

# FICS Equipment

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Complete equipment list from Dramatis Personae

Be aware, subject of the Emperor, about His firebird: £1 = 2 crests = 4 wings = 8 talons

On Al-Malik outer worlds (Istakhr and Aylon), everything paid in firebirds might be up to 20% more expensive than the local dinar :

1 Dinar = 100 dragmes

£1 = 83 dragmes

## Equipment List

### Entertainment

- Magic Lantern Projector (Auditorium): **£300.0**
- Magic Lantern Projector (Palm): **£200.0**
- Magic Lantern Projector (Tabletop): **£100.0**
- Magic Lantern Show (Popular): **£5.0**
- Musical Instrument (Flute): **£1.0**
- Stage Performance (Folk): **£1.25**

### Weapons

- Ammoes (11mm): **£1.375**
- Ammoes (12mm): **£2.375**
- Ammoes (20mm): **£4.625**
- Ammoes (5.56mm): **£2.5**
- Ammoes (7.62mm): **£3.625**

### Military Devices

- Campaign Drones Rig (Military Ordinance): **£1250.0**
- Security Drone (Multi Purpose Static Sentinel Drone): **£1200.0**

### Power Sources

- Fusion Rig (Exploration Rig): **£550.0**
- Fusion Cell (4x10x6 capacity): **£24.0**
- Fusion Rig (Country Rig): **£150.0**
- Fusion Rig (Musters Rig): **£1400.0**
- Solar Rig (Standard): **£500.0**
- Starship Bay Generator (Heavy Duty): **£15000.0**

### Medical Supplies

- Elixir Dose (Standard): **£50.0**
- Elixir Injector (Standard): **£25.0**
- Emergency Tools (Charcot Pneumatic Tourniquet): **£85.0**
- Medicine (Morph IV injector): **£50.0**

### Communications

- Long Range Communication Device (Starlight): **£300.0**
- Squawker (Handheld): **£50.0**
- Squawker (Whisper Pin): **£100.0**
- Squawker (Wrist): **£80.0**
- Ground/Space Communications Relay (BroadCom 100): **£1200.0**
- Ground/Space Communications Relay (BroadCom 235): **£7500.0**

### Tools

- Electronic Component Set (Set #1): **£40.0**
- Redemption Appartus (Ceramsteel Lacquer Pistol): **£40.0**
- Redemption Appartus (Volt Signal Analysis): **£0.0**
- Redemption Tools (Advanced Volt): **£0.0**
- Redemption Tools (Heavy Duty Soldering kit): **£50.0**
- Redemption Tools (Mech (Metal)): **£20.0**
- Redemption Tools (Precision Soldering Kit): **£50.0**
- Redemption Appartus (Volt Signal Analysis (Handheld)): **£900.0**
- Redemption Tools (Ceramsteel Lacquer Tones): **£0.25**
- Redemption Tools (Volt): **£15.0**
- Electronic Component Set (Set #2): **£110.0**
- Electronic Component Set (Set #3): **£1100.0**
- Redemption Tools (Mech (Wood)): **£50.0**

### Think Machines

- Encryption Module (Speak In Tongues): **£5000.0**
- Kerberos Module (MPSSD edition 1.0): **£1600.0**

### Drugs

- Hashish (Cannabis Resin): **£1.0**
- Selchakah (Inkud): **£60.0**
- Tobacco (Blond): **£1.25**
- Tobacco (Dark): **£0.5**
- Selchakah (Severus Brand): **£100.0**

### Clothing

- Belt (Soft leather): **£1.25**
- Boots (Hard Leather): **£3.0**
- Boots (Soft leather): **£2.0**

### Vehicle

- Inquisition Frigate (Hearth): **£500000.0**
- Skimmer Bike (Tedeschi Rx538): **£2750.0**

### Weapons: Axe

- Battle Axe (Melee weapon): **£5**

### Weapons: Blunt weapon

- Staff / Bo Stick (Melee weapon): **£4**
- Segments of Andrealphus (Exotic weapon): **£160**

### Weapons: Dirk

- Knife (Melee weapon): **£2**
- Dirk (Melee weapon): **£4**
- Al-Malik Stiletto (Melee weapon): **£10**
- Decados Crescent Dirk (Melee weapon): **£10**
- Ukari Krax (Melee weapon): **£5000**

### Weapons: Energy weapon

- Energy Lance (Exotic weapon): **£0**

### Weapons: Heavy Blaster

- Tarskin B30 (Pistol/revolver): **£970**
- Tarskin C34 (Pistol/revolver): **£2170**

### Weapons: Heavy Slugger

- "Firecracker" Heavy Pistol (Pistol/revolver): **£420**
- Jahnisak .454 UHP (Pistol/revolver): **£1200**

### Weapons: Light Blaster

- Petrof D15 "Cadiz Coat" (Pistol/revolver): **£420**
- Hawkwood Light Blaster (Pistol/revolver): **£440**
- Al-malik Light Blaster (Pistol/revolver): **£460**
- Dreskel Light Blaster (Pistol/revolver): **£570**
- Decados "Maiden Escort" Palm Blaster (Pistol/revolver): **£630**
- Avaneir Blaster Pistol (Pistol/revolver): **£730**

### Weapons: Light Laser

- Goric 7 (Pistol/revolver): **£170**
- Goric 8 (Pistol/revolver): **£200**
- House al-Malik "Diplomat" Palm Laser (Pistol/revolver): **£230**
- Al-Malik 958 "Space Ops" (Pistol/revolver): **£240**
- Hawkwood Defender (Pistol/revolver): **£300**
- POE #4 (Pistol/revolver): **£320**
- Dreksel Laser Pistol (Pistol/revolver): **£420**

### Weapons: Light Slugger

- Derringer (Pistol/revolver): **£40**
- Avaneir "Guardian Angel" Light Revolver (Pistol/revolver): **£90**
- Ceramique 136 (Pistol/revolver): **£100**
- Scravers Light Revolver (Pistol/revolver): **£110**
- Maüer "Hankerschief" C-13 (Pistol/revolver): **£210**

