

*Dave Bezi's*  
**X-pplorers**  
*The Game of Galactic Troubleshooters!*

# **ARMATECH ARMS CATALOG SPRING 2223**

**ARMATECH, YOUR HQ FOR  
TACTICAL ARMAMENTS**

**ARMATECH** is proud to present the newest line of offerings available to UCN X-pplorers (troubleshooters) for sale in early 2223

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# PERSONAL ARMS

## Armatech Stinger

The Armatech Stinger is a personal defense ray gun designated for civilian use. However, it has proven popular with X-pplorers as well. The Stinger is a tiny gun, easily held in one hand and much easier to conceal than standard laser pistols. While it's true the smaller form factor requires some compromise in stopping power and EU capacity, the Stinger is a capable sidearm for self defense. The Stinger uses a special miniaturized EU clip with a capacity of 8 EU, enough for eight shots on a full charge.

## Armatech Heat Ray

The Armatech Heat Ray is powered by standard 100 EU clips. It shoots a highly charged radiation beam which excites the molecules of the target object, heating it dramatically in a fraction of a second. Burning, melting, warping and other damage are common in targets that are not vaporized entirely.

This beauty features two modes of fire. The ray mode is a tightly focused ray that excels at damaging buildings and vehicles made of metal or hyperplastics. The cone mode offers a tactical area denial option.

While often mounted to a vehicle or tripod because of its size, this heavy weapon can be taken afield by hand, protecting X-pplorers' lives by offering troubleshooter teams valuable defensive and offensive tactical options.

## A.T.A.C.S.: The Armatech Targeting Assistance Computer System

The "Attacks" targeting assist system will make you a marksman! Mount it to almost any standard issue Laser Rifle, and we guarantee\* you'll notice an improvement in your accuracy.

The telephoto scope and targeting computer help a shooter aim while the gyrostabilizer actively negates shooter movements that decrease accuracy, such as trigger jerking or involuntary shaking. The ATACS runs on standard 20 EU clips.

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## **EMP Grenade** “E-Grenade” or “E-nade”

Sometimes X-pplorers need to disable a technological threat without harming soft targets. The Armatech EMP Grenade fills this need. Armatech E-nades have a safety feature that prevents accidental discharge inside a space ship.

## **Sonic Shield**

Armatech is dedicated to your safety, and so we are happy to announce a new armor technology. Much like your favorite Sonic Sword, the Sonic Shield generates a plane of concentrated sonic energy one meter square in size, which protects you like an ancient metal shield, only better. Sonic Shields can be powered by 20 or 100 EU clips.

# **ARMS FOR SPACE SHIPS, STATIONS AND STAR PORTS**

## **Armatech Robogun**

Armatech is proud to introduce a robotic automatic laser gun system for all your security needs. The “Robogun” is a computerized laser gun system complete with motion-tracking cameras and actuators that aim and fire laser guns automatically. Wired directly into your station or building's main power supply, our Roboguns do not require EU clips to be loaded or changed. Several upgrades are available, including advanced processors for improved targeting, thermal sensors for accurate targeting in darkness, and even armored plating. But wait, there's more! Bulk discounting is available with quantities as small as five roboguns.

### **Robogun, base model** cost 1500 credits

Each unit can accept up to two of the following upgrades!

- Advanced Processor – better targeting means better security, 500cr.
- Thermal Sensors – allows gun to operate in total darkness, 500cr.
- Armor Plating – helps keep your valuable investment safe, 600cr.
- Battery Backup – in the event of a power failure, the robogun will continue operating normally, 300cr.
- Flame Thrower – sometimes, you need to incinerate invaders or their alien germs, 1000cr.

# GAME STATISTICS

**STINGER**    **Damage** 1d6    **Ammo** 8 EU Stinger clip    **Range** 30  
**Cost** 400cr

Using the Stealth skill or an Agility Saving Throw, characters can hide a Stinger on their person such that the weapon will not be found by a casual search. The referee may allow a Mechanics or Science Skill Check at -2 to allow a character to jury rig a standard EU clip to power a Stinger in a pinch.

Armatech does sell an adapter for 40cr that allows the small Stinger EU clip to fit and power a standard laser pistol.

**HEAT RAY**    **Damage**, by mode    **Ammo** 100 EU clip    **Range** 100 or 40x20 cone    **Cost** 1400cr

In either mode, each shot expends 8 EU

Ray    6d6    Range 100

Cone    3d6    Range/area cone 40m long x 20m wide at terminus.

**Tripod**    Cost 30 cr. Takes 1 round to set up, can be used with standard laser rifles as well.

This large rifle is bulky and heavy, so it counts as both a weapon and one equipment kit for calculating encumbrance. I.e., carrying a heat ray, laser pistol and survival pack would be normal, but adding a medical kit would make this Soldier *weighed down*, since the bulky heat ray rifle counts as a kit.

