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## POWER SYSTEMS & ENERGY

### STANDARD POWER UNITS

Item	Cost (Cr)	Notes
Standard Power Cell	50	Powers most personal equipment for 48 hours of continuous use
Heavy-Duty Power Cell	120	Powers high-drain equipment for 36 hours of continuous use
Expedition Power Pack	200	Multiple-device charging capability, 10 standard cell equivalent
Emergency Power Cube	80	Single-use backup, instantly recharges standard equipment
Military-Grade Power Cell	180	Hardened against EMP, radiation, extreme temperatures
Micro Power Cell	30	For small devices, 72-hour operation, credit-chip sized

Item	Cost (Cr)	Notes
Universal Adapter Kit	40	Connects any device to any power source, includes 12 fittings

# RECHARGING SYSTEMS

Item	Cost (Cr)	Notes
Solar Charging Mat	150	Foldable photovoltaic fabric, 3 cells per day in full sunlight
Portable Atomic Recharger	800	Recharges any standard cell in 30 minutes, 1000+ charges
Vehicle Charging Dock	120	Connects to any vehicle power system, 4 simultaneous devices
Base Camp Generator	550	Solar/chemical hybrid, powers small expedition site
Kinetic Recharger	100	Converts motion to energy, partial charging during normal activity
Emergency Hand Crank	40	Manual recharging for critical devices, 15 min cranking = 1 hour power
Thermal Energy Collector	250	Harvests ambient heat differentials, works well on Mercury and Venus
Hydrogen Cell Converter	350	Extracts power from available water, effective on ice-bearing worlds

# ATOMIC POWER SYSTEMS

Item	Cost (Cr)	Notes
Personal Atomic Battery	1,200	5-year operation, powers all personal equipment

Item	Cost (Cr)	Notes
Modular Atomic Generator	3,500	Powers base camp or small habitat for 10+ years
Miniature Reactor Core	8,000	Vehicle/ship power source, effectively unlimited duration
Atomic Jump-Starter	450	Emergency system, instantly recharges any vehicle or system
Fusion Cell (Experimental)	15,000	Next-generation power, double efficiency of standard atomic

# ECONOMIC CONSIDERATIONS

Power System	Initial Cost	Operating Cost	Replacement	Availability	Regulations
Standard Cells	Low	Medium	Frequent	Universal	None
Solar Systems	Medium	None	Rare	Anywhere with sunlight	None
Chemical Generators	Medium	High	Occasional	Fuel-dependent	Minimal
Atomic Systems	Very High	None	Almost Never	Limited	Strict

*Note: While atomic power provides virtually unlimited energy, the economic factors of high initial cost, licensing requirements, and restricted availability make conventional power systems practical alternatives for many applications. Additionally, smaller devices benefit from the simplicity and replaceability of standard cells rather than the complexity of miniaturized atomic solutions.### ASTEROID BELT EQUIPMENT*

Item	Cost (Cr)	Notes
Prospector's Multi-Tool	350	Combined scanner, sampler and extractor for mineral identification
Belt Navigation System	500	Tracks safe routes through dense asteroid fields
Microgravity Anchoring Kit	280	Secures personnel and equipment to small asteroids
Mineral Assay Scanner	650	Identifies valuable ore concentrations without sample collection
Pocket Claim Beacon	200	Officially registers asteroid claims with Belt Authority
Void Shelter	400	Collapsible habitat certified for vacuum deployment
Asteroid Hopper	3,500	Short-range vessel for traveling between nearby asteroids
Momentum Dampeners	320	Body harness minimizing impact trauma in low-G tumbling
Mining Explosives	150/pack	Low-yield charges designed for precision asteroid excavation
Oxygen Garden Starter	450	Compact algae-based system produces oxygen in enclosed habitats
Vacuum-Rated Tool Set	600	Specialized equipment for Belt repairs and maintenance
Solar Still	250	Extracts water from ice-bearing asteroids using solar energy
Claim Defense Turret	800	Automated system deterring claim jumpers, non-lethal options
Emergency Thrust Pack	350	One-shot emergency propulsion if separated from vessel

