EQUIPMENT DATABASE

STARS WITHOUT NUMBER

COMPATIBLE

Angry Golem Games

INDEX

CREDITS

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FOREWORDS

This paragraph explains some of the small changes made to the equipment section. The changes are not radical, and are of course optionals.

Encumbrance (optional rule). The encumbrance follows the rules listed in the Stars Without Number core rulebook. Equipment marked with a (m) can be disassembled into smaller components and assembled again. How many components compose a piece of equipment, and how long it takes to disassemble and reassemble, is at Game Master's discretion.

Power Required (optional rule). How many power units the equipment requires to work for 24 hours.

Suggested Skill (optional rule). Equipment may require a minimum level of skill to be properly used. The equipment entry will specify the minimum skill required. In addition, the suggested skill may include one or more special actions that the equipment can accomplish using this skill. The Game Master is encouraged to create their own custom effects.

TL (Technology Level). The TL, or Technology Level, follows the same principles listed in the Stars Without Number core rulebook. However, the Game Master may find that the technology level for a specific piece of equipment is not of the appropriate technology level and can decide at any moment to change it in order to fit its campaign setting peculiarities.

ARMORS

Armor Type	Armor Class	Cost	Enc.	TL
Combat Armor				
Iridium Plate Armor	18 (3)	15,000	2	4
Graphene Layered Armor	14	3,000	1 (0)	4
Polymer Field Armor	13	1,500	1	3
Titanium Plate Armor	15 (2)	2,000	3	4
Powered Armor				
Environmental Suit	11	300	1 (0)	4
Exoskeleton	13	20,000	2 (0)	4
Mimetic Armor	13	5,000	1	4

ARMORS

Armor Class. The Armor Class follows the rules listed in the Stars Without Number core rulebook. When a number in parenthesis appears, it represents the Armor value the armor. The number in parenthesis represents the Armor value.

Encumbrance. The encumbrance follows the rules listed in the Stars Without Number core rulebook. When a number in parenthesis appears, it represents the encumbrance of the armor when worn.

COMBAT ARMORS

Iridium Plate Armor. The iridium plate armor is composed of plates made of special platinum-iridium alloys. This armor confers high protection against most types of attacks, especially against kinetic ammunition and explosions.
However, iridium armor is less effective against weapons that deal charges and laser damage. Iridium plate armors make the wearer clumsy due to their weight, imposing a -1 penalty on all dexterity based skill checks and saving throws.
Armor Class 18 (3). *Armor* 3 against ammo ranged weapons, melee weapons and explosion damage.
Cost 15,000 – **Enc.** 2 – **TL** 5

Graphene Layered Armor. Graphene layered armors offer good protection while still remaining light and easy to wear, due to their composition. The armor protects the wearer's vitals and articulations without penalizing mobility. The plates that compose the armor are made of many stacked microlayers of graphene which are subsequently bonded during a high-pressure mechanical process. Graphene layered armor grants immunity to piercing and slashing melee weapons of TL 3 or less.

Armor Class 14
Cost 3,000 – **Enc.** 1 (0) – **TL** 4

Polymer Field Armor. Polymer field armors are used by security personnel and police forces. Though they may appear obsolete compared to more advanced armors, they are still a good choice when trying to achieve a decent level of protection while still maintaining the wearer's mobility.
Armor Class 13
Cost 1,500 – **Enc.** 1 – **TL** 3

Titanium Plate Armor. Titanium plate armors were the best choice before the invention of more sophisticated iridium plate armors. They represent a good trade-off of price, encumbrance and protection. They are still employed by heavy infantry units from factions who cannot afford the more expensive iridium armors. Titanium plate amors make the wearer clumsy due to their weight, thus imposing a -2 penalty on all dexterity based skill checks and saving throws.
Armor Class 15 (2). *Armor* 2 against ammo ranged weapons, melee weapons and explosion damage.
Cost 2,000 – **Enc.** 3 – **TL** 4

POWERED ARMORS

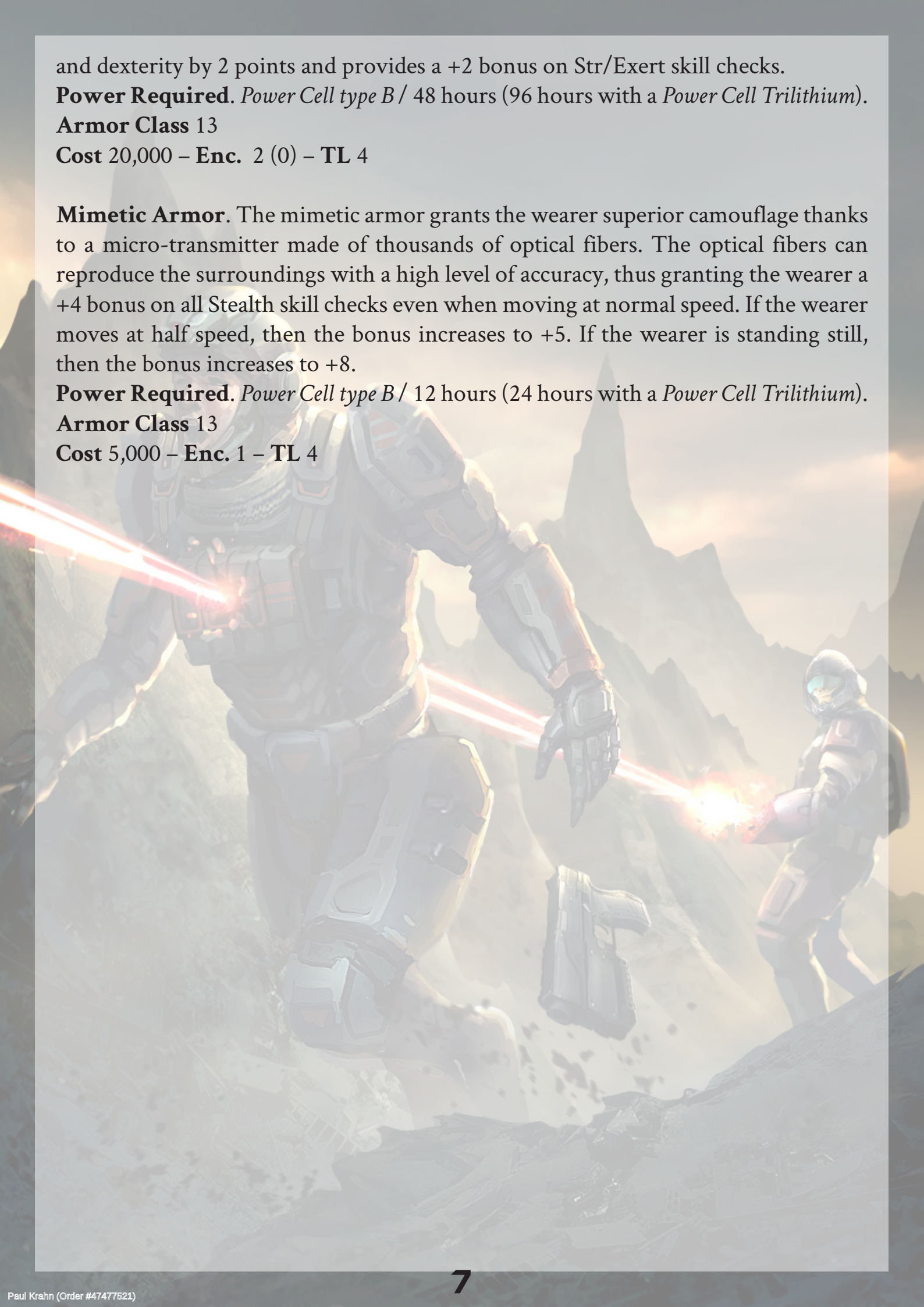
Powered armors require an energy source to function. Each entry specifies the power required for each type of power armor, and what device can provide that power. The Stars Without Number core rulebook states that powered armors require a *Power Cell type B* to function. In addition to a *Power Cell type B*, a *Power Cell Trilithium* can be used, and grants twice the operational time.

Enviromental Suit. This suit allows the wearer to survive in an alien, hostile environments. The Environmental Suit recycles bodily fluids and intravenously administers nutrients. The suit protects the wearer from extreme temperature ranges (-260° / + 1,000°) and extreme atmospheric pressures, including a vacuum. Each standard 24 hours spent wearing the environmental suit adds 1d2 system strain.
Power Required. *Power Cell type B* / 168 hours (336 hours with a *Power Cell Trilithium*).
Armor Class 11
Cost 300 – **Enc.** 1 (0) – **TL** 4

Exoskeleton. The exoskeleton provides partial protection and enhances the physical abilities of the wearer thanks to a hydraulic system that leverages physical tasks. Movement of the wearer increases by 1d4. The exoskeleton increases both strength

and dexterity by 2 points and provides a +2 bonus on Str/Exert skill checks.
Power Required. *Power Cell type B* / 48 hours (96 hours with a *Power Cell Trilithium*).
Armor Class 13
Cost 20,000 – **Enc.** 2 (0) – **TL** 4

Mimetic Armor. The mimetic armor grants the wearer superior camouflage thanks to a micro-transmitter made of thousands of optical fibers. The optical fibers can reproduce the surroundings with a high level of accuracy, thus granting the wearer a +4 bonus on all Stealth skill checks even when moving at normal speed. If the wearer moves at half speed, then the bonus increases to +5. If the wearer is standing still, then the bonus increases to +8.
Power Required. *Power Cell type B* / 12 hours (24 hours with a *Power Cell Trilithium*).
Armor Class 13
Cost 5,000 – **Enc.** 1 – **TL** 4



WEAPONS

Weapons, ammo (optional rule). If a natural 1 is rolled, then roll an additional d20. If the result is again a natural 1, then the weapon jams. A jammed weapon cannot fire until a Main Action is spent to fix it. After jamming the first time, a weapon will then jam with a natural roll of 1 or 2. In order to avoid the cumulative chance of jamming the weapon, the character must spend a full round fixing the weapon.

Weapons, charge. Damage dealt by a charge weapon depends on the type of charge used. Charge weapons multiply the base damage of the charge used depending on the type of weapon. See the weapon description for more details.

Weapons, laser. Laser weapons mount *laser crystals* (general equipment – ammunition) that produce additional effects to the base damage. A laser weapon must mount a laser crystal or it will not fire. In environments without a significant atmosphere, laser weapons deal twice the amount of damage as well as have ten times the range. Laser weapons have an integrated *antimatter micro-generator* that recharges the weapon with one round, but the recharge process will only occur during rounds when the laser weapon is not fired.

Burst mode (*). Ranged Weapons that can fire in burst mode gain a bonus on hit and damage rolls, but consume more rounds of ammunition as detailed below:
3 rounds. +1 to hit, +1 damage; ***6 rounds***. +2 to hit, +2 damage; ***12 rounds***. +3 to hit, +3 damage.

Focus Fire (f). All Laser Weapons can concentrate firepower on a single point, causing serious damage to the target. If the wielder maintains a continuous fire on a single point for the whole round of combat, the focus fire deals additional damage and produces additional effects. Each laser weapon describes what kind of effects the focus fire produces.

Suppressive fire (#). Some heavy weapons can employ suppressive fire. Suppressive fire consumes a higher amount of ammunition to automatically hit all targets in the kill zone. However, the damage inflicted to targets is reduced. The damage dealt depends on the amount of ammunition consumed, as described below:
Double rounds. Half damage, evasion saving throw reduces damage to zero.
Triple rounds. Half damage +1, evasion saving throw with -1 penalty reduces damage to zero.
Quadruple rounds. Half damage +2, evasion saving throw with -2 penalty reduces damage to zero.

RANGED WEAPONS

Ranged Weapon	Dmg.	Range	Cost	Magazine	Attr.	Enc.	TL
Auto-rifle, ammo *	1d8+2	150/300	600	40	Dex	1	3
Auto-rifle, charge *	by charge	100/200	1,500	40	Dex	2	4
Auto-rifle, laser * (f)	1d10	250/400	3,000	10	Dex	1	4
Flamethrower	3d4	20/40	200	30	Dex	3	3
Grenade, chemical	1d3	10/30	60	1	Dex	1/20	3
Grenade, cryo	1d3	10/30	250	1	Dex	1/20	4
Grenade, EMP	1d3	10/30	200	1	Dex	1/20	4
Grenade, frag	3d4	10/30	40	1	Dex	1/20	3
Grenade, incendiary	1d6	10/30	35	1	Dex	1/20	3
Grenade, shock	1d2	10/30	50	1	Dex	1/20	3
Grenade, smoke	1	10/30	15	1	Dex	1/20	3
Pistol, ammo	1d6	30/100	150	10	Dex	1	3
Pistol, charge	by charge	40/80	300	10	Dex	1	4
Pistol, laser (f)	1d6	100/300	600	10	Dex	1	4
Plasmathrower	3d6	20/40	1,600	30	Dex	3	4
Rifle, ammo	2d6	500/1,000	1,800	5	Dex	2	3
Rifle, charge	by charge	150/300	2,100	5	Dex	2	4
Rifle, gauss	3d6	1,500/3,000	3,000	5	Dex	2	4
Rifle, laser (f)	1d10	600/1,000	2,400	10	Dex	2	4
Rifle, sonic	1d4	50	4,000	5	Dex	2	4
Sub-Machine Gun, ammo *	1d8	150/500	3,000	20	Dex	1	3
Sub-Machine Gun, charge	by charge	150/400	8,000	20	Dex	1	4
Sub-Machine Gun, gauss *	2d8	500/1,500	6,000	20	Dex	1	4
Sub-Machine Gun, laser * (f)	1d12	700/1,000	9,000	20	Dex	1	4
Tactical Bow	1d6+1	100/150	180	5	Dex	1	3

RANGED WEAPONS

Auto-rifle, ammo *. The ammo auto-rifle can rapid fire against the same target in a single round. The auto-rifle inflicts 1 additional point of damage for each point above the minimum required to hit the target's Armor Class. This option does not apply when using the ammo auto-rifle in burst mode.
Dmg. 1d8+2 – **Range** 150/300 – **Magazine** 40
Cost 600 – **Enc.** 1 – **TL** 3

Auto-rifle, charge *. The charge auto-rifle deals maximum damage if the hit roll is 5 points higher than the minimum required to hit the target's Armor Class.
Dmg. *by charge* – **Range** 100/200 – **Magazine** 40
Cost 1,500 – **Enc.** 2 – **TL** 4

Auto-rifle, laser * (f). Laser auto-rifles deal standard damage plus the damage of the specific laser crystal mounted to the weapon. Laser auto-rifles do not include laser crystals when purchased, they must be purchased separately. The laser auto-rifle can focus fire, and deals damage as follows:
Round 1. The laser deals maximum damage.
Round 2. The laser deals maximum damage and can bypass Armor 1.
Round 3. The laser deals maximum damage +1d10 additional damage. It can bypass Armor 2 or lower.
Round 4. The laser deals maximum damage +2d10 additional damage. It can bypass *Armor* 3 or lower. Flammable materials catch fire. Metals start to melt in a radius of 1 meter. Materials like silicate rocks, concrete and similar detonate in a radius of 10 meters.
Round 5. At Game Master's discretion.
Power Required. *Antimatter Microgenerator* / 1 year
Dmg. 1d10 + *laser crystal* – **Range** 250/400 – **Magazine** 10
Cost 3,000 – **Enc.** 1 – **TL** 4

Flamethrower. The flamethrower causes 1d6 fire damage in normal range (20 meters) and gains a bonus of +2 to hit rolls, and 3d4 fire damage beyond the normal range (21-50 meters) without suffering penalties on hit rolls. TL 4 or higher armors reduce fire damage to minimum and with a successful Dex/Evasion saving throw the wearer suffers no damage at all. TL 3 armors reduce damage to half, but if they are composed of flammable compounds like carbon or graphene fibers they may be damaged. The flamethrower consumes hydrocarbons that, depending on the specific model of flamethrower, can come in the form of liquid or gel.
Dmg. 3d4 – **Range** 20/50 – **Magazine** 30
Cost 200 – **Enc.** 3 – **TL** 3

Grenade, chemical. Chemical grenades release a toxic gas that, when inhaled, affect the central nervous system and prevent bioelectric impulses from working properly. The target must make a Con/Physical saving throw or die within 30 minutes. If the saving throw fails, the target dies in 5 minutes or less. A target treated with *Antitoxin*, *Medkit* or *Field Emergency Kit* can make a new saving throw every minute to resist the effects.
Dmg. 1d3 – **Range** 10/30 – **Magazine** 1
Cost 60 – **Enc.** 1/20 – **TL** 3

Grenade, cryo. Cryo grenades release an extremely low temperature gas in a radius of 10 meters. The effects of the gas lasts for 1d4 rounds before warming up and becoming harmless. All weapons that rely on gears and moving parts made of metal

suffer from the freezing temperature. For the next 10 rounds of combat, anytime an attack roll scores 7 or less, the weapon will jam and will not be able to fire properly.
Dmg. 1d3 – **Range** 10/30 – **Magazine** 1
Cost 250 – **Enc.** 1/20 – **TL** 4

Grenade, EMP. EMP grenades release an electromagnetic pulse in a radius of 10 meters. For the next 2d6 rounds of combat all electronic equipment is jammed and will not work properly. Every round the target can attempt a Dex/Fix skill check with DC 9 to reduce the jam duration by 1 round.
Dmg. 1d3 – **Range** 10/30 – **Magazine** 1
Cost 200 – **Enc.** 1/20 – **TL** 4

Grenade, frag. Frag grenades detonate and throw shrapnel in a radius of 10 meters. Targets can roll a Dex/Evasion saving throw to reduce damage to 2d4 instead of 3d4. Targets take 1 less point of damage for each point of AC above 13.
Dmg. 3d4 – **Range** 10/30 – **Magazine** 1
Cost 40 – **Enc.** 1/20 – **TL** 3

Grenade, incendiary. Incendiary grenades contain flammable chemical compounds. All targets within 3 meters of the explosion automatically suffer 1d6 points of fire damage. The subsequent round, each target affected by the explosion can make an Evasion saving throw to quench the fire or suffer an additional 1d6 fire damage. If the first saving throw fails, the targets are entitled a new saving throw with a -1 penalty, failing again means taking additional 1d6+1 fire damage. This process continues every round, each round damage increases by +1 and the penalty on the saving throw adds a -1 until a successful saving throw quenches the fire or the target chars to the bone.
Dmg. 1d6 – **Range** 10/30 – **Magazine** 1
Cost 35 – **Enc.** 1/20 – **TL** 3

Grenade, shock. Shock grenades cause a sonic and blinding burst capable of neutralizing the sight and hearing of all targets within 5 meters of the detonation. All targets affected suffer the following effects:
1 round. All targets are deafened and blinded.
2 round. All targets automatically fail Dexterity based skill checks and saving throws.
3 round. All targets suffer a -2 penalty on Dexterity based skill checks and saving throws.
4 round. Any harmful effect end.
Dmg. 1d2 – **Range** 10/30 – **Magazine** 1
Cost 50 – **Enc.** 1/20 – **TL** 3

Grenade, smoke. Smoke grenades release a colored gas that blocks sight and thus offers some protection against ranged attacks. The gas disperses in 1 minute under standard circumstances and occupies a total area of 15 x 15 meter (the shape of the cloud can be adjusted according to the terrain). If there is no atmosphere, the gas lasts for 1d4 rounds before dissipating.
Dmg. 1 – **Range** 10/30 – **Magazine** 1
Cost 15 – **Enc.** 1/20 – **TL** 3

Pistol, ammo. Pistol is a light ranged weapon useful for close combat. The model presented here is the standard one. Other models may have slightly different ranges, magazine sizes, and costs. The damage listed below is the damage caused by standard ammo. The ammo pistol can also fire *depleted uranium*, *iridium*, *titanium* and *tungsten* ammo.
Suggested Skill. Shoot-1. You can fire 2 rounds in a single action if the target is within 3 meters. In addition, for each skill point you deal 1 additional point of precision damage.
Dmg. 1d6 – **Range** 30/100 – **Magazine** 10
Cost 150 – **Enc.** 1 – **TL** 3

Pistol, charge. Charge pistols can fire any type of ammunition of the charge type, which includes *antimatter*, *EMP*, *plasma* and *proton* charges. Damage depends on the type of charge used.
Suggested Skill. Shoot-2. You can fire 2 rounds in a single action if the target is within 3 meters. In addition, for each skill point you deal 1 additional point of precision damage.
Dmg. *by charge* – **Range** 40/80 – **Magazine** 10
Cost 300 – **Enc.** 1 – **TL** 4

Pistol, laser (f). Laser pistols deal standard damage plus the damage of the specific laser crystal mounted on the weapon. When purchased, laser pistols do not come with a laser crystal, which must be purchased separately. The laser pistol can focus fire, and deals damage as follows:
Round 1. The laser deals maximum damage.
Round 2. The laser deals maximum damage and can bypass Armor 1.
Round 3. The laser deals maximum damage +1d6 additional damage. It can bypass Armor 2 or lower.
Round 4. The laser deals maximum damage +2d6 additional damage. It can bypass Armor 3 or lower. Flammable materials catch fire. Metals start to melt in a radius of 1 meter. Materials like silicate rocks, concrete and similar detonate in a radius of 10 meters.

Round 5. At Game Master's discretion.
Suggested Skill. Shoot-3. You can fire 3 rounds in a single action if the target is within 6 meters. In addition, for each skill point you deal 1 additional point of precision damage.
Power Required. *Antimatter Microgenerator* / 1 year
Dmg. 1d6 + *laser crystal* – **Range** 100/300 – **Magazine** 10
Cost 600 – **Enc**. 1 – **TL** 4

Plasmathrower. The plasmathrower causes 3d6 heat damage by heating up noble gases like xenon, helium and argon. The gases are compressed and preserved as a semisolid gel inside a tank that fuel the weapon. The plasmathrower gains a bonus of +2 to hit rolls in normal range (20 meters), and suffers no penalties on hit rolls in on ranges beyond normal (21-40 meters). TL 3 armors offer no protection against the plasmathrower, and if they are composed by flammable compounds like carbon or grapheme fibers they are destroyed. TL 4 armors reduce damage to half. The plasmathrower heats the preserved gases and turns them into plasma by means of an *Antimatter Microgenerator* integrated with the weapon.
Dmg. 3d6 – **Range** 20/40 – **Magazine** 30
Cost 1,600 – **Enc**. 3 – **TL** 4

Rifle, ammo. The rifle is a long-range weapon with high precision. When firing beyond the standard range it suffers only a -1 penalty on hit rolls. If the attack roll scores a natural 20, the weapon deals maximum damage. The model presented here is the standard one. Other models may have slightly different ranges, magazine sizes and costs. The damage listed below is the damage caused by standard ammo. The ammo rifle can also fire *depleted uranium*, *iridium*, *titanium* and *tungsten* ammo.
Dmg. 2d6 – **Range** 500/1,000 – **Magazine** 5
Cost 1,800 – **Enc**. 2 – **TL** 3

Rifle, charge. Charge rifles can fire any type of ammunition of the charge type, which includes *antimatter*, *EMP*, *plasma* and *proton* charges. Damage also depends on the charge type. When firing beyond the standard range it suffers only a -1 penalty on hit rolls. If the attack roll scores a natural 20, the weapon deals maximum damage.
Dmg. *by charge* – **Range** 150/300 – **Magazine** 5
Cost 2,100 – **Enc**. 2 – **TL** 4

Rifle, gauss. Gauss rifles can fire both Ammo and Charge type ammunitons, but each magazine can contain one type of ammunition. When firing beyond the standard range it suffers only a -1 penalty on hit rolls. If the attack roll scores a natural 20, the weapon deals maximum damage. The Gauss rifle can overcharge the

electromagnetic rail that fires the ammunition to deal more damage and increase the range. Overcharging the gauss rifle requires one full round and there is a 10% chance that the procedure fails. If the overcharge is successful, then the weapon deals 1d6 additional damage and increases the range by 50%. If the overcharge fails, then the weapon discharges the electromagnetic energy and can not be fired that round. The electromagnetic discharge due to the failed overcharge procedure produces the same effect of an *EMP Grenade* but without dealing any physical damage.
Dmg. 3d6 or *by charge* – **Range** 1,500/3,000 – **Magazine** 5
Cost 3,000 – **Enc**. 2 – **TL** 4

Rifle, laser (f). Laser rifles deal standard damage plus the damage of the specific laser crystal mounted on the weapon. When purchased, laser rifles do not come with a laser crystal, which must be purchased separately. When firing beyond the standard range it suffers only a -1 penalty on hit rolls. If the attack roll scores a natural 20, the weapon deals maximum damage. The laser rifle can focus fire, and deals damage as follows:
Round 1. The laser deals maximum damage.
Round 2. The laser deals maximum damage and can bypass *Armor* 1.
Round 3. The laser deals maximum damage +1d10 additional damage. It can bypass *Armor* 2 or lower.
Round 4. The laser deals maximum damage +2d10 additional damage. It can bypass Armor 3 or lower. Flammable materials catch fire. Metals start to melt in a radius of 1 meter. Materials like silicate rocks, concrete and similar detonate in a radius of 10 meters.
Round 5. At Game Master's discretion.
Power Required. *Antimatter Microgenerator* / 1 year
Dmg. 1d10 – **Range** 600/1,000 – **Magazine** 10
Cost 2,400 – **Enc**. 2 – **TL** 4

Rifle, sonic. The sonic rifle produces a sonic wave that can deafen and stun the targets. In addition, it creates a kinetic wave that can displace the targets by 1d4 meters. In environments with no atmosphere, the sonic rifle is useless. The sonic rifle produces a wave that extends from the weapon with a width of 45°. Targets under total cover suffer the deafened condition, but are not displaced by the sonic wave.
Power required. *Power Cell type A* / 5 rounds (10 rounds with a *Power Cell Dilithium*).
Dmg. 1d4 – **Range** 50 – **Magazine** 5
Cost 4,000 – **Enc**. 2 – **TL** 4

Sub-machine gun, ammo *. The sub-machine gun sacrifices precision for firepower. If the attack roll scores 17 or more, you can add 1 point of damage for each point above 16. The model presented here is the standard one. Other models may have slightly different ranges, magazine sizes and costs. The damage listed below is the damage caused by standard ammo. The ammo sub-machine gun can also fire depleted uranium, iridium, titanium and tungsten ammo.
Dmg. 1d8 – **Range** 150/500 – **Magazine** 20
Cost 3,000 – **Enc**. 1 – **TL** 3

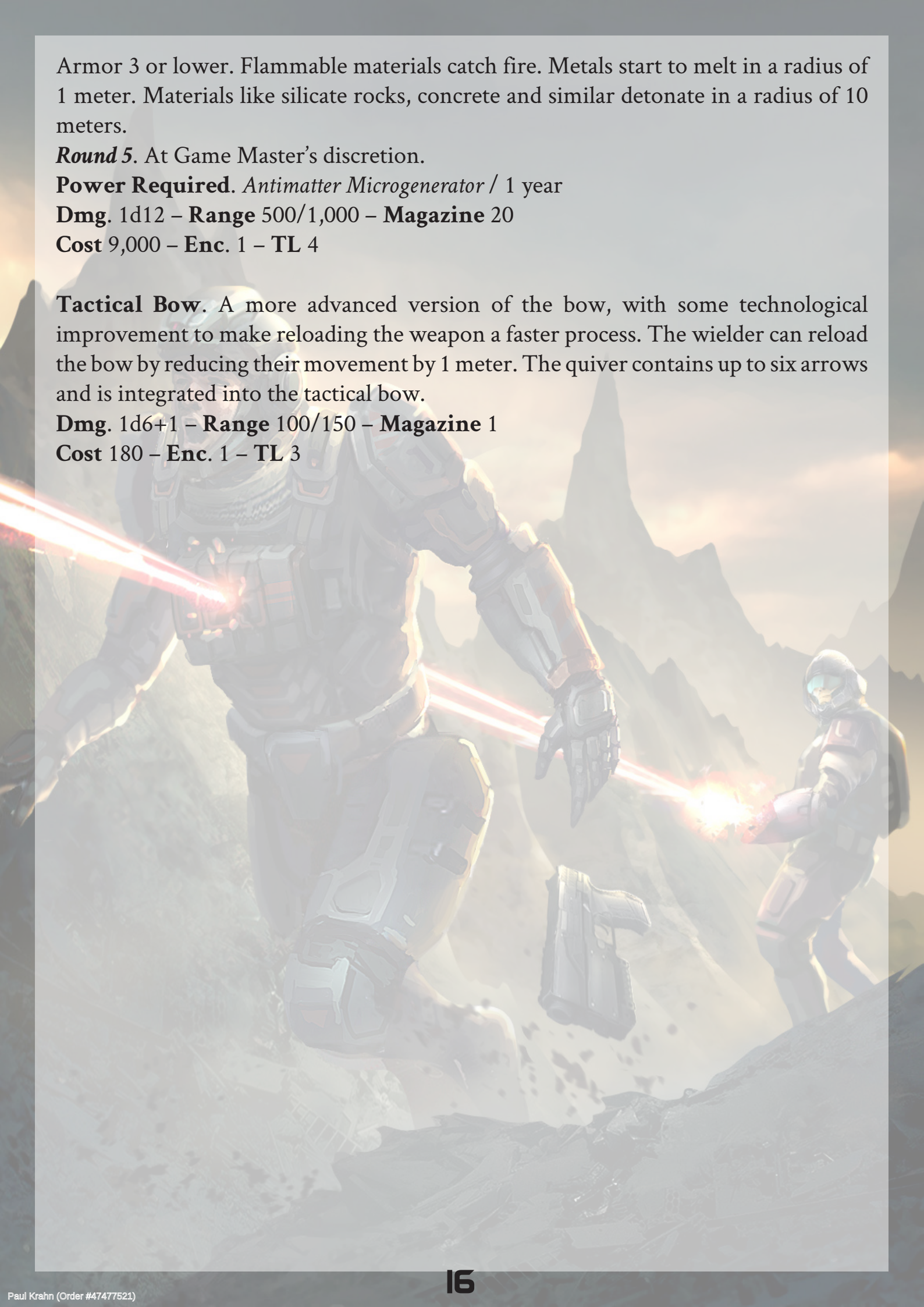
Sub-machine gun, charge *. Charge sub-machine guns can fire any type of ammunition of the charge type, which includes *antimatter*, *EMP*, *plasma* and *proton* charges. If the attack roll scores 17 or more, you can add 1 point of damage for each point above 16.
Dmg. *by charge* – **Range** 150/400 – **Magazine** 20
Cost 8,000 – **Enc**. 1 – **TL** 4