**ATACS** Can be mounted to almost any Laser rifle. When active, ATACS adds +1 bonus to hit, and uses 1 EU every 2 combat rounds. The user can switch it on and off to conserve power. Initial mounting and installation takes 2 minutes. When switched on, ATACS takes 1 round to boot up. Cost 1000cr. Upgrade with night vision capability for an additional 500cr. When using night vision, the ATACS uses 1 EU every round.

**E-GRENADE**    **Damage** 5d6 or 2d6 to electronics only    **Range** 15  
**Cost** 100cr each

An EMP grenade is a single use EMP (electromagnetic pulse) generator about the size of a grapefruit. Once activated, it emits a small-area EMP after it detects an impact, that is, when it lands after being thrown. The area of effect is 3 meters by 3 meters in size. Any computers, robots or very complicated machines such as combat armor (Referee's discretion in all cases) in the pulse area suffer 2d6

damage if they succeed a saving throw. Those that fail the saving throw suffer 5d6 damage, and may be overloaded and destroyed or simply cease functioning. These may be able to be repaired and reprogrammed later at the Referee's discretion. Living things are unaffected by EMP grenades (though a direct physical hit with one will inflict 1d3 damage). Electronics and robots that are shielded may be entirely immune or have a +4 bonus to their saving throw. EMP Grenades can also be detonated remotely using a Soldier's Demolitions skill.

### **SONIC SHIELD** +2 AC vs. first 2 attacks each round.

Resembling a hockey goalie's blocker (the pad used on their stick hand) or a reinforced gauntlet, a sonic shield is worn over the forearm and hand. On the wrist-side is a slot to accept standard EU clips of any capacity. The shield operates much like a sonic weapon, but instead of producing a blade, the shield creates a translucent one-meter square shield. It uses 1 EU per round.

The shield grants the wearer a +2 AC bonus against the first two attacks in any given combat round. These shields cannot be worn with an *active* force screen, as their conflicting outputs disrupt each others vibrational resonance, eliminating the AC bonus from both devices and short circuiting the EU clip in the Sonic Shield, draining it entirely. A character can use one form of protection at a time, switching between the sonic shield and force screen.

### **ROGOGUNS**

Each Robogun fires one shot every round. The downside to wiring roboguns into a ship or station's central power grid is that the roboguns cannot function if the building loses power, unless the gun has battery backup. Also the guns can be deactivated by a character using their Security or Computers skills.

**Robogun, Typical:** AC 12, HD 1d6 (4 hp), THB +1, ATT Laser gun 2d6 Range 40, ST 18+, MV 0, XP 15

Upgrades:

- Advanced Processor: +1 THB, and -2 to any skill check to hack the gun system, +7 XP value
- Thermal Sensors: the Robogun can "see" 20 meters in the dark, +7 XP value
- Armor plating: +1 AC and +15 XP value
- Battery: a Robogun with batteries will continue firing for 2d6 rounds in the event of power loss, +7 XP value

- **Flame Thrower:** flame thrower shoots a cone of flame 8 meters long and 3 meters wide at the end. All creatures in this area suffer 2d6 points of damage and are lit on fire! The victim must take a round to drop and roll or they will continue to burn for 1d6 more points of damage per round. Contains enough fuel for 12 attacks, +30 XP value

**Examples:**

**Robogun, with advanced processor:** AC 12, HD 1d6, THB +2, ATT Laser gun 2d6 Range 40, ST 18+, MV 0, XP 22

**Robogun, with thermal sensors:** AC 12, HD 1d6, THB +1, ATT Laser gun 2d6 Range 40, sees in dark 20, ST 18+, MV 0, XP 22

**Robogun, thermal sensors & advanced processor:** AC 12, HD 1d6, THB +2, ATT Laser gun 2d6 Range 40, ST 18+, MV 0, XP 29

**Robogun, flamer:** AC 12, HD 1d6, THB NA, ATT see above, ST 18+, MV 0, XP 45

**SUMMARY TABLE**

	<b>Damage</b>	<b>Range (m)</b>	<b>Ammo</b>	<b>Cost (cr)</b>
Stinger	1d6	30	Stinger EU Clip	400
	Stinger EU Clip (8 EU)	-	-	22
Heat Ray	6d6 (ray)	100	100 EU clip	1400
	3d6 (cone)	40 x 20 cone		1400
E-Nade	5d6 or 2d6	15	-	100
ATACS	na /+1 to hit	na	20 EU clip	1000
	Add night vision			+500
Sonic Shield	+2 to AC	na	100 or 20 EU clip	250

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