## JUPITER'S MOONS EQUIPMENT

GANYMEDE (Habitable)

Item	Cost (Cr)	Notes
Ganymede Colony Pass	100	Required documentation for settlement visits
Farming Colony Toolkit	350	Specialized for Ganymedean agriculture techniques
Ice Drilling Equipment	450	Accesses subsurface water repositories
Gravimetric Stabilizers	180	Compensates for Ganymede's unusual gravitational anomalies
Settler's Handbook	50	Digital guide to Ganymede's colonies and customs
Agricultural Analyzer	400	Evaluates soil composition for colonization suitability
Colony Communicator	150	Compatible with Ganymede's unique communications network
Dome Construction Kit	800	Rapid assembly habitat system for Ganymedean environment
Ice-Melt Reclaimer	250	Processes Ganymede's ice into potable water

IO (Volcanic/Hostile)

Item	Cost (Cr)	Notes
Volcanic Activity Predictor	550	Forecasts eruptions and sulphur plumes
Heavy Radiation Suit	900	Protection against Io's extreme radiation levels
Sulphur Filter System	350	Neutralizes toxic atmospheric contaminants
Heat-Resistant Boots	300	Withstands direct contact with active volcanic surfaces

Item	Cost (Cr)	Notes
Thermal Imaging Enhancement	250	Navigates through sulphur fog and volcanic outgassing
Gravimetric Anomaly Detector	450	Identifies dangerous terrain destabilized by volcanic activity
Emergency Cooling System	500	Personal temperature regulation in extreme heat
Io Mining Rig	4,500	Specialized equipment for rare mineral extraction
Radio Interference Shield	400	Maintains communications despite ionospheric disruption

**EUROPA (Ice/Ocean)**

Item	Cost (Cr)	Notes
Ice Penetrating Radar	600	Maps safe paths across Europa's fractured surface
Submersible Drone	1,200	Explores beneath the ice in Europa's subsurface ocean
Cryogenic Sampling Kit	450	Preserves biological specimens at ultra-low temperatures
Ice Crevasse Detector	350	Early warning system for dangerous surface fractures
European Life Scanner	800	Specialized for detecting extremophile organisms
Thermal Drilling Equipment	950	Creates access points through kilometers of ice
Submersible Pressure Suit	1,300	Withstands the extreme pressures of Europa's ocean

Item	Cost (Cr)	Notes
Surface Illumination System	400	Provides visibility in the dim light of distant sun
Tidal Stress Monitor	300	Predicts ice sheet movements caused by Jupiter's gravity

## TITAN EQUIPMENT (Saturn's Moon)

Item	Cost (Cr)	Notes
Methane Filter System	380	Extracts breathable oxygen from Titan's atmosphere
Cold Weather Extreme Suit	750	Functions in Titan's -290°F surface temperatures
Hydrocarbon Lake Boat	1,500	Vessel designed for Titan's ethane and methane seas
Cryogenic Tool Set	400	Specialized equipment functional at ultra-low temperatures
Atmosphere Density Scanner	350	Measures safe flying conditions in Titan's thick atmosphere
Titan Glider	1,800	Aircraft utilizing Titan's dense atmosphere and low gravity
Hydrocarbon Sample Analyzer	650	Studies Titan's unique chemical compounds
Surface Penetrating Radar	550	Maps solid terrain beneath Titan's lakes and seas
Anti-Static Field Generator	300	Prevents dangerous charge buildup in hydrocarbon-rich environment

## SCIENTIFIC DEVICES



Item	Cost (Cr)	Notes
Portable Atomic Analyzer	1,200	Material composition scanning, identifies unknown substances
Weather Control Module	2,000	Creates microclimate in 100-yard radius
Seismic Mapper	850	Underground scanning up to 1 mile depth
Temporal Chronometer	3,500	Ultra-precise time measurement, detects anomalies

