Gear and Vehicles

# Weapons

## Pistols

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Bonus | Damage | Range | Weight | Cost | Comment |
| M4A3 Service Pistol | +2 | 1 | Med | ½ | 200 |  |
| .357 Magnum Revolver | +1 | 2 | Med | 1 | 300 |  |
| Rexim RXF-M5 EVA Pistol | +1 | 1 | Sht | ½ | 400 | AP |
| Watatsumi DV-303 Bolt Gun |  | 3 | Sht | 1 | 400 | AP, single shot |
| Bionational TX-9 Chemical and Biological Injection Air Pistol | +1 | 1 | Med | ½ | 300 | Deliver toxins or bioweapons, armour doubled |
| VP-70MA6 Semi-Automatic Pistol | +2 | 1 | Med | ½ | 250 |  |
| Weyland ES-4 Semi-Automatic  Electrostatic Pistol | +1 | 1 | Med | ½ | 1,000 | Stun, AP |
| Norcomm QSZ-203 Semi-Automatic Pistol (UPP) | +1 | 1 | Med | ½ | 400 | AP |

## Rifles

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Bonus | Damage | Range | Weight | Cost | Comment |
| Armat M41A Pulse Rifle | +1 | 2 | Lng | 1 | 1,200 | AP, full auto, grenade launcher |
| AK-4047 Pulse Assault Rifle (UPP) |  | 2 | Lng | 1 | 500 | Full auto |
| M42A Scope Rifle | +2 | 2 | Ext | 1 | 1,000 | AP |
| Armat Model 37A2 12 Gauge  Pump Action | +2 | 3 | Sht | 1 | 500 | Armour doubled |
| SpaceSub ASSO-400 Harpoon Grappling Gun |  | 1 | Med | 1 | 300 | Armour doubled, single shot |
| Armat XM99A Phased Plasma Pulse Rifle |  | 4 | Ext | 1 | 20k | AP, Power Supply 5 |
| Armat P9 S.H.A.R.P. Rifle |  | Blast 9 | Lng | 2 | 15k | See CM p68 |
| Norcomm AK-104S Pulse Action Suit Gun (UPP) |  | 2 | Lng |  |  | AP, full auto, included in CCC5 Suit |
| RMC F903WE Automatic Assault Rifle (W-Y) | +1 | 2 | Lng | 1 | 1,500 | AP, full auto, ID23 incinerator included |
| ID23 Underbarrel Incinerator Unit |  | 2 | Med |  | 700 | Fire 7 |

## Heavy Weapons

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Bonus | Damage | Range | Weight | Cost | Comment |
| Armat U1 Grenade Launcher | +1 | Blast9 | Lng | ½ | 600 | Can fire other grenade types. Single shot |
| U1 Grenade, thrown |  | Blast9 | Med | ½ | 60 | Used as hand grenade |
| Armat M41AE2 Heavy Pulse Rifle | +1 | 3 | Ext | 2 | 1,500 | AP, full auto |
| M56A2 Smart Gun | +3 | 3 | Lng | 3 | 6,000 | AP, full auto |
| M240 Incinerator Unit |  | 2 | Med | 1 | 500 | Fire9 |
| UZ 571-C Sentry Gun | +2 | 4 | Ext | - | 12k | AP, full auto, Ranged Combat 8 |
| G2 Electroshock Grenade |  | Stun | Med\* | ½ | 400 | Stun (-2) \* when thrown |
| Armat U4A2 Repeating Grenade Launcher | +2 | Blast9 | Lng | 2 | 1,100 | Can fire other grenade types. |
| M5A3 RPG Launcher | +1 | 5 | Ext | 2 | 1,800 | Single shot, AP |
| Norcomm RPG122 (UPP) |  | 5 | Ext | 2 | 1,700 | Single shot, AP |
| Weyland 72A Light Energy Weapon (W-Y) | +1 | 6 | Ext | 3 | 10.5k | AP, dmg -1 per range past Short |
| M78 PIG Phased-Plasma  Infantry Gun |  | 6 | Ext | 3 | 9k | AP, dmg -1 per range past Short |
| UA-102-20 Independently Targeting Particle Beam Phalanx | +2 | 4/7 | Lng/Ext |  | 25k | AP, full auto or focused attack (CM p71) |