Sub-machine gun, gauss *. Gauss sub-machine guns can fire ammunition of the type Ammo and Charge, but each magazine can contain one type of ammunition. The Gauss submachine gun can overcharge the electromagnetic rail that fires the ammunition to deal more damage and increase the range. Overcharging the gauss sub-machine gun requires one full round and there is a 10% chance that the procedure fails. If the overcharge is successful, then the weapon deals 1d6 additional damage and increases the range by 50%. If the overcharge fails, then the weapon discharges the electromagnetic energy and can not be fired that round. The electromagnetic discharge due to the failed overcharge procedure produces the same effect of an *EMP Grenade* but without dealing any physical damage.
Dmg. 2d8 – **Range** 500/1,500 – **Magazine** 20
Cost 6,000 – **Enc**. 1 – **TL** 4

Sub-machine gun, laser * (f). Laser submachine guns deal standard damage plus the damage of the specific laser crystal mounted on the weapon. When purchased, laser sub-machine guns do not come with a laser crystal, which must be purchased separately. If the attack roll scores 17 or more, you can add 1 point of damage for each point above 16. The model presented here is the standard one. The laser submachine gun can focus fire, and deals damage as follows:
Round 1. The laser deals maximum damage.
Round 2. The laser deals maximum damage and can bypass *Armor* 1.
Round 3. The laser deals maximum damage +1d12 additional damage. It can bypass *Armor* 2 or lower.
Round 4. The laser deals maximum damage +2d12 additional damage. It can bypass

Armor 3 or lower. Flammable materials catch fire. Metals start to melt in a radius of 1 meter. Materials like silicate rocks, concrete and similar detonate in a radius of 10 meters.
Round 5. At Game Master's discretion.
Power Required. *Antimatter Microgenerator* / 1 year
Dmg. 1d12 – **Range** 500/1,000 – **Magazine** 20
Cost 9,000 – **Enc**. 1 – **TL** 4

Tactical Bow. A more advanced version of the bow, with some technological improvement to make reloading the weapon a faster process. The wielder can reload the bow by reducing their movement by 1 meter. The quiver contains up to six arrows and is integrated into the tactical bow.
Dmg. 1d6+1 – **Range** 100/150 – **Magazine** 1
Cost 180 – **Enc**. 1 – **TL** 3



MELEE WEAPONS

Weapon	Dmg.	Shock	Attr.	Cost	Enc.	TL
Baton, electric	1d4+2	3 /AC 16	Str/Dex	360	1	4
Chainsaw	1d6+1	2 / AC 15	Str	300	2	3
Combat glove	1d4	1 /AC 13	Str/Dex	250	1 (0)	4
Electric glove	1d4+1	2 /AC 17	Str/Dex	450	1 (0)	4
Molecular blade	2d4+3	5 / AC 18	Str/Dex	30,000	1	5
Thunder Hammer	1d6+4	5 / AC 14	Str	1,000	1	4

MELEE WEAPONS

Baton, electric. The electric baton is a two-handed weapon with an electrode placed on each end. A standard hit causes 1d4 damage +2 electric damage. If the hit roll is 5 points or higher than the hit roll required to hit the target, then the electric baton deals 2d4 additional electric damage.
Power Required. *Power Cell type A* / 24 hours (48 hours with a *Power Cell Dilithium*).
Dmg. 1d4+2 – **Shock** 2 / AC 16
Cost 360 – **Enc**. 1 – **TL** 4

Chainsaw. The chainsaw is a crude but effective melee weapon. The chainsaw is sold with a standard saw, but other models mount more effective saws.
Standard saw in steel alloy. Standard damage.
Titanum alloy saw. +1 damage, bypass *Armor* 1, Cost +50%.
Artificial diamond saw. +2 damage, bypass *Armor* 2, Cost +100%.
Platinum-iridium alloy saw. +4 damage, bypass *Armor* 3, Cost +500%.
Dmg. 1d6+1 – **Shock** 2 / AC 15
Cost 300 – **Enc**. 2 – **TL** 3

Combat Glove. The combat glove can deliver powerful blows that deal 1d4 damage, all attacks with the combat glove receive a +1 bonus to hit roll. In addition, you can grab a target, and successfully maintaining a hold on them inflicts automatic damage every round. In order to grab a target, you must score a successful attack roll. The target can resist the grab by rolling a successful Exert skill check with a DC equal to your attack roll. Once grabbed, the target cannot get free itself until the combat glove is neutralized. The wielder can also release the combat glove at any moment, and the combat glove will inflict damage automatically.
Suggested Skill. Punch-1. You can attempt to grab a target and maintain your hold on them.
Dmg. 1d4 – **Shock** 1 / AC 13
Cost 250 – **Enc**. 1/(0) – **TL** 4

Electric, glove. The electric glove releases an electric discharge when it hits the target. If the hit roll is 5 points or higher than the hit roll required to hit the target, then the electric glove deals 2d4 additional electric damage.
Power Required. *Power Cell type A* / 24 hours (48 hours with a *Power Cell Dilithium*).
Dmg. 1d4+1 – **Shock** 2 / AC 17
Cost 30,000 – **Enc**. 1(0) – **TL** 4

Molecular Blade. The molecular blade is sharp enough to cut solid materials as if they were pieces of paper. The blade is artificially sharpened with nanotechnology on the molecular level, turning the weapon into the perfect blade. The molecular blade, when employed in melee combat, automatically severes a limb with a natural roll of 20. If used against vehicles, it can bypass Armor 1 and deal full damage. In addition it can cut through 1 inch of solid material for every point of damage it deals. Materials or special alloys of TL 5 or more may resist the sharpness of a molecular blade.
Dmg. 2d4+3 – **Shock** 5 / AC 18
Cost 30,000 – **Enc**. 1 – **TL** 5

Thunder Hammer. The thunder hammer is a two-handed weapon that deals 1d6 bludgeoning damage plus 4 electric damage. The target must make a Dex/Evasion saving throw or suffer 2d4 additional electric damage.
Power Required. *Power Cell type A* / 12 hours (24 hours with a *Power Cell Dilithium*).
Dmg. 1d6+4 – **Shock** 5 / AC 14
Cost 1,000 – **Enc**. 1 – **TL** 4

HEAVY WEAPONS

Heavy Weapon	Dmg.	Range	Cost	Magazine	Attr.	Enc.	TL
Grenade launcher	by grenade	300/500	1,500	6	Dex	2	3
Heavy Machine Gun, ammo #	3d6	500/2,000	5,000	10	Dex	4	3
Heavy Machine Gun, charge #	by charge x3	500/1,500	12,000	10	Dex	4	4
Heavy Machine Gun, gauss #	4d6	1,500/4,500	11,000	10	Dex	4	4
Heavy Machine Gun, laser # (f)	3d10	1,000/4,000	20,000	10	Dex	4	3
Machine Gun, ammo #	2d6	250/1,000	40,000	15	Dex	2	3
Machine Gun, charge #	by charge x2	250/750	10,000	15	Dex	2	4
Machine Gun, gauss #	3d6	750/3,000	7,500	15	Dex	2	4
Machine Gun, laser # (f)	3d8	500/2,000	12,000	15	Dex	2	4
Missile launcher, micro	by micro-missile	250/500	15,000	20	Dex/Int	2	4
Missile launcher	by missile	3,000/6,000	25,000	1	Dex/Int	3	4
Plasma Gun	4d10	50/100	50,000	5	Dex	3	5

HEAVY WEAPONS

Grenade Launcher. The grenade launcher can fire any type of Grenade as ammunition. Damage dealt depends on the type of grenade. The grenade launcher can hold up to six different types of grenade. The grenade launcher suffers a -1 penalty on attack rolls at standard range (500 meters) and a -3 penalty on attack rolls at beyond standard range (301 to 500 meters). Reloading a grenade launcher takes one full round or more, at Game Master's discretion.
Dmg. *by grenade* – **Range** 300/500 – **Magazine** 6
Cost 1,500 – **Enc**. 2 – **TL** 3

Heavy Machine Gun, ammo #. Ammo heavy machine guns can only fire at full power if properly anchored to the ground with the tripod. If used as a mobile weapon, then the weapon suffers a -4 penalty on all attack rolls and cannot employ the **suppressive fire** option.
If the attack roll scores 15 or more, you can add 1 point of damage for each point above 14. The model presented here is the standard one. Other models may have slightly different ranges, magazine sizes and costs. The damage listed below is the damage caused by standard ammo. The ammo heavy machine gun can also fire *depleted uranium, iridium, titanium* and *tungsten* ammo.
Dmg. 3d6 – **Range** 500/2000 – **Magazine** 10
Cost 5,000 – **Enc**. 4 – **TL** 3

Heavy Machine Gun, charge #. Charge heavy machine guns can only fire at full power if properly anchored to the ground with the tripod. If used as a mobile

weapon, then the weapon suffers a -4 penalty on all attack rolls and cannot employ the suppressive fire option. If the attack roll scores 15 or more, you can add 1 point of damage for each point above 14. Charge heavy-machine guns can fire any type of ammunition of the charge type, which includes antimatter, EMP, plasma and proton charges
Dmg. by charge x3 – **Range** 500/1,500 – **Magazine** 10
Cost 12,000 – **Enc**. 4 – **TL** 4

Heavy Machine Gun, gauss #. Gauss heavy machine guns can only fire at full power if properly anchored to the ground with the tripod. If used as a mobile weapon, then the weapon suffers a -4 penalty on all attack rolls and cannot employ the suppressive fire option. Gauss heavy machine guns can fire ammunition of the type Ammo and Charge, but each magazine can only contain one type of ammunition at a time. The Gauss heavy machine gun can overcharge the electromagnetic rails that fires the ammunition to deal more damage and increase the range. Overcharging the gauss heavy machine gun requires one full round and there is a 20% chance that the procedure fails. If the overcharge is successful, then the weapon deals 2d6 additional damage and increases the range by 50%.
If the overcharge fails, then the weapon discharges the electromagnetic energy and cannot be fired that round. The electromagnetic discharge due to the failed overcharge procedure produces the same effect of an *EMP Grenade* but without dealing any physical damage.
Dmg. 4d6 – **Range** 1,500/4,500 – **Magazine** 10
Cost 11,000 – **Enc**. 4 – **TL** 4

Heavy Machine Gun, laser # (f). Laser heavy machine guns can only fire at full power if properly anchored to the ground with the tripod.
If used as a mobile weapon, then the weapon suffers a -4 penalty on all attack rolls and cannot employ the suppressive fire option. Laser heavy machine guns deal standard damage plus the damage of the specific laser crystal the weapon is mounting. When purchased, laser heavy machine guns do not come with a laser crystal, which must be purchased separately. If the attack roll scores 15 or more, you can add 1 point of damage for each point above 14. The model presented here is the standard one.
Other models may have slightly different ranges, magazine sizes and costs. The laser heavy machine gun can focus fire, and deals damage as follows:
Round 1. The laser deals maximum damage.
Round 2. The laser deals maximum damage and can bypass *Armor* 1.
Round 3. The laser deals maximum damage +2d10 additional damage. It can bypass *Armor* 2 or lower.
Round 4. he laser deals maximum damage +3d10 additional damage. It can bypass

Armor 3 or lower. Flammable materials catch fire. Metals start to melt in a radius of 3 meters. Materials like silicate rocks, concrete and similar substances detonate in a radius of 20 meters.
Round 5. At Game Master's discretion.
Power Required. *Antimatter Micro-generator* / 1 year.
Dmg. 3d10 – **Range** 1,000/4,000 – **Magazine** 10
Cost 20,000 – **Enc**. 4 – **TL** 4

Machine Gun, ammo #. Ammo machine guns can only fire at full power if properly anchored to the ground with the tripod. If used as a mobile weapon, then the weapon suffers a -3 penalty on all attack rolls and cannot employ the **suppressive fire** option. If the attack roll scores 16 or more, you can add 1 point of damage for each point above 15. The model presented here is the standard one. Other models may have slightly different ranges, magazine sizes and costs. The damage listed below is the damage caused by standard ammo. The ammo machine gun can also fire *depleted uranium, iridium, titanium* and *tungsten* ammo.
Dmg. 2d6 – **Range** 250/1,000 – **Magazine** 15
Cost 4,000 – **Enc**. 2 – **TL** 3

Machine Gun, charge #. Charge machine guns can only fire at full power if properly anchored to the ground with the tripod. If used as a mobile weapon, then the weapon suffers a -3 penalty on all attack rolls and cannot employ the suppressive fire option. Charge machine guns can fire any type of ammunition of the charge type, which includes *antimatter, EMP, plasma* and *proton* charges. If the attack roll scores 16 or more, you can add 1 point of damage for each point above 15.
Dmg. *by charge* x2 – **Range** 250/750 – **Magazine** 15
Cost 10,000 – **Enc**. 2 – **TL** 4

Machine Gun, gauss #. Gauss machine guns can only fire at full power if properly anchored to the ground with the tripod. If used as a mobile weapon, then the weapon suffers a -3 penalty on all attack rolls and cannot employ the suppressive fire option. Gauss machine guns can fire ammunition of the type Ammo and Charge, but each magazine can only contain one type of ammunition at a time. The Gauss machine gun can overcharge the electromagnetic rails that fire the ammunition to deal more damage and increase the range. Overcharging the gauss-heavy machine gun requires one full round and there is a 15% chance that the procedure fails.
If the overcharge is successful, then the weapon deals 2d6 additional damage and increases the range by 50%. If the overcharge fails, then the weapon discharges the electromagnetic energy and cannot be fired that round. The electromagnetic discharge due to the failed overcharge procedure produces the same effect of an *EMP Grenade*

but without dealing any physical damage.
Dmg. 3d6 – **Range** 750/3,000 – **Magazine** 15
Cost 7,500 – **Enc**. 2 – **TL** 4

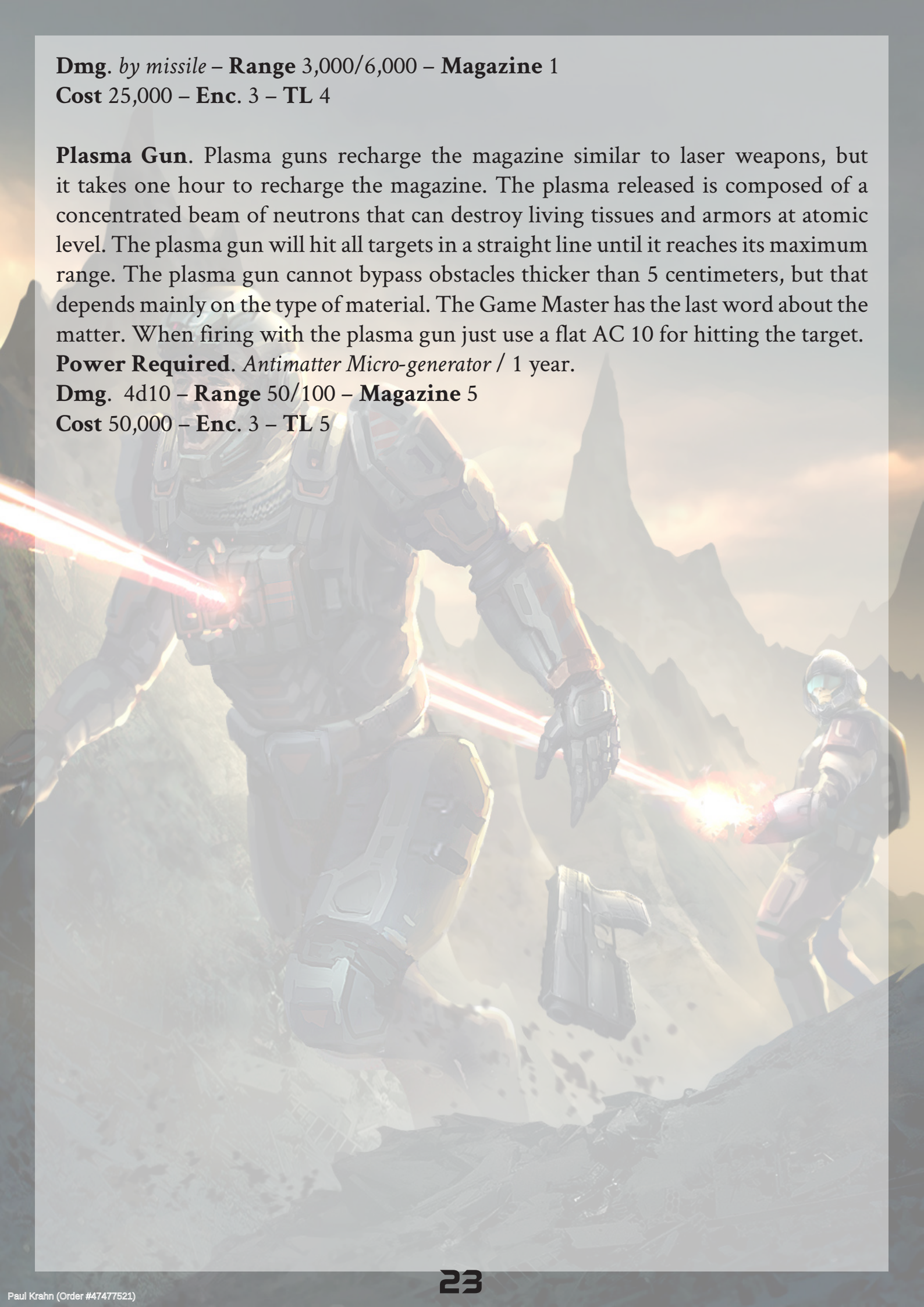
Machine Gun, laser # (f). Laser machine guns can only fire at full power if properly anchored to the ground with the tripod. If used as a mobile weapon, then the weapon suffers a -3 penalty on all attack rolls and cannot employ the **suppressive fire** option. If the attack roll scores 16 or more, you can add 1 point of damage for each point above 15. Laser machine guns deal standard damage plus the damage of the specific laser crystal the weapon is mounting.
When purchased, laser sub-machine guns do not come with a laser crystal, which must be purchased separately. The model presented here is the standard one. Other models may have slightly different ranges, magazine sizes and costs. The laser machine gun can focus fire, and deals damage as follows:
Round 1. The laser deals maximum damage.
Round 2. The laser deals maximum damage and can bypass *Armor* 1.
Round 3. The laser deals maximum damage +2d8 additional damage. It can bypass *Armor* 2 or lower.
Round 4. The laser deals maximum damage +3d8 additional damage. It can bypass Armor 3 or lower. Flammable materials catch fire. Metals start to melt in a radius of 2 meters. Materials like silicate rocks, concrete and similar detonate in a radius of 15 meters.
Round 5. At Game Master's discretion.
Power Required. *Antimatter Micro-generator* / 1 year.
Dmg. 3d8 – **Range** 500/2,000 – **Magazine** 15
Cost 12,000 – **Enc**. 2 – **TL** 4

Missile Launcher, micro. The micro-missile launcher is a heavy weapon that can host up to 20 micro-missiles of any type. It can mount a Neural Interface which allows you to use intelligence as an attribute instead of dexterity. Damage depends on the micro-missiles mounted. The micro-missiles need not to be all of the same type. The micro missile launcher can fire up to 3 micro-missiles in a single round.
Dmg. *by micro-missile* – **Range** 250/500 – **Magazine** 20
Cost 15,000 – **Enc**. 2 – **TL** 4

Missile Launcher. The missile launcher is a heavy weapon that can host 1 single missile of any type. It can mount a Neural Interface to employ intelligence as an attribute instead of dexterity. Damage depends on the missile loaded. The missile launcher can fire 1 missile at a time, and it takes 1 minute to reload and recalibrate the weapon.

Dmg. *by missile* – **Range** 3,000/6,000 – **Magazine** 1
Cost 25,000 – **Enc**. 3 – **TL** 4

Plasma Gun. Plasma guns recharge the magazine similar to laser weapons, but it takes one hour to recharge the magazine. The plasma released is composed of a concentrated beam of neutrons that can destroy living tissues and armors at atomic level. The plasma gun will hit all targets in a straight line until it reaches its maximum range. The plasma gun cannot bypass obstacles thicker than 5 centimeters, but that depends mainly on the type of material. The Game Master has the last word about the matter. When firing with the plasma gun just use a flat AC 10 for hitting the target.
Power Required. *Antimatter Micro-generator* / 1 year.
Dmg. 4d10 – **Range** 50/100 – **Magazine** 5
Cost 50,000 – **Enc**. 3 – **TL** 5



GENERAL EQUIPMENT – Ammunition

Ammunition	Cost	Enc.	TL
Ammo, depleted uranium (20 rounds)	500	1/5	3
Ammo, iridium (20 rounds)	3,000	1/5	4
Ammo, standard (20 rounds)	50	1/5	3
Ammo, titanium (20 rounds)	1,000	1/5	3
Ammo, tungsten (20 rounds)	1,500	1/5	3
Antimatter Microgenerator	5,000	1/10	4
Charge, antimatter (10 rounds)	2,000	1/10	4
Charge, EMP (10 rounds)	500	1/10	4
Charge, plasma (10 rounds)	400	1/10	4
Charge, proton (10 rounds)	300	1/10	4
Laser crystal, gamma ray	1,000	1/20	4
Laser crystal, infrared ray	500	1/20	4
Laser crystal, microwave ray	800	1/20	4
Laser crystal, ultraviolet ray	750	1/20	4
Laser crystal, x-ray	1,500	1/20	4
Micro-missile, chemical	75	1	4
Micro-missile, explosive	50	1	4
Missile, EMP	4,500	2	3
Missile, nuclear	10,000	2	4

GENERAL EQUIPMENT - AMMUNITION

The list of ammunition described in this section belong to the following types:

Ammo. Bullet ammos are made of the following metals or metal alloys: depleted uranium, iridium, standard, titanium, tungsten. Each ammo deals specific damage. All ammo, for the sake of simplicity, are considered to be the same caliber.

Charge. Charge ammunition delivers specific damage depending on the type of energy locked in the magazine: antimatter, EMP, plasma and proton. Each charge produces specific effects as described in the charge entry.

Laser Crystals. When purchased, laser crystals have a level of purity equal to 95% +1d4%. Anytime a laser weapon fires, roll a d100. If the attack roll is higher than the level of purity, then reduce the level of purity by 1%. If the attack roll is higher than 20% of the level of purity, then the laser crystal is burned and becomes useless. The most common laser crystals are the following: *gamma ray*, *infrared ray*, *microwave ray*, *ultraviolet ray*, *x-ray*.

Ammo, Depleted Uranium (20 rounds). Depleted uranium ammo can bypass Armor 1. Each shot using this ammo deals 1 additional point of damage for each point above the minimum required to hit the target. In addition, it also causes 2 points of damage to all squares around the point of impact. Depleted uranium may cause radiation poisoning.
Cost 500 – **Enc**. 1/5 – **TL** 3

Ammo, Iridium (20 rounds). Iridium ammo can bypass Armor 3 and adds 2 points of damage to the standard damage of the ammo weapon.
Cost 3,000 – **Enc**. 1/5 – **TL** 4

Ammo, Standard (20 rounds). Standard ammo does not provide any sort of bonus. They are usually made of lead or basic alloys.
Cost 50 – **Enc**. 1/5 – **TL** 3

Ammo, Titanium (20 rounds). Titanium ammo can bypass Armor 2 and adds 2 points of damage to the standard damage of the ammo weapon.
Cost 1,000 – **Enc**. 1/5 – **TL** 3

Ammo, Tungsten (20 rounds). Tungsten ammo can bypass Armor 2 and adds 1 point of damage to the standard damage of the ammo weapon. In addition, it also causes 1 point of damage to all squares around the point of impact.
Cost 1,500 – **Enc.** 1/5 – **TL** 3

Antimatter Microgenerator. Antimatter microgenerators are mounted on all laser weapons and provide the weapon with the energy to produce the laser beam. The antimatter remains confined inside a stasis field.
Cost 5,000 – **Enc**. 1/10 – **TL** 4

Charge, Antimatter (10 rounds). Antimatter charges deal 1d4+1 damage. If the shot inflicts 4 damage or more, you can add another 1d4+1 to the damage. The procedure repeats for every multiple of 4. However, if the total damage score is 15 or more, a detonation occurs. The detonation affects all targets within 15 meters of the point of impact.
Cost 2,000 – **Enc**. 1/10 – **TL** 4

Charge, EMP (10 rounds). The EMP charge inflicts 1 point of damage and releases an electromagnetic pulse that neutralizes electronic devices at the point of impact. The effects last for 1d4+1 minutes.
Cost 500 – **Enc**. 1/10 – **TL** 4

Charge, Plasma (10 rounds). Plasma charges inflict 1d10 thermal damage. The shot produces additional effects according to how much damage the shot deals.
8 damage. One random piece of equipment the target is wearing is destroyed. Equipment with Armor are immune to this effect.
9 damage. The target catches fire and suffers 1d4 fire damage every round, until the fire is extinguished.
10 damage. The shot causes an explosion that affects all squares adjacent to the point of impact, and inflicts additional 1d10 thermal damage.
Cost 400 – **Enc**. 1/10 – **TL** 4

Charge, Proton (10 rounds). Proton charges deal 1d6 kinetic damage. If the shot inflicts more than 4 points of damage to a target, then it continues on a straight line to the next target. The proton charge can go through inorganic matter like metals and polymers, depending on the amount of damage dealt.
5 damage. Polymers.
6 damage. Metal alloys.
Cost 450 – **Enc**. 1/10 – **TL** 4

Laser Crystal, gamma ray. Gamma ray laser crystals double the range of the laser and add 2 points of damage for each damage die of the laser weapon.
Cost 1,000 – **Enc**. 1/20 – **TL** 4

Laser Crystal, infrared ray. Infrared ray laser crystals add 1 point of damage for each damage die of the laser weapon. When using the focus fire, the infrared ray laser crystal adds 1 thermal damage for each round of consecutive fire.
Cost 500 – **Enc**. 1/20 – **TL** 4

Laser Crystal, microwave ray. Microwave ray laser crystals halve the range of the laser weapon. When firing within the standard range, the microwave ray laser crystal adds 2d6 to the base damage of the weapon. When firing beyond the standard range, it halves the base damage of the laser weapon.
Cost 800 – **Enc**. 1/20 – **TL** 4

Laser Crystal, ultraviolet ray. Ultraviolet ray laser crystals add 1 point of to each damage die of the laser weapon. When using the focus fire, the infrared ray laser crystal adds 2 thermal damage for each round of consecutive fire. A target hit by the laser must make a successful Dex/Evasion saving throw or catch fire. If a target catches fire, then it takes 1 point of fire damage every round for the next 3 rounds.
Cost 750 – **Enc**. 1/20 – **TL** 4

Laser Crystal, x-ray. X-ray laser crystals add 3 points of damage for each damage die of the laser weapon. The laser can bypass solid materials 10 centimeters thick, dealing half damage to any target it hits this way.
Cost 1,500 – **Enc**. 1/20 – **TL** 4

Micro-Missile, chemical. Chemical micro-missiles require a *Micro Missile Launcher*, micro. Upon impact, the micro-missile deals 1 point of damage to the target and 1 point of damage to the adjacent squares. Each micro-missile contains poisonous chemical substances that spread in an area of 5 x 5 meters. The gas affects all targets that inhale the substance. The most common poisonous gases are *Blister gas*, *Nerve gas* and *Choke gas*.
Cost 75 – **Enc**. 1 – **TL** 4

Micro-Missile, explosive. Explosive micro-missiles require a *Micro Missile Launcher*, micro. Each explosive micro-missile causes 3d4 damage on the point of impact, then half damage within 1 square and a quarter damage within two squares.
Cost 50 – **Enc**. 1 – **TL** 4

Missile, EMP. EMP missiles require a *Missile Launcher*. The EMP missile produces an electromagnetic pulse in a radius of 500 meters. Electronic devices cease to function for 1d10 minutes and there is 20% that they become useless.
Cost 4,500 – **Enc**. 3 – **TL** 3

