knife is designed to fool weapon scanners.

Garrote: may only attack by surprise, combat armor and battledress immune, roll unmodified wound result each round strangling continues.

All the weapons use one of the subsets of Blade Combat:

Dagger: includes daggers, plastic knife and blades

Sword: includes sword, cutlass, broadsword, and foil

Spear: includes bayonet, spear, halberd, pike

Cudgel: includes cudgel, club, staff

Axe: includes hand axe, battleaxe and halberd

Brawling Skill can be used with Fists or with Clubs.

Fist attacks reduce wound level by one after penetration roll.

1.6--MINOR VEHICLE WEAPONS

Weapon	TL	Price	Weight	Ammo	Skill
Medium Machinegun	5	1500cr	9.5kg	120cr/2.5kg	MG
Heavy Machinegun	6	3000cr	15kg	250cr/10kg	MG
Gatling Gun	7	15,000cr	100kg	3000cr/60kg	MG
Auto Grenade Launcher	7	1400cr	6kg	85cr/8kg	Launcher
Auto-cannon	8	10,000cr	300kg	1000cr/100kg	MG
Laser Machinegun	9	12,000cr	20kg	Power plant	Lasers
VRF Gauss Gun	10	200,000cr	2000kg	6000cr/300kg	MG
RAM Auto Grenade Launcher	10	3000cr	9kg	500cr/12kg	Launcher
Rapid-Pulse Laser	11	100,000cr	125kg	Power plant	Laser
Light Plasma Gun	12	20,000cr	100kg	Power plant	High Energy
Light Fusion Gun	14	100,000cr	150kg	Power plant	High Energy

Weapon	Targets	Effective	Long	Extreme	Magazine
Medium Machinegun	8	400(3)+4	750(2)+3	1200(2)+1	100
Heavy Machinegun	4	500(6)+3	1000(5)+2	1500(3)+1	100
Gatling Gun	16	400(3)+7	750(2)+5	1200(2)+3	2500
Auto Grenade Launcher	2	100+3	200+2	500+1	16
Auto-cannon	4	500(14)+3	1000(10)+2	1800(4)+1	200
Laser Machinegun	8	180(7)+6	360(3)+4	1500(1)+2	Power Plant
VRF Gauss Gun	16	1500(21)+8	3000(19)+6	4500(17)+3	30,000
RAM Auto Grenade Launcher	2	370+4	750+3	1500+2	20
Rapid Pulse Laser	16	200(8)+7	500(4)+5	1500(2)+3	Power Plant
Light Plasma Gun	1	300(30)	600(15)	900(2)	Power Plant
Light Fusion Gun	1	400(45)	800(20)	1200(5)	Power Plant

The Auto-Grenade launcher can fire either HEAP (penetration 15) or HE (Pen7/Burst 5 //Frag2) grenades.

The RAM Auto-Grenade Launcher can fire either HEAP (penetration 32) or HE (Pen 9 /Burst 5//Frag 2) grenades

The Auto-GL and RAM Auto-GL are explosive weapons that increase wound levels by 1 after penetration is rolled on the contact hits (but not fragmentation hits).

The laser machinegun, rapid pulse laser, light plasma gun, and light fusion gun are explosive weapons that increase wound levels by 1 after penetration is rolled

1.7--FIELD ARTILLERY

Weapon	TL	Price	Weight	Ammo
Lt. Mortar	5	300cr	20kg	20cr/4kg
Heavy Mortar	6	15,000cr	300kg	50cr/15kg
Howitzer	5	10,000cr	1800kg	75cr/15kg
Heavy Howitzer	6	40,000cr	18,000kg	200cr/100kg
MRL	7	5000cr	1800kg	50cr/50kg
Lt. Mass Driver	10	0.5.Mcr	18,000kg	35cr/25kg
Heavy Mass Driver	10	4Mcr	70,000kg	150cr/150kg
Lt. MRL	11	500cr	60kg	30cr/5kg
Meson Accelerator	15	30Mcr	60,000kg	Power plant

Weapon	Crew	Range	ROF	Burst 1	Burst-M	Frag	HEAP
Lt. Mortar	3	1.5km	4	3	6	2	15
Heavy Mortar	9	4.5km	1	10	--	3	20
Howitzer	8	11km	1	4	--	5	25
Heavy Howitzer	12	12km	1	18	--	7	40
MRL	10	12km	36	10	60	5	28
Lt. Mass Driver	8	20km	9	25	75	8	40
Heavy Mass Driver	12	24km	9	35	105	12	50
Lt. MRL	1	10km	100	3	30	10	36
Meson Accelerator	12	50km	1	50	--	Elim	Elim

These are weapons that are used only for indirect fire, as directed by a Forward Observer.

Crew is for a towed or fixed version of the weapon, one that is purpose built in a vehicle has a crew of 2.

ROF are the number of shells abled to be fired per turn.

Burst-1: t is the radius of one HE shell burst.

Burst-M: is the radius covered if the full rate of fire of the weapon is used.

Frag is the penetration to all targets in the burst radius.

HEAP is the contact penetration for a HEAP shell that strikes a target (no burst to HEAP rounds).

Meson Accelerators and Mass Drivers require a power plant for operation.

All these weapons, except the Lt. Mortar are considered major weapons if mounted in a vehicle.

As a general rule, the burst radius of one shell is multiplied by the square root of the number of shells actually fired to get the burst area of multiple shells.

1.8---MAJOR VEHICLE WEAPONS

Weapon	TL	Price	Weight	Ammo	Skill
Light Cannon	5	10,000cr	1000kg	75cr/15kg	FA gunner
Heavy Cannon	6	25,000cr	5000kg	150cr/30kg	FA gunner
Naval Cannon	6	120,000cr	36,000kg	500cr/300kg	FA gunner
Hyper Vel. Cannon	7	80,000cr	6000kg	200cr/50kg	FA gunner
Pulse Laser-V	8	250,000cr	1000kg	Power plant	E-A Gunner
Beam Laser-V	9	500,000cr	750kg	Power plant	E-A Gunner
Plasma-A	10	32,000cr	400kg	Power plant	E-A Gunner
Plasma-B	11	62,800cr	470kg	Power plant	E-A Gunner
Plasma-C	12	128,000cr	448kg	Power plant	E-A Gunner
Fusion-X	12	186,000cr	434kg	Power plant	E-A Gunner
Fusion-Y	13	264,000cr	264kg	Power plant	E-A Gunner
Fusion-Z	14	370,000cr	308kg	Power plant	E-A Gunner

WEAPON	EFFECTIVE	LONG	EXTREME
Light Cannon	200(25)	600(25)	1500(25)
Heavy Cannon	400(36)	800(36)	2000(36)
Naval Cannon	400(53)	800(53)	2000(53)
Hyper Vel Cannon	600(45)	1000(45)	2500(45)
Pulse Laser-V	1500(60)+4	2500(60)+3	3500(60)+2
Beam Laser-V	2500 (70)	3500(70)	5000(70)
Plasma-A	1260(44)//10(28)	2520(31)//10(15)	5040(6)
Plasma-B	1940(54)//30(38)	3880(42)//20(26)	7760(15)//10(1)
Plasma-C	3000(64)//40(48)	6000(51)//30(24)	12000(24)//10(8)
Fusion-X	4500(67)//40(51)	9000(56)//30(40)	18000(32)10(16)
Fusion-Y	5270(71)//50(55)	10540(59)//30(43)	21080(36)//10(20)
Fusion-Z	7500(79)//7(63)	15000(68)//50(52)	30000(45)//20(29)

Crew: all the plasma and fusion guns and lasers require a single crewman (gunner). The cannons require a gunner and a loader, except the Naval cannon, which requires 5 loaders.

Ammunition: all cannon shell penetration listed above are for HEAP rounds. HE rounds are also available for use in Indirect Fire, see below.

Indirect Fire: vehicle cannons can load HE shells and set-up for indirect fire using the standard Forward Observer rules.

GUN	Indirect Range	HE Burst	Contact PEN	Frag PEN
Light Cannon	18km	10	11	2
Heavy Cannon	24km	20	17	3
Naval Cannon	65km	50	32	5
Hyper-Velocity	34km	30	24	4

Note a Naval Cannon can only be mounted in a destroyer watercraft or in a fixed land position.

