Field Catalog of Weros

Attribution Guide

Legal Notice

Field Catalog of Weros – r3

"Captain, great to have you back! Time to restock your men?"

Weapons

Blaster Pistol, Civilian

Price: Cr200
Comment: "Works fine on humans. Might be a bit under-kill for a Ruqan in battleplate."

Blaster Pistol, Magnum

Price: Cr400
Comment: "Captain, now that's a weapon!"

Palm Blaster

Price: Cr220
Comment: "Perfect for the Snod table."

Kinetic Pistol

Price: Cr150
Comment: "You can fix one of these with an old hydrosocket and some instructions from the Hypernet. But you can also take out a mortgage for ammo costs."

Blaster Rifle

Price: Cr1,300
Comment: "Hey, you want to clear pirate decks. That's expensive business."

Blaster Carbine

Price: Cr1,200
Comment: "Technically export-restricted to Dominion units. Technically, you didn't buy it here."

Kinetic Rifle

Price: Cr975
Comment: "You might want a few of these. Sometimes it's hard to find blaster cell fabricators on the Rim."

Shotgun

Price: Cr1,050
Comment: "Pretty useful if you're cornered by a Dread warrior . . .or a Concordant."

Combat Knife

Price: Cr60
Comment: "Mostly used for opening ration packs."

Stun Baton

Price: Cr75
Comment: "What do you need that for? Were you planning on bringing the pirates in alive?"

Arcsword

Price: Cr1,600
Comment: "These things are scary. That shock can fry electrical systems."

Arcdagger

Price: Cr800
Comment: "Hell of a backup. Just don't clip it near your datatab."

Concord Staff

Price: Cr25
Comment: "Just a reproduction. Turns out it's easier to make a stick than a plasma sword."

"Acquired" Sunblade

Price: Cr80,000
Comment: "Don't ask how I acquired it."

Stun Grenade

Price: Cr900
Comment: "Just remember permanent blindness is not impossible."

Thermonade

Price: Cr1,200
Comment: "Banned for non-state owners in the Commonwealth. Good thing this isn't the Commonwealth."

Armor

Cloak

Price: Cr5
Comment: "Not much good against blasters. But hey, maybe they *think* you're wearing armor under it."

Mesh Vest

Price: Cr150
Comment: "Yeah, here's a good place to save money, the thing that stops you from getting killed."

Flight Suit

Price: Cr300
Comment: "Light enough to nap in, snug enough to discourage napping."

Mesh Armor

Price: Cr900
Comment: "Thank the Aether for nano-weave, or I'd have been dead twice already."

Tactical Helmet

Price: Cr300
Comment: "Good thing pirates aren't smart enough to need these."

Ruqos Battleplate Armor

Price: Cr2,400
Comment: "Don't worry; it's pretty compatible with human anatomy."

Personal Energy Shield

Price: Cr3,000
Comment: "My best customer buys these. Not a scratch on him. Mind the power cell drain, though."

Dominion Assault Trooper Armor

Price: Cr3,600
Comment: "Look, if the Inquisition asks, I don't have this, okay?"

Hazard Suit

Price: Cr1,200
Comment: "Saved a dozen of mine once. Also made the rest of us feel useless for not having one."

Space Suit

Price: Cr4,500
Comment: "Good suit. Better to have one and not need it than need it and not have paperwork."

Field Equipment

Personal Communicator

Price: Cr30
Comment: "Comes with a translation chip. Pretty handy for dealing with some of the rare sapients out there. And if you don't want to be a hermit in a spacefaring age."

Datatab

Price: Cr200
Comment: "I sell games for this in case your holo dies on you in hyperspace."

Field Rations (1 day)

Price: Cr1
Comment: "Oh, you expect them to live long enough to eat this time?"

Basic Medkit

Price: Cr50
Comment: "Professional tip, Captain: don't get shot."

Cyanomed Trauma Kit

Price: Cr200
Comment: "But just in case you do get shot, this is probably your best hope unless a Concordant is right there to help you."

Power Cell, Compact

Price: Cr60
Comment: "With how long these last, I'm surprised I still sell any. And all for the price of a deckhand's day wage."

Holster

Price: Cr35
Comment: "Even on Weros, we prefer people don't brandish blasters."

Suppressor, Kinetic Pistol

Price: Cr150
Comment: "Personally, I prefer to deafen the enemy too."

Blaster Cell (30 shots)

Price: Cr90

Magazine, Kinetic Pistol (15 rounds)

Price: Cr70

Magazine, Kinetic Rifle (30 rounds)

Price: Cr120

Shotgun Shell

Price: Cr6

Atomic Lamp

Price: Cr100
Comment: "It's amazing what something as basic as atomic fusion can do."