## Explosives and Ammuntion

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Weapon | Damage | Weight | Cost | Comment |
| M40 HEDP Grenade | Blast9 | ¼ | 60 | Med as Hand, as wpn in U1/U4 |
| M72A1 Starshell Flares | 2 | ¼ | 50 | For U1/U4. Illuminates 1 zone. Any crit will be #15 |
| M230 Baton Rounds | 3 | ¼ | 30 | For U1/U4. Armour doubled. Any crit will be #16 #24 or #25 |
| M108 Buckshot Canisters | 3 | ¼ | 30 | For U1/U4. Armour doubled, Sht range |
| U4 QTC Firebomb Ammunition | Fire12 | ¼ | 600 |  |
| Armat Type 4 Assault Breaching Charge | Blast9 | 1 | 200 | Vs immediate target, +2 damage and AP |
| M20 Claymore Mine | Blast9 | ½ | 150 | Triggered at Sht, Observation to spot |
| M111 Anti-Vehicle Mine | Blast12 | 2 | 1,000 | Triggered at Eng. Vs immediate target, +2 damage and AP. |
| CN-20 Nerve Agent Canister | Special | 1 | 1,000 | CM p74 |
| QTC Quinitricetyline Explosive Accelerant | Fire15 | 1 | 200/l | Comes in 200l drums. CM p75 |

## Close Combat Weapons

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Bonus | Damage | Range | Weight | Cost | Comment |
| Unarmed Attack |  | 1 | Eng |  |  | Armour doubled |
| Blunt Instrument | +1 | 1 | Eng | 1 |  |  |
| Knife |  | 2 | Eng | ½ | 50 |  |
| Stun Baton | +1 | 1 | Eng | ½ | 80 | Stun, Power Supply 5 |
| Cutting Torch |  | 3 | Eng | 1 | 300 | AP, Power Supply 5 |
| Folding Entrenching Spade | +1 | 2 | Eng | ½ | 30 | Can also dig holes |

# Suits and Armour

## Suits and Armour

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Weapon | Armour Rating | Air Supply | Weight | Cost | Comment |
| M3 Personnel Armour | 6 |  | 1 | 1,200 | Built-in comm unit |
| M10 Ballistic Helmet |  |  |  |  | Built-in tac camera. Included in M3 |
| Kevlar Riot Vest | 4 |  | 1 | 600 | Built-in comm unit |
| Armat CM4 Plastisteel Riot Shield | 5 |  | 1 | 300 | Gives cover after a Slow action |
| IRC Mk.50 Compression Suit | 2 | 5 | 1 | 15k |  |
| IRC Mk.35 Pressure Suit | 5 | 4 | 2 | 2,000 | Agility -1 |
| Eco All-World Survival Suit | 4 | 6 | 2 | 30k |  |
| Weyland-Yutani APEsuit | 3 | 4 | 1 | 5,000 | Survival +3 |
| P-5000 Power Loader | 3 |  |  | 50k | Heavy Machinery & Close Combat +3 |
| “Dog Tags” Military ID Key |  |  |  | 50 | Contains owner’s medical and personal data |
| Ghillie Suit |  |  | 1 | 1,000 | +2 to Mobility on Stealth in the right environment |
| M3B Standard Boots |  |  |  | 40 |  |
| M7 Jungle Boots |  |  |  | 60 |  |
| M8A2 Thermal Boots |  |  |  | 75 | +1 to Stamina vs Cold |
| M11 Platypus Fins |  |  | ½ | 100 | +2 to Mobility underwater |
| 6B90 Combat Armor (UPP) | 2 |  | 2 | 1,000 | Built-in comm and tactical camera |
| CCC5 Combat Compression Suit (UPP) | 2 | 5 | 2 | 15.5k | Observation -1, AK-104 Suit Gun attached |

## Protective Gear

|  |  |  |  |
| --- | --- | --- | --- |
| Fatigues | Weight | Cost | Comment |
| Life Vest | 1 | 65 | Prevents drowning when at surface of water |
| Cold Weather Parka | ¼ | 100 | +2 to Stamina vs Cold |
| Military Grade HAZMAT Suit | 2 | 1,000 | Armour 1, Air Supply 2, built-in comm, protects against chemical and biological and radiation CM p76 |
| UDEP Ultra Diffusive Environmental Poncho | 1 | 500 | Stamina +2 vs chemical and biological, Stealth +2 in wet enviromnents |
| G-Suit | 1 | 120 | Air Supply 1 |

