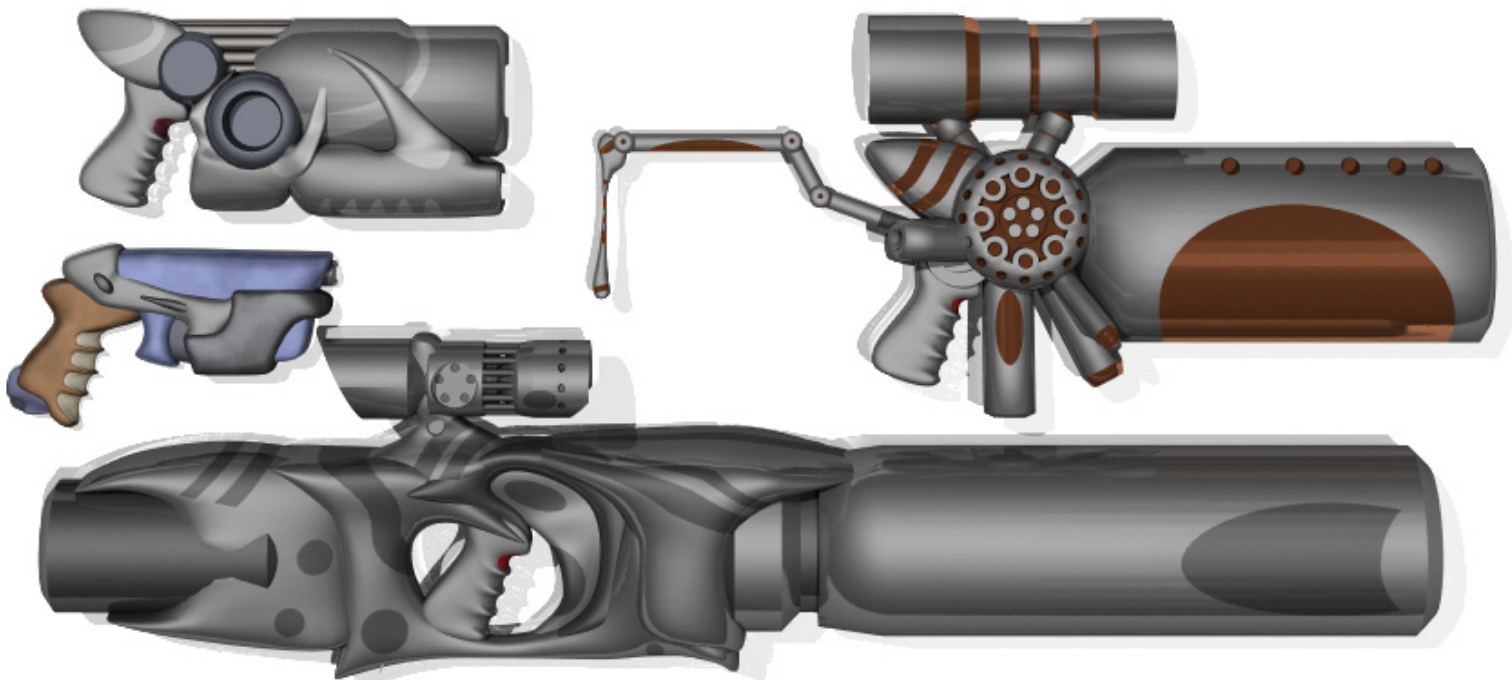




ICAR

EQUIPMENT INDEX



F o r e w o r d

Icar began in 1990 and has since grown and changed beyond all recognition of the original. The game grew from two statistics to eighteen and then back to five. Skills changed and grew on trees and guns went from hand drawn in pencil to fully 3D rendered models.

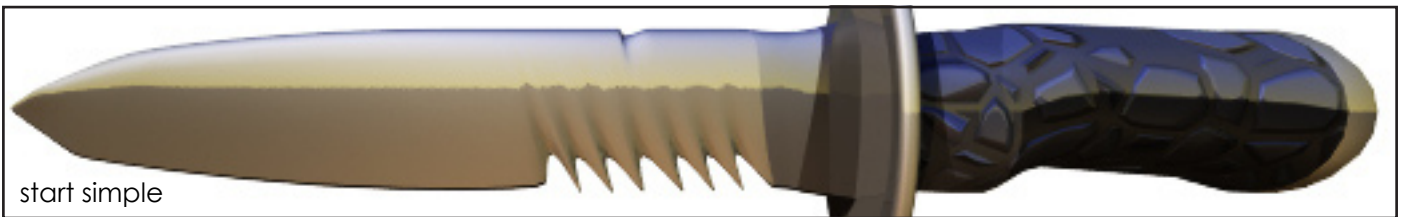
Icar is the creation of a single person, Rob Lang but much of the fuel for the energy that has kept the game going has come from a small group of dedicated players. For this rule set, I would like to thank the following people in particular.

Simon 'Fish' Aubury

Gideon 'Dwain' Moss

Andrew 'Byrnie' O'Byrne

Jozef 'Yeti' Kundlak



start simple

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Known Issues in this version:

No index tables.

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C h a n g e L i s t

Added more equipment (Shakespeare and Rampart).

Added more description.

Added sheet explanations.

Icar has always been replete with technology. The Equipment Index is dedicated to the application of this technology in the form of gadgets, guns and gizmos. All large objects have their own sheet of paper that is folded and given to the player. Clothes, small gadgets and Gaia Entities are written elsewhere, there is a place on the second character sheet, next to the skills to put these.

NEW STARTERS!

If you're new to Icar, then this book can seem a bit daunting in the beginning. The scenario you've downloaded will list what bits of technology will be appropriate, so you need only print out those. It is best to start simple and add new things slowly.

If a player wants to use a bit of technology, then it is up to them to understand how it works and how it might be used. If technology is forgotten about by the player then the opportunity to use it will have passed. It is not the responsibility of the GM to remember who has what and functions of all the technology in each section.

The Black Market is an illegal method of getting hold of items. Most items (not Imperial Issue ones, like the Qaxam) can be gained on the Black Market at much reduced "Black" costs. However, the black market on any planet is very difficult to find and often requires local knowledge. The Black Market is normally little more than a Gaia space that has been set aside for trading less-than-legal goods at low prices. An Isis is essential for the Black Market as it is used a guarantee of ownership. If something has been purchased on the black market, then it is impossible for the Star Enforcers to know this. Arrests are normally made by infiltrating the Black Market Gaia space and following transactions until the goods are handed over. It is also illegal to be found in a Gaia space that is known as a Black Market trading space.

Some of the goods are often of poor quality and it is wise to use a person knowledgeable with the item to check it over after purchase. Items on the Black Market also differ in Rarity, so it may either be easier or more difficult to get an object there.

To find the Black Market: make a successful Street Deal roll with the Hard modifier.



RARITY

Rarity is the measure of how difficult it is to get hold of something (in percentage). Unfortunately, Rarity is quite subjective and location specific. For example, a Hand Cannon is easy to acquire on a planet dedicated to the construction of firearms but next to impossible on planets with gun-restrictive laws. This value can be used in two ways. Firstly, it can be used as a guide to the GM and players when deciding if a certain item of kit can be obtained. This system should be used with care as decisions should be backed up with a reason.

The second method is to use the value as a modifier on a Street Deal skill roll. Use the Rarity as a negative modifier by subtracting the Rarity from the Street Deal skill before rolling. For example, if the character has Street Deal at 50% and they wish to buy a Nelson H1 at rarity of 10%, they will need to roll under (50% - 10%) 40%. A character can try every 5 hours to find the goods (roll once for every 5 hours of game time).

If a player does not have Street Deal, then they will need to find another method of obtaining the goods. This is likely to include the use of contacts, Gaia and knowledge. Of course, if they get someone else to find the objects, then they might want to add a fee.

OWNERSHIP

Expensive items (vehicles, space craft etc) have a 'Docket' that describes both the owner and the item itself. The Docket is a unique Gaia Entity that proves that the item belongs to someone. The Docket Entity is normally found either on the Rayengine (computer) of the item or on a Datacard. Changing the owner is easy if the owner agrees. The Docket can also be hacked using a Hacking skill if the owner does not.

Full Page Sheets

Towards the back of this book, you will find a lot of full-page images that can be printed out independent to the rest of this book. These represent weapons, vehicles and space craft. Each sheet represents the in-game Docket that the character would own and contains all the rules and statistics that apply to that item.

The sheets should be printed, folded and handed out to the player who's character owns the Docket. Chances are, each character sheet will be accompanied with a wealth of these Docket sheets.

Use these sheets as a physical form of who is holding

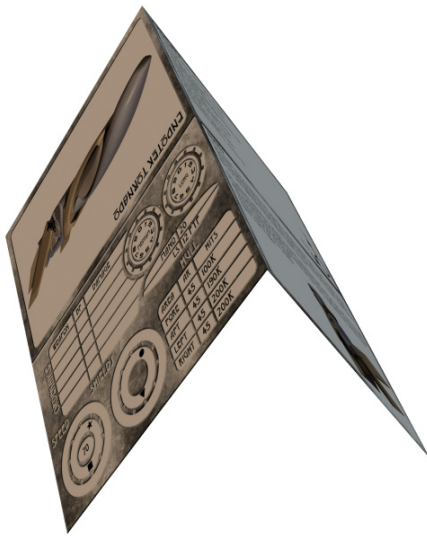
or using an item.

PREPARING THE SHEETS

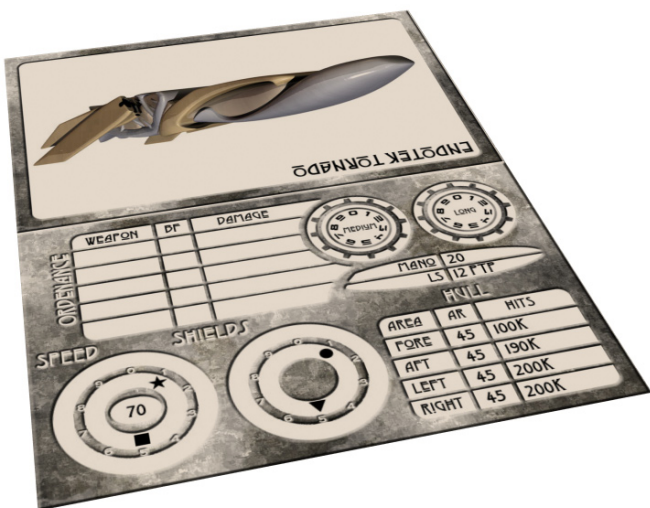
Before you can use them, a little bit of preparation is needed. These are the steps:



1. Print out the sheet and cut off the white edges.



2. Fold down the middle, with the picture on one side of the fold and features and notes on the other.



3. Lay flat. The picture will look upside down to start with but that will become obvious. This side contains most of the useful information.



4. The last fold is down the middle between the picture and the most useful statistics.



5. Finished. On the front side will be the picture of the item, on the back, the useful statistics and on the inside will be additional information and notes.

READING THE SHEETS

The sheets might look a little daunting at the start but once you get used to using them, then you'll find that they are simple to read. On the following pages are a series of descriptions of how to read each of the main weapons.

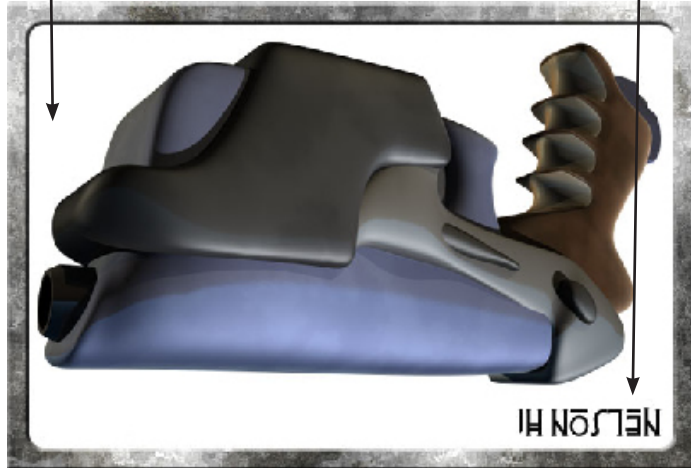
WEAPON SHEET

Picture

This is what the weapon looks like. It's not to scale, so some of the larger weapons can look small.

Name / Version

This is the name of the weapon and which version it is. In this case, the name of the gun is 'Nelson' and the version is H1.



Cost, Type and Rarity

Cost is the amount, in Imperium credits of the weapon. The type is either Light or Heavy. Light weapons use the Light firing skill and Heavy weapons use Heavy Firing. Rarity is described at the start of the book.

Other Features

The features indicates weapon abilities that are not recorded elsewhere on the sheet. Sometimes (like below), more items can be purchased.

FEATURES

COST: 150
TYPE: LIGHT
RARITY: 10%

GRAV BALANCING

Balances the weight of the weapon when firing, reducing any 'kick'.

- SILENQR.** The weapon is silent to short range. Cost: 200cu.
- OPTIX SIGHTING.** Fits snugly on top giving +0, +10, +10. Cost: 150cu.
- POWER SETTING.** Increases the power of one round. Requires successful Weapon Systems roll. Dam: 20, R/T: 1. Cost: 250cu.
- CHAIN FEED.** Converts magazine to chain feed. Must use chained 2.2 rounds. Requires successful Weapon Systems roll. Mag: Feed. Cost: 250cu.
- PALM PRINT ID.** Stops anyone other than the owner firing the weapon. Requires successful Weapon Systems roll. Cost: 175cu.

NOTES

Sold in millions, the Nelson is by far the most popular personal defense weapon available. Its light weights construction and sturdy design means that even the initiated can fire the Nelson with a good degree of accuracy. Dispensing 5 rounds every three seconds, the H1 can decimate its target in six seconds! Mostly used by paranoid executives and those living on planets with potentially dangerous species of animal.

As the Nelson has been around for many years and is so simple in design, there are hundreds of modifications available. However, many of these are created by small, un-licensed companies, thus the quality of parts can not be guaranteed. Those included above are produced by Neypalm, the main manufacturer.

A compact and light weapon that can survive neglect and produce a reliable shot every time.



WEAPON	BF	DAM	R/T	MAG	AMMO
NELSON	10	12	5	20	22F

AMMO
5
5
5

Statistics

These are the statistics of the weapon. Blast Factor (BF) is the ability of the weapon to penetrate armour. Damage (DAM) is the amount of hit points are reduced with each round shots. Rounds per turn (R/T) is the number of rounds fired in 3 seconds. Magazine (Mag) is the number of rounds in a single magazine. Ammunition (Ammo) is the type of ammunition the weapon uses.

Ammo

A place to record the ammunition you have for the gun. Write a number for each magazine for each.

Short, Medium, Long Range

On the outside of the disc are the weapon modifiers for the different ranges. Add your Light or Heavy firing skill (check the top right to find out which one you use) and record this in the middle of the disc. Shown on this sheet is a character's skill of 63%, adding the 10% modifier, gives 73% (as shown). Do the same for Medium and Long ranges.

Notes

Some information about the company and the weapon.

Picture

This is what the vehicle looks like. It's not to scale, so some of the larger vehicles can look small.

Name / Version

This is the name of the vehicle and which version it is. In this case, the name of the gun is 'Anchorage' and it has no version.

Cost, Type and Rarity

Cost is the amount, in Imperium credits of the vehicle. The type is Grav, Heavy Grav or Bike. Use the appropriate skill to drive the vehicle. AI Power (AIP) gives the AI level of the car. See the Society book for more information. Crew gives the number of seats.

Other Features

The features indicates vehicle abilities that are not recorded elsewhere on the sheet. Sometimes (like below), it might effect the skill level.



FEATURES
 COST: 12 000
 TYPE: GRAV CAR
 RARITY: 10 %
 AIP: 10
 CREW: 5

ADDITIONAL GAIA TERMINAL TOOLS
 Default Flying Controls (-20% Pilot Grav)
 Virtual Cockpit (+10% Pilot Grav, pass a Soul Roll)
 Slow Autopilot

NOTES

By far the most popular Grav Car of all time, the Anchorage has seen many different styles and versions holding the same badge. The build quality and reliability has not changed over the 22000 years of production. Styled for simplicity and grace, the smooth shell of the car covers a simple and easily repairable chassis and power web. The popularity and longevity of the vehicle lends itself to ease of repair and the speed in which spares can be obtained.

The Anchorage, like most vehicles, should be driven using custom controls (by plugging in a Gaia Card). Driving with the default controls requires some skill and thus incurs a penalty.

The Anchorage is also, by far the most customised vehicle in history. Anything that you can think of doing to the Grav Car can be done with relative ease has been done.

Statistics

These are the statistics of the vehicle. Speed is the top speed of the vehicle. Manouevrability (Mano) is a rating of how well the vehicle can change direction. See the Elements for information on how to use this. Acceleration (Accel) is how much faster the car can go at each turn.

AR and HS

Armour Rating (AR) is the toughness of the vehicle's body. The Hit Points (HS) is the number of hits it can take.

Notes

Some information about the company and the vehicle.

SPACE CRAFT SHEET

Picture

This is what the space craft looks like. It's not to scale, so some of the larger spac craft can look small.

Name

This is the name of the space craft. Space craft tend not to have version numbers.

Feature List

Designers: The manufacturer

Cost: The price, in Imperial Credits.

Advanced statistics: Powerplant, Grav Engine, Light Jump engine, Armour.

Weapon Systems: Whether the space craft has any weapons.

Shields: The number of shields the ship has.

Sensors: The type of sensors, or how well the space craft can see.

AIP: The AI Power of the ship, possibly an avatar. If there is an avatar, use an Auto sheet for it.

Tractor Beam: A beam that can draw things up to the ship from within the given range.

Cargo: The number of 10m x 10m x 10m space crates the ship can carry.

Escape System, Cabins: How many people can stay onboard.

Dimensions (L/W/H): The length, width and height in metres.

FEATURES
 Designers: Endotek Shipwrights, Styshell
 Cost: 9M
 Powerplant: 6x Porag 19M Generators
 Grav Engine: Porag 40K
 Light Jump Engine: Porag Mesopotamian 50K
 Armour: Uranium Sinter Plate
 Shields: Vector (15)
 Sensors: Atmospheric, Long Range
 AIA: AIP 17 with Avatar
 Tractor Beam: (4k max range)
 Cargo: 4100
 Escape System: (for 40 people)
 30 Nischele Cabins
 Dimensions (L/W/H): 70x210x155

ORDNANCE

WEAPON	DT	DAMAGE

MANO 20
LS 12 PTP

HULL

AREA	AR	HITS
FORE	45	100K
AFT	45	190K
LEFT	45	200K
RIGHT	45	200K

NOTES
 The Tornado was a reaction to the popular Cyclone Endotek space craft. Smaller, faster and better equipped than the Cyclone, the Tornado became an instant favourite for those who wished to take the stock design and modify it. So prevalent are Tornado modifications that it is often difficult to find a factory stock version.
 The rationale behind the Tornado was that Technology had some of the best fighter Captains wanted a large fighter that could Point-To-Point Light Jump music between the stars without having to journey away from the star. This assumption may not have been entirely accurate but the Tornado remains one of the most popular Space craft to date.

Speed

In the centre of the disc is the acceleration of the space craft (70). In the middle ring is the speed in atmosphere (the star is 1000s). The speed is 1500.

Shields

On the inner ring is the number of shields the ship has. Record the number of shields left on the outer ring. The above example has 7 out of 15 shields left.

Hull Statistics

This is the Armour Rating (AR) and Hit Points (Hits) of the four main areas of the space craft. 'K' is shorthand for 1000. 190K is 190 000.

Weapon Stats

The statistics of any pre-fitted weapons. There is no short range for the ship based weapons, only medium and long.

Mano / LS

Manouvability (Mano) measures the agility of the space craft, Light Speed (LS) is the number of squares on a cluster sheet the ship can travel. Point to Point (PTP) means that the ship does not need to leave the system to perform a jump.

Notes

Some information about the company and the space craft.

Time to orbit and surface

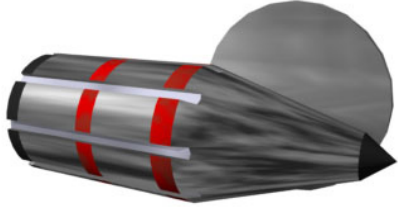
The time between orbit and the surface of the planet.

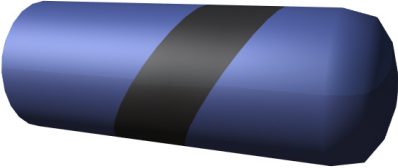
General Items


Item	Rarity	Price	Black
Weapons and Ammunition			
Projectile Ammo 2.2 Box 100	5	100	10
Projectile Ammo 2.2 None Lethal Box 100	10	10	8
Projectile Ammo 5.5 Box 100	5	250	25
Projectile Ammo 5.5 None Lethal Box 100	10	25	15
Projectile Ammo 7.4 Box 100	15	5 000	500
Projectile Ammo 7.4 Concussion Box 100	50	8 000	1 000
Projectile Ammo 7.4 Micromissile Box 100	40	10 000	2 000
Projectile Ammo 10.2 Box 100	80	10 000	8 000
Low Velocity Grenade (LVG) Box 10	50	1 000	100
High Velocity Grenade (HVG) Box 10	70	10 000	1 000
High Velocity Grenade (HVG) Napalm Box 10	85	15 000	2 000
3 Gauge Box 50	30	5 000	1 000
5 Gauge Box 50	30	5 000	1 000
10 Gauge Box 50	60	10 000	1 500
15 Gauge Box 50	60	15 000	2 000
20 Gauge Box 50	60	20 000	2 000
Arms 2	25	5 000	2 000
Nelson H1 Standard	10	150	100
Havan 11	15	500	200
Raqax 2E	90	60 000	55 000
Hand Cannon	99	50 000	45 000
Arms 5	33	8 000	6 000
Arms 6	36	12 000	6 000
Havoc 1b (check entry for details)	79*	90 000	85 000
Boomstick	Special - see sheet		
Astraripper 2E	22	40 000	35 000
Astraripper 2E BSV	55	50 000	35 000
Astraripper 5	20	15 000	13 000
Astraripper 5b	30	17 000	15 000
Hell Hound 2	20	15 000	10 000
Brainspiller 7	40	20 000	15 000
Brainspiller 7e	70	60 000	55 000
Chainsaw 2	65	60 000	45 000
Chainsaw 5	60	75 000	60 000
Chainsaw 7	65	100 000	70 000
Hell Hound	20	15 000	12 000
Korg 5	60	75 000	65 000
Papex 7	80	450 000	420 000
Forge A	85	210 000	180 000
Igniter DF	95	125 000	115 000
Photosythe	85	22 000	21 000
Vendetta	90	80 000	70 000
SSCI Qaxam 6	100	N/A	N/A

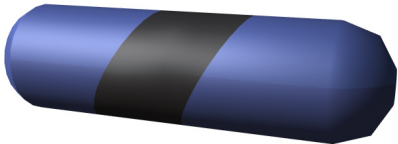
SSCI Cataclyst	100	N/A	N/A
Vehicles			
Forrester Rover	15	8 000	2 000
Forrester Achorage	10	12 000	4 000
Forrester Achorage R	20	13 500	6 000
Forrester Sports V	35	75 000	70 000
Forrester Orbihaul	25	40 000	20 000
Zyntek Eagle	25	60 000	50 000
Zyntek Kestrel	15	15 000	7 000
Zyntek Vulture	45	25 000	22 000
Powertek Rattlesnake	20	2 200	2 000
Living			
Budget Room for 5 Days	0	50	N/A
Luxury Room for 5 Days	20	5 000	N/A
Budget Meal	0	2	N/A
Luxury Meal	10	75	N/A
Budget Kaisa (Beer)	2	1	N/A
Quality Kaisa (Beer)	20	4	N/A
Clothing			
Coveralls - Synthetics	0	10	N/A
Coveralls - Gate Specifications	10	200	150
Coveralls - Armoured (AR 15, HS 1k total)	30	1 000	700
Street Clothing - Full Outfit (medium fashion)	20	100	60
Street Clothing - Full Outfit (high fashion)	50	500	450
Business Suit - Full Outfit (bland)	20	150	100
Business Suit - Cross Patch (high fashion and highly desirable)	40	500 - 5k	N/A
Environment Suit	20	1 500	1 000
Environment Suit - Armoured (AR 15, HS 2K total)	39	6 000	2 500
Grav Bike Suit - Armoured (AR 15, HS 2K total + 50 stun)	50	10 000	


A m m u n i t i o n

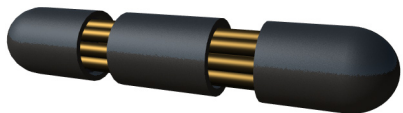
	PROJECTILE 2.2	
	Blast Factor (BF)	10
	Damage Range	3-15
	Rarity	5%
	Cost (box of 100)	100
	Titanium, Tungsten and Sinite mix.	