Missile, Nuclear. Nuclear missiles require a *Missile Launcher*. These kinds of tactical missiles are extremely dangerous and are thus illegal in many systems. The nuclear detonation affects a radius of 500 meters in standard atmosphere density. Atmospheres with higher than standard densities increase the affected area and the devastation caused by the detonation.
Cost 10,000 – **Enc**. 3 – **TL** 4

GENERAL EQUIPMENT - Communications

Equipment	Cost	Enc.	TL
Comm unit, laser	600	5	4
Comm unit, radio	200	1	3
Frequency emitter	2,500	5	4
Microsat, observer (m)	5,000	15	3
Microsat, transmitter (m)	4,000	15	3
Microsat, warp transmitter (m)	25,000	15	4

GENERAL EQUIPMENT - COMMUNICATIONS

Comm Unit, laser. Laser communication units transmit information by means of a laser ray. The receiver must be using a similar device in order to receive and decode the information. This communication system is almost immune to jamming and blocks, but the laser ray cannot cross strong electromagnetic fields or electromagnetic pulses. Range is practically unlimited, but the transmission requires a straight and clear line or a series of reflecting surfaces in order to send the information.
Power Required. 5 power units.
Cost 600 – **Enc**. 5 – **TL** 4

Comm Unit, radio. Radio communication units are the most common devices used to communicate over large distances. The radio pulse has unlimited range, but on planets without atmosphere or with an atmosphere too thin it may have limitations on range.
Power Required. *Power Cell type A* / 168 hours (336 hours with *Power Cell Dilithium*)
Cost 200 – **Enc**. 1 – **TL** 3

Frequency Emitter. Frequency emitters are used to neutralize or jam any kind of frequencies. If properly tuned it can neutralize radio communications, but it has other uses also. The device can mitigate the harmful effects of radiation by granting a +1 bonus on saving throws. In addition, the frequency emitter can generate a field that partially interferes with laser weapons, thus reducing damage from this kind of weapons by 1 point. The frequency emitter may have more applications than those described, always at Game Master discretion. The frequency emitter is the precursor technology to shields with variable frequency.
Power Required. 5 power units.
Cost 2,500 – **Enc**. 5 – **TL** 4

Microsat, Observer (m). Observer micro-satellites allow for the observations of planet surfaces in high detail. Observer micro-satellites are equipped with a wide

range of sensors. Spectroscopy, thermal imaging, topography and general survey. The standard observer micro-satellite can analyze and map an area of 1 x 1 kilometers in 1 hour.
Cost 5,000 – **Enc**. 15 – **TL** 3

Microsat, Transmitter (m). Transmitter micro-satellites send standard radio communications within the same solar system. However, the signal is not capable of sending comprehensible information beyond a heliosphere, thus the need for transmitter micro-satellites. Radio signals travel at the standard speed of light, so the time required to deliver the message depends on the distance and the size of the specific solar system.
Cost 4,000 – **Enc**. 15 – **TL** 3

Microsat, Warp Transmitter (m). Warp transmitter micro-satellites can send information at interstellar distances. Messages travel at a faster than light speed, directly in the WARP. The signal can travel the equivalent of 1 light year in 1 hour. Space phenomena such as black holes, gravimetric waves, magnetic fields from magnetar or similar, can partially or totally block the warp signal.
Cost 25,000 – **Enc**. 15 – **TL** 4

GENERAL EQUIPMENT - Computing & Accessories

Equipment	Cost	Enc.	TL
Antimatter stasis box	10,000	1/10	5
Computer, binary	500	3	3
Computer, neural	25,000	1	5
Computer, quantum	5,000	2	4
Dark Matter Stasis Box	75,000	1/2	5
Electronic, binary circuit	120	1/10	3
Electronic, quantum circuit	4,800	1/10	4
Neural Cable	75	1/10	4
Neural Interface	7,500	1/10	4
Rope (carbon fiber)	35	1/2	3

GENERAL EQUIPMENT – COMPUTING & ACCESSORIES

Antimatter Stasis Box. This stasis box can contain up to 1 kilogram of antimatter. The antimatter remains confined inside the stasis field until it receives enough energy.
Power Required. *Power Cell type A* / 168 ore (336 hour with *Power Cell Dilithium*).
Cost 10,000 – **Enc**. 1/10 – **TL** 5

Computer, Binary. A binary computer can control up to 5 electronic devices that require computing power. Control can occur by cable or by remote.
Power Required. 1 power unit.
Cost 500 – **Enc**. 2 – **TL** 3

Computer, Neural. The neural computer is the last frontier of computing power. It is able to complete even the most complex quantum calculus. The neural computer can handle complex calculus based on logic to the point that it can imitate, and sometimes outperform, biological intelligence.
The neural computer can control up to 30 electronic devices that require computing power. Control can occur by cable or by remote. A living being can interact with the neural computer by means of a *Neural Interface*.
Power Required. 5 power units.
Cost 50,000– **Enc**. 1 – **TL** 5

Computer, Quantum. The quantum computer can control up to 15 electronic devices that require computing power. Control can occur by cable or by remote.
Power Required. 10 power units.
Cost 5,000 – **Enc**. 2 – **TL** 4

Dark Matter Stasis Box. This stasis box can contain up to 1 kilogram of dark matter. The dark matter remains confined inside the stasis field until it receives enough energy.
Power Required. *Power Cell type A* / 168 ore (336 hour with *Power Cell Dilithium*).
Cost 75,000 – **Enc**. 1/2 – **TL** 5

Electronic, Binary Circuit. Binary circuits represent the basic spare parts for binary computing systems. It can also be used to create an interface to a *Binary Computer* with any electronic device that requires computing power.
Cost 120 – **Enc**. 1/10 – **TL** 3

Electornic, Quantum Circuit. Quantum circuits represent the basic spare parts for quantum computing systems. It can also be used to create an interface to a *Quantum Computer* with any electronic device that requires computing power.
Cost 4,800 – **Enc**. 1/10 – **TL** 4

Neural Cable. Neural cables are required to connect an electronic device with a *Neural Interface*. The electronic device must be compatible with neural control. TL 4 or higher devices are usually compatible with neural control.
Cost 75 – **Enc**. 1/10 – **TL** 4

Neural Interface. Neural interfaces are used to establish a connection between the brain of the subject and a compatible electronic device. Connection can occur by cable or by remote. TL 4 or higher devices are usually compatible with neural controls. In addition, the neural interface can work with certain weapons, allowing the user to employ intelligence instead of dexterity to fire the weapon. The description of the weapon will state if the weapon can be connected with a neural interface.
Cost 4,800 – **Enc**. 1/10 – **TL** 4

Rope, Carbon Fiber. Carbon fiber ropes are light and extremely resistant. It can handle up to 5 tons of weight. The standard roll contains 100 meters of rope.
Cost 35 – **Enc**. 1/2 – **TL** 3

GENERAL EQUIPMENT – Field Equipment

Equipment	Cost	Enc.	TL
Air Converter I	2,500	1	4
Air Converter II	12,000	1	5
Air Purifier	700	1/2	4
Anti-gravity Device	40,000	1	5
Atmosphere Synthesizer I (m)	50,000	20	4
Atmosphere Synthesizer II (m)	75,000	10	4
Atom Assembler, "Duo" (m)	100,000	15	5
Atomic Assembler, "Trio" (m)	120,000	15	5
Backpack, reinforced	100	1(0)	4
Binoculars, mono-frequency	20	1	3
Binoculars, multi-frequency	500	1	4
Explosive, chemical	50	1	4
Field Emergency Kit (m)	800	10	4
Field fence, standard (m)	2,000	80	3
Field fence, electric (m)	5,000	80	3
Field radar	7,500	5	3
Force Field Generator, Huge (m)	400,000	500	5
Force Field Generator, Large (m)	250,000	250	5
Force Field Generator, Medium (m)	150,000	150	5
Force Field Generator, Small (m)	100,000	100	5
Gas compressor	200	3	3
Holographic Projector	1,000	2	4
Molecular Assembler, "Duo" (m)	10,400	25	4
Molecular Assembler, "Trio" (m)	12,000	25	4
Radiation suppressor	5,500	5	4
Rations, compact	75	1/5	3
Rations, dried	15	1/5	3
Recycler, organic-fuel (m)	800	20	3
Recycler, polymers-fuel (m)	1,200	20	3
Shield Generator	25,000	5	5
Tactical Scanner	1,000	1	4
Water Purifier	150	3	3

GENERAL EQUIPMENT – FIELD EQUIPMENT

Air Converter I. Air converter Is break down a gases composed of a maximum of three different atoms and recompose those atoms into a new gas. This air converter can produce 1 liter of gas per hour.
Power Required. 1 power unit.
Cost 2,500 – **Enc**. 1 – **TL** 4

Air Coverter II. Air converter II break down a gas composed of a maximum of four different atoms and recompose those atoms into a new gas. This air converter can produce 5 liters of gas per hour.
Power Required. 1 power unit.
Cost 12,000 – **Enc**. 1 – **TL** 5

Air Purifier. Air purifiers remove toxic chemical compounds from otherwise breathable atmospheres. The air purifier is not able to filter radiation. The device can purify 1 liter of atmosphere per minute.
Power Required. 1 power unit.
Cost 700– **Enc**. 1/2 – **TL** 4

Antigravity Device. Antigravity devices produces a field in a radius of 5 meters. Every object inside the perimeter reduces its weight by 99%.
Power Required. 10 power units.
Cost 40,000 – **Enc**. 1 – **TL** 5

Atmosphere Synthesizer I (m). Atmosphere synthesizer Is can create atmospheres artificially by assembling the atoms of gaseous fluids. Raw molecular gases must be provided and are not included in the device. The device produces 1,000 liters of gas per minute.
Power Required. 20 power units.
Cost 50,000 – **Enc**. 20 – **TL** 4

Atmosphere Synthesizer II (m). Atmosphere synthesizer IIs can create atmospheres artificially by assembling the atoms of gaseous fluids. Raw molecular gases must be provided and are not included in the device. The device output is 5,000 liters per minute.
Power Required. 10 power units.
Cost 75,000 – **Enc**. 10 – **TL** 4

Atom Assembler "DUO" (m). This atom assembler can produce a heavy element by fusing two atoms. The element produced must be present in the table of elements. The device can produce 1 gram of an element in one hour.
Suggested Skill. Know-3 or Program-3 required to operate the device.
Power Required. 50 power units.
Cost 100,000 – **Enc**. 15 – **TL** 5

Atom Assembler "TRIO" (m). This atom assembler can produce a heavy element by fusing three atoms. The element produced must be present in the table of elements. The device can produce 1 gram of element in one hour.
Suggested Skill. Know-3 or Program-3 required to operate the device.
Power Required. 75 power units.
Cost 120,000 – **Enc**. 15 – **TL** 5

Backpack, Reinforced. Reinforced backpacks increase the strength of a character by 4 points for the purpose of carrying capacity. In addition, the backpack can be disassembled to become an emergency tent.
Cost 100 – **Enc**. 1/(0) – **TL** 4

Binoculars, Monofrequency. Mono-frequency binoculars allow the wearer to see in the infrared spectrum of light. The range of the binoculars is 200 meters.
Power Required. *Power Cell type A* / 24 hours (48 hours with a *Power Cell Dilithium*).
Cost 20 – **Enc**. 1 – **TL** 3

Binoculars, Multifrequency. Multifrequency binoculars allow the wearer to see in the following spectrum of light: Radio waves, Microwaves, Ultraviolet radiation, X-rays. The range of the binoculars is 300 meters.
Power Required. *Power Cell type A* / 24 hours (48 hours with a *Power Cell Dilithium*).
Cost 500 – **Enc**. 1 – **TL** 4

Explosive, Chemical. This is a standard chemical explosive. Each box contains ten sticks of explosive material. Explosives have many applications, from mining to warfare.
Suggested Skill. Know-0. A character with basic knowledge on chemistry can produce explosives even with rudimentary tools, provided he has access to the required chemical compounds.
Cost 50 – **Enc**. 1 – **TL** 3

Field Energency Kit (m). Emergency field kits include tools to perform emergency surgery and other procedures. The kit contains various medical devices that require

power to function. An emergency field kit can brew vaccines against viruses and bacteria, toxins and antitoxins, as well as process chemical compounds and all equipment that belong to the Pharmaceuticals category. The field emergency kit grants the user a +1 bonus to all heal skill checks, and if the character's background is Physician, then the bonus is +2.
Suggested Skill. Heal-1. A character with heal skill is able to use the emergency kit to its full potential.
Power Required. 3 power units.
Cost 1,500 – **Enc**. 10 – **TL** 4

Field Fence, standard (m). Field fences cover a 20 x 20 meters perimeter and are composed of 80 sections. Each section is 2 meters high and 1 meter wide. Many variations exist, depending on the manufacturer, so the size provided in this description is just a rough indicator. Almost all field fences provide immunity against TL 3 ranged weapons, but not always against all TL 3 heavy weapons. TL 4 weapons can destroy sections of field fence by inflicting 10 or more damage.
Cost 2,000 – **Enc**. 80 – **TL** 3

Field Fence, electric (m). Electric field fences work exactly as the standard field fence does. In addition, any living being approaching the fence within 1 meter of the perimeter is struck by electricity and suffers 1d8 electric damage.
Power Required. 30 power units.
Cost 5,000 – **Enc**. 80 – **TL** 3

Field Radar. Field radars can detect moving targets the size of half meter or more in a radius of 5 kilometers. Included in the device is a small reconnaissance drone that can make a topographic survey of the environment within the operational range of the field radar. The drone can map an area of 100 x 100 meters in 1 minute, flies to a maximum altitude of 5 kilometers and can operate for 4 hours before needing additional power.
Cost 7,500 – **Enc**. 5 – **TL** 3

Force Field Generator, huge (m). This force field generators create a protective field in a radius of 100 meters. The force field can retain atmosphere, preserve atmospheric pressure and protect the occupants from cosmic radiation. Laser weapons suffer a -1 penalty to attack rolls due to the refraction caused by the field.
Cost 40,000 – **Enc**. 500 – **TL** 5

Force Field Generator, large (m). This force field generator creates a protective field in a radius of 100 meters. The force field can retain atmosphere, preserve atmospheric pressure and protect the occupants from cosmic radiation. Laser weapons suffer a -1 penalty to attack rolls due to the refraction caused by the field.
Power Required. 750 power units.
Cost 250,000 – **Enc**. 250 – **TL** 5

Force Field Generator, medium (m). This force field generator creates a protective field in a radius of 25 meters. The force field can retain atmosphere, preserve atmospheric pressure and protect the occupants from cosmic radiation. Laser weapons suffer a -1 penalty to attack rolls due to the refraction caused by the field.
Power Required. 650 power units.
Cost 150,000 – **Enc**. 150 – **TL** 5

Force Field Generator, small (m). This force field generator creates a protective field in a radius of 10 meters. The force field can retain atmosphere, preserve atmospheric pressure and protect the occupants from cosmic radiation. Laser weapons suffer a -1 penalty to attack rolls due to the refraction caused by the field.
Power Required. 500 power units.
Cost 100,000 – **Enc**. 100 – **TL** 5

Gas Compressor. Gas compressors transform gaseous fluids into liquid fluids or into a gel compound. The conversion rate from gaseous into liquid is 1 liter / minute. The conversion rate from gaseous to gel is 1 liter / 10 minutes. Liquid fluids must be preserved inside a high pressure tank or they will return to their gaseous state in a matter of minutes. The gel fluid can be preserved inside any kind of sealed container and remains stable at a temperature of 45 C° or lower.
Power Required. 10 power units.
Cost 200 – **Enc**. 3 – **TL** 3

Holographic Projector. Holographic projectors replicate an holographic image with a high level of detail and accuracy up to a distance of 25 meters. The image cannot be greater than a cube measuring 3 meters on each side.
Power Required. 2 power units.
Cost 1,000 – **Enc**. 2 – **TL** 4

Molecular Assembler "DUO" (m). The molecular assembler "duo" combines two molecules to produce a third chemical compound without any sort of catalyst. The molecular assembler does not ensure the molecular stability of the new chemical compound and cannot process any kind of heavy metals. The device requires the raw

materials to produce a chemical compound, which must be purchased separately. The molecular assembler produces 1d10 kilograms/liters of chemical compound per hour.
Suggested Skill. Know-1. This is the minimum skill requirement in order to use the device properly.
Power Required. 50 power units.
Cost 10,400 – **Enc**. 25 – **TL** 4

Molecular Assembler "TRIO" (m). The molecular assembler "Trio" combines three molecules to produce a third chemical compound without any sort of catalyst. The molecular assembler does not ensure the molecular stability of the new chemical compound and cannot process any kind of heavy metals. The device requires the raw materials to produce a chemical compound, which must be purchased separately. The molecular assembler produces 2d20 kilograms/liters of chemical compound per hour.
Suggested Skill. Know-2, this is the minimum skill requirement in order to use the device properly.
Power Required. 75 power units.
Cost 12,000 – **Enc**. 25 – **TL** 4

Radiation Suppressor. Radiation suppressors generate a frequency field in a radius of 25 meters that reduces the harmful effects of radiations and luminous frequencies like lasers. The radiation suppressor grants a +4 bonus on saving throw to resist harmful radiations. In addition, the radiation suppressor grants a +2 bonus to Armor Class against laser weapons, which also deal half damage, but the device must be tuned against a specific laser crystal chosen among gamma ray, infrared ray, microwave ray, ultraviolet ray, x-ray.
Suggested Skill. Know-1, this is the minimum skill requirement in order to use the device properly.
Power Required. 15 power units.
Cost 5,500 – **Enc**. 5 – **TL** 4

Rations, compact. Compact rations provide nourishment for 30 days. However, after 15 days of eating rations, the metabolism may suffer consequences. Add 1 point of system strain for every day spent eating compact rations beyond the 14th day
Cost 75 – **Enc**. 1/5 – **TL** 3

Rations, dried. Dried rations provide nourishment for 7 days. However, they are not fresh and cannot provide a complete and healthy nourishment. Add 1 point of system strain for every day spent eating dried rations.
Cost 15 – **Enc**. 1/5 – **TL** 3

Recycler, Organic-Fuel (m). Organic-fuel recyclers transform organic materials into hydrocarbons that can be used as fuel. The device produces 1 liter of fuel in 1 hour for every 100 kilograms of organic material.
Power Required. 20 power units.
Cost 800 – **Enc**. 20 – **TL** 3

Recycler, Polymers-Fuel (m). Polymers-fuel recyclers transform polymers into hydrocarbons that can be used as fuel. The device produces 1 liter of fuel in 1 hour for every 100 kilograms of polymers.
Power Required. 20 power units.
Cost 1,200 – **Enc**. 20 – **TL** 3

Shield Generator. Shield generators produce a stable force field in a radius of 20 meters. The occupants inside the area of effect have Armor 10. Anytime the shield receives more than 10 points of damage, the field fluctuates and the area of effect shrinks by 1d4 meters. The shield generator then slowly recovers at a rate of 1 meter every round.
Suggested Skill. Know-2. This is the minimum skill requirement in order to use the device properly.
Power Required. 500 power units.
Cost 25,000 – **Enc**. 5 – **TL** 5

Tactical Scanner. Tactical scanners is a portable device that detects moving objects in a radius of 50 meters. The object detected can be as small as an ordinary rat.
Power Required. *Power Cell type A* / 72 hours (144 hours with *Power Cell Dilithium*).
Cost 1,000 – **Enc**. 1 – **TL** 4

Water Purifier. Water purifiers clean water from toxic chemical compounds. The device can purify 1 liter of water per minute.
Power Required. 1 power unit.
Cost 150 – **Enc**. 3 – **TL** 3

GENERAL EQUIPMENT - Pharmaceuticals

Equipment	Cost	Enc.	TL
Advanced Analgesic	100	*	4
Xenoantibiotic	200	*	4
Antitoxin	150	*	4
Antiviral	500	*	4
Pervitin	50	*	3
Stimpack	750	*	4

GENERAL EQUIPMENT – PHARMACEUTICALS

Advanced Anesthetic. Advanced anesthetics allow the subject to recover 1 additional hit point after a complete rest of 24 hours. The use of an additional anesthetic heals one further hit point, but adds 1 point of system strain. Advanced anesthetics can be produced by means of the *Emergency Field Kit.*
System Strain. 0 with 1 dose, 1 with 2 doses.
Cost 100 – **Enc**. * – **TL** 4

Xenoantibiotic. Xenoantibiotics grants a +2 bonus to Con/Physical saving throws to resist the harmful symptoms of alien pathogens of the bacteria type. The treatment lasts 7 standard days and, if interrupted, imposes a -4 penalty to Con/Physical saving throws for the following 7 days. Xenoantibiotics can be produced by means of the *Emergency Field Kit.*
System Strain. 1
Cost 200 – **Enc**. * – **TL** 4

Antitoxin. Antitoxins can neutralize harmful chemical substances present in the organism. Antitoxins start working in 1d4 hours. Antitoxins can be produced with the *Emergency Field Kit.*
System Strain. 1d4
Cost 150 – **Enc**. * – **TL** 4

Antiviral. Antivirals neutralize a specific type of virus and require 1d4 applications before the subject becomes immune to the pathogen. After each application the subject makes a Con/Physical saving throw with a +4 bonus. If the saving throw fails, the application must be repeated within 24 hours. If the subject rolls a natural 1, the antiviral is ineffective and will cause severe collateral effects. The antiviral can be produced with the *Emergency Field Kit.*
System Strain. 2
Cost 500 – **Enc**. * – **TL** 4

Pervitin. Pervitin is a powerful stimulator that allows the subject to remain awake for one standard day. The subject does not undergo physical or mental fatigue for the duration. In addition, the substances increase strength and dexterity by one point, gains 1 hit point per level and +1 bonus on all saving throws.
Once the effect expires, the subject suffers the following collateral effects for 48 hours:
-Strength and Dexterity decrease by one point.
-Hit points are reduced by one point per level.
-All saving throws suffer a -1 penalty.
Multiple doses do not stack, and add system strain. If cumulative system strain ever surpasses the subject's constitution score, then the subject must make a Con/Physical saving throw or suffer the permanent loss of 1 point of constitution. Pervitin is an addictive substance. Pervitin can be produced with the *Emergency Field Kit.*
System Strain. 1d4
Cost 50 – **Enc**. * – TL 3

Stimpack. Stimulator packs are a chemical substance used by military forces on the battlefield to provide a metabolic boost. A stimpack dose increases strength, dexterity and constitution by 2 points, and decreases wisdom by 2 points. The effect lasts for 1d3+3 hours. Once the effect expires the subject suffers 1d3 damage. If cumulative system strain ever surpasses the subject's constitution, then the subject must make a Con/Physical saving throw or suffer the temporary loss of 1 point of constitution. Constitution loss can heal in 1d3 days of complete rest.
System Strain. 1d3
Cost 750 – **Enc**. * – **TL** 4

GENERAL EQUIPMENT - Tools & Medicals

Equipment	Cost	Enc.	TL
Bioscanner	300	1/10	4
DNA Replicator	3,500	1/2	4
DNA Sequencer	750	1/2	4
Electrolysis Device	250	1	3
Mining Drill	500	3	3
Mining Drill, laser	2,500	2	4
Neural Suppressor	1,000	1/10	4
Nanobots, dough	8,000	20	4
Sprayflesh	150	1	4
Tools, construction	100	2	3
Tools, medical	100	1	4

GENERAL EQUIPMENT – TOOLS & MEDICALS

Bioscanner. Bioscanners analyze biological traits of living creatures and the atomic structure of non-organic matter. In addition, it can make medical analysis and diagnosis, but diagnosis has to be verified by an expert doctor. The bioscanner can provide detailed information about the general structure of DNA, but cannot sequence it. Among other things, the bioscanner can accomplish the following tasks:
1) Analysis of atomic and molecular composition of non-organic chemical compounds.
2) Analysis of pathogens.
3) Analysis and medical diagnosis.
4) Other analysis. A character skilled in Program can calibrate the bioscanner to perform specific analysis not included in the basic functions of the device.
The time required to process an analysis may vary from minutes to a few hours, at Game Master discretion.
Suggested Skill. Heal-1 or Know-1 required to operate the device.
Power Required. *Power Cell type A* / 72 hours (144 hours with a *Power Cell Dilithium*).
Cost 300 – **Enc**. 1/10 – **TL** 4

DNA Replicator. DNA replicators can replicate DNA sequences, both human or alien, provided the alien creature works on principles that match those of a generic DNA. The device reconstructs the DNA chains by assembling the specific molecules required to replicate the sequence. Replicating the DNA takes a few minutes for human DNA, and 1d6 hours for alien DNA. The DNA replicator cannot sequence the DNA, for which is required the *DNA sequencer*.
Suggested Skill. Heal-1 or Know-1 required to operate the device.
Power Required. *Power Cell type A* / 72 hours (144 hours with a *Power Cell Dilithium*).

Cost 3,500 – **Enc**. 1/2 – **TL** 4

DNA Sequencer. The DNA sequencer can read and sequence DNA of human and alien nature. The data is stored inside the memory of the device. Sequencing the DNA takes a few minutes for human DNA, and 1d6 hours for alien DNA.
Suggested Skill. Heal-1 or Know-1 required to operate the device.
Power Required. *Power Cell type A* / 72 hours (144 hours with a *Power Cell Dilithium*).
Cost 750 – **Enc**. 1/2 – **TL** 4

Electrolysis Device. Electrolysis devices splits non-organic materials into the main atoms. Complex compounds and alloys cannot be split.
Suggested Skill. Know-0 required to operate the device.
Power Required. *Power Cell type A* / 24 hours (48 hours with a *Power Cell Dilithium*).
Cost 250 – Enc. 1 – TL 3

Mining Drill. Mining drills can excavate 30 cubic meters of rock in 8 hour. The excavation rate may vary with the type of rock.
Power Required. *Power Cell type B* / 48 hours (96 hours with a *Power Cell Trilithium*).
Cost 300 – **Enc**. 3 – **TL** 3

Mining Drill, laser. Laser mining drills are the advanced version of the more common mining drill. The device can ignore rock hardness and can excavate up to 60 cubic meters in 8 hours.
Power Required. *Power Cell type B* / 24 hours (48 hours with a *Power Cell Trilithium*).
Cost 2,500 – **Enc**. 2 – **TL** 4

Neural Suppressor. Neural suppressors neutralize the psionic abilities of a human being for 8 hours. The device requires 1 hour to attune with a specific individual. After 8 hours have passed, the subject may adapt to the frequencies emitted by the neural suppressor, thus making the device ineffective. The subject, in order to adapt to the frequencies, must make a successful Int/Mental saving throw. If the saving throw fails, then the neural suppression will last for 8 more hours. If the saving throw is successful, then the subject recovers all his psionic abilities.
Cost 1,000 – **Enc**. 1/10 – **TL** 4

Nanobots Dough. Nanobot dough can repair damaged vehicles, drones, droids and other artificial equipment. Each use can restore 1 hit point to vehicles, drones, droids or repair technological equipment with a maximum encumbrance of 10. Each use of nanobot dough consumes one point of encumbrance. Once the encumbrance of spare parts drops to zero, the spare parts become useless. If used in conjunction with

Spare Parts and Tools, the nanobot dough doubles the hit points restored.
Suggested Skill. Fix-1. The character can repair 1 more hit point for each skill rank.
Cost 8,000 – **Enc**. 20 – **TL** 4

Spray Flesh. The spray flesh is used on fresh wounds to accelerate the regeneration process. It must be applied on the wound within 1 minute to restore 1 hit point immediately. It then restores 1d4 hit points during the next 8 hours.
Suggested Skill. Heal-1, double the amount of hit points restored within the first minute and maximize the amount of hit points restored during the next 8 hours.
Cost 150 – **Enc**. 1 – **TL** 4

Tools, construction. High quality tools to assemble equipment and build small structures. Construction tools halves the time required to assemble or disassemble pieces of equipment.
Cost 100 – **Enc**. 2 – **TL** 3

Tools, medical. High quality tools to operate surgical procedures. The medical tools provide a +1 on Con/Physical saving throws to recover from traumas. In addition, treating the wounds with the medical tools accelerate the recovery of the patient by 1 hit point per week.
Suggested Skill. Heal-1 required to use the equipment.
Cost 100 – **Enc**. 2 – **TL** 3

GENERAL EQUIPMENT – Batteries & Generators

Equipment	Cost	Enc.	TL
Battery, antimatter	3,000	15	5
Battery, chemical	750	20	3
Battery, nuclear	3,000	25	4
Energy Converter, chemical-elecrical (m)	500	25	4
Energy Converter, plasma-elecrical (m)	5,000	15	4
Generator, antimatter (m)	25,000	20	5
Generator, chemical (m)	100	15	3
Generator, *graviton*	300,000	10	6
Generator, negative energy	150,000	10	6
Generator, nuclear (m)	3,000	100	3
Generator, solar (m)	1,000	10	3
Generator, wind (m)	500	15	3
Power cell, dilithium	2,000	10	4
Power cell, trilithium	750	10	4
Supercapacitor	6,000	20	4

GENERAL EQUIPMENT – BATTERIES & GENERATORS

Power Output (optional rule). Power output refers to generators. Generators provide power units to equipment that must be connected to a source of power. Power Output and Power Required is expressed in terms of 24 hours.

Power Capacity (optional rule). Power capacity refers to batteries. Batteries stock a specific amount of energy and can provide power as much as a generator does. In order to recharge a battery a generator is required. The time required to recharge a battery, expressed in hours, is Power Capacity / Power Output.