## Vision and Detection Devices

|  |  |  |  |
| --- | --- | --- | --- |
| Device | Weight | Cost | Comment |
| Optical Scope | 0 | 60 | Range increased 1 category |
| Hi-Beam Flashlight | ½ | 45 | Removes the effect of Darkness in a Zone |
| Binoculars | ½ | 100 | +2 to Observation |
| M314 Motion Tracker | 1 | 1,200 | See p86. Long Range indoors |
| M316 Motion Tracker |  | 3,000 | See p86. Medium Range indoors |
| Head-Mounted Sight | ½ | 200 | Remote control of Sentry Gun |
| Neuro Visor | 1 | 10k | Monitor Hypersleep patient |
| “PUPS” Mapping Device | 1 | 50k ea | Scans one Zone per round |
| Seegson Microview-2000SE |  | 25k/deck | Location Tracking |

## Tools

|  |  |  |  |
| --- | --- | --- | --- |
| Device | Weight | Cost | Comment |
| Watatsumi DV-303 Bolt Gun | 1 | 400 | Heavy Machinery +2 |
| Cutting Torch | 1 | 300 | Heavy Machinery +2, Power Supply 5 |
| Maintenance Jack | 1 | 150 | Heavy Machinery +1 |
| Electronic Tools | ½ | 250 | ComTech +1 |

## Other Gear

|  |  |  |  |
| --- | --- | --- | --- |
| Device | Weight | Cost | Comment |
| BiMex Personal Shades |  | 150 | Can deflect lasers p78 |
| CBRN Detection Kit | 1 | 800 | Detects radiation and gives +2 to Sickness Rolls |
| Individual Marine Pack |  | 100 | Increases carrying capacity by 2 |
| TNR High Beam Shoulder Lamp | ½ | 60 | Removes the effect of darkness in a zone. |
| Muzzle Suppressor | ¼ | 50-200 | Enemies must roll OBSERVATION to detect the shot. |
| Folding Entrenching Spade | ½ | 30 | Can be a CC weapon, bonus +1, damage 2 |
| Folding Winch | 1 | 40 | Used with rope, climbing needs no Mobility rolls |
| Polymer Climbing Rope | ½ | 40 | 45m line with abrasion-resistant coating |
| F3S Full Spectrum Spotter Scope | ½ | 200 | Adds a bonus to coordinated sniper attacks CM p79 |
| PDT/L Bracelet/Locator Tube Set | ¼ | 100 | See CM p79 |
| M73PX Parafoil | 3 | 1,250 | Speed 3, Piloting skill to maneuver |

## Medical Supplies

|  |  |  |  |
| --- | --- | --- | --- |
| Device | Weight | Cost | Comment |
| Personal Medikit | ¼ | 50 | Medical Aid +2 |
| Surgical Kit | ½ | 25-200 | Medical Aid +1 to prevent Death |
| Pauling MedPod |  | 2m | Medical Aid 10 |
| AutoDoc |  | 500k | Medical Aid 6 |

## Pharmacuticals

|  |  |  |
| --- | --- | --- |
| Substance | Cost | Comment |
| Neversleep Pills | 2 | Extra day without sleep. Stress Level +1 per dose |
| Hydr8tion | 5 | Removes dehydration from Hypersleep |
| Naproleve | 20 | Reduces Stress Level to 0. -1 Agility per dose, per Shift. Intoxicant. |
| Recreational | Var | Varies |
| X-Drugs | Var | Varies |

# Computers

## Mainframes

|  |  |  |
| --- | --- | --- |
| Mainframe | Skills | Cost |
| A.P.O.L.L.O. | Comtech 5, Piloting 4, Observation 5 | 2m |
| MU/TH/UR 6000 | Comtech 5, Piloting 5, Observation 5 | 2.5m |
| MU/TH/UR 6500 | Comtech 6, Piloting 5, Observation 6 | 3.5m |
| MU/TH/UR 7000 | Comtech 7, Piloting 6, Observation 7 | 5m |
| MU/TH/UR 9000 | Comtech 10, Piloting 5, Observation 10, Ranged Combat 9 | 50m |

## Data Storage

|  |  |  |  |
| --- | --- | --- | --- |
| Device | Weight | Cost | Comment |
| Long-Data Disc | 0 | 30 | Up to 10 zettabytes (ZB) of data |
| Magnetic Tape | 0 | 5 | Up to 120 terabytes (TB) of data |