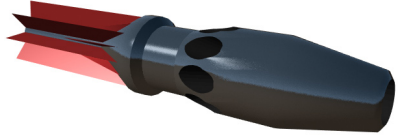
	NON-LETHAL 2.2	
	Blast Factor (BF)	10
	Damage Range	1
	Stun Given	100
	Rarity	10%
	Cost (box of 100)	10
A rubber and foam round that is designed to stun a target, rather than do lethal damage. Stun is taken by target if their Armour Rating (AR) is less than the BF.		

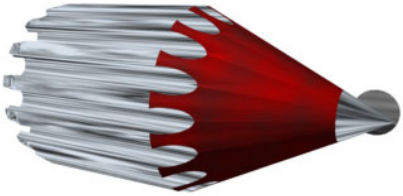
	PROJECTILE 5.5	
	Blast Factor (BF)	15-20
	Damage Range	10-60
	Rarity	5%
	Cost (box of 100)	250
Multiplate flechette Titanium and Sinite		

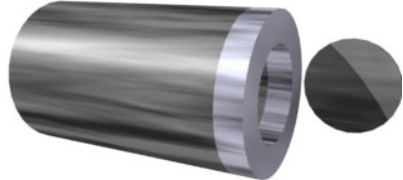
	NON-LETHAL 5.5	
	Blast Factor (BF)	15-20
	Damage Range	1
	Stun Given	200
	Rarity	10%
	Cost (box of 100)	25
A rubber and foam round that is designed to stun a target, rather than do lethal damage. Stun is taken by target if their Armour Rating (AR) is less than the BF.		


	PROJECTILE 7.4	
	Blast Factor (BF)	40-45
	Damage Range	40-100
	Rarity	15%
	Cost (box of 100)	5k
Threaded, Titanium-Sinite-Tungsten Woven Fragmenting		

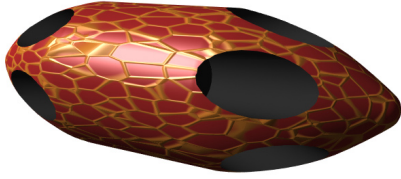
	CONCUSSION ROUND 7.4	
	Blast Factor (BF)	10
	Damage Range	200 (Stun only)
	Rarity	50%
	Cost (box of 100)	8k
	Fired from a Chain gun, this round explodes on the target and with great force. Designed to knock Bionics off their feet.	
	Rules If it hits, target must make a SHIFT roll with a -20 modifier. Target is not damaged, just stunned and knocked over (prone).	

	MICROMISSILE 7.4	
	Blast Factor (BF)	30
	Damage Range	40
	Damage Radius	10m
	Rarity	75%
	Cost (box of 100)	10k
	Can be fired from a Chain Gun. This micromissile will automatically lock on the target, which will be found as whatever the user is aiming at. If the target moves, the missile adjusts its flight path. It is able to follow terrain features and move through buildings.	

	PROJECTILE 10.2	
	Blast Factor (BF)	70
	Damage Range	50-500
	Radius	50m
	Rarity	80%
	Cost (box of 100)	10k
	Titanium Tungsten round with Pow Tam Explosive head	

	LOW VELOCITY GRENADE	
	Blast Factor (BF)	50
	Damage up to 5m	100
	Damage 5m - 25m	40
	Rarity	50
	Cost (box of 10)	1k
	Titanium Tungsten round with Pow Tam Explosive head	

	HIGH VELOCITY GRENADE	
	Blast Factor (BF)	70
	Damage up to 5m	400
	Damage 5m - 50m	100
	Rarity	70%
	Cost (box of 10)	10k
	Titanium Tungsten round with Pow Tam Explosive head	



HIGH VELOCITY GRENADE - NAPALM

Blast Factor (BF)	70
Damage Range	100 / turn
Blast Radius	25m
Rarity	85%
Cost (box of 10)	15k

Fired from a High Velocity Grenade launcher, this grenade contains a gel substance that burns upon contact with any gas. Anything within the blast radius will be covered with this Napalm and will be suffer the damage given above. The Napalm burns for these 10 turns. The only method of stopping this process is to smother the burning areas for the 10 turns (30 seconds). Napalm does not work in no-atmosphere areas.

G a i a E n t i t i e s

Gaia Entities are cogniscent programs that can be placed onto the Gaijack and used when needed. The Gaijack needs to be plugged in to start the entities. Active entities are waiting to be used. Inactive entities are sleeping. To wake up an entity, you need to be either in a Public Space or in a System in which you have control of the Entity Generator (which you have in most volumes you own).

Some Entities need the Gaijack to remain plugged in while they are in use, these are called Slave Entities. Others can move around in Public Spaces or systems that are owned and controlled by the user. Entities can be Active and Inactive. An Entity may not move into someone else's secure system unless accompanied by the user (either hacking or with permission).

Entities are Uniques by default. This means that they cannot be copied. As they are Artificially Intelligent, they need to be grown from source. Some can be made relatively quickly, others not.

Entities come in all sorts of shapes and sizes. The cheapest ones tend to be simple geometric shapes. More complex entities come in the form of real world replicas, such as pets or people. Human looking enti-



ties are very popular as they are easier for the general public to relate to. Most hackers will have all sorts of shapes for entities, sometimes matching to form a set of similar tools (such as birds of prey). The entities given below come in a range of shapes and sizes. An entity that might look cool should cost a little more.

Most Entities can be used as many times as you like. However, others are destroyed in the very act of using them. These special Entities are called Single Use Entities and the limits of their ability are listed in the description.

WRITING YOUR OWN ENTITIES

It is encouraged that you write your own versions of the Entities listed in the Directory. To make your own, you need the Skill Gaia Design. If you want to create something with Artificial Intelligence self-sufficiency then you need the skill Artificial Intelligence. The designer will need a Gaijack, although a Public terminal will be enough to create the entity. The only cost is time. The best rule of thumb is 1 hour per 100 credits. For an AI system, it takes 2 hours per 100.

For example, taking the Shell Ent. Infotracker 20, which costs 200 and is an AI; will take 4 hours to make a similar system. In most cases, the player is better of

buying the Entity.

PUBLIC ENTITIES

Owned by a lot of people and used everywhere, these entities are created by legal companies and can be bought quickly across Gaia. Most of these entities have a very low rarity - you're not bound to location in Gaia. The big three Gaia Entity companies are Gaianware, Ellipsian Entities (or simply E2) and Shell Entertainment (Shell Ent.).

Infotracker

Public search AI

Type: AI

A search AI has the Research skill at a low % but has the ability to keep searching for something. The better the research skill of the AI, the more expensive it is. The AI will only search for one thing at a time and the user must describe in detail what it is they want. They can be used to find out information, objects or people on Gaia. By their very nature, they are Free entities and return periodically to the Gaijack to report findings. If the Gaijack is not plugged in, it cannot return any information. If the Gaijack is not plugged

in for some time and the owner moves through real space (not Gaia), then when it is plugged in, it will take time for the Entity to find the Gaijack. The further you move without the Gaijack plugged in, the more difficult it is for the Entity to find the user.

Infotracker 20, Research 20%, Cost: 200, Rarity: 10%

Infotracker 30, Research 30%, Cost: 400, Rarity: 13%

Infotracker 40, Research 40%, Cost: 1000, Rarity: 14%

Gaianware Infotracker 50, Research: 50%, Cost: 1500, Rarity: 15%

Gaia Personal Assistant

Type: AI

This Artificially Intelligent Entity will remain in one location and take/give messages for you. To allow anyone to leave a message, the Entity must be placed in a Public Space. The Entity is a Free Entity and may be sent with a message for a specific person with instructions on how to give the message. Although Unique through its AI, the appearance of the Entity can either be the rather boring 'Neohuman', a very generic looking human Entity or a unique and attractive form. Attractive Personal Assistants cost more.

The more you pay, the more attractive they will be. The Personal Assistant will not follow the user around Gaia, it needs to be placed manually by the user. Most people place a Personal Entity in the Public Space of their apartment.

Shell Ent. Personal Assistant. Neohuman. Cost: 200. Rarity: 2%

Shell Ent. Personal Assistant. Mythological Creatures. Cost: 500. Rarity: 5%

Shell Ent. Personal Assistant. Famous People.

Gaianware. Personal Assistant. Male/Female. Cost: 400 - 5000. Rarity: 3%-10%

E2. Personal Assistant. Executive Package. Cost: 6000 - 8000. Rarity: 11%

HACKING ENTITIES

Hacking Entities are illegal tools to assist the hacker in breaking into Gaia volumes and moving around in them. Some provide more information to allow the hacker a better chance of finding their task, others aid in dealing with Entities inside the system. Hacking Entities cannot be bought legally through the usual

channels but may be sought through the Undergaia. To get hold of an Entity, a hacker must successfully pass a Hacking roll for each type of Entities they wish to buy. This represents going onto the Undergaia and finding someone to sell the Entity to them.

Snoop

Type: Not AI

A snoop is an entity that can listen to doors and sense what is beyond them. It is used to help the hacker move through a network, avoiding searching sections of the network not interesting to them. It can offer three different types of information about what is on the other side of the link:

- The type of node
- The type of Entities on the node (if there are any)
- The existence of Isis on the node

A successful Hacking roll will allow the GM to reveal one of the above three. A failed roll means that the Snoop will be deactivated (set asleep).

Undergaia. Snoop. Cost: 1100. Rarity: 70%. Multiple use.



Gaia copies the real world, with all its imperfections

Door Lock

Type: Not AI

This is a simple tool closes a door (link into a node) temporarily. It stops Entities and Isis moving into the node from that link. The Entity can be removed by the Hacker and placed on another door if required. This does not make the Entity deactivate. Door Locks have a strength and this is the modifier against another Isis in the system removing the lock. If the Door Lock is removed by another Isis, it is deactivated.

Undergaia. Door Lock. Cost: 1000. Rarity: 74%. Difficulty to remove: Easy. Multiple use.

Undergaia. Door Lock. Cost: 1500. Rarity: 79%. Difficulty to remove: Taxing. Multiple use.

Safety Net

Type: Not AI

This Entity is placed into a node while the hacker is en route to elsewhere. If the hacker is kicked out of the system (by a security entity or Isis) then they only go back as far as the safety net, not back to the public space. Once placed, the Entity cannot be removed or changed, therefore, it is a one-shot use. One Safety

Net may only be used by one Isis. Safety Nets can be removed by another Isis in the system. Most hackers carry two or three safety nets into a system.

Undergaia. Door Lock. Cost: 2000. Rarity: 81%. Single use.

Double

Type: AI

When going up against another Isis in a system (normally the system owner), the Double can be used to confuse the defender. For a single turn, it distracts the other user so that the hacker can either leave the system or go deeper in. The defender will only be distracted for a game turn (a whole Shift worth of actions for the user of the Double).

Undergaia. Double. Cost: 1100. Rarity: 73%. Single use.

Inside Man

Type: AI

The Inside man Entity is carried into a system by a Hacker and left on either a node that connects to the Public Space or a Backdoor node. When required,

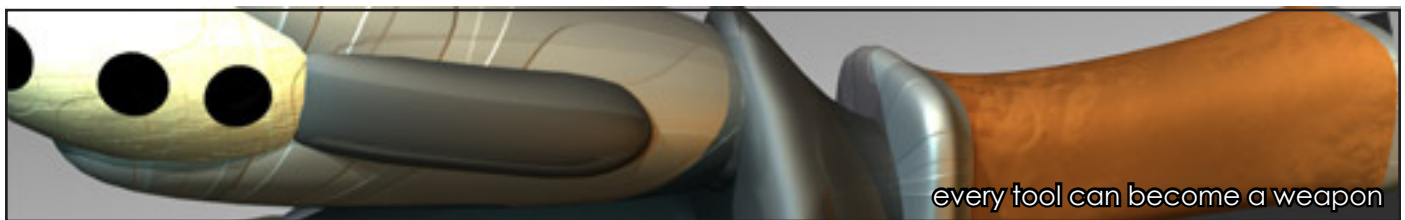
the Inside Man can allow access to one Isis at a time. Unfortunately, the Inside Man is Easy to spot for Isis but goes unnoticed by Security entities. Once set up, he cannot be moved or switched off. He can be used for access many times, though.

Undergaia. Inside Man. Cost: 5000. Rarity: 78% Single setup, multiple use.

HARD LIGHT ENTITIES

These Entities may be 'Animated' in a Holoroom, they include furniture, artwork and virtual living spaces. It's common for people to carry around a number of Hard Light Entities of choice furniture for them to use when on holiday, at work or at home. Think of these as folding furniture that can fold up infinitely small into the Gaijack. To use, you must be standing in a Gaiaroom or Holoroom. These are rooms that have Hard Light projectors in them. Most Imperial space Hotels, Offices and Apartments have Holorooms as standard. Some public places will not allow you to animate your own furniture - such as bars, restaurants and so on.

For simplicity, use the price guides from your local furniture shop for prices.



Buying an automaton is not like buying a car. It's more like buying a pet. Every Automaton is different. Buying an Automaton follows these steps:

- Choose either new or second hand
- Choose a Model
- Decide on a name
- Select a Personality Template
- Add Skills

NEW OR SECOND HAND

Brand new Automations have plain personalities, whereas second hand, older Automations can have quite extreme personalities. Due to their quirky nature, older Automations are more expensive than new ones. Older Automations also appear to have more 'common sense', because they are used to operating in a human world. New Automations are treated like children that have a gift for a few defined subjects but are terrible in general social situations.

The Appendix of this book shows new Automations



only. To make up a second hand one, use the given new ones, reduce the hit points to indicate damage, set the personality as an extreme version of one of the templates and add some skills. To calculate cost, make up the Automaton as if it is new and then multiply using the following table. For really old Automations (100 years or more), then their value can be just about anything. The Auto can be too eccentric to be useful to anyone or be very knowledgeable and thus priceless.

Age	Multiply by
1-5	x1
6-20	x2
21-50	x3
51-100	x4
100+	See above

Costing assistance table

CHOOSE A MODEL

Automations come in two forms, Humanoid and Industrial.

Humanoid Automations are designed to integrate with society. They are based on the human form. The more expensive ones have realistic synthetic skin and are difficult to tell apart from humans without using some sort of sensors. All Humanoid Automations come with a basic personality and a basic human empathy such that they can hold conversations and understand tone and meaning.

Industrial Automations are more like complex robots of old. Normally large, strong and designed to perform a particular range of tasks. They simply obey human instructions and are trained such that they have an affinity with technical subjects. They understand any tools that are fitted to them and are normally trained to be able to work on a particular group of tasks.

DECIDE ON A NAME

A name might be a frivolous idea to the players and characters but to the Automaton, it's very important. It is the first connection that the Automaton has to the human world.

Applicable to new Automations only.

SELECT A PERSONALITY TEMPLATE

An Automaton's personality is represented by a cut-down Deviant Wheel, similar to the one on the normal character sheet. A Personality Template is an initial Deviant Wheel that you pick from the list given below. Over time, the Automaton's personality will grow from this first step.

An automaton is judged by a cut down Deviant wheel: Serious, Calm, Introvert, Machine, Virtuous. And their opposites are on the other side of the wheel. The different facets are described below:

Serious

A serious Automaton is one that hasn't yet developed a sense of humour. A sense of humour is normally associated with Automations that have lived through a lot. Therefore, brand new automations are unlikely to have a well developed sense of humour.

Calm

Most Automaton appear to be calm when they are new but they soon become excitable. If your Automaton will be under fire, this facet should be high. If your Automaton will be looking after children, then a low value is preferred.

Introvert

An introverted Automaton is a quiet one and keeps itself to itself. It will not go out of its way to make friends and be helpful to humans. However, if talked to then an introverted Automaton will politely hold conversation.

Machine

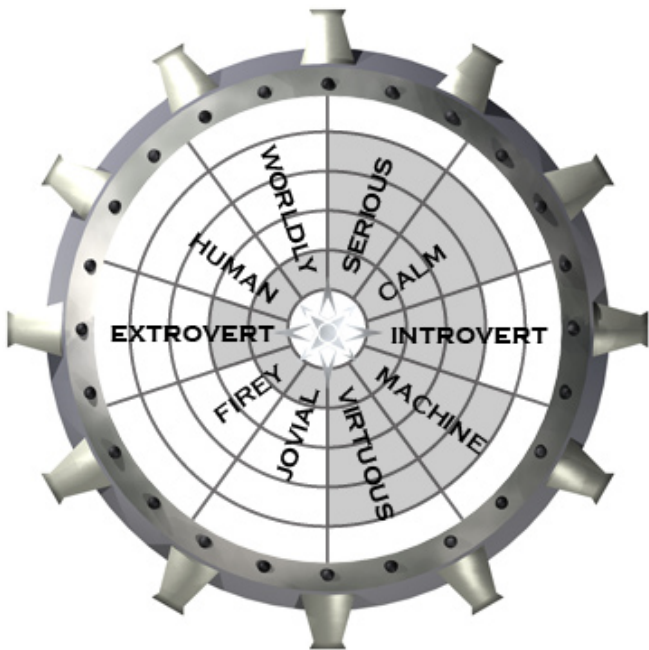
This is a measure of how machine-like the Automaton's personality is. It is intrinsically linked to the other personality facet. Initial personality templates are always set to 4.

Virtuous

This is a measure of how naive the Automaton is. Will it automatically believe anything that's told to it or is it a more questioning automaton. Initial personality templates are always set to 4.

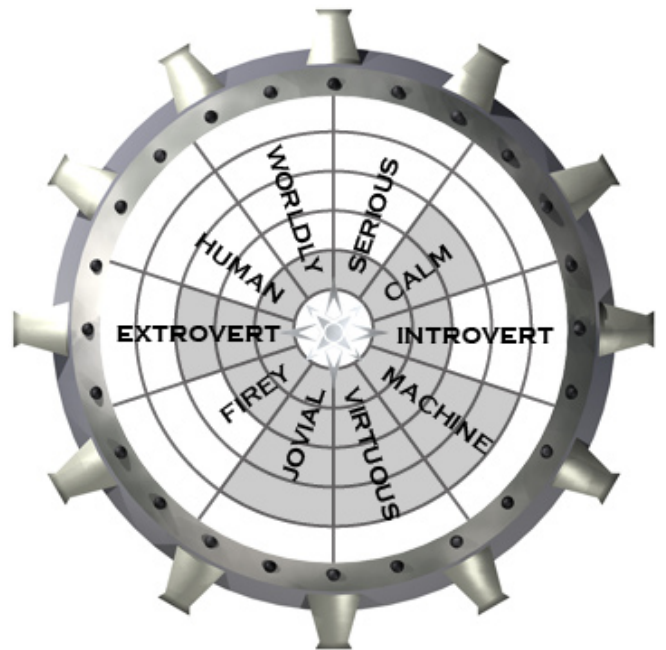
PERSONALITY TEMPLATES

Amicable



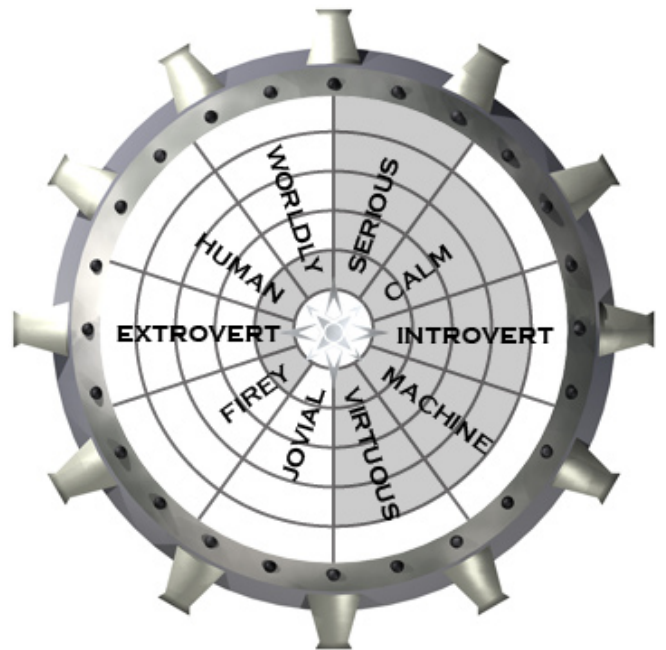
The Amicable personality template is a good starting point for any Automaton buyer. An Amicable Automaton is calm, respectful and serious. It is how you might expect an Automaton to be.

Clown



The clown is a lively, fun and outgoing. They make excellent companions rather than business Automaton.

Austere



The Austere Automaton is ideal for business. Serious, calm, capable and an air of servitude. This Automaton personality will not embarrass you or your company.

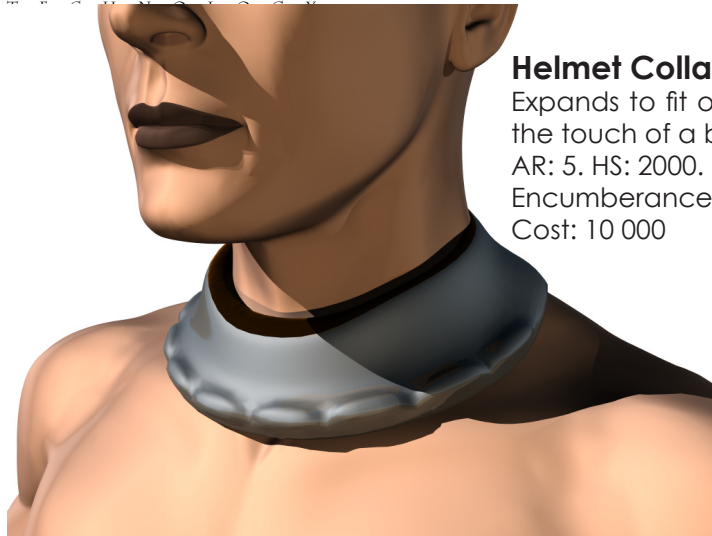
ADD SKILLS

Adding training to your auto. Automaton skills come at a percentage, cost a certain amount of money and take time for the Auto to learn. The more complex the skill, the more expensive it is and the longer it takes to learn.

Skill	Price	Time	Start	Max
Space Craft Know	11 000	8h	30	60
Space Craft Systems	24 000	14h	20	40
Mechasys Know	7 000	6h	30	60
Mechasys Systems	9 000	6h	20	40
Vehicle Know	7 000	6h	35	60
Vehicle Systems	9 000	6h	25	40
Energy Know	8 000	7h	30	60
Energy Systems	10 000	9h	20	40
History	5 000	5h	20	70
Law	5 000	5h	20	70
Ecopolitical	10 000	20h	20	60
Socioeconomics	15 000	30h	20	40
Botanics	10 000	20h	20	60
Biological	10 000	20h	20	60
Food Science	15 000	30h	20	40
Macroecology	15 000	30h	20	40
Physical	10 000	20h	20	60
Macromechanics	15 000	30h	20	40
Astromechanics	15 000	30h	20	40
Bike Pilot	8 000	10h	20	40
Grav Pilot	8 000	10h	20	40
Heavy Grav Pilot	8 000	10h	20	40
Cruiser Pilot	10 000	15h	20	40
Med Basic	8 000	10h	40	60
Med Diagnosis	15 000	15h	20	60
Med Surgery	30 000	30h	20	60

Automaton Skills

Loki Expeditionary Technology provides expeditionaries with a high quality of technology. Since 92000, Loki has sold their wares through a network of Loki dealers. All equipment has a rarity of 93%, and to find a dealer requires a Difficult Street Deal roll.