Battery, antimatter. The antimatter battery is a complex and powerful device. If the power units stored inside the battery ever drop to 25 or less, there is a 10% chance that the battery detonates and destroys any kind of matter in a 100 meters radius.
Power Capacity. 2,500 power units.
Cost 3,000 – **Enc**. 15 – **TL** 5

Battery, chemical. Chemical batteries work using basic chemistry and some wiring. They can store a decent amount of energy and they can be homemade with common materials. Once exhausted, they have to be regenerated before being recharged again. Regenerating the chemical battery takes 24 hours.
Suggested Skill. Fix-0 or Know-0 required to regenerate the battery.
Power Capacity. 50 power units.

Cost 750 – **Enc**. 20 – **TL** 3

Battery, nuclear. The nuclear battery is a common source of energy and can be easily found on the market. It becomes dangerous only if damaged, due to radiation leaks. The nuclear battery uses fissile material and its technology is based on nuclear fission.
Suggested Skill. Know-0 required to operate the battery.
Power Capacity. 500 power units.
Cost 3,000 – **Enc**. 25 – **TL** 4

Energy Converter, Chemical-Electrical (m). The chemical-electrical energy converter transforms chemical compounds into electricity. The chemical compounds that can be transformed are acidic, alkaline and hydrocarbons. The conversion rate is 10 liter for 1 power unit. The device does not require energy because it provides the power it needs to function to itself during the process.
Suggested Skill. Know-0 required to operate the device.
Power Output. 1 power unit.
Cost 500 – **Enc**. 25 – **TL** 4

Energy Converter, Plasma-Electrical (m). The plasma-electrical converter uses a series of quantum thermocouples to convert plasma into usable energy. The conversion produces 1d4 units of power. In addition, the converter uses a small capacitor capable of stocking up to 10 units of power.
Suggested Skill. Know-1 required to operate the device.
Power Output. 1d4 power units.
Cost 5,000 – **Enc**. 15 – **TL** 4

Generator, antimatter (m). The antimatter generator uses antimatter to generate a large amount of power. The antimatter remains confined inside an integrated stasis box. The device is not able to work properly in vacuum, where its power generation drops to 50 power units.
Suggested Skill. Know-2 required to operate the device.
Power Output. 500 power units.
Cost 25,000 – **Enc**. 20 – **TL** 5

Generator, chemical (m). The chemical generator creates power by consuming hydrocarbons. The consumption rate is one barrel of hydrocarbons every standard 24 hours. The generator requires oxygen taken from the atmosphere to work.
Power Output. 20 power units.
Cost 100 – **Enc**. 15 – **TL** 3

Generator, *Graviton*. The graviton generator creates power by using gravitational fields produced by celestial bodies. The device generates 10,000 power units in standard gravity. In an environment with higher or lower gravity, the output changes linearly. For example, on planets with 50% gravity than the standard, the device generates 50% of power.
Suggested Skill. Fix-3 or Know-2 required to operate the device.
Power Output. 10,000 power units.
Cost 300,000 – **Enc**. 10 – **TL** 6

Generator, negative energy. The negative energy generator uses ultra-heavy metal isotopes to trigger a negative energy reaction. The device consumes one unit of *Dilithium Crystal* in one month and cannot be deactivated.
Suggested Skill. Fix-3 or Know-2 required to operate the device.
Power Output. 4,000 power units.
Cost 150,000 – **Enc**. 10 – **TL** 6

Generator, nuclear (m). The nuclear generator is one of the most common types of energy source. It is commonly used as a cheap source of power on planets in their early phase of colonization or occupation. The generator consumes 1kg of radioactive material per year.
Suggested Skill. Fix-1 or Know-0 required to operate the device.
Power Output. 100 power units.
Cost 3,000 – **Enc**. 100 – **TL** 3

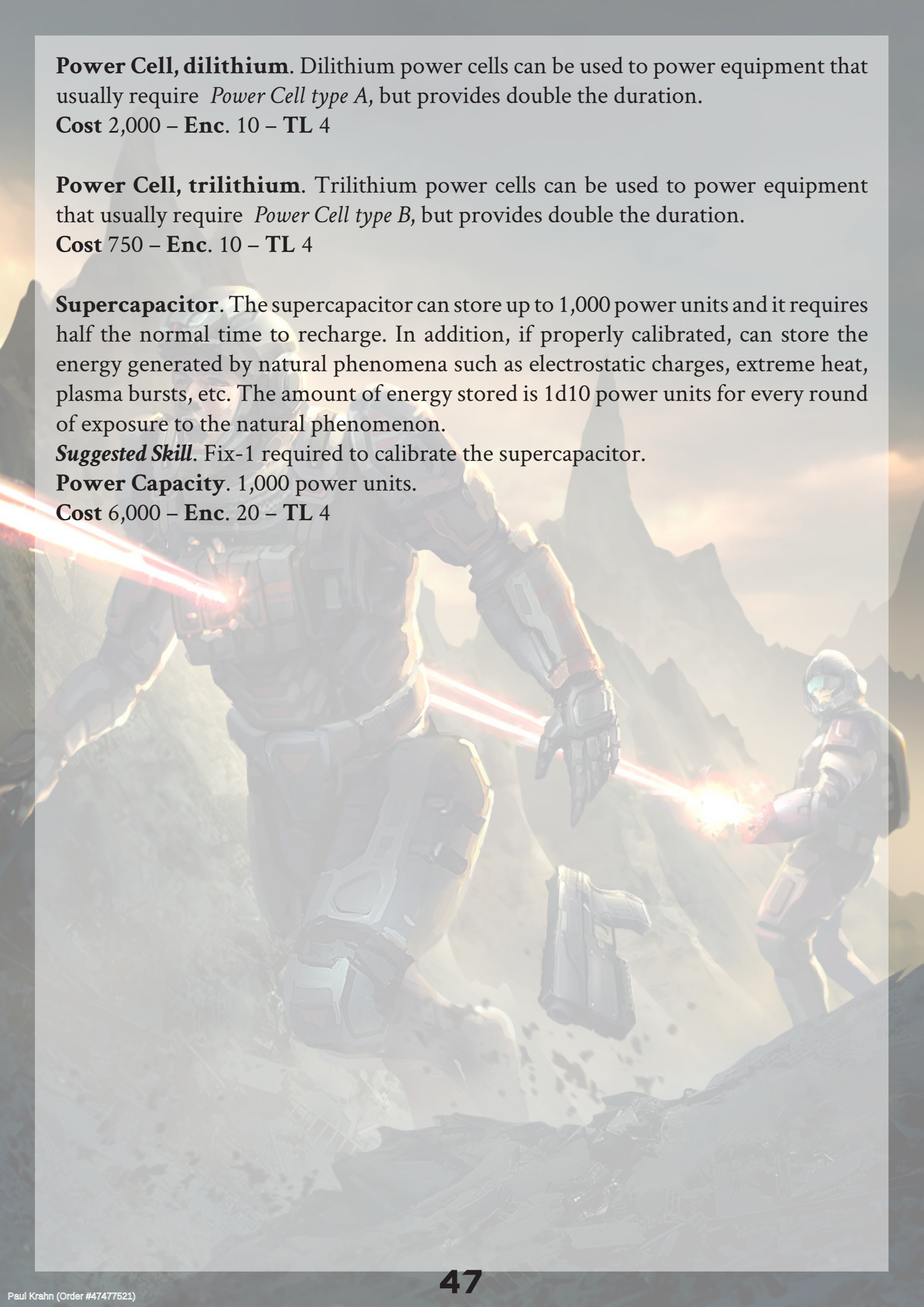
Generator, solar (m). The solar generator creates 5 units of power under standard conditions. Factors like the class of star, the density and composition of the atmosphere, proximity to the star, as well as other secondary factors, may increase or decrease the power output. At Game Master's discretion, the potential power output of a solar generator can be increased or decreased by 1d4 per contributing factor.
Power Output. 5 power units.
Cost 1,000 – **Enc**. 10 – **TL** 3

Generator, wind (m). The wind generator generates 10 power units under standard conditions. The generator can produce power only in presence of an atmosphere, and its output depends on atmosphere density. Factors like atmosphere composition, atmosphere density and seasonal cycles may increase or decrease the power output. At Game Master's discretion, the potential power output of a wind generator can be increased or decreased by 1d4 per contributing factor.
Power Output. 10 power units.
Cost 500 – **Enc**. 15 – **TL** 3

Power Cell, dilithium. Dilithium power cells can be used to power equipment that usually require *Power Cell type A*, but provides double the duration.
Cost 2,000 – **Enc**. 10 – **TL** 4

Power Cell, trilithium. Trilithium power cells can be used to power equipment that usually require *Power Cell type B*, but provides double the duration.
Cost 750 – **Enc**. 10 – **TL** 4

Supercapacitor. The supercapacitor can store up to 1,000 power units and it requires half the normal time to recharge. In addition, if properly calibrated, can store the energy generated by natural phenomena such as electrostatic charges, extreme heat, plasma bursts, etc. The amount of energy stored is 1d10 power units for every round of exposure to the natural phenomenon.
Suggested Skill. Fix-1 required to calibrate the supercapacitor.
Power Capacity. 1,000 power units.
Cost 6,000 – **Enc**. 20 – **TL** 4



VEHICLES

Vehicle	Cost	Speed	Armor	HP	Crew	Ton.	TL	Size
Behemoth Tank (m)	500,000	-2	*12*	300	12	5	4	6x28
Combat Motorcycle (m)	4,000	2	*5*	12	1	3	3	1x3
Combat Quad (m)	5,500	2	*6*	20	2	4	3	3x4
Combat Trike (m)	5,000	2	*5*	16	1	4	3	2x3
Self-propelled Heavy Machine-gun (m)	10,000	0	*7*	15	1	4	3	2x3
Spider Tank (m)	75,000	0	*10*	30	1	5	4	5x5

Accessories	Cost	Enc.	TL
Spare Parts, vehicle	3,000	30	4
Tools, vehicle repairing	100	1	4

VEHICLES

***Behemot* Tank (m)**. Behemoth tanks, also called "land ships", are huge war-machines deployed on low gravity planets that favors mobility and effectiveness.
It uses anti-gravitational plates that further reduce the tonnage of the tank.
The main turret mounts naval cannons used for heavy bombardments, but are ineffective against moving targets. The secondary turrets mount anti-infantry heavy weapons. The four missile launchers can fire any kind of missile, and each launch tube can hold up to three missiles to ensure a quick firing sequence. The Behemoth has a speed of 20 km/h with 50% of standard gravity and it is fueled with a nuclear fission electric engine.
Crew. 12 (1 captain, 1 system operator, 1 naval cannon operator, 1 missile launcher operator/radar operator, 8 heavy weapon operators/sub-system operators).
HP. 300.
Weapon slots. 1 naval cannon (Int/Shoot), 8 heavy weapons (Dex/Shoot), 4 missile launchers (Int/Program).
Cost 500,000 – **Speed** -2 – **Armor** 12– **Tonnage** 800 – **TL** 4

Combat Motorcycle (m). Combat motorcycles are used as a fast incursion vehicle and rapid response counterattack weapon. It uses a machine gun that fires in a straight line, so its precision depends on the pilot skill. The combat motorcycle can reach a speed of 200 km/h.
Crew. 1 (1 pilot).
HP. 12
Weapon slots. 1 machine-gun (Dex/Pilot).
Cost 4,000 – **Speed** 2– **Armor** 5 – **Tonnage** 2 - **TL** 3

Combat Quad (m). Combat quads are a four wheeled vehicle that provides good mobility, fire power and armor. The vehicle mounts a double machine-gun with a fire arc of 180°. The quad can reach a speed of 100 km/h.
Crew. 2 (1 pilot, 1 gunner).
HP. 20
Weapon slots. 2 machine-guns (Dex/Shoot).
Cost 5,500 – **Speed** 2 – **Armor** 6– **Tonnage** 8 – **TL** 3

Combat Trike (m). Combat trikes are a more robust version of the combat motorcycle. The vehicle mounts two machine guns at its sides, and both can only fire in a straight line. The quad can reach a speed of 150 km/h.
Crew. 1 (1 pilot)
HP. 16
Weapon slots. 2 machine-guns (Dex/Pilot).
Cost 5,000 – **Speed** 2 – **Armor** 5 – **Tonnage** 4 – **TL** 3

Self-Propelled Heavy Machine-gun (m). Self-propelled heavy machine guns are a mobile vehicle that uses crawlers to move. Its heavy machine-guns fire in a straight line only. A frontal metal plate provides protection and armor against frontal attacks. The vehicle can move or attack, but cannot do both things in the same turn.
Crew. 1 (1 pilot/gunner)
HP. 15
Weapon slots. 2 heavy machine-guns (Dex/Shoot).
Cost 10,000 – **Speed** 0 – **Armor** 7 – **Tonnage** 5 - **TL** 3

Spider Tank (m). Spider tanks have eight mechanical limbs that allow the vehicle to climb walls with a steepness less than 80°. It is designed to cross difficult environments like mountains, canyons, crevasses where ordinary vehicles can't.
On harsh terrain the spider tank can move to an average speed of 10 km/h, at Game Master discretion the speed may vary. On flat terrain, the vehicle can reach the maximum speed of 15 km/h. The pilot can drive the vehicle and fire the weapons in the same round by means of an integrated *Neural Interface*.
The *micro-missile launcher* and the *grenade launcher* are managed by an AI that handles threats according to programmed defensive procedures, however the pilot can control both weapons at any moment. The spider tank employs an antimatter generator as a source of energy.
Crew. 1 (1 pilot/gunner).
HP. 30
Weapon slots. 2 heavy weapons (Int/Shoot), 1 grenade launcher (Int/Program), 1 micro-missile launcher (Int/Program).

Cost 75,000 – **Speed** 0 – **Armor** 10 – **Tonnage** 40 - **TL** 4

Spare Parts, vehicle. Spare parts can repair damages to any vehicle. Each time spare parts are used to repair a vehicle, reduce the encumbrance of the spare parts by 1. Once the encumbrance of spare parts drops to zero, the spare parts become useless. Each use of spare parts repairs 1d4 HP to a vehicle, takes 1d6 hours for each hit point repaired and requires *vehicle repairing tools*. Repairing a vehicle without proper tools is almost impossible, unless the Game Master states otherwise. Repairing a vehicle with improvised tools reduces the amount of hit points repaired to 1, and increases the hours required to repair to 1d6+4.
Suggested Skill. Fix-0 or Know-1.
Cost 3,000 – **Enc**. 30 – **TL** 4

Tools, Vehicle Repairing. Tools grants a +1 bonus to Fix skill check made to repair vehicles. Tools are required to use the *vehicle spare parts*.
Suggested Skill. Fix-0, Know-1.
Cost 100 – **Enc**. 1 – **TL** 4

DRONES

Drone	Cost	Fittings	AC	Enc.	HP	Range	TL
Agro Drone	800	0	10	3	1	1 km	4
Medic Drone	1,100	0	11	2	2	1 km	4
Mining Drone	800	0	12	3	3	1 km	4
Reconnaissance Drone	7,000	1	12	2	4	2 km	4
Repair Drone	1,200	1	11	2	3	500 m	4
Tactical Drone	9,000	2	13	3	5	1 km	4

Accessories	Cost	Enc.	TL
Spare Parts, drone	250	5	4
Tools, droid repairing	100	1	4

DRONES

Agro Drone. Agro-drone can perform plant and terrain analysis. It uses sensors that can analyze the chemical composition of soils and can reach a depth of 5 meters. Its database can recognize parasites and toxic compounds that may affect the harvest. The agro-drone can survey 1 square kilometer in one hour.
AC. 10, **HP**. 1. **Fittings**. 0
Power Required. *Power Cell type A* / 4 hours (8 hours with a *Power Cell Dilithium*).
Cost 800 – **Enc**. 3 – **Range** 1 km – **TL** 4

Medic Drone. Medic drone can perform emergency surgeries and stabilize critical wounds. It has the equivalent of Heal-1 skill and the basic model can also act as a *Medkit*. It can mount other equipment such as *Sprayflesh* and *Bioscanner*.
AC. 11, HP. 2, **Fittings**. 0
Power Required. *Power Cell type A* / 4 hours (8 hours with a *Power Cell Dilithium*).
Cost 1,100 – **Enc**. 2 – **Range** 1 km – TL 4

Mining Drone. Mining drones are used in space, surface and subsurface mining operations. Many models exist in commerce, but most drones share the same basic engineering. Space drones use drills and hooks to cling on an asteroid surface and either mechanical or laser drills to extract the ore. Surface and subsurface drones may mount wheels, tracks or limbs. In general, an average drone can mine 1 cubic meter of ore in one hour.
AC. 12, **HP**. 3, **Fittings**. 0
Power Required. *Power Cell type A* / 4 hours (8 hours with a *Power Cell Dilithium*).
Cost 800 – **Enc**. 3 – **Range** 1 km – **TL** 4

Reconnaissance Drone. Reconnaissance drone mounts advanced long-range sensors (infrared and ultraviolet are the most common) that can detect and analyze targets to a maximum distance of 1 kilometer. The drone also mount an integrated *Bioscanner* with a reach of 250 meters. It communicates with a *Radio Comm Unit* or a *Laser Comm Unit*, depending on the specific model and manufacturer. The reconnaissance drone can reach the maximum speed of 200 km/h.
AC. 12, **HP**. 4, **Fittings**. 1
Power Required. *Power Cell type A* / 8 hours (16 hours with a *Power Cell Dilithium*).
Cost 7,000 – **Enc**. 2 – **Range** 2 km– **TL** 4

Repair Drone. Repair drones can perform complex repairs on drones, droids, vehicles, general equipment and space ships. The drone consumes *Spare Parts* accordingly to the specific piece of equipment it has to repair. A repair drone can repair 1 hit point in 24 hours, and ten repair drones can repair 1 hit point to a spaceship in 24 hours. If a character uses a repair drone to aid themselves in repairing an equipment, then add 1 hit point to the total amount of hit points repaired and halve the required time to complete the task.
AC. 11, **HP**. 3, **Fittings**. 1
Power Required. *Power Cell type A* / 8 hours (16 hours with a *Power Cell Dilithium*).
Cost 1,200 – **Enc**. 2 – **Range** 500 m – **TL** 4

Tactical Drone. Tactical drones provide support in combat situations. The AI can also formulate basic support tactics depending on the number of tactical drones involved in the combat. Five tactical drones fighting a single target provide a +1 bonus on attack rolls. Ten tactical drones fighting a single target provide a +2 bonus on attack rolls and a +1 bonus on damage. A character with skill in Program-0 or more can project custom tactics with different effects, at Game Master discretion.
AC. 13, **HP**. 5, **Fittings**. 2
Power Required. *Power Cell type A* / 4 hours (8 hours with a *Power Cell Dilithium*).
Cost 9,000 – **Enc**. 3 – **Range** 1 km – **TL** 4

Spare Parts, drone. Spare parts can repair damage to any drone. Each use of spare parts consumes one point of encumbrance. Once the encumbrance of spare parts drops to zero, the spare parts become useless. Each use of spare parts repairs 1d4 HP to a drone, takes 1d6 hours for each hit point repaired and requires *drone repairing tools*. Repairing a drone without proper tools is almost impossible, unless the Game Master states otherwise. Repairing a drone with improvised tools reduces the amount of hit points repaired to 1, and increases the hours required to repair to 1d6+4.
Suggested Skill. Fix-0 or Know-1.
Cost 250 – **Enc**. 5 – **TL** 4

Tools, Drone Repairing. ools grants a +1 bonus to Fix skill checks made to repair drones. Tools are required to use the *drone spare parts*.
Suggested Skill. Fix-0 or Know-1.
Cost 100 – **Enc**. 1 – **TL** 4

DROIDS

Droid	Cost	Fittings	AC	Enc.	HP	Range	TL
Combat Droid (m)	25,000	2	16	50	20	special	4
Cook Droid (m)	3,000	0	12	20	5	*	4
Heavy Duty droid (m)	5,000	1	14	100	15	*	4

Accessories	Cost	Enc.	TL
Spare Parts, droid	50	5	4
Tools, droid repairing	100	1	4

DROIDS

Combat Droid (m). Combat droids are used as heavy infantry and can operate on space ships, planets and in a vacuum. The standard models usually have humanoid shape. A combat droid can wield up to two heavy or lighter weapons, but can attack with only one weapon per round. The combat droid has a standard movement of 12 meters per round and can run to a maximum speed of 50 km/h. It mounts an integrated nuclear battery that allows it to operate for 1 year. A normal brain can remotely control the combat droid, or the droid can activate its own AI. When employing combat droids in high numbers, a central processing unit is required to control a platoon, a brigade or entire regiments remotely.
AC. 16, **HP**. 20, **Fittings**. 2
Cost 25,000 – **Enc**. 50 – **Range** *special* – **TL** 4

Cook Droid (m). The standard cook droid has a humanoid shape, but with multiple arms (between four to six) to perform complex kitchen tasks. A single cook droid can prepare food for 10 people in one hour. The droid AI contains hundreds, if not thousands, of recipes that can be prepared with exotic ingredients. The cook droid mounts an integrated *Bioscanner* that can analyze new ingredients and determine their potential toxicity for the organism, in addition it can attempt to neutralize toxins to make an ingredient edible. The droid's programming also includes specific diets and alimentary regimens that can be used in conjunction with medical prescriptions to speed the recovery of a wounded subject. This increases the amount of hit points recovered by 1 per week. The cook droid uses an integrated nuclear mini-battery that allows it to operate for 1 month before needing to be supplied with additional power.
AC. 12, **HP**. 5, **Fittings**. 0
Cost 3,000 – **Enc**. 20 – **Range** *special* – **TL** 4

Heavy Duty Droid (m). The heavy duty droid is used in construction yards, warehouses and surface bases to perform heavy tasks. The droid usually uses multiple wheels or tracks for locomotion, depending on the specific model and mobility requirements. A standard unit also mounts four hydraulic arms that can lift equipment with a maximum encumbrance of 50. In addition, the heavy duty droid can halve the time required to assemble or disassemble equipment.
AC. 14, **HP**. 15, **Fittings**. 1
Cost 5,000 – **Enc**. 100 – **Range** *special* – TL 4

Spare Parts, droid. Spare parts can repair damage to any droid. Each use of spare parts consumes one point of encumbrance. Once the encumbrance of spare parts drops to zero, the spare parts become useless. Each use of spare parts repairs 1d4 HP to a droid, takes 1d6 hours for each hit point repaired and requires droid repairing tools. Repairing a droid without proper tools is almost impossible, unless the Game Master states otherwise. Repairing a droid with improvised tools reduces the amount of hit points repaired to 1, and increases the hours required to repair to 1d6+4.
Suggested Skill. Int/Fix-1.
Cost 50 – **Enc**. 15 – **TL** 4

Tools, Droid Repairing. Tools grants a +1 bonus to Fix skill checks made to repair droids. Tools are required to use the *droid spare parts*.
Suggested Skill. Int/Fix-1.
Cost 100 – **Enc**. 1 – **TL** 4

CYBERWARE

Implant	Cost	System Strain	TL
Equipment slot	3,000	1	4
Memory Enhancer	750	1	4
Prosthetic, arm	3,000	1	4
Prosthetic, eye	500	1	4
Prosthetic, leg	5,000	1	4
Prosthetic, heart	25,000	1	4
Prosthetic, lung	100	2	4
Prosthetic, liver	300,000	1	4
Prosthetic, skeleton	150,000	3	4

CYBERWARE

Equipment Slot. Adds a free equipment slot in one of the four limbs. The equipment contained in the equipment slot does not count towards a character's overall encumbrance, but the size of the object stored this way is limited to 1/10 encumbrance. The character can access the equipment as an instant action.
System Strain. 1
Cost 2,000 – **TL** 4

Memory Enhancer. The memory enhancer increases efficiency of cognitive processes and enhances someone's ability to memorize and recover memories. Anytime the subject uses skills like Fix, Know, Program or Work, and he has at least one rank in it, he can perform one of the following actions:
1) Add +1 to the skill check. This action adds 1 point of system strain.
2) Roll two separate skill checks and pick the best result. This action adds 1d4+1 points of system strain.
If the total number of system strain points equals or exceeds the user's constitution score, the subject must make an Int/Physical saving throw. If the saving throw fails, the implant ceases to work and will have to be replaced, and one rank of the specific skill used is lost permanently. The memory enhancer can also store 4 hours of visual data the same way a camera does.
System Strain. 1
Cost 3,500 – **TL** 4

Prosthetic Arm. The prosthetic arm adds +1 bonus to all Str/Exert skill checks on for actions that use an arm, adding one point of system strain each time it is used as an action. The prosthetic arm can also be used as melee weapon with the following characteristics: Dmg. 1d4, Shock: 1/ AC 10, Attr. Str/Dex.

The prosthetic arm uses the Punch skill to deliver the attack with a +1 bonus on the attack roll. It is also possible to use a tool or a weapon of small size to replace the hand. Some advanced models can also include the *Equipment Slot* that can be installed by paying an additional 1,000 credits and does not increase the system strain.
Using two prosthetic arms grants a +1 bonus on all attempts to disarm an opponent and +1 damage in two-weapons fighting.
System Strain. 1
Cost 5,000 – **TL** 4

Prosthetic Eye. The prosthetic eyes can be found in a number of different models that provide different bonuses and advantages. What specific traits the prosthetic eye has, must be determined when the prosthetic eye is implanted.
1) Frequency Waves. The prosthetic eye allows the user to see frequency waves that are invisible to naked eye. Pick one of the following waves: gamma, infrared, microwave, radio waves, ultraviolet, x-ray.
2) Telescopic vision. The prosthetic eye multiplies the sight range of the user by five. In addition, it reduces the attack roll penalty for firing ranged weapons beyond the standard range to -1.
3) Laser Sight. The prosthetic eye mounts a long range laser sight. When the laser hits an object it can immediately calculate the exact distance. In addition, the laser can analyze the chemical composition of the object.
System Strain. 1
Cost 5,000 – **TL** 4

Prosthetic Leg. The prosthetic leg adds +1 bonus to all Str/Exert skill checks on for actions that use a leg, adding one point of system strain each time it is used as an action.
The prosthetic leg can also work as a melee weapon with the following characteristics: Dmg. 2d4, Shock: 1/ AC 11, Attr. Str.
The prosthetic leg uses the Punch skill to deliver the attack with a +1 bonus on the attack roll.
Using two prosthetic legs increases the base movement by 3 meters and it is possible to run at three times the standard speed without tiring, however every hour spent running this way adds 1 point of system strain.
Some advanced models can also include the *Equipment Slot* that can be installed by paying an additional 1,000 credits and does not increase the system strain.
System Strain. 1
Cost 8,000 – **TL** 4

Prosthetic Heart. The prosthetic heart provides superior resistances when performing exhausting physical activities. The subject adds +1 to any Con/Exert skill

check. If a subject with a prosthetic heart receives damage, during the next round the prosthetic heart can reduce the bleeding by slowing their heart rhythm. This reduces the damage taken by 1 and can only be used once per scene.
System Strain. 1
Cost 10,000 – **TL** 4

Prosthetic Lungs. Prosthetic lungs grant the subject the ability to breathe in atmospheres with lower densities (up to 25%) than standard and can filter atmospheres that contain toxic chemicals in gaseous states.
Breathing in atmospheres with densities lower than 25% of standard requires a Con/Physical skill check every hour. If the saving throw is successful, then the metabolism resists the physical stress. If the saving throw fails, then the subject adds 1 point of system strain. In addition, the prosthetic lungs can store a small reserve of breathable air that lasts 1 minute per constitution score.
System Strain. 2
Cost 10,000 – **TL** 4

Prosthetic Liver. The prosthetic liver grants the ability to produce special enzymes that can counter the harmful effects of toxins, poisons and other biological compounds. The subject gets a +2 bonus on Con/Physical saving throws against toxins, poisons, infections and bacterial pathogens. In addition, the subject gains 1d4 bonus hit points.
System Strain. 1
Cost 10,000 – **TL** 4

Prosthetic Skeleton.The prosthetic skeleton replaces the biological skeleton with an inert titanium alloy. The surgery takes one week to complete, and at the end of the surgery the subject must make a successful Con/Physical saving throw or lose 1 point of constitution. Failing the saving throw does not imply the failure of the surgery. After the surgery, the subject must rest for 2 weeks and undergo a 2 weeks rehabilitation therapy.
The prosthetic skeleton produces the following effects:
1) The weight of the subject increases by 50%.
2) The muscular system adapts to the new skeleton thus allowing the subject to raise its strength by three points. The subject can gain one point of strength every year, provided he undergoes intensive training. At Game Master discretion the intensive training can be considered as downtime activity.
3) The subject's armor class increases by one point.
4) The subject gains Armor 2 against bludgeoning melee weapons.
System Strain. 3
Cost 50,000 – **TL** 4

MISC. EQUIPMENT

Equipment	Cost	Enc.	TL
Artificial Diamond	750	1/100	3
Beryllium, ingot	1,500	1/5	3
Bomb, graviton	4,000	15	6
Bomb, EMP	1,500	15	4
Boots, magnetic	25	1(0)	3
Dilithium Crystal	8,500	1/10	5
Escape Capsule, biostasis (m)	5,600	100	4
Escape Capsule, cryogenic (m)	2,800	200	4
Escape Capsule, quantum stasis (m)	10,500	150	5
Gas, blister	500	25	3
Gas, choke	1,000	25	3
Gas, nerve	1,500	25	3
Gravity Plate	4,000	10	5
Jetpack	1,200	1(0)	4
Jump jets	2,000	1(0)	4
Land mine	700	3	3
Magnetic Field Generator	24,000	special	4
Radiolocator	850	1	4
Ultradense Deuterium	3,500	1/20	4

MISCELLANEOUS EQUIPMENT

Artificial Diamond. Artificial diamonds are used in various industries to cut hard materials, for instance they are often used as part of drill bits for heavy mining operations.
Cost 750 – **Enc**. 1/100 – **TL** 3

Beryllium, ingots. Beryllium is used in the production of special alloys in advanced fission and fusion nuclear technologies. In addition, it is often used in electric and electronic conductors made of special alloys. Beryllium and its derived alloys are commonly used as trade coinage, especially on those planets that are moving from TL 3 to TL 4.
Cost 1,500 – **Enc**. 1/5 – **TL** 3

Bomb, *Graviton*. Graviton bombs create a distortion in the gravitation field in a radius of 100 meters. Gravity in the area of effect increases and decreases randomly, with extremes of up to 10 times higher than normal gravity, or as low as 1%. The gravity gap is strong enough to crush solid matter and destroy living beings.
Cost 4,000 – **Enc**. 15 – **TL** 6

Bomb, EMP. EMP bombs generates a magnetic pulse that jam or destroy the electronic devices struck the the electromagnetic wave. The EMP bomb has a radius of 500 meters. Every device struck by the wave has a 50% of frying, and 50% of becoming inactive for 1d10 minutes.
Cost 1,500 – **Enc**. 15 – **TL** 4

Boots, magnetic. Magnetic boots allow the user to walk on metal surfaces, however their speed is reduced by 50%.
Cost 25 – **Enc**. 1(0) – **TL** 3

Dilithium Crystal. The dilithium crystal is an artificial isotope of lithium and is produced in small quantities with TL 5 machinery. A dilithium crystal can produce energy by vibrating in a specific frequency that can open a breach in the WARP.
Cost 8,500 – **Enc**. 1/10 – **TL** 5

Escape Capsule, Biostasis (m). The biostasis escape capsule can preserve biological functions indefinitely, provided it is supplied with enough energy. By itself, the capsule has enough energy to operate for 6 months. In order to preserve an occupant further, an energy source must be provided. Upon awakening, the subject suffers vertigo for a week that imposes a -2 penalty on Dex/Physical saving throws.
Power Required. 5 power units
Cost 5,600 – **Enc**. 100 – **TL** 4

Escape Capsule, Cryogenic (m). The cryogenic escape capsule is the most rudimentary method of artificial sleep. Cryogenic sleep was made obsolete by the biostasis technology. However, there are not many TL 4 worlds able to produce Biostatis technology.
Therefore, cryogenics are still used often. Cryogenic sleep causes many collateral effects. Upon awakening, the subject must make a Con/Physical saving throw or suffer the permanent loss of 1 point of constitution.
In addition, for 3 months the subject suffers a -4 penalty on Con/Physical saving throw against viral and bacterial pathogens. The capsule has enough power to function for 12 months if no additional power is provided.
Power Required. 5 power units
Cost 2,800 – **Enc**. 200 – **TL** 4

Escape Capsule, Quantum Stasis (m). The quantum stasis escape capsule is the most advanced technology of artificial sleep. The capsule does not have any negative side effects. The quantum stasis escape capsule can operate for 100 years if no additional power is supplied.

