

Extra Equipment List

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SOME OF THIS LIST IS HIGH-END NAME-BRAND MERCHANDISE. IT IS BETTER THAN THE GENERIC EQUIPMENT LISTED IN THE RULES, BUT A LOT MORE EXPENSIVE. MANY COMPETING PRODUCTS AND BRANDS ARE AVAILABLE, WAITING FOR YOU TO MAKE THEM UP. MANY OF THE WEAPONS USE NON-STANDARD AMMUNITION AND POWER PACKS.

EQUIPMENT MARKED @ IS USABLE IN ZERO-G, THOSE MARKED % ARE USABLE UNDERWATER.

CARBINES ARE SHORT RIFLES. THEY ARE EASIER TO MANAGE BUT CANNOT SHOOT AS FAR AND ARE SOMETIMES LESS POWERFUL.

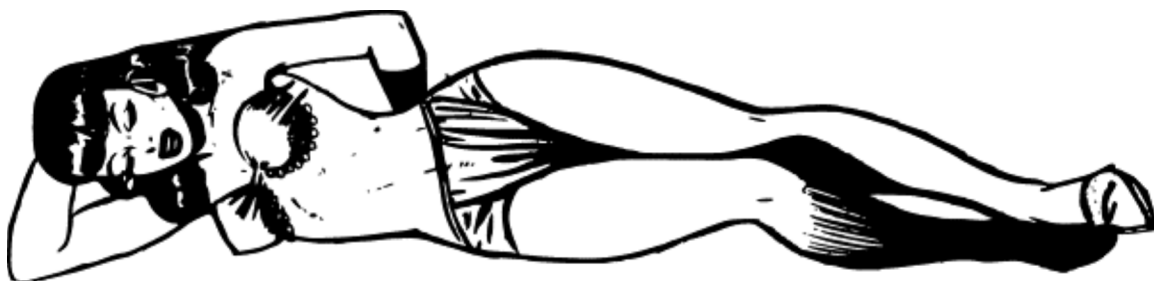
IF A WEAPONS AMMO SUPPLY IS NOT SPECIFIED, OR IF THE CONDITIONS FOR RUNNING OUT OF AMMO ARE NOT SPECIFIED, IT HAS AT LEAST 10-20 SHOTS AND YOU DO NOT NORMALLY NEED TO KEEP TRACK. IF YOU SHOOT IT A LOT THE GAME MASTER WILL TELL YOU WHEN YOU RUN OUT.

SOME WEAPONS LIST SEPARATE KILL AND STUN DAMAGE. USE THE SAME DIE ROLL, BUT READ THEM DIFFERENTLY (A 3 AND A 6 ON TWO DICE ARE 6 FOR HEAVY DAMAGE AND 3 FOR LIGHT DAMAGE). IF ONLY KILL DAMAGE IS LISTED, IT DOES THE SAME AMOUNT OF STUN DAMAGE. IF ONLY STUN DAMAGE IS LISTED IT DOES NO KILL DAMAGE WHATSOEVER.

WHAT DOES "LT KILL vs. 1 DEX" MEAN? IT MEANS THE WEAPON DOES LT KILL (ROLL 2 DICE AND PICK THE LOWEST), AND ALWAYS TREAT THE TARGET AS DEX 1. THIS DESCRIBES A WEAPON THAT IS HARD TO DODGE BECAUSE IT SHOOTS A CLOUD OF PELLETS OR CONE OF ENERGY.

THE USUAL SELL PRICE IS ABOUT HALF OF THE PURCHASE PRICE.





Undergarments

Pulp science fiction characters frequently have their outer garments rent. Evil captors often do this, fights can, and vigorous activity in rough terrain can do this as well. Experienced characters learn to wear the right underwear.

Default underwear @%: If underwear is not specified, men have grey cotton boxers and women have pink cotton bra and panties. They stay wet, cold, and uncomfortable from water and heavy perspiration for too long.

Bikini underwear (for women) @%: +1 looks if your natural looks are greater than 0 (if you are wearing only this). Doubles as swimwear; works well in a space suit. Durable and resistant to wardrobe malfunction. The technical fabric wicks moisture away from the skin and dries quickly. 0 CR.

Speedo (for men) @%: Doubles as swimwear; works well in a space suit. Durable and resistant to wardrobe malfunction. Has a fly. The technical fabric wicks moisture away from the skin and dries quickly. 0 CR.



Womens equipment

Uniforms come with pants, skirts, and leggings. Pants are great in buildings and on space ships. Skirts let you relieve yourself in the field without pulling down your pants for everyone to see. Wearing leggings under a skirt protects your legs from brush, but comes with a -1 looks penalty.

Nice clothes or uniform @: +1 looks, but they are expensive and easily damaged. 5 CR.

Nice leggings @: They only go with one or two outfits. No looks penalty if used with those outfits. 3 CR.

Makeup @: +1 looks if properly applied, takes about 30 minutes, 1 CR

Travel doll makeup kit @: +1 looks if properly applied, goes on in only 15 minutes, -1 penalty to makeup roll, 2 CR

Starr Beauty makeup kit @: +1 looks if properly applied, +1 bonus to makeup roll, 3 CR

Mermaid makeup kit @%: +1 looks if properly applied, stays on in water, 8 CR

Hair stuff @: +1 looks if hair is properly done, takes about 30 minutes, 1 CR

Travel doll hair stuff @: +1 looks if properly applied, styles hair in only 15 minutes, -1 penalty to hairstyling roll, 2 CR

STARR BEAUTY SALON BAG @: High quality hair stuff. +1 looks if properly applied, +1 bonus to hairstyling roll, 3 CR

TITANIUM NAIL IMPLANTS @%: THESE NAILS DO NOT BREAK. THEY CAN BE USED LIKE A DULL KNIFE FOR SOME THINGS AND LIKE CAT CLAWS FOR OTHERS. AS A WEAPON THEY DO 1 KILL. THEIR USES ARE LIMITED TO YOUR IMAGINATION. IMPLANT SURGERY COSTS 30CR.