### Weapons: Medium Blaster

- Goruzen B27 (Pistol/revolver): **£490**
- Musters XZ128 (Pistol/revolver): **£680**
- Avaneir Medium Blaster (Pistol/revolver): **£960**
- Tarskin B28 (Pistol/revolver): **£980**
- Marid Regular (Pistol/revolver): **£1000**

### Weapons: Medium Laser

- Al-Malik "Ambassador" Laser (Pistol/revolver): **£280**

### Weapons: Medium Slugger

- Metier Patrol Ordinance (Pistol/revolver): **£190**
- Mitchau Medium Revolver (Pistol/revolver): **£300**
- Scravers Medium Revolver (Pistol/revolver): **£320**
- Escoral medium pistol (Pistol/revolver): **£1020**

### Weapons: Natural Weapon

- Fist (Special): **£0**
- Kick (Special): **£0**

### Weapons: Rapier

- Bourgeoise (Melee weapon): **£4**
- Avaneir Rapier (Melee weapon): **£6**
- Rapier (Melee weapon): **£8**
- Bachelor Rapier (Melee weapon): **£16**
- Severus Sting (Melee weapon): **£30**
- Cadavus Rapier (Melee weapon): **£40**
- De Aragonesque Rapier (Melee weapon): **£120**
- Paradize Rapier (Melee weapon): **£150**
- Westham Blade (Melee weapon): **£260**
- Van Gelder Cutlass (Melee weapon): **£300**
- Azureas Blade (Melee weapon): **£300**
- Cold Forged Imperial Blade (Melee weapon): **£350**

### Weapons: Rifle Blaster

- Blaster Rifle (Rifle): **£1460**
- Saharansafar Assault Rifle (Rifle): **£1570**
- Dreskel "Salude" DSK10 (Rifle): **£1580**
- Dreskel Sniper Blaster (Rifle): **£4950**

### Weapons: Rifle Laser

- Antonius LR5 "Light of Palamedes" (Rifle): **£430**
- Desert Dry Arquebuse (Rifle): **£920**

### Weapons: Rocket Launcher

- Dragonnar (Heavy weapon): **£0**

### Weapons: Shotgun Blaster

- Istakhr Acoustic Shotgun (Shotgun): **£2030**
- Avaneir Blaster Shotgun (Shotgun): **£2240**

### Weapons: Slugger Rifle

- Latak Pulse Gun (Rifle): **£0**
- Li Halan RK38 (Rifle): **£10**
- Blue Moon Rifle (Seishen Rifle) (Rifle): **£80**
- Mutasih Anti-Riot Rifle (Rifle): **£160**
- ACP15 Assault Rifle (Rifle): **£220**
- Imperial Rifle (Rifle): **£250**
- Fimbella Sniper Rifle (Rifle): **£1450**
- Mitchau "Conquest" Assault Rifle (Rifle): **£1630**

### Weapons: Slugger Shotgun

- Mitchau "Penumbra" Shotgun (Shotgun): **£300**

### Weapons: Stunner

- Zaalen Stinger (Obun Stunner) (Exotic weapon): **£4200**

### Weapons: Sword

- Scimitar (Melee weapon): **£20**
- Two-Handed Sword (Melee weapon): **£30**
- Katana (Melee weapon): **£50**

### Weapons: Vorox

- Tetrabladed Cutlass (Melee weapon): **£250**

### Weapons: Warfare Device

- Avaneir B209 "Dragonbreath" (Submachinegun): **£410**
- Banshee SMG (Submachinegun): **£420**
- House Decados "Stanislas" SMG (Submachinegun): **£560**
- Dreskel Grenade Launcher (Heavy weapon): **£850**
- House Hawkwood 1638 UltraHeavy SMG (Heavy weapon): **£1190**
- Dies Irae Gatling Gun (Heavy weapon): **£26110**

### Armors: Hard Armor

- Assault Helmet (Hard Armor): **£10**
- Half Plate (Hard Armor): **£30**
- Plate (Hard Armor): **£40**
- Half Plastic Plate (Hard Armor): **£60**
- Plastic Plate (Hard Armor): **£80**
- Avaneir Assault Connected Helmet (Hard Armor): **£120**
- Ceramsteel Plate (Hard Armor): **£1000**
- Powered Ceramsteel Plate (Hard Armor): **£2500**
- Gyllevhem Suit (Hard Armor): **£10000**
- Adept Robe Ceramsteel Plate (Hard Armor): **£10000**

### Armors: Medium Armor

- Plastic Mesh Chain Mail (Medium Armor): **£2**
- Imperial Navy Exosuit (Medium Armor): **£2**
- Studded Leather Jerkin (Medium Armor): **£3**
- Studded Leather (Medium Armor): **£8**

- Scale Mail (Medium Armor): **£13**
- Chain Mail (Medium Armor): **£20**
- Plastic Scale Mail (Medium Armor): **£20**
- Verona Synthleather (Medium Armor): **£30**
- Avaneir Anti Riot Suit (Medium Armor): **£100**
- Polymer Knit (Medium Armor): **£200**
- Omnisight Helmet (Medium Armor): **£200**
- Stiffsynth (Medium Armor): **£500**
- Armored Mesh Spacesuit (Medium Armor): **£500**
- Samarkand Sawoq (Medium Armor): **£600**
- D'Rouge-Glace Glassfiber Model VI (Medium Armor): **£800**