Power Required. 5 power units
Cost 10,500 – **Enc**. 150 – **TL** 5

Gas, blister. The blister gas causes damage by corroding organic tissues such as the skin, eyes and flesh. Each round of exposure causes 1 point of corrosive damage. The gas cloud remains effective for 1d4 minutes, but this duration may vary depending on circumstances like atmosphere density and temperature. In addition, blister gas corrodes carbon-based compounds like carbon fibers and graphene. Graphene armor loses 1 point of armor class for every minute of exposure to the gas. The gas is stored in pressurized barrels.
Cost 500 – **Enc**. 25 – **TL** 3

Gas, choke. Choke gas is considered the most lethal of all. When inhaled, the subject must make a Con/Physical saving throw. If their saving throw fails, the subject must then roll additional Con/Physical saving throws for the next 10 rounds. If three of these rolls are failures, the subject dies. The gas is stored in pressurized barrels.
Cost 1,000 – **Enc**. 25 – **TL** 3

Gas, nerve. The nerve gas disrupts the nervous system and jeopardizes the function of vital organs. The subject loses 1 point of constitution damage temporarily for each round of exposure. If the subject exits the area of effect, then they must make a successful Con/Physical saving throws for the next 10 rounds, or take one 1 point temporary constitution damage. If at any moment their constitution score drops to zero, the subject dies. The constitution damage can be healed by 1 point for each day of rest under proper medical care. The gas is stored in pressurized barrels.
Cost 1,500 – **Enc**. 25 – **TL** 3

Gravity Plate. Gravity plates manipulate gravity by generating artificial graviton fields that are able to increase or decrease gravity in the vicinity. The plates are capable of decreasing or increasing gravity by 10% and 200% respectively. A standard gravity plate measures 3 x 3 meters.
Cost 4,000 – **Enc**. 10 – **TL** 5

Jeptack. The jetpack allows the wearer to fly and perform maneuvers while flying. The jetpack is worn like a backpack and is fueled by gel fuels. It reaches the maximum speed of 150 km/h and has enough power to operate for 1 hour. The jetpack power supply is drained by 1 minute increments each time they are activated.
The propulsion system allows the jetpack to reach the troposphere at standard conditions of gravity and atmosphere density.
Cost 1,200 – **Enc**. 1 (0) – **TL** 4

Jump Jets. Jump jets are worn like boots, provide the wearer flying movement and can reach a maximum speed of 50 km/h. They are fueled by gel fuels and have enough power to operate for 10 minutes. The jump jets power supply is drained by 1 minute increments each time they are activated. The propulsion system allows the jump jets to reach the troposphere at standard conditions of gravity and atmosphere density.
Cost 2,000 – **Enc**. 1 (0) – **TL** 4

Land Mine. Landmines are a common tactical weapon used to destroy or neutralize land vehicles. Different types of landmines are available, with the most common type being activated by proximity or pressure. The detonation of a land mine causes 6d10 hp of explosive damage to vehicles. As a general rule, if the damage is less than double the vehicle armor, the vehicle takes no damage but its tracks or wheels may still be destroyed, thus neutralizing its mobility.
Cost 700 – **Enc**. 3 – **TL** 3

Magnetic Field Generator. The magnetic field generator creates an artificial magnetic field around celestial bodies like asteroids, moons, planetoids and planets. The generator must be placed at a specific orbit around the celestial body. The standard magnetic field generator houses a 1-gigawatt nuclear fission reactor and a coil made of highly conductive metal alloy. A magnetic field generator produces a magnetic field strong enough to protect a planet the size of Mars.
Cost 500,000 – **Enc**. * – **TL** 4

Radiolocators. Radiolocators are devices that can detect the position of a radio signal by means of triangulation. Radiolocators are sold in a set of three sticks, each with variable length of up to 10 meters. They have to be placed in the ground to a maximum distance of 50 kilometers from each other.
Power Required. *Power Cell type A* / 168 hours (336 hour with a **Power Cell Dilithium**).
Cost 2,500 – **Enc**. 3 – **TL** 3

Ultradense Deuterium. Ultradense deuterium is used in technologies based on nuclear fusion and as fuel for spaceships. It is mined by mining ships equipped with special technologies that can purify and compress the element at atomic level.
One ingot of ultradense deuterium measures 1 cubic centimeter and weighs over 100 kilogram. The by-product of ultradense deuterium is the more common deuterium.
Cost 3,500 – **Enc**. 1/20 – **TL** 4

INDEX

CREDITS

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This paragraph explains some of the small changes made to the equipment section. The changes are not radical, and are of course optionals.

Encumbrance (optional rule). The encumbrance follows the rules listed in the Stars Without Number core rulebook. Equipment marked with a (m) can be disassembled into smaller components and assembled again. How many components compose a piece of equipment, and how long it takes to disassemble and reassemble, is at Game Master's discretion.

Power Required (optional rule). How many power units the equipment requires to work for 24 hours.

Suggested Skill (optional rule). Equipment may require a minimum level of skill to be properly used. The equipment entry will specify the minimum skill required. In addition, the suggested skill may include one or more special actions that the equipment can accomplish using this skill. The Game Master is encouraged to create their own custom effects.

TL (Technology Level). The TL, or Technology Level, follows the same principles listed in the Stars Without Number core rulebook. However, the Game Master may find that the technology level for a specific piece of equipment is not of the appropriate technology level and can decide at any moment to change it in order to fit its campaign setting peculiarities.

ARMORS

Armor Type	Armor Class	Cost	Enc.	TL
Combat Armor				
Iridium Plate Armor	18 (3)	15,000	2	4
Graphene Layered Armor	14	3,000	1 (0)	4
Polymer Field Armor	13	1,500	1	3
Titanium Plate Armor	15 (2)	2,000	3	4
Powered Armor				
Environmental Suit	11	300	1 (0)	4
Exoskeleton	13	20,000	2 (0)	4
Mimetic Armor	13	5,000	1	4

ARMORS

Armor Class. The Armor Class follows the rules listed in the Stars Without Number core rulebook. When a number in parenthesis appears, it represents the Armor value the armor. The number in parenthesis represents the Armor value.

Encumbrance. The encumbrance follows the rules listed in the Stars Without Number core rulebook. When a number in parenthesis appears, it represents the encumbrance of the armor when worn.

COMBAT ARMORS

Iridium Plate Armor. The iridium plate armor is composed of plates made of special platinum-iridium alloys. This armor confers high protection against most types of attacks, especially against kinetic ammunition and explosions.
However, iridium armor is less effective against weapons that deal charges and laser damage. Iridium plate armors make the wearer clumsy due to their weight, imposing a -1 penalty on all dexterity based skill checks and saving throws.
Armor Class 18 (3). *Armor* 3 against ammo ranged weapons, melee weapons and explosion damage.
Cost 15,000 – **Enc.** 2 – **TL** 5

Graphene Layered Armor. Graphene layered armors offer good protection while still remaining light and easy to wear, due to their composition. The armor protects the wearer's vitals and articulations without penalizing mobility. The plates that compose the armor are made of many stacked microlayers of graphene which are subsequently bonded during a high-pressure mechanical process. Graphene layered armor grants immunity to piercing and slashing melee weapons of TL 3 or less.

Armor Class 14
Cost 3,000 – **Enc.** 1 (0) – **TL** 4

Polymer Field Armor. Polymer field armors are used by security personnel and police forces. Though they may appear obsolete compared to more advanced armors, they are still a good choice when trying to achieve a decent level of protection while still maintaining the wearer's mobility.
Armor Class 13
Cost 1,500 – **Enc.** 1 – **TL** 3

Titanium Plate Armor. Titanium plate armors were the best choice before the invention of more sophisticated iridium plate armors. They represent a good trade-off of price, encumbrance and protection. They are still employed by heavy infantry units from factions who cannot afford the more expensive iridium armors. Titanium plate amors make the wearer clumsy due to their weight, thus imposing a -2 penalty on all dexterity based skill checks and saving throws.
Armor Class 15 (2). *Armor* 2 against ammo ranged weapons, melee weapons and explosion damage.
Cost 2,000 – **Enc.** 3 – **TL** 4

POWERED ARMORS

Powered armors require an energy source to function. Each entry specifies the power required for each type of power armor, and what device can provide that power. The Stars Without Number core rulebook states that powered armors require a *Power Cell type B* to function. In addition to a *Power Cell type B*, a *Power Cell Trilithium* can be used, and grants twice the operational time.

Enviromental Suit. This suit allows the wearer to survive in an alien, hostile environments. The Environmental Suit recycles bodily fluids and intravenously administers nutrients. The suit protects the wearer from extreme temperature ranges (-260° / + 1,000°) and extreme atmospheric pressures, including a vacuum. Each standard 24 hours spent wearing the environmental suit adds 1d2 system strain.
Power Required. *Power Cell type B* / 168 hours (336 hours with a *Power Cell Trilithium*).
Armor Class 11
Cost 300 – **Enc.** 1 (0) – **TL** 4

Exoskeleton. The exoskeleton provides partial protection and enhances the physical abilities of the wearer thanks to a hydraulic system that leverages physical tasks. Movement of the wearer increases by 1d4. The exoskeleton increases both strength

and dexterity by 2 points and provides a +2 bonus on Str/Exert skill checks.
Power Required. *Power Cell type B* / 48 hours (96 hours with a *Power Cell Trilithium*).
Armor Class 13
Cost 20,000 – **Enc.** 2 (0) – **TL** 4

Mimetic Armor. The mimetic armor grants the wearer superior camouflage thanks to a micro-transmitter made of thousands of optical fibers. The optical fibers can reproduce the surroundings with a high level of accuracy, thus granting the wearer a +4 bonus on all Stealth skill checks even when moving at normal speed. If the wearer moves at half speed, then the bonus increases to +5. If the wearer is standing still, then the bonus increases to +8.
Power Required. *Power Cell type B* / 12 hours (24 hours with a *Power Cell Trilithium*).
Armor Class 13
Cost 5,000 – **Enc.** 1 – **TL** 4

Weapons, ammo (optional rule). If a natural 1 is rolled, then roll an additional d20. If the result is again a natural 1, then the weapon jams. A jammed weapon cannot fire until a Main Action is spent to fix it. After jamming the first time, a weapon will then jam with a natural roll of 1 or 2. In order to avoid the cumulative chance of jamming the weapon, the character must spend a full round fixing the weapon.

Weapons, charge. Damage dealt by a charge weapon depends on the type of charge used. Charge weapons multiply the base damage of the charge used depending on the type of weapon. See the weapon description for more details.

Weapons, laser. Laser weapons mount *laser crystals* (general equipment – ammunition) that produce additional effects to the base damage. A laser weapon must mount a laser crystal or it will not fire. In environments without a significant atmosphere, laser weapons deal twice the amount of damage as well as have ten times the range. Laser weapons have an integrated *antimatter micro-generator* that recharges the weapon with one round, but the recharge process will only occur during rounds when the laser weapon is not fired.

Burst mode (*). Ranged Weapons that can fire in burst mode gain a bonus on hit and damage rolls, but consume more rounds of ammunition as detailed below:
3 rounds. +1 to hit, +1 damage; ***6 rounds***. +2 to hit, +2 damage; ***12 rounds***. +3 to hit, +3 damage.

Focus Fire (f). All Laser Weapons can concentrate firepower on a single point, causing serious damage to the target. If the wielder maintains a continuous fire on a single point for the whole round of combat, the focus fire deals additional damage and produces additional effects. Each laser weapon describes what kind of effects the focus fire produces.

Suppressive fire (#). Some heavy weapons can employ suppressive fire. Suppressive fire consumes a higher amount of ammunition to automatically hit all targets in the kill zone. However, the damage inflicted to targets is reduced. The damage dealt depends on the amount of ammunition consumed, as described below:
Double rounds. Half damage, evasion saving throw reduces damage to zero.
Triple rounds. Half damage +1, evasion saving throw with -1 penalty reduces damage to zero.
Quadruple rounds. Half damage +2, evasion saving throw with -2 penalty reduces damage to zero.

RANGED WEAPONS

Ranged Weapon	Dmg.	Range	Cost	Magazine	Attr.	Enc.	TL
Auto-rifle, ammo *	1d8+2	150/300	600	40	Dex	1	3
Auto-rifle, charge *	by charge	100/200	1,500	40	Dex	2	4
Auto-rifle, laser * (f)	1d10	250/400	3,000	10	Dex	1	4
Flamethrower	3d4	20/40	200	30	Dex	3	3
Grenade, chemical	1d3	10/30	60	1	Dex	1/20	3
Grenade, cryo	1d3	10/30	250	1	Dex	1/20	4
Grenade, EMP	1d3	10/30	200	1	Dex	1/20	4
Grenade, frag	3d4	10/30	40	1	Dex	1/20	3
Grenade, incendiary	1d6	10/30	35	1	Dex	1/20	3
Grenade, shock	1d2	10/30	50	1	Dex	1/20	3
Grenade, smoke	1	10/30	15	1	Dex	1/20	3
Pistol, ammo	1d6	30/100	150	10	Dex	1	3
Pistol, charge	by charge	40/80	300	10	Dex	1	4
Pistol, laser (f)	1d6	100/300	600	10	Dex	1	4
Plasmathrower	3d6	20/40	1,600	30	Dex	3	4
Rifle, ammo	2d6	500/1,000	1,800	5	Dex	2	3
Rifle, charge	by charge	150/300	2,100	5	Dex	2	4
Rifle, gauss	3d6	1,500/3,000	3,000	5	Dex	2	4
Rifle, laser (f)	1d10	600/1,000	2,400	10	Dex	2	4
Rifle, sonic	1d4	50	4,000	5	Dex	2	4
Sub-Machine Gun, ammo *	1d8	150/500	3,000	20	Dex	1	3
Sub-Machine Gun, charge	by charge	150/400	8,000	20	Dex	1	4
Sub-Machine Gun, gauss *	2d8	500/1,500	6,000	20	Dex	1	4
Sub-Machine Gun, laser * (f)	1d12	700/1,000	9,000	20	Dex	1	4
Tactical Bow	1d6+1	100/150	180	5	Dex	1	3

RANGED WEAPONS

Auto-rifle, ammo *. The ammo auto-rifle can rapid fire against the same target in a single round. The auto-rifle inflicts 1 additional point of damage for each point above the minimum required to hit the target's Armor Class. This option does not apply when using the ammo auto-rifle in burst mode.
Dmg. 1d8+2 – **Range** 150/300 – **Magazine** 40
Cost 600 – **Enc.** 1 – **TL** 3

Auto-rifle, charge *. The charge auto-rifle deals maximum damage if the hit roll is 5 points higher than the minimum required to hit the target's Armor Class.
Dmg. *by charge* – **Range** 100/200 – **Magazine** 40
Cost 1,500 – **Enc.** 2 – **TL** 4

Auto-rifle, laser * (f). Laser auto-rifles deal standard damage plus the damage of the specific laser crystal mounted to the weapon. Laser auto-rifles do not include laser crystals when purchased, they must be purchased separately. The laser auto-rifle can focus fire, and deals damage as follows:
Round 1. The laser deals maximum damage.
Round 2. The laser deals maximum damage and can bypass Armor 1.
Round 3. The laser deals maximum damage +1d10 additional damage. It can bypass Armor 2 or lower.
Round 4. The laser deals maximum damage +2d10 additional damage. It can bypass *Armor* 3 or lower. Flammable materials catch fire. Metals start to melt in a radius of 1 meter. Materials like silicate rocks, concrete and similar detonate in a radius of 10 meters.
Round 5. At Game Master's discretion.
Power Required. *Antimatter Microgenerator* / 1 year
Dmg. 1d10 + *laser crystal* – **Range** 250/400 – **Magazine** 10
Cost 3,000 – **Enc.** 1 – **TL** 4

Flamethrower. The flamethrower causes 1d6 fire damage in normal range (20 meters) and gains a bonus of +2 to hit rolls, and 3d4 fire damage beyond the normal range (21-50 meters) without suffering penalties on hit rolls. TL 4 or higher armors reduce fire damage to minimum and with a successful Dex/Evasion saving throw the wearer suffers no damage at all. TL 3 armors reduce damage to half, but if they are composed of flammable compounds like carbon or graphene fibers they may be damaged. The flamethrower consumes hydrocarbons that, depending on the specific model of flamethrower, can come in the form of liquid or gel.
Dmg. 3d4 – **Range** 20/50 – **Magazine** 30
Cost 200 – **Enc.** 3 – **TL** 3

Grenade, chemical. Chemical grenades release a toxic gas that, when inhaled, affect the central nervous system and prevent bioelectric impulses from working properly. The target must make a Con/Physical saving throw or die within 30 minutes. If the saving throw fails, the target dies in 5 minutes or less. A target treated with *Antitoxin*, *Medkit* or *Field Emergency Kit* can make a new saving throw every minute to resist the effects.
Dmg. 1d3 – **Range** 10/30 – **Magazine** 1
Cost 60 – **Enc.** 1/20 – **TL** 3

Grenade, cryo. Cryo grenades release an extremely low temperature gas in a radius of 10 meters. The effects of the gas lasts for 1d4 rounds before warming up and becoming harmless. All weapons that rely on gears and moving parts made of metal

suffer from the freezing temperature. For the next 10 rounds of combat, anytime an attack roll scores 7 or less, the weapon will jam and will not be able to fire properly.
Dmg. 1d3 – **Range** 10/30 – **Magazine** 1
Cost 250 – **Enc.** 1/20 – **TL** 4

Grenade, EMP. EMP grenades release an electromagnetic pulse in a radius of 10 meters. For the next 2d6 rounds of combat all electronic equipment is jammed and will not work properly. Every round the target can attempt a Dex/Fix skill check with DC 9 to reduce the jam duration by 1 round.
Dmg. 1d3 – **Range** 10/30 – **Magazine** 1
Cost 200 – **Enc.** 1/20 – **TL** 4

Grenade, frag. Frag grenades detonate and throw shrapnel in a radius of 10 meters. Targets can roll a Dex/Evasion saving throw to reduce damage to 2d4 instead of 3d4. Targets take 1 less point of damage for each point of AC above 13.
Dmg. 3d4 – **Range** 10/30 – **Magazine** 1
Cost 40 – **Enc.** 1/20 – **TL** 3

Grenade, incendiary. Incendiary grenades contain flammable chemical compounds. All targets within 3 meters of the explosion automatically suffer 1d6 points of fire damage. The subsequent round, each target affected by the explosion can make an Evasion saving throw to quench the fire or suffer an additional 1d6 fire damage. If the first saving throw fails, the targets are entitled a new saving throw with a -1 penalty, failing again means taking additional 1d6+1 fire damage. This process continues every round, each round damage increases by +1 and the penalty on the saving throw adds a -1 until a successful saving throw quenches the fire or the target chars to the bone.
Dmg. 1d6 – **Range** 10/30 – **Magazine** 1
Cost 35 – **Enc.** 1/20 – **TL** 3

Grenade, shock. Shock grenades cause a sonic and blinding burst capable of neutralizing the sight and hearing of all targets within 5 meters of the detonation. All targets affected suffer the following effects:
1 round. All targets are deafened and blinded.
2 round. All targets automatically fail Dexterity based skill checks and saving throws.
3 round. All targets suffer a -2 penalty on Dexterity based skill checks and saving throws.
4 round. Any harmful effect end.
Dmg. 1d2 – **Range** 10/30 – **Magazine** 1
Cost 50 – **Enc.** 1/20 – **TL** 3

Grenade, smoke. Smoke grenades release a colored gas that blocks sight and thus offers some protection against ranged attacks. The gas disperses in 1 minute under standard circumstances and occupies a total area of 15 x 15 meter (the shape of the cloud can be adjusted according to the terrain). If there is no atmosphere, the gas lasts for 1d4 rounds before dissipating.
Dmg. 1 – **Range** 10/30 – **Magazine** 1
Cost 15 – **Enc.** 1/20 – **TL** 3

Pistol, ammo. Pistol is a light ranged weapon useful for close combat. The model presented here is the standard one. Other models may have slightly different ranges, magazine sizes, and costs. The damage listed below is the damage caused by standard ammo. The ammo pistol can also fire *depleted uranium, iridium, titanium* and *tungsten* ammo.
Suggested Skill. Shoot-1. You can fire 2 rounds in a single action if the target is within 3 meters. In addition, for each skill point you deal 1 additional point of precision damage.
Dmg. 1d6 – **Range** 30/100 – **Magazine** 10
Cost 150 – **Enc.** 1 – **TL** 3

Pistol, charge. Charge pistols can fire any type of ammunition of the charge type, which includes *antimatter, EMP, plasma* and *proton* charges. Damage depends on the type of charge used.
Suggested Skill. Shoot-2. You can fire 2 rounds in a single action if the target is within 3 meters. In addition, for each skill point you deal 1 additional point of precision damage.
Dmg. *by charge* – **Range** 40/80 – **Magazine** 10
Cost 300 – **Enc.** 1 – **TL** 4

Pistol, laser (f). Laser pistols deal standard damage plus the damage of the specific laser crystal mounted on the weapon. When purchased, laser pistols do not come with a laser crystal, which must be purchased separately. The laser pistol can focus fire, and deals damage as follows:
Round 1. The laser deals maximum damage.
Round 2. The laser deals maximum damage and can bypass Armor 1.
Round 3. The laser deals maximum damage +1d6 additional damage. It can bypass Armor 2 or lower.
Round 4. The laser deals maximum damage +2d6 additional damage. It can bypass Armor 3 or lower. Flammable materials catch fire. Metals start to melt in a radius of 1 meter. Materials like silicate rocks, concrete and similar detonate in a radius of 10 meters.

