

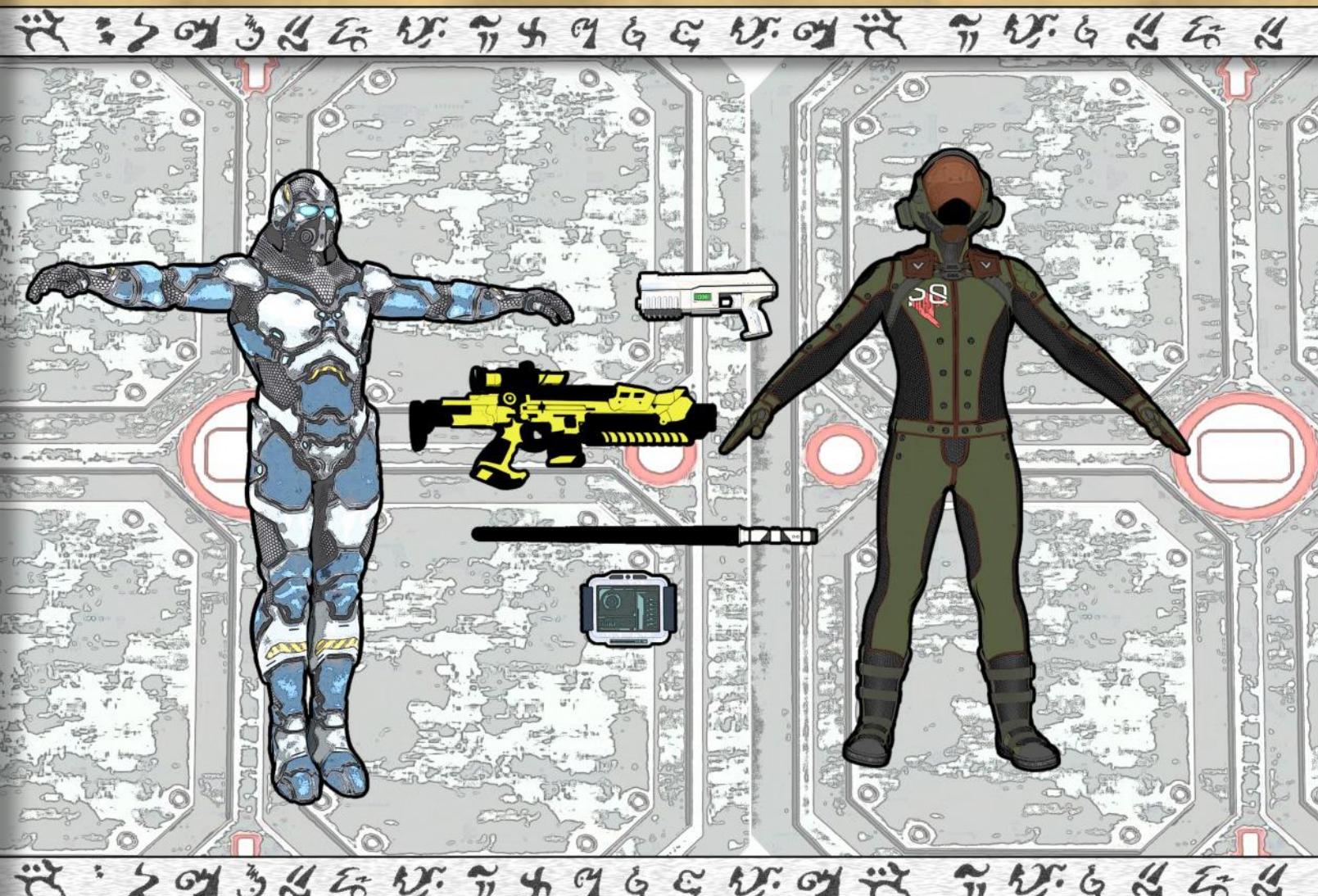
STEVE JACKSON AND IAN LIVINGSTONE

STELLAR
ADVENTURES

ADVANCED
FIGHTING
FANTASY

WEAPONS AND ARMOUR CATALOGUE

A SUPPLEMENT FOR STELLAR ADVENTURES



ARION
GAMES

GRAHAM BOTTLEY
DAN QUINLAN SIMON STRAFFORD



Contents

Energy Weapons	3
Projectile Weapons	29
Hand Weapons	53
Equipment	63
Armour & Clothing	75
Salesperson Biographies	97



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Energy weapons

Lasers, Blasters, Plasma weapons and other directed energy forms are amongst the most powerful weapons available. All of these weapons require a power source to generate the effect that inflicts the damage, although most power sources can be recharged given enough time.

Energy weapons are mostly classified as Military grade and may be restricted in some systems and jurisdictions. The use of Energy weapons aboard starships is not recommended.



3L17 Fusion Pistol



Meteor technologies designed this sidearm for Mercenaries or Soldiers who needed to pack a real punch in an emergency. Like all fusion weapons, the pistol has a chance of inflicting minimal damage, especially if the target is wearing any sort of protection. However, against unarmed targets, it can inflict far more damage than its size would suggest, literally melting flesh from bones.

D6 **1** **2** **2** **3** **4** **5** **6** **7+**
2 **2** **2** **2** **3** **7** **9**

For reasons of secrecy, Watney had agreed to meet this client at an abandoned mining facility. After some paranoid nonsense they had docked ships and her clients were inspecting the goods. 'As you can see, we have the fusion pistols you wanted. I'm sure you know, these are not strictly legal in most of the systems and certainly if you are caught carrying them the authorities will want to know why you have weapons that are most useful against civilians'. The two clients had insisted on keeping their full spacesuits and mirrored visors on so Sarah couldn't get a read on their reaction to this, but they weren't leaving so she assumed all was ok. 'In addition to pistols we can supply you with energy cells for any, uh, sustained use you might require'.

Note: +2 Damage roll vs unarmoured targets



Ammo **8**

**Ammo/
Slot** **2**

Range **Med**

Price: **1 Cr**



5J55 Blunderbuss



Produced and designed by Meteor Technologies (the commercial arm of the Blazing Comet Mercenary Company), the 5J55 Blunderbuss fires a cluster of small and discrete laser bursts across a conical area. Although the individual damages are fairly low and the range short, the weapon is able to strike multiple adjacent enemies at the same time and is sometimes used as a riot gun.

D6 **1** **2** **3** **4** **5** **6** **7+**
3 **4** **4** **4** **5** **5** **6**

'So get a load of this' Watney said as she shouldered the squat weapon and quickly let off a series of blasts down the target range. 'This is a great weapon in a whole bunch of situations. Clearing a riot? Check. First through the airlock? Check. Room full of angry tribbles? Check. Basically, if your job involves going into rooms full of dangerous creatures, human or not, you should have some 5J55's handy. How many did you say you wanted?'.

Note: Can hit multiple enemies



Ammo **6**

**Ammo/
Slot** **2**

Range **Short**

Price: **240 Cr**



7T54 Laser Pistol



Created by Meteor Tech as a light support sidearm, this weapon is a favourite with mercenaries and bounty hunters due to its incredible reliability. It is said that a well maintained 7T54 will never stop working unless damaged or sabotaged. Many owners actually name their 7T54 over the years of constant use.

D6

1	2	3	4	5	6	7+
3	3	4	5	5	6	7

Watney picked up the pistol, whacked it against a wall a few times, dunked it in a bucket of water she had brought along for this demonstration, threw it into the ground then stamped on it before handing it to her client 'Here ya go. Try it out on the range now, it will still shoot straight. Tough as your rations and almost as deadly. I hear these things have the nickname of AK's in some places, but I don't know why. Maybe it stands for 'Always Killing?'. Sarah flashed her most deal making smile and motioned for the Chumbles to start getting the weapon crates ready for transfer.

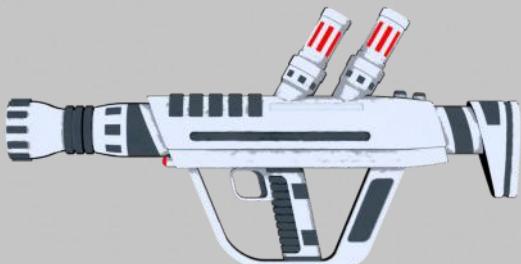


Ammo **16**

Ammo/
Slot **4**

Range **Med**

Price: **200 Cr**



9R07 Ion Rifle



Meteor Technologies, the primary manufacturer of weapons for the Blazing Meteor mercenary company, was asked to design a handheld Ion weapon for use against robot armies. Although the weapon causes little damage to an organic target, it will inflict great damage against robots and other electronics. The 9R07 features twin energy cells to ensure power reaches the target.

D6

1	2	3	4	5	6	7+
2	3	4	4	5	6	vOrg vEle
4	5	6	6	7	8	

'Did I hear you saying you were going over to Pinross Seven? In that case you are going to need some of my finest ion rifles. The whole Pinross system got overrun by mechanoids about during their civil war. They've cleaned a lot of them up but as soon as you get out of the protected zones you are going to run into droids. Big ones, little ones, you name it. I hear a lot of them have corrupted programming now, so the best you can do is blast them into submission and chuck them into a salvage pod. Let me know and I'll set you up with as many ion rifles as you need'.



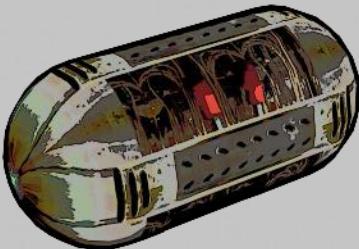
Ammo **6**

Ammo/
Slot **2**

Range **Med**

Price: **360 Cr**

*Note: Special damage vs
Robots and electronics*



Apocalypse Grenade



The Apocalypse at last gives everyone the opportunity to own a mini-weapon of mass destruction. When activated and thrown, the grenade causes an eruption of ultra-high temperature plasma. Under some circumstances, this blast is able to set up a chain reaction, pushing the plasma on and out. In testing, our maximum blast radius was 124 miles!

D6 **1 2 3 4 5 6 7+**

Sometimes life came down to a difficult moral choice. For example, do you sell extreme weapons to people you know are definitely planning something illegal, or do you pretend you are out of stock and forego a very very large pile of credits. Sarah mulled things over for what must have been at least a few seconds. 'Look Ned, between you and me I know that selling you these whizz-bangs is probably a bad idea, so I just want to make this very clear - once this deal is done I'm deleting all knowledge of you from my databanks. Don't let me turn on the news and find out you've blown out a moon. Again.'

Note: Can hit multiple enemies

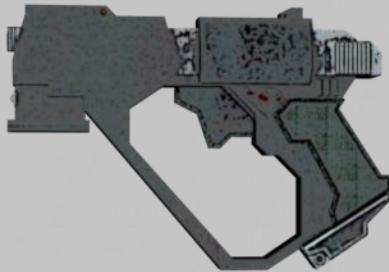


Ammo **1**

**Ammo/
Slot** **2**

Range **V.Sh**

Price: **200 Cr**



Dragon Heavy Pistol



This weapon packs more of a punch than a standard laser due to the amplifier unit incorporated into the barrel. The low price point of the weapon (Frost Armaments) means that many infantry regiments carry a "Dragon" as a sidearm to compliment their standard weaponry. Although not as resilient as some other brands, the Dragon is a powerful weapon at a low price.

D6 **1 2 3 4 5 6 7+**

One of the neurally linked clones known as the Chumbles had woken Sarah in the middle of the night to come and deal with a difficult customer and now she had stumbled down to the hangar she quickly worked out the issue. These were junkers, low level pirates that didn't trust modified humans. No matter, if they had money then W&C Outfitters had weapons for sale. She motioned the junker captain to follow her into the lounge-cum-office. 'You've come at a good time, we've got a lot of great stuff at the moment. In particular, if you interested in close combat, boarding and breeching hulls, we have a consignment of dragons fresh in. You know that if you aren't too interested in training up marksmen, this is a pistol that can still get the job done by blasting away'. The junker gave a snorting laugh at this and Watney knew she had hit her mark.



Ammo **12**

**Ammo/
Slot** **4**

Range **Med**

Price: **265 Cr**



Dual Blaster



I would certainly not recommend this weapon to an amateur or novice marksman. It is difficult to set up properly and not easy to fire, but being able to effectively shoot two pistols with one trigger is an incredible feeling and I can almost guarantee that you will drop an enemy very quickly if you are good enough to get it right. Added to which, the distinctive styling makes this a real statement weapon, important for those who want to look good as well as being deadly.



The unique styling of SPW weapons is embodied in the Dual Blaster. The old-fashioned control dials and the angular construction hide the effectiveness of this unique weapon. Although the dual barrels exert a great strain on the powerpack, the twin bolts inflict high damage. The range must be set before firing however so the twin beams will converge at the correct point.

D6	1	2	3	4	5	6	7+
	5	6	6	7	7	8	9

Ammo	8
Ammo/Slot	3
Range	Med

Price: 650 Cr



Flux Beamer



If you are looking at this weapon, you are likely bored of the old Laser/Blaster/Plasma weapons available, but still want to be able to remove the head of a Kulian Death Sheep at thirty paces. I am right, yes? I am very hazy on how this actually works, and the gun itself looks like the science project of one of those genetically engineered genius kids, but man does it work. You point it, you pull the trigger, and arms and legs are dropping all over the place. The target is wearing armour? Just a handy bag for them to keep their limbs in! Expensive yes. worth it? Absolutely.

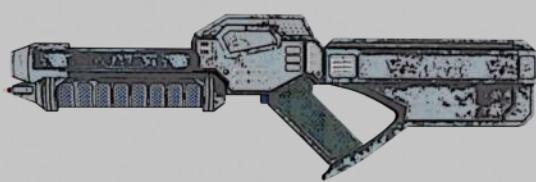


This intriguing weapon from SPW uses a unique power coil, phase inverter and rare gas injector to project a power flux at a nearby enemy. Although necessarily of short range, the power flux has the potential to cause great damage, especially to anyone wearing armour which itself creates a harmful power field around the wearer.

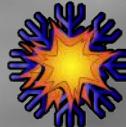
D6	1	2	3	4	5	6	7+
	1	2	2	2	5	6	7

Ammo	6
Ammo/Slot	6
Range	Med

Price: 590 Cr



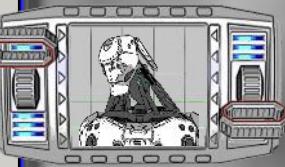
Frontier Carbine



This budget short rifle from Frost Armaments is ideally suited for light infantry, scouts and others for whom a long rifle would be too bulky. Composed of lightweight plas-steel with comfort grips, this weapon is a standard armament for many household guard units and rapid-response battalions and is also very popular with mercenaries and garrison troopers.

D6 **1** **2** **3** **4** **5** **6** **7+**

'Please accompany me to the weapons room to inspect our stock' The bulbous droid showed the colonist party to a mid-sized hangar where Sammy Eight used as an armory. 'I have applied a data matching algorithm to your mission and determined that a light laser carbine would be the best choice for you. Luckily we have a consignment of two hundred rifles available.' Picking up one of the rifles to show the humans, Sammy quickly used his multitool to disassemble and reassemble it to demonstrate how simple the design was. 'Easy to repair and very high efficiency against biological targets. With training, kill rates can exceed 84%!' For some reason, his scanners now displayed a negative emotional reaction. Maybe a discount was needed?



Ammo **16**

**Ammo/
Slot** **3**

Range **Med**

Price: **170 Cr**



GB61 Heavy Pistol



It is rumoured that the ancient company of Gralax and Baltar employed one of the Galaxy's top fashion designers to help them style their 6-series weapons. This Blaster Rifle employs standard technologies but packages it in a stylish and distinctive unit. G&B are reported to have sold huge quantities of these weapons to the elite units of numerous planets.

D6 **1** **2** **3** **4** **5** **6** **7+**

Like its bigger brother, the GB61 Heavy Blaster Pistol combines an elegant design with a real punch. There are few weapons as elegant as this and few punches as hard.

Beautifully styled to provide both comfort of use and looks to die for, literally in the case of your enemies, this weapon the perfect marriage of the aesthetic and the practical.

In short, a man of your elevated standing needs a weapon of real status and nothing states it like the GB61 Heavy Laser Pistol.



Ammo **14**

**Ammo/
Slot** **4**

Range **Med**

Price: **500 Cr**



GB64 Blaster Rifle



It is rumoured that the ancient company of Gralax and Baltar employed one of the Galaxy's top fashion designers to help them style their 6-series weapons. This Blaster Rifle employs standard technologies but packages it in a stylish and distinctive unit. G&B are reported to have sold huge quantities of these excellent weapons to the elite units of numerous planets.

D6 **1** **2** **3** **4** **5** **6** **7+**
4 **5** **5** **6** **6** **7** **8**

You look a stylish individual, and all stylish individuals need a stylish weapon. Be assured that the GB64 is that stylish weapon!

Its designer looks are provided by one of the Galaxy's top stylists, making it a must have for all upwardly mobile space travellers.

I suggest that you don't delay in making this purchase, as due to its enormous popularity amongst our more discerning customers, our stocks are running very low.

Note: We are able to order this weapon in several fashionable colours!



Ammo **16**

Ammo/Slot **4**

Range **Med**

Price: **410 Cr**



Guardian Pistol



A very popular choice with bodyguards and security personnel, this lightweight weapon from Frost Armaments is cheap, reliable and capable of dropping an enemy if required. The weapon is also easily repairable and so has an additional following with colonists across the galaxy. Each pistol comes with a spares kit containing a replacement pas-steel shell and common components.

D6 **1** **2** **3** **4** **5** **6** **7+**
3 **4** **4** **5** **5** **6** **7**

Need a side-arm that will reliably stop an enemy and that is also cheap to buy and affordable to maintain?

If so, then you can't go far wrong with the Guardian. Used by bodyguards for its stopping power, and colonists for its repairability, this very popular weapon could be just what you are looking for.

It comes complete with a really useful spares kit so that you need never be without a weapon even when spending time away from civilisation. Go on try our display model out in the shooting range, I guarantee you will like it!



Ammo **10**

Ammo/Slot **4**

Range **Med**

Price: **110 Cr**

Hand Artillery



CI designed this Hand Artillery as a support weapon for infantry units. The range is long, the damage high and the powerpack large. The weapon is of course heavy and difficult to use, and many operators utilise a gyro-harness to stabilise and support the weapon during firing. This weapon is a potent support weapon but creates significant noise and heat and is not a subtle choice.

D6 **1** **2** **3** **4** **5** **6** **7+**
4 **4** **5** **6** **6** **7** **8**

What to say about this beast of a weapon? It packs one hell of a punch at one hell of a range. It is big, it is heavy and it is unbalanced but it certainly makes a statement to the user, the target and any witnesses in the immediate area.

Most space stations have a ban on these weapons within public areas, which tells you all you need to know! They do say that the great pit fighter Maranara took down four Porahounds single-handedly with one of these!

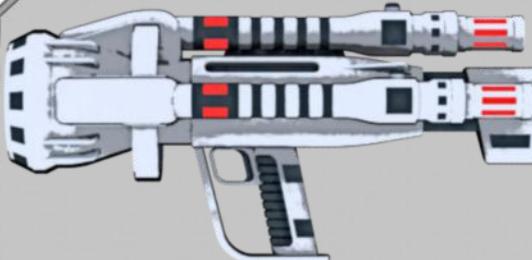


Ammo **10**

Ammo/Slot **2**

Range **Long**

Price: **900 Cr**



Heisen Quantum Blaster



This intriguing weapon from Meteor Technologies uses the latest research to introduce uncertainty to the individual molecules of the unfortunate target. This can inflict great damage on a target by causing part of the body to not even know whether they actually exist or not. It is not a cheap weapon and is only sometimes available, but is much sought after by serious soldiers.

D6 **1** **2** **3** **4** **5** **6** **7+**
1 **5** **1** **7** **1** **9** **11**

Want a weapon capable of causing the ultimate amount of damage? If so, take a look at the Heisen Quantum Blaster. The Quantum Blaster is capable of inflicting so much damage that the molecules of the target will question their own existence and the target to question whether they want to exist any longer!!! Yes i know it comes with a hefty price tag, but ask yourself what else could inflict such damage, and as luck would have it, we have one in stock!



Ammo **4**

Ammo/Slot **1**

Range **Sh**

Price: **1100 Cr**



Hellstorm Plasma Cannon

A.L.

This premium weapon from Achenar Laboratories is almost entirely hand-crafted by master gunsmiths. The high quality of components and the care and skill lavished on the construction results in a weapon of the highest calibre. AL report that the plasma produced by this weapon can reach 40,000C, some thirty percent higher than comparable weapons from other manufacturers.

D6 **1** **2** **3** **4** **5** **6** **7+**

If quality is what you crave in a weapon, then I have just the weapon for you. May I present the Hellstorm plasma cannon; this beautifully hand crafted piece out performs all the other weapons in its class, producing an extremely hot stream of plasma guaranteed to burn through even the toughest armour. Yes i know the price is high, but for the quality and sheer power you get, the Hellstorm Plasma cannon is worth every credit. After all, nothing beats melting your adversary in a stream of plasma, and nothing does that better than this beauty!

Note: Only sealed armour protects

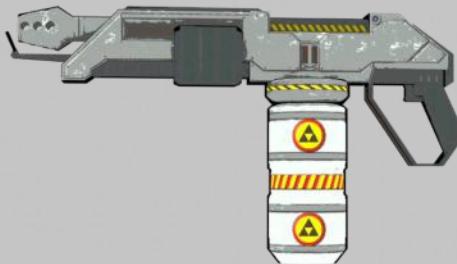


Ammo **6**

Ammo/ Slot **2**

Range **Short**

Price: **1100 Cr**



Incinerator Flamethrower

SCT

Another iconic SCT design, the Incinerator has been produced in almost this format for many hundreds of years. The simple, sleek lines, separate pilot light and easy-change fuel bottle are a design that does not need to be changed! The Incinerator is suitable for anti-personnel use, as well as clearing vegetation and dealing with vermin.

D6 **1** **2** **3** **4** **5** **6** **7+**

Nothing can be more rewarding than the sight of enemies running from you, engulfed in flames!!! When the fight is up close, and you need to clear the way through your enemies, then the "Incinerator" is the weapon of choice. No need to aim, just point it in the direction of the foes and turn them to ash. Got problems with Tethra Weeds or Mole Rats? This weapon can remove any type of problem vegetation or vermin, making it a great choice both in and out of combat.

Note: Can ignite target

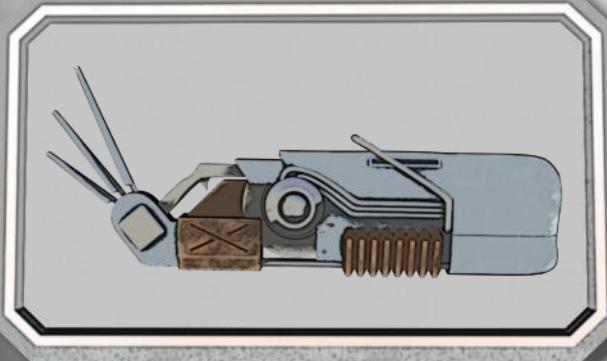


Ammo **6**

Ammo/ Slot **2**

Range **V.Sh**

Price: **70 Cr**



This large weapon from SCT Enterprises provides good damage at extreme ranges. A modified laser generator compresses the wavelengths to extend the range whilst retaining most of the energy. An inverted grip and trigger at the rear are complemented by an over-barrel support bar for ease of use.

D6 1 2 3 4 5 6 7+

3	4	4	5	5	6	6
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LERG Beam Cannon

SCT

Want to lay down a lot of firepower at a long range? Then take a look at this LERG beam cannon, using shortened wavelengths to give high energy damage at longer ranges. This gives you the ability to deal damage while staying out of the range of the bad guys! The grip and over barrel bar makes the weapon comfortable to shot from the hip and have your enemies running for cover...if they are fast enough!!!