### Armors: Soft Armor

- Samarkand Trader Outfit (Soft Armor): **£2**
- Imperial Metropolis Worker Outfit (Soft Armor): **£2**
- League Merchant Vestment (unisex) (Soft Armor): **£2**
- Heavy Clothing (Soft Armor): **£2**
- Imperial Country Laborer Outfit (Soft Armor): **£2**
- Padded Clothing (Soft Armor): **£2**
- Istakhr Sihid Nomad Outfit (Soft Armor): **£4**
- Leather Jerkin (Soft Armor): **£5**
- Priest Robes (Soft Armor): **£5**
- League Merchant Robes (Soft Armor): **£6**
- Province Militia Blue Moon Robe (Soft Armor): **£6**
- Leather Armor (Soft Armor): **£10**
- Noble Teutonic Suit (unisex) (Soft Armor): **£20**
- Kadak Armor (Soft Armor): **£30**
- Avestite Fireproof Robes (Soft Armor): **£40**
- Sebacean Country Noble Villegiature (female) (Soft Armor): **£50**
- Istakhr Al-Malik Noble Outfit (male) (Soft Armor): **£50**
- Spacesuit (Soft Armor): **£100**
- Muster Operative Uniform (Soft Armor): **£150**
- Chapter Flowing Robe (Soft Armor): **£300**
- Synthsilk (Soft Armor): **£300**
- Millenium Synthsilk (Soft Armor): **£750**
- Cyneticsilk (Soft Armor): **£5000**
- Decados Tarovski Dress (Mantis Gown) (Soft Armor): **£5000**

## Equipment References

### Entertainment

#### **Magic Lantern Projector: Auditorium**

**£300 per 1 piece** (£300.0)  
Availability: Rare / Legit  
Reference: Merchants of the Jumpweb  
Quality: Standard  
Tech Level: 6

#### **Magic Lantern Projector: Palm**

**£200 per 1 piece** (£200.0)  
Availability: Rare / Legit  
Reference: Merchants of the Jumpweb  
Quality: Standard  
Tech Level: 6

#### **Magic Lantern Projector: Tabletop**

**£100 per 1 piece** (£100.0)  
Availability: Rare / Legit  
Reference: Merchants of the Jumpweb  
Quality: Standard  
Tech Level: 6

#### **Magic Lantern Show: Popular**

**£5 per 1 piece** (£5.0)  
Availability: Common / Legit  
Reference: Merchants of the Jumpweb  
Quality: Standard  
Tech Level: 6

#### **Musical Instrument: Flute**

**£1 per 1 piece** (£1.0)  
Availability: Common / Legit  
Reference: Merchants of the Jumpweb  
Quality: Standard  
Tech Level: 4

#### **Stage Performance: Folk**

**10 talon(s) per 1 night** (£1.25)  
Availability: Common / Legit  
Reference: Merchants of the Jumpweb  
Quality: Standard  
Tech Level: 4  
Description: Price is per performer.

## Weapons

### **Ammoes: 11mm**

**2 crest(s) 3 talon(s) per 1 x10 pieces** (£1.375)  
Availability: Very Common / Legit  
Reference: Merchants of the Jumpweb  
Quality: Standard  
Origin: Empire  
Tech Level: 5

### **Ammoes: 12mm**

**3 crest(s) 7 talon(s) per 1 x10 pieces** (£2.375)  
Availability: Common / Legit  
Reference: Merchants of the Jumpweb  
Quality: Standard  
Origin: Empire  
Tech Level: 5

### **Ammoes: 20mm**

**£4 1 wing(s) 3 talon(s) per 1 x10 pieces** (£4.625)  
Availability: Rare / Restricted Sell  
Reference: Merchants of the Jumpweb  
Quality: Standard  
Tech Level: 5

### **Ammoes: 5.56mm**

**3 crest(s) 2 wing(s) 4 talon(s) per 1 x10 pieces** (£2.5)  
Availability: Common / Legit  
Reference: Merchants of the Jumpweb  
Quality: Standard  
Origin: Empire  
Tech Level: 5

### **Ammoes: 7.62mm**

**£1 3 crest(s) 1 wing(s) 7 talon(s) per 1 x10 pieces** (£3.625)  
Availability: Uncommon / Legit  
Reference: Merchants of the Jumpweb  
Quality: Standard  
Origin: Empire  
Tech Level: 5

## Military Devices

### **Campaign Drones Rig: Military Ordinance**

**£1250 per 5 piece** (£1250.0)  
Availability: Rare / Restricted Sell  
Reference: Introduced in epic Abusus Non Tollit Usum  
Quality: High  
Origin: Bannockburn  
Tech Level: 6

Description: This rig is a pentagon of 10m side structure. At each corner stands a spot for a surveillance drone. Each drone can watch a radius of 15m in total darkness, under heavy hail or snow. The rig can be programmed to recognize specific people (up to 15) with a facial recognition system. The energy consumption per night of the rig is 500 trigs in passive (nothing happened), and up to 5000 trigs under continuous enemy presence.

### **Security Drone: Multi Purpose Static Sentinel Drone**

**£1200 per 1 piece** (£1200.0)  
Availability: Exotic / Restricted Usage  
Reference: Introduced in epic Abusus Non Tollit Usum  
Quality: High  
Origin: Bannockburn / Zarkel Company  
Tech Level: 6

Description: A small surveillance drone covering a 20m radius volume. Armed with a weapon close to the imperial rifle. Contains a basic software to recognize authorization gestures. Can load 3 coins of additional software. Consumption is 50 trigs per hour, capacity is 700 trigs.

## Power Sources

### **Fusion Rig: Exploration Rig**

**£550 per 1 piece** (£550.0)  
Availability: Exotic / Legit  
Reference: Merchants of the Jumpweb  
Quality: High  
Tech Level: 6

### **Fusion Cell: 4x10x6 capacity**

**£24 per 1 piece** (£24.0)  
Availability: Common / Legit  
Reference: Introduced in epic Deus Ex Machina  
Quality: Standard  
Tech Level: 6

### **Fusion Rig: Country Rig**

**£150 per 1 None** (£150.0)  
Availability: None / Legit  
Reference: Introduced in epic Deus Ex Machina  
Quality: Poor  
Tech Level: 6

### **Fusion Rig: Musters Rig**

**£1400 per 1 piece** (£1400.0)  
Availability: Exotic / Restricted Sell  
Reference: Introduced in epic Deus Ex Machina  
Quality: Premium  
Origin: Bannockburn  
Tech Level: 6  
Description: Can charge all kind of fusion cells.