Round 5. At Game Master's discretion.
Suggested Skill. Shoot-3. You can fire 3 rounds in a single action if the target is within 6 meters. In addition, for each skill point you deal 1 additional point of precision damage.
Power Required. *Antimatter Microgenerator* / 1 year
Dmg. 1d6 + *laser crystal* – **Range** 100/300 – **Magazine** 10
Cost 600 – **Enc**. 1 – **TL** 4

Plasmathrower. The plasmathrower causes 3d6 heat damage by heating up noble gases like xenon, helium and argon. The gases are compressed and preserved as a semisolid gel inside a tank that fuel the weapon. The plasmathrower gains a bonus of +2 to hit rolls in normal range (20 meters), and suffers no penalties on hit rolls in on ranges beyond normal (21-40 meters). TL 3 armors offer no protection against the plasmathrower, and if they are composed by flammable compounds like carbon or grapheme fibers they are destroyed. TL 4 armors reduce damage to half. The plasmathrower heats the preserved gases and turns them into plasma by means of an *Antimatter Microgenerator* integrated with the weapon.
Dmg. 3d6 – **Range** 20/40 – **Magazine** 30
Cost 1,600 – **Enc**. 3 – **TL** 4

Rifle, ammo. The rifle is a long-range weapon with high precision. When firing beyond the standard range it suffers only a -1 penalty on hit rolls. If the attack roll scores a natural 20, the weapon deals maximum damage. The model presented here is the standard one. Other models may have slightly different ranges, magazine sizes and costs. The damage listed below is the damage caused by standard ammo. The ammo rifle can also fire *depleted uranium*, *iridium*, *titanium* and *tungsten* ammo.
Dmg. 2d6 – **Range** 500/1,000 – **Magazine** 5
Cost 1,800 – **Enc**. 2 – **TL** 3

Rifle, charge. Charge rifles can fire any type of ammunition of the charge type, which includes *antimatter*, *EMP*, *plasma* and *proton* charges. Damage also depends on the charge type. When firing beyond the standard range it suffers only a -1 penalty on hit rolls. If the attack roll scores a natural 20, the weapon deals maximum damage.
Dmg. *by charge* – **Range** 150/300 – **Magazine** 5
Cost 2,100 – **Enc**. 2 – **TL** 4

Rifle, gauss. Gauss rifles can fire both Ammo and Charge type ammunitons, but each magazine can contain one type of ammunition. When firing beyond the standard range it suffers only a -1 penalty on hit rolls. If the attack roll scores a natural 20, the weapon deals maximum damage. The Gauss rifle can overcharge the

electromagnetic rail that fires the ammunition to deal more damage and increase the range. Overcharging the gauss rifle requires one full round and there is a 10% chance that the procedure fails. If the overcharge is successful, then the weapon deals 1d6 additional damage and increases the range by 50%. If the overcharge fails, then the weapon discharges the electromagnetic energy and can not be fired that round. The electromagnetic discharge due to the failed overcharge procedure produces the same effect of an *EMP Grenade* but without dealing any physical damage.
Dmg. 3d6 or *by charge* – **Range** 1,500/3,000 – **Magazine** 5
Cost 3,000 – **Enc**. 2 – **TL** 4

Rifle, laser (f). Laser rifles deal standard damage plus the damage of the specific laser crystal mounted on the weapon. When purchased, laser rifles do not come with a laser crystal, which must be purchased separately. When firing beyond the standard range it suffers only a -1 penalty on hit rolls. If the attack roll scores a natural 20, the weapon deals maximum damage. The laser rifle can focus fire, and deals damage as follows:
Round 1. The laser deals maximum damage.
Round 2. The laser deals maximum damage and can bypass *Armor* 1.
Round 3. The laser deals maximum damage +1d10 additional damage. It can bypass *Armor* 2 or lower.
Round 4. The laser deals maximum damage +2d10 additional damage. It can bypass Armor 3 or lower. Flammable materials catch fire. Metals start to melt in a radius of 1 meter. Materials like silicate rocks, concrete and similar detonate in a radius of 10 meters.
Round 5. At Game Master's discretion.
Power Required. *Antimatter Microgenerator* / 1 year
Dmg. 1d10 – **Range** 600/1,000 – **Magazine** 10
Cost 2,400 – **Enc**. 2 – **TL** 4

Rifle, sonic. The sonic rifle produces a sonic wave that can deafen and stun the targets. In addition, it creates a kinetic wave that can displace the targets by 1d4 meters. In environments with no atmosphere, the sonic rifle is useless. The sonic rifle produces a wave that extends from the weapon with a width of 45°. Targets under total cover suffer the deafened condition, but are not displaced by the sonic wave.
Power required. *Power Cell type A* / 5 rounds (10 rounds with a *Power Cell Dilithium*).
Dmg. 1d4 – **Range** 50 – **Magazine** 5
Cost 4,000 – **Enc**. 2 – **TL** 4

Sub-machine gun, ammo *. The sub-machine gun sacrifices precision for firepower. If the attack roll scores 17 or more, you can add 1 point of damage for each point above 16. The model presented here is the standard one. Other models may have slightly different ranges, magazine sizes and costs. The damage listed below is the damage caused by standard ammo. The ammo sub-machine gun can also fire depleted uranium, iridium, titanium and tungsten ammo.
Dmg. 1d8 – **Range** 150/500 – **Magazine** 20
Cost 3,000 – **Enc**. 1 – **TL** 3

Sub-machine gun, charge *. Charge sub-machine guns can fire any type of ammunition of the charge type, which includes *antimatter*, *EMP*, *plasma* and *proton* charges. If the attack roll scores 17 or more, you can add 1 point of damage for each point above 16.
Dmg. *by charge* – **Range** 150/400 – **Magazine** 20
Cost 8,000 – **Enc**. 1 – **TL** 4

Sub-machine gun, gauss *. Gauss sub-machine guns can fire ammunition of the type Ammo and Charge, but each magazine can contain one type of ammunition. The Gauss submachine gun can overcharge the electromagnetic rail that fires the ammunition to deal more damage and increase the range. Overcharging the gauss sub-machine gun requires one full round and there is a 10% chance that the procedure fails. If the overcharge is successful, then the weapon deals 1d6 additional damage and increases the range by 50%. If the overcharge fails, then the weapon discharges the electromagnetic energy and can not be fired that round. The electromagnetic discharge due to the failed overcharge procedure produces the same effect of an *EMP Grenade* but without dealing any physical damage.
Dmg. 2d8 – **Range** 500/1,500 – **Magazine** 20
Cost 6,000 – **Enc**. 1 – **TL** 4

Sub-machine gun, laser * (f). Laser submachine guns deal standard damage plus the damage of the specific laser crystal mounted on the weapon. When purchased, laser sub-machine guns do not come with a laser crystal, which must be purchased separately. If the attack roll scores 17 or more, you can add 1 point of damage for each point above 16. The model presented here is the standard one. The laser submachine gun can focus fire, and deals damage as follows:
Round 1. The laser deals maximum damage.
Round 2. The laser deals maximum damage and can bypass *Armor* 1.
Round 3. The laser deals maximum damage +1d12 additional damage. It can bypass *Armor* 2 or lower.
Round 4. The laser deals maximum damage +2d12 additional damage. It can bypass

Armor 3 or lower. Flammable materials catch fire. Metals start to melt in a radius of 1 meter. Materials like silicate rocks, concrete and similar detonate in a radius of 10 meters.
Round 5. At Game Master's discretion.
Power Required. *Antimatter Microgenerator* / 1 year
Dmg. 1d12 – **Range** 500/1,000 – **Magazine** 20
Cost 9,000 – **Enc**. 1 – **TL** 4

Tactical Bow. A more advanced version of the bow, with some technological improvement to make reloading the weapon a faster process. The wielder can reload the bow by reducing their movement by 1 meter. The quiver contains up to six arrows and is integrated into the tactical bow.
Dmg. 1d6+1 – **Range** 100/150 – **Magazine** 1
Cost 180 – **Enc**. 1 – **TL** 3

MELEE WEAPONS

Weapon	Dmg.	Shock	Attr.	Cost	Enc.	TL
Baton, electric	1d4+2	3 /AC 16	Str/Dex	360	1	4
Chainsaw	1d6+1	2 / AC 15	Str	300	2	3
Combat glove	1d4	1 /AC 13	Str/Dex	250	1 (0)	4
Electric glove	1d4+1	2 /AC 17	Str/Dex	450	1 (0)	4
Molecular blade	2d4+3	5 / AC 18	Str/Dex	30,000	1	5
Thunder Hammer	1d6+4	5 / AC 14	Str	1,000	1	4

MELEE WEAPONS

Baton, electric. The electric baton is a two-handed weapon with an electrode placed on each end. A standard hit causes 1d4 damage +2 electric damage. If the hit roll is 5 points or higher than the hit roll required to hit the target, then the electric baton deals 2d4 additional electric damage.
Power Required. *Power Cell type A* / 24 hours (48 hours with a *Power Cell Dilithium*).
Dmg. 1d4+2 – **Shock** 2 / AC 16
Cost 360 – **Enc**. 1 – **TL** 4

Chainsaw. The chainsaw is a crude but effective melee weapon. The chainsaw is sold with a standard saw, but other models mount more effective saws.
Standard saw in steel alloy. Standard damage.
Titanum alloy saw. +1 damage, bypass *Armor* 1, Cost +50%.
Artificial diamond saw. +2 damage, bypass *Armor* 2, Cost +100%.
Platinum-iridium alloy saw. +4 damage, bypass *Armor* 3, Cost +500%.
Dmg. 1d6+1 – **Shock** 2 / AC 15
Cost 300 – **Enc**. 2 – **TL** 3

Combat Glove. The combat glove can deliver powerful blows that deal 1d4 damage, all attacks with the combat glove receive a +1 bonus to hit roll. In addition, you can grab a target, and successfully maintaining a hold on them inflicts automatic damage every round. In order to grab a target, you must score a successful attack roll. The target can resist the grab by rolling a successful Exert skill check with a DC equal to your attack roll. Once grabbed, the target cannot get free itself until the combat glove is neutralized. The wielder can also release the combat glove at any moment, and the combat glove will inflict damage automatically.
Suggested Skill. Punch-1. You can attempt to grab a target and maintain your hold on them.
Dmg. 1d4 – **Shock** 1 / AC 13
Cost 250 – **Enc**. 1/(0) – **TL** 4

Electric, glove. The electric glove releases an electric discharge when it hits the target. If the hit roll is 5 points or higher than the hit roll required to hit the target, then the electric glove deals 2d4 additional electric damage.
Power Required. *Power Cell type A* / 24 hours (48 hours with a *Power Cell Dilithium*).
Dmg. 1d4+1 – **Shock** 2 / AC 17
Cost 30,000 – **Enc**. 1(0) – **TL** 4

Molecular Blade. The molecular blade is sharp enough to cut solid materials as if they were pieces of paper. The blade is artificially sharpened with nanotechnology on the molecular level, turning the weapon into the perfect blade. The molecular blade, when employed in melee combat, automatically severes a limb with a natural roll of 20. If used against vehicles, it can bypass Armor 1 and deal full damage. In addition it can cut through 1 inch of solid material for every point of damage it deals. Materials or special alloys of TL 5 or more may resist the sharpness of a molecular blade.
Dmg. 2d4+3 – **Shock** 5 / AC 18
Cost 30,000 – **Enc**. 1 – **TL** 5

Thunder Hammer. The thunder hammer is a two-handed weapon that deals 1d6 bludgeoning damage plus 4 electric damage. The target must make a Dex/Evasion saving throw or suffer 2d4 additional electric damage.
Power Required. *Power Cell type A* / 12 hours (24 hours with a *Power Cell Dilithium*).
Dmg. 1d6+4 – **Shock** 5 / AC 14
Cost 1,000 – **Enc**. 1 – **TL** 4

HEAVY WEAPONS

Heavy Weapon	Dmg.	Range	Cost	Magazine	Attr.	Enc.	TL
Grenade launcher	by grenade	300/500	1,500	6	Dex	2	3
Heavy Machine Gun, ammo #	3d6	500/2,000	5,000	10	Dex	4	3
Heavy Machine Gun, charge #	by charge x3	500/1,500	12,000	10	Dex	4	4
Heavy Machine Gun, gauss #	4d6	1,500/4,500	11,000	10	Dex	4	4
Heavy Machine Gun, laser # (f)	3d10	1,000/4,000	20,000	10	Dex	4	3
Machine Gun, ammo #	2d6	250/1,000	40,000	15	Dex	2	3
Machine Gun, charge #	by charge x2	250/750	10,000	15	Dex	2	4
Machine Gun, gauss #	3d6	750/3,000	7,500	15	Dex	2	4
Machine Gun, laser # (f)	3d8	500/2,000	12,000	15	Dex	2	4
Missile launcher, micro	by micro-missile	250/500	15,000	20	Dex/Int	2	4
Missile launcher	by missile	3,000/6,000	25,000	1	Dex/Int	3	4
Plasma Gun	4d10	50/100	50,000	5	Dex	3	5

HEAVY WEAPONS

Grenade Launcher. The grenade launcher can fire any type of Grenade as ammunition. Damage dealt depends on the type of grenade. The grenade launcher can hold up to six different types of grenade. The grenade launcher suffers a -1 penalty on attack rolls at standard range (500 meters) and a -3 penalty on attack rolls at beyond standard range (301 to 500 meters). Reloading a grenade launcher takes one full round or more, at Game Master's discretion.
Dmg. *by grenade* – **Range** 300/500 – **Magazine** 6
Cost 1,500 – **Enc**. 2 – **TL** 3

Heavy Machine Gun, ammo #. Ammo heavy machine guns can only fire at full power if properly anchored to the ground with the tripod. If used as a mobile weapon, then the weapon suffers a -4 penalty on all attack rolls and cannot employ the **suppressive fire** option.
If the attack roll scores 15 or more, you can add 1 point of damage for each point above 14. The model presented here is the standard one. Other models may have slightly different ranges, magazine sizes and costs. The damage listed below is the damage caused by standard ammo. The ammo heavy machine gun can also fire *depleted uranium, iridium, titanium* and *tungsten* ammo.
Dmg. 3d6 – **Range** 500/2000 – **Magazine** 10
Cost 5,000 – **Enc**. 4 – **TL** 3

Heavy Machine Gun, charge #. Charge heavy machine guns can only fire at full power if properly anchored to the ground with the tripod. If used as a mobile

weapon, then the weapon suffers a -4 penalty on all attack rolls and cannot employ the suppressive fire option. If the attack roll scores 15 or more, you can add 1 point of damage for each point above 14. Charge heavy-machine guns can fire any type of ammunition of the charge type, which includes antimatter, EMP, plasma and proton charges
Dmg. by charge x3 – **Range** 500/1,500 – **Magazine** 10
Cost 12,000 – **Enc**. 4 – **TL** 4

Heavy Machine Gun, gauss #. Gauss heavy machine guns can only fire at full power if properly anchored to the ground with the tripod. If used as a mobile weapon, then the weapon suffers a -4 penalty on all attack rolls and cannot employ the suppressive fire option. Gauss heavy machine guns can fire ammunition of the type Ammo and Charge, but each magazine can only contain one type of ammunition at a time. The Gauss heavy machine gun can overcharge the electromagnetic rails that fires the ammunition to deal more damage and increase the range. Overcharging the gauss heavy machine gun requires one full round and there is a 20% chance that the procedure fails. If the overcharge is successful, then the weapon deals 2d6 additional damage and increases the range by 50%.
If the overcharge fails, then the weapon discharges the electromagnetic energy and cannot be fired that round. The electromagnetic discharge due to the failed overcharge procedure produces the same effect of an *EMP Grenade* but without dealing any physical damage.
Dmg. 4d6 – **Range** 1,500/4,500 – **Magazine** 10
Cost 11,000 – **Enc**. 4 – **TL** 4

Heavy Machine Gun, laser # (f). Laser heavy machine guns can only fire at full power if properly anchored to the ground with the tripod.
If used as a mobile weapon, then the weapon suffers a -4 penalty on all attack rolls and cannot employ the suppressive fire option. Laser heavy machine guns deal standard damage plus the damage of the specific laser crystal the weapon is mounting. When purchased, laser heavy machine guns do not come with a laser crystal, which must be purchased separately. If the attack roll scores 15 or more, you can add 1 point of damage for each point above 14. The model presented here is the standard one.
Other models may have slightly different ranges, magazine sizes and costs. The laser heavy machine gun can focus fire, and deals damage as follows:
Round 1. The laser deals maximum damage.
Round 2. The laser deals maximum damage and can bypass *Armor* 1.
Round 3. The laser deals maximum damage +2d10 additional damage. It can bypass *Armor* 2 or lower.
Round 4. he laser deals maximum damage +3d10 additional damage. It can bypass

Armor 3 or lower. Flammable materials catch fire. Metals start to melt in a radius of 3 meters. Materials like silicate rocks, concrete and similar substances detonate in a radius of 20 meters.
Round 5. At Game Master's discretion.
Power Required. *Antimatter Micro-generator* / 1 year.
Dmg. 3d10 – **Range** 1,000/4,000 – **Magazine** 10
Cost 20,000 – **Enc**. 4 – **TL** 4

Machine Gun, ammo #. Ammo machine guns can only fire at full power if properly anchored to the ground with the tripod. If used as a mobile weapon, then the weapon suffers a -3 penalty on all attack rolls and cannot employ the **suppressive fire** option. If the attack roll scores 16 or more, you can add 1 point of damage for each point above 15. The model presented here is the standard one. Other models may have slightly different ranges, magazine sizes and costs. The damage listed below is the damage caused by standard ammo. The ammo machine gun can also fire *depleted uranium, iridium, titanium* and *tungsten* ammo.
Dmg. 2d6 – **Range** 250/1,000 – **Magazine** 15
Cost 4,000 – **Enc**. 2 – **TL** 3

Machine Gun, charge #. Charge machine guns can only fire at full power if properly anchored to the ground with the tripod. If used as a mobile weapon, then the weapon suffers a -3 penalty on all attack rolls and cannot employ the suppressive fire option. Charge machine guns can fire any type of ammunition of the charge type, which includes *antimatter, EMP, plasma* and *proton* charges. If the attack roll scores 16 or more, you can add 1 point of damage for each point above 15.
Dmg. *by charge* x2 – **Range** 250/750 – **Magazine** 15
Cost 10,000 – **Enc**. 2 – **TL** 4

Machine Gun, gauss #. Gauss machine guns can only fire at full power if properly anchored to the ground with the tripod. If used as a mobile weapon, then the weapon suffers a -3 penalty on all attack rolls and cannot employ the suppressive fire option. Gauss machine guns can fire ammunition of the type Ammo and Charge, but each magazine can only contain one type of ammunition at a time. The Gauss machine gun can overcharge the electromagnetic rails that fire the ammunition to deal more damage and increase the range. Overcharging the gauss-heavy machine gun requires one full round and there is a 15% chance that the procedure fails.
If the overcharge is successful, then the weapon deals 2d6 additional damage and increases the range by 50%. If the overcharge fails, then the weapon discharges the electromagnetic energy and cannot be fired that round. The electromagnetic discharge due to the failed overcharge procedure produces the same effect of an *EMP Grenade*

but without dealing any physical damage.
Dmg. 3d6 – **Range** 750/3,000 – **Magazine** 15
Cost 7,500 – **Enc**. 2 – **TL** 4

Machine Gun, laser # (f). Laser machine guns can only fire at full power if properly anchored to the ground with the tripod. If used as a mobile weapon, then the weapon suffers a -3 penalty on all attack rolls and cannot employ the **suppressive fire** option. If the attack roll scores 16 or more, you can add 1 point of damage for each point above 15. Laser machine guns deal standard damage plus the damage of the specific laser crystal the weapon is mounting.
When purchased, laser sub-machine guns do not come with a laser crystal, which must be purchased separately. The model presented here is the standard one. Other models may have slightly different ranges, magazine sizes and costs. The laser machine gun can focus fire, and deals damage as follows:
Round 1. The laser deals maximum damage.
Round 2. The laser deals maximum damage and can bypass *Armor* 1.
Round 3. The laser deals maximum damage +2d8 additional damage. It can bypass *Armor* 2 or lower.
Round 4. The laser deals maximum damage +3d8 additional damage. It can bypass Armor 3 or lower. Flammable materials catch fire. Metals start to melt in a radius of 2 meters. Materials like silicate rocks, concrete and similar detonate in a radius of 15 meters.
Round 5. At Game Master's discretion.
Power Required. *Antimatter Micro-generator* / 1 year.
Dmg. 3d8 – **Range** 500/2,000 – **Magazine** 15
Cost 12,000 – **Enc**. 2 – **TL** 4

Missile Launcher, micro. The micro-missile launcher is a heavy weapon that can host up to 20 micro-missiles of any type. It can mount a Neural Interface which allows you to use intelligence as an attribute instead of dexterity. Damage depends on the micro-missiles mounted. The micro-missiles need not to be all of the same type. The micro missile launcher can fire up to 3 micro-missiles in a single round.
Dmg. *by micro-missile* – **Range** 250/500 – **Magazine** 20
Cost 15,000 – **Enc**. 2 – **TL** 4

Missile Launcher. The missile launcher is a heavy weapon that can host 1 single missile of any type. It can mount a Neural Interface to employ intelligence as an attribute instead of dexterity. Damage depends on the missile loaded. The missile launcher can fire 1 missile at a time, and it takes 1 minute to reload and recalibrate the weapon.

Dmg. *by missile* – **Range** 3,000/6,000 – **Magazine** 1
Cost 25,000 – **Enc**. 3 – **TL** 4

Plasma Gun. Plasma guns recharge the magazine similar to laser weapons, but it takes one hour to recharge the magazine. The plasma released is composed of a concentrated beam of neutrons that can destroy living tissues and armors at atomic level. The plasma gun will hit all targets in a straight line until it reaches its maximum range. The plasma gun cannot bypass obstacles thicker than 5 centimeters, but that depends mainly on the type of material. The Game Master has the last word about the matter. When firing with the plasma gun just use a flat AC 10 for hitting the target.
Power Required. *Antimatter Micro-generator* / 1 year.
Dmg. 4d10 – **Range** 50/100 – **Magazine** 5
Cost 50,000 – **Enc**. 3 – **TL** 5

GENERAL EQUIPMENT – Ammunition

Ammunition	Cost	Enc.	TL
Ammo, depleted uranium (20 rounds)	500	1/5	3
Ammo, iridium (20 rounds)	3,000	1/5	4
Ammo, standard (20 rounds)	50	1/5	3
Ammo, titanium (20 rounds)	1,000	1/5	3
Ammo, tungsten (20 rounds)	1,500	1/5	3
Antimatter Microgenerator	5,000	1/10	4
Charge, antimatter (10 rounds)	2,000	1/10	4
Charge, EMP (10 rounds)	500	1/10	4
Charge, plasma (10 rounds)	400	1/10	4
Charge, proton (10 rounds)	300	1/10	4
Laser crystal, gamma ray	1,000	1/20	4
Laser crystal, infrared ray	500	1/20	4
Laser crystal, microwave ray	800	1/20	4
Laser crystal, ultraviolet ray	750	1/20	4
Laser crystal, x-ray	1,500	1/20	4
Micro-missile, chemical	75	1	4
Micro-missile, explosive	50	1	4
Missile, EMP	4,500	2	3
Missile, nuclear	10,000	2	4

GENERAL EQUIPMENT - AMMUNITION

The list of ammunition described in this section belong to the following types:

Ammo. Bullet ammos are made of the following metals or metal alloys: depleted uranium, iridium, standard, titanium, tungsten. Each ammo deals specific damage. All ammo, for the sake of simplicity, are considered to be the same caliber.

Charge. Charge ammunition delivers specific damage depending on the type of energy locked in the magazine: antimatter, EMP, plasma and proton. Each charge produces specific effects as described in the charge entry.

Laser Crystals. When purchased, laser crystals have a level of purity equal to 95% +1d4%. Anytime a laser weapon fires, roll a d100. If the attack roll is higher than the level of purity, then reduce the level of purity by 1%. If the attack roll is higher than 20% of the level of purity, then the laser crystal is burned and becomes useless. The most common laser crystals are the following: *gamma ray*, *infrared ray*, *microwave ray*, *ultraviolet ray*, *x-ray*.

Ammo, Depleted Uranium (20 rounds). Depleted uranium ammo can bypass Armor 1. Each shot using this ammo deals 1 additional point of damage for each point above the minimum required to hit the target. In addition, it also causes 2 points of damage to all squares around the point of impact. Depleted uranium may cause radiation poisoning.
Cost 500 – **Enc**. 1/5 – **TL** 3

Ammo, Iridium (20 rounds). Iridium ammo can bypass Armor 3 and adds 2 points of damage to the standard damage of the ammo weapon.
Cost 3,000 – **Enc**. 1/5 – **TL** 4

Ammo, Standard (20 rounds). Standard ammo does not provide any sort of bonus. They are usually made of lead or basic alloys.
Cost 50 – **Enc**. 1/5 – **TL** 3

Ammo, Titanium (20 rounds). Titanium ammo can bypass Armor 2 and adds 2 points of damage to the standard damage of the ammo weapon.
Cost 1,000 – **Enc**. 1/5 – **TL** 3

Ammo, Tungsten (20 rounds). Tungsten ammo can bypass Armor 2 and adds 1 point of damage to the standard damage of the ammo weapon. In addition, it also causes 1 point of damage to all squares around the point of impact.
Cost 1,500 – **Enc.** 1/5 – **TL** 3

Antimatter Microgenerator. Antimatter microgenerators are mounted on all laser weapons and provide the weapon with the energy to produce the laser beam. The antimatter remains confined inside a stasis field.
Cost 5,000 – **Enc**. 1/10 – **TL** 4

Charge, Antimatter (10 rounds). Antimatter charges deal 1d4+1 damage. If the shot inflicts 4 damage or more, you can add another 1d4+1 to the damage. The procedure repeats for every multiple of 4. However, if the total damage score is 15 or more, a detonation occurs. The detonation affects all targets within 15 meters of the point of impact.
Cost 2,000 – **Enc**. 1/10 – **TL** 4

Charge, EMP (10 rounds). The EMP charge inflicts 1 point of damage and releases an electromagnetic pulse that neutralizes electronic devices at the point of impact. The effects last for 1d4+1 minutes.
Cost 500 – **Enc**. 1/10 – **TL** 4

Charge, Plasma (10 rounds). Plasma charges inflict 1d10 thermal damage. The shot produces additional effects according to how much damage the shot deals.
8 damage. One random piece of equipment the target is wearing is destroyed. Equipment with Armor are immune to this effect.
9 damage. The target catches fire and suffers 1d4 fire damage every round, until the fire is extinguished.
10 damage. The shot causes an explosion that affects all squares adjacent to the point of impact, and inflicts additional 1d10 thermal damage.
Cost 400 – **Enc**. 1/10 – **TL** 4

Charge, Proton (10 rounds). Proton charges deal 1d6 kinetic damage. If the shot inflicts more than 4 points of damage to a target, then it continues on a straight line to the next target. The proton charge can go through inorganic matter like metals and polymers, depending on the amount of damage dealt.
5 damage. Polymers.
6 damage. Metal alloys.
Cost 450 – **Enc**. 1/10 – **TL** 4

Laser Crystal, gamma ray. Gamma ray laser crystals double the range of the laser and add 2 points of damage for each damage die of the laser weapon.
Cost 1,000 – **Enc**. 1/20 – **TL** 4

Laser Crystal, infrared ray. Infrared ray laser crystals add 1 point of damage for each damage die of the laser weapon. When using the focus fire, the infrared ray laser crystal adds 1 thermal damage for each round of consecutive fire.
Cost 500 – **Enc**. 1/20 – **TL** 4

Laser Crystal, microwave ray. Microwave ray laser crystals halve the range of the laser weapon. When firing within the standard range, the microwave ray laser crystal adds 2d6 to the base damage of the weapon. When firing beyond the standard range, it halves the base damage of the laser weapon.
Cost 800 – **Enc**. 1/20 – **TL** 4

Laser Crystal, ultraviolet ray. Ultraviolet ray laser crystals add 1 point of to each damage die of the laser weapon. When using the focus fire, the infrared ray laser crystal adds 2 thermal damage for each round of consecutive fire. A target hit by the laser must make a successful Dex/Evasion saving throw or catch fire. If a target catches fire, then it takes 1 point of fire damage every round for the next 3 rounds.
Cost 750 – **Enc**. 1/20 – **TL** 4

Laser Crystal, x-ray. X-ray laser crystals add 3 points of damage for each damage die of the laser weapon. The laser can bypass solid materials 10 centimeters thick, dealing half damage to any target it hits this way.
Cost 1,500 – **Enc**. 1/20 – **TL** 4

Micro-Missile, chemical. Chemical micro-missiles require a *Micro Missile Launcher*, micro. Upon impact, the micro-missile deals 1 point of damage to the target and 1 point of damage to the adjacent squares. Each micro-missile contains poisonous chemical substances that spread in an area of 5 x 5 meters. The gas affects all targets that inhale the substance. The most common poisonous gases are *Blister gas*, *Nerve gas* and *Choke gas*.
Cost 75 – **Enc**. 1 – **TL** 4

Micro-Missile, explosive. Explosive micro-missiles require a *Micro Missile Launcher*, micro. Each explosive micro-missile causes 3d4 damage on the point of impact, then half damage within 1 square and a quarter damage within two squares.
Cost 50 – **Enc**. 1 – **TL** 4

Missile, EMP. EMP missiles require a *Missile Launcher*. The EMP missile produces an electromagnetic pulse in a radius of 500 meters. Electronic devices cease to function for 1d10 minutes and there is 20% that they become useless.
Cost 4,500 – **Enc**. 3 – **TL** 3

Missile, Nuclear. Nuclear missiles require a *Missile Launcher*. These kinds of tactical missiles are extremely dangerous and are thus illegal in many systems. The nuclear detonation affects a radius of 500 meters in standard atmosphere density. Atmospheres with higher than standard densities increase the affected area and the devastation caused by the detonation.
Cost 10,000 – **Enc**. 3 – **TL** 4

Equipment	Cost	Enc.	TL
Comm unit, laser	600	5	4
Comm unit, radio	200	1	3
Frequency emitter	2,500	5	4
Microsat, observer (m)	5,000	15	3
Microsat, transmitter (m)	4,000	15	3
Microsat, warp transmitter (m)	25,000	15	4

GENERAL EQUIPMENT - COMMUNICATIONS

Comm Unit, laser. Laser communication units transmit information by means of a laser ray. The receiver must be using a similar device in order to receive and decode the information. This communication system is almost immune to jamming and blocks, but the laser ray cannot cross strong electromagnetic fields or electromagnetic pulses. Range is practically unlimited, but the transmission requires a straight and clear line or a series of reflecting surfaces in order to send the information.
Power Required. 5 power units.
Cost 600 – **Enc**. 5 – **TL** 4

Comm Unit, radio. Radio communication units are the most common devices used to communicate over large distances. The radio pulse has unlimited range, but on planets without atmosphere or with an atmosphere too thin it may have limitations on range.
Power Required. *Power Cell type A* / 168 hours (336 hours with *Power Cell Dilithium*)
Cost 200 – **Enc**. 1 – **TL** 3

Frequency Emitter. Frequency emitters are used to neutralize or jam any kind of frequencies. If properly tuned it can neutralize radio communications, but it has other uses also. The device can mitigate the harmful effects of radiation by granting a +1 bonus on saving throws. In addition, the frequency emitter can generate a field that partially interferes with laser weapons, thus reducing damage from this kind of weapons by 1 point. The frequency emitter may have more applications than those described, always at Game Master discretion. The frequency emitter is the precursor technology to shields with variable frequency.
Power Required. 5 power units.
Cost 2,500 – **Enc**. 5 – **TL** 4

Microsat, Observer (m). Observer micro-satellites allow for the observations of planet surfaces in high detail. Observer micro-satellites are equipped with a wide

range of sensors. Spectroscopy, thermal imaging, topography and general survey. The standard observer micro-satellite can analyze and map an area of 1 x 1 kilometers in 1 hour.
Cost 5,000 – **Enc**. 15 – **TL** 3

Microsat, Transmitter (m). Transmitter micro-satellites send standard radio communications within the same solar system. However, the signal is not capable of sending comprehensible information beyond a heliosphere, thus the need for transmitter micro-satellites. Radio signals travel at the standard speed of light, so the time required to deliver the message depends on the distance and the size of the specific solar system.
Cost 4,000 – **Enc**. 15 – **TL** 3

Microsat, Warp Transmitter (m). Warp transmitter micro-satellites can send information at interstellar distances. Messages travel at a faster than light speed, directly in the WARP. The signal can travel the equivalent of 1 light year in 1 hour. Space phenomena such as black holes, gravimetric waves, magnetic fields from magnetar or similar, can partially or totally block the warp signal.
Cost 25,000 – **Enc**. 15 – **TL** 4

Equipment	Cost	Enc.	TL
Antimatter stasis box	10,000	1/10	5
Computer, binary	500	3	3
Computer, neural	25,000	1	5
Computer, quantum	5,000	2	4
Dark Matter Stasis Box	75,000	1/2	5
Electronic, binary circuit	120	1/10	3
Electronic, quantum circuit	4,800	1/10	4
Neural Cable	75	1/10	4
Neural Interface	7,500	1/10	4
Rope (carbon fiber)	35	1/2	3

GENERAL EQUIPMENT – COMPUTING & ACCESSORIES

Antimatter Stasis Box. This stasis box can contain up to 1 kilogram of antimatter. The antimatter remains confined inside the stasis field until it receives enough energy.
Power Required. *Power Cell type A* / 168 ore (336 hour with *Power Cell Dilithium*).
Cost 10,000 – **Enc**. 1/10 – **TL** 5