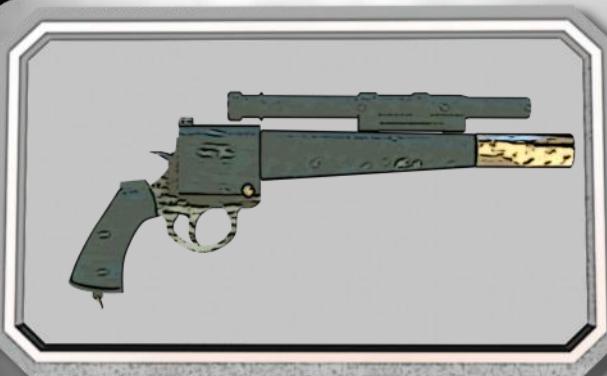


Ammo 24

**Ammo/
Slot** 3

Range V.Lo

Price: 600 Cr



These weapons were first made for the nobility of Stirk VII. The upper classes of that planet had a penchant for settling disputes with pistol duels. The Frost Armaments team designed this weapon with an ergonomic grip and sensitive trigger to enable faster firing times. Following the civil war caused by the early deaths of most of the governing classes, the weapon was made available to everyone.

D6 1 2 3 4 5 6 7+

3	3	4	4	4	5	6
---	---	---	---	---	---	---

Lightning Dueller



Tired of been taken by surprise and not been able to get a shot off fast enough? Well, I have the answer in the form of the "Lightning" Duelling Laser Pistol. Its development as a duelling pistol amongst the upper echelons Stirk VII has produced a pistol so ergonomically refined that it can turn even the most clumsy shooter into a quickdraw specialist. Imagine what it will do in the hands of an obviously skilled adventurer such as yourself! Go on, snap one up quick, and you will never be out drawn again.

Note: Reduces Quickshot penalty by 1

Ammo 4

**Ammo/
Slot** 4

Range Med

Price: 410 Cr





Lightning Gun



Building upon the success of their Flux Beamer, SPW re-used the phase inverter and linked it to a high-energy ion driv unit to create a small lightning creator. When the trigger is pulled, an ionic link is created between the gun and the target between which a lightning bolt shoots. It is impossible to shoot a target through a glass window for example, but also makes it very easy to hit.

D6 **1 2 3 4 5 6 7+**

Do you want a gun with a difference? One that sets you apart from the crowd? Bullets and plasma are so last millenia, what you need is to "lightening" your foes to death like a ancient god. Your enemies are going to get a nasty shock (quite literally!!) when you turn up with the SPW Lightning Gun. So go on, be original, get get yourself one of these to raise yourself and your adversaries hair above the ordinary.

Note: Blocked by physical barriers and forcefields



Ammo **8**

**Ammo/
Slot** **4**

Range **Short**

Price: **1 Cr**



MkV P-Laser



This light laser pistol from Glassfleet uses an innovative system to adapt the Stokes Shift of the laser module to increase the damage whilst reducing power consumption. The weapon is therefore smaller than would be expected with a uniquely high power output. The MkV can also be fired in a "low power" mode to cause pain and minor injury rather than kill, further prolonging the already impressive power pack life.

D6 **1 2 3 4 5 6 7+**

Lo
vEle

Doesn't exactly look like a potent weapon, does it? Many enemies of our customers have thought the same thing and not lived to regret it. It is small and discreet and surprisingly potent. I had a long conversation just the other month with the Chief Security Officer of the UGN Zipzer and he swears by the MkV. His blue-shirted security officers are all equipped with this weapon and they are able to take down a rampaging alien or crazed criminal with ease. And, you can drop them through pain if you would rather not (for whatever reason) just kill them.



Ammo **36/18**

**Ammo/
Slot** **4**

Range **Sh**

Price: **340 Cr**

Myrmidon MkII



Castlebridge Industries revised their original, very popular, Myrmidon physical grenade launcher to an energy-grenade which increases the range, reduces the recoil and provides greater reliability. The MkII retains the original severe styling but is some 23% lighter making it more useful for extended deployments. The Myrmidon can fire an energy bolus equal to a standard grenade.

D6 1 2 3 4 5 6 7+
D6 4 5 6 6 6 6 7

There are those that hanker after the old days, those times when you could have an assault rifle with underslung grenade launcher. It is for those folks that Castlebridge created the Myrmidon. It looks like an assault rifle, it feels like an assault rifle, and it shoots like an assault rifle. You can lay down a withering hail of laser with it and then, when your enemy takes cover, blow that apart with a carefully placed energy grenade! It will surprise them no end when they find themselves flying through the air, only to be shot before they hit the ground!



Ammo 6
Ammo/Slot 1
Range Med

Price: 520 Cr



This hip-fired laser rifle has no stock and a double power pack mounting for extended options in the field. The high-intensity laser generator produces an increased power output at the cost of a shorter focal range making it ideal for shock troops and special forces. This weapon is of high quality making it both reliable and resilient and armourers like the lack of maintenance required.

D6 1 2 3 4 5 6 7+
D6 4 4 5 5 5 7 8

PBW2000 Laser Rifle



Bill Brunel's career in the marines came in useful in his business of supplying ships and weapons. Today he was giving a pitch to a private militia looking to get into the B&B business - breaching and boarding, mostly of pirate vessels. 'When you are going first through an airlock into an enemy ship, you need to have full confidence in your weapons. We used flash grenades to soften up any defenders and then it was straight in with the PBW's in hand - you can fire them one handed if the you have to and the hit rate is still good, plus I've never heard of one jamming. If you are planning on a frontal assault, it's a weapon that you need to have'.



Ammo 36
Ammo/Slot 3
Range Med

Price: 260 Cr



Pistol One



When we were approached by an agent from the primitive Ootian people, offering us a pistol for sale, we politely declined with a smile on our faces. When we tested it however, we got them straight back in. It may look like something our cave-dwelling ancestors used, but boy does it pack a punch! The laser beam is coherent and powerful and the weapon light and easy to use.

D6 **1** **2** **3** **4** **5** **6** **7+**

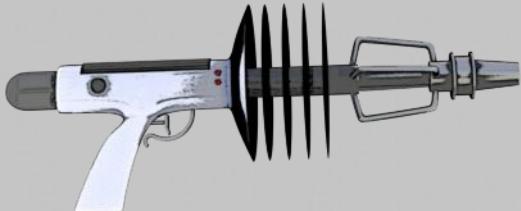
'Oot' said the Ootian. Sarah furrowed her brow as she tried to remember her alien languages class. 'Oot oOt?' she tried. Ootian was a tonal language, but obviously she was rusty as all this got was an exasperated sigh from the little alien. Tapping her on the shoulder, one of the Chumbles stepped forward. The neurally linked clones could share their memories and expertise across all their bodies, making them an excellent workforce. The clone coughed and then began. 'Ooot OOot oooT OOt'. This time there was a nod, smile and happy 'ooooot' back. Sarah decided to leave it to the Chumbles to sort out this deal. The chunky, primitive pistols had become something of a fashion statement in the local system, so she would be able to get a decent mark-up.

Ammo **12**

**Ammo/
Slot** **4**

Range **Sh**

Price: **800 Cr**



Pistol Two



Following on from the good sales of the Pistol One from Ootian Cooperative Industries (they are strangely poor at naming) we can also offer the "Pistol Two". Our own technicians are unable to explain how the focusing arrays and beam generator work, but this is a top notch blaster equal to anything else in our catalogue.

D6 **1** **2** **3** **4** **5** **6** **7+**

The little Ootians had returned and a group of around twenty were swarming about the habitat, chatting to the clones. Sarah picked up a pistol, which had a big red '2' embossed on the side and turned to her customers, some outer rim spacers she had dealt with before. 'So this is latest thing outta Ootia. They might not be your standard design, but that can work to your advantage - the schematics are so weird you can pass these things off as toys, long enough to fool a customs inspector anyway. Also they look cool. Damn cool'.

Ammo **8**

**Ammo/
Slot** **4**

Range **Med**

Price: **960 Cr**



Pistol Three



Pistol Three was the natural successor to the excellent previous offering from Ootian Cooperative Industries. This light pistol has a loop trigger and glowing green and red components (we haven't worked out what they do yet) and is a very good light laser pistol indeed, suitable for everyday wear as well as battle use. Try it, you will be surprised.

D6

1	2	3	4	5	6	7+
3	3	4	4	5	5	6

The Ootians had dropped off another consignment of arms but this time hadn't stayed, the Chumbles reported they seemed worried about something. Sarah inspected the merchandise. Picking up one pistol and turning it over in her hands, she noted the strange components and the big blue '3' embossed on the grip. In two weeks one of the orbital habitats was hosting a recreational war (biologicals vs non-lethal robots) and she knew that for the rich kids the Ootian gear was still a big fashion statement. If she could get one of the local celebrities to wield it...she could almost smell the profits.

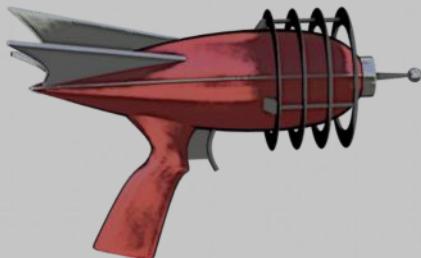


Ammo 16

Ammo/Slot 4

Range Med

Price: 740 Cr



Pistol Four



The final offering from OCI is their version of a Plasma Pistol. The power magazine is small and the range limited compared to our other catalogue items of similar type, but the damage is very good and the pistol very easy to use and maintain. The styling may still be archaic, but no-one can doubt the performance and quality of this weapon.

D6

1	2	3	4	5	6	7+
3	3	4	4	5	5	7

The Ootians had come to trade again, this time with plasma pistols. Worryingly, Sarah noted their ship had blast marks and some of the crew were clearly wounded, but the little aliens remained tight-lipped about events on Ootia. She already had a buyer in mind and opened up a comms channel. 'Hey Hicks, this is Sarah Watney. You called a couple of weeks ago about a bug hunt you were planning and how you needed plasma weapons and strictly no projectiles. I've got a few crates of real high quality stuff just in - perfect for splattering anything that tries to bite you!'



Ammo 6

Ammo/Slot 2

Range Sh

Price: 1300 Cr



Plasma Cannon



The channeling of a burst of ionic particles through a high intensity electromagnet creates a bolus of plasma at significant speed. Although the pistol itself appears to be designed by the less lucid kind of mad scientist, this SPW Cannon is a highly effective weapon of its kind. This weapon is produced in very small quantities and must be ordered specially from the manufacturers.

D6 **1** **2** **3** **4** **5** **6** **7+**
2 **2** **3** **3** **4** **4** **5**

Do you need a weapon that renders all but the most expensive armour useless? Well, hot plasma tends to find the gaps in all but the best sealed armours so this plasma cannon is the pistol that can give you just such a result. Interested?

I can put one on order for you as this weapon so rare we don't carry any in stock. Just a small deposit can secure you one of the most sought after pistols in the galaxy.



Ammo **6**
Ammo/Slot **2**
Range **Sh**

Price: **170 Cr**



Resonator Pistol



A unique, and patented, weapon, the Resonator Pistol from SPW creates a blue beam between the pistol and the target. This beam sets up a high-energy state in the target (or their armour) which causes disruption to the armour itself, damage to body tissues and can reduce flesh to a semi-liquid pulp. The weapon has been banned by numerous planets due to the horrific effects of a hit.

D6 **1** **2** **3** **4** **5** **6** **7+**
1 **1** **1** **1** **4** **8** **10**

I am not sure what booster drugs those guys and girls at SPW are taking, but I think I want some. Not satisfied with creating the strangest looking yet most effective weapons on the market, they then go and make this. The price tag is incredibly high but wow, what an effect. You get a gentle blue beam from the gun itself, and upon first seeing it you probably think the result will be mild burns. Ho, ho, ho. No. I have seen with my own eyes an enemy soldier hit with one of these and all that was left was a fine red mist... Horrific, but strangely pleasing.

Note: If armour provides any protection, reduce all rolls for that armour by -1 until repaired



Ammo **1**
Ammo/Slot **1**
Range **Med**

Price: **1 Cr**



RRV67 Reaper



Produced by the up and coming "Reynar, Rowland and Vistor" armament partnership, this chunky weapon combines a wide-bore laser propagator and an under-barrel enhancer unit. The power unit provides somewhat fewer shots than a standard Blaster Pistol but at somewhat higher power.

D6

1	2	3	4	5	6	7+
4	5	5	5	5	7	8

Bill Brunel pressed his thumb against the security pad and flipped open the large trunk shaped locker and quickly inspected the weapons stored within. No harm in a bit of trading whilst he was here overseeing an orbital installation. Turning to the mayor and council officials stood near him, Bill began his pitch. 'What we have here is your basic blaster pistol - according to your database, the local wildlife can get a wee bit nasty and this is exactly the sort of weapon you will need to avoid getting eaten. It's easy to use and packs a punch. Every farm should have one'. This got a nod of approval from the councillors and Bill could smell a sale.

Ammo **10**

Ammo/
Slot **4**

Range **Med**

Price: **260 Cr**



SERG Beam Pistol



Working on the same principle as their popular Beam Cannon, the SERG from SCT is a newly-produced sidearm version. Featuring smoother lines and with a more compact design, this weapon is designed to look good as well as shoot a long way.

D6

1	2	3	4	5	6	7+
3	4	4	4	5	5	6

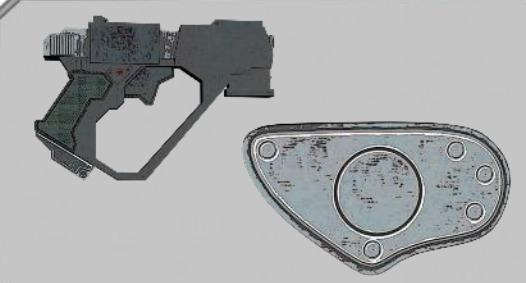
'You get a beam, you get a beam, all y'all get a beam!'. Sarah Watney ceased firing at the holo-targets and spun the two pistols around her fingers before sliding them back into the holsters with a speed born of heavy practice. Grinning widely she turned to the mercenary captain stood next to her - 'If you need a smart little sidearm, easily concealable, I can get you these in bulk delivered anywhere in the system. They won't cut through a bulkhead but they surely will scare anyone you point them at'.

Ammo **16**

Ammo/
Slot **4**

Range **Long**

Price: **440 Cr**



Shard Heavy Pistol



Developed as an alternative sidearm for those troopers who need to pack more of a punch, this heavy laser pistol has a MkVII focussing unit and an XC class amplifier for optimal damage output. As with all of the Shard pistol range, a custom designed holster is provided to hold the gun securely during frantic activity yet still allow a rapid draw.

D6

1	2	3	4	5	5	6	7+
3	4	5	5	5	6	7	

Need a sidearm that hits hard? If so I can tell you that the Shard Heavy Pistol is just the weapon for you. It is designed to give an extremely high damage output due to its amplifier and focusing unit and whilst the pistol is relatively expensive, it is worth every credit.

A man such as yourself certainly knows the value of stopping an enemy quickly before they have chance to damage you, so the only question is shall I wrap it or will you wear it out?

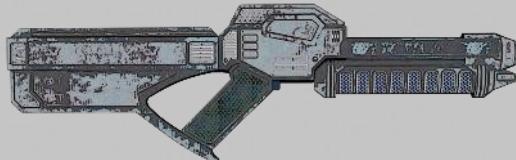


Ammo 12

Ammo/Slot 4

Range Med

Price: 300 Cr



Shard Laser Carbine



This short laser rifle is light and relatively small and is popular with drop-troops, marines and others for whom space is limited. The Shard Jet-pack troopers use this weapon and it has proved similarly popular with other light troops. The light weight and short length does reduce both magazine capacity and operational range.

D6

1	2	3	4	5	6	7+
3	4	5	5	6	6	7

Of course, everyone knows that bigger is better don't they? I can assure you that in this case it is not true. A small rifle, this carbine offers the power and damage of its larger cousin without the weight or size.

It is useful if you are out and about around the town, if you are jumping out of a dropship or if you are riding a speederbike. The Carbine will not get in the way but still give you a proper rifle for when some scrote needs dropping.



Ammo 16

Ammo/Slot 3

Range Med

Price: 190 Cr



Shard Light Pistol



Almost all Shard Field Troopers are issued with one of these pistols as a standard sidearm and backup weapon. Acceptable range and damage output are combined in a lightweight and durable pistol body and the cylindrical powerpack is both small and easily changed. These weapons have seen service in numerous environments and battles and reports of failure are rare.

D6

1	2	3	4	5	6	7+
3	3	4	4	4	5	6

When selling this pistol to a soldier of fortune, adventurer or bodyguard, it can be quite difficult to emphasise the selling points. It is small and reliable, while being a perfectly serviceable weapon. That does not sound very emphatic and indeed it is hard to be emphatic about such a weapon. That does not mean you should ignore it or undervalue it. The Light Pistol issued by the Shard Military Foundation does a very, very good job in almost any situation and I for one have never heard a complaint about one of these pistols. Understated but effective.



Ammo **16**

Ammo/
Slot **4**

Range **Med**

Price: **100 Cr**



Shard Long Laser



This weapon is a standard long laser, providing adequate damage over a very long range and with a high-capacity magazine. This is the standard weapon of most of the Shard soldiers and is a very big seller to other military organisations. The build quality is very high and the weapon has a reputation for excellent reliability.

D6

1	2	3	4	5	6	7+
3	4	4	5	5	6	7

This fine bit of kit is the laser equivalent of a Sniper Rifle, able to drop a foe over an incredible range. It can be ergonomically adjusted to fit almost any arm length and shoulder height and it has a high-definition magnification sight for accurate targeting.

It even has a conduction coil in the grip to allow it to interface seamlessly with cybernetic eyes. A soldier seen carrying this is not a threat as such, it is the soldier you cannot see carrying one of these that you should worry about!



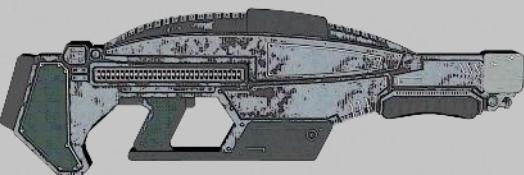
Ammo **20**

Ammo/
Slot **3**

Range **V.Lo**

Price: **190 Cr**

Shard Plasma Rifle



Issued to the heavy infantry of the Shard Military Institute, this weapon is large and powerful and of the same high build quality as the other output of that manufactory. Firing a bolt of pure plasma, this weapon is capable of high damage and is used as a shock or assault weapon by the troops to whom it is issued. These Plasma Rifles are in huge demand and we cannot guarantee stock.

D6 **1** **2** **3** **3** **4** **4** **5** **6** **7+**

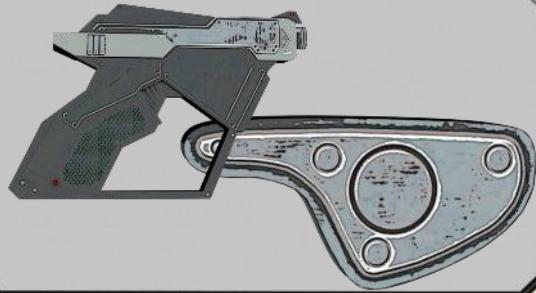
What can I say about the Shard Plasma Rifle? Well, it has exceptional build quality, but you already knew that about Shard products. It does a lot of damage, and only the best armour protects against it, but you probably guessed that too. It is used by the best shock and assault troops throughout the galaxy, but that is common knowledge for a man of your stature. No, the most surprising thing about the Shard Plasma Rifle is that we actually have one in stock! So if I were you, i'd buy it before someone else does.

Note: Only sealed armour protects



Ammo **6**
Ammo/Slot **2**
Range **Sh**

Price: **400 Cr**



Shard Repeater Pistol



Although this weapon is small and the individual laser bolts low powered, the rapid bolt generation allows the wielder to spray bolts in a large area at a rapid rate. This allows the pistol to be used as an enemy suppression weapon as well as for crowd control, much in the same way as a larger shotgun would. This weapon is often carried by Shard troopers on peacekeeping duties.

D6 **1** **2** **3** **3** **4** **4** **5** **6** **7+**

This is a very intriguing weapon. Yes it is small, but boy is it useful. You point it in the general direction of your enemies, you pull the trigger and the entire area is full of small flying laser bolts in the manner of the Wilkarian Turbo-wasp.

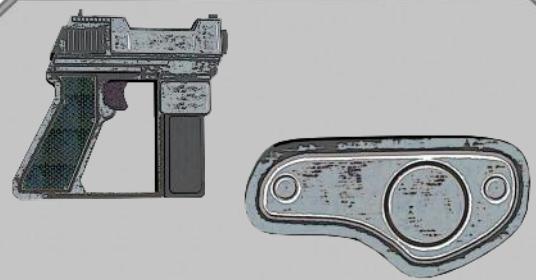
If you have ever seen a swarm of those zooming through an area, you will know exactly what I mean! If you need to make a statement to a crowd, this is the tool I would recommend.



Ammo **16**
Ammo/Slot **4**
Range **Med**

Price: **100 Cr**

Note: Can hit multiple targets



Shard Snub Pistol



This weapon is issued to undercover agents of the Shard Military Foundation who require a discreet but effective weapon. The included holster has numerous attachments to allow it to be fixed inside or outside clothing and the weapon itself is light and non-metallic to prevent detection by basic scanners. The power pack can also be charged directly from a public powerpoint if required.

D6 1 2 3 4 5 6 7+

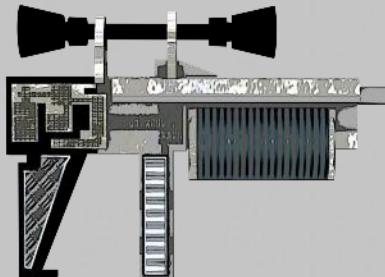
3	3	3	4	4	5	5
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I myself have three of these pistols secreted about my person, but you would never know, would you? I don't think I would fancy going up against a trooper in power armour with it, but dropping some street thug bent on robbery or an unwitting enemy security agent should be no problem. I even have one on charge in my hovercar at all times, just in case the local wildlife gets frisky on my zoom into the showroom! I would suggest that everyone carry one of these tucked away for emergencies, whatever their skill or training.



Ammo 4
Ammo/Slot 4
Range Sh

Price: 70 Cr



Smugglers Friend



Our in-house weapons technologists produces this innovative weapon at the request of one of our galactic delivery pilots. Faced with entering dangerous areas under the control of strict weapons restrictions, he was unable to be armed and was robbed more than once. This weapon is undetectable by 97.2% of scanners and further can be broken down in seconds into 17 components.

D6 1 2 3 4 5 6 7+

3	3	4	4	4	5	6
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Sammy Eight placed one of the small pistols on the table in front of the pilots union rep and showed him again how to strip and reassemble it. 'Please watch carefully' he intoned before deftly popping the little gun apart and snapping it back together. 'You see. As a mechanical I can do this faultlessly in under ten seconds, though I am reliable informed that a well trained biological such as yourself can get close to this level of performance. Please try it, we are willing to provide training with a purchase'. Waylan industries had salvaged a number of these pistols from wrecks where the biologicals had clearly not had the time to use them. Sammy reviewed his market research data and decided that this information would not help his profitability.



Ammo 16
Ammo/Slot 4
Range Med

Price: 250 Cr



Sonic Disruptor



This specialist weapon is only effective against living beings, and only those that can hear sounds. SPW have produced a weapon that focuses a high intensity beam of sound purely at the target. Although little physical damage is caused to the target, the auditory nerves and brain centres are overwhelmed and the target is disoriented. In addition, targets are often deafened for some time after.

D6	1	2	3	4	5	6	7+
	2	2	2	3	3	3	4

They say listening to Golneron rock music at loud volumes can kill you. Well, SPW took that idea to its logical conclusion and produced their Sonic Disruptor. Ok, the weapon does little physical damage, but that generally doesn't matter if the targets ears and brain have exploded. One really cool advantage of this sonic technology is that most armours are of no use against it. Whether or not Golneron rock will kill you is open to debate, but no such debate is necessary with SPW's sonic disruptor.