1.9--TAC MISSILES

Weapon	TL	Price	Weight	Penetration	Skill
MP Anti-Tank	7	500cr	8kg	40	Launcher
MP Anti-Aircraft	7	500cr	8kg	20	Launcher
Vehicle Anti-Tank	7	1500cr	25kg	50	Launcher
Vehicle Anti-Aircraft	7	1500cr	25kg	30	Launcher
Advanced Anti-Tank	11	2000cr	10kg	60	Launcher
Advanced Anti-Aircraft	11	2000cr	10kg	40	Launcher
Supreme Tactical	14	3500cr	25kg	70	Launcher

Weapon	Targets	Effective	Long	Extreme	Attack Bonus
MP Anti-Tank	1	1km	2km	3km	+0
MP Anti-Aircraft	1	10km	20km	30km	+4
Vehicle Anti-Tank	1	3km	6km	10km	+0
Vehicle Anti-Aircraft	1	30km	60km	100km	+6
Advanced Anti-Tank	1	5km	10km	15km	+0
Advanced Anti-Aircraft	1	60km	120km	200km	+8
Supreme Tactical	1	100km	200km	500km	+12

Missile Launchers:

	Magazine	Weight	Price	Missile Type
M-P Launcher	1	2kg	100cr	MP and Advanced
Vehicle Rail	1	100kg	1000cr	Vehicle, Advanced or Supreme
Vehicle Battery	20	500kg	10,000cr	Vehicle, Advanced or Supreme
MP Supreme	1	5kg	500cr	Supreme
Missile Rack	3	1000kg	1Mcr	Starship Missile

The MP launcher is a simple man-carried single-shot launcher that can be loaded by either type of MP missile or either type of Advanced Missile.

Vehicle Rail: a vehicle rail is an external mount that holds a single missile. Each missile rail counts as a minor weapon.

Vehicle Battery: is an internal launcher with a large magazine of 20 missiles that can be fired one after another. A vehicle battery is counted as a Major weapon.

MP Supreme: this is a man-portable launcher for supreme tactical missiles. It can only be carried and used by a character in Battle Dress.

Missile Rack: this a starship class missile rack with fittings that allow it to be mounted in a vehicle as a Major Weapon. It fires standard starship missiles which can be used against targets in space, if there are adequate sensors linked to the launcher.

1.10--EXPLOSIVES AND BOMBS

DEMOLITION CHARGES:

Charge	TL	Weight	Price	Contact	Burst	Frag
Small Alpha Charge	5	1kg	5cr	30	10m	1
Medium Alpha Charge	5	10kg	50cr	39	10m	1
Large Alpha Charge	5	30kg	150cr	44	10m	4
Very Large Alpha Charge	5	100kg	500cr	48	10m	8
Small Beta Charge	7	1kg	5cr	31	10m	1
Medium Beta Charge	7	10kg	50cr	41	10m	1
Large Beta Charge	7	30kg	150cr	45	10m	5
Very Large Beta Charge	7	100kg	500cr	50	20m	10
Small Gamma Charge	8	2kg	10cr	39	10m	1
Medium Gamma Charge	8	20kg	100cr	52	20m	12
Large Gamma Charge	8	60kg	300cr	59	20m	19
Very Large Gamma Charge	8	120kg	600cr	64	30m	24
Small Delta Charge	11	1kg	150cr	46	10m	6
Medium Delta Charge	11	3kg	450cr	51	20m	11
Large Delta Charge	11	10kg	1500cr	59	29m	19
Small Epsilon Charge	13	1kg	150cr	49	10m	9
Medium Epsilon Charge	13	3kg	450cr	54	20m	14
Large Epsilon Charge	13	10kg	1500cr	62	30m	22

DETONATORS

Device	TL	Price	Notes
Time Detonator	4	15cr	Simple Countdown to detonation.
Remote Detonator	5	75cr	Detonation by direct radio signal by operator
Pressure Detonator	5	100cr	Detonation by specific weight
Scanner Detonator	9	3500cr	Programmable specific conditions detonate, based on scanner reading.

BOMBS

Bomb-Weight	Price	Contact	Burst	Frag
50kg	180cr	24	40	4
100kg	280cr	30	40	5
250kg	400cr	32	50	5

BOMB MOUNTS

Item	Weapons	Weight	Price	Bomb Types
Bomb Rail-50	1	50kg	100cr	50-kg bomb
Bomb Rail-100	1	100kg	100cr	100-kg bomb
Bomb Rail-250kg	1	250kg	100cr	250-kg bomb
Bomb Bay	20/10/4	1000kg	1000cr	Either 20x50kg; or 10x100kg; or 4x250kg bombs

A bomb rail counts as a minor weapon, but a bomb bay counts as a major weapon.

1.11—Non-Lethal Weapons

Weapon	TL	Price	Weight	Ammo	Skill
Smoke Grenade	5	25cr	1kg	--	Launcher
Gas Grenade	6	25cr	1kg	---	Launcher
Tranq Carbine	6	200cr	3kg	25cr/0.2kg	Rifles
Hand Stunner	7	50cr	0.3kg	--	Brawling
Shock Baton	8	150cr	0,8kg	--	Brawling
Thud Gun	8	150cr	1.4kg	5cr/01.kg	Rifles
Shock Glove	9	200cr	0.1kg	--	Brawling
Hazer	9	700cr	3.5kg	--	Pistols
Tranq Spray	9	100cr	0.2kg	--	Pistols
Sticky Gun	10	2000cr	7kg	25cr/5kg	Rifles
Stay Put	11	400cr	2kg	25cr/1.5kg	Rifles
EMP grenade	12	500cr	1kg	--	Launcher
Clear Bomb	12	100cr	0.5kg	100cr	Any
Stun Carbine	15	3000cr	3.5kg	1000cr/3kg	Lasers

Weapon	Targets	Effective	Long	Extreme	Magazine
Smoke Grenade	1	25	50	--	--
Gas Grenade	1	25	50	--	--
Tranq Carbine	1	50(0)	100(0)	150(0)	5
Hand Stunner	1	Contact	--	--	15
Shock Baton	1	Contact (1)	--	--	15
Thud Gun	1	10(0)	20(0)	--	1
Shock Glove	1	Contact	--	--	20
Hazer	Spec	Spec	Spec	Spec	100
Tranq Spray	1	5	--	--	4
Sticky Gun	1	25	--	--	40
Stay Put	1	25	--	--	5
EMP grenade	1	25	50	--	--
Clear Bomb	10m2	20	50	--	1
Stun Carbine	1	25(0)	50 (0)	--	50

Smoke Grenade: a hand grenade that produces a 10m x10m cloud of obscuring smoke. The first turn it gives a -2 level of obscurement, the 2nd and 3rd turn they provide a -4 level of obscurement and the 4th turn it provides a -2 level of obscurement, then dissipates.

Gas Grenade: a hand grenade that produces a 4m x4m cloud of tranquilizer gas (see below).

Tranq Carbine: a carbine designed to fire tranquilizer darts (see below).

Hand stunner: blocked by any armor (including jack), save 10+ endurance bonus or stunned for 1d3 rounds.

Shock Baton: save 10+ (endu) or stunned 1d3 rounds, also 1 penetration attack. Targets in Combat Armor, Battle Dress or Vacc Suits immune to the shock effect.

Thud Gun: launches bean bag, reduce wound level by 1 after hit, roll 8+(dex bonus) or fall down if hit.

Shock Glove: an electric shock system built into heavy canvas or synthetic gloves. When user makes a standard brawling fist attack, the target hit must make a save 10+

(apply endurance bonus) or be stunned for 1d3 rounds. Targets in Combat Armor, Battle Dress or Vacc Suits are immune.

Hazer: sonic annoyance projector: all within a 20m wide, 40m long danger space must make a 10+ (endur. Bonus) or flee the area, not returning until 1d3 turns after the device is turned off.

Tranq Spray: a small aerosol bottle, easy to disguise or conceal. Must be fired into face of enemy (Effective range 10+). Effect is identical to tranquilizer darts, but it is defeated by any vacc suit, combat armor, CES, filter mask etc.

Sticky Gun: fires a stream of epoxy that immobilizes target. Each hit requires to roll DEX or less on 2d6 or become immobilized for 20 minutes. Each hit reduces save chance by 3 points against subsequent hits.

Stay Put: each shot creates a lubricant puddle 10 meters by 10 meters on which no one can stand, walk, or even crawl without falling to the ground and flailing about. The puddle will evaporate in 10 minutes.

Tranquilizer Darts: When a target is hit by a tranquilizer dart from a snub weapon, tranquilizer carbine or other such weapon, roll damage with a 0 penetration. If a light wound or greater results, the target must to roll 10+ (add Endurance Bonus) or fall unconscious after 1d3 rounds, lasts for half an hour.

Gas Rounds: Gas rounds for snub pistols and gas grenades produce a 5 meter radius of tranquilizing gas that requires an 8+ or fall unconscious for a half an hour (those in sealed armor, vacc suits or with filter masks immune).

EMP grenade: the explosion of this grenade does no damage to biological targets, but causes all electronic devices within its 4m x4m blast radius to make a save (10+, +1 to roll for each TL above 12) or become non-functional. Against robots, it counts as a Penetration 3 attack that ignores all armor. An EMP grenade for a RAM grenade launcher is also available at TL 12 for 1000cr each.

Clear Bomb: this is a small grenade-like device that when activated neutralizes the effects of Sticky Guns and Stay Put puddles within a 10m x10m area. It is generally illegal to own these devices on worlds whose police use Sticky Guns or Stay Put.

Stun Carbine: this is an experimental ultra-sonic weapon that can knock a target unconscious. It will not work in vacuum, and targets in Combat Armor, Battle-dress or Vacc Suits are immune to its effects. It ignores all other armor types. If someone is hit by the stun carbine, he must roll less than his current Endurance on 3d6 or become knocked unconscious for 1d6x10 minutes (additional shots are not cumulative).

