

## 23<sup>rd</sup> CENTURY COSTS AND EQUIPMENT:

### EQUIPMENT CATEGORIES:

Prices given below are standard prices – the Keeper may apply modifiers depending on availability. For example, on agricultural worlds where most of the economy is devoted to intensive agriculture, most manufactured goods are imported and therefore more expensive than normal.

#### ARMOUR:

ITEM	PRICE (E\$)
Personal Body Armour	E\$300
Riot Armour	E\$1500
Combat Armour*	E\$10,000
Battle Armour*	E\$30,000
Powered Armour Suit*	E\$50,000

\*Certain types of armour are either restricted to Investigators who have chosen the Police Officer or Soldier Occupation, or strictly military issue only, and can only be obtained on the Black Market.

#### CLOTHING, MEN'S:

ITEM	PRICE (E\$)
Tailored made to measure suit	E\$800+
Expensive off the peg suit	E\$500
Standard off the peg suit	E\$300
Cheap off the peg suit	E\$150
Designer casual clothes	E\$300
Decent casual clothes	E\$150
Cheap casual clothes	E\$50

#### CLOTHING, WOMEN'S:

ITEM	PRICE (E\$)
Tailored evening wear	E\$1000+
Designer evening wear	E\$750
Standard evening wear	E\$300
Cheap evening wear	E\$150
Designer casual clothes	E\$500
Decent casual clothes	E\$150
Cheap casual clothes	E\$50

#### COMMUNICATION:

ITEM	PRICE (E\$)
FedNet Account	E\$10-100/pm
Link (Phone meets PDA)	E\$30
Tactical ComLink	E\$200
Medium Range ComLink	E\$500
Long Range ComLink	E\$750
Portable SATCOM unit*	E\$5000
Laser ComLink	E\$300
Translator	E\$1500

\*SATCOM units are strictly military issue only, and can only be obtained on the Black Market.

#### ELECTRONICS:

ITEM	PRICE (E\$)
Data Crystal	E\$50
Data Recorder	E\$30
Digital camera	E\$50-1000
Home Entertainment Portal	E\$500-5000
Laptop, average	E\$300
Laptop, expensive	E\$500
Palmtop, average	E\$500
Palmtop, expensive	E\$800
Server Farm	E\$3000
Wireless Alarm System	E\$300

#### FOOD AND ACCOMMODATION:

ITEM	PRICE (E\$)
House (rent, per year)	E\$16,000
Apartment (rent, per week)	E\$200
One room apartment w/kitchen (rent, per week)	E\$150
<i>Meals (decent, with tip):</i>	
Breakfast	E\$5
Lunch	E\$10
Dinner	E\$25

#### MEDICAL EQUIPMENT:

ITEM	PRICE (E\$)
Simple First Aid Kit	E\$30
Medkit	E\$50
Advanced Medical Kit	E\$250
Folding Stretcher	E\$50
Emergency Burn Kit	E\$150
SPF 100 Sunscreen	E\$5
Insect Repellent (large)	E\$10

#### TRAVEL AND SURVIVAL GEAR:

##### Protective Clothing & Accessories:

ITEM	PRICE (E\$)
CO <sub>2</sub> Gun	E\$150
Compression Suit	E\$1000
Filter/Respirator	E\$50
Hostile Environment Suit	E\$1500
Life Support Unit	E\$1000
Magnetic Grips	E\$100
Mask, Filter	E\$10
Mask, Respirator	E\$25
Suit Patches (pack of x20)	E\$20

Thruster Pack	E\$500
Vacuum Suit, Standard	E\$1500
Vacuum Suit, Work	E\$2000

### Protective Shelters:

ITEM	PRICE (E\$)
Tent (4 person)	E\$25
Pressure Tent (4 person)	E\$175
Prefabricated Cabin (8 person)	E\$3000
Base, Advanced (12 person)	E\$10,000
Rescue Ball	E\$150
Personal Re-entry Vehicle	E\$15,000
Grav Chute	E\$10,000