Note: Ignores armour. On a damage roll of 6+ causes temporary deafness



Ammo	8
Ammo/Slot	4
Range	Sh

Price: 620 Cr



SCT Electrolaser



This interesting addition to the SCT range was primarily designed for planetside security forces. Using a highly modulated laser beam, this weapon can short-circuit the nervous system of almost any being, inflicting pain and even unconsciousness without causing lasting damage. These electrolaser pulses do still pose a threat to shipboard systems however so we do not recommend its use on a starship.

D6	1	2	3	4	5	6	7+
	3	4	4	4	4	5	6

Although Sarah Watney didn't like doing it, the Chumbles insisted that a demonstration was not a problem. Apparently they could shut off most of their pain responses and the business needed the sale. Watney thought that the buyer, an orbital habitat security company, might just be sadists but she kept that to herself. Making sure the video link was up and running she motioned for the Chumbles to begin - there were 5 of them lined up to 'attack' her. The first one stepped forward and she blasted it with a pulse, causing it to drop, clutching its eyes. Weirdly it made no sound, but the Chumbles weren't strictly human anymore. The second and third came from behind her and she spun, letting off blasts to their legs, causing them to crash to the floor. Wanting to get it over with she dispatched the fourth and fifth with before they could get moving. Turning to the men watching on the vid link she said 'There you go, super effective crowd control. As long as you don't care how the crowd feel about it!'. She put on her biggest smile to cover up how she felt about this 'show' and hoped it was enough to get the sale.

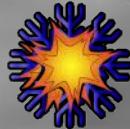


Ammo	10
Ammo/Slot	3
Range	Sh

Price: 220 Cr



Stinger Laser Pistol



Created by Frost Armaments as a concealed weapon for those who need to be armed without appearing to be so. The weapon is slim and light, as are all of the weapons from this manufacturer, and is supplied complete with a chest harness suitable for humans and aliens of all types. Range and power are limited, but are still sufficient for self defence.

D6 1 2 3 4 5 6 7+

3	4	4	5	5	6	7
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Everyone needs a bit of protection when out and about in an unfamiliar spaceport or outpost. Sometimes, that protection needs to be, shall we say, er, discrete.

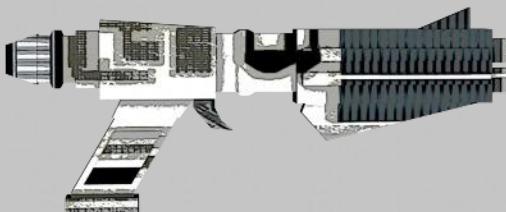
Well, I can now present to you the Stinger laser pistol, slim and incredibly light in design and supplied complete with a harness for all shapes and sizes.

This pistol is ideal for those occasions when you don't want to walk tall and carry a big gun, but still may need to shoot your way out of an awkward situation.



Ammo 4
Ammo/Slot 4
Range Sh

Price: 140 Cr



Stoker Heavy Pistol



One of our own techs created this after a visit to a museum, wherein were displayed ancient pots and dishes made of baked clay. Ceramics have come a long way since those primitive days, and this is the epitome. Created from advanced ceramics with very few metallic parts, it is able to produce a powerful beam whilst being undetectable, heat resistant and very, very tough.

D6 1 2 3 4 5 6 7+

3	4	5	5	5	6	7
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The ship had docked with mercenary company tags, but as soon as she met the crew Watney knew that they had to be wreckers - outer system pirates or mafia most likely so she had straight away pulled out some crates of Stoker's. 'Now gentlemen, if I can direct you to this fine and unusual pistol. It is made from ceramic - a very ancient material used in the pre-space era. This makes it, regrettably, more expensive but has some truly unique qualities - for example, most law enforcement scanners will simply not recognise this as a pistol, though you try it at your own risk, of course'.



Ammo 12
Ammo/Slot 4
Range Med

Price: 720 Cr



T11-432 Heavy Rifle



Produced in-house by our own weapons techs, the T11-432 is a stock-less heavy rifle intended for infantry support, anti-vehicle fire and static defence destruction. This weapon uses our standard M9 powerpack and achieved a 7* rating in our field tests on the notorious exo-planet Nynar III. This weapon can be supplied with or without a support harness as desired.

D6 1 2 3 4 5 6 7+

5	5	6	6	6	6	7
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The T11-432 (not the snappiest of names) is an unusual weapon. The balance-point is very much nearer the handle of the weapon, meaning that the user must be strong to get any sort of accuracy.

But for someone with that strength, this doesn't half pack a punch. Able to launch a heavy laser bolt over a considerable distance, the T11 is a fearsome weapon and more than capable of taking out small vehicles or rampaging alien bio-weapons!



Ammo 10

Ammo/
Slot 3

Range Long

Price: 1875 Cr



TAC550 Arc Cannon



This weapon from Meteor Technologies produces a high-voltage arc of electricity, similar to a bolt of lightning, from the barrel to the target. The arc only exists for a fraction of a second but is usually visible for several seconds as an after image. This electrical bolt can, if it hits the right areas, severely inconvenience a robot for a short while.

D6 1 2 3 4 5 6 7+

4	4	4	5	5	5	6
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Having trouble with our metal friends? Many weapons are not so useful against enemies that are not soft and squishy. Well, the TAC550 is a weapon that excels at taking down robots. Even if you don't take the metal monster down in one go, the arc of energy causes such damage to its internal systems that it won't be able to hit you back. There is no better sight in battle than an arc of light from your TAC550 into the smoking shell of a robot, you really need to get yourself one!!!



Ammo 10

Ammo/
Slot 6

Range Sh

Price: 375 Cr



TAC551 Arc Gun



Created by Meteor Technologies as a smaller and lighter version of the TAC550, Employing the same technology and styling, this weapon is a favourite of paramilitary units who enjoy the fear this weapon generates in ordinary people. The smaller and lighter frame is able to generate the same power at the cost of reduced "ammunition".

D6 **1** **2** **3** **4** **5** **6** **7+**

I understand that the TAC551 was created in response to customer demand for a side-arm version of the 550. The cops issued with the 550 liked the loud "crack" you got when you sent a high electrical charge through the target, they licked the momentary blinding flash and they liked the fact that you could knock over robots at range. What they were not so keen on was the bigger size and heavier weights. Hard to carry that and a bumper sized cylinder of snth-coffee I suppose. Anyway, Meteor took on the feedback and produced this little beauty. We have a test robot on out shooting range, give it a try!

Note: On a damage roll of a 6+, a Robot target will suffer a penalty of -4 to all actions for one round



Ammo **6**
Ammo/Slot **6**
Range **Sh**

Price: **345 Cr**



Viking Laser Rifle



This weapon is produced in vast quantities by Frost Armaments to supply military forces, militia units, mercenary companies and even some paramilitary police forces. Cheap, reliable and readily available, this weapon is a common sight across the galaxy. This weapon also has standard mounting slots for laser sights, scopes, expanded powerpacks and other

D6 **1** **2** **3** **4** **5** **6** **7+**

Sammy Eight had extended a number of screens from his utility compartment and was using them to show the colonist delegation a comparison of weapons choices. I have performed a scan of your mission data and economic status, comparing it to other recent ventures. I conclude with 83.2% certainty that you will require the use of an armed militia within the first decade. This rifle (Sammy paused to extend a telescopic rod and tap the picture of the Viking) can be stored long term and used effectively by untrained troops. Two thousand units will increase the chance of your long term survival to levels acceptable for most biologicals. I recommend it'.

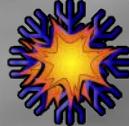


Ammo **20**
Ammo/Slot **3**
Range **Long**

Price: **175 Cr**



Volcano Plasma Rifle



This rifle fulfills the role of heavy weapon in the Frost Armaments repertoire and sells well to heavy infantry, shock troops and assault squads. Like all of the other Frost weapons, this one is low cost, easily repaired and readily available. This weapon scores an 83% favourable rating amongst troops armed with it and a similar rating with quartermaster units.

D6 **1** **2** **3** **3** **4** **4** **5** **6** **7+**

Frost Armaments specialising in bringing specialist weapons to the marketplace at affordable prices without compromising on quality. The Volcano plasma rifle does not disappoint in any of these counts. At 390Cr for a plasma weapon that is popular with the troops in many roles, this weapon is great value. It is able to melt its way through all but the most expensive armour and so the "Volcano" represents amazing value. There is really no reason not to get yourself one of these little beauties to give your armoury a lot more punch for not a lot more money.



Ammo **6**
Ammo/Slot **2**
Range **Sh**

Price: **390 Cr**



Wave Inverter



This weapon from SPW is a low power version of the Flux Beamer, their most successful weapon. Retaining the phase inverter but without the gas injector or power coil, this weapon creates a lesser effect but with far lower power drain (and cost). This weapon is a popular choice as a sidearm for its reliability and striking looks.

D6 **1** **2** **2** **3** **4** **5** **6** **7+**

Now then, this is a very interesting weapon. The Wave Inverter is rarely seen at high tech space stations, on state of the art battleships or on core worlds.

Many mercenaries look down on this weapon as obscure or old fashioned, but I can tell you know that when I used one on a planet infested with Zirdian Flying Nizetts, they very quickly stopped flying and spent their last moments flapping sadly on the floor. Quick, easy and deadly.

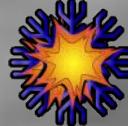


Ammo **28**
Ammo/Slot **4**
Range **Sh**

Price: **190 Cr**



X74 Blaster



This classic weapon has been in production for over fifty years and has seen service in far too many gunfights to count. Although an older design, this weapon is still a solid piece of ordnance and well worth every credit it costs. Frost still ship out many of these on a daily basis and the tough design means they rarely malfunction.

D6 **1** **2** **3** **4** **5** **6** **7+**
4 **4** **5** **5** **5** **7** **8**

The X74 Blaster may be an old design, but as the saying goes: "if it aint broke don't fix it". This weapon still sells in huge numbers, and there is a very good reason for that. It's tough and it will never let you down, which always a bonus in a fire fight.

Yes the X74 has probably killed more people than Zillea plague, and this is your opportunity to add to that number. I do have a number of these in stock, so why not equip your whole unit. I am sure i can do you a good deal.

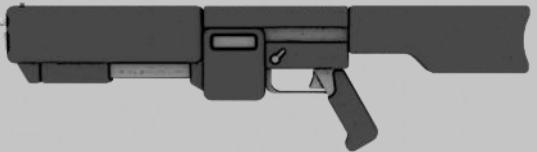


Ammo **14**

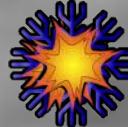
Ammo/Slot **4**

Range **Med**

Price: **220 Cr**



X91 Blaster



Frost produced the X91 as an upgraded and improved version of the classic X74 design. All of the internal components have been upgraded or redesigned and the casing and controls simplified and refined. The X91 offers the same significant damage output as the earlier version with less residual heat, a smaller recoil and greater reliability.

D6 **1** **2** **3** **4** **5** **6** **7+**
4 **5** **5** **5** **6** **7** **8**

I don't normally eulogise simple energy weapons, but in the case of the X91, how can I not? The minimalistic design allows simple and reliable operation in the field, the top notch components provide a hefty damage delivery and the quality of the build is just outstanding.

Some manufacturers produce weapons that feel like they are about to fall apart, even when new, but not the X91. It is not a flashy weapon, but by gum does it do the job!



Ammo **16**

Ammo/Slot **4**

Range **Med**

Price: **2600 Cr**

Projectile weapons

Projectile weapons are considered by some a more primitive form of weaponry, using explosive shells fired from a barrel. Some of these weapons can have a significant rate of fire and inflict a large amount of damage, although ammunition is usually bulkier and heavier and must match the calibre and specifications of the weapon.

Some projectile weapons are classified as tools rather than weapons and so are unrestricted, although the higher power weapons are certainly classified as military weapons. Projectile weapons should not be used aboard starships to avoid damage to critical systems.



117R Gauss Gun



This weapon uses electromagnets to accelerate the projectile rather than explosive charges. Although slower to load and with a lower rate of fire, this weapon can achieve incredibly high velocities. Although not a common weapon, the 117R from Meteor Technologies is a powerful addition to any armoury.

D6 **1** **2** **3** **4** **5** **6** **7+**

Sarah Watney was a born spacer and always happy to have some as her customers. The current group were belt miners who had troubles with pirates 'As a spacer, you need a weapon that can operate out in the vacuum. The gauss rifle, being electrically powered, doesn't leave a discharge cloud so you won't give your position away. It has a long range and with a high muzzle velocity you can definitely use it to take pot-shots at incoming craft. Most pirates go for laser shielding, so hitting them with a good old fashioned iron slug is often a nasty surprise for them. You've gotta be careful with the hefty recoil, but that aside the Gauss is definitely something you should have in your arsenal'.

Ammo **8**
Ammo/Slot **6**
Range **Lo**

Price: **1400 Cr**



18B199 Razorgun



This unusual weapon was part of the KSI "New Horizons" programme. The gun has a cartridge full of sharp razor discs. These drop into the gun where they are accelerated to a very high rpm and then propelled forwards at high speed. Although the range is not long, it can inflict incredible damage, especially to unarmoured targets and there are reports of entire limbs being removed!

D6 **1** **2** **3** **4** **5** **6** **7+**

I know that most of our projectile weapons fire bullets, and a few fire grenades, but this is a treat. When you pull the trigger of the 18B199, a disc of ultra-sharp diamond steel is spun towards the target at an incredibly high rpm. It is true that you don't get a great range from these small discs and that armour is effective at reducing the damage, but against unarmoured flesh this weapon can slice through a body like a surgeon's laser knife.

Ammo **5**
Ammo/Slot **6**
Range **V.Sh**

Price: **180 Cr**



IT2 Revolver



This entry-level weapon from Meteor meets the same requirements as the automatic version (the IT3) and is also found right across the galaxy. Although the ammunition capacity is lower, the mechanism is somewhat more resilient and easier to repair and so these weapons are especially popular on frontier worlds and with scout units.

D6	1	2	3	4	5	6	7+
	2	3	3	4	4	4	5

This gun may be at the cheaper end of our range, but do not be deceived, the IT2 can still pack a punch, and a dead enemy is still dead whether you spent 45 or 1000 credits to kill him. This gun's simple and practical design gives you a weapon that is both reliable and highly serviceable.

All in all, the IT2 is an ideal weapon for someone starting to venture out into a hostile universe or as a reliable backup for the more experienced traveller.



Ammo	6
Ammo/Slot	5
Range Sh	

Price: 45 Cr



IT3 Automatic Pistol



A mass-produced basic automatic pistol, the IT3 is sold and used throughout the galaxy by KSI. Light, well constructed and reliable, the pistol uses standard ammunition and each pistol comes supplied with four spare clips. This weapon is very common and many military personnel train with this weapon on ranges as part of their basic instruction.

D6	1	2	3	4	5	6	7+
	2	3	3	4	4	4	5

I can guarantee that someone you know has been shot by one of these pistols. Everyone in the entire galaxy knows someone who has been shot by one of these pistols.

There are primitive tribesmen on undiscovered planets who know someone who has been shot by one of these pistols. And they don't even know what a pistol is! Can you go wrong with a pistol that has sold by the billions? I think not.



Ammo	9
Ammo/Slot	5
Range Sh	

Price: 40 Cr

2H2 Light Shotgun



A small shotgun from Meteor Technologies, not much bigger than a pistol, this weapon is designed for paramilitary and law enforcement personnel. The 2H2 uses a small shell with limited range and penetration but perfectly sufficient to discourage rioters or petty thieves. This weapon is often carried in a leg holster for convenience.

D6	1	2	3	4	5	6	7+
	2	2	3	3	3	4	5

The algorithms that ran Waylan Industries had identified a number of paramilitary groups that might be interested in acquiring pacification weapons and the droid Sammy Eight was now showing their representatives some of the options available. 'Our programs show an 88% chance that your political ideologies will lead to armed conflict with your own citizenry. In order to maximize your chances of retaining power we recommend equipping your most dedicated troopers with 2H2's. They are crude weapons but emotional analysis suggests they generate a strong reaction commonly known as fear'.

Ammo 2

Ammo/Slot 10

Range V.Sh

Price: 40 Cr



452R Rocket Launcher



Most Rocket Launchers propel a single large rocket or missile at the target, inflicting a large amount of damage when the payload explodes. This weapon is loaded with ten smaller rockets, and although each rocket inflicts less damage, the fact that it can be fired repeatedly allows the user to keep up a withering hail of rockets at the target.

D6	1	2	3	4	5	6	7+
	4	5	5	5	5	6	7

The 452R is a rocket launcher for the purist. The multiple barrels each contain a small powered rocket and when the trigger is pulled, all are fired towards the enemy. Having been in an armoured bunker when a test firing was made, i can tell you that the creaming of the rockets, the roar of the launcher and the multiple explosions that seemed to go on for hours as each rocket hit in turn. The launcher contains enough rockets within for one reload, but I cannot think of many enemies that could survive two salvos from this!

Ammo 10

Ammo/Slot 2

Range Lo

Price: 270 Cr



656R Grenade Launcher



The use of grenade launchers has declined over recent decades, but Meteor Technologies still produces and sells significant numbers of this model. The flexibility to use stun, gas, blast or standard grenades means that a single weapon has multiple functionality. The weapon is surprisingly light for its size but has an excellent reputation.

D6 **1** **2** **3** **4** **5** **6** **7+**
4 **5** **6** **6** **6** **6** **7**

Sometimes you just need to cause a lots of damage to make sure the enemy understands your point of view. The 656R offers our discerning customers the opportunity to indiscriminately kill and maim large numbers of undesirables in one go. But hey, you may not want to kill them, you can also stun or blind them with the 656R's versatile range of ammunition. The choice is yours, but the sensible one is the 656R Grenade Launcher.



Ammo **6**

Ammo/Slot **1**

Range **Med**

Price: **110 Cr**



7AA2 Automatic Pistol



This sidearm is another "standard" weapon that does exactly what it was designed to do without fuss or excessive ornamentation. A standard clip (available everywhere) fits into the comfortable grip and the weapon has minimal recoil. The 7AA2 has an integral laser sight which can be activated or deactivated with a small switch on the grip.

D6 **1** **2** **3** **4** **5** **6** **7+**
2 **3** **3** **4** **4** **4** **5**

The 7AA2 is one of our best selling models due to it's simple design and the universal availability of it's ammunition. No need for fancy over the top design of some of the pistols available, this weapon is comfortable to hold and fire, plus you have the option of using the laser sight to make hitting your target childs play. You will also never have to worry about getting ammo as the standard clip is available on even the most primitive planets in the most remote systems. All this for only 50Cr. Shall i put you down for a couple?



Ammo **9**

Ammo/Slot **5**

Range **Sh**

Price: **50 Cr**

TY66 Crossbow



Although crossbows are considered an old fashioned weapon, this autoloading version from Meteor Technologies is a credible alternative to a pistol or rifle. The bolt cartridge mounted on top of the crossbow and the automated cocking mechanism together mean that a rapid rate of fire can be achieved with this weapon. The design also means that the weapon can be fired at any angle.

D6 **1** **2** **3** **4** **5** **6** **7+**

You might think this weapon is archaic, but let me talk you through it; the motor takes care of loading so all you have to do is point and pump the trigger. The bolts are plas-steel with titanium tips - very good penetration, plus they are usually recoverable. Great to know if you are running low on ammo or you want to clear the evidence. On top of that, the entire weapon can be sold disassembled - with no powerpack or ammo, it's easy work to get these past a standard security scan. Some say the crossbow is outdated, I prefer to think of it as a classic'.

Ammo **10**

Ammo/Slot **2**

Range Sh

Price: **70 Cr**



88G8 Machine Pistol



A new addition to the Meteor Technologies catalogue, this compact pistol with shoulder stock features a high rate of fire and an impressive accuracy. This weapon is ideal for those who require a high rate of fire but a minimal size.

D6 **1** **2** **3** **4** **5** **6** **7+**

There is a very good reason that you see these machine pistols carried by guards, paramilitary law enforcement and security across the galaxy. And that reason is that this is a seriously good weapon.

Easy to handle, easy to shoot and of very, very good build quality, we normally sell these by the shipping crate rather than individually. I can of course sell you one, but I know that once you have one, you will want to buy more!

Ammo **9**

Ammo/Slot **5**

Range Sh

Price: **350 Cr**



9TT3 Assault Rifle



Designed as a standard weapon for almost any military unit by Meteor Technologies, the 9TT3 uses galaxy-standard calibre bullets, has an integral scope and has interchangeable grip and trigger to allow for use by a variety of hand shapes. This weapon is reliable, affordable and very, very common.

D6

1	2	3	4	5	6	7+
3	4	4	4	5	5	6

What can i tell you about the 9TT3 Assault Rifle? Well, i am sure that you will have heard of this weapon before. It is in common use by many militaries and other private organisations across the galaxy and there is a good reason for that.

For the price, no other assault rifle comes close. For just 75Cr you get a rifle that uses a standard bullet, (no having to search around to rearm yourself), has a built in scope and we can even change the grip to suit how many fingers you have!!!!



Ammo 10

Ammo/ Slot 4

Range Med

Price: 75 Cr



9X7 Flechette Pistol



Meteor Technologies created this pistol, that fires small shards of plastic at incredible speeds, to target the bounty hunter market specifically. The shards are easily stopped by armour, but the weapon is silent and can inflict great damage. The magazines are light and easily changed and MT offer a "field ammunition kit" that can turn many types of waste plastic into ammunition blocks.

D6

1	2	3	4	5	6	7+
3	4	4	5	5	6	7

Ah, the 9X7 Flechette Pistol, a personal favourite of mine. This is a weapon so silent that your target will never know what hit him, and neither will anyone else. Granted you don't want to be shooting at someone in battle armour with plastic darts, but use the silent nature of the 9X7 to pick a more opportune time because those plastic darts will do a lot of damage!!! Alsom for a good price as a package deal, you can have the Field Ammunition Kit which allows you to make ammo out of plastic waste so you can shoot an enemy with their own rubbish!!!!



Ammo 5

Ammo/ Slot 6

Range V.Sh

Price: 70 Cr



A7 Longnose



Sometimes you need to take a weapon where the authorities or others may not want you to, or perhaps you just need a little protection while out and about in your local starport.

This small pistol from Meteor Technologies has limited range, a small clip and low damage output. However, it is very light and very small and is suitable to be carried in a pocket or concealed under clothing. Constructed from high density plastics, this weapon is also difficult to detect with basic weapon scanners. This weapon is common in urban areas due to the ease of carry.

D6 **1** **2** **3** **4** **5** **6** **7+**

Well, i have just the thing for you in the super discrete A7 longnose, easy to secrete in a pocket or somewhere else about your person and virtually undetectable! Just the weapon for places you really shouldn't have one.



Ammo **3**
Ammo/Slot **5**
Range **Sh**

Price: **30 Cr**



Ancient Star Pistol



There are those space jockeys that want to have that classic look. No fancy blaster rifle and power armour for them. They would much rather have a classic pistol such as this.

This weapon from the S.O.D.G workshops has a very classic styling with carved and polished wood grip, brushed metal stock and an angular magazine. Although built to the same quality as their other weapons and just as efficient, the Ancient Star is a statement piece, proclaiming loudly that the wielder is a gunslinger of taste and reputation rather than just another smuggler down on their luck.

D6 **1** **2** **3** **4** **5** **6** **7+**

It may look like an antique, but this hand crafted weapon is a work of art rather than just another factory produced tool. Anyone with one of these on their hip is mean, bad and dangerous to know and the whole galaxy will know it. I can promise you that you would never regret this purchase...



Ammo **9**
Ammo/Slot **5**
Range **Sh**

Price: **250 Cr**

ASN4 Sniper Rifle



This specialist weapon from KSI is favoured by assassins and special forces due to its incredible range and high damage. Firing a patented stabilised round and with an integral sight, the ASN4 can hit a target that may not even be visible to the naked eye. However, the projectile stabilisation means that this weapon is difficult to use at shorter ranges and most snipers will also carry a sidearm.