HIGH HEELS: +1 looks, BUT YOU DO NOT SNEAK WELL AND THEY SLOW YOU DOWN TO 2M/TURN. IF YOU TRY TO SNEAK OR GO FASTER YOU MUST MAKE YOUR RUN-IN-HEELS ROLL OR STUMBLE loudly. 1 CR

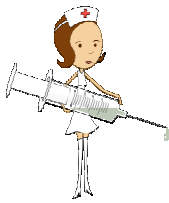
ACTION ANGEL HEELS: +1 bonus to RUN-IN-HEELS roll, 3 CR.

Bikini @%: +1 looks if your NATURAL looks ARE GREATER THAN 0. NOT socially appropriate in all situations. Good choice UNDERWATER. Works well in a space suit. 0 CR.

Nice looking bikini @%: +2 looks, 1 CR.

CHAINMAIL bikini @%: Similar to regular bikini. EXTREMELY DURABLE AND RESISTANT TO DAMAGE & WARDROBE MALFUNCTIONS (IT DOES NOT COME OFF UNLESS YOU WANT IT TO). THE TECHNICAL fabric LINING IS DURABLE AND COMFORTABLE. 1 CR,

Nice looking chainmail bikini @%: +2 looks, 5CR.

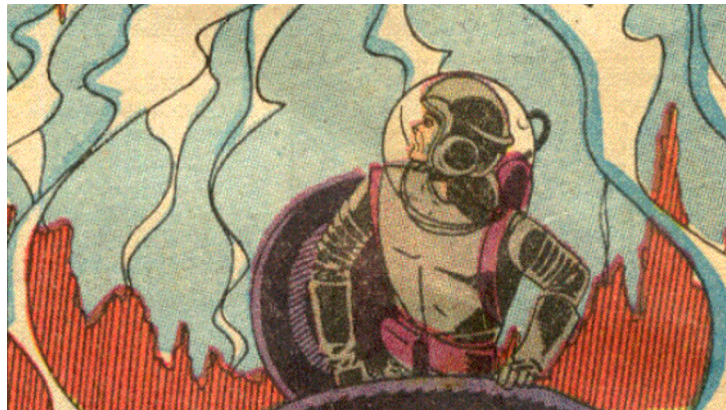


Medical equipment

FIRST AID KIT @: 0 CR. Medical skills HAVE A -1 penalty WITHOUT medical supplies.

SMELLING SALTS: THIS IS A TINY BOTTLE. WAVE IT UNDER THE VICTIMS NOSE TO WAKE UP A FAINTED WOMAN OR A PERSON WHO IS LIGHTLY STUNNED. YOU CANNOT BUY THIS UNLESS YOU HAVE CERTIFIED MEDICAL SKILLS (MEDIC 1 OR BETTER).

LITTLE BLACK BAG: THIS IS A MEDICAL KIT THAT GIVES A +1 BONUS TO MEDICAL SKILLS. IT HAS SOME BASIC MEDICAL EQUIPMENT, A FIRST AID KIT, SMELLING SALTS, AND WOUND SEALERS. YOU CANNOT BUY THIS UNLESS YOU HAVE SIGNIFICANT CERTIFIED MEDICAL SKILLS (MEDIC 4 OR BETTER). 3 CR.





Food products

CANNED food is durable, but HEAVY AND DOES NOT fit in your pocket. BARS & pups ARE plastic wrapped, but NOT CRUSH RESISTANT. BOXES & CRATES ARE CARDBOARD, which DISINTEGRATES if SOAKED.

C-RATIONS: FOOD IN CANS THAT MEN CAN HANDLE. DOES NOT TASTE bad, BUT DOES NOT TASTE GOOD EITHER. 1 CR for a BOX of a DOZEN CANS.

DEHYDRATED food BAR @: FOOD in a BOX THAT MEN CAN HANDLE. DOES NOT TASTE GOOD. 1 CR for a CRATE of 6 BOXES. Each box HAS 6 BARS.

Hotpup @: A SELF-HEATING SAUSAGE THAT TASTES pretty good, UNLESS you EAT THEM day AFTER day. 3 CR for a CRATE of 6 BOXES. Each box HAS 6 pups.

MAMA MANÇIAS NUTRITION BARS @: CONVENIENT food BARS THAT TASTE pretty good, UNLESS you EAT THEM day AFTER day. 3 CR/CRATE



Communications equipment

Radio @: 2 CR. A walkie-talkie/cell-phone COMBO THE SIZE of a QUART of milk. MOST SPACE SHIPS HAVE AT LEAST ONE RADIO in their supplies.

Mini radio @: 20 CR. A SMALL, WEAK, SHORT-RANGE 2-WAY RADIO THAT IS THE SIZE of a CORDLESS TELEPHONE HANDSET. MOST SPACE SUITS HAVE ONE.

INTERSTELLAR TELEGRAM: 1 CR. TELEGRAPH OFFICES ARE AVAILABLE in CAPITOLS AND LARGE CITIES.





Miscellaneous equipment

SLEEPER HELMET @: NOT FOR SALE. KEEPS PRISONERS ASLEEP FOR UP TO A DAY AT A TIME FOR TRANSPORT. YOU SHOULD WAKE THEM UP FOR FOOD AND WATER 2-3 TIMES PER DAY FOR THE ENTIRE TRIP.

BINOCULARS: 1 CR

Good binoculars @: 4 CR

Mini-flashlight @%: THUMB-SIZED, 0 CR

PATROL flashlight: HARDENED ALUMINUM CASING; DOUBLES AS A TACTICAL BATON: MD STUN + 1 kill, 0 CR.

WATCH / STOPWATCH COMBO @(%): 1 CR, 2 CR IF WATERPROOF

Slide rule @: 0 CR. PERFORMS MATHEMATICAL COMPUTATIONS. ANY CHARACTER WHO HAS A SKILL THAT INVOLVES MATH WILL KNOW HOW TO USE THIS.

Utility knife @%: 0 CR (1 kill if used as weapon)

Pocket multi-tool @%: THIS SMALL FOLDING TOOL HAS A KNIFE BLADE, SAW, SCREWDRIVER, PLIERS, AND SO FORTH. 0 CR.