### **Solar Rig: Standard**

**£500 per 1 piece** (£500.0)  
Availability: Common / Legit  
Reference: Introduced in epic Abusus Non Tollit Usum  
Quality: Standard  
Tech Level: 6

Description: The power generator can refill 50 trigs per hour under typical lighting. In direct sunlight out of atmosphere, it can go up to 150 trigs per hour. It can store up to 3000 trigs in its own fusion cells.

### **Starship Bay Generator: Heavy Duty**

**£15000 per 1 piece** (£15000.0)  
Availability: Exotic / Restricted Sell  
Reference: Introduced in epic Abusus Non Tollit Usum  
Quality: Deluxe  
Origin: Tethys  
Tech Level: 6

Description: This is a generator that can be found in any shipbuilding facility. It is able to generate enough power to operate heavy duties on a starship assembly line. The starship tuning aficionado must have. The system is a 3x3x3m block in itself, and contains many tools related to melting, piercing, cutting... etc. It weight 12 metric tons. The Merchant League, and Charioteers and Engineers in particular ask for an authorization to possess this kind of device (a 1000£ per year or a 5000£ ad vitam patent right).

## Medical Supplies

### **Elixir Dose: Standard**

**£50 per 1 x10 pieces** (£50.0)  
Availability: Rare / Restricted Sell  
Reference: Merchants of the Jumpweb  
Quality: Standard  
Tech Level: 6

### **Elixir Injector: Standard**

**£25 per 1 piece** (£25.0)  
Availability: Rare / Restricted Sell  
Reference: Merchants of the Jumpweb  
Quality: Standard  
Tech Level: 4

### **Emergency Tools: Charcot Pneumatic Tourniquet**

**£85 per 1 piece** (£85.0)  
Availability: Rare / Legit  
Reference: Introduced in epic Deus Ex Machina  
Quality: Premium  
Tech Level: 6  
Description: A tourniquet that can automatically regulate its tension. 4 hours function guaranted. Can be recharged and reused.

### **Medicine: Morph IV injector**

**£50 per 1 x10 pieces** (£50.0)  
Availability: Uncommon / Restricted Sell  
Reference: Introduced in epic Deus Ex Machina  
Quality: Standard  
Tech Level: 5  
Description: One dose of strong painkiller serum. Works like a charm for a 70kg mammal for 4 hours. The subject cannot feel the tip of his/her toes and fingers and nose when using this medicine.

## Communications

### **Long Range Communication Device: Starlight**

**£300 per 1 piece** (£300.0)  
Availability: Rare / Legit  
Reference: Merchants of the Jumpweb  
Quality: High  
Tech Level: 6  
Description: 1000 km communication device.

### **Squawker: Handheld**

**£50 per 1 piece** (£50.0)  
Availability: Common / Legit  
Reference: Merchants of the Jumpweb  
Quality: Standard  
Tech Level: 4  
Description: con

### **Squawker: Whisper Pin**

**£100 per 1 piece** (£100.0)  
Availability: Rare / Legit  
Reference: Merchants of the Jumpweb  
Quality: Standard  
Tech Level: 5

### **Squawker: Wrist**

**£80 per 1 piece** (£80.0)  
Availability: Uncommon / Legit  
Reference: Merchants of the Jumpweb  
Quality: Standard  
Tech Level: 5

### **Ground/Space Communications Relay: BroadCom 100**

**£1200 per 1 piece** (£1200.0)  
Availability: Rare / Restricted Sell  
Reference: Introduced in epic Deus Ex Machina  
Quality: Standard  
Origin: Leagueheim BroadCom Labs  
Tech Level: 5  
Description: A device planted on a specific spot that relays communication from squawkers within 15 km range to allow long range communication (planetary or space) with other similar systems.

### **Ground/Space Communications Relay: BroadCom 235**

**£7500 per 1 piece** (£7500.0)  
Availability: Exotic / Restricted Sell  
Reference: Introduced in epic Deus Ex Machina  
Quality: High  
Origin: Leagueheim BroadCom Labs  
Tech Level: 5  
Description: An enhancement of the BroadCom 100, can relay from squawkers withing 100km range. Can dock up to 10 coins of software to add various features.

## Tools

### Electronic Component Set: Set #1

**£40 per 1 piece** (£40.0)

Availability: Rare / Restricted Sell

Reference: Merchants of the Jumpweb

Quality: High

Tech Level: 5

Description: Enough material in a 8kb toolbox to fix most TL 5 objects.

### Redemption Appartus: Ceramsteel Lacquer Pistol

**£40 per 1 piece** (£40.0)

Availability: Rare / Restricted Sell

Reference: Merchants of the Jumpweb

Quality: High

Tech Level: 5

### Redemption Appartus: Volt Signal Analysis

**per 1 None** (£0.0)

Availability: None / Legit

Reference: Merchants of the Jumpweb

Quality: Poor

Tech Level: 4

### Redemption Tools: Advanced Volt

**per 1 None** (£0.0)

Availability: None / Legit

Reference: Merchants of the Jumpweb

Quality: Poor

Tech Level: 4

### Redemption Tools: Heavy Duty Soldering kit

**£50 per 1 None** (£50.0)

Availability: Uncommon / Legit

Reference: Merchants of the Jumpweb

Quality: Standard

Tech Level: 4

### Redemption Tools: Mech (Metal)

**£20 per 1 piece** (£20.0)

Availability: Common / Legit

Reference: Merchants of the Jumpweb

Quality: Standard

Tech Level: 4

Description: Evrything to fix a metal object

### Redemption Tools: Precision Soldering Kit

**£50 per 1 None** (£50.0)

Availability: None / Legit

Reference: Merchants of the Jumpweb

Quality: Poor

Tech Level: 5

### Redemption Appartus: Volt Signal Analysis (Handheld)

**£900 per 1 piece** (£900.0)

Availability: Rare / Legit

Reference: Introduced in epic Deus Ex Machina

Quality: Premium

Tech Level: 6

Description: Multimeter + oscilloscope + ems scanner in the size of A5 harrap's dictionary.