D6	1	2	3	4	5	6	7+
	4	4	5	5	6	7	7

Sometimes it is best not being seen when you want to relieve a foe of his life, and sneaking up close has its own dangers. So why not shoot the unfortunate from so far away that you have already escaped before you pull the trigger!!! This rifle is so accurate at an impressive range that you need never worry about getting close to your target, you could practically be on a different planet!!!!. I would recommend that you get yourself a sidearm for those times when you need to work up close and personal.

Note: -4 to attack rolls at short range or below



Ammo	6
Ammo/Slot	5
Range	V.Lo

Price: 1800 Cr



The Cleaver is a high-velocity, short range assault rifle designed by Castlebridge with strike squads and paramilitary forces in mind. The standard design features an illuminated ammo gauge, adjustable sight, underslung torch and a handy mounting for a tripod or vehicle mount. This weapon is very well constructed and routinely comes out in our top ten when we test resilience.

D6	1	2	3	4	5	6	7+
	3	4	4	4	5	5	6

Cleaver Assault Rifle



We sell an awful lot of these to the "Bughunter" squads of various militaries. It has a good range of fire for taking down the aliens, a night sight for spotting the enemy in gloomy conditions and a built in torch for finding your way around. And, if you are seriously interested in this, I will throw in a free tripod, just for you. Of course, you can certainly shoot people or vehicles with this as easily as you can shoot aliens, but whatever you are shooting, use a Cleaver.

Note: +1 to Attack Total if tripod mounted



Ammo	10
Ammo/Slot	4
Range	Med

Price: 120 Cr

Cree Assault Rifle



This weapon, modeled after those found at Cree archaeological sites, may look like a standard military assault rifle, and indeed it can function as such. However, the secondary trigger (mounted below the main barrel) can allow the weapon to expend the entire magazine in one incredible short burst. Using this mode inactivates the weapon for a short time to allow it to cool.

D6 **1** **2** **3** **4** **5** **6** **7+**

It seems these days that every soldier is issued with an Assault Rifle of one kind or another and you are probably thinking that they are all the same, yes? Oh no. Far from it. This weapon has a real surprise up its traditionally styled sleeve. You can use it and fire it as any other weapon and just when your enemy thinks that is all you have, you pull the second trigger and... puff... they are a streaky smear on the ground. Not subtle maybe, but oh so effective.

Note: Burst mode uses 8 ammo and inflicts double damage. Weapon unusable for 1d6 rounds after that.



Ammo **10**

Ammo/Slot **4**

Range **Med**

Price: **200 Cr**



This intriguing weapon was created by Kaladarian State Industries, initially to arm the security robots that make up part of their planetary army. The weapon became much sought after by human security officers for the power of the shots, despite the incredible recoil. The security robots were equipped with recoil dampers in their arms to deal with this issue, but humans do not.

D6 **1** **2** **3** **4** **5** **6** **7+**

Cyborg Pistol



'We do not advise removing the safety feature. Unwary use is likely to cause a human bone fractures here, here or here (Sammy Eight pointed to the wrist, upper arm and shoulder of his client) and also extensive bruising from the recoil. As a robot, my sensors are able to exactly calibrate the force required to successfully discharge this weapon. If you would like, I can contact a cybernetic company to discuss installing implants for your troops? Or perhaps they would consider amputating their arms and replacing them with bionics?' Facial tracking told Sammy Eight that his potential customers had not enjoyed this exchange.



Ammo **9**

Ammo/Slot **5**

Range **Sh**

Price: **250 Cr**



Enforcer Riot Shotgun



The Enforcer was produced by SPW as a specialist weapon for crowd control. The size of a large pistol, it can be carried in a holster and yet has the barrel length for optimal shot speed. Designed to fire "Riot Pellets", the weapon is intended to cause pain, distress and fear rather than significant injury. There is a power dial above the handle allowing the power of each shot to be adjusted up or down.

D6	1	2	3	3	4	5	6	7+
	2	3	3	3	4	4	5	

Sarah Watney looked at the case of shotguns with obvious disgust, before closing the lid and handing the key to her client. 'Look Charlie, I've been on the end of a riot pellet and it's not good. Like being trapped in a nightmare, usually in a crowd of people all having their own bad trip. I don't care what anyone says, this is a chemical weapon and the only, sole and unique reason I'm willing to sell them to you is because I know who you are planning to use them against. Once you've finished clearing out those scum, bring the whole stock back to me and I'll buy them back off you. These things shouldn't end up in the wrong hands.'

Note: Can apply a +1 to -3 modifier to damage rolls



Ammo

2

Ammo/
Slot

10

Range

V.Sh

Price: 240 Cr



Executioner Pistol



A heavy pistol from SCT with a very high rate of fire, the Executioner packs a real punch. Best used in both hands, the Executioner has a limited magazine and short range and a real kick. This weapon has proved very popular with hitmen and enforcers due to the damage capability.

D6	1	2	3	4	5	5	5	7+
	2	3	4	5	5	5	5	

I have never really been one for capital punishment, but if I were to be condemned to death, this is how I would want to go. You point it, you pull the trigger and you watch the ammo counter go into freefall as the enemy is torn apart.

In a real execution, you would never know what hit you. In battle, you still wouldn't know what hit you either! If you do make the sensible decision and pick one of these up, make sure to take advantage of our multi-pack ammo offer. You will need it.



Ammo

9

Ammo/
Slot

5

Range

Sh

Price: 450 Cr



FG21 Submachine Gun



The FG21 was the first weapon produced by the CFT workshops on the ore-rich moons of Teremana VII. The weapon is very light due to the innovative alloys used, and incorporates a unique scope allowing for the weapon to be used in any light conditions and with a "life detection" mode. This sight is said to be able to identify a lifeform regardless of base structure, body temperature or origin.

D6 **1** **2** **3** **4** **5** **6** **7+**

This superb weapon is favoured by alien hunters of many different stripes, mainly for the innovative scope. You use that to find your alien, whatever it may be made of, and then you pull the trigger and pfft, it's dead.

Of course, you can shoot just about anything or anyone with it and not just ravenous alien life forms, and it will kill them just as efficiently. It is light to carry, easy to use distinctive to wear and it is as good a submachinegun as you can buy.



Ammo **5**

Ammo/Slot **3**

Range **Med**

Price: **195 Cr**



Hornet Grenade Launcher



Another distinctive weapon from G&B, the Hornet is able to deliver a single grenade over a very long range with startling accuracy. However, reloading the ten grenade chambers is a slow and laborious process. The weapon does feature a digital selector so that a specific chamber can be fired when the trigger is pulled, allowing a mix of grenades to be loaded.

D6 **1** **2** **3** **4** **5** **6** **7+**

Colony defense systems had become a profitable business for Bill Brunel and so he was putting together any package for the sales team. 'One problem you have as a colony is that you're a stationary target. When the raiders come - and they probably will - you need to have some layers of defense. You need to soften them up before they get to your settlements. The HGL offers a long range capability but with a neat trick - you can reselect your grenades to use smoke or flash-bangs once the fighting gets onto your streets. It's effectively two weapons in one'.



Ammo **10**

Ammo/Slot **1**

Range **Med**

Price: **245 Cr**



Lancer 11mm Pistol



Not a cheap pistol I admit, but you will know the potential of this weapon when you see the calibre of the bullets it fires. You will also get a very good idea of the quality of the weapon when you handle it.



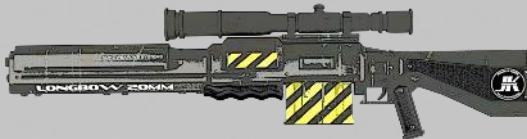
The Lancer heavy automatic pistol from Kohl Weapons Systems is an optimised large caliber pistol with a high rate of fire and a renowned reliability. Jaydar Kohl herself laid down the original plans for these weapons and this pistol is regarded by all professional soldiers as a quality armament and one to be respected. This pistol does require specific ammunition, which we are able to supply.



It feels good, fires well and the bullets cause carnage to whatever they hit. Compare this with any one of the multitude of cheap pistols on the market and you will instantly know that this is out of the top drawer.

Ammo	6
Ammo/Slot	4
Range	Sh

Price: 400 Cr



Longbow 20mm Rifle



I am not the sort of salesperson to use useless hyperbole to try and sell one of our quality items. And so when I say that this rifle is probably the best weapon I have ever fires, you will know how good it is.



The Longbow is a large calibre single shot rifle used primarily by snipers and big game hunters. The magazine has a capacity of twenty rounds, but the loading action is such that the rate of fire is slow. The trade off to this apparent drawback is the utter carnage caused to a target hit by fire from this weapon. This is certainly a specialist weapon, but a very potent tool in the right hands.



It can put a bullet through a target that you cannot even see with the naked eye and will in fact put it straight through such is the power. Unless you are one of those flash harry's who care more about rate of fire than effectiveness, this will be the last rifle you ever buy.

Ammo	8
Ammo/Slot	4
Range	V.Lo

Price: 260 Cr



Marauder Assault Weapon



This weapon from Castlebridge Industries combines a rapid fire assault rifle with an underslung chamber-fed grenade launcher, each with its own firing mechanism and trigger. The grenade magazine has a capacity of six rounds, but each grenade can be fired a significant distance with great accuracy. This weapon has been designed with simplicity in mind.

D6

1	2	3	4	5	6	7+
4	4	4	5	6	6	7
4	5	6	6	6	6	7

 Rifle Gren

Digital this, automated that, innovative the other. Technology is a wonderful thing, but sometimes you need a piece of equipment that works well on, and on, and on. Pick up a Marauder and you get an assault rifle to shoot your enemies and a grenade launcher to blow them up.

It can be easily fixed in the field if necessary, does not require special tools or digital connections and has very, very little to go wrong. It may not be state of the art and it may not be flashy, but you won't be let down if you invest in a Marauder!



Ammo 6/6

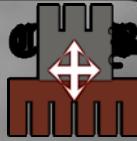
Ammo/
Slot 5/2

Range L/S

Price: 900 Cr



Mk426 Heavy Pistol



This automatic pistol from Castlebridge Industries is supplied complete with removable stock, a fully functional night sight and a removable silencer. The innovative design allows the pistol to be easily used as a light carbine if desired or even (with an optional barrel extension) as an emergency sniper rifle. The quality of the build is exceptional.

D6

1	2	3	4	5	6	7+
2	3	3	4	4	4	5

Need a versatile weapon? When you are out adventuring, then carrying a whole arsenal of weapons across the surface of some distant planet is just not practical. Primarily a heavy pistol, and a very good one at that, the Mk426 offers great functionality.

Need a night sight? Then you can have one. Need stealth? Then fit the silencer. Need a sniper rifle? Then fit the barrel extension and stock. The elegant design also includes a set of spares and tools in the foregrip.

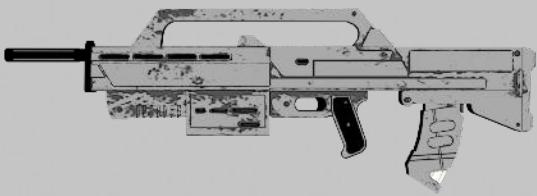


Ammo 8

Ammo/
Slot 6

Range Sh

Price: 180 Cr



Morita Assault Rifle



S.O.D.G., the state owned arms producer of Wagsar II produced the Morita as a concept weapon during their start up phase and have shifted it into full production with the opening of their orbital factory. The Morita has a stock mounted magazine and is a reliable and sturdy weapon. The rifle was reviewed by "The Galactic Armourer" broadcast and was rated at 80% across all nine categories.

D6

1	2	3	4	5	6	7+
3	4	4	4	5	5	6

The Assault Rifle market is very crowded these days, and so for a new entrant to stand out requires something special. The Morita does not have any fancy functions, additional features or budget price, but almost every customer who has taken one of these to our test range has purchased it.

It looks smart, works everywhere and delivers a punch and does everything you demand of it for a long, long time. What is there not to like?



Ammo **10**

**Ammo/
Slot** **4**

Range **Med**

Price: **440 Cr**



NGL Bullpup Pistol



Created by SCT Enterprises, this automatic pistol has the firing chamber and magazine mounted behind the grip. This arrangement allows the weapon to be held and fired discreetly and the weapon is popular with assassins and bodyguards alike. The weapon is heavy for its size, but is well constructed and resilient.

D6

1	2	3	4	5	6	7+
2	3	3	4	4	4	5

'In my line of business, I deal with a lot of people that want to carry a little extra without anyone noticing. The bullpup is a real pocket rocket with the added advantage that, with a bit of training, you can have it safely tucked away before anyone notices who shot first.'

For a few credits more we can add a silencer. Not strictly legal in most of the system, but I'm not the police, so we can keep it between friends. Deal?'



Ammo **12**

**Ammo/
Slot** **5**

Range **Sh**

Price: **150 Cr**



Precis Assault Rifle



Another handcrafted weapon from the workshops of Glassfleet, this assault rifle is a work of art. A specially designed grip and stock allow an extra level of accuracy and ease of use and the long barrel gives range. This weapon is produced from the finest alloys and has a fifty year "normal use" guarantee. There is normally a waiting list for these weapons.

D6 **1** **2** **3** **4** **5** **6** **7+**

Handling a precis was an unusual privilege, so Sarah Watney had spent some time on her gun range, before cleaning it up and preparing it for her customer, who was right now taking the weapon out of its case and examining it. 'As you can see we had the stock etched with the designs you sent us and inserted a tracker chip too. Once you get your hands on a Precis, the last thing you want to do is to lose it or have it stolen. For a few extra credits we can register it on our database in case it does go missing - though I understand if you would prefer to keep it, uh, untraceable'.



Ammo **10**

**Ammo/
Slot** **4**

Range **Lo**

Price: **1600 Cr**



R04 Hand Cannon



This large and heavy pistol from Castlebridge fires explosive shells rather than standard bullets. It has only a modest range but the shells have a good armour piercing capability, do significant damage to a target and can be used to destroy inanimate objects such as doors. This weapon has, to our knowledge, been banned on at least six planets due to the damage capability.

D6 **1** **2** **3** **4** **5** **6** **7+**

Now then, I am supposed to ask for your ID card before even showing you the R04, just to make sure you don't take one back to a planet with a ban. This weapon is more a miniature artillery piece than a pistol and can blow a door off its hinges or dismember even a charging Virikan.

We often sell wrist braces to customers who buy this because of the enormous recoil, but no pain, no gain as they say.



Ammo **6**

**Ammo/
Slot** **3**

Range **Sh**

Price: **620 Cr**



Roomsweper Minigun



The Roomsweper from CFT is a high rate of fire weapon with short range and limited ammunition capacity. It is designed to be used from a low position, hence the top-mounted handles, and intended as a shock weapon to clear a defensive position or announce an entry in emphatic fashion. The Roomsweper does have a slight delay as the rotating barrels achieve firing speed.

D6 **1** **2** **3** **4** **5** **6** **7+**
4 **4** **5** **6** **6** **7** **8**

We sell all sorts of weapons here. Some are small and subtle, others large and dangerous. Few however are as large or dangerous as the Roomsweper. You hold the grip in one hand and the top handle in the other, pull the trigger and sweep it round the room. If anyone is left standing, they are either very lucky or in very heavy armour. Either way, they will face the hail of fire coming back the other way before long! I can do you a very good deal on ammo too when you buy one of these!

Note: Requires 1 round before firing



Ammo **10**

**Ammo/
Slot** **2**

Range **Short**

Price: **600 Cr**



Sabre Pistol



The Sabre is a heavy pistol from Glassfleet. Using a large calibre bullet, the Sabre does not have a fantastic range but does inflict significant damage. This weapon is often carried by bounty hunters and others who need to drop an enemy in one or two shots up close rather than blasting away for ages. The Sabre does not however appreciate the damp and it is essential to keep this weapon dry.

D6 **1** **2** **3** **4** **5** **6** **7+**
3 **4** **4** **4** **4** **5** **5**

Need a pistol that packs enough punch to down a Zillo Beast in a couple of shots? Then this is the gun for you. Who needs to carry a large weapon when this little beauty will deliver just as powerful a message and fits in your holster!!

I sell lots of these to bounty hunters and never hear anything but praise for this weapon. Get one and I promise you won't be the one regretting your purchase.



Ammo **9**

**Ammo/
Slot** **5**

Range **V.Sh**

Price: **650 Cr**



T655 Combat Shotgun



Glassfleet produce this weapon for support squads, paramilitary police and hit teams. It combines the stopping power of a large bore shotgun with the portability of a large pistol. The T655 is normally carried in an over the shoulder holster and is easily drawn due to the short barrel. Unusually, this weapon is loaded behind the pistol grip.

D6 **1** **2** **3** **3** **4** **5** **6** **7+**

Sometimes you just need to stop that huge alien charging towards you and your nearest and dearest, and so you are going to need something that halts the beast in its tracks. After all, hand to hand combat with something large and hairy is not everyone's cup of Pharron Mizzlebrew.

Well, i present to you the T655 Combat Shotgun; used across the galaxy to stop undesirables invading your personal space.

Note: Targets adjacent enemies

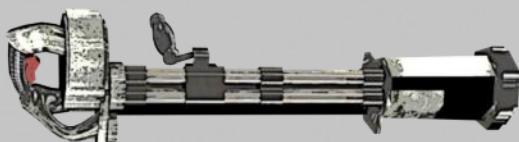


Ammo **2**

Ammo/ Slot **10**

Range **V.Sh**

Price: **1 Cr**



TLT9 Hand Cannon



Produced by Kaladarian State Industries as a heavy infantry support weapon, this weapon has multiple barrels that fire in turn, producing a withering hail of bullets at a very rapid rate. The TLT9 is incredibly destructive but the huge rate of fire does mean that the ammunition barrel does not last long. This weapon does not have a selectable rate of fire.

D6 **1** **2** **3** **4** **5** **6** **7+**

Captain Bluk was up to one of his favorite things: Preparing for a raid. He had dragged out a huge crate of weapons into the hangar and was busy handing out the gear to his crew. 'Gather round, one and all and grab yourself a gun. A rifle for you, a grenade launcher for you..and for me today I think I'll go witha hand cannon! Yes, why not. A good old TLT9. If any of those damned marines get to close I'll blast them right off this little moon! Last time I had one of these I managed to take out a couple of troopers, a droid and half an airlock all with one volley! Excellent!'

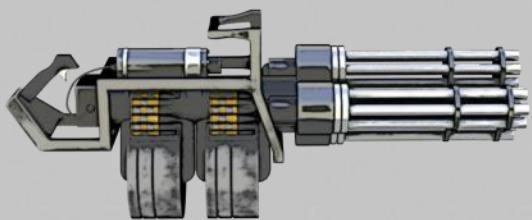


Ammo **5**

Ammo/ Slot **2**

Range **Lo**

Price: **600 Cr**



Tornado Multigun



This heavy weapon from KSI was designed to provide infantry with mobile fire support. The multiple barrels spin at high speed, releasing a maelstrom of bullets at an unfortunate enemy. The voracious appetite for ammunition means that many heavy weapons specialists using the Tornado require another squad member to carry their ammo boxes!

D6 **1** **2** **3** **5** **5** **6** **7+** **8**

If you really want an enemy taken down, you can mess around with sniper rifles and carefully aimed shots, or you can point a Tornado at them and pull the trigger.

The latter is a damn sight easier, but I will admit that the collateral damage to walls, roofs, buildings, bystanders and biodomes will be much, much greater. You may well want to have some support to carry your ammo, but it is hard to beat the storm of bullets this thing lays down.

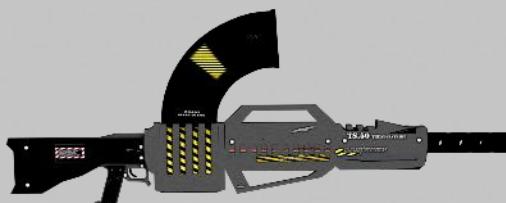


Ammo **8**

**Ammo/
Slot** **3**

Range **Med**

Price: **120 Cr**



TS50 Thunderstrike



The TS50 from Kohl Weapons Systems is a light machine gun, barely bigger than a standard assault rifle, but with an incredible rate of fire. The Thunderstrike, as it is known, has limited range and a small magazine for its class, but does not require a harness, gyro-mount or other stabiliser to use. We have seen images of soldiers firing this weapon from the hip, such is its size and low weight.

D6 **1** **2** **3** **4** **5** **6** **7+** **8**

Now here we have something truly special. Most machineguns are vehicle mounted or tripod mounted or even fixed permanently in a building. Their recoil and ammo requirements make it difficult to move them around and fire them. This little cracker however is easily carried and easily fired and it can lay down a veritable storm of bullets. I hear tell of one military unit that has a whole company equipped with TS50's, used to attack enemy fortified positions. If you need that edge in battle, get a Thunderstrike!



Ammo **6**

**Ammo/
Slot** **5**

Range **Med**

Price: **550 Cr**

V9 Combat Shotgun



The state of the art V9 offers an optimal (and adjustable) shot spread to allow the user to adapt to different situations and a targeting sight for when a longer ranged and more focused shot is required. The mock-leather foregrip and solid construction make this a weapon that really fills the hand and inspires confidence in all who use it.

D6 1 2 3 3 4 5 6 7+
D6 2 3 3 3 4 4 5

My customers buy combat shotguns because they want to spread mayhem and death amongst as many nearby people as possible. Of course they do, that is what shotguns are for. It does pose a problem though when an enemy is slightly further away. What do you do then? It is not a problem if you are packing a V9. You flick a switch, the scope activates and the patented range-focus module kicks in. This innovation channels all of the shot at a more distant enemy. True you don't get the spread, but you do get the range. Flick the switch again and you are back to spraying shot!

Note: Targets adjacent enemies in "Very Short" mode but not in "Short" mode.



Ammo 2

Ammo/
Slot 10

Range VS/S

Price: 120 Cr



Castlebridge Industries created this rifle as a basic, reliable and easily repairable weapon with an incredible range and stopping power. The weapon, supplied with case, tripod and enhanced sight, is reputed to be able to hit a target two miles away, although we have been unable to validate this. The Vibora features minimal moving parts and is sealed to prevent the ingress of sand, dust or water.

D6 1 2 3 4 5 6 7+
D6 4 4 4 5 5 6 7

Vibora Sniper Rifle

Most of Watney's customers were spacers or 'orbit-oriented' as she liked to think of it, but sometimes she got an order related to work on a planet's surface. As per your request, we managed to get some Viboras in. The extreme range means you'll need to have your best marksmen on the case, anyone unskilled will just be wasting ammo. I'll also offer you a bit of advice for free. Like most rifles, viboras fire a ballistic, unguided shell. At close range gravity effects don't really matter, but at the distances you can reach with these sniper rifles you will need to account for it. If your troops have trained at standard, they will need to adjust for the local gravity with at least a few days practice on the range before you put them on the field to get a feel for it. At two klicks, gravity makes the difference between a clean kill and a complete miss.'



Ammo 6

Ammo/
Slot 5

Range V.Lo

Price: 1800 Cr



Vulcan Assault Rifle



When CFT decided to enter the crowded Assault Rifle market, they created a light and portable double-barreled weapon from novel alloys developed in their own foundries. The result is effective at laying down a significant barrage whilst creating minimal heat or noise and with low recoil. The Vulcan is a simple weapon to use, although the elevated price point makes it a niche product for most.

D6	1	2	3	4	5	6	7+
	3	4	4	4	5	5	6

Sneaky plans require sneaky weapons. Bluk had identified an automated mining station as ripe for looting but unfortunately it also had automated defenses that targeted active weapon systems. So, he had loaded some 'volunteers' into the torpedo tubes and launched them toward the station from a safe distance. Armed with Vulcan assault rifles they were now peppering the sensor pods. The vulcan's were almost undetectable, so whilst his crew took out the sensors the station just couldn't compute what the problem was. Bluk monitored it from the bridge of The Greased Pig, congratulating himself on coming up with such a wicked plan.



Ammo **10**

Ammo/
Slot **4**

Range **Med**

Price: **1400 Cr**



Warhammer Assault Rifle



The Warhammer is a rapid fire, high damage assault rifle. It is sold primarily to shock troops and assault teams. It is able to inflict significant damage at a high rate, although even a high capacity magazine does not last long! The Warhammer is a heavy weapon with a sharp recoil and so is not recommended for less resilient Alien species.