### Visibility Enhancement:

ITEM	PRICE (E\$)
Chemical Lantern	E\$15
Electro binoculars	E\$50
Halogen spotlight	E\$25
IR Goggles	E\$100
IR Spotlight	E\$75
Night Vision Goggles	E\$100
Thermal Imaging Camera	E\$300
Torch	E\$5

### Miscellaneous Survival Equipment:

ITEM	PRICE (E\$)
Arctic Survival Kit	E\$50
Climbing Pitons (x24)	E\$75
Climbing Hammer	E\$25
Compass	E\$10
Cooking Laser	E\$10
Desert Survival Kit	E\$50
Dye Pistol	E\$50
Emergency Beacon	E\$100-300
Fusion Generator	E\$500
Fusion Still	E\$250
Individual Military Pack	E\$45
Inertial Tracker	E\$25
Locator Device	E\$10
Machete	E\$25
Nylon Water bag (10L)	E\$5
Power Cell	E\$15
Rations, luxury, 1 week	E\$50
Rations, standard, 1 week	E\$25
Rocket Pitons (x12)	E\$150
Rope 10.5mm x 100m	E\$50
Solar Vaporator	E\$300
Tarpaulin	E\$5
Thermal Canteen (1L)	E\$5
Thermal Sleeping Bag	E\$10
Water Purification Kit	E\$10

### TOOLS:

ITEM	PRICE (E\$)
Demolitions Tool Kit*	E\$ neg
Electronics Tool Kit	E\$50
Mechanical Tool Kit	E\$150

\*Strictly military issue only, and can only be obtained on the Black Market.

### TRANSPORT:

Interplanetary and interstellar travel is still an expensive business. Most people who travel are either company employees, military personnel or government staff. Some examples of prices are given below, but the Keeper can change this at his/her discretion.

ITEM	PRICE (E\$)
Earth to LEO (Low Earth Orbit) shuttle service (daily flights)	E\$100-300
Earth/Mars Express (weekly LEO – LMO service)	E\$1000-3000
<i>1 Parsec Interstellar journey: (monthly service usually)</i>	
Core Systems	E\$10,000+
Outer Colonies	*
Outer Rim Territories	*

\*There are no commercial passenger services out beyond the Core Systems. Travellers must negotiate their own ticket prices.

### HARDWARE:

ITEM	PRICE (E\$)
Combat Knife	E\$25
Sword	E\$100
Chainsaw	E\$300
Vibro-Blade	E\$450
Automatic Pistol	E\$750
TASER Pistol	E\$800
Shotgun	E\$800
SMG	E\$1500
Combat Rifle	E\$1750
Assault Rifle*	E\$2500
Gauss Rifle*	E\$5,000

\*Strictly military issue only, and can only be obtained on the Black Market. Energy weapons and above are rarely available, and are allowed only at the discretion of the Keeper.

### AMMUNITION:

ITEM	PRICE (E\$)
10mm light AP (box of 500)	E\$125
10mm HEAP (box of 100)	E\$100
20mm HE (box of 100)	E\$250
TASER darts (box of 25)	E\$50
10mm light AP M95 magazine	E\$25
10mm HEAP M15 magazine	E\$25
20mm HE M10 magazine	E\$50
10mm light AP M200 drum	E\$100
10mm light AP M16 magazine	E\$25
TASER pistol magazine	E\$25

## EQUIPMENT DESCRIPTIONS:

Note: if a description does not seem necessary, it won't be included below.

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### ARMOUR:

#### Armour:

There are five standard armour types issued to security and military units in the 23<sup>rd</sup> Century as follows:

#### 1. Personal Body Armour:

Favoured by personal security guards and undercover officers, flak armour consists of ballistic nylon with strategic Kevlar plating covering the chest and abdomen. A helm is sometimes also worn. Protects for 4AP.