### Redemption Tools: Ceramsteel Lacquer Tones

**1 wing(s) per 1 litre** (£0.25)

Availability: Common / Legit

Reference: Introduced in epic Deus Ex Machina

Quality: Standard

Tech Level: 6

Description: One color, can paint 10 square meters with one litre and a lacquer pistol. Colors availability can vary from system to system.

### Redemption Tools: Volt

**£15 per 1 piece** (£15.0)

Availability: Uncommon / Legit

Reference: Introduced in epic Deus Ex Machina

Quality: Standard

Tech Level: 5

Description: The complete 6kg electric toolbox for simple electrical works

### Electronic Component Set: Set #2

**£110 per 1 piece** (£110.0)

Availability: Rare / Restricted Sell

Reference: Introduced in epic Abusus Non Tollit Usum

Quality: Premium

Tech Level: 6

Description: A 6kg toolbox containing TL 6 component.

### Electronic Component Set: Set #3

**£1100 per 1 piece** (£1100.0)

Availability: Exotic / Proscribed by the Church

Reference: Introduced in epic Abusus Non Tollit Usum

Quality: Premium

Tech Level: 7

Description: The toolbox containing TL 7 component (Fiscion synchronizer, set of supra conductors, energy shield propagation regulator, CPU microships, cristal transcoders and other subquantic encrytor trusted password module). Don't go to mass with such a box.

### Redemption Tools: Mech (Wood)

**£50 per 1 piece** (£50.0)

Availability: Common / Legit

Reference: Introduced in epic Abusus Non Tollit Usum

Quality: Standard

Tech Level: 4

Description: 20 kg of package with electric saws, hammer, etc...

## Think Machines

### **Encryption Module: Speak In Tongues**

**£5000 per 1 piece** (£5000.0)  
Availability: Exotic / Restricted Usage  
Reference: Merchants of the Jumpweb  
Quality: Premium  
Origin: Criticorum Ishur Ben Moktar  
Tech Level: 6

Description: An encryption module shadowing all data. Needs 6 coins capacity in the host device. Compatible with devices like BroadCom 235. Breaking the encryption is DV 35.

### **Kerberos Module: MPSSD edition 1.0**

**£1600 per 4 piece** (£1600.0)  
Availability: Exotic / Restricted Usage  
Reference: Introduced in epic Abusus Non Tollit Usum  
Quality: Premium  
Origin: Bannockburn / Zarkel Company  
Tech Level: 6

Description: A 2 coins software adding advanced recognition and decisions capabilities to a MPSSD unit. Sold per 4 units to allow 4 MPSSD a standard encampment coverage.

## Drugs

### **Hashish: Cannabis Resin**

**8 talon(s) per 1 g** (£1.0)  
Availability: Uncommon / Restricted Sell  
Reference: Merchants of the Jumpweb  
Quality: Standard  
Tech Level: 4

### **Selchakah: Inkmud**

**£60 per 1 g** (£60.0)  
Availability: Rare / Restricted Sell  
Reference: Merchants of the Jumpweb  
Quality: Poor  
Tech Level: 4

Description: Inkmud is the name of the Selchaka produced out of the Royale House Decados fiefs. Even if effective, this drug often gives headaches when reaching the downside.

### **Tobacco: Blond**

**10 talon(s) per 50 g** (£1.25)  
Availability: Very Common / Legit  
Reference: Merchants of the Jumpweb  
Quality: Standard  
Tech Level: 4

### **Tobacco: Dark**

**4 talon(s) per 50 g** (£0.5)  
Availability: Very Common / Legit  
Reference: Merchants of the Jumpweb  
Quality: Poor  
Tech Level: 4

### **Selchakah: Severus Brand**

**£100 per 1 g** (£100.0)  
Availability: Exotic / Restricted Sell  
Reference: Introduced in epic Deus Ex Machina  
Quality: Premium  
Origin: Severus (Decados Fiefs)  
Tech Level: 5

Description: The Red Clay is the real Decados brand of the Selchaka. With twice the effects, it leaves the junky just a little bit dizzy on the downside. Consuming 1g in one week leads to the level 4 addiction...

## Clothing

### **Belt: Soft leather**

**10 talon(s) per 1 piece** (£1.25)  
 Availability: Very Common / Legit  
 Reference: Merchants of the Jumpweb  
 Quality: Standard  
Tech Level: 4

### **Boots: Hard Leather**

**24 talon(s) per 1 pair** (£3.0)  
 Availability: Common / Legit  
 Reference: Merchants of the Jumpweb  
 Quality: High  
Tech Level: 4

### **Boots: Soft leather**

**16 talon(s) per 1 pair** (£2.0)  
 Availability: Very Common / Legit  
 Reference: Merchants of the Jumpweb  
 Quality: Standard  
Tech Level: 4

## Vehicle

### **Inquisition Frigate: Hearth**

**£500000 per 1 piece** (£500000.0)  
 Availability: Rare / Restricted Sell  
 Reference: Forbidden Lore: Technology  
 Quality: High  
 Origin: Midian / Lextius Shipyards  
Tech Level: 6

### **Skimmer Bike: Tedeschi Rx538**

**£2750 per 1 piece** (£2750.0)  
 Availability: Rare / Legit  
 Reference: Introduced in epic Deus Ex Machina  
 Quality: High  
 Origin: Aragon / Royale House Hazat  
Tech Level: 6

Description: The 538 is the top bike for the nobility younglings in the inner belt of the Empire (up to 2 jumps from Byzantium Secundus). The Fading Suns equivalent of Ducati Monstro 1000. Variants exist, like the Rk538 (150% autonomy) and the Rv538 (up to 130% max speed, a lot of security options). Those vehicles are powered with a 50\*350x60 capacity fusion cell. Even if the pilot is not protected, those bikes have a lot of fail safe measures implemented (auto stabilize, defect landing)



## Weapons References

### Axe

#### **Battle Axe: £5**

MELEE \* WA:0 \* DC:5D6 \* STR:4 \* RNG:0 \* Rel:ST  
 Category: Melee weapon  
 Tech Level: 4  
 Availability: Common  
 Concealable: Can't be hidden  
 Reliability: Standard