D6	1	2	3	4	5	6	7+
	3	4	4	4	5	5	6

Several Marine Corps swear by the Warhammer. It can take out an alien in quick-smart time, armoured or not, and is very reliable indeed.



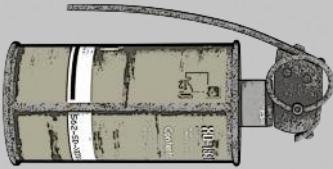
Ammo **10**

Ammo/
Slot **4**

Range **Med**

Price: **75 Cr**

XO1931 Stun Grenade



The 1931 Grenade from the XO Corporation is designed to stun enemies through two distinct mechanisms. A high-density stun gas is released into the nearby environment and a bio-electrical shock-wave is created. These grenades have proved to be highly effective against a wide range of lifeforms and can either be thrown or used with a wide range of grenade launchers.

D6 **1** **2** **3** **4** **5** **6** **7+**

Grenades have been around for many thousands of years, and many people think that you could not improve on such a basic design.

Oh, how wrong they are. The design may look archaic, and the mode of delivery (your throwing arm) may be basic. But what an effect. Chuck one of these into the middle of a hostile mob, count to ten, and scrape up the unconscious bodies. Simples.

Note: Inflicts stun damage.



Ammo **1**

Ammo/Slot **1**

Range **V.Sh**

Price: **50 Cr**



This combat shotgun from the XO Corporation can fire standard or pellet shells to deliver either a lethal or a non-lethal payload. Ideal for use in riot, civil disturbance or battle conditions alike. The shotgun has a pump action loading mechanism and a ten-shell magazine and also has a serrated edge on the top edge to allow the shotgun to be used as a blade in extremis.

D6 **1** **2** **3** **4** **5** **6** **7+**

XO Combat Shotgun

If you are faced with a rioting mob and killing them all is not an option, you need something that will drop as many people as fast as possible without killing them. And that something is the XO Combat Shotgun. You can churn out shots at breakneck speed spraying pellets of various kinds all over a crowded street. It takes a special sort of rioter to withstand a hail of pellets, even if they are plastic, and a squad armed with these can clear a street faster than a giant sweeper.

Note: Targets adjacent enemies. Can inflict stun damage. Use Axe for blade damage.



Ammo **2**

Ammo/Slot **10**

Range **V.Sh**

Price: **240 Cr**



XO DesHammer Mk3.I



This standard sidearm was produced by the XO Corporation for all law enforcement personnel to carry. It has a double barrel construction for an increased rate of fire and an underbarrel laser sight for accuracy and intimidation. This pistol is light, reliable and effective and is very popular amongst paramilitaries and law enforcement.

D6 **1** **2** **3** **3** **4** **4** **4** **5** **6** **7+**

This automatic pistol is small and easy to carry, even in a concealed holster, but is capable of a rapid rate of fire due to the double barrels.



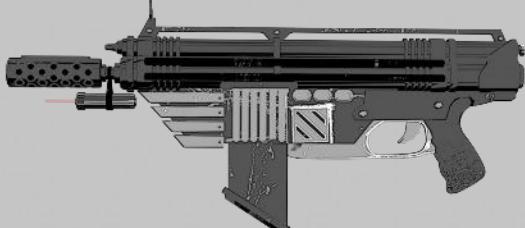
There are two modes, accessed by this switch on the side, allowing you to fire two shots with one pull of the trigger or one after the other at rapid pace. Either way, you get double the trouble from this handy little weapon!

Ammo **12**

**Ammo/
Slot** **4**

Range **Sh**

Price: **80 Cr**



XO Submachinegun



The XO Corp supply this submachinegun to paramilitary organisations who require a rapid rate of fire at a limited range. This weapon is light, easy to carry, includes a laser sight and can lay down a withering hail of bullets when required. Law enforcement agencies often issue these weapons to officers guarding significant infrastructure or those in dangerous or frontier areas.

D6 **1** **2** **3** **4** **5** **6** **7+**

'Not all your troops are going to be that well trained, but they still need to be effective. The XO's give you a great compromise. Even in the hands of the greenest recruit you can lay down a deadly barrage, definitely enough to deter someone who is being a bit too curious about what you are up to.'



They aren't a match for the more professional armaments, but they are cheap and very, very easy to use. If you want to raise your defences without spending too many credits, we can supply these in huge bulk.'

Ammo **5**

**Ammo/
Slot** **3**

Range **Med**

Price: **165 Cr**

XO Tiger Pistol



This classic revolver is a popular weapon amongst law enforcement officers as a firearm and an intimidation tool. This weapon fires a large calibre bullet and can inflict significant damage and the terrifying effect of the large barrel at very short range is marked. It is possible to provide this weapon with a customised logo on the real wood handgrip.

D6 **1** **2** **3** **4** **5** **6** **7+**

Feeling lucky alien scum? If you are, you are the wielder of one of these cracking pistols. A simple revolver firing an enormous bullet, this weapon is able to take down an enemy with ease with none of the electronic or automated nonsense that you get with some more modern designs.

Sometimes, you need simplicity in your life and this gun certainly delivers that in bucketloads. You have an enemy? You need a Tiger!

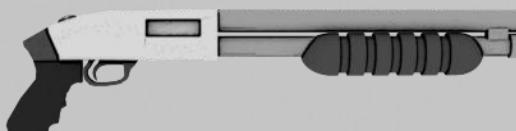


Ammo **6**

Ammo/Slot **5**

Range **Sh**

Price: **250 Cr**



XO Wave Shotgun

The XO Corporation introduced the Wave as a "standard" shotgun, firing pellets in an arc over a very short range. These weapons are cheap, easily carried and potent and are a very common sight clipped inside security vehicles of all kinds across the galaxy. This weapon fires a standard shell.

D6 **1** **2** **3** **4** **5** **6** **7+**

The galaxy is full of all sorts of dangers. Space pirates, bloodthirsty aliens, world killing laser cannons and all manner of other stuff. Just go to any bar where travellers hang out and you will hear the tales. However. For all these dangers, the humble shotgun should not be overlooked. At some primordial level people don't like having a stick pointed at them, and if you know that the stick could blow a hole in your chest the size of a dinner plate, folk tend to quieten down real quick. This model is reliable, inexpensive and doesn't require much training. We have a variety of holsters too, if you want to pay a bit extra.'



Ammo **2**

Ammo/Slot **10**

Range **V.Sh**

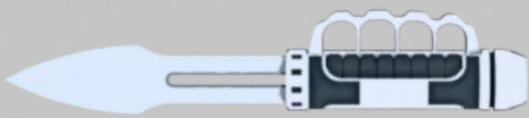
Price: **60 Cr**

Hand weapons

Our range of hand weapons include such basic items as knives and swords; simple lengths of sharpened steel, but also force blades, chain fists and other powered weapons. Although hand weapons require the user to be close to their target, they can inflict significant damage and do not pose a threat to starship systems or other sensitive surroundings.

Most jurisdictions allow unregulated possession of hand weapons although some powered weapons are restricted in core worlds.

Astart Combat Knife



This small and lightweight combat knife from Meteor Technologies is intended as a tool and emergency backup weapon. It has a short double edged plas-steel blade and an integral set of finger-rings to allow the knife to be used as a knuckleduster. Although not the most damaging weapon, this knife has saved many a military life in extremis.

D6

1	2	3	4	5	6	7+
1	2	2	2	2	2	3

We all need a backup weapon sometimes, when you don't have your favourite to hand. I can tell you that Meteor Technologies supplies the Astart Combat Knife for just such an occasion. It is a useful tool in its own right, but the Astart has a double edged blade and the integral finger rings also allow the weapon to be held as a knuckleduster. This all makes for a very effective all round weapon in skilled hands such as yours.



Range -

Price: 35 Cr



Sometimes a simpler option is required when an enemy needs striking down or an airlock door needs breaking in. This axe is carefully crafted from titanium-reinforced steel to prevent breakages and provide an optimal cutting edge. Ideal for use as an emergency tool or weapon alike, this classic design is a massive seller for Meteor Technologies.

D6

1	2	3	4	5	6	7+
2	2	2	3	3	3	4

Axe



Blaben-6 was technically off-limits for trade, to protect the local sentients from interference, as they had barely left the stone age. But Captain Bluk had bribed an official to let the Greased Pig touch down and do some trading. The Blabens were primitive but their cultural artifacts - statues and carvings - were in high demand due to rarity. Bluk clicked on his universal translator to address the delegation of local warriors. 'Hail, brave men of Blaben. I am Bluk, the big chief of the sky people, come to trade with mighty Blaben warriors. I bring you weapons of mighty sky-rock, that you might smight your foes and break their skulls! See how the blade glimmers. See the strength of the handle, tougher than your strongest wood. Who will be brave enough to trade with me!'



Range -

Price: 38 Cr

Diabulus Plasma Sword



This weapon was created in response to the Force Sword produced by Vapaa. Because Meteor do not have that Galactic Patent, they were forced to resort to a lesser technology to produce their energy hand weapon. The Diabulus uses a focused plasma field to generate a three foot long blade. Unlike the Force Sword, the Diabulus does not have a physical blade and cannot be used to parry.

D6	1	2	3	4	5	6	7+
	3	3	3	4	4	4	5

'I've been on a few boarding actions, aye more than a few if I'm honest, and one thing you need to do is move quickly. No holding back or hanging around'. Captain Bluk chuckled at some (probably violent) memory and activated the plasma sword, giving it a quick wave around for old times sake. 'The great thing about these is that you can't waste time blocking and dodging, it's all out attack. I recommend confiscating all the blasters so everyone knows it's going to be death or glory!'

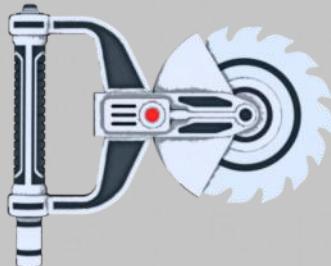
Note: Cannot use "Defensive Stance" option.

Ammo **10**

Ammo/
Slot **1**

Range **-**

Price: **160 Cr**



Eviscerator



Although the Eviscerator from Meteor appears to be more of a tool than a weapon, this hand-held saw is able to slice through armour and flesh alike. This weapon has an almost silent electric motor and so utilises standard power cells. Although not commonly used due to the short reach of the weapon, it is lethal in a close combat.

D6	1	2	3	4	5	6	7+
	1	2	3	4	5	6	7

Ever wanted to open up an annoying armed foe like a tin can? Well you can with the Eviscerator Hand Saw from Meteor. This weapon will cut through almost anything, so very little will stand in your way once you power it up. It's almost silent motor and use of standard power cells makes the Eviscerator a joy to use and it can be put a good use even outside of combat. A man of your skill will soon be able to open a tin can as easily as a heavily armoured foe!!

Ammo **18**

Ammo/
Slot **1**

Range **-**

Price: **25 Cr**

Force Sword



Vapaa have the Galaxy-wide patent on this weapon, which creates a three foot long blade of pure energy from the handle. This blade is capable of cutting through most substances and forms an almost physical blade capable of parrying or blocking other weapons. This weapon is difficult to use and expensive to make, requiring special rare crystalline ores and so is only available in limited quantities.

D6

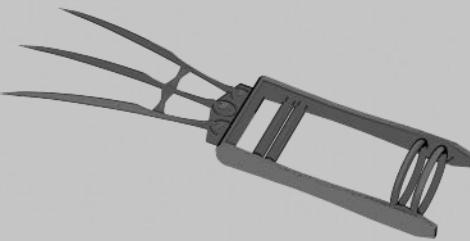
1	2	3	4	5	6	7+
3	3	4	4	4	4	5

I see you looking at this fantastic Force Sword from Vapaa Industries. We are very lucky to have one of these as they are strictly limited due to the ores needed to generate the blade, and you are doubly lucky as I can sell it to you for such a good price. This energy blade will slice through armour with ease and you don't have the problem of carrying around a three foot long blade all the time. It does take some skill to master, but a swordsman of your abilities should soon be wielding it like a professional.



Range -

Price: 280 Cr



Most of the hand weapons we sell are powered or feature edges of plasma or constrained energy. These Hand Claws are a far simpler and non-powered weapon that are nevertheless very dangerous indeed. The three blades are edged with refracted diamonds and the steel is triple-hardened. We supply these blades as a pair although some prefer to use only one.

D6

1	2	3	4	5	6	7+
2	2	3	3	4	4	5

Hand Claws



Turn yourself quite literally into a close combat beast with a pair of Hand Claws from our own workshops. No power is required which would only limit your usage. These claws are just incredibly sharp and hardened blades that will last forever. If you prefer a more hand to hand (or face) kind of fighting style, then these beasts will give you the edge...several of them to be exact!!!



Range -

Price: 60 Cr

Imperator Power Lance



Designed as a weapon for official guards and other ceremonial troops by Meteor Technologies, this five foot long lance has an high-voltage unit mounted at each end, allowing the user to strike with either. The Imperator is a potent weapon but requires significant training to be used effectively.

D6 **1** **2** **3** **4** **5** **6** **7+**

Although the trip to the habitat cluster had been planned as a holiday, Watney had quickly identified a sales opportunity, as zero g lance duelling had become a popular sport amongst the local youth. 'At full power, these weapons can be deadly, but I've had my technicians modify the power packs to make them fully adjustable. You can dial down the charge so they deliver a sharp shock rather than a lethal jolt, and then steadily dial it up again if you want a more intense competition. For a few more credits, we can have the lances personalised with laser etched designs on the haft'.

Note: -1 to Attack Total

Ammo **8**

**Ammo/
Slot** **2**

Range **-**

Price: **110 Cr**



Military Cutlass



MT have a whole moon devoted to the production of melee weapons and the Military Cutlass is one of their best sellers. This weapon, although primitive in origin, is worn by naval officers, pirates, thugs and marines alike. Although unpowered, it is of little threat to the electrical systems of a starship, does not require power or ammunition and can be lethal in the right hands.

D6 **1** **2** **3** **4** **5** **6** **7+**

Sarah Watney slid one of the cutlasses out of its scabbard and placed it gently on the table between herself and the mercenary captain. 'As you can see, this is a work of the highest craftsmanship and as per your request, we have incorporated your coat of arms into the handguard. Earning a cutlass like this can be a real mark of distinction, something to be given as a reward for exceptional service. If you would like we can also etch the blade to personalise these weapons, maybe a description of action that earned it. Sailors and soldiers have been honoured with these weapons for thousands of years, a fine tradition to continue'.

Ammo

**Ammo/
Slot**

Range

Price: **60 Cr**



Pacifier Nightstick



When Meteor Technologies branched out into law enforcement supplies, the Pacifier was one of the first new weapons added. This ingenious weapon appears to be a standard nightstick but uses ingenious semi-viscous plastics to make a very light nightstick that acquires rigidity and mass when swung. This means that the nightstick is very light to wear and carry but able to inflict a very hard blow.

D6	1	2	3	4	5	6	7+
	2	2	2	2	3	3	4

'Live on a colony world can get pretty tough and we all know that when you combine long days with a bit of synth-ale or some moonshine liquor, the next thing that happens can be a brawl. When things get out of hand and your sheriff needs to settle everyone down, then a good nightstick is a must have. These weapons are easy to carry and ideal for handing out a few lumps and bumps to the rowdier elements of society. They are easy to train with and we can supply them in bulk for your law enforcement officers'.



Ammo



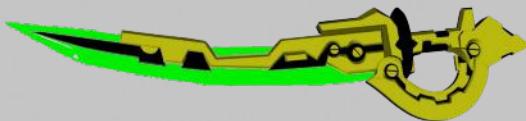
Ammo/
Slot



Range



Price: 20 Cr



Power Blade



The master technicians at G&B designed this weapon as a powerful sidearm, initially for the Dinun Pirates. Using a high frequency molecular edge mounted on a plas-steel sword chassis, the Waranka is capable of cutting through most armour with ease. It has very low power requirements and thus a long operational life.

D6	1	2	3	4	5	6	7+
	3	3	4	4	4	4	5

In his ancient battle scarred power armour and a power sword in each hand, Captain Bluk cut an impressive figure. 'Oh ho my fellows, power swords for all! Droids to the left of me, xenos to the right...I'll cut them all down. Many years ago I found an abandoned colony ship drifting near the Coromos system. When we boarded her we discovered it had been overrun by a colony of giant space roaches! What's that, you don't believe they exist? I can assure you they do and what's more they have a hide that will deflect a laser or ion blast. Had to get in there and chop them to mincemeat with the power swords, took me weeks to clean the stench off! Surprisingly good eating though, space roach meat'.



Ammo



Ammo/
Slot



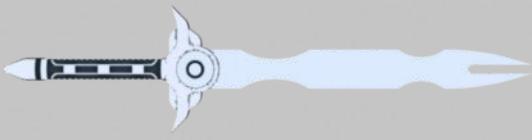
Range



Price: 140 Cr



Raider Assault Sword



The Raider sword from Meteor Tech uses an ergonomic blade design with split tip and shaped blade to inflict maximum damage with minimum weight and effort. Supplied with a self-cleaning scabbard, this sword is an ideal backup weapon for those situations when projectile or energy weapons are unsuitable.

D6	1	2	3	4	5	6	7+
	2	3	3	3	3	4	5

It is always nice (and generally cleaner) to dispatch your adversary from afar. Sometimes though you have to be up close and personal. Well, for those occasions, what better weapon than the Raider Sword from the boys at Meteor Tech. The lightweight and wonderfully ergonomic design allows you to inflict an awful lot of damage without making your arm ache. It also comes complete with a self cleaning scabbard, because we know how messy the blood of some species can be!



Ammo



Ammo/
Slot



Range



Price: 60 Cr



This difficult to use but dangerous weapon has a long shaft housing a compact power pack and a power blade generator at each end. When activated, a one-foot long energy blade is created at each end. The Ravager Bladestick is used in two hands in the manner of a quarterstaff, allowing each blade to be brought to bear. Meteor Technologies created this weapon for a notable bounty

D6	1	2	3	4	5	6	7+
	4	4	5	5	5	5	6

Ravager Bladestick



'Ravagers eh? Scum, but good fighters'. Captain Bluk hefted the bladestick and casually twirled it around, coming close to decapitating a nearby crewman. 'There are some days when you need to cut people up and of course, with a blade at both end you can chop them up twice as fast! Chop to the left, slice to the right...aye maybe you should get a bit of training first if you value your own limbs'.



Ammo



Ammo/
Slot



Range



Price: 280 Cr



Ripper Chain Gauntlet

SCT



A statement weapon from SCT, the Ripper is a high speed chainsaw mounted onto a steel handcase. The controls for the chain are mounted within the grip allowing the wielder to speed up the blade by pulling a trigger. The motor does take a few seconds to bring the chain up to speed however via a control panel on the outside of the gauntlet. This weapon is noisy and not subtle.

D6 1 2 3 4 5 6 7+

2	2	3	3	4	4	5
---	---	---	---	---	---	---

On board Captain Bluks' ship, 'The Greased Pig', a sales pitch of sorts was occurring. Bluk had equipped one of his more 'energetic' crew members with Rippers and hung some carcasses from the ceiling. 'Ha ha, look at him go! Young Billy is really enjoying his work today!'. The whirr of the chain engine combined with the fragments of meat and bone flying around the hangar had left some of audience a bit stunned but Bluk was in his element. 'It's not about combat effectiveness, which, frankly is terrible. It's about letting your enemy know what sort of people they are up against. My kind of people. Ruthless, violent people. People who don't mind getting a bit of blood spatter on them'.

Note: +1 to Attack Total



Ammo 14

Ammo/Slot 1

Range -

Price: 35 Cr



The Sandman is produced by Meteor Technologies and supplied to security companies and law enforcement agencies as a cheap and effective way of incapacitating someone. The two prongs on the handle are electrodes capable of delivering a very high voltage shock to the target, short circuiting nerves and causing paralysis and unconsciousness in most alien races.

D6 1 2 3 4 5 6 7+

2	2	2	3	3	3	4
---	---	---	---	---	---	---

Sandman Taser



Sometimes, individuals of conscience like yourself are needed to remove someone from the chosen path. In many cases, killing them would cause issues you would rather not deal with. Well, if that is the case, why not stun them with the Sandman Hand Taser? Quick and clean and you can carry on with your task without any damage to your conscience!

Note: Stun damage only



Ammo 18

Ammo/Slot 1

Range -

Price: 100 Cr

Shard Bladestaff



The Shard Watchguard are usually stationed in an official chamber in which energy weapons are banned and even power versions of hand weapons are restricted. Thus the creation of the Bladestaff. This man-length weapon uses the latent energy of the wielder to energise the cutting edge and the energy of the swing is diverted through a momentum accelerator for maximum damage.

D6	1	2	3	4	5	6	7+
	4	4	4	5	5	5	7

With a large diplomatic conference taking place planetside, Bill Brunel had been contacted to help out with the security arrangements. 'The outer perimeters can be your standard police and militia, but for the hotels, conferences and events I recommend something a bit more discrete and less likely to make your guests nervous. These bladestaffs can be made to look like ceremonial gear - we'll add some tassles and the like if you want - but in the right hands they are still deadly weapons. Stylish and effective'.

Ammo **16**

Ammo/
Slot **1**

Range **Med**

Price: **180 Cr**



Shard Sabre

The Shard Officers are all awarded a sabre as part of their commission, but these blades are more than purely ceremonial. The sabre is hand crafted from meteoric steel and the blade honed to a monomolecular cutting edge. Although regarded as a weapon of last resort, these blades have, on several occasions, saved an entire company of Shard soldiers.

D6	1	2	3	4	5	6	7+
	2	3	3	3	4	4	5

Captain Bluk grinned wickedly and directed the 'operative' towards a nearby locker. 'Very difficult to get hold of one of these, but luckily for you we found a retired officer who was down on his luck and willing to part with it, for a price. If you are planning on infiltrating the Shard guardsmen...and I can't think why else you would want this specific sabre...then I'm sure we can come to an arrangement. Remember, you'll struggle to find one of these on the market anywhere else. The Shard are very protective of their little swords'.

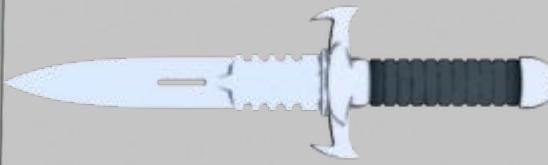
Ammo

Ammo/
Slot

Range **-**

Price: **150 Cr**

Slicer Dagger



Meteor Tech produce this weapon as a standard tool and backup weapon and sell many millions of them to military forces across the galaxy. This lightweight plastic-steel blade maintains its edge and is supplied with a sheath suitable for boot or belt. The Slicer is well regarded by those to whom it is issued.

D6 1 2 3 4 5 6 7+

1	2	2	2	2	2	3
---	---	---	---	---	---	---

'These days we might rely more on the plasma rifle or ion cannon, but any marine, merc or roughneck should carry a decent knife. When the power goes out, when your ammo is gone and back-up is a long way off you need to have a weapon to hand that will give you a chance. On top of that, a decent boot knife can be a pretty good emergency screwdriver, chisel, wedge...you get the picture'.



Ammo

Ammo/
Slot

Range

Price: 5 Cr



The XO Corp, suppliers of quality equipment to Paramilitary Security across the Galaxy, produce this quality baton to augment their other offerings. The baton can be used in non-powered mode as a standard nightstick or can be activated (at which point it glows red) to actively stun a struck target. The Baton makes use of signature recognition to prevent the user accidentally stunning themselves.

D6 1 2 3 4 5 6 7+

2	2	2	3	3	3	4
---	---	---	---	---	---	---

XO Stun Baton



'It's not easy to keep order across a whole star system, especially when you have the media watching your every move. You don't want the evening news to show your officers opening fire on a crowd. That's where the stun baton really shines. Pretty much everyone has heard of the XO's and they know that when the red light shines it's time to back off and settle down a bit. I can tell you, from personal experience, a jolt from one of these will knock even the rowdiest roughneck out of their boots'.