1.12--SPACE WEAPONS

Weapon	TL	Price	Ammo	Magazine	Targets
Beam Laser	7	1Mcr	Power plant	Power plant	1
Pulse Laser	7	0.5Mcr	Power plant	Power plant	2
Missile Rack	7	0.75Mcr	5000cr/50kg	3	1
Sand Caster	7	0.25Mcr	400cr/50kg	3	1
Plasma Gun	10	1.5Mcr	Power plant	Power Plant	1
Fusion Gun	12	2Mcr	Power plant	Power Plant	1
Particle Accelerator	14	3Mcr	Power plant	Power Plant	1

Weapon	Effective	Extreme	Burst	Area Pen
Beam Laser	300,000km	900,000km	--	--
Pulse Laser	300,000km	900,000km	--	--
Missile Rack	300,000km	900,000km	30	3
Sand Caster	500	----	40x500	20
Plasma Gun	300,000km	--	10	8
Fusion Gun	300,000km	--	20	29
Particle Accelerator	300,000km	900,000km	Special	special

Damage Effects:

Hits on Starships. Spaceships and Small Craft:

All fire on space craft uses normal spacecraft rules,

Hits on Vehicles:

Beam Laser: any vehicle hit will take 1 major penetration hit

Pulse Laser: any vehicle hit will take 2 major penetration hits.

Plasma Gun; any vehicle hit will take 2 major penetration hits.

Fusion Gun: any vehicle hit will take 3 major penetration hits.

Missile: any vehicle hit will take 1d6 major penetration hits.

Hits on People:

Contact Hits: Any person hit directly by a starship grade beam or pulse laser, plasma gun, fusion gun, particle accelerator or missile is instantly destroyed.

Burst Hits: some weapons have a burst area listed. All targets in that radius around the contact point will be hit by an attack at the Area Penetration level if a 7+ is rolled.

Particle Accelerators: if a particle accelerator is used against a planet with vacuum or trace atmosphere then it will kill all people in a 1km by 1km target zone unless they are protected by level 40 armor or better (if so, consider the building they are in to be a small craft and attack normally). If used against a planet with any other atmosphere, the particle accelerator has no effect.

Sand Caster: a sand caster can be fired like a giant shotgun, the effect is 40 wide and 500 long, with a penetration of 20 and an autofire bonus of +8

1.13--ASSASSIN'S WEAPONS

Weapon	TL	Price	Weight	Ammo	Skill
Assassin's Knife	7	50cr	0.25	--	Dagger
Hypo-Gun	8	625cr	0.3kg	25cr/0.1kg	Pistols
VRF Pistol	11	1000cr	0.5kg	---	Pistols
Face Melter	13	5000cr	0.5kg	500cr/0.1kg	Pistols
Implant laser	15	75,000cr	0	0	Lasers

Weapon	Targets	Effective	Long	Extreme	Magazine
Assassin's Knife	1	5(3)	10(2)	--	1
Hypo-Gun	1	10	25	--	18
VRF Pistol	16	20(2)+7	30(1)+5	60(0)+2	300
Face Melter	1	5(3)	10(2)	15(1)	6
Implant laser	1	90(4)	180(2)	--	3

Assassin's Knife: a finely crafted dagger designed for throwing and more effective than a standard thrown dagger.

Hypo-Gun: A hypo-gun is a portable, silent pistol that uses compressed air to deliver a bullet-like needle. It is made of plastics and defeats most weapon scanners. The needles from this gun quickly dissolve, leaving no trace. A hypo-gun can loaded with various ammunition:

Needle: penetration negative 1. Never inflicts more than a light wound.

Tranquilizer: as the needle round, but if wound inflicted, roll 10+ or fall into stupor

Poison: as tranquilizer or fall into convulsions and die in 1d6 rounds if anti-toxin not administered.

Acid Point: developed by the Zhodani SORAG spy agency, the acid point rounds have a penetration of 4 and act as poison rounds if they score a wound. These rounds are 1000cr per magazine, and only manufactured by SORAG.

Tracer: implants a homing device in the target if any hit is scored. These rounds are 1000cr per magazine and only manufactured by SORAG.

VRF Pistol: a one-use disposable weapon, chiefly used by criminals. It cycles through all 300 bullets in a single round, striking 16 different targets. The shooter must wear a heat-resistant glove to safely fire the weapon. Very useful for covering one's escape, when chased by an unarmored mob.

Face Melter: a highly-illegal pistol that fires a horrible, persistent, caustic compound. On a successful face shot (see Fulton Galactic House Rules) that scores a moderate wound or higher, the target will have his face completely ruined. He will be permanently blinded, and whenever conscious, will be in extreme agony (-4 on all rolls). Repair to such an attack is equivalent in time, money and skill checks to a "Dead" wound result (see Medicine Section). Possession of this weapon is an Imperial War Crime.

Implant Laser: a small laser weapon implanted in the user's body, usually in place of the finger-tip of one hand. It is made of polymers meant to mimic bone and flesh and is almost completely undetectable. The weapon holds 3 charges, and recharges from bodily motion and nervous energy over the period of 1 charge per 2 hours.

SECTION 2--ARMOR AND PROTECTIVE GEAR

2.1 BODY ARMOR

TYPE	TL	PRICE	ARMOR VALUE
Jack	1	50cr	1 (vs. melee only)
Mesh	4	150cr	2
Flak Jacket	5	200cr	3
Kevlar Vest	7	100cr	3
Tactical Armor	7	250cr	5
Combat Helmet	8	200cr	+1
Ablat	9	200cr	3 (7 vs. lasers only)
Reflec	10	1500cr	11 (vs. lasers only)
Combat Environment Suit	10	1000cr	6
Combat Armor	11	20,000cr	8
Chameleon Suit	12	25,000cr	3
Adv. Combat Armor	12	30,000cr	10
Battle Dress	13	200,000cr	12
Adv. Battle Dress	14	350,000cr	18

Jack: a natural or synthetic leather jacket and trousers of some use in protecting against melee attacks.

Mesh: a vest made of interlocking metal rings offering some protection against all sorts of attacks.

Flak Jacket: heavy canvas body protection with thick metal plates sewn within the layers. Mostly used to protect vehicle crews against fragmentation attacks. Users are automatically considered encumbered and may not run.

Kevlar Vest: light "bullet-proof vest" that can be worn under clothing.

Tactical Armor: extensive kevlar (or similar ballistic cloth) body suit with ceramic plates over most critical areas.

Ablat: an advanced light kevlar vest with a series of special plastic plates that vaporize when hit by laser fire, carrying off the laser energy. A suit of ablat should be replaced after any battle where the wearer is hit with laser fire.

Reflec: a highly reflective body suit, usually worn under other cloths. It gives 10 armor protection vs. laser attacks, but no protection against other sorts of attack. Reflec can be combined with any other armor, in which the better of the two protections is used. Characters in Reflec are automatically spotted by scanners.

Combat Helmet: adds one point of armor to Jack, Mesh, Flak Jacket, Kevlar Vest, Tactical Armor, Ablat or Reflec armor. It includes night vision goggles and a built-in helmet communicator.

Combat Environment Suit: a set of Tactical Armor sealed against all chemical and biological attacks, combat helmet is already included.

Combat Armor: a fully sealed, rigid composite armor suit, with added oxygen tanks it can act as a vacc suit. It is sealed against chemical and biological attack. Includes a combat helmet with night vision goggles and helmet communicator. Vacc Suit or Battle Dress Skill of 0+ required to use Combat Armor.

Chameleon Suit: a light, advanced ballistic cloth body suit that has a near-invisible stealth package, wearer is always treated as "Stealthy" for surprise purposes.

Battle Dress: powered version of combat armor with all the features of that armor, increases wearer's carrying capacity to 100kg (unencumbered) and 200kg (encumbered). Only characters in battle dress can use PGMP-13, FGMP-14, MP-Supreme Tac Missile Launchers, Auto-GL, RAM Auto-GL, Medium Machineguns, and Heavy Machineguns as personal weapons. Battle Dress Skill required to use the armor.