## Diagnostics and Display

|  |  |  |  |
| --- | --- | --- | --- |
| Device | Weight | Cost | Comment |
| Computer Terminal | 0 | Var | Access and process data (COMTECH roll) |
| PR-PUT Uplink Terminal | 1 | 9,000 | Remote control spacecraft (COMTECH roll) |
| Seegson C-Series Magnetic  Tape Recorder | ½ | 50-100 | Record and play music (MANIPULATION +1) |
| Samani E-Series Watch |  | 50 | Tracks time, oxygen, and pressure levels (SURVIVAL +1) |
| Personal Data Transmitter | Implant | 100 | Monitors location and vitals |
| IFF Transponder |  | 250 | Prevents Sentry Gun friendly fire |
| Data Transmitter Cards |  | 50 | Transfer of audiovisual data |
| Seegson P-DAT | ½ | 500 | Seegson P-DAT |
| Seegson System Diagnostic  Device | 1 | 300 | Troubleshoot computer systems (COMTECH +2) |
| HoloTab |  | 100k | Strategic analysis platform (COMMAND +2) |
| Modular Computing Device |  | 8,000 | Full audiovisual holographic projector |

# Vehicles

## Vehicles

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Infantry & Personal | Pax | Mvb | Speed | Hull | Armour | Cost | Comment |
| Daihotai Tractor | 4 | +0 | 2 | 6 | 4 | 17k |  |
| Weyland NR-9 ATV | 1 | +2 | 2 | 2 | 2 | 3,000 |  |
| M577 APC | 13 | +1 | 3 | 8 | 8 | 500k | Plasma Pulse Cannon Turret, 20mm Gatling Turret |
| M579 Air Defence APC | 9 | +1 | 3 | 8 | 8 | 600k | 20mm Gatling Turret, 4x Hellcat Missiles |
| Aerodyne Gyrocar | 5 | +3 | 3 | 4 | 3 | 40k |  |
| WY-37B Cargo Lifter Transport Sled | 3 | -1 | 3 | 12 | 4 | 800k |  |
| XT-37 Stinger Fast Attack Vehicle | 2 | +2 | 4 | 4 | 4 | 50k | 50mm double-barreled cannon, 4x Hellcat Missiles |
| MX11A1 Light Infantry Vehicle (ICSC) | 3 | -1 | 2 | 6 | 8 | 220k | XR-500 Long Range Particle Cannon, M-56 Smartgun Turret, 3MP dial EMP blaster |
| Ox Series Heavy Armored Multi-Purpose Vehicle (UPP) | 26 | +0 | 2 | 10 | 8 | 926k | 3x 20mm Gatling Turrets, Plasma Pulse Cannon Turret, Multidirectional Flame Unit |

## Dropships and Strikeships

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Dropship | Pax | Mvb | Speed | Hull | Armour | Cost | Comment |
| UD-4L Cheyenne VTOL Dropship | 15 | +2 | 4 | 10 | 7 | 3.1m | 25mm Gatling, Banshee RL, 7x Hellhound missiles, 3x Headlock A2A missiles |
| UD-4B Production Model | 15 | +1 | 3 | 9 | 4 | 2m | Civilian model |
| UD-4S Skycrane | 3 | +0 | 2 | 8 | 6 | 3.2m | 25mm Gatling, 6x Banshee RL, 6x Hellhound missiles |
| UD-4C Gunship | 12 | +1 | 3 | 10 | 8 | 3.5m | 3x 25mm Gatling, 2x Banshee RL, 14x Hellhound missiles, 3x Headlock A2A missiles |
| DS3 Accipiter (UPP) | 15 | +1 | 4 | 9 | 6 | 2.9m | 25mm Gatling Gun, 8x UPP Mdm A2A Missiles |
| Mi-220 Krokodil Attack Dropship (UPP) | 15 | +1 | 3 | 12 | 7 | 2.7m | 25mm Gatling, 12x UPP Amur Mdm A2A missiles, UPP AP Missile Pod, 12x Wingmount Karakurt AT missiles |
| AD-19 C/D Bearcat VTOL Strikeship | 2c 4d | +3 | 3 | 6 | 5 | 1.34m | 25mm Gatling, 2x Sightline Beam Turrets |

## Aerospace Fighters

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Fighter | Pax | Mvb | Speed | Hull | Armour | Cost | Comment |
| EVAC-3 Aerospace Fighter | 1 or 2 | +3 | 5 | 7 | 5 | 3.9m | 4x wingmount AGM-660 TAC missiles, 2x 25mm Gatlings, Phased Plasma Pulse Turret |
| MiG-730 Aerospace Interceptor (UPP) | 1 | +2 | 6 | 6 | 4 | 2.63m | 6x Amur A2A missile launchers, 2x 20mm Gatling |