Toolbox, MECHANICAL: 1 CR

Toolbox, ELECTRICAL: 1 CR

Toolbox: THIS SMALL HANDHELD TOOLBOX CONTAINS THE TOOLS FOR YOUR TRADE. THERE IS ONE FOR MECHANICS, ONE FOR ELECTRONICS, AND SO FORTH. 1 CR OR MORE.

Typewriter, electric, desktop: 1 CR

Typewriter, flyweight portable, manual: 1 CR

Space suits

Space suit @%: -1 LOOKS, 20 CR. A SPACE SUIT TAKES ABOUT 3 MINUTES TO PUT ON. IT IS FORMFITTING AND COMES IN CERTAIN SIZES AND CUTS. THE ONLY THING YOU CAN WEAR UNDER YOUR SPACE SUIT IS UNDERWEAR.

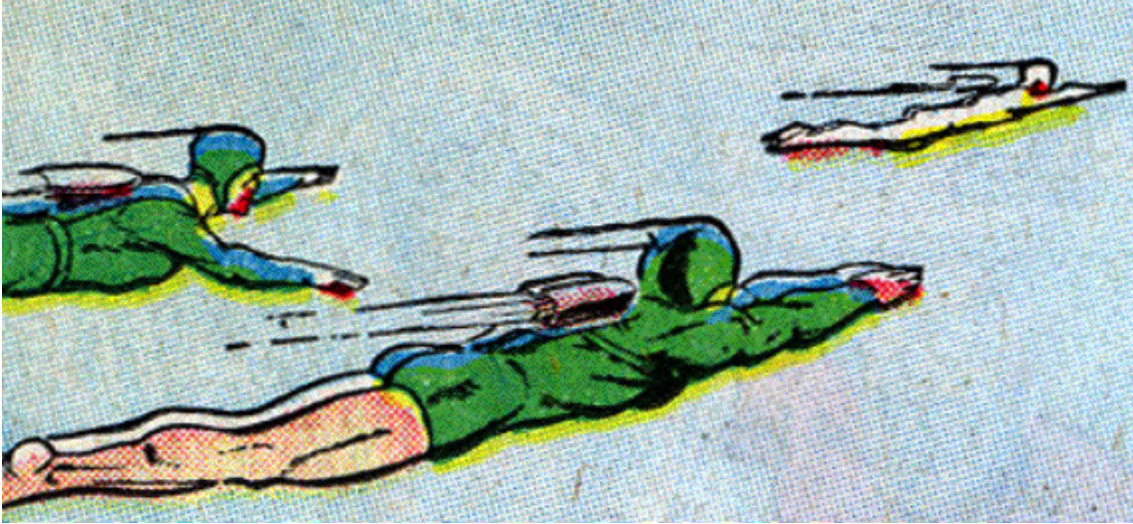
IT HAS A 2-HOUR AIR TANK, A WEAK SHORT-RANGE 2-WAY RADIO, A BUBBLE HELMET, AND THRUSTERS (ONLY WORKS IN SPACE). MOST SPACE SUITS ALSO COME WITH AN OPTIONAL (BUT HEAVY) CHEST-MOUNTED REBREATHING EXTENDING AIR TO 8 HOURS. IT IS NOT NORMALLY USED.

SPACE SUITS ARE ALSO DIVING SUITS: REPLACE THE AIR TANK/THRUSTER PACK WITH THE GILL/IMPELLER PACK. IT IS POWERED BY AQUEOUS FUEL CELLS, SO THE GILLS WILL RUN FOR 5 DAYS AND THE IMPELLER WILL MOVE YOU 1M PER TURN FOR 30 MINUTES.

TO PUT ON YOUR SPACE SUIT WHILE HOLDING YOUR BREATH, MAKE A DEX ROLL. USE YOUR ZERO-G SKILL AS A BONUS.

WOMEN'S SUITS HAVE A BUTTON ON THE NECK TO PUFF AIR ON THEIR FACE FOR FAINT RECOVERY.

NICE LOOKING WOMEN'S SPACE SUIT @%: NO LOOKS PENALTY, 100CR. YOU CAN WEAR MAKEUP AND MOST HAIRSTYLES IN IT. FOR AN EXTRA 5 CREDITS IT CAN HAVE HIGH-HEELED BOOTS (+1 LOOKS).



Rocket packs & gill packs

Rocket pack @: Flies 30M/TURN, LASTS 30 MINUTES, 10 CR. ABOUT THE SIZE OF SCUBA TANKS, THESE ARE BULKY AND HEAVY, SO NOBODY WEARS ONE UNLESS THEY INTEND TO USE IT.

ZETA INDUSTRIES rocket pack @: Flies 30M/TURN, LASTS 45 MINUTES, 35 CR.

Alpha industries low-profile rocket pack @: Flies 30M/TURN, LASTS 30 MINUTES, 20 CR. HALF THE SIZE AND WEIGHT OF MOST ROCKET PACKS, WITH SLIGHTLY LESS RANGE. YOU CAN COMFORTABLY SIT IN A CHAIR OR RUN WITH ONE ON.

INTERSTELLAR AEROSPACE rocket pack @: Flies 30M/TURN, LASTS 30 MINUTES, 20 CR. HEAVY LIFTING POWER ALLOWS THE WEARER TO CARRY A LOAD ON HIS BELT. HIGH-POWER BUDDY MODE ALLOWS THE WEARER TO FLY WITH ANOTHER PERSON STRAPPED TO HIS CHEST, BUT ONLY FOR 10 MINUTES. SLIGHTLY LARGER AND HEAVIER THAN MOST ROCKET PACKS.

JET pack @: Flies 30M/TURN, LASTS 60 MINUTES, 10 CR. JET PACKS ARE SIMILAR TO ROCKET PACKS, BUT ONLY WORK IN BREATHABLE OXYGEN ATMOSPHERES AND THE FUEL GOES TWICE AS FAR (BECAUSE THE OXIDIZER COMES FROM THE AIR).

SCUBA TANK w/ REGULATOR @%: LETS YOU BREATHE COMPRESSED AIR UNDERWATER OR IN NOXIOUS ATMOSPHERES FOR 2 HOURS. 2 CR.