2.2 Battle Dress and Combat Armor Add-Ins

TYPE	TL	PRICE	Notes
Battle-Scanner	12	7500cr	3km range
Stealth Package	12	25,000cr	Chameleon surface and sound dampers, wearers count as Stealthy.
Battle Computer	14	20,000cr	Used for tactics and artillery spotting
Grav Propulsion	13	90,000cr	A built-in grav belt, acts in all respects as a standard grav belt.
Psionic Shielding	8	4000cr	Helps protect against psionic attack
Integral Laser Sights	8	750cr	+2 to aimed shots
Personal Target Display	12	10,000cr	Reduces Snap Shot penalty by 2
Adv. PTD	14	25,000cr	Eliminates Snap Shot Penalty

2.3 PROTECTIVE AND ENVIRONMENTAL GEAR

TYPE	TL	PRICE	Notes
Filter Mask	5	10cr	Breathe in tainted atmosphere
Compressor Mask	5	100cr	Breathe in very thin atmosphere
Oxygen Tanks	5	500cr	6 hours for vacc suit
Air Tanks	5	800cr	6 hours for underwater work
Artificial Gill	8	4000cr	Allows underwater breathing
Psionic Shield Helmet	8	4000cr	Helps to defend against psionic attack; cannot be worn with combat helmet, combat armor or battle dress

2.4 VACC SUITS AND SPACE SURVIVAL GEAR

TYPE	TL	PRICE	Notes
Early Vacc Suit	6	10,000	Armor 4, operate in vacuum, -1 skill
Vacc Suit	8	10,000cr	Armor 5, operate in vacuum
Hostile Environment Vacc Suit	10	100,000cr	Armor 6, allows operation in vacuum and corrosive atmosphere, and 1d6 days in insidious atmosphere.
Tailored Vacc Suit	14	40,000cr	Armor 5, operates in vacuum, but looks and feels like normal clothing
Rescue Ball	10	9000cr	Small box that expands to a bubble with powered air re-cycler, allows 4 people to survive in vacuum for 1 day.
Wall Patch	10	150cr	Plastic patch with adhesive backing to seal leaks in spacecraft on a temporary emergency basis.

2.5 PROTECTIVE CLOTHING

TYPE	TL	PRICE	Notes
Wet Suit, mask, fins	3	200cr	For underwater work
Protective Suit	5	700cr	Armor 5, protects vs corrosive atmosphere; -1 to skill rolls
Heavy Protective Suit	5	1400cr	Armor 5, protects vs corrosive atmosphere, and vs. insidious atmosphere for 2-12 hours; -2 to skill rolls
Flight Suit	6	600cr	Armor-2, sealed suit with pressure bladders. Necessary to fly fast jet fighters. Gives limited, temporary resistance to vacuum.
Cold Weather Clothing	1	200cr	Protects against cold, Armor 1 vs. melee attacks only.
Insulated Gloves	5	15cr	Helps protect vs, electricity
Insulated Boots	5	20cr	Helps protect vs. electricity
Fire Suit	5	500cr	Protects against flames and high temperatures; -1 to skill rolls
Bomb Suit	5	10,000cr	Armor 15, but very cumbersome
Power Diving Suit	10	100,000cr	Armor 10, multiplies strength by 5, requires battle dress skill, move very slow, used for undersea repair and construction

SECTION 3--STANDARD VEHICLES

Type: the general description of the vehicle.

TL: the range of Tech levels at which the vehicle is constructed.

Max Speed: maximum speed the craft can reach in kilometers per hour.

Cruise: speed at which the vehicle can move a constant pace.

Displace: volume of the craft in displacement tons (14m³ each)

Armor: the armor rating of the vehicle, if it says +TL it means add the Tech Level at which the vehicle was built to the base armor.

Range: either the distance or time of operation before the craft needs to be refueled.

Price: price in credits or in Mega-credits (1Mcr=1,000,000cr).

Crew: number of crewmen for whom there are seats. All vehicles except the watercraft can be operated by a single crewman, but more are often added to operate equipment or weapons.

Passengers: number of non-crew persons who can travel in the vehicle.

Cargo: amount of goods or supplies that can be carried. Passenger and cargo space can be swapped out at a rate of 4 passengers per ton.

Minor: number of minor vehicle weapons that can be mounted on the vehicle.

Major: the number of major vehicle weapons that can be mounted on the vehicle.

Turn Speed: the number of meters the vehicle can move in a turn of personal combat (approximately 4 time the kph speed either rCruise or between cruise and max).

3.1-- AIR-CRAFT

TYPE: BI-PLANE

TL-5

Max Speed	200 kph	Cruise	150 kph	Displace.	1 ton
Armor	1	Range	3 hours	Price	20,000cr
Crew	1	Passengers	1	Cargo	100 kg
Minor	2	Major	0	Turn Speed	600m

TYPE: CARGO JET

TL-6-8

Max Speed	700 kph	Cruise	600 kph	Displace.	5 tons
Armor	3	Range	6 hours	Price	1 Mcr
Crew	2	Passengers	6	Cargo	5 tons
Minor	4	Major	0	Turn Speed	2400m

TYPE: JET BOMBER

TL-6-9

Max Speed	700 kph	Cruise	600 kph	Displace.	15 tons
Armor	5+TL	Range	6 hours	Price	2 Mcr
Crew	4	Passengers	2	Cargo	5 tons
Minor	4	Major	2 (bomb bays only)	Turn Speed	2400m

TYPE: JET INTERCEPTOR

TL-6-10

Max Speed	2400 kph	Cruise	1500kph	Displace.	6 tons
Armor	1+TL	Range	6 hours	Price	1.5Mcr
Crew	2	Passengers	0	Cargo	0
Minor	8	Major	0	Turn Speed	3000m

TYPE: HELICOPTER**TL-6-7**

Max Speed	250 kph	Cruise	200 kph	Displace.	1 ton
Aarmor	3	Range	600 km	Price	100,000cr
Crew	1	Passengers	7	Cargo	500kg
Minor	6	Major	0	Turn Speed	800m

3.2-- GRAV-VEHICLES

Grav vehicles are free-flying vehicles, gaining thrust through gravitic null-g modules. The air/raft, grav-cycle, and grav platform are all open to the air and are unpressurized with no oxygen systems. All the others (including the enclosed air/raft) are sealed and pressurized to work in vacuum. All grav vehicles have the ability to reach orbit or descend from orbit in a number of hours equal to the size code of the world. Speeders, Grav Fighters and Sky Buses can cut that time down to 25%. Grav vehicles can operate in orbit and in close proximity to star ships in deep space, but have no extended inter-planetary travel ability.

TYPE: AIR/RAFT**TL-8-15**

Max Speed	120 kph	Cruise	100 kph	Displace.	4 tons
Aarmor	4	Range	10 weeks	Price	300,000cr
Crew	1	Passengers	3	Cargo	4 tons
Minor	1	Major	0	Turn Speed	400m

TYPE: ENCLOSED AIR/RAFT**TL-8-15**

Max Speed	120 kph	Cruise	100 kph	Displace.	4 tons
Aarmor	6	Range	10 weeks	Price	350,000cr
Crew	1	Passengers	3	Cargo	4 tons
Minor	1	Major	0	Turn Speed	400m

TYPE: GRAV PLATFORM**TL-8-15**

Max Speed	120 kph	Cruise	100 kph	Displace.	2 tons
Aarmor	2	Range	10 weeks	Price	120,000cr
Crew	1	Passengers	1	Cargo	100kg
Minor	1	Major	0	Turn Speed	400m

TYPE: GRAV CYCLE**TL-11-15**

Max Speed	600 kph	Cruise	500 kph	Displace.	1 tons
Aarmor	2	Range	10 weeks	Price	200,000cr
Crew	1	Passengers	1	Cargo	20kg
Minor	0	Major	0	Turn Speed	2000m

TYPE: GRAV SLED**TL-8-15**

Max Speed	120kph	Cruise	100kph	Displace.	10 tons
Aarmor	10	Range	10 weeks	Price	700,000cr
Crew	2	Passengers	20 or 0	Cargo	2 or 7
Minor	1	Major	0	Turn Speed	400m

TYPE: G-CARRIER**TL-8-15**

Max Speed	120kph	Cruise	100kph	Displace.	8 tons
Armor	25+TL	Range	10 weeks	Price	1 Mcr
Crew	2	Passengers	12	Cargo	2 tons
Minor	4	Major	0	Turn Speed	400m

TYPE: GRAV TANK**TL-10-15**

Max Speed	120kph	Cruise	100kph	Displace.	10 tons
Armor	35+TL	Range	10 weeks	Price	2 Mcr
Crew	3	Passengers	0	Cargo	0
Minor	3	Major	1	Turn Speed	400m

TYPE: SPEEDER**TL 8-15**

Max Speed	1200kph	Cruise	1000kph	Displace.	6 tons
Armor	4	Range	10 weeks	Price	1 Mcr
Crew	1	Passengers	1	Cargo	100kg
Minor	2	Major	0	Turn Speed	4000m

TYPE: SKY BUS**TL 11-15**

Max Speed	1000kph	Cruise	800kph	Displace.	15 tons
Armor	4	Range	10 weeks	Price	2 Mcr
Crew	2	Passengers	40	Cargo	1 ton
Minor	0	Major	0	Turn Speed	3200m

TYPE: GRAV FIGHTER**TL-11-15**

Max Speed	2500km	Cruise	1500km	Displace.	8 tons
Armor	10+TL	Range	10 weeks	Price	3Mcr
Crew	1-2	Passengers	0-1	Cargo	100kg
Minor	4	Major	1	Turn Speed	6000m

TYPE: GRAV BELT**TL 12-15**

Max Speed	120kph	Cruise	100kph	Displace.	0
Armor	--	Range	10 weeks	Price	100,000cr
Crew	1	Passengers	0	Cargo	0
Minor	0	Major	0	Turn Speed	400m