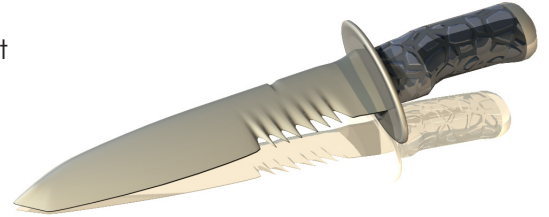
Helmet Collar

Expands to fit over head at the touch of a button.

AR: 5. HS: 2000.

Encumbrance: 0.

Cost: 10 000



Polyceramic Knife

Toughened fighting knife. Does not show on weapon scans.

BF: 5. Encumbrance: 0. Cost: 900

Fighting Glove

A lightweight glove that acts as a blunt when punching in close combat without needing to change weapons.

Encumbrance: 0. Cost: 2000 pair.

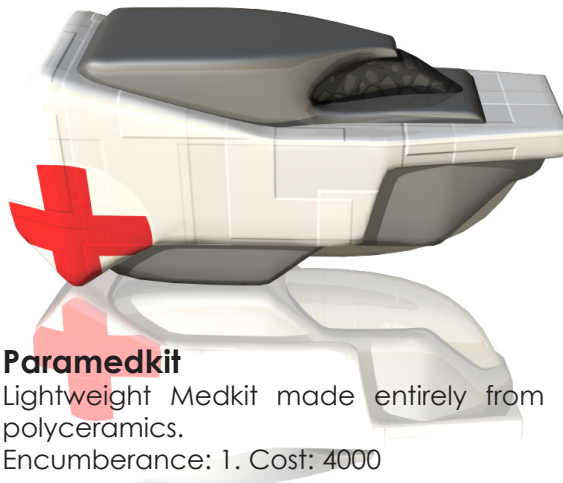


Prospace Comms

Communicate instantly withing a system. Unhackable.

Encumbrance: 0.

Cost 2000



Paramedkit

Lightweight Medkit made entirely from polyceramics.

Encumbrance: 1. Cost: 4000



Expedition Harness

Helps the user carry more equipment. Shift > 3 to use.

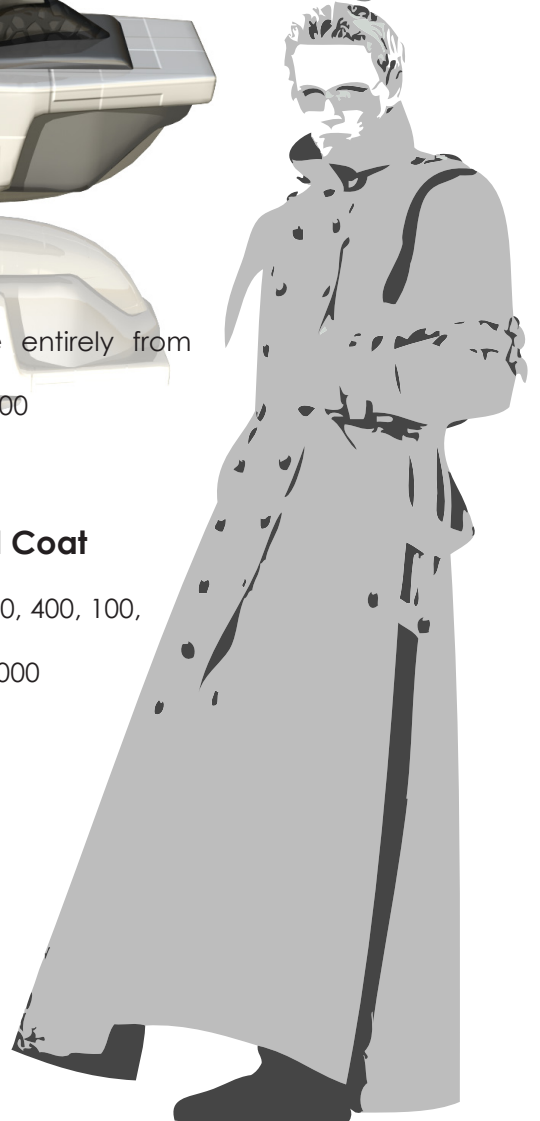
Encumbrance: +3. Cost: 550

TiSi X-Weave Armoured Coat

AR: 40 for all except head.

HS (H, LA, T, RA, LL, RL): 0, 100, 400, 100, 100,100

Encumbrance: 2. Cost: 40 000



Climbing Boot

Super grip boots allows quicker wall and Mesh climbing. +20% Scale Wall. Otherwise SHIFT -1. Encumbrance: 0. Cost: 300.



Survium Impact Suit

Protection against falling. AR 2 for all except head. HS (H, LA, T, RA, LL, RL): 0, 1000, 2000, 1000, 1000,1000. Wearer takes half stun. Encumb: 1. Cost 2000.



Stealth Boot

Hardened shell and active silence tread. +20% to Stealth. Encumbrance: 0. Cost: 850.

Monowire Disc

1mm thin wire for climbing in motorised drum. Can life 500kg but will hold 1200kg. Rate of ascent: 10m/turn. Allows scaling of walls without skill. Encumb: 1. Cost: 2000.

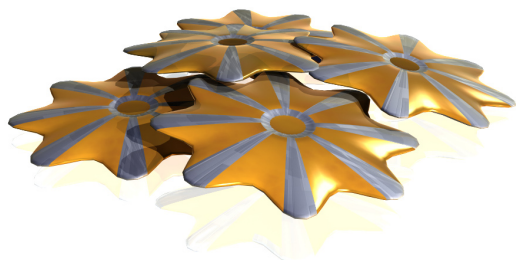


Climber Sensor Pack

Non-Gaia device that calculates weather, temperature, pressure, radar altitude and gives audio/visual (soft light) warnings. Encumbrance: 1. Cost: 1100.

Climbing Discs

For use with monowire. Climbing discs are small grav units that stick to a flat surface. Max hold weight: 1200kg. Packs of 5. Encumbrance: 1 for 5. Cost 1200.



Glass Laser Pen

As used by emergency crews. Cuts through any toughed glass. A human sized hole can be cut in 2 rounds. Needs another 2 rounds to charge. Encumbrance: 0. Cost: 900.

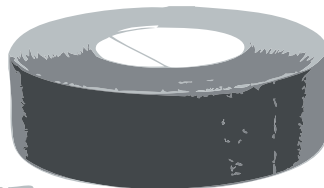




Since 75667, Shakespeare Technics have been leading the field. Based in the Jug cluster of Remmar. This small company design and manufacture a staggering amount of equipment for those unable to afford high tech Sayshellian equipment. Shakespeare equipment is easy to find second hand but a bit more tricky to find new.

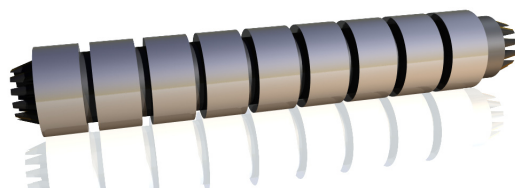
Screamer

Once clamped around a flux cable or information hub, this unit can act as a secure Gaia link to one terminal only. Can not be hacked. Cost: 200 for 5. Enc: 0.



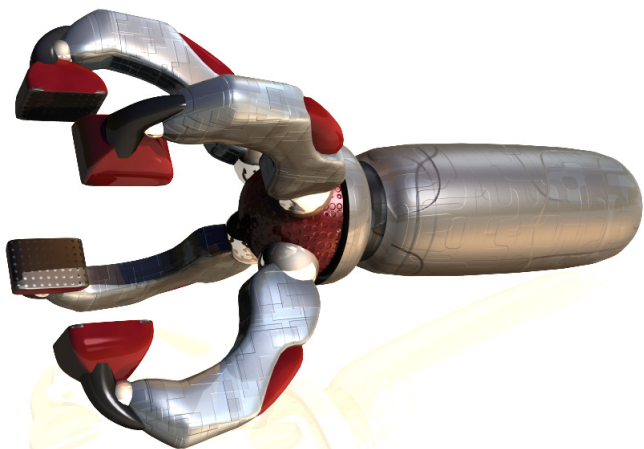
Weld Tape

A strong metal sticky tape for fixing any two things together. Once fixed it needs to be cut like a metal. AR: 3. (Gaffer tape) Cost: 20 per roll. Enc: 0.



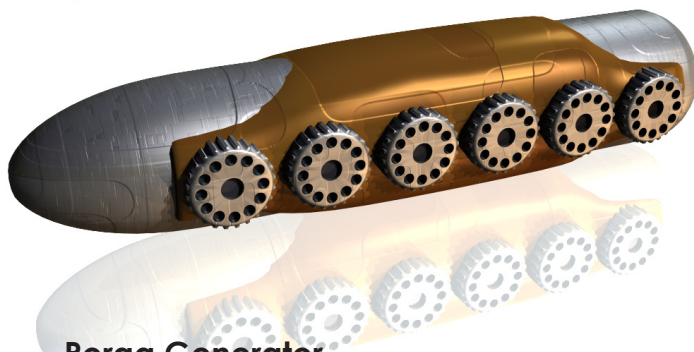
Poraq Flux Cable

In several lengths with high power rating. Can move power and data between any two points. Cost: 100.



Torque Gun

If it is fitted rotationally, then the torque gun can remove it. Good for opening doors and airlocks as well as fixing things. Cost: 150. Enc: 0.



Poraq Generator

A solid state Durallium Generator for producing power to keep systems running or regenerating old generators more powerful than itself. Most Grav vehicles can be powered for a short time on this generator (not Heavy Grav). Cost: 500. Encumbrance: 1.

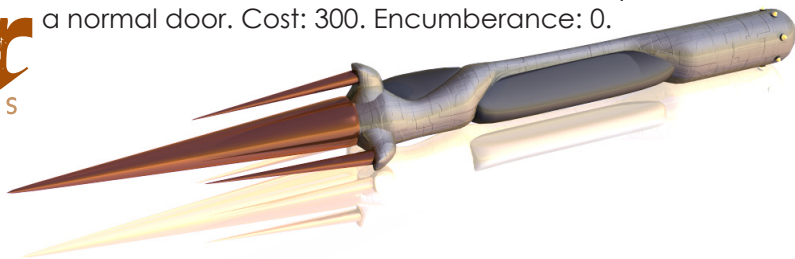


Energy Cutter

A cutter that will go through just about anything. The circular blade is made from a rotating raw energy disc, which disappears when off. Whole cutter collapses down for easy carrying (2 turns to get out or put away). Useful for cutting into vehicles, airlocks, fire doors or just about anything. Cuts at about 50cm per turn. BF: 90. Cost: 800. Encumbrance: 1.

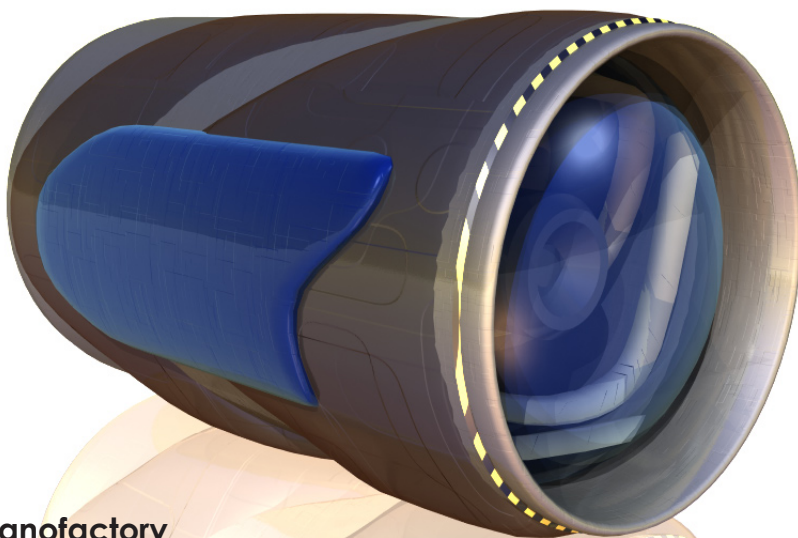
Allosealer

Joins two materials together. Rethreads alloys, poly-ceramics and non-biomatter at a rate of 50cm every 3 seconds for a normal door. Cost: 300. Encumbrance: 0.



Third hand

Grav Assisted hand for holding items while being created or repaired. Floats in whatever orientation the user requires. Cost: 430. $\pm 10\%$ to any Systems Skill roll. Encumbrance: 0.



Nanofactory

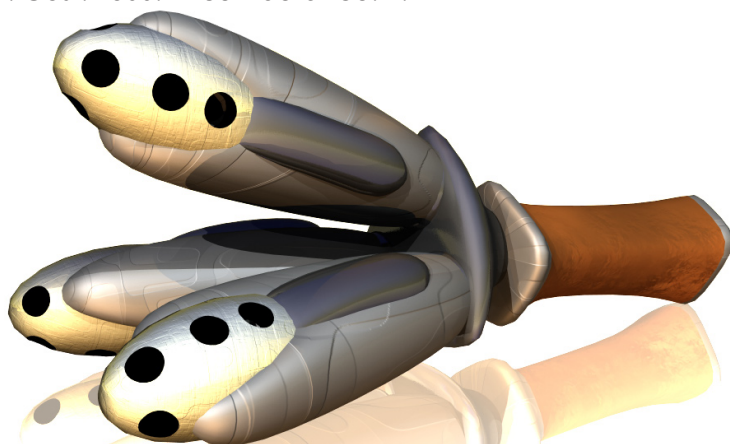
A self contained factory that can take in raw materials (such as metals, ore and minerals) and a design and from those make any object (from generator parts through to weapons). The Nanofactory may also be used to recycle metals from objects that are no longer of use. While in creation, the nanofactory should be kept as still as possible. A part can take between 10 minutes and 10 hours, depending on complexity. The Nanofactory cannot make a part that is larger than itself (20cm wide and 40cm long). Larger objects can be made from many components parts joined by hand.

Requires a Systems skill check to use, a Design roll to create the design for the part and a Wit roll to spot problems. Requires Gaijack for interfacing design. Cost: 2500. Encumbrance: 2.

Tech harness

Ergonomic harness for holding lots of technical items. Shift > 4 to use.

Cost: 660
Encumbrance: +2.

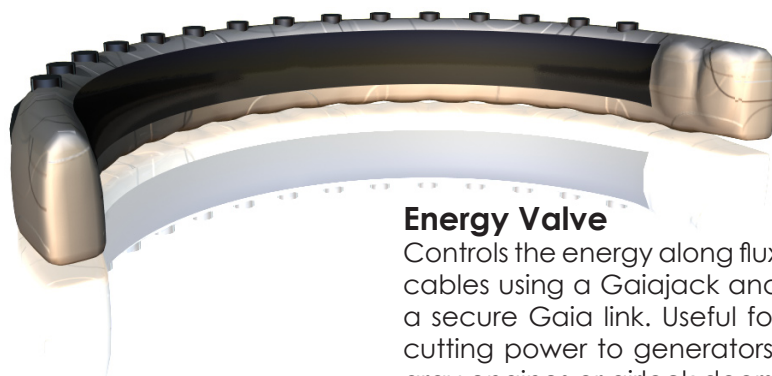
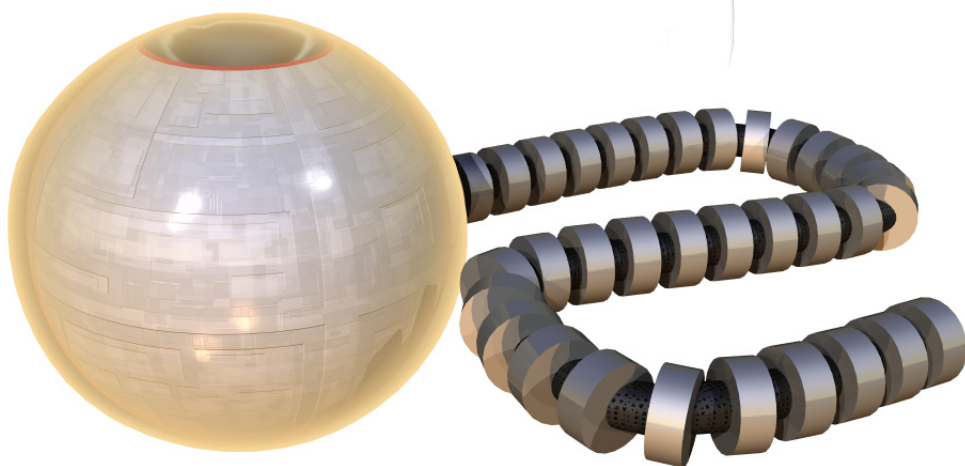


Mechanical Iris Opener

Forces open iris doors that are found on starcraft airlocks and docking ports. Can open 10m hope in any door in 4 turns. Cost: 600. Encumbrance: 1.

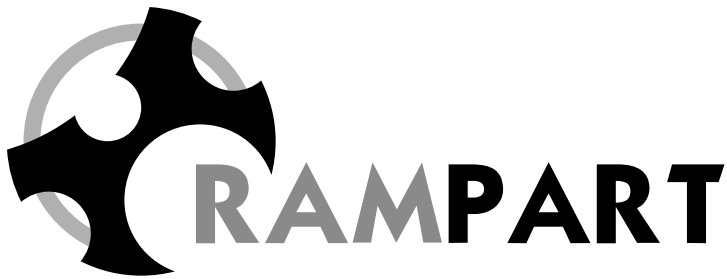
Grav Field Generator

Requires an energy supply (Such as the Poraq Generator). Creates a Gravity field in any direction within a 15m bubble. Removes the need to use 0g operation skill. Anything that leaves the bubble will be back in normal gravity.
Cost: 580. Encumbrance: 1.



Energy Valve

Controls the energy along flux cables using a Gaiajack and a secure Gaia link. Useful for cutting power to generators, grav engines or airlock doors. You might need to cut into the wall to get to the cable in the first place.
Cost: 90. Encumbrance: 0.



Rampart are the longest running high tech company and have been offering expeditionary technology since the Aran War. Although expensive, the equipment on offer is difficult to find from any other supplier.

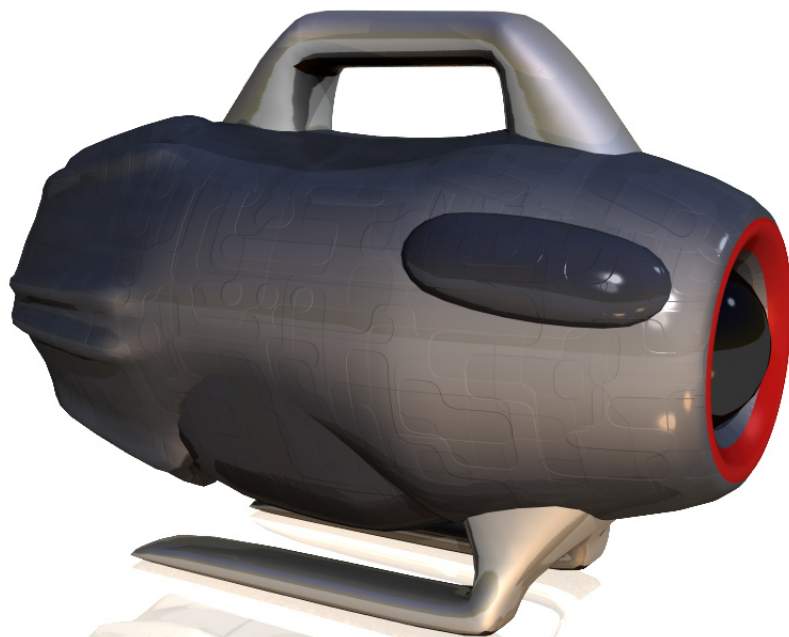
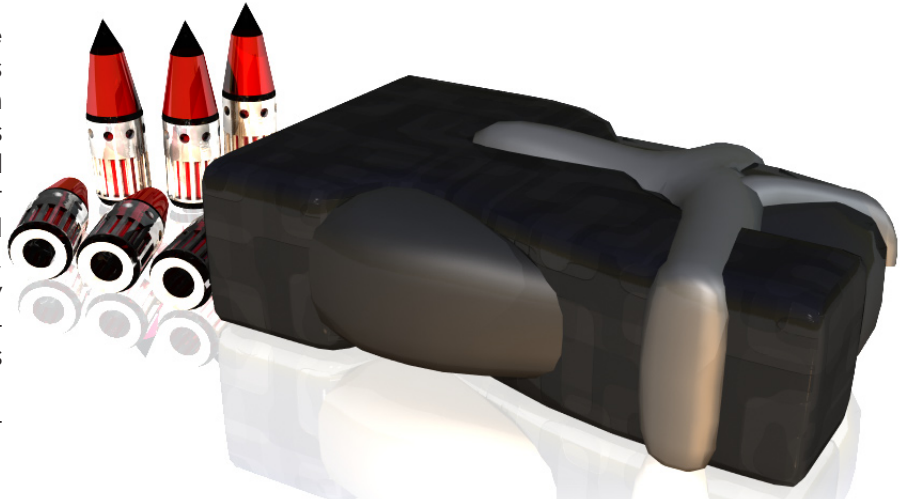
Rarity of all items: 70%

Ammunition Beamer Magazine

A range of magazines for any calibre of projectile weapon (5.5 shown). Does not cater for energy weapons. Can feed rounds up to 600 per 3 seconds (1 turn). Draws power from internal generator. No installation required, just click the magazine in power up and connect to a pod or spike. On starting, password is verbal and recognised by the pod or spike that is serving the ammunition. Incorrectly beamed rounds are rejected automatically.

Encumbrance as per the normal sizes.

Cost: 10 000.



Ammunition Beamer Pod

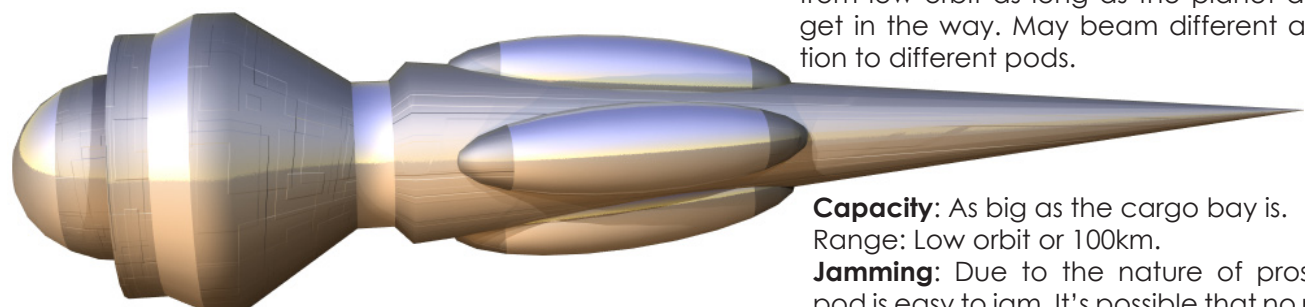
This hand carried device stores ammo of one type and then beams the ammunition to one or more beamer magazines. Due to the lossy nature of beaming, 10% of all rounds fired are duds. Ammo is beamed only to those magazines with the correct codes. Can accept ammunition from the space craft spike.

Capacity: 800 x 2.2 or 600 x 5.5 or 500 x 7.4.

Range: 10km from pod to magazine.

Jamming: Due to the nature of prospace, pod is easy to jam. It's possible that no rounds will arrive.

Cost: 25 000. Encumbrance: 2.



Long Range Beamer Spike

Mounted on a space craft of heavy grav vehicle, this spike is 7m long and used for serving ammunition to ammo pod only. Can be used from low orbit as long as the planet does not get in the way. May beam different ammunition to different pods.

Capacity: As big as the cargo bay is.

Range: Low orbit or 100km.

Jamming: Due to the nature of prospace, pod is easy to jam. It's possible that no rounds will arrive.

Cost: 100 000.



THE NELSON

Features

Cost: 150

Type: Light

Rarity: 10%

Grav Balancing - Balances the weight of the weapon, reducing any 'kick'.

Options:

Silencer. The weapon is silent beyond short range.

Optax Sighting. Fits snugly on top of giving +0, +10, +10. Cost 150cu.

Power Setting. Increase the power of one round. Requires successful Weapon System Roll to fit. Dam 20, R/T 1. Cost 250cu.