### Blunt weapon

#### **Staff / Bo Stick: £4**

MELEE \* WA:1 \* DC:2D6+1 \* STR:3 \* RNG:1 \* Rel:ST  
 Category: Melee weapon  
 Tech Level: 4  
 Availability: Excellent  
 Concealable: Can't be hidden  
 Reliability: Standard

#### **Segments of Andrealphus: £160**

EX \* WA:3 \* DC:4D6 \* Cal: \* Clip:0 \* STR:4 \* RNG:3 \* RoF:0 \* Rel:VR  
 Category: Exotic weapon  
 Tech Level: 5  
 Availability: Rare  
 Concealable: Jacket  
 Reliability: Very reliable

Description: This weird seven parts nunchaku is the signature weapon of the Aeon Chapter. Each rod is magnetically linked to the other, and one needs to atone with the full set to be able to use it. If not, it's only a rod of seven parts. The black market value is low due to the lack of people able to use it as a weapon.

## Dirk

### **Knife: £2**

MELEE \* WA:0 \* DC:1D6+1 \* STR:1 \* RNG:0 \* Rel:ST  
Category: Melee weapon  
Tech Level: 4  
Availability: Excellent  
Concealable: Pocket  
Reliability: Standard

### **Dirk: £4**

MELEE \* WA:0 \* DC:2D6+1 \* STR:2 \* RNG:0 \* Rel:ST  
Category: Melee weapon  
Tech Level: 4  
Availability: Excellent  
Concealable: Jacket  
Reliability: Standard

### **Al-Malik Stiletto: £10**

MELEE \* WA:1 \* DC:2D6 \* STR:1 \* RNG:1 \* Rel:ST  
Category: Melee weapon  
Tech Level: 4  
Availability: Poor  
Concealable: Pocket  
Reliability: Standard  
Description: A fine dagger of ceramsteel. It's said that a powerful blow with this weapon can break bones.

### **Decados Crescent Dirk: £10**

MELEE \* WA:1 \* DC:2D6+2 \* STR:2 \* RNG:0 \* Rel:ST  
Category: Melee weapon  
Tech Level: 4  
Availability: Poor  
Concealable: Jacket  
Reliability: Standard  
Description: A really sharp blade easily concealable.

### **Ukari Krax: £5000**

MELEE \* WA:2 \* DC:3D6+2 \* STR:3 \* RNG:2 \* Rel:VR  
Category: Melee weapon  
Tech Level: 4  
Availability: Rare  
Concealable: Jacket  
Reliability: Very reliable  
Description: WA is ignored for an ukari initiate to the Kraxi Quadangar (The Kraxi Dance). Price given is Black Market price. Do not deal or buy ukari gear on black market.

## Energy weapon

### **Energy Lance: £0**

EX \* WA:0 \* DC:4D6 \* Cal: \* Clip:0 \* STR:0 \* RNG:0 \* RoF:0 \* Rel:ST  
Category: Exotic weapon  
Tech Level: 5  
Availability: Common  
Concealable: Jacket  
Reliability: Standard

## Heavy Blaster

### **Tarskin B30: £970**

P \* WA:0 \* DC:5D6+2 \* Cal:n/a \* Clip:10 \* STR:0 \* RNG:45 \* RoF:1 \* Rel:ST  
 Category: Pistol/revolver  
 Tech Level: 7  
 Availability: Common  
 Concealable: Jacket  
 Reliability: Standard

### **Tarskin C34: £2170**

P \* WA:2 \* DC:7D6 \* Cal:n/a \* Clip:10 \* STR:3 \* RNG:45 \* RoF:1 \* Rel:VR  
 Category: Pistol/revolver  
 Tech Level: 7  
 Availability: Rare  
 Concealable: Jacket  
 Reliability: Very reliable

## Heavy Slugger

### **"Firecracker" Heavy Pistol: £420**

P \* WA:-1 \* DC:4D6+1 \* Cal:.47 \* Clip:16 \* STR:4 \* RNG:90 \* RoF:6 \* Rel:VR  
 Category: Pistol/revolver  
 Tech Level: 5  
 Availability: Common  
 Concealable: Long coat  
 Reliability: Very reliable  
 Description: Must be handed two handed if less than 4 BOD

### **Jahnisak .454 UHP: £1200**

P \* WA:4 \* DC:4D6+2 \* Cal:.454 \* Clip:15 \* STR:3 \* RNG:75 \* RoF:3 \* Rel:VR  
 Category: Pistol/revolver  
 Tech Level: 5  
 Availability: Common  
 Concealable: Long coat  
 Reliability: Very reliable  
 Description: Only available with full options: LAA (Laser Assisted Aiming) or  
 WA -1, ABCS (Anti Backfire Counterweight System) (or Str Min goes to 5)

## Light Blaster

### **Petrof D15 "Cadiz Coat": £420**

P \* WA:-2 \* DC:3D6 \* Cal:n/a \* Clip:4 \* STR:2 \* RNG:30 \* RoF:1 \* Rel:UR  
Category: Pistol/revolver  
Tech Level: 7  
Availability: Rare  
Conceivable: Pocket  
Reliability: Unreliable

### **Hawkwood Light Blaster: £440**

P \* WA:1 \* DC:3D6 \* Cal:n/a \* Clip:8 \* STR:0 \* RNG:30 \* RoF:1 \* Rel:ST  
Category: Pistol/revolver  
Tech Level: 7  
Availability: Common  
Conceivable: Jacket  
Reliability: Standard

### **Al-malik Light Blaster: £460**

P \* WA:3 \* DC:3D6 \* Cal:n/a \* Clip:8 \* STR:0 \* RNG:30 \* RoF:1 \* Rel:ST  
Category: Pistol/revolver  
Tech Level: 7  
Availability: Common  
Conceivable: Jacket  
Reliability: Standard

### **Dreskel Light Blaster: £570**

P \* WA:-1 \* DC:3D6+2 \* Cal:n/a \* Clip:10 \* STR:0 \* RNG:30 \* RoF:1 \* Rel:ST  
Category: Pistol/revolver  
Tech Level: 7  
Availability: Common  
Conceivable: Jacket  
Reliability: Standard

### **Decados "Maiden Escort" Palm Blaster: £630**

P \* WA:2 \* DC:3D6 \* Cal:n/a \* Clip:5 \* STR:0 \* RNG:30 \* RoF:1 \* Rel:VR  
Category: Pistol/revolver  
Tech Level: 7  
Availability: Rare  
Conceivable: Pocket  
Reliability: Very reliable  
 Description: A very small blaster pistol, true wonder of miniaturization.  
 Developed by House Decados for its under cover agents.