3.3-- WHEELED VEHICLES**TYPE: MOTORCYCLE****TL5-8**

Max Speed	200 kph	Cruise	140kph	Displace.	0.5tons
Armor	1	Range	2000 km	Price	1000cr
Crew	1	Passengers	1	Cargo	20kg
Minor	0	Major	0	Turn Speed	600m

TYPE: GROUND CAR**TL5-8**

Max Speed	150 kph	Cruise	100 kph	Displace.	2 tons
Aarmor	3	Range	1000 km	Price	4,000cr
Crew	1	Passengers	5	Cargo	150kg
Minor	1	Major	0	Turn Speed	480m

TYPE: TRUCK**TL5-8**

Max Speed	150 kph	Cruise	100 kph	Displace.	15 tons
Aarmor	3	Range	1000 km	Price	10,000cr
Crew	1	Passengers	3	Cargo	10 tons
Minor	1	Major	0	Turn Speed	480m

TYPE: WHEELED ATV**TL6-11**

Max Speed	100kph	Cruise	60 kph	Displace.	10 tons
Aarmor	5+TL	Range	5000km	Price	30,000cr
Crew	1	Passengers	16	Cargo	1 ton
Minor	1	Major	0	Turn Speed	320m

TYPE: WHEELED AFV**TL6-11**

Max Speed	100kph	Cruise	60 kph	Displace.	10 tons
Aarmor	20+TL	Range	5000km	Price	70,000cr
Crew	3	Passengers	0	Cargo	0
Minor	3	Major	1	Turn Speed	320m

3.4---TRACKED VEHICLES**TYPE: TRACKED ATV****TL6-11**

Max Speed	80kph	Cruise	40 kph	Displace.	10 tons
Aarmor	5+TL	Range	5000km	Price	30,000cr
Crew	1	Passengers	16	Cargo	1 ton
Minor	1	Major	0	Turn Speed	200m

TYPE: TRACKED AFV**TL6-11**

Max Speed	80kph	Cruise	40 kph	Displace.	10 tons
Aarmor	20+TL	Range	5000km	Price	70,000cr
Crew	3	Passengers	0	Cargo	0
Minor	3	Major	1	Turn Speed	200m

TYPE: DIRT MOVER**TL6-8**

Max Speed	30kph	Cruise	20 kph	Displace.	10 tons
Aarmor	3	Range	5000km	Price	40,000cr
Crew	1	Passengers	0	Cargo	0
Minor	0	Major	0	Turn Speed	80m

TYPE: MOLE MACHINE**TL 12**

Max Speed	60kph	Cruise	30 kph	Displace.	10 tons
Armor	22	Range	5000km	Price	80,000cr
Crew	2	Passengers	5	Cargo	1 ton
Minor	2	Major	0	Turn Speed	160m

--Can bore holes and travel underground at a speed on 10pkh or 40m per turn.

3.5--- WATERCRAFT**TYPE: SMALL STEAMSHIP****TL 4-5**

Max Speed	40kph	Cruise	30kph	Displace.	100 tons
Armor	5	Range	3-8 weeks	Price	60,000cr
Crew	5	Passengers	10	Cargo	50 tons
Minor	4	Major	1	Turn Speed	120m

TYPE: MOTOR BOAT**TL 5-8**

Max Speed	100kph	Cruise	60kph	Displace.	60 tons
Armor	5	Range	3-8 weeks	Price	60,000cr
Crew	3	Passengers	8	Cargo	10 tons
Minor	4	Major	0	Turn Speed	240m

TYPE: SUBMERSIBLE**TL 6-9**

Max Speed	40kph	Cruise	40kph	Displace.	500 tons
Armor	20	Range	3-6 months	Price	2Mcr
Crew	5	Passengers	10	Cargo	30 tons
Minor	3	Major	2	Turn Speed	160m

TYPE: DESTROYER**TL 7-10**

Max Speed	60kph	Cruise	40kph	Displace.	800 tons
Armor	40	Range	3-6 months	Price	2Mcr
Crew	10	Passengers	20-40	Cargo	40 tons
Minor	16	Major	6	Turn Speed	160m

TYPE: HOVERCRAFT**TL 7-8**

Max Speed	150kph	Cruise	60kph	Displace.	8 tons
Armor	3	Range	2000km	Price	200,000cr
Crew	1	Passengers	15	Cargo	3 tons
Minor	2	Major	0	Turn Speed	240m

3.6 VEHICLE ADD-ONS**COMBAT IMPROVEMENTS**

Heavy Ground Armor: TL-5; 70,000cr adds 10 points to the armor value of any wheeled or tracked vehicle built with this option, includes increased engine power and suspension to move increased weight.

Heavy Grav Armor: TL-10; 1Mcr, adds 20 points to the armor value of any grav vehicle built with this armor, includes increased power plant and gravitics to move increased weight.

Fire Control: TL 5, 10,000cr: stabilization system that allows vehicle to fire in return fire phase while moving.

ELECTRONIC DEVICES

Battle-Computer: TL 9 10,000cr: a battle-field tracking, monitoring and analysis system. It is useful for indirect fire. The computer also increases Tactics skill of vehicle commander by 1.

Vehicle Communicator TL 5: 1500cr, radio system with 500km range.

Advanced Vehicle Communicator: TL 9, 5000cr, radio and laser system with 5000km range.

Map-Box: TL 9 1500cr, a sophisticated storage and display system for electronic maps. It is very useful for plotting indirect fire.

Point Defense Pod: TL 9; 200,000cr, attached to a minor vehicle weapon with an auto-fire bonus. It allows the weapon to shoot down incoming missiles, grenades, rockets and artillery shells.

Anti-Aircraft Pod: TL 9; 100,000cr attached to any vehicle weapon (except missile launchers) and to a battle scanner and battle-computer, it reduces the penalties to hit a moving vehicle by one-half (rounding in favor of the pod).

Battle-Scanner: TL 7, 20,000cr detection system with 5km range, and a +2 Spotting bonus.

Advanced Battle-Scanner. TL 12 50,000cr detection system with 500km range and a +4 Spotting bonus.

Electronics Jammer: TL-7: 100,000cr: used to jam opposing vehicle communicators and scanners within 5km.

Advanced Electronics Jammer: TL-11, 200,000cr used to jam Advanced Vehicle Communicators and Scanners within 15km.

Spare Antennas: TL-5+, 10cr x max tech level of electronics. For when antennas are shot off or snapped off in car washes.

UTILITY DEVICES

Low Berth: TL- 8, 50,000cr: a single cryogenic berth. It requires reducing cargo space by one half a ton or reducing 2 passengers from total. It is usually used to preserve the wounded for trip to hospital.

Emergency Low Berth: TL- 8, 100,000cr: 4-person cryogenic berth. It requires reducing cargo space by one ton or reducing 4 passengers from total. It is usually used to preserve the wounded for trip to hospital, but requires all 4 passengers to share the same revival risk roll.

Medical Station: TL-7: 10,000cr. This is a selection of medical instruments and a supply of medical drug. It also allows 2 passenger seats to fold down into a treatment bunk.

Magnetic Clamp Winch: TL-9: 5000cr, is great for picking up droids that have jumped off a sand yacht into the desert.

Sample Arm: TL-7; 2000cr: remote control arm to retrieve samples.

Power Winch: TL-5; 500cr: attached to cable, uses engine power to pull/haul

WEAPON MOUNTS:

The various vehicles come without any weaponry installed. Most can mount some sort of weaponry, which must be purchased individually. The stats will indicate how many minor and major weapons can be installed on each type of vehicle. The minor and major vehicle weapons are listed in the weaponry chapter.

- AFV and Grav Tanks have a rotating turret that holds the Major weapon. Grav fighters mount a major weapon in the nose of the vehicle.
- A destroyer has 3 rotating turrets, each of which can hold 1 or 2 major weapons, and only a destroyer can mount the Naval Cannon major weapon. A destroyer can even mount starship grade missile racks, beam or pulse lasers. Treat the destroyer's turrets as the double turrets listed starship construction.
- Major energy weapons (lasers, and fusion guns) cannot be mounted in a vehicle built at a tech level lower than the weapon availability.
- Minor weapons can be considered either in cupolas in the hull, on pintels on the roof or in small, automated, remote turrets.
- Vehicle missile or bomb rails are considered minor weapons, but a vehicle missile battery or bomb-bay is considered a major weapon.
- Vehicle weapons that use ammunition will have either 24 shells aboard, or 2 full magazines.

LIFE SUPPORT: some vehicles are considered sealed and are provided with oxygen and pressure for the crew and passengers, others are not. By categories:

Air-Craft: Jet interceptor, jet bomber and cargo jet have life support. Bi-plane and helicopter do not have life support.

Grav Vehicles: Enclosed Air/raft, Grav Sled, Grav Fighter, G-Carrier, Speeder and Sky Bus all have life support. Air/raft, grav platform, grav cycle and grav belt do not have life support.

Wheeled Vehicles: ATV's and AFV's have life support, all the others do not.

Tracked Vehicles: ATV's, AFV's and Mole Machines have life support, all the others do not.