Gill pack %: ABOUT THE SAME SIZE AND WEIGHT AS SCUBA TANKS. LETS YOU BREATHE UNDERWATER. THE IMPELLERS MOVE YOU 1M/TURN FOR 30 MINUTES. 5 CR.

ZETA INDUSTRIES gill pack %: THE IMPELLERS MOVE YOU 1M/TURN FOR 45 MINUTES. 15 CR.



Vehicles

HORSE, THOAT, OR OTHER BEAST OF BURDEN: 50 CR. THE ADVANTAGE OVER VEHICLES IS THAT THEY DO NOT NEED FUEL IF THERE IS FODDER AND WATER AROUND.

GROUND CAR: 250 CR

SPORTS CAR: A HIGHER PERFORMANCE GROUND CAR THAT ONLY SEATS 2 (FAST & MANEUVERABLE). 500 CR

SPEEDER (HOVER) CAR: 500 CR. VERY FAST, BUT SLUGGISH HANDLING. GOES OVER WATER, SAND, MUD, ETC.

Skycycle (flying MOTORCYCLE): 350 CR. VERY FAST.

Flying CAR: 750 CR

REGAL AEROSPACE VERVE ZEPHYR: A HIGH PERFORMANCE flying VAN (FAST). 2000 CR

BOAR: 600 CR. LARGE 6-WHEEL-DRIVE AMPHIBIOUS BOAT/CAR. GOVERNMENT ONES MAY HAVE AN OPTIONAL TURRET.

Flit / Skyship: YOU FIND THESE flying VEHICLES ON FRONTIER PLANETS. YOU INSTALL AN IMPORTED POWER PLANT AND ANTIGRAV IN A LOCALLY BUILT WOODEN CONTRAPTION, AND USE A PROPELLER FOR THRUST. THE WOODEN FUSELAGE MAY BE BOAT, BOX, OR BULLET SHAPED; IT MAY EVEN BE AN OPEN WOODEN FRAME. SIZE 1-2 VEHICLES ARE CALLED FLITS AND SIZE 3-4 VEHICLES ARE CALLED SKYSHIPS. THEY COST HALF OF WHAT AN IMPORTED flying VEHICLE DOES, BUT ARE SLOWER. THE RANGE AND NOISE DEPEND ON THE ENGINE.

INTERSTELLAR PASSAGE, PRIVATE CABIN: 2 CR PER LIGHT YEAR (1 day/lightyear)

FAST INTERSTELLAR PASSAGE, PRIVATE CABIN 5 CR PER LIGHT YEAR (2 lightyears per day)

INTERSTELLAR PASSAGE, CRYOCHAMBER: 1/4 CR PER LIGHT YEAR (2 dayz/lightyear). YOU WAKE UP FEELING LIKE YOU HAVE A BAD CASE OF THE FLU FOR A FEW DAYS. NOBODY WHO CAN AFFORD A PRIVATE CABIN TRAVELS THIS WAY.

Radium RECHARGE for a SPACE SHIP: 10 CR TIMES THE SIZE OF THE SHIP (GOOD FOR 30 DAYS OF TRAVEL). RECHARGING IS AN ALL-DAY PROCEDURE AT A WELL-EQUIPPED FACILITY, AS THE POWER-PLANT HAS TO BE REBUILT. THE RADIUM IS CHEAP, THE MECHANICS ARE NOT.





Protective equipment

RESPIRATOR @: It looks sort of like our dust masks and filters out dusts, mists, poison gas, bad smells, and noxious fumes. One is in a special pocket of the uniforms of all service organizations (like the Space Rangers). These devices are why nobody tries to use poison gas on humans: everyone they might want to gas has these, and then the humans gas back. 0 CR.

FORCE field belt @: 1 point armor vs. energy attacks only. 15 CR. Lasts 30 minutes. Force fields cancel instead of combining. The belt is somewhat bulky.

TLA 900 Force field belt @: Lower profile and less cumbersome than most models. 30 CR

HELMET @%: 2 point armor if the attacker rolls max damage, messes up hair, 1 CR.

BALLISTIC VEST @%: 1 point armor if the attacker rolls above average damage, -1 looks, 2 CR.

NICE looking WOMANS ballistic vest @%: No looks penalty, must be custom fitted, 10 CR.

VESTS & HELMET BONUSES DO NOT STACK.

IN THIS EXAMPLE THE TARGET WEARS A VEST AND HELMET:

- *LESS THAN HALF DAMAGE: NO PROTECTION (AN UNARMED LOCATION IS HIT)*
- *MORE THAN HALF DAMAGE BUT LESS THAN MAX: -1 point damage*
- *MAX DAMAGE: -2 points damage*

SHIELD (ARCHAIC) @:

Vs RANGED: 2 pt armor if damage die is odd (applies to all frontal attacks).

Vs MELEE: MAKE A HIT ROLL TO BLOCK ONE ATTACK (applies to one frontal attack per turn). 1 CR.

LIGHT ARMOR @%: 1 point armor, -2 looks. 10 CR. Your DEX is limited to 5. Heavy, uncomfortable, takes 10 minutes to put on. It takes a turn to stand back up if your STR is below 3.

MEDIUM ARMOR @%: 2 point armor, -4 looks, STR 2 required, 50 CR. Your DEX is limited to 3. Heavy, uncomfortable, takes 20 minutes to put on, and you need someone to help you put it on. It takes a turn to stand back up if your STR is below 5.

HEAVY ARMOR @%: 3 point armor, -6 looks, STR 5 required, 250 CR. Your DEX is 1. Heavy, uncomfortable, takes 30 minutes to put on, and you need someone to help you put it on. It takes a turn to stand back up.

NICE looking WOMENS ARMOR @%: 5 times as expensive, but the looks penalty is 1 less and it only fits you. For an extra 5 credits it can have high-heeled boots (lowers looks penalty by 1).

SPACE ARMOR @%: +20 CR, but it also works as a space suit.