**Enc:** 3.0kg.

#### 2. Riot Armour:

Worn by local police and security forces, riot armour consists of an armoured bodysuit made up of thin layers of ballistic nylon with Kevlar plating which protects the wearer for 6AP.

**Enc:** 5.0kg

#### 3. Combat Armour:

A military issue armoured bodysuit worn in conjunction with either combat dress utilities (CDUs), or a Compression Suit (see later), combat armour is the standard armour worn by infantry soldiers from all the nations of Earth, as well as the Colonial Marine Corps, Colonial Administration Security Force corporate and private mercenary units.

Combat Armour offers the option of 100% oxygen supply for low pressure use (in combination with a Compression Suit) or air at normal pressures. A combination of Kevlar and plasteel plating with an ablative coating for extra protection against energy weapons protects the wearer for 8AP.

*Standard Accessories:* tactical audio and video comlink (150 km range), polarized visor with integral night vision capability, HUD, and lights.

**Enc:** 8.0kg.

#### 4. Battle Armour:

Essentially a military issue armoured space suit, Battle Armour protects the soldier against the cold vacuum of space and against nuclear, biological and chemical contaminants. Like a standard space suit, it consists of an inner thermal regulation garment and two outer layers of tight fitting elastic fabric with an

airtight covering to compress the wearer's body against the effects of low pressure.

Battle Armour has special coolant pods which mask heat signature and it's molecular bonded titanium-duralloy armour plates combined with plasteel protect for 10AP.

*Standard Accessories:* air supply for 24 hours, rebreather, waste-relief system, water and concentrated food system with rations for one day (not tasty, but very nutritional), polarized visor with integral night vision capability, HUD with multi-view televiewer, two helmet lights, built-in computer, tactical comlink (300km range), CO<sub>2</sub> gun (see later).

*Optional Accessories:* thruster pack (see later),

**Enc:** 12.0kg.

#### 5. Powered Armour Suit:

The ultimate in personal protection, this is an advanced and powered version of Battle Armour. Constructed from diffusion-bonded metal matrix composites (MMC), the Powered Armour Suit enhances the strength and senses of the marine with variable feedback personal controls, servo-powered limbs, thruster pack, built in weaponry, and various kinds of electronic assistance. The marine is effectively doubled in STR and has unlimited Enc. For encumbrance purposes.

The Powered Armour Suit protects for 12AP.

*Standard Accessories:* air supply for 48 hours, rebreather, waste-relief system, water and concentrated food system with rations for 2 days (not tasty, but very nutritional), polarized visor with integral night vision capability, HUD with multi-view televiewer, two helmet lights, built-in computer, comlink (3000km range), CO<sub>2</sub> gun (see later), high output power supply for running power tools, weapons and standard suit equipment.

*Optional Accessories:* Powered Armour can mount either 2x squad support weapons or 1 platoon support weapon.

**Enc:** Neg. when worn, otherwise 50kg.

**Other points regarding armour:** each time armour is breached by a damage roll equal to double the armour rating or more, the armour has lost some of it's protective capability (-1AP). Every suit has a standard supply of at least ten emergency patches. Any damage that

penetrates the suit must be patched immediately. This requires three seconds and a **Vacc Suit** skill roll. If the first attempt fails, each further attempt is at a cumulative -5%. Every three seconds means a loss of 10% of the suits air.

## **COMMUNICATION:**

### **FedNet Account:**

The Federal Network, or FedNet, is the collective term for the technology behind the wirelessly-networked, ubiquitously-connected urban environment of the 23<sup>rd</sup> century. FedNet provides entertainment in the form of over a thousand digital television and radio channels, information in the form of the Interstellar Web (ISW), communications access for Personal ComLinks etc. Every tax-paying citizen of the United Earth Federation has at least a basic FedNet package. Extra services can be 'bolted on' for a higher subscription fee.

### **Link:**

Combining the functionality of a cellphone and PDA, Links come in all shapes and sizes, but essentially do the same job: they provide mobile communications and access to FedNet. FedNet guarantees 98% coverage on Earth and most Alpha colonies.