Watercraft: submersibles have life support, all the others do not.

CARGO AND PASSENGERS: cargo and passenger space can be switched out. Every 4 passengers removed allows 1 extra ton of cargo. Every ton of cargo removed allows 4 extra passengers. Also, the ATV's have room for 16 passengers and 1 driver, but this can be converted to 8 bunks that allow sleeping in the vehicle in long term expeditions.

SECTION 4--GENERAL GOODS AND EQUIPMENT

4.1 Food, Lodging and Entertainment

Food:

Meal Type	Cost	Puke Factor
Dumpster Diving	0cr	50%
Greaseball Café	2cr	15%
Starport Bar Buffet	0cr to 5cr	10%
Barbarian Camp	Varies	10%
Average Restaurant	10cr	2%
Good Restaurant	30cr	1%
Fine Restaurant	150cr	0%

Beverages

Glass of Beer 2cr	6-Pack of Beer 5cr	Case of Beer 12cr
Glass of Wine 3cr	Bottle of Cheap Wine 8cr	Bottle Good Wine 30cr
Glass of Whisky 3cr	Bottle of Whisky 25cr	Bottle of Gin 10cr
Slurm Cola 1cr	Dr. Pepper 1cr	Mt Dew 2cr

Lodging

Flophouse per Night 5cr	Flophouse per week 30cr
Motel per Night 50cr	Motel per week 300cr
Hotel per Night 150cr	Hotel per week 900cr
Apartment per Month 500cr	Apartment per Year 11,000cr

Entertainment

Theatre Ticket 100cr	Movie Ticket 10cr
Uncertified Sex Worker/Hour 20cr	Certified Sex Worker/Hour 50cr
Sexbot/Hour 5cr	Music Player 50cr
Book 10cr	Music Disk 10cr

4.2 CLOTHING

Shirt 15cr	Pants 20cr	Jumpsuit 25cr
Skirt 25cr	Jacket 40cr	Shoes 40cr
Boots 55cr	Hat 15cr	Arctic Clothing 200cr
Suit, Cheap 75cr	Suit, Average 300cr	Suit, Quality 1500cr
Dress, Cheap 30cr	Dress, Average 350cr	Dress, Quality 2000cr
Belt 15cr	Purse 25cr	Wallet 10cr
Ammo Pouch 5cr	Holster 15cr	Sheath 5cr
Boots, Go-Go 60cr	Hat, Pimp 25cr	Bikini, Silver 40cr
Hat, Going-to-Town 50cr	Jumpsuit, Silver 45cr	Collar, Dog 10cr
Boxers 5cr	Briefs 4cr	Socks 3cr
Trench coat 125cr	Fur Coat 1000cr	Coat 75cr

4.3 TOOL KITS

Item	TL	Price	Weight	Notes
Carpentry Tool Set	2	300cr	25kg	
Metalwork Tool Set	4	1500cr	50kg	
Chain Saw	6	500cr	8kg	
Mechanical Tool Set	5	1000cr	20kg	
Gunsmith Tool Set	4	1200cr	10kg	
Medical Kit	7	1000cr	10kg	
Electronic Tool Set	7	2000cr	5kg	
Disguise Kit	7	1000cr	5kg	

4.4 OTHER USEFUL TOOLS

Item	TL	Price	Weight	Notes
Hand Mining Laser	8	1500cr	10kg	Necessary for prospecting
Crowbar	2	5cr	1.5kg	
Ice Pick	2	2cr	0.1kg	
Ladder	2	150cr	10kg	10m
Fire Extinguisher	5	100cr	2kg	
Handcuffs	2	25cr	0.3kg	
Shovel, Axe, Sledge	1	25cr	3kg	Good for digging

4.5--EXPLORATION GEAR

Item	TL	Price	Weight	Notes
Torches	1	1cr	0.25kg	20 minutes
Flash Light	5	10cr	0.5kg	6 hours
Gas Lamp	2	10cr	0.5kg	6 hours, refills 2cr
Cold Light Lantern	6	20cr	0.25kg	3 days, refill 2cr
Magnetic Compass	3	10cr	0	
Inertial Locater	9	1200cr	1.5kg	
100m nylon rope	5	10cr	3kg	
Grappling Hook	2	10cr	2kg	
Cable	3	100cr	3kg	50m of sturdy cable
Backpack	2	25cr	--	Items carried inside count for 50% of weight. Can hold 15kg
Canteen	1	5cr	1kg	1 liter
Omni-Still	9	500cr	25kg	Recycles all fluids 2 liters per hour
Parachute	4	150cr	4kg	
Umbrella	3	10cr	0.5 kg	

4.6-- SHELTERS

Item	TL	Price	Weight	Notes
Tarpaulin	1	10cr	2kg	2x4m
Tent	2	200cr	3kg	2 people
Pressure Tent	7	2000cr	25kg	2 people, provides air, but no air lock
Pre-Fab Cabin	6	10,000cr	4 tons	6 people, 2x6,x6 meters
Advanced Base	8	50,000cr	6 tons	6 people, 2x6x6 meters, pressurized with air/lock

4.7-- COMBAT ELECTRONICS

Computer	TL	Price	Weight	Use
Battle-Scanner, Vehicle	7	20,000cr	75kg	5km range, Recon Bonus +2
Battle-Scanner, Hand	10	5000cr	1kg	1km range, Recon Bonus +2
Battle-Scanner, Advanced	12	50,000cr	15kg	500km range, Recon Bonus +4
Battle-Scanner, Helmet	12	7500cr	0	3 km range, Recon Bonus +2
Battle-Computer, Vehicle	9	10,000cr	25kg	Tactics +1, Indirect +1
Battle-Computer-Hand	11	15,000cr	1kg	Tactics+1, Indirect +1
Battle-Computer-Advanced	14	20,000cr	1kg	Tactics+2, Indirect +2
Map-Box, Vehicle	9	1500cr	25kg	Artillery, Includes GPS
Map-Box Hand	11	2500cr	1kg	Artillery, includes GPS

4.8-- SCANNERS

Scanner	TL	Price	Weight	Use
Atmosphere Scanner, hand	9	5000cr	1kg	Tests air for content/safety
Mineral Scanner-Vehicle	8	20,000cr	100kg	Find Minerals, Assay sample
Mineral Scanner-Hand	11	7000cr	1kg	
Mineral Scanner-Advanced	13	25,000cr	1kg	
Sci-Scanner, Vehicle	8	20,000cr	100kg	Specific Scientific detection
Sci-Scanner, Hand	11	10,000cr	1kg	
Sci-Scanner, Advanced	13	25,000cr	1kg	
Multi-Scanner Advanced, Hand	14	75,000cr	1kg	Combines Battle, Atmosphere, Mineral, Chemistry and Medical scanner in one device

4.9 COMMUNICATORS

Communicator	TL	Price	Weight	Range	Notes
Vehicle-Comm	5	1500cr	15kg	500km	
Hand-Comm	7	150cr	1kg	15km	
Helmet-Comm	8	200cr	0	5km	Included in combat helmet, armor and BD
Adv.Vehicle-Comm	9	5000cr	10kg	5000km	
Advanced-Comm	11	5000cr	1kg	50km	
Super-Comm	13	5000cr	1kg	5000km	
Cell Phone	7	15cr	0	5km	Needs Network relay within 5km
Cell Relay	7	10,000cr	100kg	50km	
Electronics Jammer	7	100,000cr	30kg	5km	
Adv. Electronics Jammer	11	200,00cr	50kg	15km	
Hand Jammer	13	75,000cr	1kg	100m	

4.10 COMPUTERS

Computer	TL	Price	Weight	Use
Battle-Computer, Vehicle	9	10,000cr	25kg	Tactics +1, Indirect +1
Battle-Computer-Hand	11	15,000cr	1kg	Tactics+1, Indirect +1
Battle-Computer-Advanced	14	20,000cr	1kg	Tactics+2, Indirect +2
Map-Box, Vehicle	9	1500cr	25kg	Indirect +1 (includes GPS)
Map-Box Hand	11	2500cr	1kg	Indirect +1 (includes GPS)
Desk Computer	7	1000cr	5kg	General
Lap-Top Computer	7	1200cr	2kg	General
Computer-Phone	8	500cr	0kg	phone/recorder/general
Medical Computer	9	20,000cr	5kg	Aid in diagnosis
Language Translator	9	5000cr	1kg	Instantly translates known languages

4.11 Recording and Communicator Support

Item	TL	Price	Weight	Use
Tape Recorder	5	10cr	1kg	Recording sound
Shotgun microphone	8	300cr	2kg	Detects sounds 500m
Laser Listener	8	5000cr	3kg	Records up to 5km
Digital Camera	8	50cr	0	Taking photos
Digital Movie Camera	8	1000cr	2kg	High-Resolution movies
GPS unit	8	50cr	0	Locating oneself
GPS satellite	8	100,000cr	300kg	Network
Commo Relay Satellite	6	350,000cr	500kg	Commo support

4.12--Vision and Detection Aids

Item	TL	Price	Weight	Use
Telescope	3	100cr	3kg	+1 Recon, day only
Binoculars	4	50cr	1kg	+1 Recon, day only
Night Vision Goggles	7	20,000cr	1kg	Seeing in the dark
Metal Detector	6	300cr	1kg	Finding buried metal
Radiation Counter	5	250cr	1kg	Detects radiation
Wrist Watch	4	10cr	0	Tells time
X-Ray Spectacles	15	1Mcr	0	See right through stuff!!!