Computer, Binary. A binary computer can control up to 5 electronic devices that require computing power. Control can occur by cable or by remote.
Power Required. 1 power unit.
Cost 500 – **Enc**. 2 – **TL** 3

Computer, Neural. The neural computer is the last frontier of computing power. It is able to complete even the most complex quantum calculus. The neural computer can handle complex calculus based on logic to the point that it can imitate, and sometimes outperform, biological intelligence.
The neural computer can control up to 30 electronic devices that require computing power. Control can occur by cable or by remote. A living being can interact with the neural computer by means of a *Neural Interface*.
Power Required. 5 power units.
Cost 50,000– **Enc**. 1 – **TL** 5

Computer, Quantum. The quantum computer can control up to 15 electronic devices that require computing power. Control can occur by cable or by remote.
Power Required. 10 power units.
Cost 5,000 – **Enc**. 2 – **TL** 4

Dark Matter Stasis Box. This stasis box can contain up to 1 kilogram of dark matter. The dark matter remains confined inside the stasis field until it receives enough energy.
Power Required. *Power Cell type A* / 168 ore (336 hour with *Power Cell Dilithium*).
Cost 75,000 – **Enc**. 1/2 – **TL** 5

Electronic, Binary Circuit. Binary circuits represent the basic spare parts for binary computing systems. It can also be used to create an interface to a *Binary Computer* with any electronic device that requires computing power.
Cost 120 – **Enc**. 1/10 – **TL** 3

Electornic, Quantum Circuit. Quantum circuits represent the basic spare parts for quantum computing systems. It can also be used to create an interface to a *Quantum Computer* with any electronic device that requires computing power.
Cost 4,800 – **Enc**. 1/10 – **TL** 4

Neural Cable. Neural cables are required to connect an electronic device with a *Neural Interface*. The electronic device must be compatible with neural control. TL 4 or higher devices are usually compatible with neural control.
Cost 75 – **Enc**. 1/10 – **TL** 4

Neural Interface. Neural interfaces are used to establish a connection between the brain of the subject and a compatible electronic device. Connection can occur by cable or by remote. TL 4 or higher devices are usually compatible with neural controls. In addition, the neural interface can work with certain weapons, allowing the user to employ intelligence instead of dexterity to fire the weapon. The description of the weapon will state if the weapon can be connected with a neural interface.
Cost 4,800 – **Enc**. 1/10 – **TL** 4

Rope, Carbon Fiber. Carbon fiber ropes are light and extremely resistant. It can handle up to 5 tons of weight. The standard roll contains 100 meters of rope.
Cost 35 – **Enc**. 1/2 – **TL** 3

GENERAL EQUIPMENT – Field Equipment

Equipment	Cost	Enc.	TL
Air Converter I	2,500	1	4
Air Converter II	12,000	1	5
Air Purifier	700	1/2	4
Anti-gravity Device	40,000	1	5
Atmosphere Synthesizer I (m)	50,000	20	4
Atmosphere Synthesizer II (m)	75,000	10	4
Atom Assembler, "Duo" (m)	100,000	15	5
Atomic Assembler, "Trio" (m)	120,000	15	5
Backpack, reinforced	100	1(0)	4
Binoculars, mono-frequency	20	1	3
Binoculars, multi-frequency	500	1	4
Explosive, chemical	50	1	4
Field Emergency Kit (m)	800	10	4
Field fence, standard (m)	2,000	80	3
Field fence, electric (m)	5,000	80	3
Field radar	7,500	5	3
Force Field Generator, Huge (m)	400,000	500	5
Force Field Generator, Large (m)	250,000	250	5
Force Field Generator, Medium (m)	150,000	150	5
Force Field Generator, Small (m)	100,000	100	5
Gas compressor	200	3	3
Holographic Projector	1,000	2	4
Molecular Assembler, "Duo" (m)	10,400	25	4
Molecular Assembler, "Trio" (m)	12,000	25	4
Radiation suppressor	5,500	5	4
Rations, compact	75	1/5	3
Rations, dried	15	1/5	3
Recycler, organic-fuel (m)	800	20	3
Recycler, polymers-fuel (m)	1,200	20	3
Shield Generator	25,000	5	5
Tactical Scanner	1,000	1	4
Water Purifier	150	3	3

Air Converter I. Air converter Is break down a gases composed of a maximum of three different atoms and recompose those atoms into a new gas. This air converter can produce 1 liter of gas per hour.
Power Required. 1 power unit.
Cost 2,500 – **Enc**. 1 – **TL** 4

Air Coverter II. Air converter II break down a gas composed of a maximum of four different atoms and recompose those atoms into a new gas. This air converter can produce 5 liters of gas per hour.
Power Required. 1 power unit.
Cost 12,000 – **Enc**. 1 – **TL** 5

Air Purifier. Air purifiers remove toxic chemical compounds from otherwise breathable atmospheres. The air purifier is not able to filter radiation. The device can purify 1 liter of atmosphere per minute.
Power Required. 1 power unit.
Cost 700– **Enc**. 1/2 – **TL** 4

Antigravity Device. Antigravity devices produces a field in a radius of 5 meters. Every object inside the perimeter reduces its weight by 99%.
Power Required. 10 power units.
Cost 40,000 – **Enc**. 1 – **TL** 5

Atmosphere Synthesizer I (m). Atmosphere synthesizer Is can create atmospheres artificially by assembling the atoms of gaseous fluids. Raw molecular gases must be provided and are not included in the device. The device produces 1,000 liters of gas per minute.
Power Required. 20 power units.
Cost 50,000 – **Enc**. 20 – **TL** 4

Atmosphere Synthesizer II (m). Atmosphere synthesizer IIs can create atmospheres artificially by assembling the atoms of gaseous fluids. Raw molecular gases must be provided and are not included in the device. The device output is 5,000 liters per minute.
Power Required. 10 power units.
Cost 75,000 – **Enc**. 10 – **TL** 4

Atom Assembler "DUO" (m). This atom assembler can produce a heavy element by fusing two atoms. The element produced must be present in the table of elements. The device can produce 1 gram of an element in one hour.
Suggested Skill. Know-3 or Program-3 required to operate the device.
Power Required. 50 power units.
Cost 100,000 – **Enc**. 15 – **TL** 5

Atom Assembler "TRIO" (m). This atom assembler can produce a heavy element by fusing three atoms. The element produced must be present in the table of elements. The device can produce 1 gram of element in one hour.
Suggested Skill. Know-3 or Program-3 required to operate the device.
Power Required. 75 power units.
Cost 120,000 – **Enc**. 15 – **TL** 5

Backpack, Reinforced. Reinforced backpacks increase the strength of a character by 4 points for the purpose of carrying capacity. In addition, the backpack can be disassembled to become an emergency tent.
Cost 100 – **Enc**. 1/(0) – **TL** 4

Binoculars, Monofrequency. Mono-frequency binoculars allow the wearer to see in the infrared spectrum of light. The range of the binoculars is 200 meters.
Power Required. *Power Cell type A* / 24 hours (48 hours with a *Power Cell Dilithium*).
Cost 20 – **Enc**. 1 – **TL** 3

Binoculars, Multifrequency. Multifrequency binoculars allow the wearer to see in the following spectrum of light: Radio waves, Microwaves, Ultraviolet radiation, X-rays. The range of the binoculars is 300 meters.
Power Required. *Power Cell type A* / 24 hours (48 hours with a *Power Cell Dilithium*).
Cost 500 – **Enc**. 1 – **TL** 4

Explosive, Chemical. This is a standard chemical explosive. Each box contains ten sticks of explosive material. Explosives have many applications, from mining to warfare.
Suggested Skill. Know-0. A character with basic knowledge on chemistry can produce explosives even with rudimentary tools, provided he has access to the required chemical compounds.
Cost 50 – **Enc**. 1 – **TL** 3

Field Energency Kit (m). Emergency field kits include tools to perform emergency surgery and other procedures. The kit contains various medical devices that require

power to function. An emergency field kit can brew vaccines against viruses and bacteria, toxins and antitoxins, as well as process chemical compounds and all equipment that belong to the Pharmaceuticals category. The field emergency kit grants the user a +1 bonus to all heal skill checks, and if the character's background is Physician, then the bonus is +2.
Suggested Skill. Heal-1. A character with heal skill is able to use the emergency kit to its full potential.
Power Required. 3 power units.
Cost 1,500 – **Enc**. 10 – **TL** 4

Field Fence, standard (m). Field fences cover a 20 x 20 meters perimeter and are composed of 80 sections. Each section is 2 meters high and 1 meter wide. Many variations exist, depending on the manufacturer, so the size provided in this description is just a rough indicator. Almost all field fences provide immunity against TL 3 ranged weapons, but not always against all TL 3 heavy weapons. TL 4 weapons can destroy sections of field fence by inflicting 10 or more damage.
Cost 2,000 – **Enc**. 80 – **TL** 3

Field Fence, electric (m). Electric field fences work exactly as the standard field fence does. In addition, any living being approaching the fence within 1 meter of the perimeter is struck by electricity and suffers 1d8 electric damage.
Power Required. 30 power units.
Cost 5,000 – **Enc**. 80 – **TL** 3

Field Radar. Field radars can detect moving targets the size of half meter or more in a radius of 5 kilometers. Included in the device is a small reconnaissance drone that can make a topographic survey of the environment within the operational range of the field radar. The drone can map an area of 100 x 100 meters in 1 minute, flies to a maximum altitude of 5 kilometers and can operate for 4 hours before needing additional power.
Cost 7,500 – **Enc**. 5 – **TL** 3

Force Field Generator, huge (m). This force field generators create a protective field in a radius of 100 meters. The force field can retain atmosphere, preserve atmospheric pressure and protect the occupants from cosmic radiation. Laser weapons suffer a -1 penalty to attack rolls due to the refraction caused by the field.
Cost 40,000 – **Enc**. 500 – **TL** 5

Force Field Generator, large (m). This force field generator creates a protective field in a radius of 100 meters. The force field can retain atmosphere, preserve atmospheric pressure and protect the occupants from cosmic radiation. Laser weapons suffer a -1 penalty to attack rolls due to the refraction caused by the field.
Power Required. 750 power units.
Cost 250,000 – **Enc**. 250 – **TL** 5

Force Field Generator, medium (m). This force field generator creates a protective field in a radius of 25 meters. The force field can retain atmosphere, preserve atmospheric pressure and protect the occupants from cosmic radiation. Laser weapons suffer a -1 penalty to attack rolls due to the refraction caused by the field.
Power Required. 650 power units.
Cost 150,000 – **Enc**. 150 – **TL** 5

Force Field Generator, small (m). This force field generator creates a protective field in a radius of 10 meters. The force field can retain atmosphere, preserve atmospheric pressure and protect the occupants from cosmic radiation. Laser weapons suffer a -1 penalty to attack rolls due to the refraction caused by the field.
Power Required. 500 power units.
Cost 100,000 – **Enc**. 100 – **TL** 5

Gas Compressor. Gas compressors transform gaseous fluids into liquid fluids or into a gel compound. The conversion rate from gaseous into liquid is 1 liter / minute. The conversion rate from gaseous to gel is 1 liter / 10 minutes. Liquid fluids must be preserved inside a high pressure tank or they will return to their gaseous state in a matter of minutes. The gel fluid can be preserved inside any kind of sealed container and remains stable at a temperature of 45 C° or lower.
Power Required. 10 power units.
Cost 200 – **Enc**. 3 – **TL** 3

Holographic Projector. Holographic projectors replicate an holographic image with a high level of detail and accuracy up to a distance of 25 meters. The image cannot be greater than a cube measuring 3 meters on each side.
Power Required. 2 power units.
Cost 1,000 – **Enc**. 2 – **TL** 4

Molecular Assembler "DUO" (m). The molecular assembler "duo" combines two molecules to produce a third chemical compound without any sort of catalyst. The molecular assembler does not ensure the molecular stability of the new chemical compound and cannot process any kind of heavy metals. The device requires the raw

materials to produce a chemical compound, which must be purchased separately. The molecular assembler produces 1d10 kilograms/liters of chemical compound per hour.
Suggested Skill. Know-1. This is the minimum skill requirement in order to use the device properly.
Power Required. 50 power units.
Cost 10,400 – **Enc**. 25 – **TL** 4

Molecular Assembler "TRIO" (m). The molecular assembler "Trio" combines three molecules to produce a third chemical compound without any sort of catalyst. The molecular assembler does not ensure the molecular stability of the new chemical compound and cannot process any kind of heavy metals. The device requires the raw materials to produce a chemical compound, which must be purchased separately. The molecular assembler produces 2d20 kilograms/liters of chemical compound per hour.
Suggested Skill. Know-2, this is the minimum skill requirement in order to use the device properly.
Power Required. 75 power units.
Cost 12,000 – **Enc**. 25 – **TL** 4

Radiation Suppressor. Radiation suppressors generate a frequency field in a radius of 25 meters that reduces the harmful effects of radiations and luminous frequencies like lasers. The radiation suppressor grants a +4 bonus on saving throw to resist harmful radiations. In addition, the radiation suppressor grants a +2 bonus to Armor Class against laser weapons, which also deal half damage, but the device must be tuned against a specific laser crystal chosen among gamma ray, infrared ray, microwave ray, ultraviolet ray, x-ray.
Suggested Skill. Know-1, this is the minimum skill requirement in order to use the device properly.
Power Required. 15 power units.
Cost 5,500 – **Enc**. 5 – **TL** 4

Rations, compact. Compact rations provide nourishment for 30 days. However, after 15 days of eating rations, the metabolism may suffer consequences. Add 1 point of system strain for every day spent eating compact rations beyond the 14th day
Cost 75 – **Enc**. 1/5 – **TL** 3

Rations, dried. Dried rations provide nourishment for 7 days. However, they are not fresh and cannot provide a complete and healthy nourishment. Add 1 point of system strain for every day spent eating dried rations.
Cost 15 – **Enc**. 1/5 – **TL** 3

Recycler, Organic-Fuel (m). Organic-fuel recyclers transform organic materials into hydrocarbons that can be used as fuel. The device produces 1 liter of fuel in 1 hour for every 100 kilograms of organic material.
Power Required. 20 power units.
Cost 800 – **Enc**. 20 – **TL** 3

Recycler, Polymers-Fuel (m). Polymers-fuel recyclers transform polymers into hydrocarbons that can be used as fuel. The device produces 1 liter of fuel in 1 hour for every 100 kilograms of polymers.
Power Required. 20 power units.
Cost 1,200 – **Enc**. 20 – **TL** 3

Shield Generator. Shield generators produce a stable force field in a radius of 20 meters. The occupants inside the area of effect have Armor 10. Anytime the shield receives more than 10 points of damage, the field fluctuates and the area of effect shrinks by 1d4 meters. The shield generator then slowly recovers at a rate of 1 meter every round.
Suggested Skill. Know-2. This is the minimum skill requirement in order to use the device properly.
Power Required. 500 power units.
Cost 25,000 – **Enc**. 5 – **TL** 5

Tactical Scanner. Tactical scanners is a portable device that detects moving objects in a radius of 50 meters. The object detected can be as small as an ordinary rat.
Power Required. *Power Cell type A* / 72 hours (144 hours with *Power Cell Dilithium*).
Cost 1,000 – **Enc**. 1 – **TL** 4

Water Purifier. Water purifiers clean water from toxic chemical compounds. The device can purify 1 liter of water per minute.
Power Required. 1 power unit.
Cost 150 – **Enc**. 3 – **TL** 3

Equipment	Cost	Enc.	TL
Advanced Analgesic	100	*	4
Xenoantibiotic	200	*	4
Antitoxin	150	*	4
Antiviral	500	*	4
Pervitin	50	*	3
Stimpack	750	*	4

GENERAL EQUIPMENT – PHARMACEUTICALS

Advanced Anesthetic. Advanced anesthetics allow the subject to recover 1 additional hit point after a complete rest of 24 hours. The use of an additional anesthetic heals one further hit point, but adds 1 point of system strain. Advanced anesthetics can be produced by means of the *Emergency Field Kit.*
System Strain. 0 with 1 dose, 1 with 2 doses.
Cost 100 – **Enc**. * – **TL** 4

Xenoantibiotic. Xenoantibiotics grants a +2 bonus to Con/Physical saving throws to resist the harmful symptoms of alien pathogens of the bacteria type. The treatment lasts 7 standard days and, if interrupted, imposes a -4 penalty to Con/Physical saving throws for the following 7 days. Xenoantibiotics can be produced by means of the *Emergency Field Kit.*
System Strain. 1
Cost 200 – **Enc**. * – **TL** 4

Antitoxin. Antitoxins can neutralize harmful chemical substances present in the organism. Antitoxins start working in 1d4 hours. Antitoxins can be produced with the *Emergency Field Kit.*
System Strain. 1d4
Cost 150 – **Enc**. * – **TL** 4

Antiviral. Antivirals neutralize a specific type of virus and require 1d4 applications before the subject becomes immune to the pathogen. After each application the subject makes a Con/Physical saving throw with a +4 bonus. If the saving throw fails, the application must be repeated within 24 hours. If the subject rolls a natural 1, the antiviral is ineffective and will cause severe collateral effects. The antiviral can be produced with the *Emergency Field Kit.*
System Strain. 2
Cost 500 – **Enc**. * – **TL** 4

Pervitin. Pervitin is a powerful stimulator that allows the subject to remain awake for one standard day. The subject does not undergo physical or mental fatigue for the duration. In addition, the substances increase strength and dexterity by one point, gains 1 hit point per level and +1 bonus on all saving throws.
Once the effect expires, the subject suffers the following collateral effects for 48 hours:
-Strength and Dexterity decrease by one point.
-Hit points are reduced by one point per level.
-All saving throws suffer a -1 penalty.
Multiple doses do not stack, and add system strain. If cumulative system strain ever surpasses the subject's constitution score, then the subject must make a Con/Physical saving throw or suffer the permanent loss of 1 point of constitution. Pervitin is an addictive substance. Pervitin can be produced with the *Emergency Field Kit.*
System Strain. 1d4
Cost 50 – **Enc**. * – TL 3

Stimpack. Stimulator packs are a chemical substance used by military forces on the battlefield to provide a metabolic boost. A stimpack dose increases strength, dexterity and constitution by 2 points, and decreases wisdom by 2 points. The effect lasts for 1d3+3 hours. Once the effect expires the subject suffers 1d3 damage. If cumulative system strain ever surpasses the subject's constitution, then the subject must make a Con/Physical saving throw or suffer the temporary loss of 1 point of constitution. Constitution loss can heal in 1d3 days of complete rest.
System Strain. 1d3
Cost 750 – **Enc**. * – **TL** 4

Equipment	Cost	Enc.	TL
Bioscanner	300	1/10	4
DNA Replicator	3,500	1/2	4
DNA Sequencer	750	1/2	4
Electrolysis Device	250	1	3
Mining Drill	500	3	3
Mining Drill, laser	2,500	2	4
Neural Suppressor	1,000	1/10	4
Nanobots, dough	8,000	20	4
Sprayflesh	150	1	4
Tools, construction	100	2	3
Tools, medical	100	1	4

GENERAL EQUIPMENT – TOOLS & MEDICALS

Bioscanner. Bioscanners analyze biological traits of living creatures and the atomic structure of non-organic matter. In addition, it can make medical analysis and diagnosis, but diagnosis has to be verified by an expert doctor. The bioscanner can provide detailed information about the general structure of DNA, but cannot sequence it. Among other things, the bioscanner can accomplish the following tasks:
1) Analysis of atomic and molecular composition of non-organic chemical compounds.
2) Analysis of pathogens.
3) Analysis and medical diagnosis.
4) Other analysis. A character skilled in Program can calibrate the bioscanner to perform specific analysis not included in the basic functions of the device.
The time required to process an analysis may vary from minutes to a few hours, at Game Master discretion.
Suggested Skill. Heal-1 or Know-1 required to operate the device.
Power Required. *Power Cell type A* / 72 hours (144 hours with a *Power Cell Dilithium*).
Cost 300 – **Enc**. 1/10 – **TL** 4

DNA Replicator. DNA replicators can replicate DNA sequences, both human or alien, provided the alien creature works on principles that match those of a generic DNA. The device reconstructs the DNA chains by assembling the specific molecules required to replicate the sequence. Replicating the DNA takes a few minutes for human DNA, and 1d6 hours for alien DNA. The DNA replicator cannot sequence the DNA, for which is required the *DNA sequencer*.
Suggested Skill. Heal-1 or Know-1 required to operate the device.
Power Required. *Power Cell type A* / 72 hours (144 hours with a *Power Cell Dilithium*).

Cost 3,500 – **Enc**. 1/2 – **TL** 4

DNA Sequencer. The DNA sequencer can read and sequence DNA of human and alien nature. The data is stored inside the memory of the device. Sequencing the DNA takes a few minutes for human DNA, and 1d6 hours for alien DNA.
Suggested Skill. Heal-1 or Know-1 required to operate the device.
Power Required. *Power Cell type A* / 72 hours (144 hours with a *Power Cell Dilithium*).
Cost 750 – **Enc**. 1/2 – **TL** 4

Electrolysis Device. Electrolysis devices splits non-organic materials into the main atoms. Complex compounds and alloys cannot be split.
Suggested Skill. Know-0 required to operate the device.
Power Required. *Power Cell type A* / 24 hours (48 hours with a *Power Cell Dilithium*).
Cost 250 – Enc. 1 – TL 3

Mining Drill. Mining drills can excavate 30 cubic meters of rock in 8 hour. The excavation rate may vary with the type of rock.
Power Required. *Power Cell type B* / 48 hours (96 hours with a *Power Cell Trilithium*).
Cost 300 – **Enc**. 3 – **TL** 3

Mining Drill, laser. Laser mining drills are the advanced version of the more common mining drill. The device can ignore rock hardness and can excavate up to 60 cubic meters in 8 hours.
Power Required. *Power Cell type B* / 24 hours (48 hours with a *Power Cell Trilithium*).
Cost 2,500 – **Enc**. 2 – **TL** 4

Neural Suppressor. Neural suppressors neutralize the psionic abilities of a human being for 8 hours. The device requires 1 hour to attune with a specific individual. After 8 hours have passed, the subject may adapt to the frequencies emitted by the neural suppressor, thus making the device ineffective. The subject, in order to adapt to the frequencies, must make a successful Int/Mental saving throw. If the saving throw fails, then the neural suppression will last for 8 more hours. If the saving throw is successful, then the subject recovers all his psionic abilities.
Cost 1,000 – **Enc**. 1/10 – **TL** 4

Nanobots Dough. Nanobot dough can repair damaged vehicles, drones, droids and other artificial equipment. Each use can restore 1 hit point to vehicles, drones, droids or repair technological equipment with a maximum encumbrance of 10. Each use of nanobot dough consumes one point of encumbrance. Once the encumbrance of spare parts drops to zero, the spare parts become useless. If used in conjunction with

Spare Parts and Tools, the nanobot dough doubles the hit points restored.
Suggested Skill. Fix-1. The character can repair 1 more hit point for each skill rank.
Cost 8,000 – **Enc**. 20 – **TL** 4

Spray Flesh. The spray flesh is used on fresh wounds to accelerate the regeneration process. It must be applied on the wound within 1 minute to restore 1 hit point immediately. It then restores 1d4 hit points during the next 8 hours.
Suggested Skill. Heal-1, double the amount of hit points restored within the first minute and maximize the amount of hit points restored during the next 8 hours.
Cost 150 – **Enc**. 1 – **TL** 4

Tools, construction. High quality tools to assemble equipment and build small structures. Construction tools halves the time required to assemble or disassemble pieces of equipment.
Cost 100 – **Enc**. 2 – **TL** 3

Tools, medical. High quality tools to operate surgical procedures. The medical tools provide a +1 on Con/Physical saving throws to recover from traumas. In addition, treating the wounds with the medical tools accelerate the recovery of the patient by 1 hit point per week.
Suggested Skill. Heal-1 required to use the equipment.
Cost 100 – **Enc**. 2 – **TL** 3

GENERAL EQUIPMENT – Batteries & Generators

Equipment	Cost	Enc.	TL
Battery, antimatter	3,000	15	5
Battery, chemical	750	20	3
Battery, nuclear	3,000	25	4
Energy Converter, chemical-elecrical (m)	500	25	4
Energy Converter, plasma-elecrical (m)	5,000	15	4
Generator, antimatter (m)	25,000	20	5
Generator, chemical (m)	100	15	3
Generator, *graviton*	300,000	10	6
Generator, negative energy	150,000	10	6
Generator, nuclear (m)	3,000	100	3
Generator, solar (m)	1,000	10	3
Generator, wind (m)	500	15	3
Power cell, dilithium	2,000	10	4
Power cell, trilithium	750	10	4
Supercapacitor	6,000	20	4

GENERAL EQUIPMENT – BATTERIES & GENERATORS

Power Output (optional rule). Power output refers to generators. Generators provide power units to equipment that must be connected to a source of power. Power Output and Power Required is expressed in terms of 24 hours.

Power Capacity (optional rule). Power capacity refers to batteries. Batteries stock a specific amount of energy and can provide power as much as a generator does. In order to recharge a battery a generator is required. The time required to recharge a battery, expressed in hours, is Power Capacity / Power Output.

Battery, antimatter. The antimatter battery is a complex and powerful device. If the power units stored inside the battery ever drop to 25 or less, there is a 10% chance that the battery detonates and destroys any kind of matter in a 100 meters radius.
Power Capacity. 2,500 power units.
Cost 3,000 – **Enc**. 15 – **TL** 5

Battery, chemical. Chemical batteries work using basic chemistry and some wiring. They can store a decent amount of energy and they can be homemade with common materials. Once exhausted, they have to be regenerated before being recharged again. Regenerating the chemical battery takes 24 hours.
Suggested Skill. Fix-0 or Know-0 required to regenerate the battery.
Power Capacity. 50 power units.