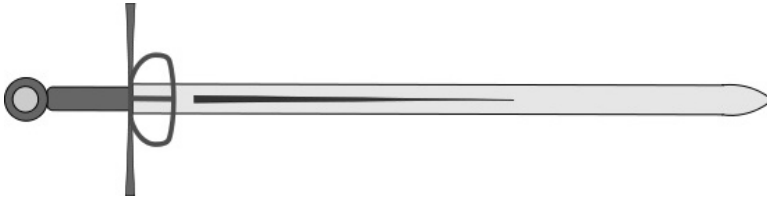
MOST ARMOR PREVENTS THE USE OF MAKEUP, HAIRSTYLES, CLOTHES, & HEELS.

ARMOR SUITS COME WITH HELMETS.



Accessories for weapons

Rifle scope @: HALVES THE RANGE TO THE TARGET FOR AIMING PURPOSES BUT CANNOT TRACK FAST-MOVING OBJECTS. CAN ONLY BE USED WHEN AIMING. CANNOT BE INSTALLED quickly. 3 CR.



Archaic weapons

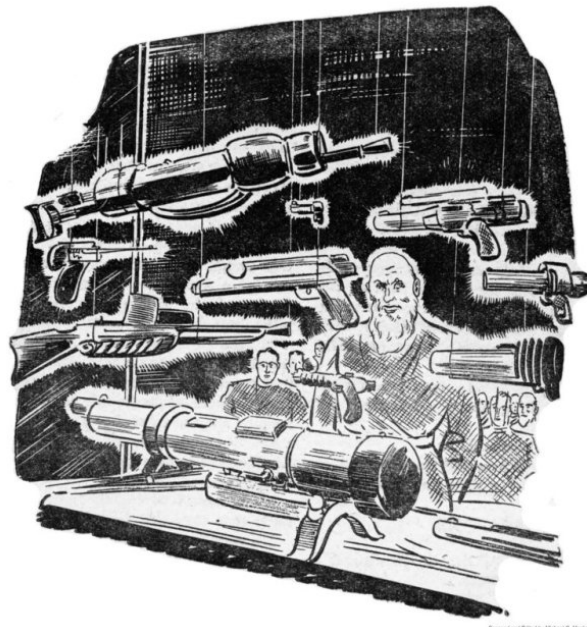
Knife / Bayonet @%: Lt Kill, 0 CR

Sword / spear %: Md Kill, 2 CR

Dopplesword (2-HANDED SWORD) %: Hv Kill, INCONVENIENTLY LONG, 3 CR

Tactical baton: Md STUN + 1 kill, 0 CR. Telescoping baton COSTS 1 CR BUT IS EASY TO CARRY.

AXE HANDLE (2-HANDED BATON): Hv STUN + Lt kill, INCONVENIENTLY LONG, 0 CR





Bullet guns are old-fashioned, but cheap

BULLET PISTOL: Lt Kill, 2 CR

MACHINE PISTOL: 2 Kill AUTOFIRE, 3 CR. RUNS OUT OF AMMO ON A HIT ROLL OF 9 OR MORE.

DERRINGER BULLET PISTOL: Lt Kill, 2 CR. SUPER SMALL AND EASY TO STORE OR CONCEAL. YOU GET 1 SHOT, THEN HAVE TO SPEND A TURN RELOADING (IF YOU HAVE ANY BULLETS).

ISHER MODEL 117 TARGET BULLET PISTOL: Lt Kill, 4 CR. EXTRA +1 BONUS TO HIT ROLL WHEN AIMING.

BANTH MAGNUM BULLET PISTOL: Md Kill, 4 CR. IF YOU HAVE STR 3 OR LESS YOU CANNOT AIM IT AND HAVE A -1 PENALTY TO YOUR HIT ROLL.

MILITARY CARBINE: Lt kill OR 2 kill AUTOFIRE, 4 CR, RUNS OUT OF AMMO ON A HIT ROLL OF 10 OR MORE WHEN AUTOFIRED. CAN TAKE A BAYONET.

BRUSH BLASTER A9 BULLET CARBINE: Hv Kill, 6 CR

MICRODYNE NEW CENTURY MACHINE CARBINE 3 Kill AUTOFIRE, 7 CR. RUNS OUT OF AMMO ON A HIT ROLL OF 10 OR MORE.

BULLET RIFLE: Md Kill, 3 CR

MACHINE RIFLE: 3 Kill AUTOFIRE, 4 CR. RUNS OUT OF AMMO ON A HIT ROLL OF 9 OR MORE.

MILITARY ASSAULT RIFLE: Md kill OR 3 kill AUTOFIRE, 5 CR, RUNS OUT OF AMMO ON A HIT ROLL OF 9 OR MORE WHEN AUTOFIRED. USUALLY COMES WITH A BAYONET.

ISHER MODEL 124 TARGET BULLET RIFLE: Md Kill, 6 CR. EXTRA +1 BONUS TO HIT ROLL WHEN AIMING.

SAFARI BIG-GAME BULLET RIFLE Hv Kill, 6 CR. EXTRA +1 BONUS TO HIT ROLL WHEN AIMING. IF YOU HAVE STR 3 OR LESS YOU CANNOT AIM IT AND HAVE A -1 PENALTY TO YOUR HIT ROLL.

ISHER MODEL 133 HEAVY ASSAULT RIFLE: Hv Kill OR 4 kill AUTOFIRE, 8 CR. RUNS OUT OF AMMO ON A HIT ROLL OF 9 OR MORE WHEN AUTOFIRED. IF YOU HAVE STR 2 OR LESS YOU WILL NOT WANT TO CARRY THIS.

SHOTGUN: Lt Kill vs. 1 DEX, 2 CR

BANTH TACTICAL SHOTGUN: Lt Kill vs. 1 DEX, 4 CR. IT CAN DO 2 kill vs. 1 DEX AUTOFIRE, BUT IT RUNS OUT OF AMMO EVERY TIME YOU DO.





Gauss weapons

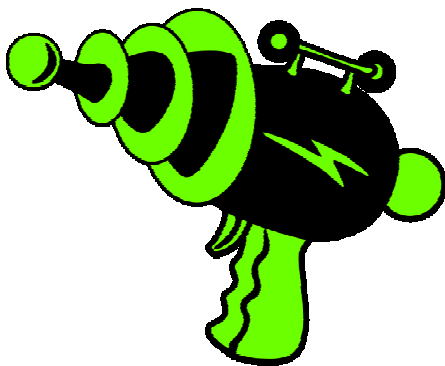
THEY USE ELECTRICITY TO FLING A LONG THIN PROJECTILE FASTER THAN A BULLET.