Chain Feed. Converts magazine to chain feed. Must use chained 2.2 rounds. Requires successful Weapon Systems roll. Mag: feed. Cost: 250cu.

Palm Print ID. Stops anyone other than the owner firing the weapon. Requires successful Weapon Systems roll. Cost 175cu.

Notes

Sold in millions, the Nelson is by far the most popular personal defence weapon available. Its light weight construction and sturdy design means that even the uninitiated can fire the Nelson with a good degree of accuracy. Dispensing 5 rounds every 3 seconds, the H1 can decimate most human targets in 6 seconds! Mostly used by paranoid executives and those living on planets with potentially dangerous species of animal.

The Nelson has been around for many years and its simple design there are hundreds of modifications available. However, many of these are created by small, unlicensed companies, thus the quality of parts cannot be guaranteed. Those included above are officially included by Napalm, the main manufacturer.

A compact and light weapon that can survive neglect and produce a reliable shot every time.



Weapon	BF	DAMAGE	R/T	MAG	AMMO
Pistol	10	12	5	20	2.2P

AMMO



Arms 2

Features

Cost: 5000

Type: Light

Rarity: 25%

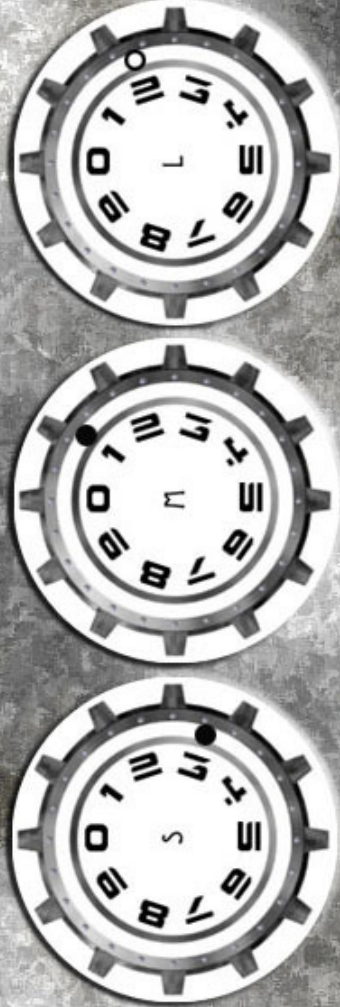
Grav Balancing - Balances the weight of the weapon, reducing any kick.

Notes

A brave move by Napalm was to create the Arms 2 pistol. After the success of the 2.2 firing Arms 1, the Arms 2 is a bold advance toward Imperium-like high power pistols. The Arms 2 is a well balanced weapon that combines power and accuracy within reasonable ranges for an affordable price.

The Arms 2 is an incredibly powerful hand gun and with one shot will tear a foot-wide cavity in an unmodified human's torso. Unfortunately, this power is offset by the lack of accuracy at long ranges but this is rarely required by those who carry it as their side-arm.

The only competitor to the Arms is the Imperium's Raqax series, which the Arms 2 attempts to replicate (with some success). The Arms 2 can be purchased by members of the public at a fraction of the Raqax's cost. Its sheer power will make it a favourite for years to come.



Weapon	BF	DAMAGE	R/T	MAG	AMMO
Pistol	15	30	5	5	5.5P

AMMO



HAVAN II

Features

Cost: 500

Type: Light

Rarity: 15%

Reliable. Unlikely to jam. On a roll of 100 to fire, the user rolls a D10 and on a 10, the weapon jams. Once jammed, the weapon is Easy (-20%) on Weapon Systems skill to clear.

Small. Can be fired one-handed and uses the pistol skill.

Double Size Magazine. As well as the standard 25 round clip, 50 round magazines are available (see below).

Notes

A simple, sturdy machine pistol. Highly valued by gangs for its ability to be hidden under clothes. This post has been made extremely fashionable by the Gaia movie industry.

For those wanting to spit bullets roughly at a target, this is the ideal weapon.



Weapon	BF	DAMAGE	R/T	MAG	AMMO
Pistol	10	10	15	25/50	2.2P

AMMO



RAQAX 2E

Features

Cost: 60 000

Type: Light

Rarity: 90%

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick.
Silent. Past short range, the weapon cannot be heard.

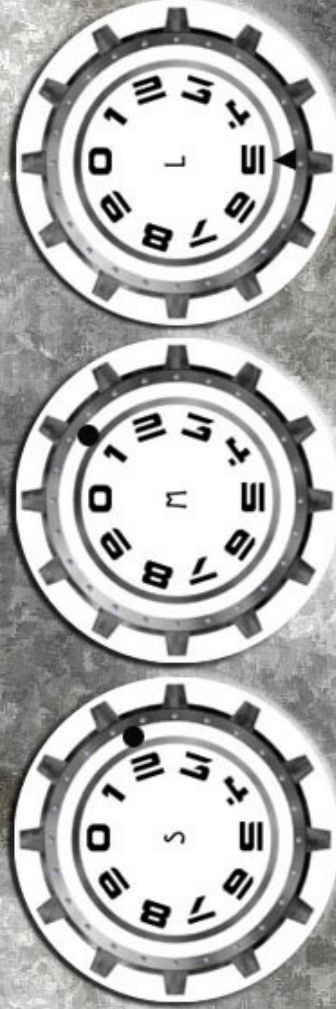
Easy to Maintain. All Weapon Systems and Weapon Design rolls are Easy.

Spring Loaded Holster. Gives a +2 to Shift when quick drawing.

Notes

By far the most powerful projectile handgun ever made, the Raqax is the pedigree of a long line of handguns. Originally used purely by the Star Fleet Special Forces, the 2E is now issued to Star Enforcer Investigators.

A combination of a powerful Grav balancing and an up-to-the-minute sight make this pistol very accurate to fire. Unfortunately, the weapon is very rare as few are decommissioned by the Imperium. They tend to be used to destruction. Copies can be found that are almost as powerful but do not possess the same build quality.



Weapon	BF	DAMAGE	R/T	MAG	AMMO
Pistol	20	30	5	30	5.5P

AMMO



Thompson Hand Cannon

Features

Cost: 50 000

Type: Light

Rarity: 99%

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick.

Notes

Born on Acerine Prime (Baeleris Cluster) in 91961, Kyle Thompson has grown to be one of the most respected independent weaponsmiths in Dorian. Specialising in Chain Sniper Rifles and Pulse Lasers, Thompson made his name without the backing of advertising or mass production. The Hand Cannon was a project instigated by a local vigilante group called The Fear who required a pistol that fired 7.4 projectile ammunition, normally only used in large chain weapons. The leader in the field, this weapon does not compromise in any way, a mark of the maker's quality. An original Thompson is expensive and rare to come by, however Thompson soon released the plans of the Hand Cannon on general release so that his design could live on in the work of the other weapon smiths around Imperial Space.

The Hand Cannon is not subtle, quiet, small nor lightweight but it is best in the class of one.



Weapon	BF	DAMAGE	R/T	MAG	AMMO
Chain	40	90	10	10	7.4P

AMMO



ARMS 5

Features

Cost: 8000

Type: Heavy

Rarity: 33%

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick.
Small Magazine. Two magazines count as 1 Encumbrance, instead of 1 for 1.

Notes

As customers called for more expeditionary equipment, Napalm answered the call with the Arms 5 assault rifle. The Arms 5 provides the modern mercenary with reliability, accuracy, flexibility and firepower without burning a hole in their funds. The mainstay of the Arms 5 is the medium-power 5.5 machine gun that spits 6 rounds per second from its large 40 round magazine. It achieved this rate of fire by having three spinning barrels, rather than one static one.

The secondary feature of the Arms 5 is the Grenade Launcher. This Low Velocity Grenade system can be used to deliver smoke, incendiary or fragmentation explosives to a precise location. This added flexibility and has proven very useful with users throughout the Fringe and Lone systems where being able to switch between tasks easily is vital to survival.

The Arms 5 is a large, medium firepower machine gun that may not be the best selling on the market but is certainly excellent value for the modern mercenary.



Weapon	BF	DAMAGE	R/T	MAG	AMMO
Rifle	20	40	20	40	5.5P
Grenade			1	3	LVG

AMMO



NAPALM ARMS 6 'FURY'

Features

Cost: 12 000

Type: Heavy

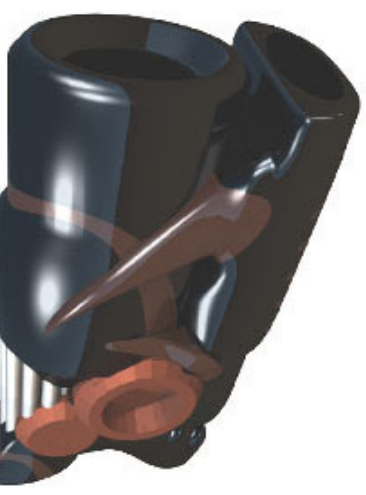
Rarity: 36%

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick.
Easy to Repair / Upgrade. All Systems rolls have -20%, cancelling out the modifier if a System skill other than Weapon Systems is used to fix it.
Easy to Improve. All Weapon Design rolls have -30% to them.
Concealable. May be hidden beneath clothing, making it Hard to detect.

Notes

Napalm have cornered the market with the Arms 6. Both security forces and professional expeditionary teams use the Arms 6 exclusively. More reliable and more powerful than the Arms 5, the Arms 6 makes better use of its power supply by fully integrating the projectile and grenade launcher.

The Arms 6 benefits from knowledge gains from the extensive field testing of the Arms 5. The result is a compact, medium-power machine gun that can spit 10 rounds per second. Thus, it rivals the Imperium's Havoc 1B, which is commonly used amongst the Star Enforcers. The grenade launcher feels like an integrated part of the assault rifle, rather than an after thought.



Although not in the league of the Havoc, the Arms 6 is popular and mass produced, available to anyone with the money to buy it.



Weapon	BF	DAMAGE	R/T	MAG	AMMO
Rifle	20	40	30	40	5.5P
Grenade			1	3	LVG

AMMO

Features

Cost: 24 000 (base cost, although ex-Imperium weapons may fetch 90 000)

Type: Heavy

Rarity: 79% (outside of the Star Enforcers, otherwise 5%)

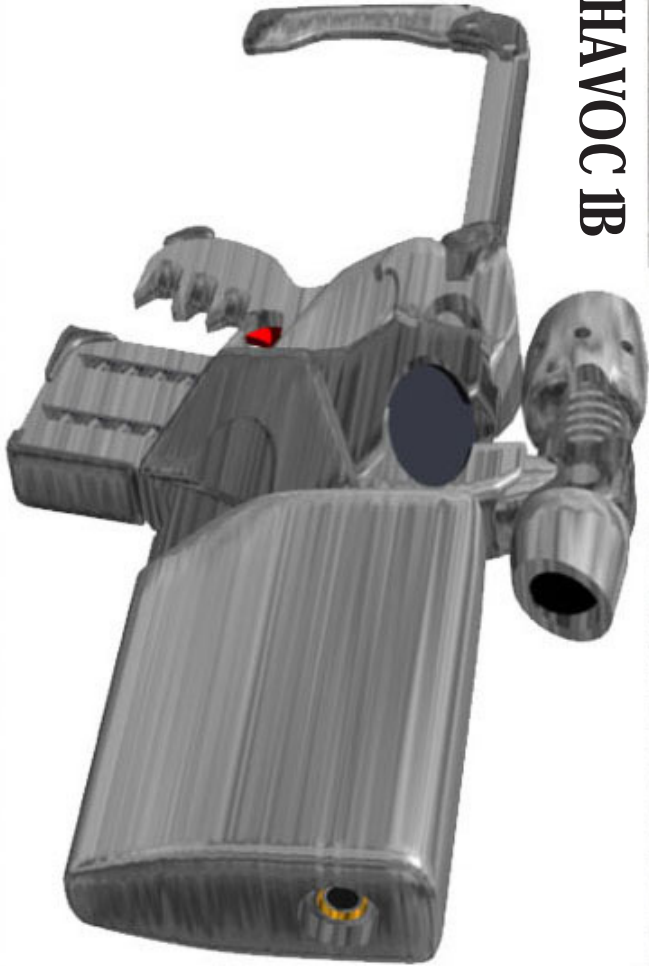
Grav Balancing. Balances the weight of the weapon when firing, reducing any kick.

Easy to Repair / Upgrade. All Systems rolls have -20%.

SSCI Sensor Sight. When firing, the user can use Extended EM (Infra Red and UV), Electrogrid (EG) and 360 degree, 50m Motion Tracker (MT).

Briefcase folding. At a press of a button, the weapon turns into a briefcase for easy transport. It is Difficult to detect as a weapon in this form and takes 1 turn to convert in either direction.

HAVOC 1B



Notes

By far the most influential firearm in the Imperium, the Havoc 1B was released when the Star Enforcers required a rifle to cope with the crime wave that the ailing Federal Police had left in their wake. The 1B is designed for upgrades and includes many design features that allow modifications (such as power capacity). The Imperium has issued many add-ons to the rifle to make it more useful to the typical Enforcer.

Although prevalent across the Imperium, very few manage to get into the public domain. Star Sci feared that the technology used in this weapon would be copied in the public domain, handing similar power to the general public. These fears were confirmed with Napalm's Arms 6. The Havoc still wins hands down with its excellent build quality and extremely good accuracy using the purpose made SSCI sight.

You wouldn't want to be on the receiving end of it but, chances are, you will be.

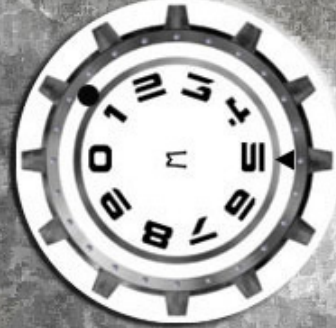


AMMO

Weapon	BF	DAMAGE	R/T	MAG	AMMO
Rifle	15	60	15	35	5.5P



BOOMSTICK



Weapon	BF	DAMAGE	R/T	MAG	AMMO
Stick	30	720 (5m)	2	2	2.2 MM

AMMO

Features

Cost: Special - see below

Type: Heavy

Rarity: Special - see below

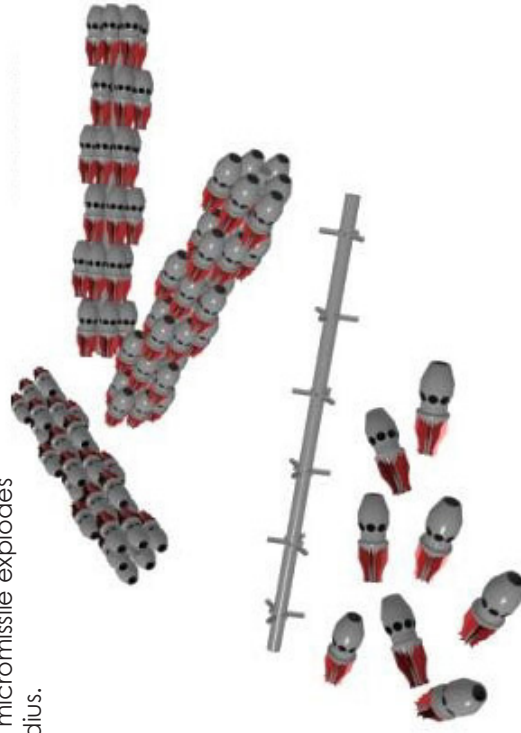
Getting the Boom Stick. The Boom Stick is not produced commercially but anyone with the time and the right skills (or the money to hire those with them) can get the plans, build the weapon and the ammunition. Here's how:

1. Find the plans on Gaia: Hacking pass.
2. Find explosives for ammo in black market: Street Deal pass.
3. Build weapon: Weapon Systems pass at Hard (takes 80 hours, material cost:900c)
4. Build Ammo: Weapon Systems pass at Hard or Explosives pass (1 hour and 500c for 10)

AI Guided Ammunition. A lock is required on the turn before firing. Once the ammunition leaves the barrel it separates into a swarm of micro missiles which track independently towards the target.

Notes

Created by Weaponsmith Aemanon by request of Toby Larone, the Boom Stick is an unusual weapon. Each barrel is loaded with 36 2.2 sized micromissiles on a frame. Once the user has a lock, one or both barrels can be fired. As the ammunition exits the barrel, it detaches from the frame and begins tracking to the target. On reaching the enemy, each micro missile explodes with a 5 metre radius.





ASTRARIPPER 2E

Features

Cost: 40 000

Type: Heavy

Rarity: 22%

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick. However, the balancing is not enough for humans, Meat > 8 to fire. Otherwise, weapon is counted as Difficult to fire.

Weapon Link. If the Augmented user has a Weapon Link, then this weapon can be used automatically.

Reliable. Unlikely to jam. On a roll of 100 to fire, the user rolls a D10 and on a 10, the weapon jams. Once jammed, the weapon is Easy (-20%) on Weapon Systems skill to clear.

Notes

Still the favourite weapon for Borgs, this chain gun was designed specifically for expeditionary Borgs that had Chain ammunition storage but no weapon that had a decent rate of fire for an affordable price. Napalm worked hard at making the Astraripper series as reliable as possible - the intended users are rarely in a situation where time can be taken to strip the weapon to remove a stuck round. This was definitely a core selling point of the Chain gun and word of mouth soon spread about how much abuse the weapon could take before it started to jam.

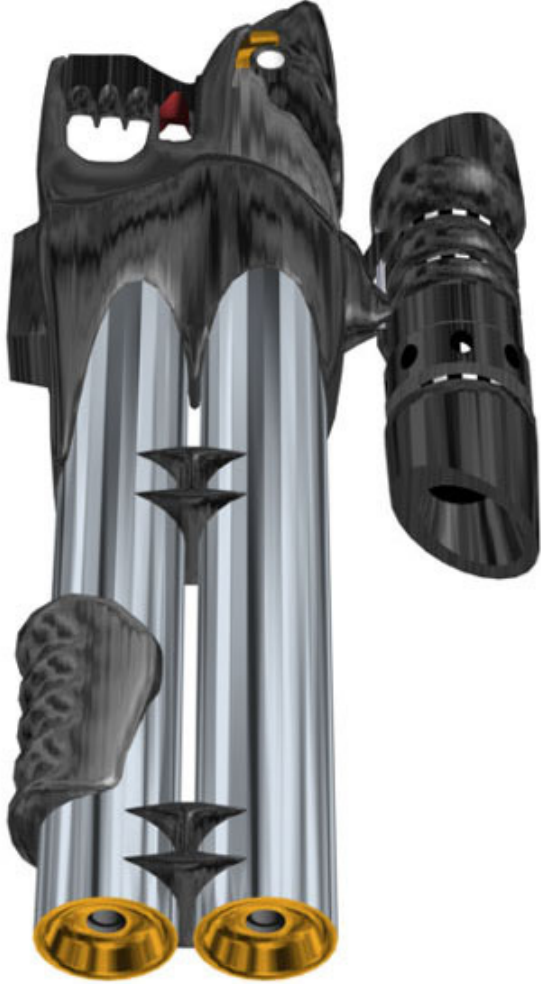
The Astraripper 2E has seen service around the Imperium, but only by enthusiastic Star Fleet Troopers who enjoy firing weapons with more grace than the brutal Pulse Laser issue weapons.

The 2E is also infamous for being used by Criminal Syndicates, often referred to as the "Cop Exterminator", as being the most common rifle for taking down Star Enforcers.



AMMO

Weapon	BF	DAMAGE	R/T	MAG	AMMO
Chain	40	80	100	Feed	7.4P



ASTRARIPPER 2EBSV

Features

Cost: 50 000

Type: Heavy

Rarity: 55%

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick.
Collapsible. Reduce into small, concealable parts in only 2 turns. Concealed weapon is Taxing to spot

Notes

This is the Napalm Corporation's Sniper Version of the popular Astraripper 2E chain gun. As the 2E was the staple weapon for mercenaries in deep space, the 2EBSV allowed a new level of support, providing the user with a very good chance of hitting at ranges up to two miles.

Like its predecessors, the B Sniper Version (BSV) comes with a variety of spares and add-ons and is easy to repair, compared to its counterparts. The low rate of fire and reducing in power does count somewhat against the BSV for those requiring an all-round close support weapon.



Weapon	BF	DAMAGE	R/T	MAG	AMMO
Chain	40	70	50	Feed	7.4P

AMMO





ASTRARIPPER 5

Features

Cost: 15 000

Type: Heavy

Rarity: 20%

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick.

Easy to Repair / Upgrade. All Systems rolls have -20%.

Small Frame. The weapon counts as 1 Encumbrance instead of the usual 2.

Segmented Magazine. The magazine for the Astraripper 5 is divided into two allowing the user to have two different ammo types loaded and select between them without the penalty for reloading.

Notes

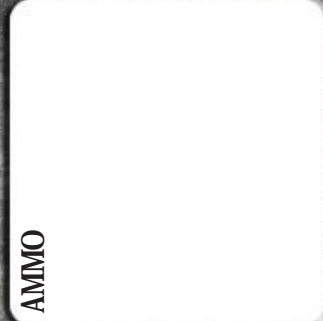
The Astraripper 5 was originally created for use by the Star Enforcers. It was the first and only time that the Imperium offered a weapon contract outside of its own Star Industries (in this case Star Sci). Unfortunately for the Napalm Corporation, the design brief was still in the standard Imperium specification: simply to create a 7.4 weapon with a low rate of fire that could be used by the average Star Enforcer. However, the weapon didn't make the contract, Star Sci created the Pacifier and that is now issued to the Star Enforcers instead.

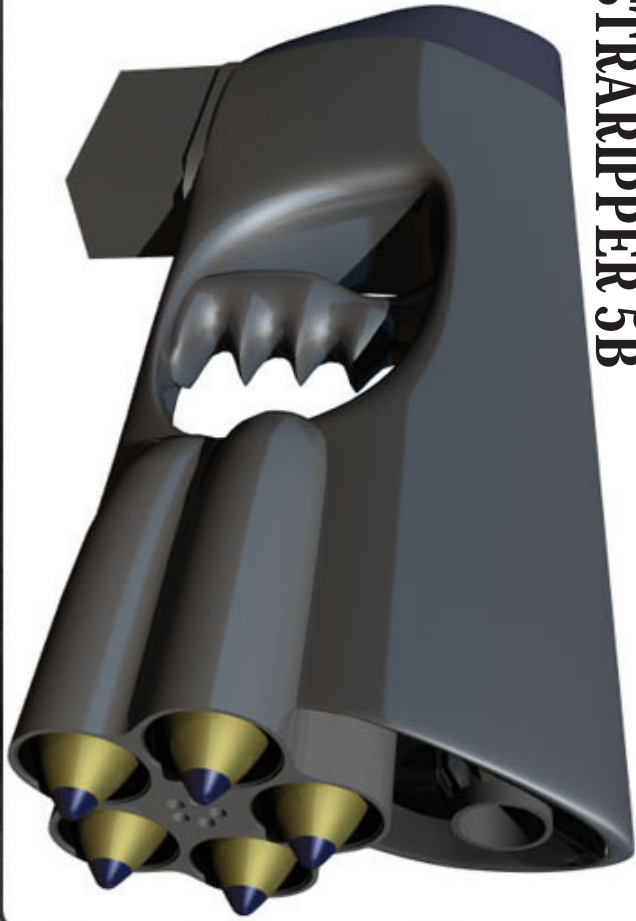
The Astraripper 5 is a very capable Chain gun for unmodified humans. Whereas the Astraripper 2E is for Borgs, this weapon can be fired by anyone. This made it a hit for human Expeditionaries and it sold very well. It's used mostly by security specialists although the 5B is the more favoured weapon.



Weapon	BF	DAMAGE	R/T	MAG	AMMO
Rifle	40	100	5	20	7.4P

AMMO





ASTRARIPPER 5B

Features

Cost: 17 000

Type: Heavy

Rarity: 30%

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick.
Easy to Repair / Upgrade. All Systems rolls have -20%.

Segmented Magazine. The magazine for the Astraripper 5 is divided into two allowing the user to have two different ammo types loaded and select between them without the penalty for reloading.