# PERSONAL EQUIPMENT

## VACUUM GEAR

Item	Cost (Cr)	Notes
Standard Vacuum Suit	300	8-hour oxygen, radiation shielding, temp regulation (-100°F to +250°F)
Frontier Explorer Suit	650	24-hour life support, enhanced radiation shielding (+20% resistance)
Luxury Vacuum Attire	800	Customizable appearance, comfort features, champagne dispenser
Combat Vacuum Armor	1,200	Military-grade protection (Armor +3), targeting system (+10% to ranged attacks)
Emergency Vacuum Bubble	50	Single-use, 30-minute air supply, minimal protection

## PERSONAL WEAPONS

Item	Cost (Cr)	Notes
Neural Stunner	250	Non-lethal, Stun Rating 2, until Grit success, 1 check per minute, 15 shots
Deluxe Neural Stunner	450	Enhanced, Stun Rating 3, adjustable intensity, 20 shots
Atomic Blaster Pistol	400	Damage Rating 2, 20 shots, adjustable intensity
Thermal Lance	350	Damage Rating 2, cuts through materials, doubles as tool
Sonic Disruptor	500	Damage Rating 2, effective underwater, not in vacuum
Electro Hammer	600	Melee, Damage Rating 1-3, variable shock
Pulse Carbine	750	Damage Rating 2, 40 shots, three-round burst capability

## PERSONAL TECHNOLOGY

Item	Cost (Cr)	Notes
Multi-Scanner	200	Environmental analysis, radiation/temperature/atmosphere detection
Universal Translator	350	Translates human languages, limited for Venusian dialects
Atomic Chronometer	150-1,500	Perfect timekeeping, status symbol among spacers
Holographic Recorder	450	3D image/video capture, 100 hours storage
Neural Educator	1,200	Accelerated learning device, skill modules 200-500 Cr each

Item	Cost (Cr)	Notes
Pocket Secretary	250	Personal assistant, voice-activated notes, schedule management
Atomic Torch	75	Variable intensity, 10-year power cell, waterproof

# EXPLORATION GEAR

## SURVIVAL EQUIPMENT

Item	Cost (Cr)	Notes
Environment Tent	350	Self-erecting shelter for 4 people, radiation shielding
Solo Insta-Tent	180	One-person emergency shelter, fits in backpack
Airlock Module	75	Optional attachment for Solo Insta-Tent
Multi-Terrain Boots	200	Adaptive soles: magnetic, suction, and spike modes
Emergency Medikit	300	Auto-injectors, synthetic skin patches, diagnostic scanner
Survival Rations	50/week	Complete nutrition, 5-year shelf life
Water Reclaimer	150	Extracts/purifies water, produces 2 gallons daily
Expedition Backpack	125	Self-balancing, 20 compartments, 50-100 pound capacity
Inflatable Raft	220	4-person capacity, self-inflating, puncture-resistant
Deluxe Inflatable Boat	450	6-person capacity, electric motor, solar recharging

## EXPLORATION TOOLS

Item	Cost (Cr)	Notes
Atomic Rock Drill	400	Cuts through stone/metals, 48-hour operation
Portable Laboratory	800	Field analysis of samples, results in 10-30 minutes
Survey Drone	600	10-mile range, 4-hour flight, sensor package
Magnetic Grapple	250	100-foot range, supports 500 pounds, auto-retraction
Atomic Powered Skimmer	1,800	Hover transport, 200-mile range, 80 mph max speed

## COMMUNICATIONS & ELECTRONICS

Item	Cost (Cr)	Notes
Interplanetary Radio	750	Light-speed transmission with appropriate delay
Emergency Beacon	200	Distress signal, 30-day operation, position tracker
Neural Interface Headset	900	Mental control of compatible devices
Universal Data Reader	350	Accesses most data formats, translates incompatible systems
Atmospheric Transponder	200	Required for legal spacecraft operation
Positronic Pocket Secretary	1,500	Limited AI assistant, voice-activated management