GAUSS pistol %: Lt Kill, IGNORES ARMOR, 4 CR

Coiltech GAUSS pistol %: Lt Kill, IGNORES ARMOR, 12 CR. CAN do 1 kill AUTOFIRE, BUT THE PATENTED BATTERY-MAGAZINE RUNS OUT ON A HIT ROLL OF 9+.

GAUSS rifle %: Md Kill, IGNORES ARMOR, 6 CR

Coiltech GAUSS rifle %: Md Kill, IGNORES ARMOR, 18 CR. CAN do 2 kill AUTOFIRE, BUT THE PATENTED BATTERY-MAGAZINE RUNS OUT ON A HIT ROLL OF 9+.



Stun guns

STUN WEAPONS SHOOT WHITE RAYS THAT MAKE A ÒZzzzzÓ SOUND AND HAVE THE SAME EFFECT AS A TAZER.

STUNGUNS ARE slightly fragile. If THEY SUFFER AN IMPACT, like A DROP ONTO CONCRETE, THE GAME MASTER DECIDES IF THEY ARE BROKEN OR DAMAGED IN SOME WAY.

STUN pistol @%: Md STUN (ENERGY), 4 CR

ISHER MODEL 200 COMPACT STUN pistol @%: Md STUN (ENERGY), 5 SHOTS PER RECHARGE, 9 CR. THIS IS A VERY SMALL LIGHTWEIGHT pistol. IT IS EASIER TO CARRY AND EASIER TO CONCEAL THAN A full-sized pistol. IT MAKES A fine backup weapon.

MAG 100 STUN pistol @%: Hv STUN (ENERGY), 10 CR. THE REMOVABLE power pack RUNS OUT ON A HIT ROLL OF 9+.

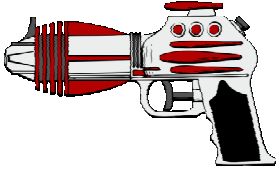
ISHER MODEL 219 STUN pistol @%: Md STUN (ENERGY), 12 CR. CAN do 3 STUN AUTOFIRE, BUT THE REMOVABLE power pack RUNS OUT ON A HIT ROLL OF 9+.

STUN rifle @%: Hv STUN (ENERGY), 6 CR

MAG 200 STUN rifle @%: Hv STUN WITH +1 DAMAGE (ENERGY), 15 CR. THE REMOVABLE power pack RUNS OUT ON A HIT ROLL OF 9+.

ISHER MODEL 222 STUN rifle @%: Hv STUN (ENERGY), 18 CR. CAN do 4 STUN AUTOFIRE, BUT THE REMOVABLE power pack RUNS OUT ON A HIT ROLL OF 9+.





Ray guns are sometimes called blasters

THE RAY IS RED AND SCREECHES WHEN SET TO KILL, BLUE AND HUMS WHEN SET TO STUN. THE POWER LEVEL IS ADJUSTABLE, AND CAN BE DIALED DOWN AS LOW AS YOU WANT.

RAY PISTOL @%: STUN SETTING DOES Lt STUN. Kill does Lt Kill. Autofire does 1 STUN. 4 CR

ISHER MODEL 311 COMPACT RAY PISTOL @%: Small lightweight design is EASIER TO STORE, CARRY, AND CONCEAL. 6 CR.

STUN: Lt STUN

Kill: Lt Kill

AUTOSTUN: 1 STUN AUTOFIRE

AUTOKILL: 1 kill AUTOFIRE

DOOMGUN 100 RAY PISTOL @%: Lt Kill. Doing 2 kill AUTOFIRE DRAINS THE REMOVABLE POWER PACK ON A HIT ROLL OF 9+. NO STUN SETTING. 4 CR

SMITE-O-MATIC RAY CARBINE @%: 6 CR

LOW POWER: 1 kill OR 1 STUN AUTOFIRE

HIGH POWER: 2 kill OR 2 STUN AUTOFIRE, BUT DRAINS THE LARGE REMOVABLE POWER PACK ON A HIT ROLL OF 10+

THUNDERMAG RAY CARBINE @%: 8 CR

STUN: Lt STUN

Kill: Lt Kill

AUTO: 2 STUN (DRAINS THE LARGE REMOVABLE POWER PACK ON A HIT ROLL OF 10+)

RAY RIFLE @%: STUN SETTING DOES Md STUN. Kill does Md Kill. Autofire does 2 STUN. 6 CR

ISHER MODEL 329 RAY RIFLE @%: Lightweight design is EASIER TO STORE AND CARRY THAN OTHER RIFLES. EXTRA +1 BONUS TO HIT ROLL WHEN AIMING. 8 CR.

STUN: Md STUN

Kill: Md Kill

AUTOSTUN: 2 STUN AUTOFIRE

AUTOKILL: 2 kill AUTOFIRE

DOOMGUN 200 RAY RIFLE @%: Md Kill. Doing 3 kill AUTOFIRE DRAINS THE REMOVABLE POWER PACK ON A HIT ROLL OF 9+. NO STUN SETTING. 5 CR.

Scorch rays are sometimes called heat rays

THESE YELLOW INCENDIARY HEAT RAYS IGNITE FLAMMABLE MATERIALS ON CONTACT AND SCORCH ANYTHING THAT CAN BE SCORCHED. THEY MAKE A ÒSHHHHÓ SOUND. MOST ARE AUTOFIRE ONLY.

SCORCH PISTOL @ 4 CR: 1 kill AUTOFIRE. High-power setting does 2 kill AUTOFIRE, BUT DRAINS REMOVABLE POWER-PACK ON HIT ROLL OF 10+. IT OVERHEATS AND SHUTS DOWN FOR A TURN IF FIRED HIGH-POWER 3 TIMES WITHOUT COOLING FOR A TURN.