4.13--Sights and Aiming Devices

Item	TL	Price	Weight	Use
Telescopic Sights	4	200cr	1kg	+2 to aimed rifle shots
Electronic Sights	9	2000cr	1kg	+2 to aimed rifle shots, and see in the dark
Laser Sight	8	750cr	1kg	+2 aimed shots with any weapon.
Personal Targeting Display	12	10,000cr	1kg	Reduces Snap Shot penalty by 2; must be mounted in a helmet of some sort
Advanced Personal Targeting Display	14	25,000cr	0	Eliminates Snap Shot penalties, must be mounted in a helmet.
Point Defense Pod	9	200,000cr	5kg	Allows auto-weapon to shoot down incoming missiles
Anti-aircraft Pod	9	100,000cr	15kg	Reduces penalties to hit fast-moving vehicles.

4.14--SECURITY EQUIPMENT

Item	TL	Price	Weight	Use
Weapon Scanner	6	1000cr	100kg	Detects hidden weapons
Weapon Scanner-Hand	8	500cr	1kg	Detects hidden weapons
Forensics Kit-A	5-9	1000cr	2kg	Search for Evidence
Forensics Kit-B	10-13	3000cr	2kg	Search for Evidence Better
Forensics Kit-C	14-15	5000cr	2kg	Search for Evidence Best
Forensics Scanner	14-15	50,000cr	1kg	+2 to Search
Electronic Lock 12	8	100cr	1kg	12+ to pick
Electronic Lock 14	10	200cr	1kg	14+ to pick
Electronic Lock 16	12	400cr	1kg	16+ to pick
Electronic Lock 18	14	800cr	1kg	18+ to pick
Mechanical Lock 10	5	10cr	1kg	10+ to pick
Mechanical Lock 12	7	20cr	1kg	12+ to pick
Mechanical Lock 14	9	40cr	1kg	14+ to pick
Network Defense 10	7	500cr	--	10+ to Hack
Network Defense 12	8	1000cr	--	12+ to Hack
Network Defense 14	9	10,000cr	--	14+ to Hack
Network Defense 16	11	50,000cr	--	16+ to Hack
Network Defense 18	13	250,000cr	--	18+ to Hack

Electronic Locks require an Electronic Lock Pick to pick.

Mechanical Locks require a Lock Pick to pick.

Network Defense: require either Computer and Intrusion, or Computer and a Network Assault Key.

Weapon scanners will detect most any weapon except a body pistol or plastic knife automatically, and will fail to detect those two weapons.

4.15---Intrusion Gear

Item	TL	Price	Weight	Use
Electronic Lock Pick	8	15,000cr	1kg	Allows electric lock attempt
Network Assault Key	9	20,000cr	1kg	+2 to Hack
Adv. Network Assault Key	15	100,000cr	1kg	+4 to Hack
Wire Cutters	4	10cr	0.2kg	
Bolt Cutters	4	25cr	2kg	Can remove padlocks
Lock-pick Set	4	10cr	0.2kg	Allows lock pick attempt
Wire-Tap/Homing Device	8	100cr	---	Allows listening or tracking

4.16--Medical Gear

Item	TL	Price	Weight	Use
Medical Computer	9	20,000cr	5kg	+1 med rolls
Medical Kit-5	5	1000cr	10kg	Required for treatments
Medical Kit-10	10	1200cr	5kg	Required for treatments
Medical Kit-15	15	2500cr	1kg	Required for treatments
Surgical Instruments	5	2000cr	2 kg	Required for serious and mortal wound treatments
Med-Scanner, Vehicle	8	10,000cr	25kg	Diagnose ailments
Med-Scanner, Hand	11	5000cr	1kg	The Real McCoy
Med-Scanner, Advanced	13	50,000cr	1kg	Computer/Scanner combo
Vehicle Medical Station	7	10,000cr	100kg	Medical kit and fold-down bunks
Medical Laboratory	11	2Mcr	20 dtons	For researching novel diseases
Advanced Hospital	10	10Mcr	100dtons	Necessary for reviving the dead
Forensics Laboratory-A	5-9	1Mcr	20dtons	Needed to analyze evidence
Forensics Laboratory-B	10-15	2 Mcr	20dtons	Faster Analysis

4.17--Drugs

Drug	Price	Legality	Available to
Medical Drug	100cr	Legal	Anyone
Anti-toxin	100cr	Legal	Anyone
Medical Slow	500cr	Controlled	Medic 3+
Medical Slow Antidote	250cr	Controlled	Medic 3+
Slow Drug	1000cr	Controlled	Active Military, Social B+
Combat Drug	1000cr	Controlled	Active Military, Social B+
Fast Drug	500cr	Controlled	Social A+, Ship Captain
Fast Antidote	250cr	Legal	Anyone
Truth Drug	2000cr	Highly Controlled	Select Government Agencies
Psi Drug	10,000cr	Highly Controlled	Secret Government Research

Price is for 10 standard doses of the drug.

Legality: if a substance is controlled, it can be sold to people who qualify in the Available To column. To obtain illegally, roll 2d6+Streetwise and beat the world's Law Level. If the substance is highly controlled, the target number rises to 14+. If drugs are obtained illegally, multiply the price by 1d6 times.

Note on Tech Level: the drugs listed are available at tech level 5 or better.

4.18 Facilities

1 acre of land 100cr to 35,000cr depending on location

Science Laboratory 500,000cr+building
Medical Laboratory 2Mcr+building
Vehicle Shop 10,000cr+building

Small House, Wood Frame; Armor 4 75,000cr
Large House, Brick, Armor 8 200,000cr
Warehouse (20mx30m), Cinderblock, Armor 8; 100,000cr
Warehouse (35mx100m), Cinderblock, Armor 8; 200,000cr
Run-down Warehouse, Wood Frame, Armor 4; 25,000cr
Run-down House, Wood Frame, Armor 4; 25,000cr
Wooden Bunkhouse (50 men) Armor 4 20,000cr

Concrete Bunker-A: 10 men, Armor 28; 25,000cr
Concrete Bunker-B: 20 men, Armor, 28; 50,000cr
Concrete Bunker-C: 50 men, Armor 28; 200,000cr
Bunker-Deep: 100 men, Armor 70; 1 Mcr
Guard Tower: 4 men, Armor 20; 20,000cr
Wire Fence, per 100m, 100 kg, 40cr.

4.19 Musical Instruments

Guitar 100cr	Guitar, Electric 350cr
Guitar, Thermal, 750cr	Harmonica, Laser 25cr
Banjo, Plasma 650cr	Accordion, Nuclear 800cr
Drum Set 250cr	Fiddle, Galactic 950cr
Amplifier 400cr	Bagpipes 150cr
Bagpipes, Transdimensional 1000cr	Flute 50cr
Flute, Magnetic 300cr	Bongo 10cr

4.20 Weapon Accessories

Item	TL	Price	Weight	Use
Telescopic Sights	4	200cr	1kg	+2 to aimed rifle shots
Laser Sights	8	750cr	1kg	+2 to aimed shots with any weapon
Electronic Sights	9	2000cr	1kg	+2 to aimed rifle shots, and see in the dark
Silencer	6	200cr	0	Makes revolver and automatic pistol shots quiet
Shoulder Stocks	5	75cr	1kg	Adds 1kg to weight of a pistol and gives +1 to aimed shots
Folding Stock	6	100cr	0.5kg	Adds weight, but allows rifles, carbines and shotguns to fold up, easier to hide.
Backpack Ammo Feed	7	2200cr	2kg+10kg ammo	Holds 400 bullets for a light machinegun or automatic rifle in a continuous belt feeding into the weapon
Small Arms System	9	5000cr	9kg+2kg 100 rounds of ammo	A brief case with parts that can be assembled into either an SMG, Carbine (with electronic sights), Auto-rifle or LMG.
Quick Draw Holster	4	35cr	0	Allows character to draw pistols quickly.