**Enc:** 0.1kg.

### **ComLink:**

The three standard ComLink types available are as follows:

- **Tactical ComLink:** Headset device with max range of 1km. Electronic scrambler/descrambler comes as standard.
- **Medium Range ComLink:** Belt mounted or sling carried communicator capable of up to 100km range. **Enc:** 1.5kg.
- **Long Range ComLink:** Sling carried communicator capable of ranges up to 500km and contact with ships/comm satellites in low planetary orbit. Includes Global Positioning System. **Enc:** 2.5kg.
- **SATCOM Uplink:** Backpack mounted device capable of ranges up to 5000km and contact with ships/comm satellites in high planetary orbit. Includes Global Positioning System. **Enc:** 5.0kg.

### **Laser ComLink:**

Directional ComLink used for direct line of site communications between military units, or for designated targets for laser guided weapons.

### **Translator:**

A hybrid bio-silicon computer worn in the ear, the Translator enables the wearer to hear a simultaneous translation of anything anyone says, no matter which language they are talking in.

The Translator comes with more than 100 of the most common languages of the world already loaded, and is reported to be 98% accurate under most conditions.

**Enc:** Neg.

## **ELECTRONICS:**

### **Data Crystal:**

Data Crystals are the primary data storage unit in use in the 23<sup>rd</sup> century. Information is stored by actually altering the physical form of the crystal on a molecular level, using a complex holographic data pattern that bends and distorts light to reproduce images and information in mathematical form. Data Crystals have a data storage capacity of just under a terabyte, with a data transfer rate of 1.5 gigabytes per second.

**Enc:** 0.1kg

### **Data Recorder:**

Handheld device that when connected to a computer's digital disk can burn data onto data-crystal at a rate of 1.2gb/per second.

**Enc:** 0.1kg

### **Digital camera:**

Coming in all shapes and sizes, crammed with features, most digital cameras have full DV/still frame functionality.

**Enc:** 0.1 - 1.0kg

### **Laptops and Palmtops:**

By the 23<sup>rd</sup> century there is very little difference in processing power between the laptop and palmtop computer. The main difference is merely in size, weight, screen resolution, data storage size etc. Average computers confer no benefits. Expensive computers usually confer a skill bonus of between 5-25% (Keepers discretion) to users with a Computer Operation skill of 75% or above, and usually cut down the processing time required to perform certain tasks.

**Enc:** Laptop: / Palmtop:

### **Portal:**

The ultimate development of the multimedia home computer, Portals have replaced most other home entertainment devices. A standard Portal comes complete with a wall-mounted

screen (size varies with model, but usually at least 1m<sup>2</sup>), glove-controls, and access to most of the basic FedNet online services. More advanced (and consequently more expensive) models have their own AI Avatar and HoloVision projectors, allowing voice activated commands and 3D entertainment.

**Enc:** Non-portable.

## MEDICAL EQUIPMENT:

### Medkit:

This contains 1 dose of sedative painkiller; 1 dose of antibiotics; field dressings etc. When used in conjunction with First Aid, it can heal 1d3 HP (location and total).

**Enc:** 0.5kg.

### Advanced Medical Kit:

Issued to Paramedics and Doctors on missions away from hospital facilities, the AMK includes emergency field surgery kit; whole blood units; a small supply of medical drugs (including 5x doses of Combat drug, 10x doses of Medical Fast Drug, 5x doses of Slow Drug, 20x Stimpacks, 5x doses of Super Adrenaline, 10x doses of Anti-Radiation drug, 5x doses of Anti-Venom, antibiotics); tissue knitter (can repair severed/maimed limb at a rate of 1HP/hour); diagnostic medical computer etc.