Ammo

Ammo/
Slot

Range

Price: 100 Cr

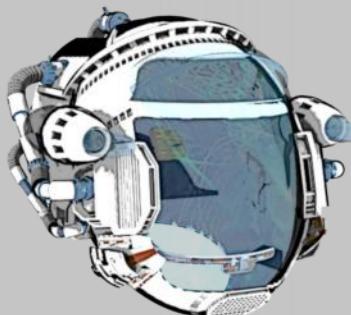


Equipment

We only offer a small selection of standard equipment, such is the easy and widespread access to such items, but those we do offer are of top quality and offer unique selling points.

All of our equipment items can be customised and upgraded as required and can usually be offered in a range of colours and even materials.

A9P9 Envirohelmet



The A9P9 from Frazier Military Technologies was initially created for military pathfinders deployed to planets with a harsh atmosphere. Covering the head, shoulders and upper chest, the helmet integrates seamlessly with a protective bodysuit to create a sealed micro-environment. Oxygen (or appropriate gas), temperature and humidity are all controlled from the helmet, which is capable of supporting a person for five days.

'The A9P9 - or nine-niners as we usually call them - are some of the finest all purpose helmets you can buy. Military grade toughness plus the controls are dumbed down so even the greenest of grunts can't mess it up.'

They are big and heavy, I agree, but that is because the shoulders and chest contain filters and heaters that mean if needed you can wait the best part of a week for a rescue. The helmet draws its power from the suit you attach it too, so make sure your battery pack is fully charged before you venture out'.



Price: 220 Cr



AL17 Datawand



EFDA market this small scanner as suitable for everyday tasks and even domestic use. Pre-installed with standard scan matrices and available in a variety of configurations, the AL17 is able to handle many basic detection tasks. The illuminated keypad can display symbols in 1267 different languages and the voice unit is equally competent. The AL17 is supplied with a belt holster, carry case and pocket-sized solar charger.

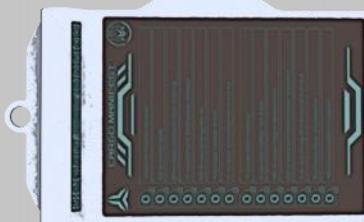
'We don't usually bother with household goods but if you are going to set up a colony on a new world I would heartily recommend a good datawand, probably one for every household.'

In the old days people found out which plants and animals were edible by getting some poor fool to try them and see what happened, but these days I'm sure your colonists would prefer scanning it for biological compatibility. Plus the kids love to play with them, so it's both a tool and toy, quite a bargain.'



Price: 195 Cr

Auto-Rec Datapad

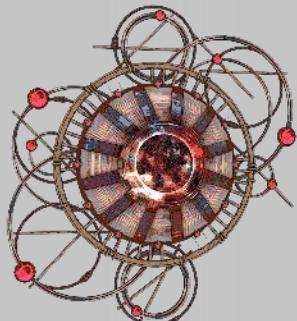


The Auto-Rec from EFDA is ideal for data management in the field and is popular with customs officials, field agents and buyers. The datapad can be controlled from the screen or by voice and data can also be entered in either of these ways. The Auto-Rec is almost unbreakable by non-weapon means and can be trodden on by even the heaviest power armour!

Captain Bluk unloaded his last ammo clip into the guardsman and looked up to see another man stepping through the bulkhead. Damn, out of ammo and his chain fist malfunctioning. Thinking quickly he grabbed a datapad from corpse at his feet and pulled back his arm. The whip of his power armour assisted throw almost dislocated his shoulder but the aim was good and the pad smashed through the mouth of the shocked marine, almost decapitating him. Ha! Another good day at the office. Stepping forward Bluk yanked the gored splattered pad from his foe and, noticing it was still functioning, thumbed the start button. Tapping quickly through the files he found what he was looking for - a full ships manifest. Good old datapads.



Price: 60 Cr



A new addition to our catalogue, this intriguing construction allows a suitably trained user to link the portal in the centre to another point in space-time. Although matter and sound cannot pass through the portal, light can and so a user can see through the portal created, and anyone at the other end can look back. Although it is tricky to establish an accurate location, users who communicate with one of these Portals can use sound-light-sound converters to transmit sound through the connection.

Darkspace Portal



Now this is a real scoop. You may find something as powerful and useful as this elsewhere in the Galaxy, but you will have to look long and hard.

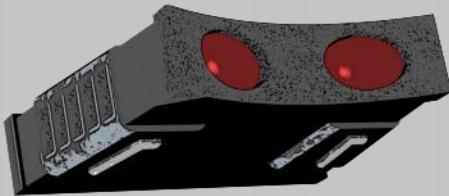
I have used our demo model to converse with the manager of one of our branches on the far side of the Galaxy in real time! Yes, it is pricey.

Yes, it is large. But one thing is sure, it is an astounding piece of kit and well worth every credit you will pay.



Price: 6500 Cr

Digital Binoculars



Information is key in exploration and battle alike and these fantastic binoculars are key to gathering that information. They bring the distant closer and provide a huge amount of additional information on any target.

Small, easy to carry and incredibly powerful, you cannot really afford to be without these as you tramp across the surface of the unexplored planet or creep through the rubble of a battlefield city.

We sell large numbers of this item to explorers, scouts, military units and even ranchers. The binoculars will provide an enhanced image over a range of a mile or more (depending on atmospheric and light conditions) and will also provide thermal and ultraviolet capacity. There is a separate imaging unit that will capture and store an image and a gyroscopic stabiliser to ensure that the view through the binoculars is always clear and shake-free.



Price: 95 Cr



This system from EFDA is hybrid system incorporating a local motion tracker, localisation unit and tracking device monitor (four micro-trackers are incorporated into the unit). Popular with law enforcement, military scouts and private detectives, the GL04 is easy to use and has a one-year battery life.

GL04 Tracker

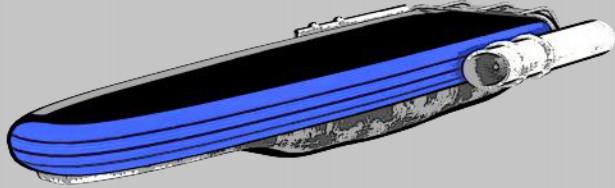


Sammy Eight was addressing a group of security experts that had been invited to the orbital. 'When you arrived our salesbot team presented you with a gift bag complimentary of Waylan Salvage. To demonstrate the quality of our trackers, we included a micro-tracker in each of the souvenir toy droids. We have been tracking your movements over the last few hours, which you can see displayed on this screen'. Sammy Eight pointed to a large display showing a number of coloured tracks overlaid on plans of the station. His facial tracking software indicated a largely negative response to this and he waited for his social algorithms to come up with a response. 'Ha ha...only joking. We could have done this, but it is just a simulation' he lied smoothly, whilst sending a subcommand that would cause the micro-trackers to fry themselves. People just didn't expect robots to lie.



Price: 75 Cr

Hoverboard



Although originally created as a way for teenagers to travel short distances without resorting to old-fashioned walking, our hoverboard has found a significant market amongst anyone who needs to move at speed across uneven terrain without requiring a large jetbike. Although the lift unit is limited and an altitude of above six feet is hard to achieve, and the propulsion can never compare with a true vehicle, this small and easily carried unit can certainly provide rapid transport in urban areas.

'You might be surprised to hear it, but hoverboards are essential military and expedition equipment. When you are out on deployment you need some way to let off steam and you can set up a hoverboard racetrack just about anywhere.'

On top of that, they come in surprisingly useful in the field. You can move almost silently on a board making them ideal for nighttime patrols or reconnaissance, and that ain't nothing.'

Price: 460 Cr



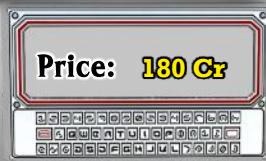
The Investigator from Frazier Military Supplies is a basic scanner designed specifically for military use. It incorporates a motion sensor, life detector, weapon scan and other key features in a small and easy to use Stick. The Investigator can be easily expanded with various optional modules (language translation, location services, identification and more) either by the manufacturers or in our aftercare workshops.

Investigator

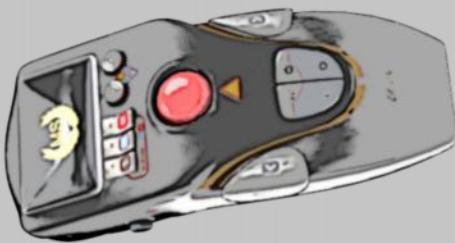


Between raiding, trading and carousing there was still a lot of downtime on The Greased Pig, so Captain Bluk like to keep the crew on their toes with the occasional random interrogation. As they had recently liberated some datasticks this one was going well. 'Now tell me again, crewman, what you really think of my beard? Eh?' The poor crewman tried to wriggle away from the datastick but the restraints held him in place. 'I...err...think it's thick, luscious and fashionable?' Captain Bluk peered at the datastick read-out and then zapped his yelping victim with an elecroprod. 'Datastick tells me your lying crewman! Give me the truth, or it's out the airlock for you!'

Price: 180 Cr



MS Hand Analyser



We offer several models and makes of handheld analysers and scanners for all budgets but the MS is certainly at the high end. This scanner has a longer range, wider portfolio and enhanced readout than our other options and many professional science and medical officers choose this analyser as their scanner of choice. We can pre-load the MS with scan profiles of your choice or you can optimise at your leisure.

'But why would I want to analyse my hands? I know what my hands are.' Watney couldn't tell if the Clathian mercenary was joking or just very dense. 'No, it's not for analyzing your hands. It's held in your hand, look'.

Watney put the analyser in his palm and moved it up and down the sample rack. 'There are a lot of dangerous things out there..radioactive materials, poisonous plants, explosives and so on. There are a million ways to die in this universe, having a hand analyser will help you avoid a lot of the more obvious ones.'



Price: 100 Cr



NN22 Hand Scanner



Unlike the more expensive and powerful datawands, this budget hand scanner from EFDA has a limited number of features and a short range. The NN22 is able to detect weapons, basic biohazards, atmosphere quality, general target health or any other pre-determined characteristic. These scanners are often carried by field medics and private security.

"Don't forget your NN22" read the famous advert seen against many a night sky. And they were absolutely right too. If you leave this convenient but powerful scanner in your other spacesuit or down the back of your pilot's seat you may even live to regret it.

All sorts of hazards and dangers can be detected and identified by this little beauty making sure you survive...and spend more with us!



Price: 140 Cr

Noctem Lightstaff



The Noctem from Scimitar Corp is a man-length staff, the top half of which is a powerful illumination unit. The colour of the light can be altered using a small control panel in the handle and the brightness can also be defined by the user. The Lightstaff can produce a bright enough light to guide down a spaceship or so dim that writing is unreadable.

'If you are serious about setting up a colony, or even just a small operations base, don't get so carried away with buying big guns that you forget the necessities.'

Humans don't do very well in the dark - and some bugs prefer it - so get some crates of lightstaffs. Nothing worse than arriving at a new planet only to realise no one remembered to bring a torch or two.'



Price: 15 Cr



The Oracle range of communications headsets from Bronzium Industries allows a user to talk to colleagues over significant ranges with clarity and an incredibly long battery life. The Oracle-R model has an effective range of several miles, the Oracle-D works up to 100 miles and the Oracle-C anywhere on the same continent. The most powerful, the Oracle-P can communicate anywhere on the same planet or near orbit, although coverage will be patchy on low technology planets with minimal infrastructure.

Oracle Comms Set



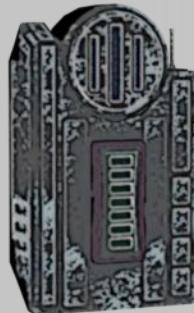
'No point planning anything, if you don't plan on communicating.' Bill Brunel patted the agent on the back and steered him towards the display of headsets. 'As a former marine, I can assure you that comms is high priority. Whether your mission is combat or not, you need to know what your team is up to.'

The Oracle series gives you coverage for every eventuality. The cheap sets will cover you for patrol duties around a compound and for a few more credits you can keep track of what your guys are up to on the other side of the world. Not just handy, vital'.



Price: 20-300 Cr

Pathfinder Backpack



This quality item from Frazier Military Supplies features a solid outer shell that can still be collapsed to a flat pack if required. Sensors within detect temperature, moisture and other critical factors and report these via an outer display panel. The interior features numerous adjustable compartments and sections that can be adapted to securely hold almost any item of equipment.

Need somewhere to keep all your precious adventuring gear? Then the Pathfinder Backpack is just what you need.

The Backpack is sturdy enough to protect your valuables in a temperature and moisture controlled environment and fully compartmentalised to allow you to organise its contents.

If you are spending credits buying good equipment, then I must recommend you also protect that investment with a Pathfinder Backpack.



Price: 25 Cr



This powerful but portable analytical system was designed with the science departments of large starships in mind. Supplied with a case and carry strap, the Renaissance is packed with over 109 separate analytical tools. This unit can be linked to shipboard computer systems through standard communications networks for the interpretation of data and the archiving of results.

Renaissance Analyser



Waylan Salvage often purchased hulks 'as seen' then sent the droids to investigate. It paid to be cautious when the cause of the wreck was unknown and Sammy Eight was monitoring one such exploration. The droids were all equipped with analysers and were moving steadily through the airless spaces of the broken freighter. Sammy watched the readouts. Suddenly parts of the spectra started spiking. Some organics, some titanium, a lot of oxidation. Cross referencing with the database indicated that this was probably blast damage from a heavy explosive...which explained the big hole in the hull.



Price: 700 Cr

Shard Jetpack



The Shard Military Foundation have a whole battalion equipped with jetpacks for rapid deployment and to allow them to access remote areas of a battlefield. When the Foundation began selling their technologies on the open market this was one of the first to become available. The small size of the unit, the discrete propulsion jets and the sleek control fins all make this a light and easily carried unit, even if the range and operating time are fairly small.

'I see that you are planning an expedition to a primitive forest moon. In that case, might I recommend some lightweight jetpacks? Sure, you can hack your way through the jungle and climb up the mountains the old fashioned way, but it's so time consuming.'

Why not soar above it all with a jetpack. This shard model is light enough to be carried if you want to save it for an emergency, or just use it to impress the locals. Be careful they don't end up worshipping you though.'



Price: 880 Cr



Shard Riot Shield



The soldiers of the Shard Military Foundation are often assigned to planets undergoing significant civil unrest and in those circumstances protection is demanded against flying rocks, flaming bottles and construction poles. This riot shield features two handles for easy use and an armoured glass window to allow the user to see rioters without becoming their target.

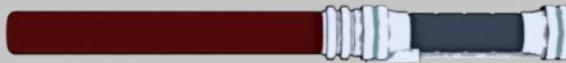
They say that attack is the best form of defence, but I am not one to agree with that. Surely defence is the best form of defence? If some alien yob is lobbing lumps of the local geography in your direction, you need something to ward it off.

And you cannot do better than this quality piece of plasti-steel. You can shelter as safe as houses behind the shield, keep an eye on the thugs through the window and when they run out of rocks temporarily, you can shoot 'em!



Price: 200 Cr

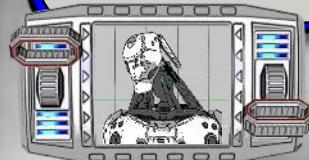
Stellar Flare Beacon



Bronzium Industries produce vast numbers of this item for colonists, explorers, soldiers and civilians alike. The easy to use controls allow the beacon to produce light in a beam or to illuminate an area and the brightness can be adjusted from a faint glimmer to a bright glare. The Beacon is available in a wide range of colours to suit all requirements.

Useful for colonists, explorers and military alike!

Every year a 'footfall' day was held to celebrate the founding of the colony on Melvik II and Waylan Salvage was expected to play its part. Sammy Eight was explaining to the event organiser what they were planning. 'We recently recovered a shipment of stellar flare beacons from a hulk and have set them up to light up on footfall day to create an orbiting display of lights!'. This got an approving nod. 'Waylan Salvage is proud to be a member of the Melvik II community. We intend to write 'Thankyou for our very healthy profits!' in letters five kilometres high. It will be a highly exciting display!' This part did not get an approving nod.



Price: 5 Cr



This budget datapad from EFDA has many of the features of more expensive models at a competitive price. Ideal for basic data gathering and reference purposes, the T170 is light, robust and easy to use. The battery life is quite short, although the recharge time is very rapid. EFDA also produce the T170L version which fits neatly into a palm.

T170 Datapad



Watney was in the hangars with some of the Chumbles doing inventory. 'We have datapads. A lot of datapads...just boring bog standard datapads..and lots of them.' She sighed and the Chumbles shrugged (all of them at the same time, a quirk of their neural connections). 'How do we spice these up and get them sold? I have an idea, let's give 'em away. Everybody needs a datapad, but everyone just forgets to buy one. So every time a customer buys a gun, or a case of grenades, or a consignment of space mines from us we'll chuck in a datapad. Literally, chuck a datapad at them. Maybe we can shift them that way'. The Chumbles gave another synchronised shrug and carried on with the stock check.



Price: 35 Cr

Toul-Tas Communicator




This popular device from EFDA allows communication directly over a distance of several miles but also features seamless integration into any local comms networks. Lightweight and with a battery that can last a year between charges, the Toul-Tas (a dialect word meaning discussion) is a handy device for regular or emergency use. The Toul-Tas is easily customised or modified to adapt to local needs.

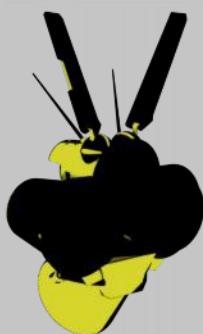
You know how it is when you need to coordinate your efforts with those of your associates, and they are out of ear shot?

Or you need to not alert your unsuspecting victim of your presence and much less your plans?

Well fear not, the Toul-Tas Communicator will allow you to maintain contact in the field and so make coordinated attacks with ease. How big is your unit, and how many shall i put you down for?



Price: 25 Cr



The armament workshops of G&B are an unusual place to see a utility item such as a jetpack, but in fact their TS19 is both popular and powerful. The triple power vents and innovative control fins impart exquisite control to the operator and provide optimal agility. G&B also sell a custom fitted harness, although the TS19 will fit to most commercial harnesses and armours.

TS19 Jetpack



'Jetpacks hooooo!' boomed Captain Bluk as he and his crew hurled themselves out of the open hangar door of The Greased Pig and into the clear air a kilometre above the industrial complex they had targeted. Inevitably with second hand jetpacks, one malfunctioned and a screaming crewman plummeted downward.

'Listen up scum..get yourself the right way up and stable..on my mark we head in, full attack speed. Gotta fly in before their defences target us..jetpack attack formation alpha, lets fly!'



Price: 880 Cr

UHC Mini Computer



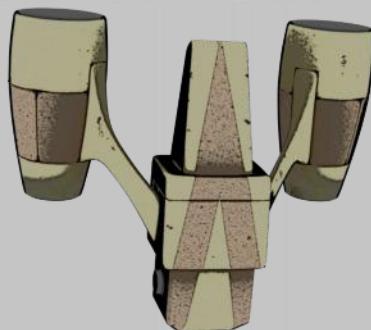

The UHC from EFDA is a powerful personal computer in a hand held unit. The unit is capable of storing huge amounts of data and the processor is comparable to those found in much larger and more powerful systems. The UHC is a popular civilian device, but is also issued to military personnel to provide them with a data access capability.

Aboard The Greased Pig Captain Bluk let out a little laugh, then a chuckle then a full throated roar of mirth. By the time their customers had discovered that the 'mainframe' for their new corvette was, in fact, a cheap Mini Computer running on maxed out settings, Bluk would be halfway across the system.

It had been his stroke of genius to pull that trick which had saved him thousands of credits in repairs and lasted just long enough to make the sale. Never underestimate a mini!



Price: 65 Cr



This large and heavy unit is able to provide breathtaking speed, excellent maneuverability and extended flight times. We supply this unit with a specific harness, suitable for most bipedal species, to mount the jetpack to and we also supply a remote control unit with up to a mile range. This arrangement allows an unskilled wearer to be controlled remotely and fly wherever needed.

Vortex Jetpack



'It's got a what??' Watney looked incredulous as one of the Chumbles demonstrated the remote control unit. 'Well you'd never get me strapped into a missile that someone else could hack in and guide.'

Still, if you have some worries about the loyalty or bravery of your troops, that could be a real selling point. Vortex Jetpacks, we guarantee your troops will get to the front line, whether they like it or not!'



Price: 900 Cr

Armour & Clothing

Our armour and clothing offerings encompass a wide range of everyday styles, light armoured suits and full battle armour. All of our offerings can be tailored to fit any gender or alien body shape (within reasonable limits) by arrangement with our customisation workshops.

Adept Suit



D6

1	2	3	4	5	6	7+
-	-	-	-	-	-	-

This outfit is much in demand amongst the Psionic Adept contingent of our customer base. The classic styling and muted colours provide that classy look whilst still being comfortable and easy to move in. This outfit consists of a long-sleeved undershirt, half-sleeved overshirt, sleeveless tunic, triple buckled belt, trousers and knee boots. Various colours and sizes are available on demand.

Sarah did not like dealing with psionics, it made her feel like she had spiders crawling around in her skull. Fortunately the Chumbles were not bothered - maybe their neural linkage was something like a psionic ability - so she had left them to deal with the negotiations whilst she listened in. 'This suit is suited for you. Your situation requires distinction, yes? This suit will show your distinction. This is the suit you that shows all watching that you have this ability, yes? They will see you and see this suit, know that you are capable. I would not suit it, but you would.'



Price: 180 Cr



D6

1	2	3	4	5	6	7+
1	2	3	3	4	4	5

Aeon Combat Suit



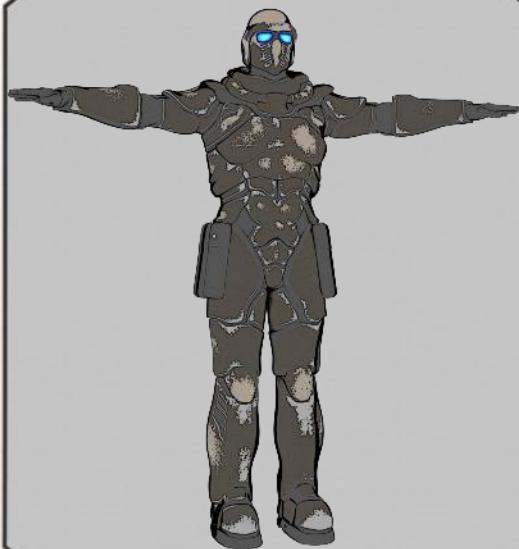
This highly advanced combat suit provides light armour to key locations but also features a wide range of enhancement technologies that can be used alone or in conjunction with other items. Bio-feedback controls, automated drug injection, temperature regulation, night sights, scanning devices and many more are all included with this suit, providing the wearer with a vital edge in battle.

'I regard a suit like this as a basic necessity. It's not just combat, it's any hostile environment - doing a spacewalk to fix hull plating in a high debris area, exploring an abandoned space hulk, exploring an unstable moonlet. Wherever you send your people out, the very minimum you can do is give them a combat suit. Anything less is bad leadership and shows a lack of respect for your crew. If you are going into anything heavy, you might need more, but as a starter you should get your people suited up.'



Price: 3500 Cr

Agaen Heavy Armour



D6 **1 2 3 4 5 6 7+**

This sealed Heavy Armour is highly protective and also protects against radiation, toxic atmospheres and vacuum. The Agaen has illuminated eye sockets, the brightness and colour of which can be adapted by the wearer. The eyes can, on their highest setting, be used to illuminate the local area. This armour has been adopted by the heavy troops of the galactic customs force to provide protection from smugglers and pirates.

Sometimes you need the ultimate protection against both weapons and the environment. The Agaen heavy armour suit gives you that protection and then some. This suit turns the wearer into a human tank, and who doesn't want that every now and then? Purchase this wonderful armour and you will be striding across the battlefield almost immune to the fire of your enemies and the effects of the environment around you. The only way you could be better protected is to buy a real tank.