Multiammo Grenade Launcher. The grenade launcher has 5 barrels, each may hold either an LVG or HVG. To reload the chambers with one type takes one turn, more if other types are being loaded.

Notes

The Astraripper 5 series was originally created for use by the Star Enforcers. It was the first contract that the Imperium offered a weapon contract outside of Star Sci. The result was a simple, 7.4, weapon with a low rate of fire that could be used by the average Star Enforcer with little training.

One major benefit of the Astraripper 5 was that it was easy to upgrade and repair. The first upgrade was to apply the sturdy grenade launcher under the barrel. This needed a fair amount of work to the weapon, to improve the generators, grav balancing and other features that allowed it to be used by the average human expeditionary. The ability to deliver the killing shot as well as smoke, knock out gas and anti-energy grenades was welcomed by the Enforcers and sadly missed when production ceased. It was soon replaced by the Pacifier.

The grenade launch can fire up to 5 low or high velocity grenades (5 high velocity are shown loaded in the image).



Weapon	BF	DAMAGE	R/T	MAG	AMMO	AMMO
Rifle	40	100	5	20	7.4P	
Grenade	*	*	2	5	LVG/HVG	

AMMO

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BRAINSPELLER 7

Features

Cost: 20 000

Type: Heavy

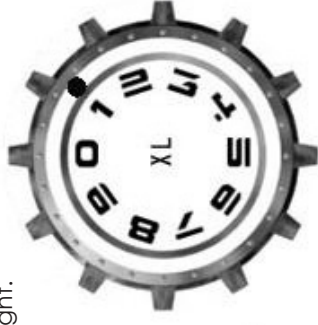
Rarity: 40%

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick.

Chain Feed Port. Weapon may be fired from the magazine or from a chain feed.

Extremely Long Range Firing. Weapon is so accurate it may fire in a new range category, extreme long range (XL 1500m - 5000m). See right.

Hardlight Bipod. Assists with weapon stability at Medium range and above.



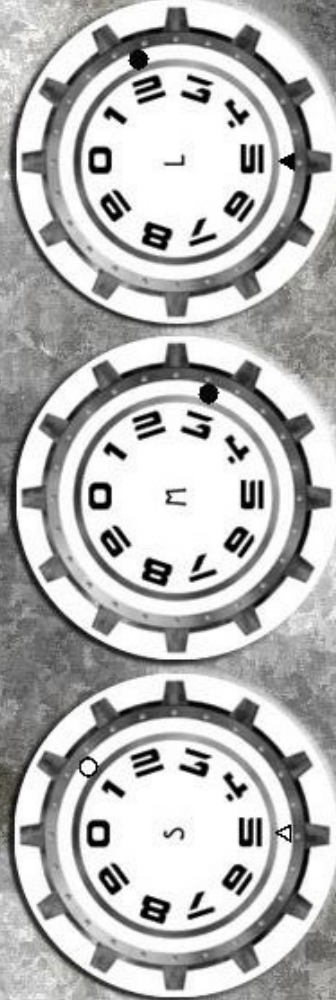
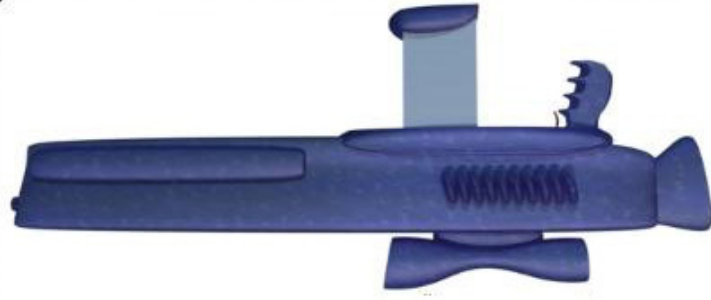
Notes

In 92015 a small weaponsmithing company by the name of Burntek noticed a sizable gap in the market. Expeditionary and security force teams were in need of an affordable, accurate sniper weapon.

The main competitors in the field were the high fire rate but expensive Astrripper 2EBSV and the difficult to obtain and costly to use Thompson Igniter. Burntek set about creating a cheap but accurate high calibre competitor.

In an application where the first round often does all the work, Burntek's first priority was to get the most penetration and damage from each round, at the cost of fire rate. The large magazine and exceptional effective range of this rifle are in no small part due to the highly stable Hard Light bipod and custom Grav balanced system.

Burntek are widely known as a company that is simple and to the point, as reflected in their product branding. When the Chief Technical Director was asked about the unwieldy short range performance of this weapon, he simply replied: "if you're that close to the enemy, you're doing it wrong."



Weapon	BF	DAMAGE	R/T	MAG	AMMO	AMMO
Chain	45	100	5	30	7.4	

AMMO



BRAINSPILLER 7E

Features

Cost: 60 000

Type: Heavy

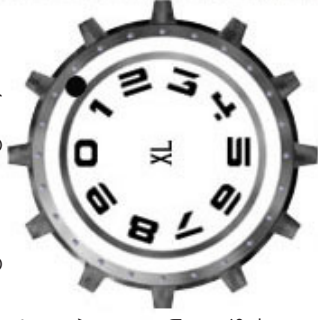
Rarity: 70%

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick.
Chain Feed Port. Weapon may be fired from the magazine or from a chain feed.

Extremely Long Range Firing. Weapon is so accurate it may fire in a new range category, extreme long range (XL 1500m - 5000m). See right.

Hardlight Bipod. Assists with weapon stability at Medium range and above.

Energy Jacket Capability. Using a round of 10 Gauge as well as 7.4, a single round per turn may be fired at a Blast Factor (BF) of 100.

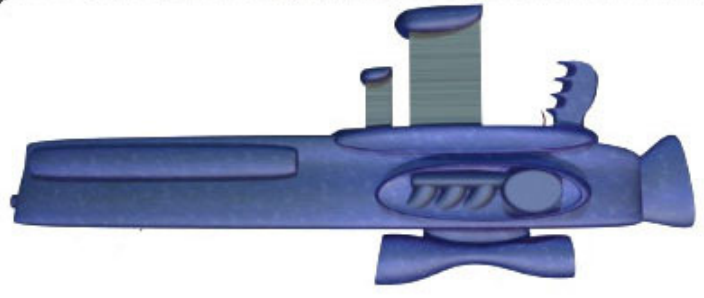


Notes

Thanks to the success of Brainspiller 7, Burntek received a lot of user feedback. One recurring theme was the desire for even higher penetration, both for heavily armoured and shielded targets. Burntek spent a considerable amount on researching, developing and field testing a new variant on the Brainspiller, the 7E.

Without compromising the functioning of the basic weapon in any way Burntek found the room to incorporate an energy jacketing system. With the addition of a magazine of 10 gauge energy rounds, the 7E can form an energy field around each round as it is fired, increasing the penetration to equal of energy weaponry. The downsides of this new firing mode are a fivefold reduction in fire rate (down to 20 rounds per minute) and the high cost of the 10 gauge ammunition.

Although the 7E is more capable than the 7, it remains less common due to its increased initial and operating costs. Fears that the 7 would be discontinued in favour of the 7E proved unfounded. The marketing tagline used for this weapon is: "if you must piss off something with shields, do it across town."



Weapon	BF	DAMAGE	R/T	MAG	AMMO
Rifle	45	100	5	30	7.4P
Energy J	100	100	1	10	10G

AMMO



CHAINSAW 2

Features

Cost: 60 000

Type: Heavy

Rarity: 65%

Encumbrance: 4

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick. Meat > 6 to fire.

High Speed Chain Feed. An upgraded chain feed mechanism capable of feeding 20,000 rounds per minute. 150 rounds of 2.2 weigh 1 Encumbrance.

Weapon Link. If the Augmented user has a Weapon Link, then this weapon can be used automatically.



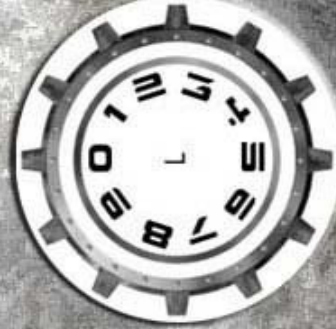
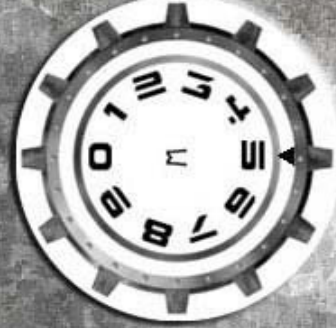
Notes

This is a weapon that few believed would ever be made. The logical conclusion to the Chainsaw range. It is sometimes referenced jokingly, or dismissed as a pointless display of engineering but seldom by people encountering one in person.

The Chainsaw frame is once again used, but in this case an extension is added to both contain the improved chain feed mechanism and support no less than five sets of five 2.2 barrels. This makes the weapon even bulkier, it gives it a fire rate five times that of the Chainsaw 5.

While 2.2 ammunition lacks the mass to remain accurate at the extreme ranges the other Chainsaws are capable of, against lightly armoured targets the 2 is the most destructive of the line. Even against heavily armoured targets the damage dealt is considerable.

Burntek marketing has the following to say: "You may think its funny when you see it in a catalog but the most common reaction in person is 'What the fuck is that?' followed by either hiding behind something extremely sturdy or being ripped to pieces. You may think you've been suppressed before. You were wrong."

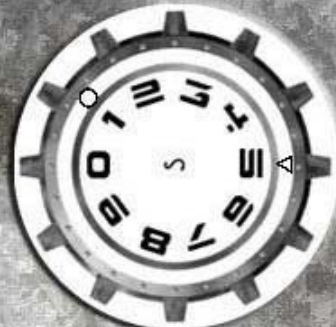


Weapon	BF	DAMAGE	R/T	MAG	AMMO
Chain	10	10	1000	Chain	2.2P

AMMO



CHAINSAW 5



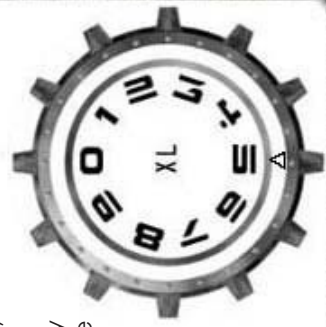
Weapon	BF	DAMAGE	R/T	MAG	AMMO
Chain	20	45	200	Chain	5.5P

AMMO

Features



Cost: 75 000
Type: Heavy
Rarity: 60%
Encumbrance: 3.
 100 rounds of 5.5 weigh 1 Encumbrance.
Grav Balancing. Balances the weight of the weapon when firing, reducing any kick. Meat > 6 to fire.
Weapon Link. If the Augmented user has a Weapon Link, then this weapon can be used automatically.
Extremely Long Range Firing. Weapon is so accurate it may fire in a new range category, extreme long range (XL). See right.



Notes

Continuing the success of the Chainsaw 7, the Chainsaw 5 takes the frame of the former gun along with a modified barrel and round feed system designed for 5.5 projectile use. Due to the smaller calibre, the same frame can support twice the number of barrels.

The resulting weapon provides an unprecedented rate of fire in 5.5 weaponry with maximum penetration and no loss of range. While it is not capable of the armour penetration of the 7, against moderately armoured targets it is even more devastating.

The bulk of the weapon and the sheer recoil still require significant strength to fire, and it remains slightly unwieldy at short range. The total cost of ownership is however less than many comparable weapons, and the ammunition is lighter for a given amount of destruction than chain.

Burntek marketing has the following to say: "Whether you need range, damage output, or simply a means to suppress the enemy, the '5 doesn't disappoint. It delivers as much 5.5 as an entire squad armed by our competitors, further and harder. Need we say more?"



CHAINSAW 7

Features

Cost: 100 000

Type: Heavy

Rarity: 65%

Encumbrance: 3

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick. Meat > 8 to fire.

Weapon Link. If the Augmented user has a Weapon Link, then this weapon can be used automatically.

Extremely Long Range Firing. Weapon is so accurate it may fire in a new range category, extreme long range (XL). See right.



Weapon	BF	DAMAGE	R/T	MAG	AMMO
Chain	45	80	100	Chain	7.4P

AMMO

Notes

After building several custom weapons of similar design, Burntek moved to fill another niche in the market, meeting the demand for an assault cannon light enough for non-borgs.

At the heart of the ChainsAW 7 (Chain-fed Squad Assault Weapon) lie five high quality 7.4 barrels evolved from the Brainspiller 7. Rate of fire per barrel has been increased four-fold at a minor decrease in power but no loss of penetration.

While the weapon retains the ability to fire extremely long distances, the increased recoil and stabilising Grav system make firing this weapon a task for skilled users only.

Marketing have the following to say from the brochure: "Want a gun that chews through ship armour from five click away and isn't like carrying a waderobe? Know how to shoot straight? This is the gun for you. You don't have to be bionic to fire it, but it helps."



HELL HOUND

Features

Cost: 15 000

Type: Heavy

Rarity: 20%

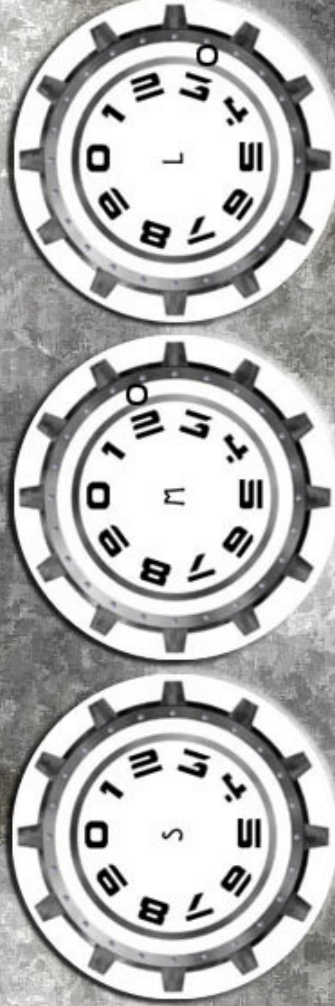
Grav Balancing. Balances the weight of the weapon when firing, reducing any kick. Meat > 8 to fire.

Notes

The Qaxarne 1 was the original round-spitting chain gun. At 66 rounds per second (200 per turn), the twin barrelled 'Hell Hound' uses heat cycling from the barrels to warm up rounds entering the breach. This has the effect of allowing the rounds to fire quicker and with greater velocity. Although the Hell Hound does use a Grav engine to balance the weapon, the sheer force of 67 rounds leaving the muzzles ever second is more than any normal Grav Engine can handle.

The Hell Hound was dubbed 'The Ultimate Borg Gun', as it would take either a very strong or bionic person to fire it an feed it with ammunition! The main reason for the survival of the Hell Hound is due to Star Sci releasing the plans to the weapons industry. This was a controversial move, hotly disputed by the galactic police forces of the era. The weapon is currently manufactured by many small firms across the three sectors.

If you can handle the weight and fire straight, anything at short or medium range is unlikely to survive.



Weapon	BF	DAMAGE	R/T	MAG	AMMO
Chain	40	60	200	Feed	7.4P

AMMO



KORG 5

Features

Cost: 75 000

Type: Heavy (Assault Cannon)

Rarity: 60%

Meat Required to Fire: 12

Encumbrance: 6

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick.
Weapon Link. If the Augmented user has a Weapon Link, then this weapon can be used automatically.

Notes

A Borg gun of high power and exceptional menace. Designed by Zaxcann for the sole use of Borgs on expeditions beyond the lighjump net, the Korg series of Assault cannons have been produced in one form or another for more than 5000 years. The Korg 5 sacrifices short range accuracy for power. This weapon heaves an enormous amount of 7.4. So successful was this weapon that vehicle mounts can also be pursued for it.

for a discerning Expeditionary Borg that can afford this exceptionally well designed Cannon, it will not let them down.



Weapon	BF	DAMAGE	R/T	MAG	AMMO
Assault	45	70	500	Feed	7.4P

AMMO



PAPEX 7

Features

Cost: 450 000

Type: Heavy

Rarity: 80%

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick.
Remote Stand. Place the Papex on a Hardlight stand (animated from within the weapon) and then can be fired using a secure Gaia Link. Gaiajack required.

Ammo Beamer. Rare (90%) optional item. Allows ammo to be beamed from a known source.

Notes

Zaxcann is perhaps the most scientific of weapon manufacturers. The Papex 7 is famed for the sheer incredible rate of fire that can be achieved from the ten rotating barrels. The Papex is held by the user with their arm inside the weapon (up to the elbow) and can feed ammunition from a variety of locking units and ports. Trading speed for power, the Papex 7 has been termed the ultimate in Droid Disposing Weapons.

Due to the cost of the Papex, only the richest mercenary can afford to use one, especially with the hidden cost of the ammunition that is incurred everytime it is fired. Most users tend to be those working in the Lone systems and less ruley areas of the Galaxy.



Weapon	BF	DAMAGE	R/T	MAG	AMMO
Chain	40	60	1000	Feed	7.4P

AMMO

Features

Type: Heavy

Rarity: 99%

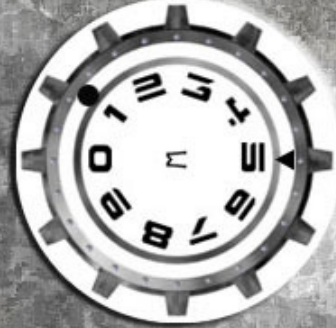
Encumbrance: 5, LVG, HVG and SWIRL magazines: 5

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick.
Seek and Destroy 2. Once a lock is gained on a target, the weapon will always point at the target. While the lock holds, no further rolls to hit are needed to hit the target. SD2 will also track ballistically to allow grenade to be fired as well as giving a percentage chance of a hit.

Sensory Overloader Patch. A lock gained by any Cataclyst in a team can be used by all Cataclysts.

Amerfic Amorita Shell. Shows as cloth on weapon scans.

CATACLYST



Weapon	BF	DAMAGE	R/T	MAG	AMMO
Pulse L	100	150	50	150	15 G
LVG	50	40	7	21	LVG
HVG	70	80	7	21	HVG
MISSILE			7	14	Swirl
Incintr	60	100/T	4	INF	O2, H2

AMMO

Notes

The Cataclyst replaced the Gothic Mahoosivator in 92029 and was warmly welcomed by the Star Fleet Special Forces who use it. This versatile weapon was based on the original Mahoosivator but included a number of refinements. The primary Pulse Laser accepts ammunition in a normal manner but then stores the charges in an energy well. This allows better firing rates as well as the ability to top up the energy well with single rounds. The multilauncher remains an invaluable tool for both clearing humans and for applying large levels of damage to point of impact by using Swirl missiles. The Onimax incinerator is mounted in its latest configuration, that of four separate barrels and improved efficiency in ammunition collection.

Any Star Fleet Special Forces inferno class using the Cataclyst should be wary of the extremely powerful weapon they carry and the combination of power and versatility in a neat package.

It is NOT recommended to fire the Incinerator in enclosed spaces.



FORGE A

Features

Cost: 210 000

Type: Heavy

Rarity: 85%

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick.
Briefcase Collapse. Fold (in one turn) into the disguise of a briefcase. Difficult to detect on weapon scans.

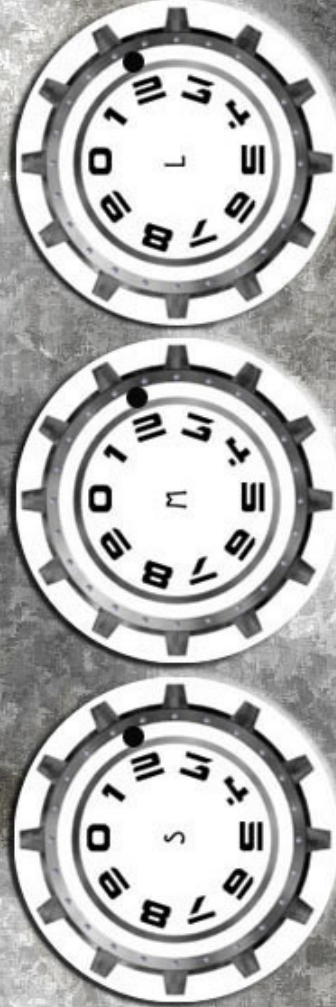
Darklight. Fires light in the deep UV range and silently (BF becomes 70) and Difficult to detect, even for bionics.

Ammo Beamer Magazine. Option. Can load directly from a quick feed Aethertek Beamer Magazine

Notes

Aethertek are the unsung heroes of many mercenary units. The devastating technology of the Forge long range of Pulse Laser rifles far surpasses most manufacturers. Aethertek began with one workshop in the Vitero Cluster (SAY), making specialist weapons for customers who wished to remain discreet. Keeping a low profile, Aethertek still do many custom jobs but they are trying to reach out to specialist groups with their standard weapons. Sales are only achieved through special dealers who keep their customers a closely guarded secret (Hard Street Deal roll to find one).

The Forge pulse laser is an excellent, expensive tool. Designed specifically for those engaging in covert operations, the Forge A is their standard rifle. Using a custom-made Energy-Matter chamber, this rifle neatly obtains the full power of the 15 Gauge ammunition while still retaining a high rate of fire. If you can find someone who will sell you one and you can afford it (and the ammunition), it is a must-have.



Weapon	BF	DAMAGE	R/T	MAG	AMMO
Pulse Laser	100	140	50	50	15 G

AMMO



IGNITER DF

Features

Cost: 125 000

Type: Heavy

Rarity: 95%

XL Range: 1500 - 5000m (no bonus)

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick. **Folding.** Can be folded in half and then fits inside a briefcase (supplied). Briefcase does not show up any weapon inside but is separate.

High Maintenance. To retain the high accuracy of the weapon, it should be serviced each day, if fired (successful Weapon Systems roll).

Notes

Born on Acerine Prime in 91961, Kyle Thompson has grown to be one of the most respected independent weaponsmiths in Dartan. Specialising in sniper rifles (both Chain and Pulse Laser), Thompson made his name without the backing of advertising or mass production.

The Igniter range of sniper rifles began life as a 15 Gauge pulse weapon. However, it was soon noted by some that the 15 Gauge lacked cohesion at range within atmosphere. Therefore, the huge 20 Gauge (D variant) was commissioned. With the extra firepower, the rounds had no problem with cohesion and the range and accuracy was retained, even at range.

An original Thompson weapon is a rare and expensive find; however Thompson has released the plans of all his weapons on Gaia so that the design could live on with other weaponsmiths within Imperial Space.



AMMO

AMMO

MAG

R/T

DAMAGE

BF

Weapon

20G

100

10

200

100

Pulse L



PHOTOSYTHE

Features

Cost: 22 000

Type: Heavy

Rarity: 85%

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick. Meats > 7 to fire.

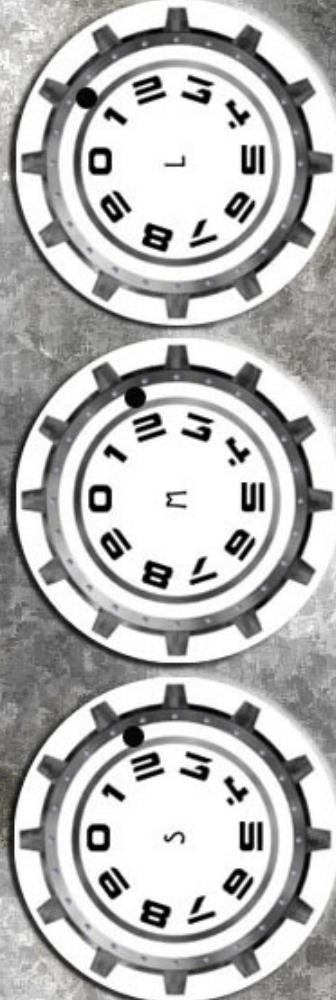
Silent. As with all pulse lasers, this weapon is silent.

Notes

This is the first of Crown's range of personal hand weapons. The Photosythe is a 15 Gauge pulse laser with the capability of firing 5 or 10 gauge rounds also. Mixing power with accuracy, this devastating weapon is popular with the richer Mercenaries, being able to deal huge amounts of damage onto any target. The Photosythe uses Crown's very own design of Energy Accelerator, which can be produced at a fraction of cost of any Star Sci version. A large weapon, often found to be unweildy for the smaller user, this is definitely a weapon for support duties.