### **Avaneir Blaster Pistol: £730**

P \* WA:0 \* DC:3D6+1 \* Cal:n/a \* Clip:10 \* STR:0 \* RNG:30 \* RoF:1 \* Rel:VR  
Category: Pistol/revolver  
Tech Level: 7  
Availability: Poor  
Conceivable: Jacket  
Reliability: Very reliable  
Description: Ammos: 10/cell

## Light Laser

### **Goric 7: £170**

P \* WA:0 \* DC:2D6 \* Cal:n/a \* Clip:6 \* STR:0 \* RNG:30 \* RoF:1 \* Rel:ST  
Category: Pistol/revolver  
Tech Level: 6  
Availability: Excellent  
Conceivable: Pocket  
Reliability: Standard

### **Goric 8: £200**

P \* WA:1 \* DC:2D6 \* Cal:n/a \* Clip:8 \* STR:0 \* RNG:30 \* RoF:1 \* Rel:ST  
Category: Pistol/revolver  
Tech Level: 6  
Availability: Common  
Conceivable: Pocket  
Reliability: Standard

### **House al-Malik "Diplomat" Palm Laser: £230**

P \* WA:0 \* DC:2D6 \* Cal:n/a \* Clip:7 \* STR:0 \* RNG:30 \* RoF:1 \* Rel:ST  
Category: Pistol/revolver  
Tech Level: 6  
Availability: Poor  
Conceivable: Pocket  
Reliability: Standard  
 Description: Laser pistol built by House al-Malik. A weapon designed mainly for self-defense.

### **Al-Malik 958 "Space Ops": £240**

P \* WA:2 \* DC:2D6+1 \* Cal:n/a \* Clip:8 \* STR:0 \* RNG:30 \* RoF:1 \* Rel:ST  
Category: Pistol/revolver  
Tech Level: 6  
Availability: Common  
Conceivable: Jacket  
Reliability: Standard

### **Hawkwood Defender: £300**

P \* WA:2 \* DC:2D6+2 \* Cal:n/a \* Clip:6 \* STR:1 \* RNG:30 \* RoF:1 \* Rel:VR  
Category: Pistol/revolver  
Tech Level: 6  
Availability: Common  
Conceivable: Pocket  
Reliability: Very reliable

### **POE #4: £320**

P \* WA:2 \* DC:2D6+1 \* Cal:n/a \* Clip:10 \* STR:1 \* RNG:30 \* RoF:1 \* Rel:ST  
Category: Pistol/revolver  
Tech Level: 6  
Availability: Poor  
Conceivable: Pocket  
Reliability: Standard

### **Dreksel Laser Pistol: £420**

P \* WA:1 \* DC:3D6 \* Cal:n/a \* Clip:15 \* STR:0 \* RNG:30 \* RoF:1 \* Rel:ST  
Category: Pistol/revolver  
Tech Level: 6  
Availability: Poor  
Conceivable: Pocket  
Reliability: Standard

## Light Slugger

### **Derringer: £40**

P \* WA:-1 \* DC:1D6 \* Cal:0.2 \* Clip:4 \* STR:0 \* RNG:50 \* RoF:2 \* Rel:ST  
 Category: Pistol/revolver  
 Tech Level: 5  
 Availability: Excellent  
 Concealable: Pocket  
 Reliability: Standard

### **Avaneir "Guardian Angel" Light Revolver: £90**

P \* WA:0 \* DC:1D6+2 \* Cal:0.32 \* Clip:6 \* STR:0 \* RNG:50 \* RoF:3 \* Rel:ST  
 Category: Pistol/revolver  
 Tech Level: 5  
 Availability: Common  
 Concealable: Pocket  
 Reliability: Standard

### **Ceramique 136: £100**

P \* WA:1 \* DC:2D6 \* Cal: \* Clip:10 \* STR:2 \* RNG:50 \* RoF:2 \* Rel:VR  
 Category: Pistol/revolver  
 Tech Level: 5  
 Availability: Common  
 Concealable: Jacket  
 Reliability: Very reliable  
 Description: The light revolver from Rampart Ceramique mountains region.

### **Scravers Light Revolver: £110**

P \* WA:0 \* DC:1D6+2 \* Cal:.32 \* Clip:6 \* STR:0 \* RNG:50 \* RoF:3 \* Rel:ST  
 Category: Pistol/revolver  
 Tech Level: 5  
 Availability: Common  
 Concealable: Jacket  
 Reliability: Standard

### **Maüer "Hankerschief" C-13: £210**

P \* WA:1 \* DC:1D6 \* Cal:5mm \* Clip:8 \* STR:0 \* RNG:50 \* RoF:2 \* Rel:ST  
 Category: Pistol/revolver  
 Tech Level: 5  
 Availability: Rare  
 Concealable: Pocket  
 Reliability: Standard

## Medium Blaster

### **Goruzen B27: £490**

P \* WA:-1 \* DC:3D6 \* Cal:n/a \* Clip:8 \* STR:0 \* RNG:37 \* RoF:1 \* Rel:ST  
 Category: Pistol/revolver  
 Tech Level: 7  
 Availability: Poor  
 Concealable: Jacket  
 Reliability: Standard

### **Musters XZ128: £680**

P \* WA:0 \* DC:6D6 \* Cal:n/a \* Clip:6 \* STR:0 \* RNG:37 \* RoF:1 \* Rel:ST  
 Category: Pistol/revolver  
 Tech Level: 7  
 Availability: Common  
 Concealable: Jacket  
 Reliability: Standard