Price: 1600 Cr



Andromeda Lion Armour



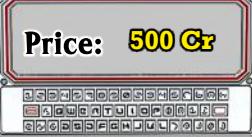
D6 **1 2 3 4 5 6 7+**

Created for the Andromedan Royal Guard, this light armour has reinforcement to the shoulders, arms, torso and legs and includes a full helmet with internal data readouts. The armour and decoration can be customised if necessary, but the default blue and gold is a very popular option that has been adopted by numerous other presidential and royal guard.

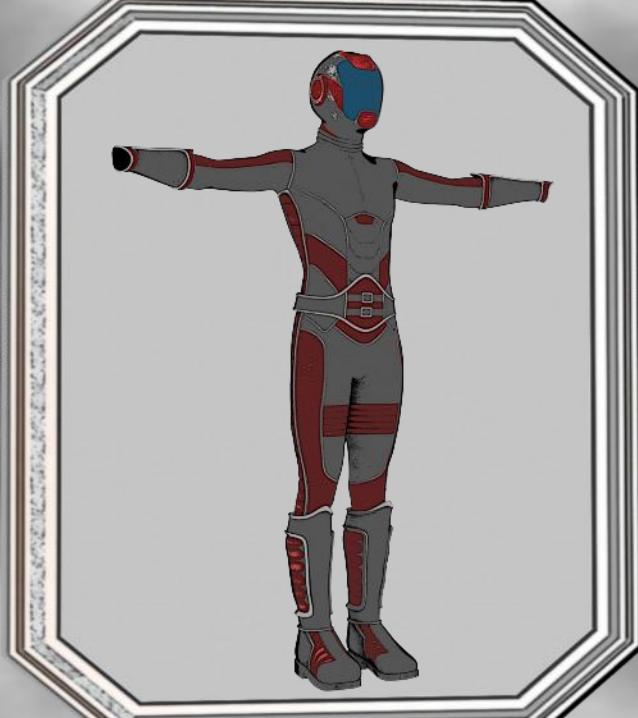
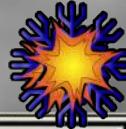
Want to really look the part in your armour? Perhaps have your minions dressed in armour of your colours? Then the Andromeda Lion Armour is for you, style is temporary but class is permanent. This elegant armour is light but is reinforced in critical areas so is functional as impressive to look at so why not treat yourself and look the part?



Price: 500 Cr



Andromeda Marine Armour



D6 **1** **1** **1** **2** **3** **3** **4**

Based upon the Lion Armour (also in this section) from the Andromedan Royal Guard, this lighter version has the same damage resistant bodysuit and helmet but has less armoured plates as reinforcement. As a specific adaptation, this armour also doubles as an aquatic suit and includes a small air supply and moderate temperature regulation.

'Highly unusual combination, but there you go. Apparently a former president was a big fan of scuba diving, so they had these suits made up to ensure that his official guard could come with him on his dives and still look the part. After that, they were so well engineered and well made they found a use in exploration of water worlds and the recovery of sunken vessels and Andromeda has carried on making them ever since. We've got some refurbished suits here, and if you are willing to take the lot I might find it in me to rustle up a discount.'



Price: 360 Cr



D6 **0** **1** **2** **3** **3** **3** **4**

Armoured Colonist Outfit



An adaptation of our very popular Colonist Outfit, this suit provides the same items but made from an armoured cloth to provide protection from weapons and other hazards. We have supplied this outfit to colony security personnel, settlers on very dangerous planets and even to colonists visiting what they see as perilous civilisation!

New planets can be dangerous places, and that is why we supply our brave colonist customers with armoured colonist outfits. These combine the affordable practicality of our standard colonist with armoured cloth to provide some protection against the more hostile elements of new planets. So if you are planning on visiting a far flung planet perhaps I could interest you in one of our range.



Price: 250 Cr

Basic Battle Armour



D6 **1** **2** **3** **4** **5** **6** **7+**

This armoured military suit provides significant protection from weapons to the core areas (head, torso, groin and upper legs) whilst still leaving the arms and lower legs free to move unhindered. We can provide this armour in various camouflage or uniform designs (speak to a member of our customisation team) and equipment belts, pouches, harnesses and straps can all be included if desired.

Captain Bluk and The Greased Pig had identified a juicy target - a lightly defended mining outpost they intended to plunder, so his quartermaster was handing out the battle suits. 'Right lads and lasses, we are going in hard and fast. I don't expect much opposition here, there just miners and a few scientists, not much trouble. Get your suit on and make sure if someone does point a drill or welding torch at you, you take it in the chest, full on like a pirate should. If you lose an arm, don't expect me to cry about it.' Bluk would, of course, be wearing his full set of power armour, but not everyone can have the best, can they?



Price: **950 Cr**



D6 **1** **2** **3** **4** **5** **6** **7+**

Body Glove



Our ever-popular bodysuit is available in over thirty colours and seventeen different sizes to suit all shapes. Tight fitting to allow for optimal agility and control and yet still providing a significant level of protection from the elements, this item of clothing is suitable for men and women (and aliens) and can be accessorised as desired. We can also supply bodygloves with inbuilt heating or cooling units for those difficult assignments.

Down in the orbital habitats, flying had become a popular hobby. Hurling yourself off a high point and navigating the thermals and spin-winds was a thrilling and absorbing way to spend the weekend, and Watney was looking to cash in. 'A day in the skies is fantastic, but you need to make sure that you are safe and looking great. Our body gloves can be personalised to your tastes and we have secured exclusive marketing rights for some of the most popular air-jousting teams in the system. We can also assure you that in case of an accident, our suits provide a lot of protection, though if you faceplant into a mountain, our warranty is void.'



Price: **80 Cr**



Breach Trooper Armour



D6 **1** **2** **3** **4** **5** **6** **7+**

In ages past the Breach Troopers would be the first through a destroyed section of fortified wall. Now, Breach Troopers are the first to enter a boarded enemy starship or spacestation. These soldiers need excellent protection, environmental support and the flexibility to move fast when required. This armour meets all of those requirements and even has voice-activated eye lights to illuminate the dark passages of a boarded ship.

'Let me put this up on the holo-display, to show you how it goes down' Bill Brunel flicked his titanium alloy fingers across the console to pull up the recording he wanted to show his potential customers. 'This is first person view, my own as it happens, breaching a space hulk infested with ion worms. Nasty critters, if they contact your suit they can dump a kilojoule charge straight onto your armour. Breach armour can light them up and if you don't put them down in time, deal with the damage. Essential to make sure you the first man through the hole can cope with what you meet.'



Price: 1650 Cr



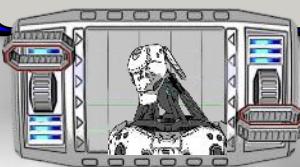
Budget Uniform



D6 **1** **2** **3** **4** **5** **6** **7+**

This affordable option for clothing a starship crew features a lightweight and comfortable tunic, trousers and shoes and is available in a wide range of colours, sizes and fits. Although each uniform is unlikely to last an entire five-year tour, they are tough enough to withstand everyday wear and tear and will generally look smart until they actually fall apart. Please contact our sales team to discuss bulk buy options.

'Our analysis programs have shown that with a large workforce, the senior management often regard the lower orders as somewhat expendable. In order to match these expectations, we have secured a supply of low cost uniforms. Psychological research shows that by providing a basic set of moderate quality clothing your workforce will understand the extent to which they are valued, with higher quality uniforms reserved as a reward for your best employees. Available in a range of colours, mostly grey.'



Price: 30 Cr



Colonist Outfit



D6

1	2	3	4	5	6	7+
-	-	-	-	-	1	1

This classic set of clothing was inspired by the classic colonist look and has proved very popular. Shirt, trousers, boots, belt and tabard are all produced from very tough cloth and can be supplied in a wide range of subtle colours. This outfit is suitable for wear in far-flung remote terraforming colonies and in galactic central alike.

Colonists need good quality affordable clothing that is hard wearing, practical and offers comfort and protection against the elements on far away planets. Well, why should the colonists have a monopoly on comfort and affordability? I can offer you the same great deals that I offer to all my off world customers and I will even throw in a matching cap. All you need to do is select the colour.



Price: 45 Cr



Combat Chic Outfit



D6

1	2	3	4	5	6	7+
0	0	0	1	2	3	4

This comfortable yet striking outfit combines faux-military styling with comfort and fashionable lines. The midriff and shoulders are left bare, whilst the neck, arms, hands and upper torso are all covered. Although we do not recommend that this outfit be used to provide functional combat protection, we do insist that our suppliers use the latest kinetic polymers in the production of this suit.

At the end of the day, Captain Bluk was a pirate and his pirate crew needed to be kept not just in rum and plunder, but entertainment. In short, the sort of people who became pirates wanted to look good when they were raiding an abandoned alien treasury. 'The colours of The Greased Pig are red and gold - red for the blood we spill, gold for the treasure we claim. Maybe a little bit of amber in there for the ale too.' This got a nice cheer. 'We've done well on this tour and it's time for a bit of recreation but before you go out to spend your credits I've had these suits brought up. Keep an eye on your fellows, if you see a crewmate in these colours, make sure you buy them a drink or fight at their side until the sheriff turns up.'



Price: 155 Cr

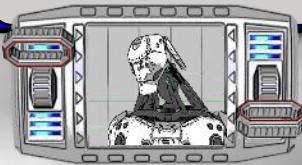
Combat Fatigues



D6 **1 2 3 4 5 6 7+**

Originally developed for the Paramilitary forces of Whixun IV, these fatigues became a must-have for every fashion-conscious fighter after those paramilitaries featured on a fabulously popular doc. Lightweight and protective, these fatigues allow for extensive freedom of movement whilst having enough straps for hanging equipment.

'My media scanning software has evaluated four thousand three hundred and ninety six possible varieties of daily use military apparel and concluded that investment in combat apparel that is considered both 'stylish' and 'functional' in biological terms will result in seventeen point three percent in overall employment satisfaction and an eight point six increase in employee retention. Whilst biologicals are inherently less reliable than droids these fatigues are shown to be an optimal solution for colony scale militias. Available in all sizes, of course.'



Price: 240 Cr



D6 **- - - - - - -**

Cree suit



The Cree were, so the archaeoanthropologists tell us, a race of man-sized bipeds who made use of great stealth to integrate themselves into various societies undetected. Our manufacturers have produced this set of trousers, jacket and masked hood to aid the wearer with their own stealthy maneuvers. We have incorporated innovative light-scattering materials into the suit to blur the outline and deepen shadows.

Sometimes, well actually lots of times, the ability to not be seen offers distinct advantages in combat, or indeed the avoidance of combat. The Cree were the masters of stealth and I can offer you a suit from our Cree range that borrows from that technology. The innovative light scattering materials of the suit blur the outlines of the body and darken the shadows to help render the wearer impossible to see.



Price: 1450 Cr



D6

1	2	3	4	5	6	7+
-	-	-	-	-	-	-

Cygnus Flight Suit



Pilots are amongst the most fashion-conscious of space travellers, wanting to look good whilst being comfortable and ready for action. This outfit, suitable for male or female pilots, features a black skintight bodysuit with integral comfort pack, heavy boots, wide belt, leather flight jacket and an old fashioned flying cap. Practical, comfortable and impressive.

Amongst the stylish travellers of the galaxy, the Cygnus flight suit is a byword for elegance and flair. Any discerning pilot would love to be seen in this suave outfit and I can tell that you are no ordinary pilot. The black skintight bodysuit is practical and fits like a glove and is augmented with a comfort pack. A flight jacket, boots and wide belt complete the suit. Oh, and it comes with a proper old fashioned flight cap.



Price: 95 Cr



D6

1	2	3	4	5	6	7+
0	0	0	0	0	1	1

Deluxe Uniform



Produced by the same factories as our Budget Uniform, this Deluxe version is tougher, longer lasting and has that certain element of quality about the fit and the cloth. Featuring the same tunic, trousers and shoes, the uniform is comfortable enough to be worn round the clock and for several days at a time and is well made enough to survive five years of heavy wear. Like our Budget Uniform, we can certainly create a deal for any fleet administrator looking to outfit an entire navy.

As a former marine, Bill Brunel was attending a veterans day dinner and had his old uniform on and in tip top condition. Bill found himself chatting to his old friend, Cooper. 'I'm not the only one here struggling to get my gut into the uniform today. As luck would have it, my company has the supply contract for these, so after we are done I'll be able to offer any of the guys who want it a good discount on a slightly 'expanded' set of trousers. We use the highest quality fibres, so if you do end up needing a little more stretch in your pants, I'm sure our goods can accommodate it.'



Price: 140 Cr

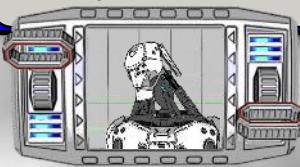
Engineer Overalls



D6 1 2 3 4 5 6 7+

Every starship or spaceport has engineers and technicians galore. These manual workers, essential for the smooth running of anything technical, need a tough suit that is resistant to heat, cold, chemicals and radiation. We can supply this suit in a range of colours and whatever logo or insignia you desire and in almost any size. These suits can be found right across the Galaxy and it is a rare day that you will not see one!

A major part of Waylan Salvage business was the repurposing of recovered goods. A recent recovery mission had returned a large quantity of basic equipment which was now being offered at a discount. 'In order to successfully plan a large settlement or expedition you will need to provide your biologicals with surface area protection against multi-kelvin displacements. Or as you call them hot or cold work environments. We can offer you this apparel, fully disinfected, at a significant discount. No traces of original biological failure remain, guaranteed.'



Price: 90 Cr



D6 1 2 3 4 5 6 7+

Enviro-Assault Armour



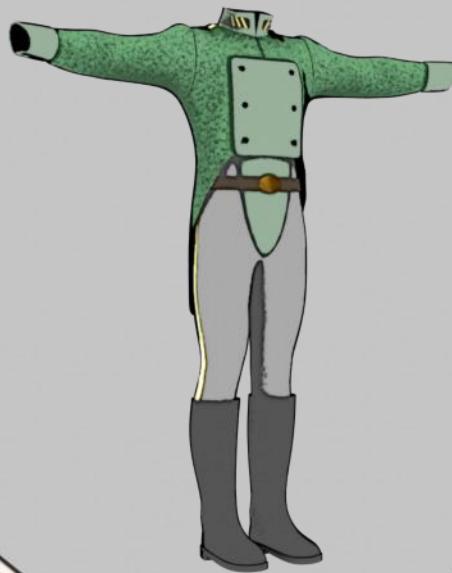
This heavy battle armour was developed for soldiers headed to those worlds with a hostile atmosphere, or even destined to fight in the emptiness of deep space. Triple-sealed and with a comprehensive suite of environmental support options, this suit protects against weapons and hostile atmospheres equally. Although not technically "Power Armour", this suit does have servo-assistance for high gravity worlds.

Having to fight hostile locals on hostile worlds can present twice the problems. Do you go for armour that protects against the locals or an environmental suit to protect against the locality. Well, you no longer need to make that choice my friend, as we now stock the Enviro-Assault Armour allowing you combat both the alien environments of planets and the aliens that live on them.



Price: 1750 Cr

Fleet Officer Dress Uniform



D6 **1 2 3 4 5 6 7+**

The executive officers onboard a larger starship require a striking uniform to set them apart from the junior officers and other ranks. If you are outfitting a fleet, you could certainly do worse than choose this outfit for your bridge command. Stylish and classical, with a tail coat, breeches and knee boots, this suit will fit male or female officers and various alien fittings are also available. If you have to lead, lead in style!

Refitting expeditions was a stable business for Waylan Industries though it was usually done for more run of the mill items. 'Welcome gentlemen. Our analysis programs show that your expedition to Thrakja four will be seven point eight more likely to result in a successful planetary civilization if you institute a full complement of uniformed militia to ensure order. A recognisable uniform with appropriate sidearms is a high uplift in securing law and order within a democracy, kleptocracy or dictatorship. At Waylan Salvage, we make no moral judgements and will provide whatever locally appropriate stitching your uniform requires.

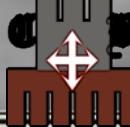


Price: 160 Cr



D6 **1 2 3 4 5 6 7+**

Hazard Explorer Suit



This outfit comprises a lightly armoured sealed suit, a basic imaging unit in the enclosed faceplate and a heat-reflective headscarf. The suit contains temperature regulation and air filtration for dusty or sandy environments with the option of an external air supply. The faceplate also includes a user-controllable lightbar which can link to the voice, mood or eye direction of the wearer to provide an alternative to facial expression.

We all know that very often the environment on alien worlds is far more dangerous than the inhabitants. After all, if the locals present a problem, you can shoot them and the problem is solved. However, you can't shoot a planet's atmosphere or lack of it, so why not protect yourself with our Hazard Explorer Suit. Made exclusively for us at our factory on Rigal 5, the suit has many great features to keep users safe and aid communication while wearing it.



Price: 250 Cr



Light Infantry Armour



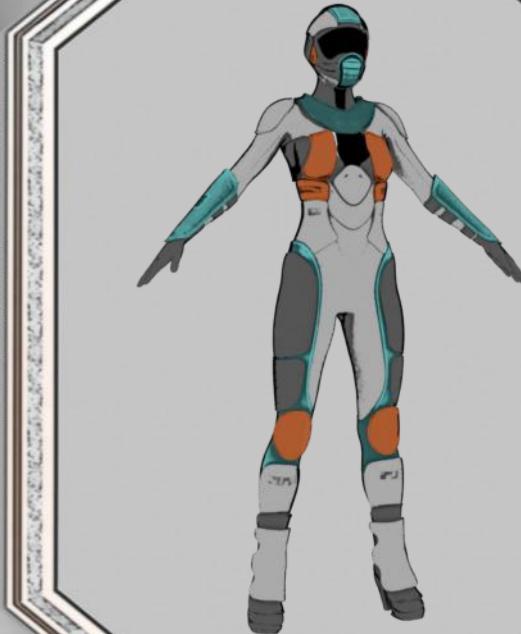
D6 **1 2 3 4 5 6 7+**

This armour provides good protection against physical and energy weapons but is relatively light and easy to wear. Designed for the light troop units who provide patrols, guards, scouts and other support roles, this armour is both distinctive and effective. Although not sealed as standard, this armour can be supplied sealed and with a small environmental support unit as an option.

You don't want to be wearing heavy armour all the time, sometimes you need protection without having to suffer the inconvenience of encasing yourself in an immobile shell. Well, I have just the thing you are looking for: a suit of light infantry armour offering protection against all kinds of weapons but light enough to allow you the freedom of movement you crave. Available in a range of designs to suit the terrain and environment of any planet in the galaxy. We can even supply you with a sealed version so that this truly is a suit for any environment.



Price: 500 Cr



D6 **1 2 3 4 5 6 7+**

Light Spacesuit



In the distant past spacesuits were bulky and awkward to wear and difficult to maintain. Some primitive cultures still use these, but we can offer a far superior alternative. This light spacesuit is fully sealed, radiation shielded and includes harnesses for air sources. The suit includes basic temperature regulation and helmet mounted lights.

Trading with low tech aliens was of course prohibited by galactic law but if you could get away with it the cultural artefacts fetched a high price on the black market. Captain Bluk enjoyed the profits and the opportunity to favour a local warlord, when his ship could run in stealthed and let him play the role of magician to the primitives. 'Hark thee mighty knights of the Lord of the five mountains, punisher of the lake people and scourge of all those who turn away from the light of the sky craft. Bring to me your temple idols and let me bestow upon you the blessings of the Sky lord with vestments that confound the sinners of the valley...err..over there! Yarr and go forth with armour of the sun upon you!'



Price: 410 Cr

Marauder Armour



D6 **1** **2** **3** **3** **4** **4** **5** **7+**

This armour first rose in popularity amongst the raiders of the galactic fringe. The armour is designed to be worn over a standard bodysuit and features various armour plates to protect the vital areas, a resilient helmet with basic life support and atmosphere filtration and inbuilt wrist computer for basic data analysis. We can supply this armour in any combination of two colours as required by the customer.

The marauders and raiders of the outer planets know a thing or two about practical armour, so why not join them? Well, not literally obviously as they are not generally agreeable people. We can however supply you with armour inspired by them to protect you while you are out on the fringe of the galaxy, or closer if you prefer. This armour can be worn over your own clothes and comes complete with a wrist computer and we can supply in any two colours you want.



Price: 550 Cr



Metal-Merchen Dress



D6 **1** **2** **3** **4** **5** **6** **7+**

A classy dress, produced from the wool of the rare Merchen Tree-Sheep, this outfit is suitable for wear in formal occasions of all kinds. The decoration on the sleeves and tabard are created from ultra-fine gold wire and the dress itself is intermixed with silver and platinum wires to provide a gleam in any light conditions. Boots, cloak and high collar are all included with this outfit.

Unusually for Watney, she was having some time off, but in her line of business you could never be too careful. A visit to the sprawling sea-steed of Ulak was a good opportunity to catch up with old friends, but she could not ignore the possibility of trouble. Sarah had chosen a metal-merchen dress from the latest line. Highly expensive but she worked hard and figured a little bit of luxury was all she deserved. On the more practical side, the metal filaments in her dress were carefully linked to her combat enhancements, just in case the night out turned into a night to forget.'



Price: 7100 Cr

Nano-Glass Armour



D6 **1** **2** **3** **4** **5** **6** **7+**

Created from a titanium-weave undersuit and nano-glass panels, this striking light armour is both transparent and highly protective. The unique properties of nano-glass allow it to resist projectile weapons and physical blows whilst also reflecting and refracting significant amounts of laser energy away from the wearer. The nano-glass is also incredibly light, thus aiding free movement.

Here we have a real find, and something you will find nowhere else in the galaxy. We have the sole rights to sell this, and I am very glad we do. The suit looks like glass plates over a bodysuit, and gives every impression of being likely to crack under the slightest blow. It doesn't of course, but weighs little more than if it were made of leaves and paper. If you are one of those that values freedom of movement and graceful agility over brute strength of armour, this is certainly the suit for you.



Price: 1100 Cr



Planetary Mystic Suit



D6 **1** **2** **3** **4** **5** **6** **7+**

The rise in Psionic-enabled individuals has led to several "looks" becoming more prevalent. The Planetary Mystic is one such look, favouring hoods, baggy sleeves and legs and wide belts. This suit includes all of those fashion statements and teams them with over the knee boots for that action vibe. Although Psionic abilities are not required to wear such an outfit, care should be taken to avoid misrepresentation.

How can you trust a psionic? They tell you one they are being honest, but maybe they've just made you think that. Bluk did not like them and tended to chuck them out of an airlock just to be sure. Today he was using that distrust against them. 'I'm putting three of you in these outfits - don't worry we cleaned them up after we got the corpsicles back in - everyone will think you are psionic. All you have to do is act mysterious and give them the eyes. Anyone gives you a problem, just give them a hard stare, mutter and keep moving. Get to the security centre and get the shields down, we'll be there before they break the door down.' Using peoples fear of psionics seemed like the best way to pay those sneakers back.



Price: 65 Cr



Powered Armour



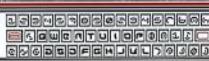
D6 **1** **2** **3** **4** **5** **6** **7+**

This heavy armour has numerous servos and power-assisted joints to help compensate for the great weight of the armour plating itself. The armour, which is environmentally sealed, provides outstanding protection against almost all types of attack whilst still allowing free movement. This armour is normally issued to elite Shock Troopers who may face overwhelming odds.