**Enc:** 8.0kg.

Medical drugs that are available are listed below:

- **Anagathics:** These are drugs which counteract the aging process. Taken regularly they can extend life expectancy well beyond the norm. Anagathics are rare and very expensive.
- **Anti-Radiation Drug:** the anti-radiation drug counteracts the effects of radiation sickness. Each dose lasts 12 hours and allows all rolls vs STR/CON loss to start 1 multiplier higher. Example, a CONx4% roll become a CONx5% roll.
- **Anti-Venom:** Counteracts the effects of poisons and toxins in the bloodstream. Each dose heals 2d6 HP worth of damage caused by poisoning.
- **Combat Drug:** Used by the military usually prior to combat, this drug increases both STR and CON by a factor of 2. The effect takes place 2MR after being taken and lasts for CON in MR. When the effect wears off, the user takes 1d3 damage.
- **Emotion Buffer:** Each dose of the drug lasts 30+3D10 minutes. While the drug is in effect, any SAN loss the Character

experiences is treated as it were half of what it actually is (round up). The Character deducts the full SAN loss from his total, however.

- **Emotion Inhibitor:** Each dose of the drug lasts 30+3D10 minutes. While the drug is in effect, it is impossible for the Character to go insane, unless their SAN is reduced to zero. However, the Character deducts the full SAN loss from her total. The drug inhibits emotions, meaning an individual under its influence will be incapable of emotional reactions.
- **Fast Drug:** This drug accelerates the user's metabolism. The drug takes 3MR to take effect and lasts for CONx2 MR and effectively doubles the users DEX while it lasts. When it wears off, the user loses all fatigue points and takes 1d3 damage.
- **Medical Fast Drug:** One dose of this drug causes unconsciousness for 24 hours, and the user ages the equivalent of 7 days, during which time natural healing takes place.
- **Slow Drug:** This drug slows down a users metabolism by a ratio of 60:1, during which time physical aging is also slowed. Interstellar travel using hypersleep technology utilises this drug's effects.
- **Stimpack:** These devices auto inject genetically modified healing drugs into the body. +1 to total HP, but not to location HP.
- **Super Adrenaline:** Gives a temporary boost to the PCs health. +1d6 total HP and +3 CON for the PCs normal CON rating in MR.
- **Truth Drug:** This drug, when used in conjunction with the Interrogation skill, compels individuals to answer questions truthfully. One dose lasts approx 10MR, after which the user falls unconscious for 20-CON hours, and takes 1d3 damage.

## PROTECTIVE CLOTHING / ACCESSORIES:

### Compression Suit:

Used for low pressure operations, the compression suit consists of an inner thermal regulation garment and two layers of elastic fabric with an airtight covering. There is no decompression period before using the compression suit. The suits take longer to put on than vacc suits, however, and provide no protection against high pressures. Usually worn in combination with Combat Armour.

**Enc:** 4kg.

**Filter/Respirator:**

Facemask that filters out harmful contaminants such as gases and nerve toxins.

**Enc:** neg.

**Hostile Environment Clothing:**

There are various types of these kinds of suits. Most common are:

**1. Arid Weather Suit:**

Bodysuit designed to protect the wearer against water loss in an arid environment. Evaporation of perspiration cools the wearer, while lost body liquid is condensed and purified by a series of traps and chemical filters. This water is then stored in catchpockets within the suit, for use by the wearer. The suit has a hood, goggles and breathing mask (to catch exhaled moisture). The chemical filters must be changed 1/month at a cost of E\$50.

**Enc:** 5kg.

**2. Cold Weather Suit:**

Bodysuit designed to protect the wearer against extreme cold. The suit contains a network of heating filaments, powered by an internal power supply. Temperature controls enable the suit to negate the effects of windchill. The heated layer is covered by a jumpsuit, which has lots of pouches and pockets for equipment. A typical power cell keeps the suit running for 72 hours.

**Enc:** 2.5kg

**3. Hazardous Environment Suit:**

Bulky suit that protects against corrosive atmospheres. The suit is sealed, air-conditioned and has it's own air supply (but not water).

**Enc:** 7kg

**Thruster Pack:**

Back mounted jet thruster pack, with rear/downwards facing burners, and an array of three lower maneuvering jets.