## SURVEILLANCE & RECONNAISSANCE DRONES

Item	Cost (Cr)	Notes
Lookie-Lou Hoverscout	450	Quadrotor camera, 2-hour operation, 1-mile range
Deluxe Lookie-Lou	750	Enhanced camera platform, 4-hour operation, 3-mile range
Micro-Spy	600	Insect-sized, 30-minute operation, difficult to detect (-40%)
Hovering Secretary	350	Follows owner, takes dictation, records meetings
Security Sentinel	850	Autonomous patrol, infrared/motion detection, 8-hour operation
Orbital Mapper	1,200	Creates topographic maps, identifies resources
Recovery Bot	900	Item retrieval, magnetic grapple, lifts 10 pounds
Spot: The Wonder Drone	800	Target tracking, spotlight, siren and verbal warnings

## DRONE ACCESSORIES

Item	Cost (Cr)	Notes
Expanded Battery Pack	150	Doubles drone operating time
Signal Booster	200	Triples control range, signal encryption
Drone Disguise Kit	75	Camouflage shells: bird, flying saucer, delivery package
Drone Control Implant	1,500	Neural interface for thought control of up to 3 drones

## NON-LETHAL SECURITY DEVICES

Item	Cost (Cr)	Notes
Tanglefoot Projector	350	Expanding polymer mesh, 6 shots, 30-minute duration
Goober Gun	400	Sticky expanding foam, 4 shots, industrial solvent for removal
Anesthetic Grenade	75 each	Sleep agent, 15-foot radius, GRIT×5 check to resist
Dazzler Device	250	Flash/sound, temporary blindness (-60% for until Grit success, 1 check per round)
Sonic Pacifier	500	Targeted sound waves, disorientation/nausea (-40%)
Freezefoam Dispenser	450	Rapid-hardening foam, immobilizes target, 3 shots
Holographic Displacer	1,500	Visual distortion field, -20% penalty to attacks
Displacer Strobe Module	300	Boosts evasion to -60% for 3 rounds, burns out device

## SECURITY ROBOTS & ACCESSORIES

Item	Cost (Cr)	Notes
Watchdog Security Drone	1,200	Autonomous enforcer with Tanglefoot Projector, facial recognition
Crowd Control Hoverer	1,500	Equipped with Dazzler and Sonic Pacifier
Sentinel Perimeter Drone	950	360° observation, deploys Freezefoam
Three Laws Compliance Module	300	Required for autonomous security systems
Insta-Bind Cuffs	200	Memory-plastic restraints, contracts with body heat

Item	Cost (Cr)	Notes
Morphing Plasteel Restraints	250	Polymer-metal composite, conforms to shape
Immobilization Polymer	450	Quick-hardening resin, 3 shots
Anchor Tether	350	Adhesive dart with retractable cable
Neural Disruptor Collar	500	Control device, delivers mild shock when activated
Pacification Pellets	30/dozen	Non-lethal ammunition for standard weapons

## PHARMACEUTICALS & COMPOUNDS

Item	Cost (Cr)	Notes
Nerve Tonic	75/dose	Immunity to stun weapons, 1-hour duration
Reflex Booster	100/dose	Enhanced reaction time (+20% initiative), 2-hour duration
Brain Accelerator	150/dose	Enhanced mental processing (+20% BRAINS skills), 4-hour duration
Stabilizing Compound	120/dose	Counteracts zero-G disorientation, 8-hour duration
Radiation Purge	200/dose	Flushes radiation exposure, unpleasant side effects
Suspended Animation Drug	500/dose	Induces hibernation, 1-30 day duration
Memorex	250/dose	Enhances memory formation/recall, 6-hour duration
Truth Serum XJ7	300/dose	Reduces ability to lie, 30-minute duration, restricted

Item	Cost (Cr)	Notes
Synth-Adrenaline	180/dose	Emergency enhancer, +2 BRAWN for 5 minutes, crash after