Lumen Rod

Price: Cr70

Comment: "Standard model puts out enough light to blind a Harnak and still run twelve hours on a cracked cell. Try not to stare into it, Captain."

Breather Mask

Price: Cr100

Comment: "Filters the air, keeps the lungs happy, and makes you sound mysterious. Try not to scratch the seals with your stubble, Captain."

Replacement Parts Package

Price: Cr120

Comment: "Sometimes it's enough, sometimes not. But I hope none of your ships turn into this."

Portable Scanner

Price: Cr240

Comment: "If it's alive, leaking, or about to explode, this'll tell you first. Assuming you know which setting you're on."

Personal Transport

Yatin

Price: Cr1,000

Comment: "Sometimes you don't need fast. You need low maintenance. Just don't try to get around Coropolis on one."

Motospeeder

Price: Cr3,500

Comment: "Watch out for those motospeeder 'club' members at the cantinas."

Groundspeeder

Price: Cr18,000

Comment: "I've heard some horror stories about some of the traffic jams on poorer Middle Rim worlds without much air traffic."

Groundspeeder, Sport Model

Price: Cr28,000

Comment: "Fast enough to make your money back in one race if you live to collect it."

Atmospeeder

Price: Cr35,000
Comment: "You can take her into the upper clouds, sure. Just don't forget to come back down."

Atmohauler

Price: Cr70,000
Comment: "For shipping heavy cargo and mining on planet. The drive coils need regular tuning, but a well-kept hauler can serve a colony for decades."

Starships

Comment: "Sure, Captain. I can give you more information for these. They are a bigger investment after all. These are all new, by the way. I'm no used ship sales-Birin."

Orbital Shuttle

Price: Cr130,000
Hyperdrive Grade: n/a
Comment: "Designed for short hops and station runs. Hyperdrive mount's standard, but don't expect it to come with one at this price. Still, not too bad for crawling around in the system."

Light Courier

Price: Cr230,000
Hyperdrive Grade: 2
Comment: "She's basically the shuttle with a hyperdrive. Not quick, but give her long enough and she'll take you there just the same."

Interceptor

Price: Cr400,000
Hyperdrive Grade: 4
Comment: "Built to chase smugglers, pirates, and sometimes its own shadow. Light frame, overclocked thrusters, and barely enough living space to stretch."

Light Freighter

Price: Cr600,000
Hyperdrive Grade: 4
Comment: "Workhorse of half the galaxy. Big enough to haul something worth selling, small enough to still be personal. Keep her fed and she'll forgive you, most of the time."

Light Frigate

Price: Cr4000,000
Hyperdrive Grade: 5
Comment: "Frigate-class ships are where business turns into commitment. Crews, logs, and repair bills all multiply overnight. But she can stand in a fight, cross a sector, and make a name for whoever's mad enough to command her. Also the biggest I can sell you, Captain. Still waiting on permits for capital ships."

Starship Hyperdrive Notes

Grade 1

- Speed: 50 light-years per day
- Drive Cost: Cr25,000 (very rare)
- Ship Cost: 0.125x
- Notes: Heavy, inefficient, near-extinct

Grade 2

- Speed: 100 light-years per day
- Drive Cost: Cr50,000
- Ship Cost: 0.25x
- Notes: Bare-minimum modern FTL access

Grade 3

- Speed: 200 light-years per day
- Drive Cost: Cr100,000
- Ship Cost: 0.5x
- Notes: Common in freighters and passenger ships

Grade 4

- Speed: 400 light-years per day
- Drive Cost: Cr200,000
- Ship Cost: 1x
- Notes: Modern civilian standard, some patrol vehicles

Grade 5

- Speed: 800 light-years per day
- Drive Cost: Cr400,000
- Ship Cost: 2x
- Notes: express couriers, some military

Grade 6

- Speed: 1,600 light-years per day
- Drive Cost: Cr800,000
- Ship Cost: 4x
- Notes: Fast military and recon ships

Grade 7

- Speed: 3,200 light-years per day
- Drive Cost: Cr1.6 million (rare)
- Ship Cost: 8x
- Notes: Elite vessels, purcase restricted

Grade 8

- Speed: 6,400 light-years per day
- Drive Cost: Cr3.2 million (extremely rare)
- Ship Cost: 16x
- Notes: Experimental prototypes

"Always good doing business, Captain. Try not to bring it back in pieces this time."