SCORCH CARBINE @ 5 CR: 1 kill AUTOFIRE. High-power setting does 2 kill AUTOFIRE BUT DRAINS REMOVABLE POWER-PACK ON HIT ROLL OF 11+. IT USES THE SAME POWER PACK AS THE RIFLE. IT OVERHEATS AND SHUTS DOWN FOR A TURN IF FIRED HIGH-POWER 5 TIMES WITHOUT COOLING FOR A TURN.

SCORCH RIFLE @ 6 CR: 2 kill AUTOFIRE. High-power setting does 3 kill AUTOFIRE BUT DRAINS REMOVABLE POWER-PACK ON HIT ROLL OF 10+. IT OVERHEATS AND SHUTS DOWN FOR A TURN IF FIRED HIGH-POWER 3 TIMES WITHOUT COOLING FOR A TURN.

AS A HEAVY WEAPON, A SCORCH RAY DOES 3 Kill AUTOFIRE (4 Kill AUTOFIRE IN HIGH-POWER MODE, IF AVAILABLE).

AS A VEHICLE WEAPON, A SCORCH RAY GETS TWO SHOTS AT THE SAME TARGET EVERY TURN. IT DOES NOT AFFECT ANY VEHICLE LARGER THAN SIZE 2. IT AFFECTS CREW AS 4 Kill WITH ARMOR EQUAL TO THE VEHICLE SIZE.

AS A SIZE 2 VEHICLE WEAPON, A SCORCH RAY GETS TWO NORMAL SHOTS AT THE SAME TARGET.

Paralyzing rays are often called freeze rays

THESE GREEN RAYS DO NOT CAUSE DAMAGE. THEY TEMPORARILY PARALYZE PEOPLE & ANIMALS (OR NOT). THEY LEAVE A PATCH OF FROST WHEREVER THEY HIT. FREEZE RAYS MAKE A CRACKLING SOUND WHEN THEY SHOOT.

THE TARGET IS PARALYZED AND REDUCED TO STR 1 IF YOU ROLL MORE THAN THEIR STRENGTH. THE EFFECT IS NOT CUMULATIVE.

THE TARGET RECOVERS FROM PARALYSIS IF THEY ROLL THEIR STRENGTH OR LESS. THE TARGET RECOVERS 1 STR PER TURN, WHETHER PARALYZED OR NOT. IN OTHER WORDS, IT WEARS OFF.

YOU NEED POLYHEDRA (MULTI-SIDED DICE) TO USE THIS WEAPON. TREAT PARALYZING RAYS AS STUNGUNS IF YOU DO NOT HAVE POLYHEDRA.

PARALYZER pistol @%: USE d10 (10-sided die) BOTH TO ROLL FOR PARALYZATION AND TO ROLL TO RECOVER. 10 CR

PARALYZER rifle @%: USE d12 (12-sided die). 12 CR

Theta-charge pistol

THETA MODEL 100 %@: 8 CR

THIS IS SIMILAR TO A RAY-PISTOL, BUT NOT THE SAME. IT IS BIGGER AND HEAVIER THAN A RAY PISTOL, SO IF YOU HAVE STR 2 OR LESS YOU CANNOT AIM IT AND HAVE A -1 PENALTY TO YOUR HIT ROLL. THE RAY IS ORANGE AND SOUNDS LIKE A BEDSHEET BEING RIPPED.

THE FIRST TIME YOU PULL THE TRIGGER IT STARTS CHARGING. THE SECOND TIME YOU PULL THE TRIGGER IT DISCHARGES (FIRES). THE LONGER YOU WAIT, THE BIGGER THE CHARGE RELEASED.

IT STARTS TO HUM IMMEDIATELY WHEN IT STARTS CHARGING. ON THE SECOND TURN IT STARTS TO BUZZ. ON THE THIRD TURN IT STARTS TO BEEP. THE FOURTH TURN IT MAKES A VERY LOUD EXPLOSION SOUND.

PULL THE TRIGGER AND HOLD IT DOWN: 1 STUN AUTOFIRE ENERGY RAY.

PRESS TRIGGER WHILE HUMMING (CHARGE & FIRE ON SAME TURN): LT STUN + 1 kill

PRESS TRIGGER WHILE BUZZING (CHARGE FOR ONE TURN AND FIRE ON THE NEXT TURN): Md STUN + 1 kill

PRESS TRIGGER WHILE BEEPING (CHARGE FOR TWO TURNS AND THEN FIRE ON THE THIRD TURN): Hv STUN + Lt kill

FAIL TO DISCHARGE IT WHILE BEEPING: IT EXPLODES ON THE FOURTH TURN, DOING Hv kill TO EVERYTHING WITHIN 5M.

IF YOU START CHARGING AND THEN **UNSCREW THE SAFETY** (THIS TAKES 1 TURN), THE PISTOL CANNOT BE DISCHARGED AND BECOMES A BOMB THAT CANNOT BE STOPPED.

IF THE PISTOL IS BROKEN OR **SEVERELY DAMAGED WHILE CHARGING**: IT EXPLODES IMMEDIATELY, DOING Md kill TO EVERYTHING WITHIN 3M.

THIS TYPE OF WEAPON IS NOT AVAILABLE AS A MORE POWERFUL CARBINE OR RIFLE BECAUSE OF THE DIFFICULTY THROWING IT FAR ENOUGH.

Rocket guns fire a rocket that explodes when it hits

Rocket projectiles do NOT ARM THEMSELVES UNTIL THEY TRAVEL A CERTAIN DISTANCE.

Rocket pistol @%: Lt kill to EVERYTHING within 1m of impact. Minimum range for rocket pistol is 6m. 4cr

Amy-Lou concussion rocket pistol @%: Lt STUN + 1 kill to EVERYTHING within 1m of impact. Minimum range is 6m. 5 cr

Rocket rifle @%: Md kill to EVERYTHING within 1m of impact, 1 kill to EVERYTHING within 2m. Minimum range for rocket rifle is 10m. 7 cr

Amy-Lou concussion rocket rifle @%: Md STUN + 1 kill to EVERYTHING within 1m of impact, 1 STUN to EVERYTHING within 2m. Minimum range is 10m. 9 cr

Rocket LAUNCHER @% 10 cr: This single-use weapon is the size of a short fat rifle. It does megakill to the target and hv Kill to EVERYTHING within 2m. Minimum range is 15m. The backblast fires some lead shot straight back like a hv Kill vs. 1 DEX shotgun.