## Armoured Vehicles

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Tank | Pax | Mvb | Speed | Hull | Armour | Cost | Comment |
| M22A3 Jackson Medium Tank | 5 | -2 | 2 | 7 | 8 | 3.7m | 85mm rifled cannon, 20mm Gatling gun |
| M40-E Ridgeway Heavy Tank | 3 | +0 | 2 | 9 | 12 | 8.92m | 115mm rifled cannon, 60mm mortar, 20kW plasma PD gun |

## Artillery

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Artillery | Pax | Mvb | Speed | Hull | Armour | Cost |
| M292A2 Self-Propelled Artillery | 6 | -2 | 1 | 10 | 6 | 9.4m |
| M201 Multiple Launch Rocket System | 8 | -1 | 1 | 8 | 5 | 11.7m |
| BP-33 Celestial Defense Artillery Rail Gun | 6 |  |  | 12 | 7 | 26.1m |

## Vehicle Weapons

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Weapon | Bonus | Damage | Range | Cost | Comment |
| 20mm Gatling Gun | +3 | 3 | Lng | 7,500 | AP, full auto |
| 25mm Gatling Gun | +3 | 3 | Ext | 9,000 | AP, full auto |
| Phased Plasma Pulse Cannon Turret | +1 | 6 | Ext | 54k | AP |
| Multi-Directional Flame Unit |  | 4 | Med | 4,200 | Fire9 |
| Mk.16 150mm Banshee 70 Unguided Rocket Launcher |  | 3 | Lng | 48k | Triggers Blast Power 12 explosion in addition to direct damage. Full auto |
| AGM-220C Hellhound II Tactical Missile Launcher | +2 | 7 | Ext | 76k | Can only target air vehicles. AP. Missile cost: $12,000 |
| AIM-90E Headlock Air-to-Air Missile Launcher | +3 | 5 | Ext | 64k | Can only target air vehicles. AP. Missile cost: $9,000 |
| Hellcat Light Missiles | +2 | 5 | Lng | 40k | AP |
| 50mm Double-Barreled Cannon | +3 | 4 | Lng | 30k | AP, full auto |
| 20 kW Phased Plasma Point Defense Gun | +2 | 5 | Ext | 55K | AP |
| XR-500 Long Range Particle Cannon |  | 6 | Ext | 120k | AP |
| 3MP Dual EMP Blaster | +1 | 2 | Lng | 12k | Armour has no effect. Causes no Component Damage. |
| 85mm Rifled Cannon | +1 | 6 | Ext | 100k | AP |
| 115mm Rifled Cannon | +2 | 8 | Ext | 160k | AP |
| Sightline Beam Turrets |  |  | Ext | 160k | Pilot rolls OBSERVATION to assist attack from another vehicle against a target. Each success gives a +1 bonus to the shot. |
| Small Laser Defense Turret |  |  |  | 10k | Can be fired once per Round as a reactive action against an incoming missile or rocket. On a success, the missile is destroyed. |
| 60mm Mortar |  | 4 | Lng | 16k | Triggers Blast12 explosion in addition to  direct damage |
| 41-Caliber 158mm Cannon | +2 | 10 | Ext | 250k | AP |
| 250mm Thunderbolt Rocket |  |  | Ext | 23k ea | Triggers Blast15 explosion in target zone, no direct damage |
| 250mm Rainmaker APM Rocket |  |  | Ext | 41k ea | Spreads D6 M20 AntiPersonnel Mines in the  target zone and all adjacent zones |
| 250mm Stormbringer QTC Rocket |  |  | Ext | 37k ea | Spreads Intensity 15 fire in the target zone and all adjacent zones. |
| AGM-660 Warhawk Tactical Missile | +3 | 10 | Ext | 24k ea | Single shot “Fire and Forget” guided missile. AP |
| UPP Anti-Personnel Missile Pod (UPP) |  | 2 | Lng | 35k | Triggers Blast9 explosion as well as direct damage. Full auto |
| UPP Karakurt Heavy Anti-Tank Missile Launcher (UPP) | +1 | 6 | Ext | 60k | Can only target ground vehicles & buildings.  AP. Missile cost: $10,000. |
| UPP Amur Medium Air-to-Air Missile Launcher (UPP) | +2 | 4 | Ext | 45k | Can only target air vehicles. AP. Missile cost: $6,000. |
| UPP BP-33 Rail Gun (UPP) | -1 | 15 / 5 Veh Shp | Ext | 22m | AP. Can only target orbital craft or craft entering the atmosphere. Can only fire once every other Round. |