Section 5—Spacecraft

5.1 Common Small Craft

Craft	Tons	Price	M-Drive	Free Space
Launch	20	14Mcr	1-G	13
Ship's Boat	30	16Mcr	6-G	13.7
Slow Boat	30	15Mcr	3-G	19.9
Pinnacle	40	20Mcr	5-G	22.4
Slow Pinnacle	40	18Mcr	2-G	31.6
Modular Cutter	50	28Mcr	4-G	Module
Fuel Module	30	1Mcr	---	30 Fuel
ATV Module	30	1.8Mcr	---	ATV
Open Module	30	2Mcr	--	30
Shuttle	95	33Mcr	3-G	71
Fighter	10	18Mcr	6-G	0

5.2--Common Merchant Starships

Craft	Tons	Price	M-Drive	J-Drive	Cargo	Passengers
Free Trader	200	37Mcr	1-G	J-1	82	6+20L
Far Trader	200	66Mcr	1-G	J-2	61	7+4L
Sub. Merchant	400	101Mcr	1-G	J-1	200	8+13L
Sub. Liner	600	236Mcr	1-G	J-3	129	21+20L

5.3--Common Private Starships

Craft	Tons	Price	M-Drive	J-Drive	Cargo	Passengers
Safari Ship	200	81Mcr	1_G	J-2	20	6
Seeker	100	24Mcr	2-G	J-2	23	0
Lab Ship	400	159Mcr	1-G	J-2	23+Lab	20
Yacht	200	51Mcr	1-G	J-1	11	9

5.4--Common Military Starships

Craft	Tons	Price	M-Drive	J-Drive	Turrets	Troops
Scout/Courier	100	29Mcr	1-G	J-2	1	0
Patrol Cruiser	400	221Mcr	4-G	J-3	4	8
Corsair	400	180Mcr	3-G	J-2	3	5-15
Close Escort	300	355Mcr	5-G	J-5	4	0
Mercenary Cruiser	800	445Mcr	3-G	J-3	8	42

Section 6--ROBOTS

6.1--Work Robots

Maintenance Robot

Tech level 8 **Size:** 1m3 **Armor 4** **Price:** 1000cr
Loco: wheels **Speed:** 25m per turn
Electronics: sight, voice, hearing
Programs: general maintenance-1
Tools/Weapons: vacuum cleaner, screwdriver, small arm

Heavy Lifter Robot

Tech level 8 **Size:** 4m3 **Armor 10** **Price:** 10,000cr
Loco: Legs **Speed:** 20m per turn
Electronics: sight, hearing, radar sense
Programs: cargo-handling-1
Tools/Weapons: 2 huge arms

Steward Robot

Tech level 9 **Size:** 1m3 **Armor 3** **Price:** 10,000cr
Loco: Legs **Speed:** 25m per turn
Electronics: sight, hearing, speech
Programs: steward-1
Tools/Weapons: 2 arms

Caddy Robot-1

Tech level 8 **Size:** 1m3 **Armor 4** **Price:** 1000cr
Loco: tracks **Speed:** 25m per turn
Electronics: sight, voice, hearing, annoying alarm
Programs: Recon-0
Tools/Weapons: 50kg of tools/weapons, delivery arms

Caddy Robot-2 (It can go up stairs!)

Tech level 12 **Size:** 1m3 **Armor 10** **Price:** 45,000cr
Loco: grav **Speed:** 400m per turn
Electronics: sight, voice, hearing, annoying alarm
Programs: Recon-0
Tools/Weapons: 75kg of tools/weapons, delivery arms

6.2—Skilled Robots

Auto-Pilot-1

Tech level 8 **Size:** 1m3 **Armor 4** **Price:** 20,000cr
Loco: Legs **Speed:** 20m per turn
Electronics: sight, hearing, radar sense, voice, radio
Programs: Vehicle-1 (choose type)
Tools/Weapons: 2 arms

Auto-Pilot-2

Tech level 12 **Size:** 1m3 **Armor** 4 **Price:** 50,000cr

Loco: Legs **Speed:** 20m per turn

Electronics: sight, hearing, radar sense, voice, radio

Programs: Vehicle-2 (choose type)

Tools/Weapons: 2 arms

Auto-Doc1

Tech level 10 **Size:** 1m3 **Armor** 4 **Price:** 50,000cr

Loco: legs **Speed:** 20m per turn

Electronics: sight, hearing, radar sense, voice, radio

Programs: Medical-1

Tools/Weapons: 2 arms; 100 medical drug; medical scanner (Auto-doc cannot benefit from a medical computer as it is a medical computer).

Auto-Doc2

Tech level 12 **Size:** 1m3 **Armor** 4 **Price:** 150,000cr

Loco: grav module **Speed:** 20m per turn

Electronics: sight, hearing, radar sense, voice, radio

Programs: Medical-2

Tools/Weapons: 4 arms; 100 medical drug; medical scanner (Auto-doc cannot benefit from a medical computer as it is a medical computer).

Rescue Robot

Tech level 14 **Size:** 3m3 **Armor** 10 **Price:**500,000cr

Loco: Grav **Speed:** 2000m per turn

Electronics: sight, hearing, radar sense, voice, communicator

Programs: Medical-2, Recon-1

Tools/Weapons: 2 rescue arms, medical scanner, patient bunk, 2 treatment arms

Repair Robot

Tech level 9 **Size:** 1m3 **Armor** 4 **Price:** 15,000cr

Loco: tracks **Speed:** 20m per turn

Electronics: sight, hearing, radar sense, voice, radio

Programs: Mechanical-1, Electronics-1, Gravitics-1

Tools/Weapons: 4 arms, laser welder, mechanical tool kit, electronic tool kit.

Heavy Repair Robot

Tech level 11 **Size:** 4m3 **Armor** 10 **Price:** 45,000cr

Loco: tracks **Speed:** 20m per turn

Electronics: sight, hearing, radar sense, voice, radio

Programs: Mechanical-2, Electronics-1

Tools/Weapons: 4 huge arms, laser welder, mechanical tool kit, electronic tool kit.

6.3—Military Robots

Security Robot

Tech level 9 **Size:** 2m3 **Armor** 12 **Price:** 30,000cr
Loco: tracks **Speed:** 20m per turn
Electronics: sight, hearing, radar sense, voice, communicator
Programs: Pistols-1; Recon-1
Tools/Weapons: snub automatic loaded with tranquilizers. 2 capture arms.

War Android

Tech level 14 **Size:** 1m3 **Armor** 18 **Price:**500,000cr
Loco: Legs **Speed:** 20m per turn
Electronics: sight, hearing, radar sense, voice, communicator
Programs: Lasers-2, Recon-1, Tactics-1
Tools/Weapons: 2 arms, Heavy Laser Rifle, blade

Kill-Bot

Tech level 12 **Size:** 2m3 **Armor** 25 **Price:**500,000cr
Loco: Legs **Speed:** 20m per turn
Electronics: sight, hearing, radar sense, voice, communicator
Programs: Lasers-1, Recon-1, Tactics-1, Brawling-1
Tools/Weapons: 2 arms, Laser-Pistols from Eyes, Power Saw-Fists

Fast Probe Robot

Tech level 15 **Size:** 1m3 **Armor** 18 **Price:**500,000cr
Loco: Grav **Speed:** 2000m per turn
Electronics: sight, hearing, radar sense, voice, communicator
Programs: Recon-3
Tools/Weapons: advanced battle scanner, advanced communicator

Scout Robot

Tech level 12 **Size:** 2m3 **Armor** 15 **Price:**250,000cr
Loco: Grav **Speed:** 1500m per turn
Electronics: sight, hearing, radar sense, voice, communicator
Programs: Recon-2
Tools/Weapons: battle scanner, advanced communicator

Fast Attack Robot

Tech level 14 **Size:** 2m3 **Armor** 30 **Price:**750,000cr
Loco: Grav **Speed:** 2000m per turn
Electronics: sight, hearing, radar sense, voice, communicator
Programs: Recon-1, Energy Weapons-1
Tools/Weapons: battle scanner, advanced communicator. PGMP-14

6.4—Robot Upgrades

Skill Upgrade: a skill upgrade module for a robot brain is based on the level of skill and category desired:

Skill Module	Tech Level	Price
Medical-1	10	40,000cr
Medical-2	12	80,000cr
Medical-3	14	400,000cr
Tactics-1	9	30,000cr
Tactics-2	11	60,000cr
Tactics-3	13	300,000cr
Electronics-1 or Mechanical-1 or Gravitics-1	9	3000cr
Electronics-2 or Mechanical-2 or Gravitics-2	11	6000cr
Electronics-3 or Mechanical-3 or Gravitics-3	13	30,000cr
Cargo-1 or Maintenance-1 or Steward-1	8	500cr
Weapon (choose type)-1	8	8000cr
Weapon (choose type)-2	11	16,000cr
Weapon (choose type)-3	14	80,000cr
Vehicle (choose type)-1	8	10,000cr
Vehicle (choose type)-2	11	20,000cr
Vehicle (choose type)-3	14	100,000cr
Recon-1	8	10,000cr
Recon-2	11	20,000cr
Recon-3	14	100,000cr

Armor Upgrade: TL-12: add 5 points to armor for 25,000cr

Heavy Armor Upgrade: TL-14: add 15 points to armor for 150,000cr

Re-program for Evil: a combat module, plus weapon skill module can be added to any non-military robot to allow it to attack. The combat module is TL-8 and costs 5,000cr, but is illegal on all imperial worlds.

Robot Arms as Weapons: robots with a combat module and Brawling skill (as a Weapon) can use their arms as weapons:

Weapon	Reach	Attack	Parry	Penetration	Max Hits
Small or delivery arm	0	+0	+2	3	3
Arm	1	+1	+1	4	2
Huge Arm	3	+2	+0	8	1