Attached to the operator's space suit, it enables him to manoeuvre at speeds up to 150 km/hour. Using a thruster pack requires the EVA skill.

**Enc:** 10.0kg

**Space Suit:**

There are two standard designs of space suit available in the 23<sup>rd</sup> Century:

**1. Standard Vacuum Suit (SVS):**

The standard vacuum suit is an environmental suit designed to protect the individual from vacuum, heat, cold, and radiation. Each suit is

equipped with an environmental backpack which contains the suit's oxygen supply, its power pack, and the environmental control system. A SVS can sustain its wearer for 24 hours, less if the wearer is engaged in stressful activities or if the environmental conditions severely tax the suit. A typical SVS offers 4AP of protection.

*Standard Accessories:* polarized visor, comlink (500 km range), lights, CO<sub>2</sub> gun, 200 meters of high strength cable (with a grappling hook one end and a strong magnet on the other), and a patch kit.

**Enc:** 10kg/5 if worn

**2. Vacuum Work Suit: (VWS):**

Typically used by those who spend prolonged periods working in the vacuum of space, the Vacuum Work Suit is very much like a SVS, except the suit is of heavier construction and can support its wearer for 36 hours. A typical VWS offers 6AP of protection.

*Standard Accessories:* in addition to the equipment of a standard SVS, a VWS has a toolkit (with various tools that are specific to the operator's mission) power pack for tools that require power, on board computers, thruster pack.

**Enc:** 20kg/10 if worn

**PROTECTIVE SHELTERS:****Pressure Tent:**

Basic shelter for 4 persons, which provides a standard atmosphere. There is no airlock – the tent must be depressurized to enter or leave.

**Enc:** 25kg

**Prefabricated Cabin:**

Modular unpressurised quarters for 8 persons. 4x8x8m. Can be carried in the hold of a starship.

**Enc:** 1000kg

**Base, Advanced:**

Modular, pressurized quarters for 8 persons., with airlock and atmosphere recirculating system. Can be carried in the hold of a starship.

**Enc:** 1500kg

**Rescue Pod:**

A rescue pod is a sphere, 10cm in diameter. When activated, it inflates to form a ball of plasteel film, 1m in diameter. This ball, when sealed, contains enough air to last one person

12 hours. Rescue pods are standard issue on all military and commercial space vessels, allowing individuals to survive an explosive decompression even if a pressure suit is unavailable.

**Enc:** 5kg

**Personal Re-entry Vehicle:**

Originally designed as a means of emergency atmospheric re-entry from a crippled ship or space station, the personal re-entry vehicle has been adopted by the military for covert missions on hostile planets. It has even become an extreme sport.

The PRV consists of an inflatable hemispheric mold, a pressurized canister of ablative foam, a chemical thruster for altitude control and limited vector adjustment, and a soft landing system (usually a parachute).

**Enc:** 10kg

**Grav Chute:**

Utilising a small suspensor field generator, the grav chute is capable of nullifying a portion of the individual's body weight (but not provide motive power). A conventional parawing is also deployed.

By altering the effective weight of the jumper, chute deployment is not necessary until a altitude of about 50m. The power cell powering the suspensor field has a life of 10 minutes once activated.

**Enc:** 15kg

**VISION ENHANCEMENT:**

**Binoculars:**

Incorporating IR and LI with electronic rangefinder.

**Enc:** 1.0kg

**IR Goggles:**

Allows the wearer to see heat sources (infrared radiation).

**Enc:** Neg

**Light Intensifier Goggles:**

Allows vision in anything less than total darkness.

**Enc:** Neg

**Torch:**

Powerful cell powered light. 24 hrs per cell used. Can be armour mounted.

**Enc:** 0.25kg.

**Chemical Lantern:**

Chemical light, lasts for 3 standard days continual use.

**Enc:** 0.25kg

**Halogen Spot Lamp:**

A high-powered halogen white-light lamp. Usually as an internal battery, as well as a top-mounted carrying handle.