Cost 750 – **Enc**. 20 – **TL** 3

Battery, nuclear. The nuclear battery is a common source of energy and can be easily found on the market. It becomes dangerous only if damaged, due to radiation leaks. The nuclear battery uses fissile material and its technology is based on nuclear fission.
Suggested Skill. Know-0 required to operate the battery.
Power Capacity. 500 power units.
Cost 3,000 – **Enc**. 25 – **TL** 4

Energy Converter, Chemical-Electrical (m). The chemical-electrical energy converter transforms chemical compounds into electricity. The chemical compounds that can be transformed are acidic, alkaline and hydrocarbons. The conversion rate is 10 liter for 1 power unit. The device does not require energy because it provides the power it needs to function to itself during the process.
Suggested Skill. Know-0 required to operate the device.
Power Output. 1 power unit.
Cost 500 – **Enc**. 25 – **TL** 4

Energy Converter, Plasma-Electrical (m). The plasma-electrical converter uses a series of quantum thermocouples to convert plasma into usable energy. The conversion produces 1d4 units of power. In addition, the converter uses a small capacitor capable of stocking up to 10 units of power.
Suggested Skill. Know-1 required to operate the device.
Power Output. 1d4 power units.
Cost 5,000 – **Enc**. 15 – **TL** 4

Generator, antimatter (m). The antimatter generator uses antimatter to generate a large amount of power. The antimatter remains confined inside an integrated stasis box. The device is not able to work properly in vacuum, where its power generation drops to 50 power units.
Suggested Skill. Know-2 required to operate the device.
Power Output. 500 power units.
Cost 25,000 – **Enc**. 20 – **TL** 5

Generator, chemical (m). The chemical generator creates power by consuming hydrocarbons. The consumption rate is one barrel of hydrocarbons every standard 24 hours. The generator requires oxygen taken from the atmosphere to work.
Power Output. 20 power units.
Cost 100 – **Enc**. 15 – **TL** 3

Generator, *Graviton*. The graviton generator creates power by using gravitational fields produced by celestial bodies. The device generates 10,000 power units in standard gravity. In an environment with higher or lower gravity, the output changes linearly. For example, on planets with 50% gravity than the standard, the device generates 50% of power.
Suggested Skill. Fix-3 or Know-2 required to operate the device.
Power Output. 10,000 power units.
Cost 300,000 – **Enc**. 10 – **TL** 6

Generator, negative energy. The negative energy generator uses ultra-heavy metal isotopes to trigger a negative energy reaction. The device consumes one unit of *Dilithium Crystal* in one month and cannot be deactivated.
Suggested Skill. Fix-3 or Know-2 required to operate the device.
Power Output. 4,000 power units.
Cost 150,000 – **Enc**. 10 – **TL** 6

Generator, nuclear (m). The nuclear generator is one of the most common types of energy source. It is commonly used as a cheap source of power on planets in their early phase of colonization or occupation. The generator consumes 1kg of radioactive material per year.
Suggested Skill. Fix-1 or Know-0 required to operate the device.
Power Output. 100 power units.
Cost 3,000 – **Enc**. 100 – **TL** 3

Generator, solar (m). The solar generator creates 5 units of power under standard conditions. Factors like the class of star, the density and composition of the atmosphere, proximity to the star, as well as other secondary factors, may increase or decrease the power output. At Game Master's discretion, the potential power output of a solar generator can be increased or decreased by 1d4 per contributing factor.
Power Output. 5 power units.
Cost 1,000 – **Enc**. 10 – **TL** 3

Generator, wind (m). The wind generator generates 10 power units under standard conditions. The generator can produce power only in presence of an atmosphere, and its output depends on atmosphere density. Factors like atmosphere composition, atmosphere density and seasonal cycles may increase or decrease the power output. At Game Master's discretion, the potential power output of a wind generator can be increased or decreased by 1d4 per contributing factor.
Power Output. 10 power units.
Cost 500 – **Enc**. 15 – **TL** 3

Power Cell, dilithium. Dilithium power cells can be used to power equipment that usually require *Power Cell type A*, but provides double the duration.
Cost 2,000 – **Enc**. 10 – **TL** 4

Power Cell, trilithium. Trilithium power cells can be used to power equipment that usually require *Power Cell type B*, but provides double the duration.
Cost 750 – **Enc**. 10 – **TL** 4

Supercapacitor. The supercapacitor can store up to 1,000 power units and it requires half the normal time to recharge. In addition, if properly calibrated, can store the energy generated by natural phenomena such as electrostatic charges, extreme heat, plasma bursts, etc. The amount of energy stored is 1d10 power units for every round of exposure to the natural phenomenon.
Suggested Skill. Fix-1 required to calibrate the supercapacitor.
Power Capacity. 1,000 power units.
Cost 6,000 – **Enc**. 20 – **TL** 4

VEHICLES

Vehicle	Cost	Speed	Armor	HP	Crew	Ton.	TL	Size
Behemoth Tank (m)	500,000	-2	*12*	300	12	5	4	6x28
Combat Motorcycle (m)	4,000	2	*5*	12	1	3	3	1x3
Combat Quad (m)	5,500	2	*6*	20	2	4	3	3x4
Combat Trike (m)	5,000	2	*5*	16	1	4	3	2x3
Self-propelled Heavy Machine-gun (m)	10,000	0	*7*	15	1	4	3	2x3
Spider Tank (m)	75,000	0	*10*	30	1	5	4	5x5

Accessories	Cost	Enc.	TL
Spare Parts, vehicle	3,000	30	4
Tools, vehicle repairing	100	1	4

VEHICLES

***Behemot* Tank (m)**. Behemoth tanks, also called "land ships", are huge war-machines deployed on low gravity planets that favors mobility and effectiveness.
It uses anti-gravitational plates that further reduce the tonnage of the tank.
The main turret mounts naval cannons used for heavy bombardments, but are ineffective against moving targets. The secondary turrets mount anti-infantry heavy weapons. The four missile launchers can fire any kind of missile, and each launch tube can hold up to three missiles to ensure a quick firing sequence. The Behemoth has a speed of 20 km/h with 50% of standard gravity and it is fueled with a nuclear fission electric engine.
Crew. 12 (1 captain, 1 system operator, 1 naval cannon operator, 1 missile launcher operator/radar operator, 8 heavy weapon operators/sub-system operators).
HP. 300.
Weapon slots. 1 naval cannon (Int/Shoot), 8 heavy weapons (Dex/Shoot), 4 missile launchers (Int/Program).
Cost 500,000 – **Speed** -2 – **Armor** 12– **Tonnage** 800 – **TL** 4

Combat Motorcycle (m). Combat motorcycles are used as a fast incursion vehicle and rapid response counterattack weapon. It uses a machine gun that fires in a straight line, so its precision depends on the pilot skill. The combat motorcycle can reach a speed of 200 km/h.
Crew. 1 (1 pilot).
HP. 12
Weapon slots. 1 machine-gun (Dex/Pilot).
Cost 4,000 – **Speed** 2– **Armor** 5 – **Tonnage** 2 - **TL** 3

Combat Quad (m). Combat quads are a four wheeled vehicle that provides good mobility, fire power and armor. The vehicle mounts a double machine-gun with a fire arc of 180°. The quad can reach a speed of 100 km/h.
Crew. 2 (1 pilot, 1 gunner).
HP. 20
Weapon slots. 2 machine-guns (Dex/Shoot).
Cost 5,500 – **Speed** 2 – **Armor** 6– **Tonnage** 8 – **TL** 3

Combat Trike (m). Combat trikes are a more robust version of the combat motorcycle. The vehicle mounts two machine guns at its sides, and both can only fire in a straight line. The quad can reach a speed of 150 km/h.
Crew. 1 (1 pilot)
HP. 16
Weapon slots. 2 machine-guns (Dex/Pilot).
Cost 5,000 – **Speed** 2 – **Armor** 5 – **Tonnage** 4 – **TL** 3

Self-Propelled Heavy Machine-gun (m). Self-propelled heavy machine guns are a mobile vehicle that uses crawlers to move. Its heavy machine-guns fire in a straight line only. A frontal metal plate provides protection and armor against frontal attacks. The vehicle can move or attack, but cannot do both things in the same turn.
Crew. 1 (1 pilot/gunner)
HP. 15
Weapon slots. 2 heavy machine-guns (Dex/Shoot).
Cost 10,000 – **Speed** 0 – **Armor** 7 – **Tonnage** 5 - **TL** 3

Spider Tank (m). Spider tanks have eight mechanical limbs that allow the vehicle to climb walls with a steepness less than 80°. It is designed to cross difficult environments like mountains, canyons, crevasses where ordinary vehicles can't.
On harsh terrain the spider tank can move to an average speed of 10 km/h, at Game Master discretion the speed may vary. On flat terrain, the vehicle can reach the maximum speed of 15 km/h. The pilot can drive the vehicle and fire the weapons in the same round by means of an integrated *Neural Interface*.
The *micro-missile launcher* and the *grenade launcher* are managed by an AI that handles threats according to programmed defensive procedures, however the pilot can control both weapons at any moment. The spider tank employs an antimatter generator as a source of energy.
Crew. 1 (1 pilot/gunner).
HP. 30
Weapon slots. 2 heavy weapons (Int/Shoot), 1 grenade launcher (Int/Program), 1 micro-missile launcher (Int/Program).

Cost 75,000 – **Speed** 0 – **Armor** 10 – **Tonnage** 40 - **TL** 4

Spare Parts, vehicle. Spare parts can repair damages to any vehicle. Each time spare parts are used to repair a vehicle, reduce the encumbrance of the spare parts by 1. Once the encumbrance of spare parts drops to zero, the spare parts become useless. Each use of spare parts repairs 1d4 HP to a vehicle, takes 1d6 hours for each hit point repaired and requires *vehicle repairing tools*. Repairing a vehicle without proper tools is almost impossible, unless the Game Master states otherwise. Repairing a vehicle with improvised tools reduces the amount of hit points repaired to 1, and increases the hours required to repair to 1d6+4.
Suggested Skill. Fix-0 or Know-1.
Cost 3,000 – **Enc**. 30 – **TL** 4

Tools, Vehicle Repairing. Tools grants a +1 bonus to Fix skill check made to repair vehicles. Tools are required to use the *vehicle spare parts*.
Suggested Skill. Fix-0, Know-1.
Cost 100 – **Enc**. 1 – **TL** 4

DRONES

Drone	Cost	Fittings	AC	Enc.	HP	Range	TL
Agro Drone	800	0	10	3	1	1 km	4
Medic Drone	1,100	0	11	2	2	1 km	4
Mining Drone	800	0	12	3	3	1 km	4
Reconnaissance Drone	7,000	1	12	2	4	2 km	4
Repair Drone	1,200	1	11	2	3	500 m	4
Tactical Drone	9,000	2	13	3	5	1 km	4

Accessories	Cost	Enc.	TL
Spare Parts, drone	250	5	4
Tools, droid repairing	100	1	4

DRONES

Agro Drone. Agro-drone can perform plant and terrain analysis. It uses sensors that can analyze the chemical composition of soils and can reach a depth of 5 meters. Its database can recognize parasites and toxic compounds that may affect the harvest. The agro-drone can survey 1 square kilometer in one hour.
AC. 10, **HP**. 1. **Fittings**. 0
Power Required. *Power Cell type A* / 4 hours (8 hours with a *Power Cell Dilithium*).
Cost 800 – **Enc**. 3 – **Range** 1 km – **TL** 4

Medic Drone. Medic drone can perform emergency surgeries and stabilize critical wounds. It has the equivalent of Heal-1 skill and the basic model can also act as a *Medkit*. It can mount other equipment such as *Sprayflesh* and *Bioscanner*.
AC. 11, HP. 2, **Fittings**. 0
Power Required. *Power Cell type A* / 4 hours (8 hours with a *Power Cell Dilithium*).
Cost 1,100 – **Enc**. 2 – **Range** 1 km – TL 4

Mining Drone. Mining drones are used in space, surface and subsurface mining operations. Many models exist in commerce, but most drones share the same basic engineering. Space drones use drills and hooks to cling on an asteroid surface and either mechanical or laser drills to extract the ore. Surface and subsurface drones may mount wheels, tracks or limbs. In general, an average drone can mine 1 cubic meter of ore in one hour.
AC. 12, **HP**. 3, **Fittings**. 0
Power Required. *Power Cell type A* / 4 hours (8 hours with a *Power Cell Dilithium*).
Cost 800 – **Enc**. 3 – **Range** 1 km – **TL** 4

Reconnaissance Drone. Reconnaissance drone mounts advanced long-range sensors (infrared and ultraviolet are the most common) that can detect and analyze targets to a maximum distance of 1 kilometer. The drone also mount an integrated *Bioscanner* with a reach of 250 meters. It communicates with a *Radio Comm Unit* or a *Laser Comm Unit*, depending on the specific model and manufacturer. The reconnaissance drone can reach the maximum speed of 200 km/h.
AC. 12, **HP**. 4, **Fittings**. 1
Power Required. *Power Cell type A* / 8 hours (16 hours with a *Power Cell Dilithium*).
Cost 7,000 – **Enc**. 2 – **Range** 2 km– **TL** 4

Repair Drone. Repair drones can perform complex repairs on drones, droids, vehicles, general equipment and space ships. The drone consumes *Spare Parts* accordingly to the specific piece of equipment it has to repair. A repair drone can repair 1 hit point in 24 hours, and ten repair drones can repair 1 hit point to a spaceship in 24 hours. If a character uses a repair drone to aid themselves in repairing an equipment, then add 1 hit point to the total amount of hit points repaired and halve the required time to complete the task.
AC. 11, **HP**. 3, **Fittings**. 1
Power Required. *Power Cell type A* / 8 hours (16 hours with a *Power Cell Dilithium*).
Cost 1,200 – **Enc**. 2 – **Range** 500 m – **TL** 4

Tactical Drone. Tactical drones provide support in combat situations. The AI can also formulate basic support tactics depending on the number of tactical drones involved in the combat. Five tactical drones fighting a single target provide a +1 bonus on attack rolls. Ten tactical drones fighting a single target provide a +2 bonus on attack rolls and a +1 bonus on damage. A character with skill in Program-0 or more can project custom tactics with different effects, at Game Master discretion.
AC. 13, **HP**. 5, **Fittings**. 2
Power Required. *Power Cell type A* / 4 hours (8 hours with a *Power Cell Dilithium*).
Cost 9,000 – **Enc**. 3 – **Range** 1 km – **TL** 4

Spare Parts, drone. Spare parts can repair damage to any drone. Each use of spare parts consumes one point of encumbrance. Once the encumbrance of spare parts drops to zero, the spare parts become useless. Each use of spare parts repairs 1d4 HP to a drone, takes 1d6 hours for each hit point repaired and requires *drone repairing tools*. Repairing a drone without proper tools is almost impossible, unless the Game Master states otherwise. Repairing a drone with improvised tools reduces the amount of hit points repaired to 1, and increases the hours required to repair to 1d6+4.
Suggested Skill. Fix-0 or Know-1.
Cost 250 – **Enc**. 5 – **TL** 4

Tools, Drone Repairing. ools grants a +1 bonus to Fix skill checks made to repair drones. Tools are required to use the *drone spare parts*.
Suggested Skill. Fix-0 or Know-1.
Cost 100 – **Enc**. 1 – **TL** 4

DROIDS

Droid	Cost	Fittings	AC	Enc.	HP	Range	TL
Combat Droid (m)	25,000	2	16	50	20	special	4
Cook Droid (m)	3,000	0	12	20	5	*	4
Heavy Duty droid (m)	5,000	1	14	100	15	*	4

Accessories	Cost	Enc.	TL
Spare Parts, droid	50	5	4
Tools, droid repairing	100	1	4

DROIDS

Combat Droid (m). Combat droids are used as heavy infantry and can operate on space ships, planets and in a vacuum. The standard models usually have humanoid shape. A combat droid can wield up to two heavy or lighter weapons, but can attack with only one weapon per round. The combat droid has a standard movement of 12 meters per round and can run to a maximum speed of 50 km/h. It mounts an integrated nuclear battery that allows it to operate for 1 year. A normal brain can remotely control the combat droid, or the droid can activate its own AI. When employing combat droids in high numbers, a central processing unit is required to control a platoon, a brigade or entire regiments remotely.
AC. 16, **HP**. 20, **Fittings**. 2
Cost 25,000 – **Enc**. 50 – **Range** *special* – **TL** 4

Cook Droid (m). The standard cook droid has a humanoid shape, but with multiple arms (between four to six) to perform complex kitchen tasks. A single cook droid can prepare food for 10 people in one hour. The droid AI contains hundreds, if not thousands, of recipes that can be prepared with exotic ingredients. The cook droid mounts an integrated *Bioscanner* that can analyze new ingredients and determine their potential toxicity for the organism, in addition it can attempt to neutralize toxins to make an ingredient edible. The droid's programming also includes specific diets and alimentary regimens that can be used in conjunction with medical prescriptions to speed the recovery of a wounded subject. This increases the amount of hit points recovered by 1 per week. The cook droid uses an integrated nuclear mini-battery that allows it to operate for 1 month before needing to be supplied with additional power.
AC. 12, **HP**. 5, **Fittings**. 0
Cost 3,000 – **Enc**. 20 – **Range** *special* – **TL** 4

Heavy Duty Droid (m). The heavy duty droid is used in construction yards, warehouses and surface bases to perform heavy tasks. The droid usually uses multiple wheels or tracks for locomotion, depending on the specific model and mobility requirements. A standard unit also mounts four hydraulic arms that can lift equipment with a maximum encumbrance of 50. In addition, the heavy duty droid can halve the time required to assemble or disassemble equipment.
AC. 14, **HP**. 15, **Fittings**. 1
Cost 5,000 – **Enc**. 100 – **Range** *special* – TL 4

Spare Parts, droid. Spare parts can repair damage to any droid. Each use of spare parts consumes one point of encumbrance. Once the encumbrance of spare parts drops to zero, the spare parts become useless. Each use of spare parts repairs 1d4 HP to a droid, takes 1d6 hours for each hit point repaired and requires droid repairing tools. Repairing a droid without proper tools is almost impossible, unless the Game Master states otherwise. Repairing a droid with improvised tools reduces the amount of hit points repaired to 1, and increases the hours required to repair to 1d6+4.
Suggested Skill. Int/Fix-1.
Cost 50 – **Enc**. 15 – **TL** 4

Tools, Droid Repairing. Tools grants a +1 bonus to Fix skill checks made to repair droids. Tools are required to use the *droid spare parts*.
Suggested Skill. Int/Fix-1.
Cost 100 – **Enc**. 1 – **TL** 4

CYBERWARE

Implant	Cost	System Strain	TL
Equipment slot	3,000	1	4
Memory Enhancer	750	1	4
Prosthetic, arm	3,000	1	4
Prosthetic, eye	500	1	4
Prosthetic, leg	5,000	1	4
Prosthetic, heart	25,000	1	4
Prosthetic, lung	100	2	4
Prosthetic, liver	300,000	1	4
Prosthetic, skeleton	150,000	3	4

CYBERWARE

Equipment Slot. Adds a free equipment slot in one of the four limbs. The equipment contained in the equipment slot does not count towards a character's overall encumbrance, but the size of the object stored this way is limited to 1/10 encumbrance. The character can access the equipment as an instant action.
System Strain. 1
Cost 2,000 – **TL** 4

Memory Enhancer. The memory enhancer increases efficiency of cognitive processes and enhances someone's ability to memorize and recover memories. Anytime the subject uses skills like Fix, Know, Program or Work, and he has at least one rank in it, he can perform one of the following actions:
1) Add +1 to the skill check. This action adds 1 point of system strain.
2) Roll two separate skill checks and pick the best result. This action adds 1d4+1 points of system strain.
If the total number of system strain points equals or exceeds the user's constitution score, the subject must make an Int/Physical saving throw. If the saving throw fails, the implant ceases to work and will have to be replaced, and one rank of the specific skill used is lost permanently. The memory enhancer can also store 4 hours of visual data the same way a camera does.
System Strain. 1
Cost 3,500 – **TL** 4

Prosthetic Arm. The prosthetic arm adds +1 bonus to all Str/Exert skill checks on for actions that use an arm, adding one point of system strain each time it is used as an action. The prosthetic arm can also be used as melee weapon with the following characteristics: Dmg. 1d4, Shock: 1/ AC 10, Attr. Str/Dex.

The prosthetic arm uses the Punch skill to deliver the attack with a +1 bonus on the attack roll. It is also possible to use a tool or a weapon of small size to replace the hand. Some advanced models can also include the *Equipment Slot* that can be installed by paying an additional 1,000 credits and does not increase the system strain.
Using two prosthetic arms grants a +1 bonus on all attempts to disarm an opponent and +1 damage in two-weapons fighting.
System Strain. 1
Cost 5,000 – **TL** 4

Prosthetic Eye. The prosthetic eyes can be found in a number of different models that provide different bonuses and advantages. What specific traits the prosthetic eye has, must be determined when the prosthetic eye is implanted.
1) Frequency Waves. The prosthetic eye allows the user to see frequency waves that are invisible to naked eye. Pick one of the following waves: gamma, infrared, microwave, radio waves, ultraviolet, x-ray.
2) Telescopic vision. The prosthetic eye multiplies the sight range of the user by five. In addition, it reduces the attack roll penalty for firing ranged weapons beyond the standard range to -1.
3) Laser Sight. The prosthetic eye mounts a long range laser sight. When the laser hits an object it can immediately calculate the exact distance. In addition, the laser can analyze the chemical composition of the object.
System Strain. 1
Cost 5,000 – **TL** 4

Prosthetic Leg. The prosthetic leg adds +1 bonus to all Str/Exert skill checks on for actions that use a leg, adding one point of system strain each time it is used as an action. The prosthetic leg can also work as a melee weapon with the following characteristics: Dmg. 2d4, Shock: 1/ AC 11, Attr. Str.
The prosthetic leg uses the Punch skill to deliver the attack with a +1 bonus on the attack roll.
Using two prosthetic legs increases the base movement by 3 meters and it is possible to run at three times the standard speed without tiring, however every hour spent running this way adds 1 point of system strain.
Some advanced models can also include the *Equipment Slot* that can be installed by paying an additional 1,000 credits and does not increase the system strain.
System Strain. 1
Cost 8,000 – **TL** 4

Prosthetic Heart. The prosthetic heart provides superior resistances when performing exhausting physical activities. The subject adds +1 to any Con/Exert skill

check. If a subject with a prosthetic heart receives damage, during the next round the prosthetic heart can reduce the bleeding by slowing their heart rhythm. This reduces the damage taken by 1 and can only be used once per scene.
System Strain. 1
Cost 10,000 – **TL** 4

Prosthetic Lungs. Prosthetic lungs grant the subject the ability to breathe in atmospheres with lower densities (up to 25%) than standard and can filter atmospheres that contain toxic chemicals in gaseous states.
Breathing in atmospheres with densities lower than 25% of standard requires a Con/Physical skill check every hour. If the saving throw is successful, then the metabolism resists the physical stress. If the saving throw fails, then the subject adds 1 point of system strain. In addition, the prosthetic lungs can store a small reserve of breathable air that lasts 1 minute per constitution score.
System Strain. 2
Cost 10,000 – **TL** 4

Prosthetic Liver. The prosthetic liver grants the ability to produce special enzymes that can counter the harmful effects of toxins, poisons and other biological compounds. The subject gets a +2 bonus on Con/Physical saving throws against toxins, poisons, infections and bacterial pathogens. In addition, the subject gains 1d4 bonus hit points.
System Strain. 1
Cost 10,000 – **TL** 4

Prosthetic Skeleton.The prosthetic skeleton replaces the biological skeleton with an inert titanium alloy. The surgery takes one week to complete, and at the end of the surgery the subject must make a successful Con/Physical saving throw or lose 1 point of constitution. Failing the saving throw does not imply the failure of the surgery. After the surgery, the subject must rest for 2 weeks and undergo a 2 weeks rehabilitation therapy.
The prosthetic skeleton produces the following effects:
1) The weight of the subject increases by 50%.
2) The muscular system adapts to the new skeleton thus allowing the subject to raise its strength by three points. The subject can gain one point of strength every year, provided he undergoes intensive training. At Game Master discretion the intensive training can be considered as downtime activity.
3) The subject's armor class increases by one point.
4) The subject gains Armor 2 against bludgeoning melee weapons.
System Strain. 3
Cost 50,000 – **TL** 4

MISC. EQUIPMENT

Equipment	Cost	Enc.	TL
Artificial Diamond	750	1/100	3
Beryllium, ingot	1,500	1/5	3
Bomb, graviton	4,000	15	6
Bomb, EMP	1,500	15	4
Boots, magnetic	25	1(0)	3
Dilithium Crystal	8,500	1/10	5
Escape Capsule, biostasis (m)	5,600	100	4
Escape Capsule, cryogenic (m)	2,800	200	4
Escape Capsule, quantum stasis (m)	10,500	150	5
Gas, blister	500	25	3
Gas, choke	1,000	25	3
Gas, nerve	1,500	25	3
Gravity Plate	4,000	10	5
Jetpack	1,200	1(0)	4
Jump jets	2,000	1(0)	4
Land mine	700	3	3
Magnetic Field Generator	24,000	special	4
Radiolocator	850	1	4
Ultradense Deuterium	3,500	1/20	4

MISCELLANEOUS EQUIPMENT

Artificial Diamond. Artificial diamonds are used in various industries to cut hard materials, for instance they are often used as part of drill bits for heavy mining operations.
Cost 750 – **Enc**. 1/100 – **TL** 3

Beryllium, ingots. Beryllium is used in the production of special alloys in advanced fission and fusion nuclear technologies. In addition, it is often used in electric and electronic conductors made of special alloys. Beryllium and its derived alloys are commonly used as trade coinage, especially on those planets that are moving from TL 3 to TL 4.
Cost 1,500 – **Enc**. 1/5 – **TL** 3

Bomb, *Graviton*. Graviton bombs create a distortion in the gravitation field in a radius of 100 meters. Gravity in the area of effect increases and decreases randomly, with extremes of up to 10 times higher than normal gravity, or as low as 1%. The gravity gap is strong enough to crush solid matter and destroy living beings.
Cost 4,000 – **Enc**. 15 – **TL** 6

Bomb, EMP. EMP bombs generates a magnetic pulse that jam or destroy the electronic devices struck the the electromagnetic wave. The EMP bomb has a radius of 500 meters. Every device struck by the wave has a 50% of frying, and 50% of becoming inactive for 1d10 minutes.
Cost 1,500 – **Enc**. 15 – **TL** 4

Boots, magnetic. Magnetic boots allow the user to walk on metal surfaces, however their speed is reduced by 50%.
Cost 25 – **Enc**. 1(0) – **TL** 3

Dilithium Crystal. The dilithium crystal is an artificial isotope of lithium and is produced in small quantities with TL 5 machinery. A dilithium crystal can produce energy by vibrating in a specific frequency that can open a breach in the WARP.
Cost 8,500 – **Enc**. 1/10 – **TL** 5

Escape Capsule, Biostasis (m). The biostasis escape capsule can preserve biological functions indefinitely, provided it is supplied with enough energy. By itself, the capsule has enough energy to operate for 6 months. In order to preserve an occupant further, an energy source must be provided. Upon awakening, the subject suffers vertigo for a week that imposes a -2 penalty on Dex/Physical saving throws.
Power Required. 5 power units
Cost 5,600 – **Enc**. 100 – **TL** 4

Escape Capsule, Cryogenic (m). The cryogenic escape capsule is the most rudimentary method of artificial sleep. Cryogenic sleep was made obsolete by the biostasis technology. However, there are not many TL 4 worlds able to produce Biostatis technology.
Therefore, cryogenics are still used often. Cryogenic sleep causes many collateral effects. Upon awakening, the subject must make a Con/Physical saving throw or suffer the permanent loss of 1 point of constitution.
In addition, for 3 months the subject suffers a -4 penalty on Con/Physical saving throw against viral and bacterial pathogens. The capsule has enough power to function for 12 months if no additional power is provided.
Power Required. 5 power units
Cost 2,800 – **Enc**. 200 – **TL** 4

Escape Capsule, Quantum Stasis (m). The quantum stasis escape capsule is the most advanced technology of artificial sleep. The capsule does not have any negative side effects. The quantum stasis escape capsule can operate for 100 years if no additional power is supplied.

Power Required. 5 power units
Cost 10,500 – **Enc**. 150 – **TL** 5

Gas, blister. The blister gas causes damage by corroding organic tissues such as the skin, eyes and flesh. Each round of exposure causes 1 point of corrosive damage. The gas cloud remains effective for 1d4 minutes, but this duration may vary depending on circumstances like atmosphere density and temperature. In addition, blister gas corrodes carbon-based compounds like carbon fibers and graphene. Graphene armor loses 1 point of armor class for every minute of exposure to the gas. The gas is stored in pressurized barrels.
Cost 500 – **Enc**. 25 – **TL** 3

Gas, choke. Choke gas is considered the most lethal of all. When inhaled, the subject must make a Con/Physical saving throw. If their saving throw fails, the subject must then roll additional Con/Physical saving throws for the next 10 rounds. If three of these rolls are failures, the subject dies. The gas is stored in pressurized barrels.
Cost 1,000 – **Enc**. 25 – **TL** 3

Gas, nerve. The nerve gas disrupts the nervous system and jeopardizes the function of vital organs. The subject loses 1 point of constitution damage temporarily for each round of exposure. If the subject exits the area of effect, then they must make a successful Con/Physical saving throws for the next 10 rounds, or take one 1 point temporary constitution damage. If at any moment their constitution score drops to zero, the subject dies. The constitution damage can be healed by 1 point for each day of rest under proper medical care. The gas is stored in pressurized barrels.
Cost 1,500 – **Enc**. 25 – **TL** 3

Gravity Plate. Gravity plates manipulate gravity by generating artificial graviton fields that are able to increase or decrease gravity in the vicinity. The plates are capable of decreasing or increasing gravity by 10% and 200% respectively. A standard gravity plate measures 3 x 3 meters.
Cost 4,000 – **Enc**. 10 – **TL** 5

Jeptack. The jetpack allows the wearer to fly and perform maneuvers while flying. The jetpack is worn like a backpack and is fueled by gel fuels. It reaches the maximum speed of 150 km/h and has enough power to operate for 1 hour. The jetpack power supply is drained by 1 minute increments each time they are activated.
The propulsion system allows the jetpack to reach the troposphere at standard conditions of gravity and atmosphere density.
Cost 1,200 – **Enc**. 1 (0) – **TL** 4

Jump Jets. Jump jets are worn like boots, provide the wearer flying movement and can reach a maximum speed of 50 km/h. They are fueled by gel fuels and have enough power to operate for 10 minutes. The jump jets power supply is drained by 1 minute increments each time they are activated. The propulsion system allows the jump jets to reach the troposphere at standard conditions of gravity and atmosphere density.
Cost 2,000 – **Enc**. 1 (0) – **TL** 4

Land Mine. Landmines are a common tactical weapon used to destroy or neutralize land vehicles. Different types of landmines are available, with the most common type being activated by proximity or pressure. The detonation of a land mine causes 6d10 hp of explosive damage to vehicles. As a general rule, if the damage is less than double the vehicle armor, the vehicle takes no damage but its tracks or wheels may still be destroyed, thus neutralizing its mobility.
Cost 700 – **Enc**. 3 – **TL** 3

Magnetic Field Generator. The magnetic field generator creates an artificial magnetic field around celestial bodies like asteroids, moons, planetoids and planets. The generator must be placed at a specific orbit around the celestial body. The standard magnetic field generator houses a 1-gigawatt nuclear fission reactor and a coil made of highly conductive metal alloy. A magnetic field generator produces a magnetic field strong enough to protect a planet the size of Mars.
Cost 500,000 – **Enc**. * – **TL** 4

Radiolocators. Radiolocators are devices that can detect the position of a radio signal by means of triangulation. Radiolocators are sold in a set of three sticks, each with variable length of up to 10 meters. They have to be placed in the ground to a maximum distance of 50 kilometers from each other.
Power Required. *Power Cell type A* / 168 hours (336 hour with a **Power Cell Dilithium**).
Cost 2,500 – **Enc**. 3 – **TL** 3

Ultradense Deuterium. Ultradense deuterium is used in technologies based on nuclear fusion and as fuel for spaceships. It is mined by mining ships equipped with special technologies that can purify and compress the element at atomic level.
One ingot of ultradense deuterium measures 1 cubic centimeter and weighs over 100 kilogram. The by-product of ultradense deuterium is the more common deuterium.
Cost 3,500 – **Enc**. 1/20 – **TL** 4