Weapon	BF	DAMAGE	R/T	MAG	AMMO
Pulse L	100	150	10	20	15G

AMMO





QAXAM 6

Features

Cost: Only available to Special Forces.

Type: Heavy

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick.

Pulse Modes.

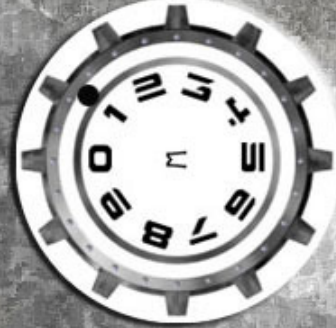
Pulse: Energy bolt that causes normal damage.

Charge: Charge up the weapon one turn to fire twice the ammo in the next turn.

Stun: If the target is a human, Stun incapacitates the human or does 100 stun damage.

Driver: Upon impact, all the energy turns into kinetic energy, propelling the target backwards.

Disperse: Energy disperses into the target, without passing through. All damage is done to the target.



Weapon	BF	DAMAGE	R/T	MAG	AMMO

SEE INSIDE

AMMO

Notes

Weapon	BF	DAMAGE	R/T	MAG	AMMO	DESCRIPTION
Pulse	100	100	20	100	3G	Normal energy rifle
Charge						Charge previous turn
Scatter						Spread shotgun effect
Stun						Does 100 stun damage
Driver						Target thrown back
Disperse						All damage to target
LVGL	50	40	3	12	LVG	Multi-launcher: Only one type of ammo may be loaded at a time.
HVGL	70	80	1	3	HVG	
Missile			1	1	Swift	
Flamejet	10	30 / T		2 MIN	Cartridge	Do not use in confined spaces.
Acid	40	40 / T	1	10		



VENDETTA

Features

Cost: 80 000

Type: Heavy

Rarity: 90%

Encumbrance: 4

Minimum Meat: 6

Grav Balancing. Balances the weight of the weapon when firing, reducing any kick.
Dual Magazine. The pulse laser draws its ammunition from two magazines instead of one. When one is depleted, the other is used. Each magazine takes one turn to reload and weighs 1 encumbrance.

Drum Multilauncher. This is a multilauncher taking 'drums' of ammunition. Each drum is comprised of 4 sections, each of which may contain 2 LVGS, 1 HVG or 1 SWIRL. These drums weigh 2 encumbrance.

Dual Flamer With Flame Lance. A combined flamer and flame lance unit. The flame lance is a contained column of flame.

Notes

Continuing their practice of using trends in custom orders to guide their production weapons, the Burntek Vendetta is built for those in need of a truly adaptable multilauncher. Designed for expeditionary use, the Vendetta's main weapon is a moderately fast firing 10 gauge pulse laser built with the energy chambering expertise of the Brainspiller 7E. Delivering considerable damage and the capability to take down shields, the pulse laser uses an unusual dual magazine system giving the user more flexibility in reloading.

The majority of the large frame of this weapon is taken up by the multilauncher. The ammunition is stored in a four-chambered drum magazine which, while bulky, allows the user to carry a selection of ammunition. As well as the capability to fire both low and high velocity grenades, the multilauncher has target acquisition and firing mechanisms suitable for the launching of SWIRL missiles, giving this weapon powerful fire and target capability.

Nestled between these systems is the dual flamer Burntek is famous for. As well as functioning as a traditional flamer, this system implements the relatively new flame lance technology, using a containment field to strike the target with a column of fire with more precision and range than a traditional flame burst.

Burntek's marketing material states: "Whatever the situation you find yourself in, the Vendetta has the tools to get you out of it. Kitchen sink not included."



Weapon	BF	DAMAGE	R/T	MAG	AMMO
Pulse L	100	70	20	30 x 2	10G
LVG	50	100/40	2	(8)	LVG
HVG/MISS			1	(4)	HVG/Swirl
Flamer	10	30/T	1	20	Cartridge
F. Lance	30	50/T	1	20	Cartridge

AMMO



ANCHORAGE

Features

Cost: 12 000

Type: Grav Car

Rarity: 10%

AIP: 1

Crew: 5

Additional Gaia Terminal Tools:

Default Flying Controls (-20% to Pilot Grav).

Virtual Cockpit (+10% Pilot Grav, pass a Soul Roll).

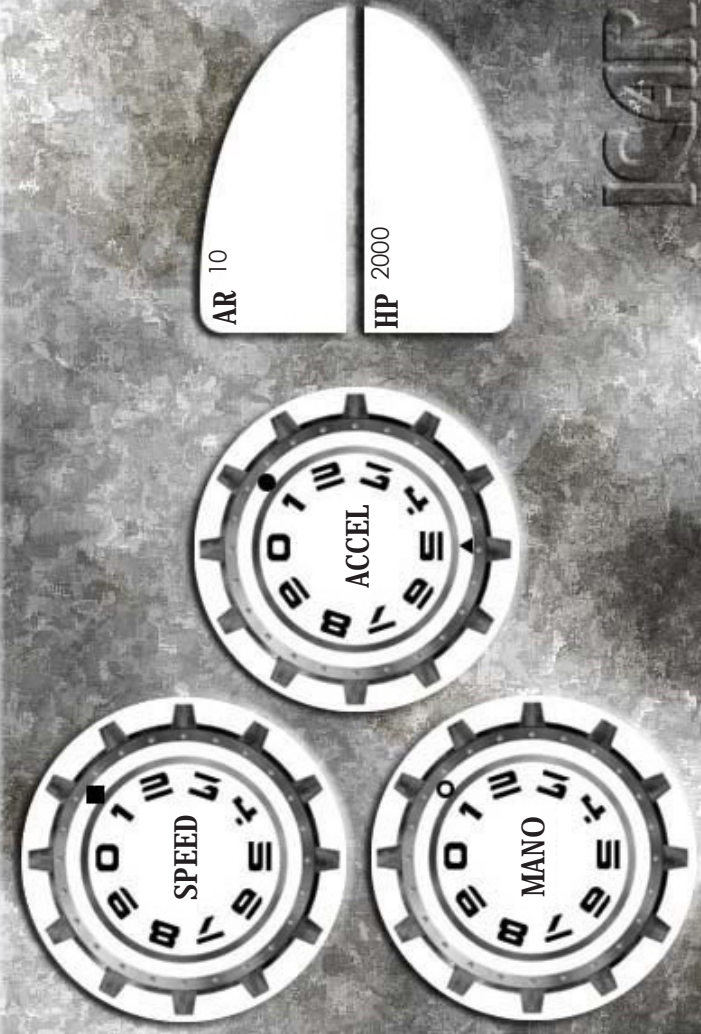
Slow Autopilot (max speed 50).



Notes

By far the most popular Grav Car of all time, the Anchorage has seen many different styles and version holding the same badge. The build quality and reliability has not changed over the 22 thousand years of production. Styled for simplicity and grace, the smooth shell of the car covers a simple and easily repairable chassis and power web. The popularity and longevity of the vehicle lends itself to ease of repair and the speed in which spares can be obtained.

The Anchorage, like most vehicles, should be driven using custom controls (by plugging in a Gaia Card). Driving with the default controls requires some skill and thus incurs a penalty. The Anchorage is by far the most customised vehicle in history. Anything that you can think of doing to the Grav Car can be done with relative ease.



Features

Cost: 13 500

Type: Grav Car

Rarity: 20%

AIP: 1

Crew: 4

Additional Gaia Terminal Tools: Default Flying Controls (-20% to Pilot Grav). Virtual Cockpit (+10% Pilot Grav, pass a Soul Roll). Slow Autopilot (max speed 50).



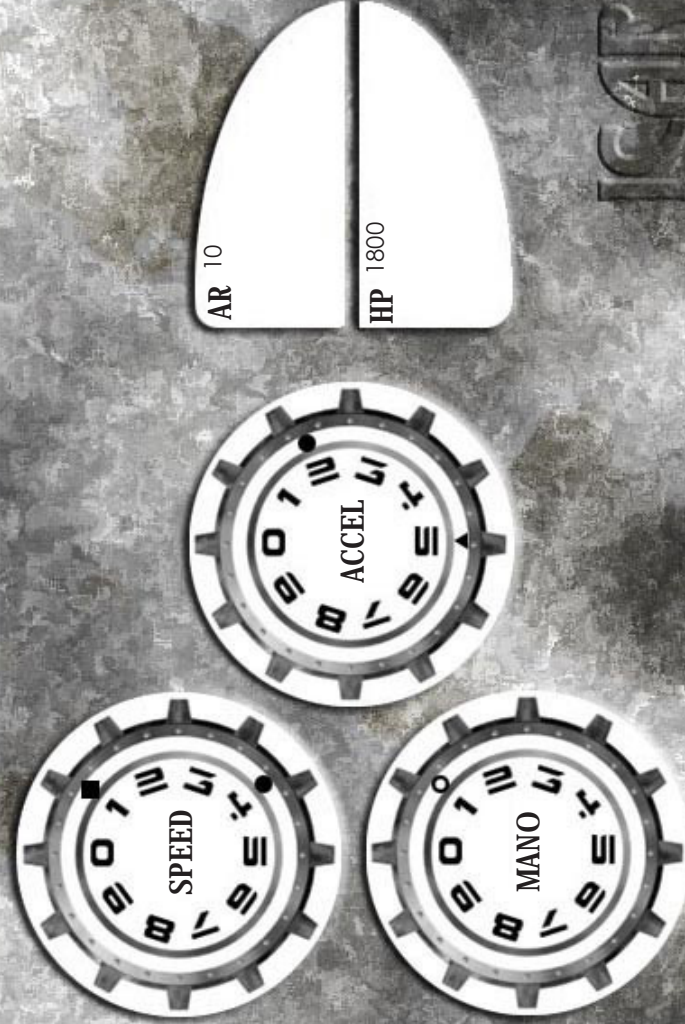
ANCHORAGE R



Notes

By far the most popular Grav Car of all time, the Anchorage has seen many different styles and version holding the same badge. The build quality and reliability has not changed over the 22 thousand years of production. Styled for simplicity and grace, the smooth shell of the car covers a simple and easily repairable chassis and power web. The popularity and longevity of the vehicle lends itself to ease of repair and the speed in which spares can be obtained. This version differs by having an open top (with hard light top too). Also, a slight increase in performance and a price without any real changes to the avionics.

The Anchorage R, like most vehicles, should be driven using custom controls (by plugging in a Gaia Car). Driving with the default controls requires some skill and thus incurs a penalty.





EAGLE

Features

Cost: 60 000

Type: Grav Car

Rarity: 25%

AIP: 4

Crew: 2

Additional Gaia Terminal Tools: Default Flying Controls. Virtual Cockpit (+10% Pilot Grav, pass a Soul Roll). Re-entry autopilot (do not need pilot cruiser to fly in space).

Lasanim Airbrakes (-80 in braking).

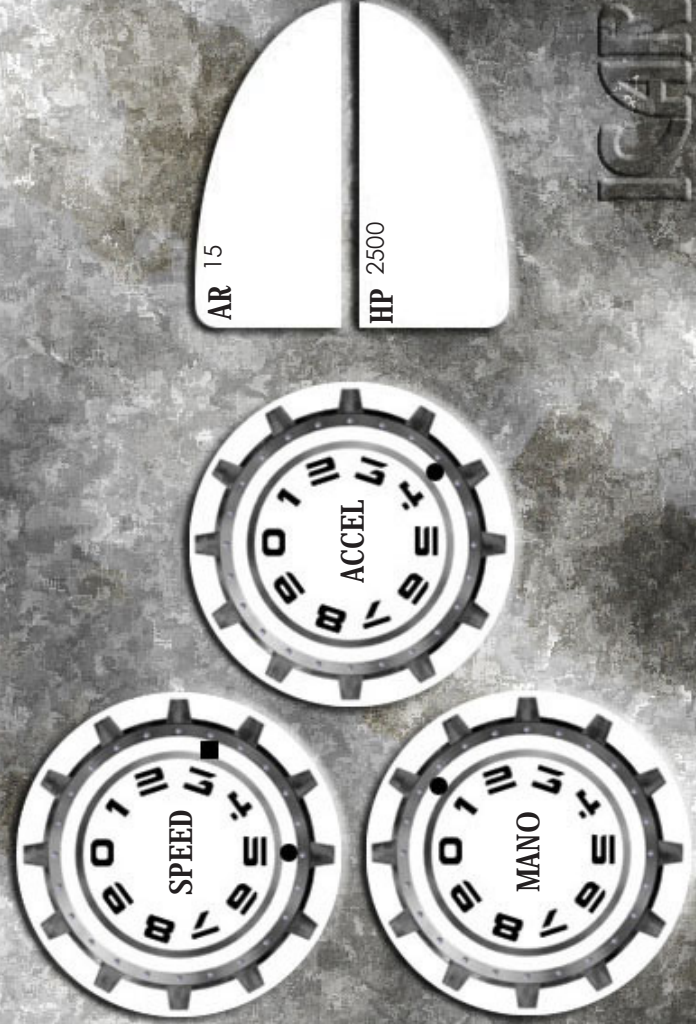
Food and drink Bioreorganiser (6 days supply).

5 Globe Shields (and Heat Shield).

Notes

The Eagle is legendary within the vehicle community. It combines sports car handling with space capability, all in a very stylish and typically high tech package. The Eagle is based on two Parraq 50TCO generators and a Parraq Thor Grav engine, designed solely for the Eagle. Escape velocity thrust is provided by two Miytek NK40, which when used in space give an almost ion travelation thrust. Luxury is also shown on the crew parts of the vehicle, two Jen Tekniks Gel Moulding seats and Bioreardg.

The most distinct feature of the cockpit is hardlight, with a Grav lock force field to provide the necessary substance to withstand atmospheric pressure. Although this is often a daunting thought, it has proven popular with buyers who enjoy the less restricted Gaia interface. These fields also keep the overall weight to a minimum, allowing the sports car performance for a reasonable price. For this reason, they are rare as demands outweighs supply.





STAR ENFORCER FORTITUDE

Features

Cost: Not applicable, Star Enforcers only.

Type: Grav Car

Rarity: 20%

AIP: 4

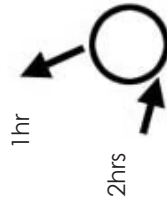
Crew: 6 + 2 prisoners

Weapons: Twin 20G pulse lasers (Skill Heavy Firing). Damage: 200, BF: 100, R/T 50 Mag: 500.

Virtual Cockpit (+10% Pilot Grav) Pass Soul roll.

Atmosphere Grav Lock on main door.

Shields: 5 Vector Flicker.



Notes

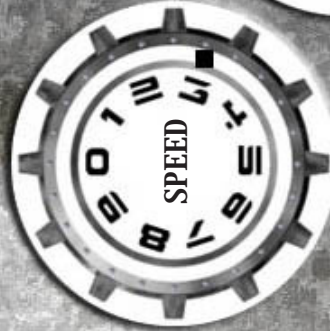
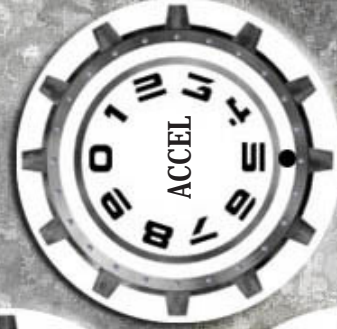
Loved by the Star Enforcers for its aggressive looks and excellent specification, this Star Sci designed and built craft offers flexibility and strength to the Star Enforcers inside. The vehicle is often placed into very difficult situations by the Star Enforcers and so needs to be able to handle just about anything they throw at it. The Fortitude has extremely high manoeuvrability and the ability to leave the atmosphere and chase criminals into orbit. Although the top speed of the Fortitude is not very high, it is perfect for Mex-City operations. When criminals need to be transported, the Fortitude is the best choice.

Assisted by four massive turbines, the Fortitude can leave most Grav vehicles standing, being able to accelerate up to its maximum speed of 300 in under 15 seconds!

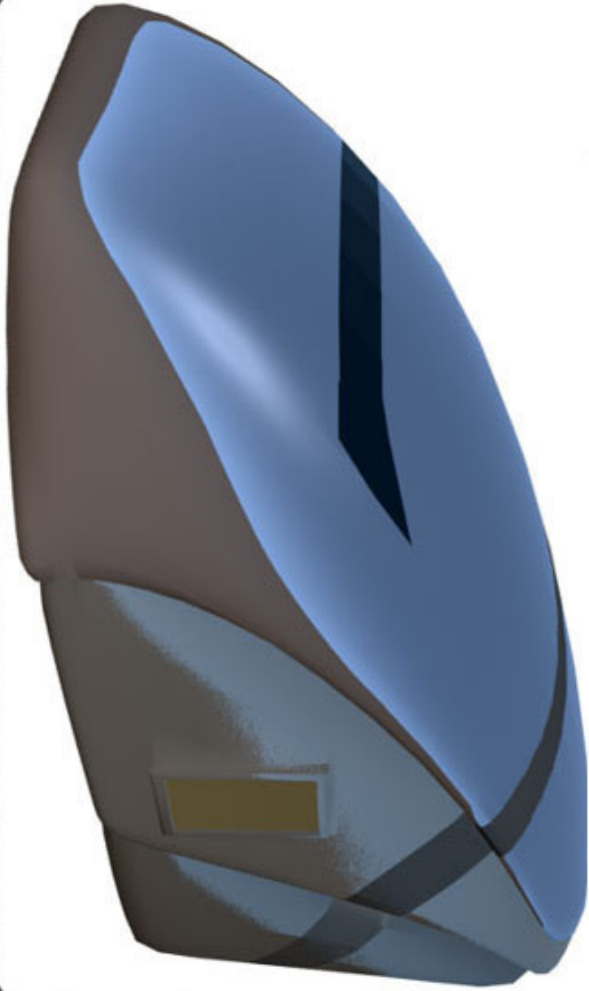


AR 25

HP 20 000



ICAR



HAULER 2

Features

Cost: 180 000

Type: Heavy Grav

Rarity: 8%

AIP: 2

Required Crew: 2

Maximum Crew: 6

Maximum Pull: 25 trailers.

6 Sleeping berths in 2 cabins.

EM Sensors.

High speed AI (for autopilot on long journeys).

Main control room is a holeroom.

Bioreorganiser (enough for 6 people for 40 days).

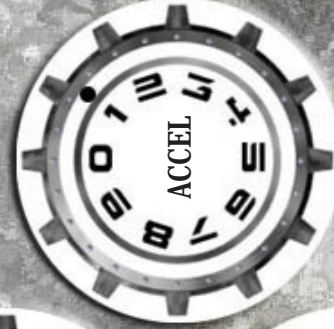
Life Support (supports 6 people indefinitely).

No Orbit Capability (surface craft only).

Notes

The Hauler 2 is the latest incarnation of a long line of affordable Hauler-like craft. The Hauler 1 was so popular that the general name for surface haulage changed from Surfhaul to Hauler. The Hauler 2 made use of new technology, especially inside and catered more for the long distance team, rather than the lone driver.

A Hauler 2 can pull up to 25 carriages, each carrying 10m x 10m x 10m space crates. This makes a Hauler with its full load over 750m long! The Hauler reaches very high speeds of 800mph at 2 metres above the ground. It takes 4 minutes (80 turns) to get to that speed and when it does, it has a turning circle of 5 miles. An accurate AI and excellent sensor package allows this to be sustained for indefinite hours and regardless of the load it is pulling. Further improvements to the speed have been made by owners and Hauler 2s have been recorded at speeds in excess of 1200mph with a full load.



AR 15

HP 18 000

ICAR



KESTREL

Features

Cost: 15 000

Type: Grav Car

Rarity: 15%

AIP: 1

Crew: 7

Max Carry Capacity: 4 tons.

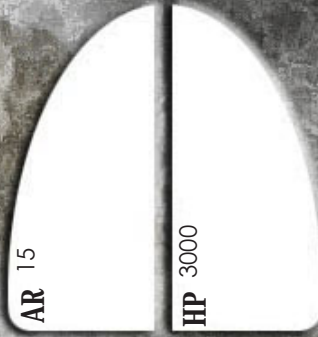
Default Flying Controls (no modifier).

Virtual Cockpit (+10% to Pilot Grav skill, pass a Soul roll).
Autopilot

Notes

The Kestrel is by far the most versatile of vehicles ever made, mixing both utility and reliability. The excellent design allows the Kestrel to be fitted for many different tasks, including heavy lifting, taxi or even as a recreational vehicle.

The Kestrel is not the fastest of Grav vehicles around but it suits both the private market as well as corporate.



ICAR





ORBIHAUL

Features

Cost: 40 000

Type: Heavy Grav

Rarity: 25%

AIP: 1

Crew: 20

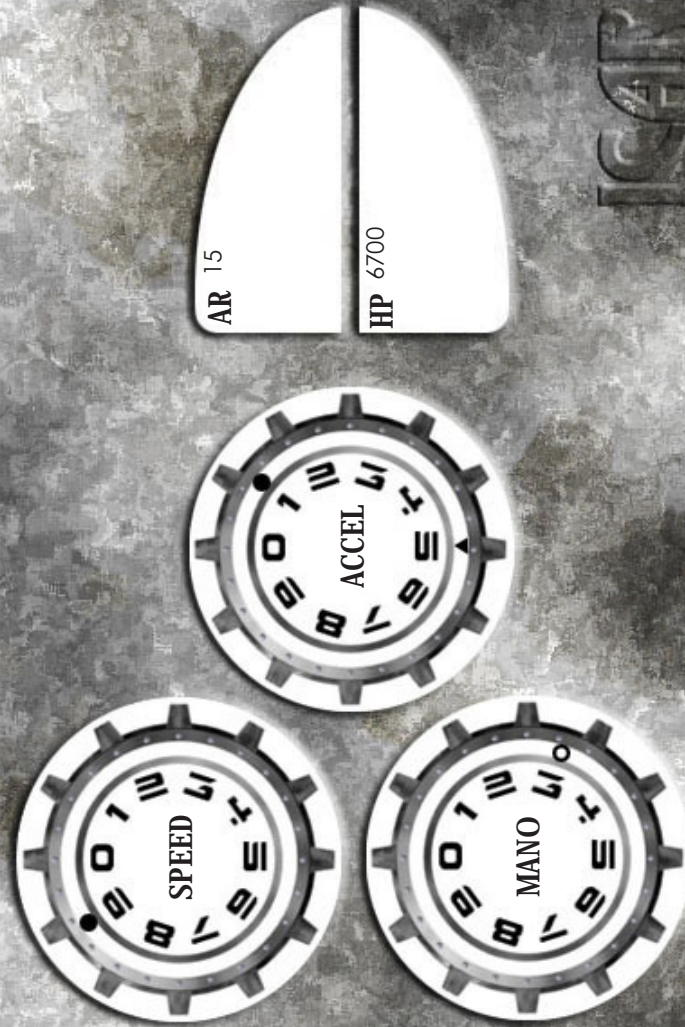
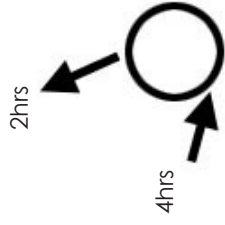
Shields: 2

Repair: Easy on Vehicle Systems or Mechasys Systems.

Finding parts: Easy on Street Deal.

Default Flying Controls (-20% Pilot Grav).

Slow Autopilot.



Notes

Forrester saw a gap in the market and produced the Orbihaul Shuttle, a small vehicle for carrying heavy or bulky loads from either a planet surface or from one low Gravity place to another. Cost effective, easy to repair, reliable and spacious, the Orbihaul is used by many different Zero-G based companies. Where the Orbihaul fails is in speed and agility. However, it is very rare that an Orbihaul is required to perform any speed related tasks. Used mainly by deep space crews (such as Scavenger Vessels or Deep Space Exploration teams) and by colonists, this reliable beast is not the most attractive but certainly one of the most widely praised budget vehicles. Although the price may appear to be prohibitive, the Orbihaul has been produced since 90200 and there are many second hand variants that are still in excellent working order, available for less than a quarter of the price of a new one.

The image shows an orbihaul with the main bay open and a crew member standing in a green jumpsuit for scale.