# SPECIALIZED PLANETARY GEAR

## VENUS EQUIPMENT

Item	Cost (Cr)	Notes
Venusian Jungle Machete	120	Vibrating edge, cuts through dense vegetation, heat-resistant grip
Anti-Saurian Repellent	75/canister	Deters most Venusian predatory species, 10-hour effectiveness
Jungle Navigator	350	Specialized compass accounting for Venus's unique magnetic field
Swamp Waders	280	High-pressure resistant boots for lowland exploration
Pressure Adaptation Suit	550	For lowland swamps, equalizes extreme atmospheric pressure
Humidity Regulator	180	Prevents equipment corrosion in 100% humidity environments
Heat Exchange Pack	320	Maintains safe body temperature in extreme Venusian heat
Dinosaur Saddle	400	For domesticated Venusian mounts, adjustable for various species
Thermal-Scan Goggles	250	Identifies cold-blooded predators against hot background
Floating Platform	600	Self-inflating base camp for swamp regions, holds 4 people



# MERCURY EQUIPMENT

Item	Cost (Cr)	Notes
Twilight Zone Mapper	300	Plots safe travel corridors in Mercury's habitable band
Extreme Temp Suit	700	Withstands temperature differentials of 800°F between sun/shade
Solar Shield	250	Deployable radiation barrier, -80% solar radiation exposure
Subsurface Scanner	450	Detects Mercury's unique mineral deposits and heat pockets
Light Amplification Goggles	200	For dark side operations, enhances minimal available light
Cooling Circulation System	380	Supplemental body temperature regulation, 12-hour operation
Mercury Terrain Vehicle	5,500	Specialized transport for Mercury's rugged, extreme terrain
Mining Laser	600	Calibrated for Mercury's unusual mineral formations
Sunside Shelter	450	Emergency protection against sudden solar radiation spikes
Mercurian Guide Contract	1,000	Hiring local twilight zone native as expedition guide

# MARS EQUIPMENT

## CANYON NETWORKS

Item	Cost (Cr)	Notes
Canyon Climbing Kit	350	Specialized for Martian rock compositions, includes pitons and lines
Marsh Boots	180	Protective footwear for Martian bog environments
Martian Flora Field Guide	120	Digital catalog of canyon vegetation and properties
Canyon Echo Mapper	280	Uses sound to map complex canyon networks in 3D
Ancient Ruins Detector	500	Identifies Martian architectural remnants beneath vegetation
Red Martian Translation Guide	200	Basic communication aids for Red Martian interactions
Martian Parasite Protection	150	Medication preventing common Martian parasitic infections
Water Purifier	130	Filters Martian canal water for safe consumption
Canyon Glider	800	Lightweight craft utilizing canyon updrafts for travel
Spore Mask	90	Protects against hallucinogenic spores in deep canyons

MARTIAN LOWLANDS

Item	Cost (Cr)	Notes
Air Extractor	250	Concentrates thin Martian atmosphere into breathable mix
Breather Mask	120	Lightweight alternative to full suit for lowland exploration
Dust Storm Shelter	350	Rapidly deployable protection against sudden storms

Item	Cost (Cr)	Notes
Cold Desert Survival Kit	200	Tools and supplies for lowland emergencies
Sand Skimmer	4,000	Personal vehicle designed for Martian desert conditions
Insulated Undergarment	150	Protection against extreme cold of Martian nights
Deep Sand Detector	220	Warns of dangerous quicksand-like formations
Ancient Technology Tracker	480	Specialized scanner for Martian Mastermind artifacts
Dust Filter Mask	80	Protects respiratory system from fine Martian dust
Desert Navigation Beacon	180	Maintains signal during dust storms, 100-mile range

MARTIAN HIGHLANDS

Item	Cost (Cr)	Notes
Highland Pressure Suit	450	Full environmental protection for near-vacuum conditions
Oxygen Recycler	300	Extends breathing supply by 300% in highland explorations
Green Martian Communication Device	180	Facilitates basic interaction with Green Martian nomads
Old One Detection System	550	Early warning system for approaching Martian Masterminds
Highland Shelter	400	Pressurized emergency habitat for overnight exploration
Cold Resistance Modules	220	Supplemental heating for extreme highland conditions