**Enc:** 1.0kg

**Thermal Imaging Camera:**

Handheld device which may only have an effective range of 10m, but which can see through walls. Useful against animals and non-military foes, but certain types of military armour can mask it's wearer's IR signature.

**Enc:** 1.5kg

**MISCELLANEOUS SURVIVAL EQUIPMENT:**

**Arctic Survival Kit:**

A kit filled with a variety of items useful for surviving in arid conditions. Includes: 1 litre thermal canteen; first aid kit; folding shovel; ice pick; knife and sheath; signal mirror; water purification kit. The kit comes in a pack 30cmx12cmx12cm.

**Enc:** 2.0kg

**Climbing Pitons:**

Tungsten pitons that have a small explosive charge for firing into rock. Come in cases of 24.

**Enc:** 0.1kg per piton.

**Climbing Hammer:**

Titanium alloy hammer backed with pick head.

**Enc:** 0.5kg.

**Compass:**

Usually included in a wristwatch. Indicates the position of magnetic north, if any exists.

**Enc:** Neg.

**Cooking Laser:**

A low powered laser used primarily for igniting flammable materials, the Cooking Laser is a metal rod, 30cm long and 5cm wide, with controls at one end. A power cell supplies power for up to 1 month normal usage.

**Enc:** 0.1kg

**Desert Survival Kit:**

A kit filled with a variety of items useful for surviving in arid conditions. Includes: 1 litre canteen; first aid kit; salt tablets; folding shovel; parts and directions for building a solar still; knife and sheath; signal mirror; water

purification kit. The kit comes in a pack 30cmx12cmx12cm.

**Enc:** 1.0kg

**Dye Pistol:**

Used primarily to designate Landing Zones, the dye pistol fires cartridges filled with coloured dye that can mark substantial areas of the ground.

**Enc:** 2kg (unloaded; dye cartridge weights 0.5kg).

**Emergency Beacon:**

Combination long range comlink and signal transponder. When activated it monitors emergency search and rescue channels, and when traffic is picked up it emits a warning to inform users that help may be at hand, and transmits a coded distress signal. Signal range is 1000km. Once activated, it operates for 30 days EST.

**Enc:** 1.0kg

**Fusion Generator:**

Vehicle portable power generator that uses a fusion reactor to generate power using Helium-3. Weight is per 10kw of power output.

**Enc:** 10kg

**Fusion Still:**

A bulky device that breaks water molecules free from material placed within it. Amount of water obtainable ranges from 1% from sand to 70% from organic material like wood or plants. Percentage water obtained is on a 1-1 ratio (so 100kg sand yields 1 litre of water). The Still requires 1 hour to set up and 30 minutes to process 10kg of material.

**Enc:** 60kg

**Individual Military Pack:**

A lightweight medium backpack that is used to carry up to 24 kg (53lbs.). Also known as "battlefield harness" or "combat webbing."

**Enc:** Neg

**Inertial Tracker:**

Small hand held device which indicates direction and distance travelled from the starting location.

**Enc:** 0.1kg

**Locater Device:**

Worn on the wrist, this is a small data emitter containing the marine's vital life signs and position.

**Enc:** neg

**Machete:**

A flat metal / polycarbon weapon with a 45cm blade. Designed for chopping dense foliage and such in the wild, but also used as a weapon on less sophisticated worlds.

**Enc:** 1.0kg

**Nylon Water bag (10L):**

Flat packed, can contain up to 10 litres of water when filled to capacity.

**Enc:** Neg when flat packed.

**Power Cell:**

Power cells come in all shapes and sizes. Weight below is for each kW of power contained.

**Enc:** 0.05kg

**Rations, luxury, 1 week:**

Packs of fresh frozen meals supplemented by tablets containing vitamins and nutrients, that provide food enough for 7 days. Each pack is self heating using a chemical reaction, activated by pulling a tab on each mealpack.