ZIPPER

Features

Cost: 400

Type: Grav Bike

Rarity: 5%

AIP: 1

Crew: 1

Grav Lock Windshield. An invisible shield that forms an egg shell around the bike and the rider, protecting both from the elements (wind, rain and so on) and providing a more aerodynamic shape.

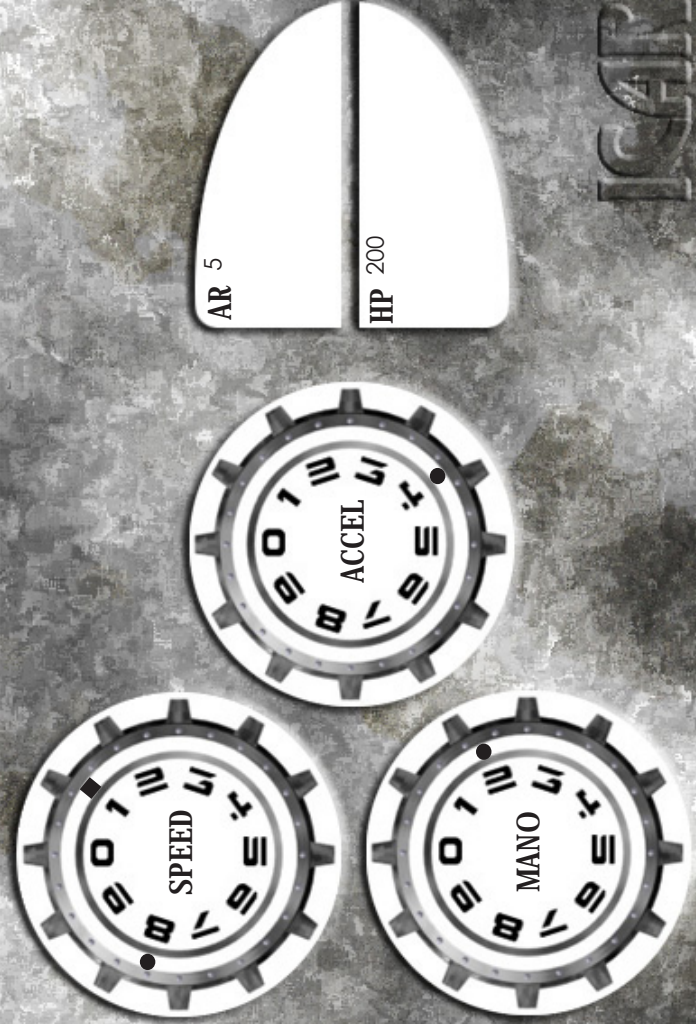
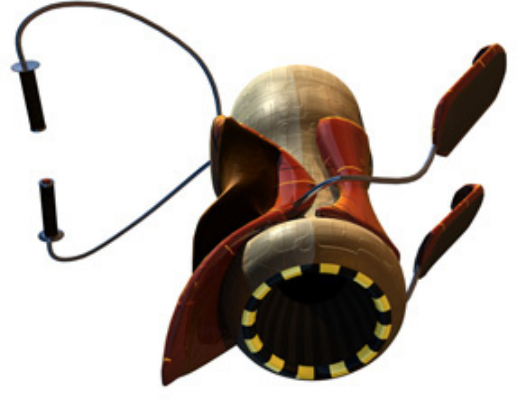
Well Designed. When repairing, all Vehicle Systems rolls are Easy.

Extra Person on Back. It is possible to carry two on the Zipper, although the second person will unbalance the bike. If the person in control tries anything more complex than simple flying then the passenger will need to pass a Shift roll to stay on. All Pilot and Combat Pilot rolls are also Taxing.

Notes

The success of the Zipper comes from its low cost, 'cute' appeal and ubiquitous nature. They are extremely popular in Orbitals and on space craft where space can be a problem. The Zipper fits down most corridors that a human can. It is little more than an oversized turbine with a generator, grav engine and seat attached to it.

Zipper are often ridden by teenagers as they are normally the first vehicle they can afford to purchase. Their social appeal wanes for young adults. Some young people with alternative taste see the Zipper as an icon and often modify them.





RATTLESLNAKE

Features

Cost: 2200

Type: Grav Bike

Rarity: 20%

AIP: 1

Crew: 1

Gel Moulding Seat

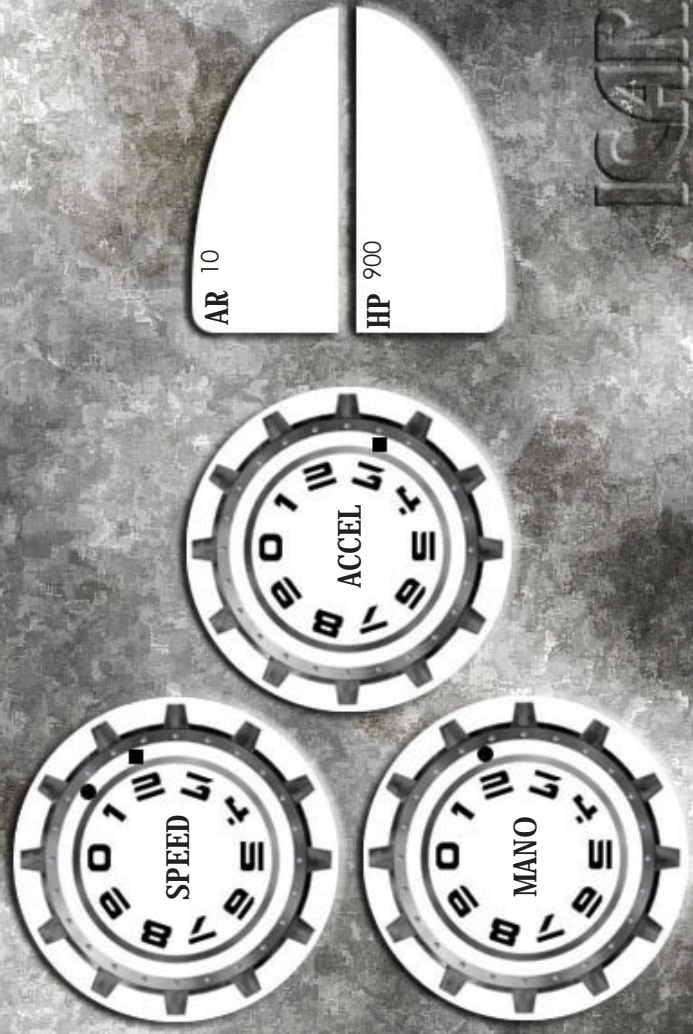
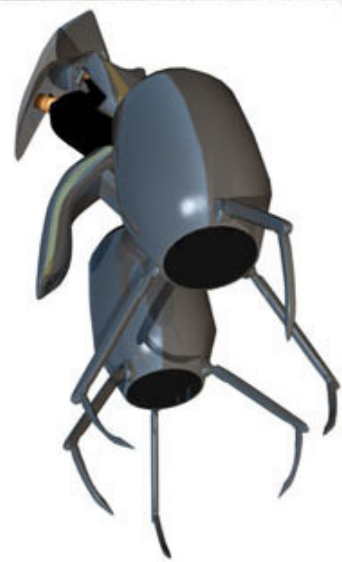
Thrust Vectoring

AI will make bike safe if put into a dangerous situation but does not have an autopilot.

Notes

Powertek were created out of the ashes of the failed Forrester bike division. Before the Droid War, Grav bikes were deemed dangerous and sales plummeted. Powertek formed and created a new variant of Grav bikes called Comet bikes. These new bikes were much more powerful than the old Forrester bikes and had two turbines, giving them greater stability. Forrester gave up Grav bikes altogether.

The Rattlesnake is the first Comet Grav bike and sold in millions within just 2 years of going on sale. Not only does the standard bike have an excellent top speed and acceleration but the Rattlesnake may also be upgraded with little effort. This lends itself very well to home modification and thus manufacturers and designers have sprung up providing all manner of upgrades.



Features

Cost: 3800

Type: Grav Bike

Rarity: 25%

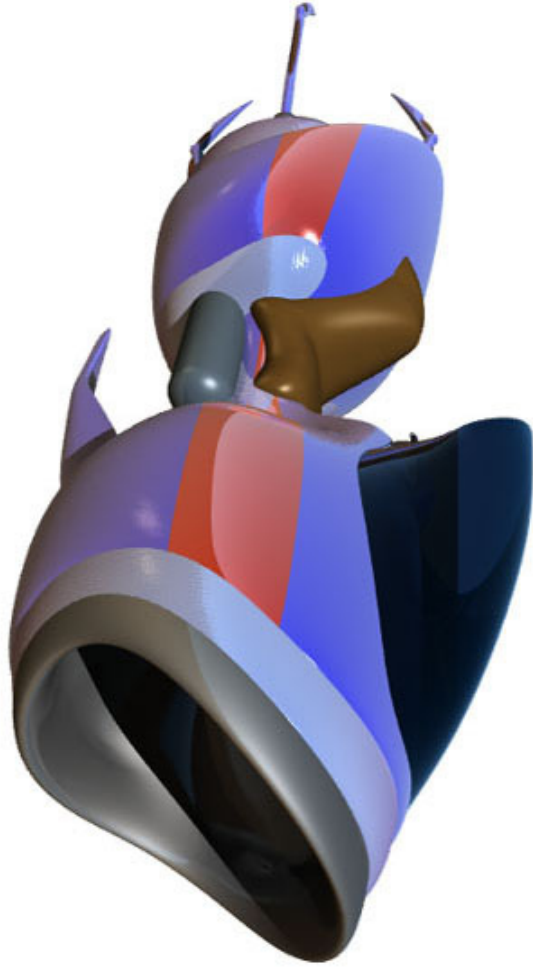
AIP: 1

Crew: 1

Gel Moulding Seat.

AI will make the bike safe if put into a dangerous situation.

COBRA



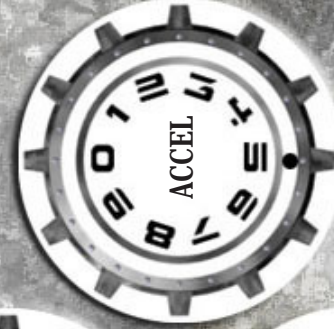
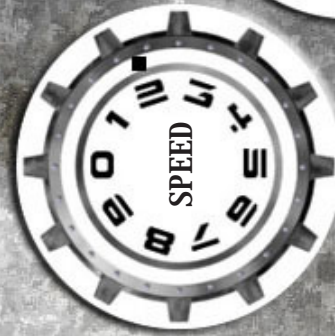
Notes

After the success of the Comet variant of two-turbine Grav bikes, Powerfek decided to return to the ill-fated single turbine design of their Forrester roots. These single turbine bikes are known as Meteors. The Cobra was the first production version of the Meteor class, produced almost exclusively for planetball teams at first. Now, the Cobra can be found in many showrooms and is sold with the caveat that the pilot does really know how to pilot a Grav bike well. Normally owned by the enthusiasts who wish to fly a quiet and yet high-accelerating Grav bike.



AR 10

HP 850



ICAR



ROVER

Features

Cost: 8000

Type: Grav Car

Rarity: 15%

AIP: 1

Crew: 4

Default Flying Controls (-20% Pilot Grav).

Virtual Cockpit (+10% to Pilot Grav skill, pass a Soul roll).

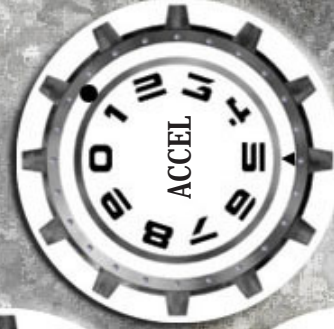
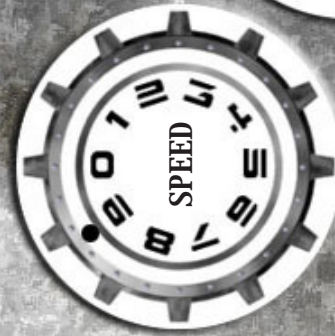
Slow Autopilot

Notes

When Comet Grav bikes flooded the market as a cheap and effective way to travel Forrester reformed by releasing the Rover. The Rover is a simple vehicle for those who need an inexpensive vehicle for travelling around the centre of a Mex city or within an orbital. Space is a premium in the Rover and every aspect of the car is optimised to make maximum room for the occupiers.

The Rover has turned into a cult car. Although the limited space leaves little room for improvement and the overall feel of the car's handling is sluggish, its insect look and hard light / Grav lock combination shell give the Rover a special characteristic that is particularly popular with women.

The Rover is often bought by those needing quick and effective transport in tight spaces without spending as much as they would on an Anchorage.



AR 10

HP 1500

ICAR



SPORTS V

Features

Cost: 75 000

Type: Grav Car

Rarity: 35%

AIP: 2

Crew: 2

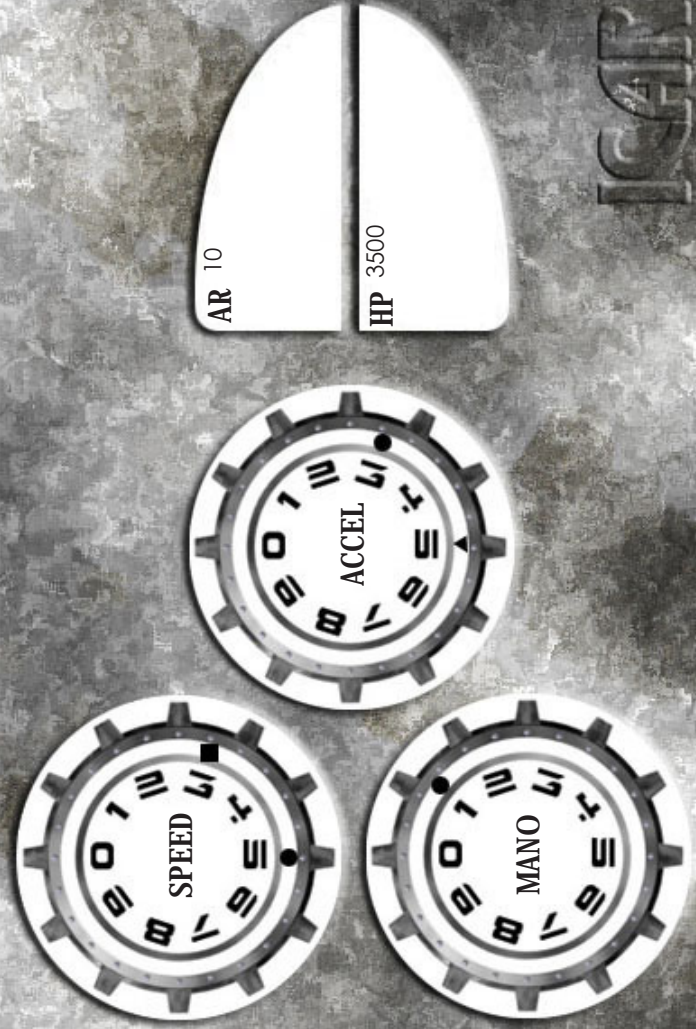
Default Flying Controls (-20% Pilot Grav).

Virtual Cockpit (+10% Pilot Grav, pass a Soul roll).
Autopilot.

Notes

Unfairly known as the Executive Sports, the Sports series from Forrester has never been graced with a car of such prowess. Powerful turbines and grav engine make up for the typically over-engineered Forrester chassis. Inside the cockpit, the user is welcomed with all the usual refinements that one would expect in a Forrester car. The expense of buying a Sports V is part of the ethos that surrounds a thoroughly enjoyable car to drive.

The Sports can often be found in Planetball teams as its reliability and rugged frame it ideal for quick repairs and less than careful driving.





VULTURE

Features

Cost: 25 000

Type: Grav Car

Rarity: 45%

AIP: 2

Crew: 2

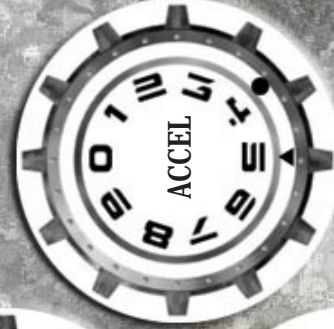
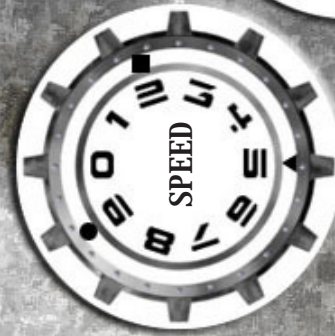
Default Flying Controls

Virtual Cockpit (+10% Pilot Grav, pass a Soul roll).
Autopilot.

Notes

Zyntek's speciality was clearly orbit capability vehicles until the Vulture arrived on the Scene. It filled the gap in the market for those who wanted sports performance without the expense of a Forrester Sports. The Vulture is essentially an open-top vehicle with a hard light top and a Grav lock. The hard light top can be animated to give the occupants privacy and the Grav lock is used for keeping the bad weather and some of the slipstream out of the cockpit (image shows the Vulture with the hard top deactivated). The vehicle is not orbit capable, instead functioning exceptionally in atmosphere. Although not as fast as some other sports cars on the market (like those by the Black Cross corporation), the Vulture holds its own in a niche it discovered for itself.

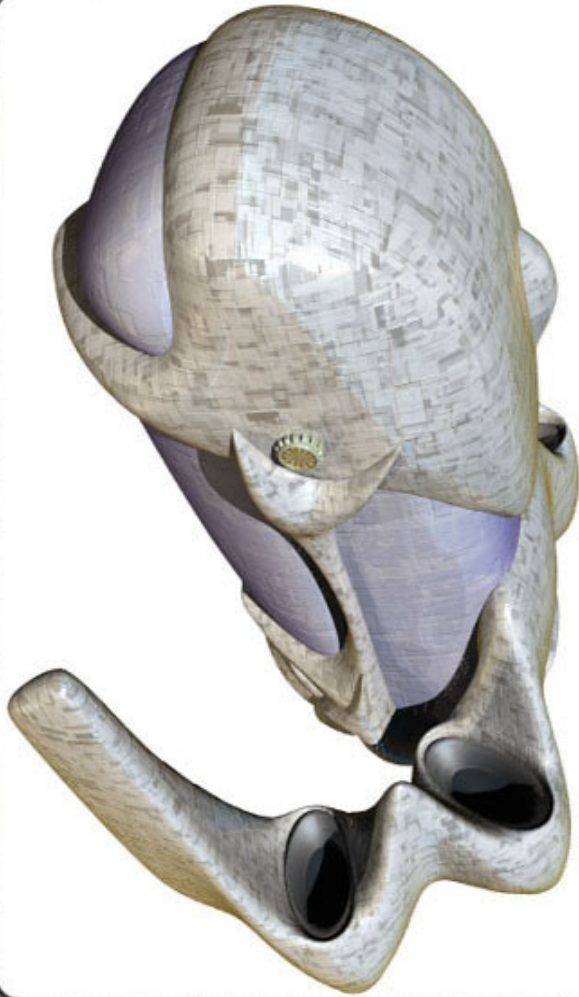
The quality of the controls in the Vulture are such that the driver need not use his own to pilot the vehicle. An exceptional intuitive interface.



AR 20

HP 2500

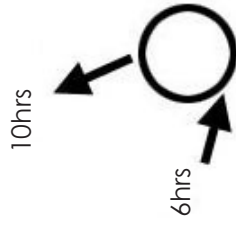
ICAR



BAILEY

Features

Designers: Ariane Shipwrights, Sayshell
Cost: 900 000
Powerplant: Poraq AD8K Generators.
Grav Engine: Poraq AD8K Grav Engine.
Light Jump engine: Poraq Star Shifter F (8)
Armour: Titanium Sinite Plate.
Weapon Systems: None
Shields: Globe (10)
Sensors: Atmospheric, Deep Space, Long Range
AIP: 4 with Avatar
TraCTOR Beam: 4k range.
Cargo: 135.
Escape System: 7 people.
Cabins: 7
Dimensions (L/W/H): 126/120/60



Notes

The Bailey combines so many desirable traits, it is difficult to do it justice by looking purely at the statistics. A small, light and very capable cruiser that Ariane are proud to produce. Ideal for couriers and for those running trade routes with unusual or small cargo, the Bailey is able to take on whatever demand is required of it.

The atmosphere capability of the Bailey is an attractive option and the high speeds when near to the planet surface help serve the Bailey well when courier tasks are required.



WEAPON	BF	DAMAGE	ORDNANCE	
			MANO 20	LS 8

SPEED

SHIELDS

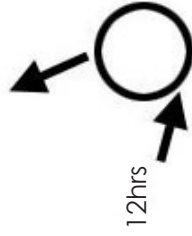
HULL

AREA	AR	HIT POINTS
FORE	25	40K
AFT	25	110K
LEFT	25	90K
RIGHT	25	90K

Features

Designers: Ariane Shipwrights, Sayshell
Cost: 900 000
Powerplant: Poraq AA4K Generators.
Grav Engine: Poraq Messo Grav Engine.
Light Jump engine: Poraq Star Skater 6 (8)
Armour: Iron Sinite Plate.
Weapon Systems: None
Shields: Globe (5)
Sensors: Atmospheric, Long Range
AIP: 4 with Avatar
TraCTOR Beam: 2k range.
Cargo: 64.
Escape System: 8 people.
Cabins: 8
Dimensions (L/W/H): 164/64/79

12hrs



12hrs

BLACKWATER

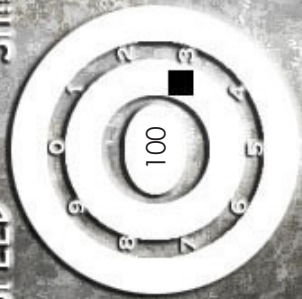


WEAPON	BF	DAMAGE

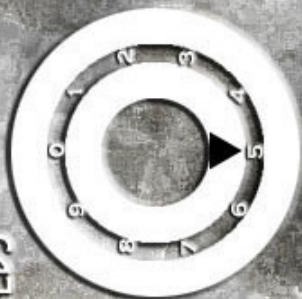
ORDNANCE

MANO 10
LS 8

SPEED



SHIELDS



HULL

AREA	AR	HIT POINTS
FORE	25	100K
AFT	25	60K
LEFT	25	50K
RIGHT	25	50K

Notes

Perhaps the oldest model line in existence, the Blackwater was originally the first mass produced craft that Ariane constructed. This accolade holds a special place in the hearts and minds of the company and those who own one. As a space craft, they are ubiquitous and many thousands are sold each day. A low cost, light freighter with reasonable speed and comfortable living quarters makes this craft the most popular ever be built.

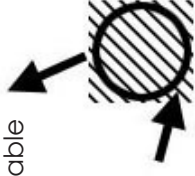
As with anything that has been around for a long period of time, the Blackwater boasts a huge number of modification companies that specialise in the improvement of just this craft. This had lead to the well known Ariane tag line that: "No two Blackwaters are the same". This may very well be true.



Features

Designers: Ariane Shipwrights, Sayshell
Cost: 1 100 000
Powerplant: Poraq AD120K Generators.
Grav Engine: Poraq AD120K Grav Engine.
Light Jump engine: Poraq Mammoth Light Jump Engine (2)
Armour: Titanium Plate.
Weapon Systems: None
Shields: Globe (4)
Sensors: Atmospheric, Deep Space, Long Range
AIP: 4 with Avatar
Tractor Beam: 4k range.
Cargo: 71280.
Escape System: 20 people.
Cabins: 20
Dimensions (L/W/H): 1024/720/220

Not atmosphere
capable



CROWTHORNE

WEAPON	BF	DAMAGE

ORDNANCE

MANO 10
LS 2

SPEED

SHIELDS

HULL

AREA	AR	HIT POINTS
FORE	25	150K
AFT	25	450K
LEFT	25	500K
RIGHT	25	500K

Notes

The Crowthorne is the most prevalent freighter in space today. The original design was commissioned in 84556 and production began the following year. Even after 7000 years, the Crowthorne design has not changed a great deal. Advances in technology have followed it to go faster and make better use of the room in the cargo bay by reducing the size of the systems.

The other major advance in space craft systems is the art of duplication: by providing enough separate systems within a craft, should one fail, the vessel can keep operating without spending long amounts of time in Star Dock (which is costly).