Item	Cost (Cr)	Notes
Mastermind Ruins Scanner	480	Identifies dangerous active technology in ancient sites
Ancient Martian Language Translator	350	Deciphers basic inscriptions and warnings
Highland Rover	5,800	Pressurized vehicle for extended highland exploration
Emergency Pressure Tent	320	Rapid-deploy shelter from atmospheric exposure

# MYSTERIAN TECHNOLOGY & DERIVATIVES

## NTH METAL DEVICES

Item	Cost (Cr)	Notes
Nth Metal Hover Sled	3,500	Frictionless transport platform, 500-pound capacity
Nth Metal Cargo Pallet	2,000	Industrial transport platform, 1-ton capacity
Personal Nth Metal Skates	1,200	Footwear with Nth metal sole inserts
Nth Metal Bearings	500/set	Ultra-low friction machine components
Nth Metal Sample	2,000+/oz	Small quantities of processed Mysterian metal
Mysterian Acoustic Vulnerability Detector	1,800	Analyzes sonic frequencies affecting Nth metal
Sonic Disruptor (Anti-Mysterian Model)	900	Affects Nth metal molecular bonds
Mysterian Artifact Containment Case	750	Lined with interference materials, prevents scanning

## Z-RAY MEDICAL TECHNOLOGY

Item	Cost (Cr)	Notes
Portable Z-Ray Wand	3,800	Focused healing beam, accelerates recovery 300%
Z-Ray Medical Chamber	20,000	Full-body healing system, reduces recovery time 80%
Z-Ray Bone Knitter	4,500	Accelerates fracture healing 500%
Z-Ray Emergency Patches	200/pack of 3	Single-use field treatment, 8-hour continuous healing

# TRANSPORTATION

## PERSONAL VEHICLES

Item	Cost (Cr)	Notes
Jet Car	8,000	Ground transportation, 500-mile range, 200 mph max
Rocket Pack	3,500	Personal flight, 30-minute operation, 80 mph max
Gyrocopter	5,200	Personal aircraft, 4-hour flight, 120 mph max
Memory-Plastic Ultra-Light	3,800	Collapsible aircraft, assembles in 30 minutes, 2-person capacity
Packable Dune Buggy	4,200	Memory-plastic frame, assembles in 20 minutes, 300-mile range
All-Terrain Rover	6,500	Rugged exploration vehicle, solar-atomic hybrid, all-weather operation

## VEHICLE ACCESSORIES

Item	Cost (Cr)	Notes
Emergency Jump Starter	500	Restores power to disabled vehicles, single-use
Enhanced Navigation Package	1,500	Holographic display, real-time course plotting
Vehicle Defense System	3,000	Point defense against projectiles, limited shields

# LUXURY & MISCELLANEOUS

Item	Cost (Cr)	Notes
Martian Red Crystal Watch	2,500+	Luxury timepiece, status symbol
Venusian Adaptation Perfume	300	Adjusts human pheromones for Venusian interactions
Lunar Gravity Shoes	400	Simulates lunar gravity (1/6 Earth normal)
Memory Crystal	100-1,000	Records experiences for later playback

# STARTER KITS

## SPACER'S KIT - 1,200 Cr

- Standard Vacuum Suit
- Neural Stunner
- Multi-Scanner
- Emergency Medikit
- Atomic Torch
- Interplanetary Radio (Compact Model)
- Survival Rations (2 weeks)

- Atomic Chronometer (Basic Model)
- Emergency Beacon
- Repair Tool Set

## **EXPLORER'S KIT - 1,500 Cr**

- Frontier Explorer Suit
- Neural Stunner
- Multi-Scanner
- Lookie-Lou Hoverscout
- Solo Insta-Tent with Airlock Module
- Water Reclaimer
- Survival Rations (3 weeks)
- Multi-Terrain Boots
- Expedition Backpack
- Magnetic Grapple