**Enc:** 1.5kg

**Rations, standard, 1 week:**

Packs of preserved food concentrates supplemented by tablets containing vitamins and nutrients, that provide food enough for 7 days. Tasteless.

**Enc:** 1.5kg

**Rocket Pitons (x12):**

A pistol-grip, disposable launcher that fires a rocket-propelled, explosive-set piton. It is used to project an attached line up to 200m - a successful Climbing roll (made by the GM) means the piton is securely lodged and will support weight; a critical failure means the operator only thinks it is! Roll vs. DEXx4% to hit if used as a weapon; Damage is 1d6+2 for the stake. Comes with electric winch and clip for attaching to webbing (which then serves as a climbing harness).

**Enc:** 3.5kg.

**Rope:**

Polypropylene fibre rope that is treated to resist mildew, rot, acids, petroleum products and most other chemicals. A standard length of rope is 10.5mm x 100m, and comes as either monofilament and multifilament. Monofilament is lighter and less bulky, but can hold only half the SIZ of a multifilament length of the same dimensions.

**STR:** 50 / 100

**Enc:** 2.0kg / 4.0kg



**Solar Vaporator:**

Device which collects water moisture from the air, especially at night. Yields are 1 litre per 8 hour night in standard / dense atmospheres; 0.5 litres per 8 hour night in thin atmospheres; 0.1 litres per 8 hour night in very thin atmospheres.

**Enc:** 8.0kg

**Tarpaulin:**

Canvas waterproof sheet, 2m x 4m.

**Enc:** 2.0kg

**Thermal Canteen (1L):**

A power cell in the base of this canteen allows water to be kept at a temperature controlled by an inbuilt adjustable thermostat. Power cell lasts 1 month.

**Enc:** 1.0kg.

**Thermal Sleeping Bag:**

Utilizing the same technology as the Cold Weather Suit, a thermal sleeping bag comes with hood, and adjustable thermostat.

**Enc:** 1.0kg

**Water Purification Kit**

Box of 250 tablets that purify contaminated water, making it safe to drink. 1 tablet will purify approximately 1 litre of water in 10 minutes.

**Enc:** 0.2kg.

## NOTES ABOUT RARE, RESTRICTED OR ILLEGAL ITEMS:

Restricted or illegal items, like certain types of weapons and armour or narcotics, can sometimes be obtained via the Black Market. Items obtained in this manner will often have a hefty price mark-up on their actual market value. See the table below.

Rating:	Example:	Price:	Time:	Streetwise:
0	Common high street goods	100%	No waiting time	N/A
1	Small arms; soft drugs; banned publications; banned pornography; Prostitute outside of designated Red Light Zone	150%	24 hours (EST)	-15%
2	Hard drugs; restricted military weapons up to Squad Support level; Battle Armour	175%	1 week (EST)	-30%
3	Restricted military equipment up to Platoon Support level; Powered Armour; Experimental drugs	200%+	1 month (EST)	-50%

### Availability Rating:

Before restricted or illegal items can be obtained, the Keeper must assign the item(s) an availability rating, which affects the overall difficulty of acquiring the goods.

### Price:

Once the availability of the item is assigned, the price mark-up above the actual market value can be seen. For example, an Investigator wanting to buy a pistol (small arm) would pay 150% of its actual value. At the Keeper's discretion, the *Bargain* skill can be used to lower the price.

### Time:

Goods bought on the Black Market don't just magically appear – there is usually a time period required for the seller to 'obtain' said items for the Investigator. This usually ranges from 24 hours to a month.

### Streetwise:

Once the availability rating is assigned, if the Investigator must make a Streetwise check, applying the relevant modifier. Failure indicates no such items are available at present, and they must wait until the next adventure, or until the Keeper says otherwise, before attempting another check. A Fumble indicates that during the attempt to acquire black market goods, the Investigator has come to the attention of the local branch of the Federal Law Enforcement Authority, and may have been arrested.

**NOTE:** All types of lethal weapons are illegal on Earth and the Sol Colonies.