Suited to those carrying bulk or moving over long distances, the Crowthorne has surpassed its rivals and remains the greatest freighter to ever be created.



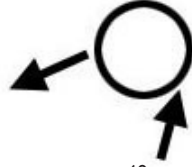


CYCLONE

Features

Designers: Endotek Shipwrights, Sayshell
Cost: 4 000 000
Powerplant: 3 x Poraq 20K Generators.
Grav Engine: Poraq 40K Grav Engine.
Light Jump engine: Poraq Assyrian 50K (9)
Armour: Titanium Sinite Plate.
Weapon Systems: None
Shields: Vector (10)
Sensors: Atmospheric, Long Range
AIP: 4 with Avatar
Traactor Beam: 4k range.
Cargo: 6410.
Escape System: 40 people.
Cabins: 40
Dimensions (L/W/H): 750/400/220

10hrs



14hrs

Notes

The space craft community scoffed when Endotek announced that they were to release a large, luxury freighter. Previous attempts had often proved the folly of smaller companies but Endotek had both the skill and the good name to produce such a vessel. Clever marketing meant that the Cyclone attained almost mythical kudos - strange for a vessel that is powered by very standard systems. The luxury element is provided by the well thought out complexity of the design and the attention to detail, both in crew apartments and in the main bay areas. As a freighter, it is not large enough to carry the very big trade contracts but can move sufficiently large items long distances very quickly. Now admired with an almost lovestruck following of owners and fans alike,

the Cyclone sales remain strong, proving that Endotek can compete in the freighter market, even if it is on their own terms.

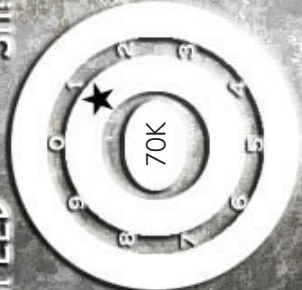


WEAPON	BF	DAMAGE

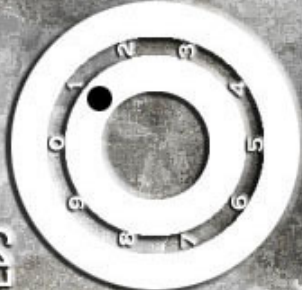
ORDNANCE

MANO 10
LS 9

SPEED



SHIELDS

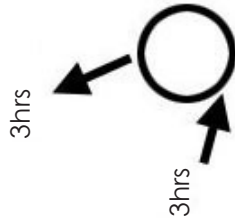


HULL

AREA	AR	HIT POINTS
FORE	45	130K
AFT	45	180K
LEFT	45	250K
RIGHT	45	250K

Features

Designers: Endotek Shipwrights, Sayshell
Cost: 1 100 000
Powerplant: 2 x Paraq 4K Generators.
Grav Engine: Paraq 8K Grav Engine.
Light Jump engine: Paraq Afernan 9K PTP
Armour: Titanium Sinite Plate.
Weapon Systems: None
Shields: Vector (20)
Sensors: Atmospheric, Deep Space, Long Range
AIP: 4 with Avatar
TraCTOR Beam: 5k range.
Cargo: 0.
Escape System: 6 people.
Cabins: 6
Dimensions (L/W/H): 75/72/21



KURIAKEN



Notes

The Kuriaken is the ideal example of the Endotek Shipwright's skill. The Kuriaken is an executive transport, quick, clean and efficient. Endotek made a gamble by producing a craft with luxurious facilities but no cargo bay. This allowed the craft to go faster and have a much smaller frame. This neat, compact design forged a new niche in the market.

The main feature of the Kuriaken is its speed through light jump. This it performs with a quite typical Paraq engine and generator setup. Each Kuriaken AI is trained separately within its own shell - rather than transplanting an 'incubated AI' in a simulation first. This adds some cost to the production of the craft but gives it second-to-none handling and an AI that is capable of offering that little bit more to the crew.



WEAPON	BF	DAMAGE	ORDNANCE		SHIELDS		HULL		AREA	HIT POINTS
			MANO 30	LS 18	70		70		AR	10K
					MEDIUM		LONG		FORE	40K
					70		70		AFT	10K
					70		70		LEFT	45
					70		70		RIGHT	45

Features

Designers: Endotek Shipwrights, Sayshell

Cost: 2 500 000

Powerplant: Poraq B8K Matriarch Generators.

Grav Engine: Poraq B8K Grav CS/IT Engine.

Light Jump engines: Poraq Curveslider 2D Curve Surf. Poraq Minotaur C PTP (14).

Turbines: Poraq Ion Travellaiton Series C.

Energy Well: Poraq Janus 4 (for curve surf and PTP).

Armour: Titanium Sinife Link-Plate.

Weapon Systems: 6 x 20G Pulse Lasers. Magazine: 10K

Shields: Vector (20)

Sensors: Atmospheric, Deep Space, Long Range

AIP: 4 with Avatar

Tractor Beam: 5k range.

Cargo: 22

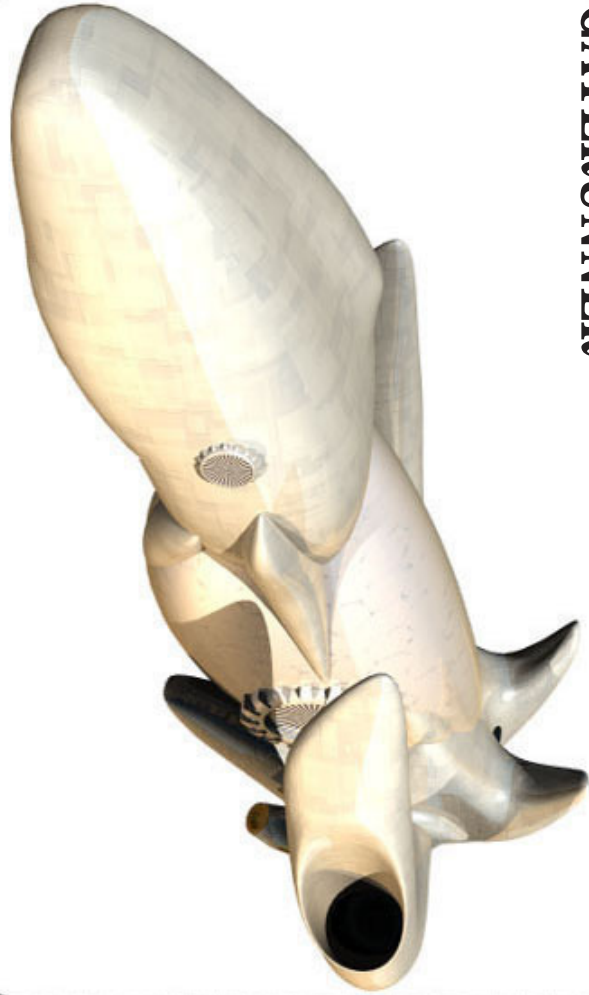
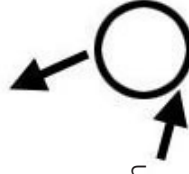
Escape System: 8 people.

Cabins: 8

Dimensions (L/W/H): 101/54/37

30min

15min



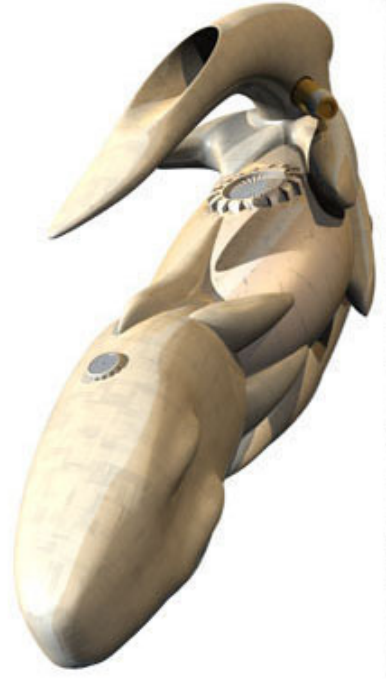
GATERUNNER

WEAPON	BF	DAMAGE	ORDNANCE		SHIELDS		HULL	
Pulse Laser	100	10K / Turn	MANO	30	AR	HIT POINTS	AREA	
			LS	8/14	FORE	60K	FORE	55
					AFT	80K	AFT	55
					LEFT	30K	LEFT	55
					RIGHT	30K	RIGHT	55

Notes

Endotek have been on the forefront of the most modern technologies and this have never been more true with the Gaterunner. Designed specifically as an expeditionary craft, the Gaterunner fills a niche in the market: wealthy traders who were willing to risk their lives by entering the Fringe, Lone Systems and even Droid Space. The ship is packed with all the modern systems and is one of the few to be created with armament. Unlike many other craft of its genre, which suffer from form following function, the Gaterunner is styled such that any executive would not feel out of place arriving at an exclusive orb in one. This style accolade has led to many wealthy people buying into the dangerous appeal that comes with owning an expeditionary craft. People often say that nine out of ten Gaterunners have never crossed the light jump net and this exaggerated statistic is probably not far from the truth.

A well designed craft that certainly earns its high price tag.

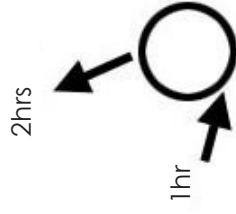




MAEPOLL

Features

Designers: Endotek Shipwrights, Sayshell
Cost: 2 200 000
Powerplant: Poraq AD10K Generators.
Grav Engine: Poraq Wraith Grav Engine.
Light Jump engine: Poraq Star Shifter 1a (10 PTP)
Armour: Titanium Sinite Plate.
Weapon Systems: None
Shields: Globe (10)
Sensors: Atmospheric, Deep Space, Long Range
AIP: 4 with Avatar
Traactor Beam: 4k range.
Cargo: 774.
Escape System: 10 people.
Cabins: 10
Dimensions (L/W/H): 270/320/85



Notes

The Maepoll was a step forward in the design of star craft Endotek. Although always on the forefront of technology, the Maepoll is Endotek's first production PTP equipped vessel. The Maepoll brings together many different aspects of technology to create a fast, light freighter. Being only 300m long is normally a problem for such craft, having little room for a decent sized airlock iris or vehicle bay. The Maepoll has both (as shown below). Both Iris and Vehicle bay are located on the underside of the Maepoll, giving maximum flexibility to the crew.

Although designed as a light tech freighter, the standard options of the Maepoll are excellent, including Yaschelle and hard-light cabins and multiple holerooms for the crew to relax in.



WEAPON	BF	DAMAGE	ORDNANCE	
			MANO 20	LS 10 PTP

SPEED

SHIELDS

HULL

AREA	AR	HIT POINTS
FORE	25	80K
AFT	25	180K
LEFT	25	100K
RIGHT	25	100K

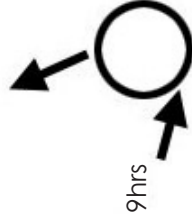


TORNADO

Features

Designers: Endotek Shipwrights, Sayshell
Cost: 9 000 000
Powerplant: 6 x Poraq 19M Generators.
Grav Engine: Poraq 40K Grav Engine.
Light Jump engine: Poraq Messopotamian 50K.
Armour: Titanium Sinite Plate.
Weapon Systems: None
Shields: Vector (1.5)
Sensors: Atmospheric, Long Range
AIP: 4 with Avatar
Traactor Beam: 4k range.
Cargo: 4100.
Escape System: 40 people.
Cabins: 40
Dimensions (L/W/H): 700/210/155

7hrs



9hrs

Notes

The Tornado was a reaction to the popular Cyclone Endotek space craft. Smaller, faster and better equipped than the Cyclone, the Tornado became an instant favourite for those who wished to take the stock design and modify it. So prevalent are Tornado modifications that it is often difficult to find a factory stock version.

The rationale behind the Tornado was that the technology had come of age and some freighter Captains wanted a large freighter that could achieve Point-To-Point Light Jumps; move between the stars without having to journey away from the star. The assumption may not have been entirely accurate but the Tornado remains one of the most popular space craft to date.



WEAPON	BF	DAMAGE

ORDNANCE

MANO 20
LS 12 PTP

SPEED

SHIELDS

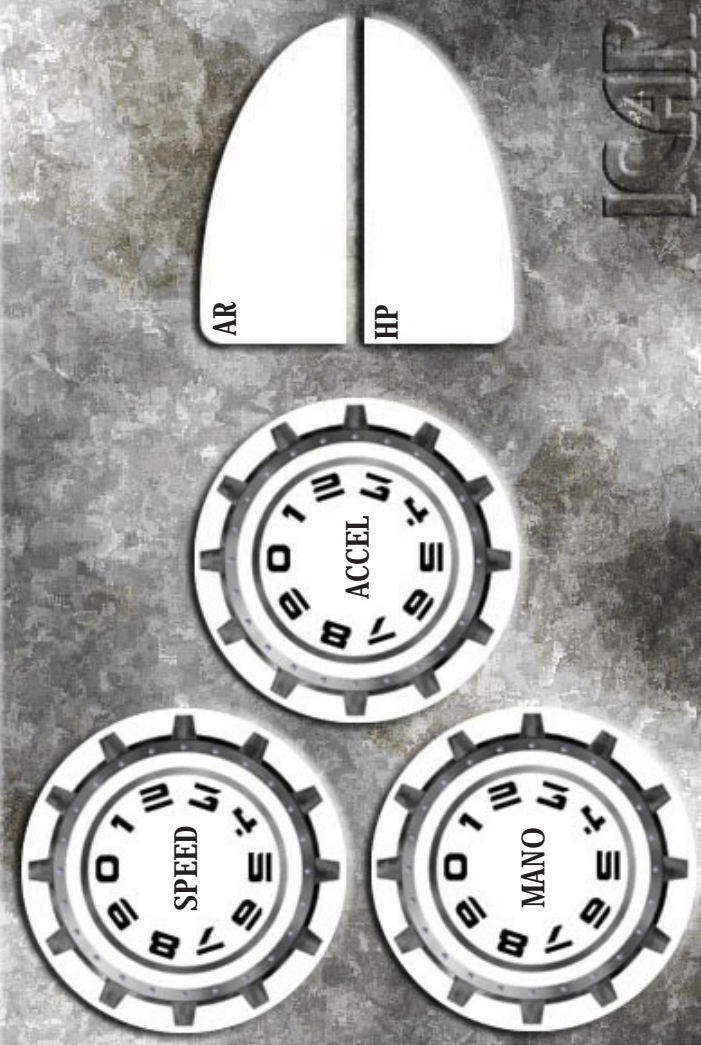
HULL

AREA	AR	HIT POINTS
FORE	45	100K
AFT	45	190K
LEFT	45	200K
RIGHT	45	200K

Features

Cost:
Type:
Rarity:
AIP:
Crew:

Notes



Features

Manufacturer: Automanity

Skin: Metal



HEAD	5	100
LEFT ARM	5	100
TORSO	15	400
RIGHT ARM	5	100
LEFT LEG	5	150
RIGHT LEG	5	150

Two large white rectangular areas with horizontal lines for notes, one above the other.

Name: _____

Owner: _____

Type: Mathew Class

Rarity: 10%

Height: 6'6"

Base Cost: 7 000



Encumb (MEAT)

Item

ITEMS CARRIED

AUTOMATON



Features

Manufacturer: Automanity

Skin: Synthetic



HEAD	5	100
LEFT ARM	5	100
TORSO	15	400
RIGHT ARM	5	100
LEFT LEG	5	150
RIGHT LEG	5	150

Two sets of lined writing areas for notes.

AUTOMATON

Name:

Owner:

Type: Mark Class

Rarity: 12%

Height: 6'6"

Base Cost: 9 000

ITEMS CARRIED

Item	Encumb (MEAT)

ENCUMB (MEAT)



RIGHT LEG	10	600
LEFT LEG	10	600
RIGHT ARM	10	400
TORSO	110	1600
LEFT ARM	10	400
HEAD	10	400

Features

Manufacturer: Automaniya
 Skin: Synthetic
 Comes with 2 preloaded skills

✍

Name: _____

Owner: _____

Type: Luke Class

Rarity: 35%

Height: 6'6" - 7'2"

Base Cost: 15 000



Encumb (MEAT)	Item	ITEMS CARRIED

AUTOMATON



Features

Manufacturer: Automanity

Skin: Synthetic

Comes with 4 preloaded skills



RIGHT LEG	15	900
LEFT LEG	15	900
RIGHT ARM	15	600
TORSO	115	2400
LEFT ARM	15	600
HEAD	15	600

Two sets of horizontal writing lines for notes.



Owner: _____
Type: John Class
Rarity: 55%
Height: 6'6" - 7'2"
Base Cost: 30 000

ITEMS CARRIED

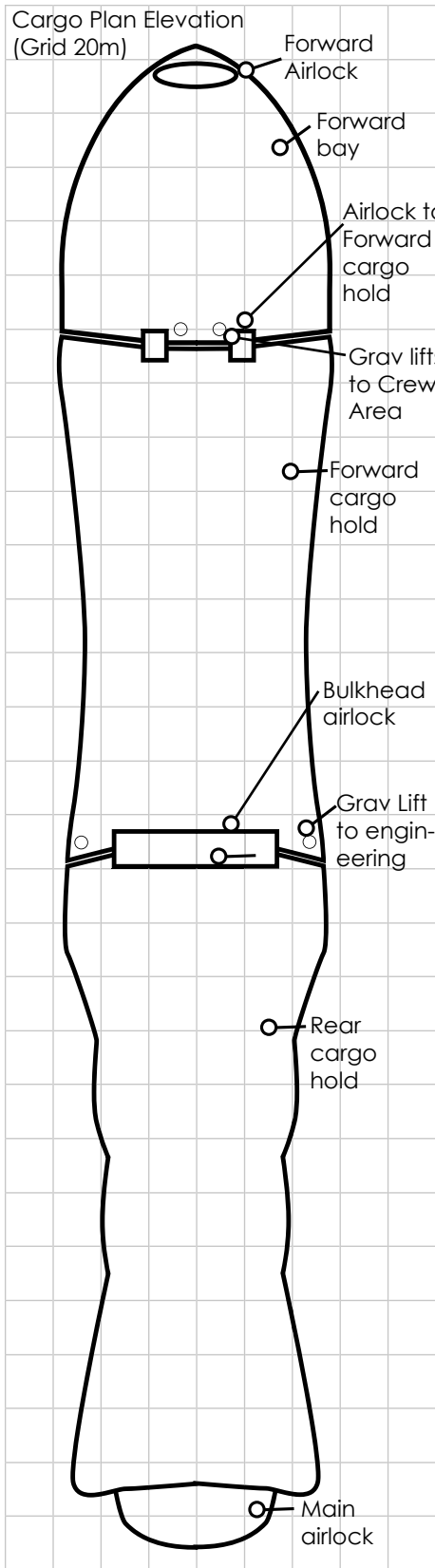
Encumb (MEAT)	Item

Enjufo (Meat)

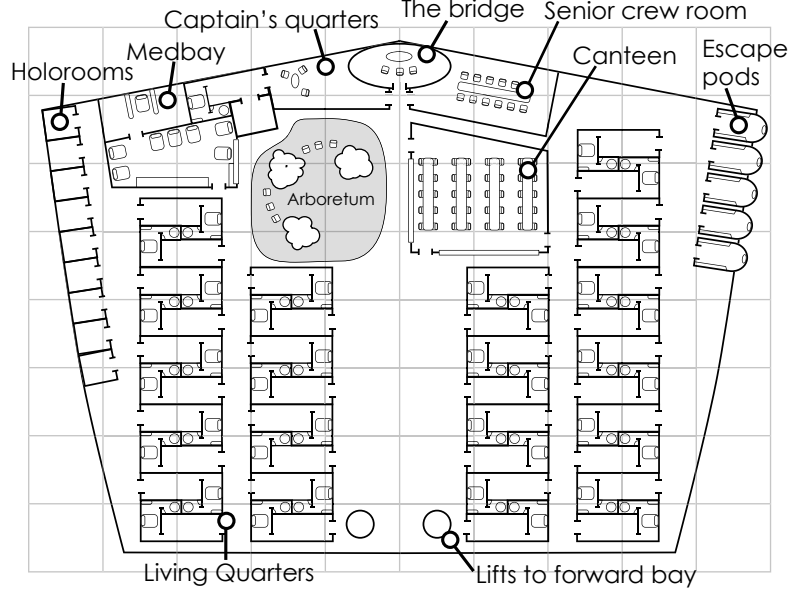
AUTOMATON

TORNADO DECK PLAN OVERVIEW

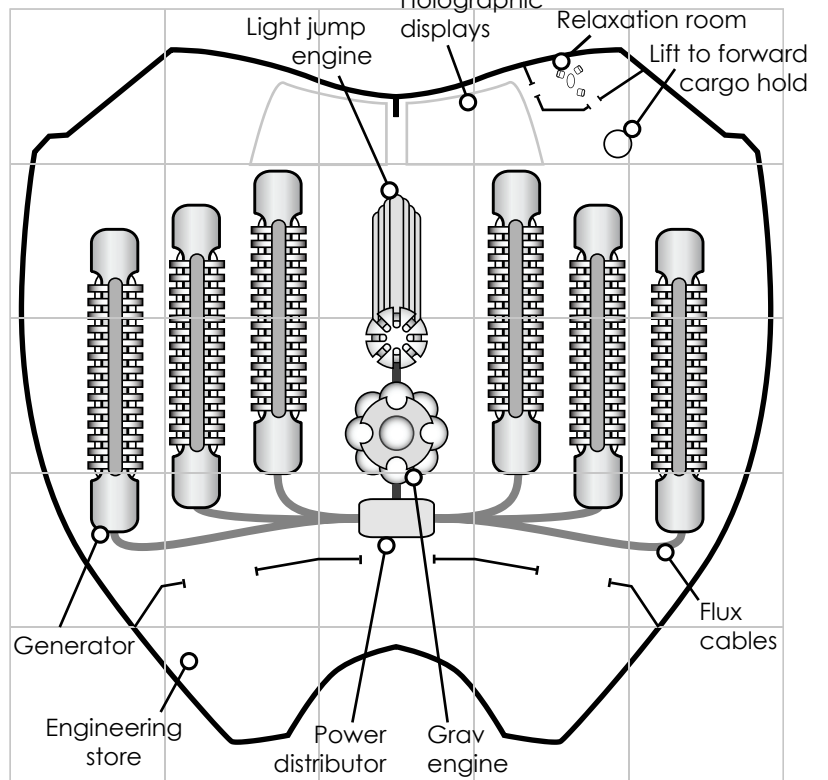
Cargo Plan Elevation (Grid 20m)



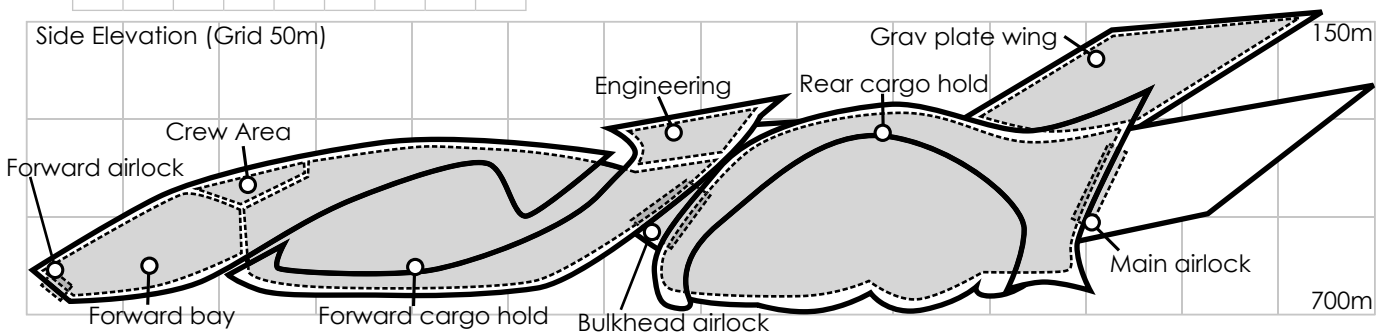
Crew deck (Grid 10m)



Engineering (Grid 10m)



Side Elevation (Grid 50m)



TORNADO DECK PLAN LIVING QUARTERS

For an explanation of all the different parts of this deck, see the Deck Plan Overview