## **SCIENTIST'S KIT - 2,000 Cr**

- Standard Vacuum Suit
- Neural Stunner
- Portable Laboratory
- Portable Atomic Analyzer
- Multi-Scanner
- Universal Data Reader
- Holographic Recorder
- Pocket Secretary
- Stabilizing Compound (3 doses)
- Brain Accelerator (2 doses)

## **MEDIC'S KIT - 1,800 Cr**

- Standard Vacuum Suit
- Neural Stunner
- Advanced Emergency Medikit
- Portable Z-Ray Wand

- Z-Ray Emergency Patches (2 packs)
- Radiation Purge (5 doses)
- Synth-Adrenaline (3 doses)
- Suspended Animation Drug (1 dose)
- Anesthetic Grenades (3)
- Medical Reference Database

## **SCOUNDREL'S KIT - 1,350 Cr**

- Standard Vacuum Suit
- Neural Stunner
- Deluxe Lookie-Lou
- Micro-Spy
- Holographic Displacer
- Insta-Bind Cuffs
- Universal Data Reader
- Reflex Booster (3 doses)
- Signal Jammer (Pocket-Sized)
- Atomic Lockpick

## **SECURITY KIT - 1,700 Cr**

- Combat Vacuum Armor
- Atomic Blaster Pistol
- Tanglefoot Projector
- Dazzler Device
- Security Sentinel
- Insta-Bind Cuffs (3 pairs)
- Multi-Scanner
- Neural Stunner
- Spot: The Wonder Drone
- Emergency Medikit

## **STANDARD ADVENTURER'S KIT - 1,000 Cr**

- Standard Vacuum Suit



- Neural Stunner
- Atomic Torch
- Multi-Scanner
- Emergency Medikit
- Survival Rations (1 week)
- Expedition Backpack
- Magnetic Grapple
- Emergency Beacon
- Water Reclaimer

## **VENUS EXPLORER'S KIT - 1,800 Cr**

- Heat Exchange Pack
- Humidity Regulator
- Anti-Saurian Repellent (3 canisters)
- Venusian Jungle Machete
- Jungle Navigator
- Thermal-Scan Goggles
- Neural Stunner
- Emergency Medikit
- Expedition Backpack
- Solo Insta-Tent
- Survival Rations (2 weeks)

## **MARS EXPLORER'S KIT - 1,600 Cr**

- Breather Mask
- Air Extractor
- Cold Desert Survival Kit
- Dust Storm Shelter
- Insulated Undergarment
- Dust Filter Mask
- Neural Stunner
- Multi-Scanner
- Emergency Medikit
- Expedition Backpack
- Martian Flora Field Guide

## MERCURY OUTFITTER'S KIT - 2,100 Cr

- Extreme Temp Suit
- Solar Shield
- Cooling Circulation System
- Light Amplification Goggles
- Twilight Zone Mapper
- Sunside Shelter
- Neural Stunner
- Emergency Medikit
- Water Reclaimer (Enhanced Model)
- Survival Rations (3 weeks)

## BELT PROSPECTOR'S KIT - 1,900 Cr

- Standard Vacuum Suit
- Prospector's Multi-Tool
- Belt Navigation System
- Microgravity Anchoring Kit
- Mineral Assay Scanner
- Pocket Claim Beacon
- Void Shelter
- Emergency Thrust Pack
- Neural Stunner
- Emergency Medikit
- Survival Rations (2 weeks)

## EUROPA EXPEDITION KIT - 2,200 Cr

- Standard Vacuum Suit (Cold-Enhanced)
- Ice Penetrating Radar
- Ice Crevasse Detector
- Surface Illumination System
- Tidal Stress Monitor
- Thermal Drilling Equipment (Basic Model)
- Cryogenic Sampling Kit

- Neural Stunner
- Emergency Medikit
- Water Reclaimer
- Survival Rations (2 weeks)