Acey-Ducey makes popular combined weapons

Acey-Ducey tactical carbine: This is an over-and-under gauss carbine and STUN carbine fed from a power pack in the buttstock. Only one can be fired at a time. 10 cr.

GAUSS %: Lt Kill, ignores armor

STUN @%: Md STUN (energy)

Acey-Ducey police carbine: This is an over-and-under concussion rocket carbine and STUN carbine. Only one can be fired at a time. 16 cr.

CONCUSSION ROCKET @%: Lt STUN + 1 kill to EVERYTHING within 1m of impact, 6m minimum range.

STUN @%: Md STUN (energy)

Acey-Ducey army carbine: This is an over-and-under gauss carbine and rocket carbine. Only one can be fired at a time. 15 cr.

GAUSS %: Lt Kill, ignores armor

Rocket @%: Lt kill to EVERYTHING within 1m of impact, 6m min range.

Splat guns

THEY ARE THE ENERGY WEAPON EQUIVALENT OF A SAWED-OFF SHOTGUN. THEY HAVE A SHORT RANGE, BUT THE ENERGY SPRAYS OUT TO GIVE YOU A BETTER CHANCE TO HIT. DODGING ONE IS NEARLY IMPOSSIBLE. THE YELLOW-ORANGE ENERGY BLAST MAKES A "CRACK" SOUND.

Splatbus 3000 carbine: Md STUN + 1 Kill vs. 1 DEX. Energy weapon. 15 cr.

Splat gun: Hv STUN + Lt Kill vs. 1 DEX. 20 cr. Big bipod-mounted energy weapon, difficult to carry.



Hypno-ray

%@ 20 CR.

Hypno-rays sound better than they work. They have a calming effect on the target, which makes them pretty good for crowd control. They work slowly and have no effect through any sort of energy barrier, like a deflector or force field. They have no effect on anything that has, or is resistant to, mental powers. The hypno-ray is a heavy weapon, tripod mounted, and takes 2-3 people to carry it. The violet ray is 1m wide and gradually calms everyone in it over several minutes. It makes a soothing humming sound.



Grenades are old-fashioned, but they work

A grenade will usually roll 1-3m after thrown, more if the ground is smooth.

CONCUSSION GRENADE: Hv STUN + Lt Kill, 5m radius, 1 CR.

FRAGMENTATION GRENADE: Hv Kill, 5m radius, 1 CR.

DDT GRENADE 1 CR: Kills insectoids, bugs of most types and sizes, and some types of monsters. 5m radius, powder on the ground is still active. Does not harm anything else. You can unscrew the top to get the powder out.

Only government agents can get this, and only with permission.

Even though DDT is a lethal chemical weapon, it is a normal insecticide and insectoids commonly use it against each other, so it does not have the same restrictions as poison gas.

TEAR GAS GRENADE 1 CR: Same effect as pepper spray, but 5m radius. Only government agents can get this, and only with permission.

A hit reduces the victims DEX to 1 and causes a lot of pain. Most animals and minor NPCs will run.

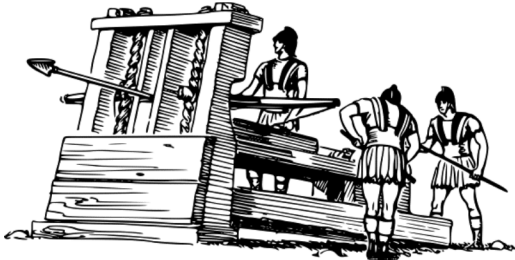
KNOCKOUT GAS GRENADE: 5m radius, 1 CR, not as good as it sounds.

Military only, may only be used when lethal force is authorized. Knocks out everyone who breathes it but has limits. An alert person can run out of the area and will not be affected. In an enclosed area it can overdose and kill the victim. Restricted and hard to get.

POISON GAS GRENADE: 5m radius, 1 CR, military only, requires explicit authorization. No first use of gas is allowed, only in retaliation for gas attacks. Very restricted and hard to get.

Gas grenades are mentioned in this game because the pulp science fiction customers had seen World War One (The Great War), and the awful use of gas.

THEY REASONABLY EXPECTED GAS TO BE USED IN FUTURE WARS. WE ARE NOT LISTING POISON GAS RULES BECAUSE WE DO NOT WANT IT IN THE GAME. THERE ARE MANY TYPES OF POISON GAS, AND THE EFFECTS ARE ALL HORRIBLE. NO CHARACTER WANTS TO USE IT. THE DEFENSE IS THE RESPIRATOR IN THE PROTECTIVE EQUIPMENT SECTION.



Other weapons

ELECTRO-Whip 3 CR: MD STUN, NOT USEFUL IN TIGHT QUARTERS OR WHEN GRAPPLING, 2M REACH. FAVORED BY SLAVERS AND PSIRENS, SO RESPECTABLE PEOPLE PREFER NOT TO BE SEEN WITH IT.

NET GUN 7CR: If HIT, YOU ARE IMMOBILE UNTIL YOU ROLL SNAKE-EYES (A TWO ON 2 DICE), MAKE AN ESCAPE ARTIST ROLL, OR SOMEONE LETS YOU OUT.

NET GUNS TAKE A TURN TO RELOAD AND ONLY WORK ON HUMANOID-SIZED TARGETS. DOES NOT WORK AGAINST TARGETS LYING ON THE GROUND. ITS MINIMUM RANGE IS 3M AND MAXIMUM RANGE IS 10M. FAVORED BY SLAVERS AND BOUNTY HUNTERS, SO RESPECTABLE PEOPLE PREFER NOT TO BE SEEN WITH IT.

PEPPER SPRAY: A HIT REDUCES THE VICTIMS DEX TO 1 AND CAUSES A LOT OF PAIN. MOST ANIMALS AND MINOR NPCs WILL RUN. 4M RANGE.

SPEARGUN %: MD Kill, 2 CR