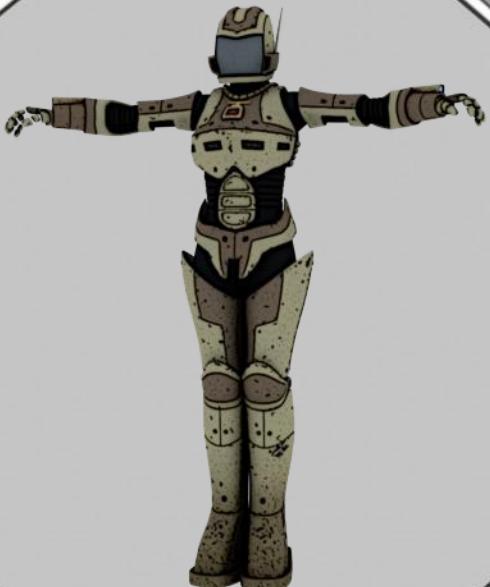
Bluk landed heavily in the hangar of the ore freighter, pivoted, shot a few slugs into the nearest marine, activated his chainfists and commanded his full suite of combat enhancements to get online. By the sixteen rings of Melvik II he praised the techo-priests that had crafted his battle armour before he had stolen it from them. All around him his crew were engaged in furious hand-to-hand-combat with the base defenders. Giving out a roar he plunged into the fray, sure of the ability of his armour to keep him alive. Keeping him sane was another matter, and probably something no armour could re-direct.'



Price: 4200 Cr



Sataii Jetpack Armour



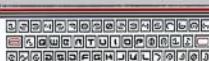
D6 **1** **2** **3** **4** **5** **6** **7+**

Designed to work in conjunction with a standard jetpack, this armour provides excellent physical protection as well as a linked flight helmet, sturdy jetpack anchor points and magnetic boots. A trooper wearing this armour will be able to assault almost any position and be protected whilst they do so.

Bill Brunel was sat on his porch with a few old friends, sipping a synth-ale whilst the kids played in the garden. 'You remember the hard drop onto Hagvek-7 Cooper? Pulling four gees through the atmosphere really hurt, I don't think my back ever forgave me.' Cooper nodded and munched on his hotdog, so Bill continued. 'We've got better suits now, I wouldn't sell them if I didn't think they could do a better job. Linked them up to the jet packs, so they don't try and rip your spine out when you need to make a hard gee turn.' Charlie nodded and went back to his hotdog. Bill thought about arguing the point but remembered how much his back ached from those high altitude insertions. Good luck to the next generation.



Price: 1200 Cr



Shard Assault Helmet



D6

1	2	3	4	5	6	7+
-	-	-	-	-	-	-

Assault Troopers of the Shard Military Foundation wear this specially designed helmet to provide enhanced protection and simultaneously intimidate opponents. The helmet provides enhanced optical detection and customisable voice modulation to further intimidate. The helmet is both resilient and lightweight and is popular with those troops to whom it is issued.

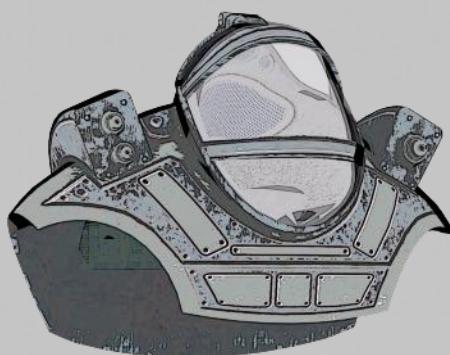
'Maintaining law and order can be tough, especially on a far flung colony where life is hard. Some people don't like the idea, but the fact is that a bit of intimidation is preferable to handing out a beating or shooting someone, especially if you have to get back to work with them after things have settled down. These military grade assault helmets have been designed to let everyone know who is in charge. You will definitely have your orders heard over the crowd and you can even play around with settings to make you roar or squeal if you think it will help.'



Price: 140 Cr



Shard Environmental Helmet



D6

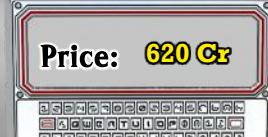
1	2	3	4	5	6	7+
-	-	-	-	-	-	-

This helmet interfaces with the standard Shard battle armour to provide protection from most hazardous environments. Filtration, air supply, temperature control and radiation shielding are all provided by the helmet but also extend to the whole armour suit. The helmet also includes a unique vent system to project a breathable atmosphere into a small area in front of the helmet for a short time.

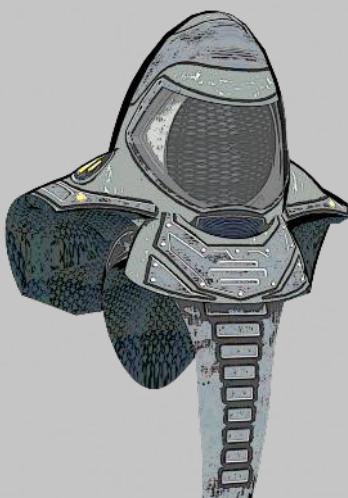
Like some parties I have been to, planets can have really bad atmospheres and when they do, you need the Shard Environmental Helmet. Working in conjunction with the Shard battle suit, the helmet can provide full environmental protection through its filtration, temperature control and radiation shielding. It probably won't protect you from a bad party but it definitely will from a bad environment.



Price: 620 Cr



Shard Jetpack Helmet



D6

1	2	3	4	5	6	7+
-	-	-	-	-	-	-

The rapid deployment section of Shard includes several companies equipped with Jetpacks (available separately in our Equipment section) and these specialist troops are also outfitted in these specially designed helmets. Features include a toughened visor, aerodynamic shaping, shoulder reinforcement and sternum-brace. The helmet ensures a breathable atmosphere for the wearer and also includes an interface to display jetpack function

'From the details you've sent me, I can see you are going to spend some time on a low-g world, so I recommend you take some jetpacks and enjoy yourselves. A really experienced pilot can fly them blind, but most of your troops will need the help of a linked helmet. At the very least, it will stop you getting a mouthful of bugs and with a heads up display of altitude and speed, it will also stop your troops from getting squashed like bugs by taking liberties with the jetpack.'



Price: 420 Cr



D6

1	2	3	4	5	6	7+
-	-	-	-	-	-	-

Shard Magnetic Boots



Anyone who must fight in zero gravity or outside a starship will consider these boots a must have. Providing excellent mechanical protection to the feet, the boots also contain a powerful electromagnet to allow the wearer to walk freely on the outside of a starship or along the corridors of a de-powered space station. A miniature neural processor allows the magnet to be switched on and off as the wearer lifts their feet and also ensures that one foot is attached at all times.

Captain Bluk hadn't expected much resistance for his raid on the space station, so he was quite shocked to find a full squadron of marines waiting for him. It had been a good fight, but Bluk and his pirates were now pinned down in a shuttle hangar and losing troops. 'Right lads and lasses, it's time to cut our losses. I hope you all remembered to bring your mag-boots, because in twenty seconds I'm going to blow out this hangar door and anything not pinned down is going out to the vacuum! Use your boots to stay stuck down, then we'll be going out for a little walk along the outside of the station and back to The Greased Pig before they can work out what's going on. Activate your mag-boots now!'



Price: 360 Cr

Smuggler Suit



D6

1	2	3	4	5	6	7+
0	0	0	0	1	1	1

This outfit became known as the "Smuggler Suit" when we first tried it out on our sales team. A junior salesperson, trying on the suit, sat in an office booth, placed their booted feet on the table and started chewing a small stick. When asked what they were doing, they replied that as they looked like a smuggler, they would act like one. The jacket, shirt, trousers and boots are available in various sizes and the utility belt and holster are easily customised.

The Chumbles had no interest in sartorial matters, but Watney liked them to look the part so occasionally got them a change of outfit. It was a bit weird having a bunch of identical, nearly silent smuggler clones working around the base and a customer was struggling with the sight of it. 'Don't worry, they aren't real smugglers. Or at least, if they are, they're the best smugglers in the galaxy, because no one has ever caught them at it.' One of the clones was passing and stopped to give Watney a very obvious wink, leaving her mouth agape and speechless.



Price: 140 Cr



D6

1	2	3	4	5	6	7+
0	0	0	0	1	1	1

Space Hero Outfit



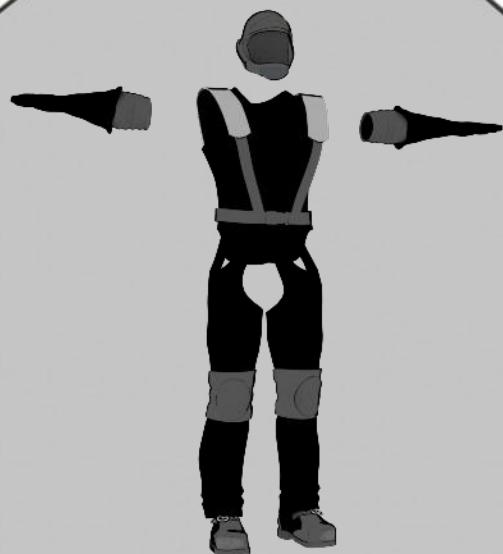
Ok, so we know most wearers of this outfit will not actually be Heroes, but at least it is something to aspire to. Comprising a jacket, undershirt, trousers, stout boots and a leg-holster, this suit is stylish, comfortable and practical. It can be worn in a seedy bar on some dead end planet, to receive a medal from a grateful populace or in a firefight on an enemy space station. Wherever you wear it, you will look

It is a lofty goal, wishing to save the Galaxy from tyranny and fear, and if you are going to do it, do it in style. A jacket, shirt, trousers and boots might not look like much, even with the included blaster holster, but when you swagger into a bar on a run-down planet wearing this, everyone will know that you are someone to be reckoned with and dangerous to cross. We can supply this in male or female versions, a range of body shapes and almost any colour combination you desire. Look good and do good!



Price: 120 Cr

Stormguard Armour



D6 **1 2 3 3 4 4 5**

This lightweight armour provides adequate protection for the core vital areas; torso, legs, arms and head and is designed to be worn over everyday clothes or a standard uniform. Although offering limited protection, this armour is more than capable of preventing injury from knives, clubs, primitive incendiaries and other non-military weapons. This armour can also be folded up inside the included helmet and easily carried in the included case.

When you are away on a remote planet needing to travel light, this doesn't mean you have to travel without protection. This Stormguard armour is ultra portable as it packs neatly anyway inside the helmet and can be worn over your normal clothes. Ok, it won't stop a plasma blast at close range, but it will stop some primitive alien clubbing you to death because you don't speak the local dialect. I can even throw in this stylish carry case so you can travel in style and arrive protected.



Price: 500 Cr



T73 Heavy Armour

R.L.



D6 **1 2 3 4 5 5 6 7+**

Offering high-level protection against energy and projectile weapons and allowing free movement, this armour is a very popular line. The T73 consists of an armoured bodysuit and numerous armour plates and is adaptable to many different body shapes and sizes. This armour is popular with mercenaries and bounty hunters and can be supplied with whatever livery the customer desires.

Imagine you are in a heavy firefight, bullets and plasma flying all around you. Would you prefer heavy armour offering the best protection against the carnage nearby or a light armour to allow you to make your escape? Before you answer, I am going to make the question moot by showing you the T73 heavy armour. This design offers you both outstanding protection and freedom of movement. Yes, with the T73 you really can have the best of both worlds!!



Price: 1700 Cr



Task Force Armour



D6 **1** **2** **3** **3** **4** **4** **5**

This armoured clothing can be sealed if required. Although the integral life support is limited, the helmet can provide oxygen for 24 hours. The suit is designed for those times where normal clothing is the order of the day but armour and life support are also essential. We can embellish the visor of the helmet with any logo desired.

Most of Watney's sale were done on the up-vee arc of the station, trading with the spacers and less reputable elements of the systems. But on the fast sun-wards part of her orbit it was time to trade spacer goods to the in-system citizens. 'In the outer orbits, this is day wear, but down here, sun-side of the belt, you can take advantage of the latest hard vacuum tested fashion wear to impress your friends and get one up on the faint hearted who are too afraid to take a little hop out of station. Surprise your friends and family by knocking on the window and asking if they want to come outside and play in the vacuum. Available in a range of colours, of course.'



Price: 510 Cr



D6 **1** **2** **3** **3** **4** **4** **5**

Thermal Armour



A specialist armour produced for troops stationed on desert worlds or inner planets close to the system star. These environments often have a toxic or absent atmosphere and so this suit is sealed, but the major selling point is the superior heat protection. The armour features passive heat shielding and active cooling for the wearer, thus enabling a soldier to operate in heat up to and beyond the boiling point of water.

'As the premier search and recovery company in this system we can offer unprecedented discounts on a wide range of second hand equipment. Our current inventory includes a range of thermal armour that was destined for mining operations on a cloud giant moon. We can guarantee that we have fully disinfected and scrubbed down these suits so no traces of the former occupants will distress you. Our investigations show that you should not exceed the warranty limits of five atmospheres or indeed high proximity to extreme volcanic events. Should you go beyond these limits, we can retrieve and rescrub the suits for a suitable fee, legal complications notwithstanding. Refunds are subject to negotiation.'



Price: 590 Cr

Tournament Armour



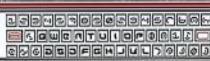
D6 **1** **2** **3** **4** **5** **6** **7+**

Originally created for the wildly popular vidcast series "The Tournament", this armour provides excellent protection against the claws and teeth of the aliens known to all fans of that series as well as against more common military weapons wielded by pirates, soldiers and others. Available in male and female versions, this armour is not purely decorative but certainly makes a statement.

Watney was at a clearance auction of items recovered from convicted raiders and she might have struck gold. Rummaging through a chest of personal effects she had spotted a set of battered tournament armour tucked underneath some dirty flightsuits. As a kid she had been a fan of the show and she was fairly sure that this was a genuine set, a piece of memorabilia that had somehow found its way into the raiders possession. Being careful not to attract attention, she shifted the overalls out of the way for a better look. It certainly seemed to be the real thing, maybe even a season three suit. She pushed the treasure back to underneath the old clothing and started to work out a bidding strategy that wouldn't alert anyone. That suit could be worth thousands!



Price: 1750 Cr



Vesel 5 Pilot Helmet



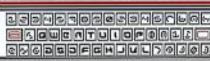
D6 **1** **2** **3** **4** **5** **6** **7+**

Although most smaller starships are pre-equipped with a standard helmet for the pilot, these tend to be very basic and of poor quality. Therefore we offer this quality aftermarket helmet suitable for all starships and capable of interfacing with all popular makes. The helmet offers excellent protection and the visor provides glare reduction and an integral digital display.

You know how it is, you are piloting your top end spacefighter and the only helmet you have is the one that came free with the ship. Well, you don't want to be seen in the same poor quality helmet as everyone else do you? Hell, most of those free ones don't even comply to galactic safety standards. What you need is the stylish and high quality Vesel 5 Pilot Helmet. The visor reduces glare and has an integrated system that can be linked to the ship's systems.



Price: 450 Cr





D6 **1 2 3 4 5 6 7+**

Worksuit



This tough oversuit may not have the glamour of some of our other clothing ranges, but it is certainly functional. Resistant to most chemicals, radiation and weather, the suit will keep the wearer dry and safe on almost any manual job. The included boots are constructed from kinetic materials that are able to resist up to a ton in weight and the protective helmet and visor are bulletproof! Although not designed with combat in mind, this suit will even offer some defence against attacks.

You need to do some work in your speeder, and you are not going to do it in the fine clothes you are wearing, are you? You need a worksuit, something to protect your fine clothes and more importantly you from the environment and those really annoying stains that don't wash out. This wonderfully practical outfit comes complete with boots that you could land your speeder on and not feel it, and a helmet and visor that you could fly the speeder into and walk away. But most important, no oil stains on your best clothes!



Price: 110 Cr



D6 **1 2 3 4 5 6 7+**

Wraith Suit



This plated bodysuit may look fairly nondescript in our catalogue image, and indeed does most of the time. However, when the wearer activates the suit, a distortion field is created that blurs the outlines of the wearer, masks heat and smell output and mutes all colours. Although not a true cloaking device, this suit does make it much harder for a person or sensor to detect the wearer.

Sarah Watney was engaged in what she called market research, though others might have called it spying. Her competitor was holding a meeting in an industrial complex in the low-g pressurised zone attached to a large habitat. Watney thumbed on the her wraith suit and propelled herself toward a nearby gantry. Landing safely she pulled out a directional microphone and aimed it at the office module she was targeting. Even though she was only twenty metres away from the window the wraith suit made her basically invisible provided that she didn't move. As she settled in to wait, a pressing need to visit the loo hit her and she cursed the lack of waste recycling functions. It was going to be a tough few hours.



Price: 3400 Cr

Ales "Arion" Garth



Ales Garth founded Arion Weapon Factors to provide the best weapons, armour, equipment and clothing to the travellers, militaries, organisations and individuals of the Galaxy. From humble beginnings, Arion has driven the business onwards, upwards and outwards and supplies some of the premier organisations with arms and armour. The early showroom was an old and decommissioned freighter craft, kitted out with fancy lights and sleek panelling. There are now more than one hundred and seventy showrooms on major planets across the Galaxy.

Despite the huge commercial contracts, Ales still considers the small sales to private individuals just as important. An alien traveller buying a small pistol for self defence at an outlying store will receive just as much personal attention from Arion or his staff as a major buyer from the Daryan Navy Commissar Service.

Ales "Arion" Garth comes from a long line of salespeople of all types and hopes to leave a thriving business to his twenty seven children as the premier Weapon Factors in the Galaxy!

Okon Ipfis



Being a member of a small, blue skinned and peaceable alien race may not seem like ideal training to be a successful Weapons and Armour salesperson, but Okon has made the most of his unpromising background to win many, many sales awards. He always insists that selling is not a skill, it is a state of being and Okon's default state is "Sale".

His dedication to the profession is demonstrated by the exhaustive training undertaken with the Kaladarian Marine Corps, culminating in him being embedded in a unit invading a small planet known only for dinosaur herding. This experience at the forefront of battle has provided him with the first-hand knowledge needed to sell weapons and armour to hardened mercenaries with many years experience.

Although dedicated 110% to his job as senior sales manager, Okon manages to remain a rounded person, engaged in zero-g yoga, rocket Z-ball and spending time with his brood of 147 Drotlings. Okon is also a very keen speederbike racer and can be found on his rare day off reaching breakneck speeds along the mega-lanes of the planet below.

If you want great knowledge, a gentle sales manner and complete and utter 125% honesty, Okon is your Alien of choice.

Bill Brunel

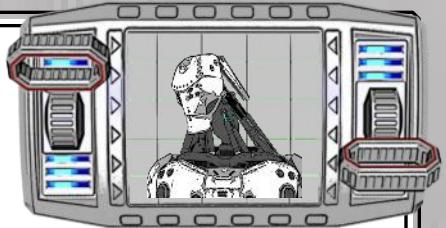


Bill Brunel likes to say he has been a space docker all his life. He was born in the medical bay of a freighter, his mother going into labour on the ship that brought his family to a new world. Bill showed an interest in ships and engineering from an early age and he was mostly brought up by the mechanics that worked for his father in the family business - a ground based spaceport on the industrial world Eridan III. Bill earned his stripes in the imperial navy whilst working in a vacuum rated emergency repair team. As part of that conflict, injuries resulted in having both his hands replaced with bionic prosthetics - hence his current moniker of 'handy'. Bill is perfectly fine with this being used and has come to appreciate the added abilities his prosthetics can offer him. He has a number of sets of hands, ranging from a everyday set that is hard to distinguish from flesh and blood to a bulky, multi-tooled and powered up set he can use to work inside a huge variety of hostile environments.

Although he could have continued with a career in the navy, Bill decided to get more involved in the family business and his hard work over the years has allowed him to expand it to include an orbital facility in addition to the original dock. They are now capable of handling all manner of contracts, from small scale customised work to naval contracts worth millions of credits.

Eridan III is a high gravity world, approximately a third higher than standard, meaning that Bill is built short and wide, with some folk saying that in his later years he has come to resemble an escape pod. For all that his eyes are a bright blue, his grin is wide and despite his years his head is still topped with a thick mop of curly black hair.

Sammy Eight



Salesbot-8000, known on the Melvik II orbital station as Sammy Eight, is an enhanced humanoid/machine interface droid and the property of Waylan Salvage Ltd. Given its moniker it is no surprise to find out that it is the eighth version of these droids that Waylan Salvage has produced and by far the most successful, eliminating many of the issues and problems found in the earlier models. For example, Sammy Eight very rarely forgets to provide the correct atmospheric gases for his customers.

He is the public face of Waylan Salvage Ltd, a company that focuses on recovering and refurbishing space hulks or all shapes and sizes, whether it be an abandoned shuttle or picking over the debris field of a massed multi-ship battle. Waylan is unique in that it uses only droids for its workforce, allowing it to work in environments that would be too hazardous for any biological species.

Droids are found throughout the occupied systems doing a huge variety of jobs. Anywhere that has a significant artificial intelligence system will have a small army of droids that act as the hands, ears and eyes of the machine and also the main interface for any humanoids that might be around. They come in all shapes and sizes from huge construction machines to mouse sized crawlers but the most familiar is the 'roughly humanoid' version. Two arms, two legs, a torso and something roughly head-shaped - the category that Sammy Eight fits into. A little bit shorter and wider than the average human, sporting a large blocky head and with a couple of extra arms, plus other appendages that are stored in his torso, Sammy is fully capable of handling every part of the process of buying, repairing and selling spacecraft and all the associated equipment. Of course, most of the actual thinking is done by the Waylan Salvage mainframe, but as the delay time between it and Sammy is negligible most customers just assume that Sammy Eight is in charge, a situation which suits his algorithms perfectly. In fairness Sammy Eight is a cut above the usual droid. His creator, Waylan Rivers, had a special genius for building artificial intelligence systems and had managed to completely automate his business before his retirement. As far as most people were concerned, Sammy is the boss and he is treated as an honorary person by nearly all the 'biologicals' he deals with.

Captain Bluk



Captain Edward Bluk, of the ship 'The Greased Pig', is an interstellar mercenary, gun-runner and occasional pirate. He and his deranged crew of criminals and mad men tour the galaxy looking for opportunities to get some credits or just have some fun, which for them includes the use of as much artillery, explosives and assorted weaponry as they can get their hands on. The extent of their larceny is so great that The Greased Pig has become a refuge of sorts for the type of people that get thrown out of more respected criminal organisations for being 'a bit too crimey'.

Bluk himself cuts an imposing figure. Outside of his quarters he is usually seen wearing bulky heavily decorated and battle marked power armour. Bluk has personalised this armour over the years with many cunning and dangerous adaptions that are unique to him. There are rumours this includes a tactical nuke that is linked to his life signs. With his bald head, large braided beard and a booming voice that he can amplify over the din of a firefight he has gained notoriety in many systems and has a trail of bounty hunters pursuing him. It is also said that Bluk has placed bounties on his own head in order to encourage the hunters, which he sees as great sport.

Still, shells cost money and explosives are not free, so Bluk has become a canny trader of a huge range of items. Most of his goods are stolen and many are faulty, but on the other hand he will ask no questions and has been known to waive the fee entirely in return for the chance of getting involved in a good fight.

Sarah Watney



Sarah Watney is a born and bred spacer who claims she can trace her ancestry back to the first martian settlers. Like most of those born off-world, she is long limbed and slender, but don't make the mistake of calling her weak. Her dirty blonde hair and bright blue eyes mean that some people forget that she trained in the space force and served with distinction. This is where she came across the Chumbles and indeed liberated them from slavery conditions they had been subject to.

The Chumbles are a collective of neurally linked clones. There are at least 20 of them, but the Chumbles refuses to give a specific answer as to how many there are altogether and since they retain access to the cloning technology that created them, this number may change from time to time. The Chumbles were bred to be used as illegal slaves carrying out dangerous and menial duties on an orbital habitat that had been closed to outsiders. This was all they knew of life until Watney and her team freed them. Later on, Watney agreed to take on the Chumbles as her workforce, since they had no other place in society.

Together they run W&C Outfitters which may sound like a high end tailors but is in fact an emporium of parts, accessories and equipment needed by those who want to venture beyond the safer, heavily patrolled orbital zones. Watney is the chirpy, sociable face of the venture whilst the Chumbles carry out the more technical side; managing the stock, repairing salvage, carrying out installations and the like. With contacts in the spacer society Sarah is able to acquire illegal or semi-legal goods and W&C Outfitters has a reputation as the sort of venture that will aggressively respect the privacy of its customers; a fact that has made it very successful with the sort of people for whom a day at the office might involve the use of ordnance.

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