### **Avaneir Medium Blaster: £960**

P \* WA:0 \* DC:6D6 \* Cal:n/a \* Clip:6 \* STR:0 \* RNG:37 \* RoF:1 \* Rel:VR  
 Category: Pistol/revolver  
 Tech Level: 7  
 Availability: Poor  
 Concealable: Jacket  
 Reliability: Very reliable

### **Tarskin B28: £980**

P \* WA:1 \* DC:4D6 \* Cal:n/a \* Clip:10 \* STR:0 \* RNG:37 \* RoF:1 \* Rel:VR  
 Category: Pistol/revolver  
 Tech Level: 7  
 Availability: Rare  
 Concealable: Jacket  
 Reliability: Very reliable

### **Marid Regular: £1000**

P \* WA:2 \* DC:5D6 \* Cal:n/a \* Clip:13 \* STR:0 \* RNG:37 \* RoF:1 \* Rel:ST  
 Category: Pistol/revolver  
 Tech Level: 7  
 Availability: Common  
 Concealable: Long coat  
 Reliability: Standard

## Medium Laser

### **Al-Malik "Ambassador" Laser: £280**

P \* WA:-1 \* DC:3D6 \* Cal:n/a \* Clip:4 \* STR:0 \* RNG:37 \* RoF:1 \* Rel:ST  
 Category: Pistol/revolver  
 Tech Level: 6  
 Availability: Rare  
 Concealable: Jacket  
Reliability: Standard

## Medium Slugger

### **Metier Patrol Ordinance: £190**

P \* WA:0 \* DC:3D6 \* Cal:.40 \* Clip:0 \* STR:0 \* RNG:0 \* RoF:0 \* Rel:ST  
 Category: Pistol/revolver  
 Tech Level: 5  
 Availability: Common  
 Concealable: Jacket  
Reliability: Standard

### **Mitchau Medium Revolver: £300**

P \* WA:1 \* DC:3D6 \* Cal:.40 \* Clip:6 \* STR:0 \* RNG:77 \* RoF:3 \* Rel:ST  
 Category: Pistol/revolver  
 Tech Level: 5  
 Availability: Poor  
 Concealable: Long coat  
Reliability: Standard

### **Scravers Medium Revolver: £320**

P \* WA:0 \* DC:3D6 \* Cal:.40 \* Clip:6 \* STR:0 \* RNG:77 \* RoF:3 \* Rel:VR  
 Category: Pistol/revolver  
 Tech Level: 5  
 Availability: Common  
 Concealable: Long coat  
Reliability: Very reliable

### **Escoral medium pistol: £1020**

P \* WA:1 \* DC:3D6+1 \* Cal:.40 \* Clip:9 \* STR:3 \* RNG:38 \* RoF:0 \* Rel:VR  
 Category: Pistol/revolver  
 Tech Level: 5  
 Availability: Rare  
 Concealable: Jacket  
Reliability: Very reliable

## Natural Weapon

### **Fist: £0**

SP \* WA:0 \* DC:1D6 \* Cal: \* Clip:0 \* STR:0 \* RNG:1 \* RoF:0 \* Rel:ST  
 Category: Special  
 Tech Level: 3  
 Availability: Excellent  
 Concealable: Pocket  
 Reliability: Standard

### **Kick: £0**

SP \* WA:-1 \* DC:1D6+1 \* Cal: \* Clip:0 \* STR:0 \* RNG:0 \* RoF:0 \* Rel:ST  
 Category: Special  
 Tech Level: 5  
 Availability: Common  
 Concealable: Jacket  
 Reliability: Standard

## Rapier

### **Bourgeoise: £4**

MELEE \* WA:-1 \* DC:2D6+2 \* STR:3 \* RNG:0 \* Rel:ST  
 Category: Melee weapon  
 Tech Level: 4  
 Availability: Excellent  
 Concealable: Long coat  
 Reliability: Standard

Description: A common rapier on Rampart, la Bourgeoise is an broad bladed weapon, poorly balanced, heavy decorated but affordable that most freemen can buy.

### **Avaneir Rapier: £6**

MELEE \* WA:-1 \* DC:3D6 \* STR:3 \* RNG:1 \* Rel:ST  
 Category: Melee weapon  
 Tech Level: 4  
 Availability: Excellent  
 Concealable: Long coat  
 Reliability: Standard

### **Rapier: £8**

MELEE \* WA:0 \* DC:3D6 \* STR:3 \* RNG:1 \* Rel:UR  
 Category: Melee weapon  
 Tech Level: 4  
 Availability: Common  
 Concealable: Long coat  
 Reliability: Unreliable

### **Bachelor Rapier: £16**

MELEE \* WA:1 \* DC:3D6 \* STR:3 \* RNG:1 \* Rel:ST  
 Category: Melee weapon  
 Tech Level: 4  
 Availability: Excellent  
 Concealable: Long coat  
 Reliability: Standard

### **Severus Sting: £30**

MELEE \* WA:1 \* DC:3D6+1 \* STR:2 \* RNG:1 \* Rel:ST  
 Category: Melee weapon  
 Tech Level: 4  
 Availability: Poor  
 Concealable: Long coat  
 Reliability: Standard  
Description: House Decados signature rapier

### **Cadavus Rapier: £40**

MELEE \* WA:-1 \* DC:3D6+2 \* STR:0 \* RNG:0 \* Rel:ST  
 Category: Melee weapon  
 Tech Level: 4  
 Availability: Poor  
 Concealable: Long coat  
 Reliability: Standard

### **De Aragonesque Rapier: £120**

MELEE \* WA:1 \* DC:4D6 \* STR:3 \* RNG:1 \* Rel:VR  
 Category: Melee weapon  
 Tech Level: 4  
 Availability: Poor  
 Concealable: Long coat  
 Reliability: Very reliable

Description: The high quality Rolas rapier. Forged on demand, with exclusive decoration designed for the customer.

### **Paradize Rapier: £150**

MELEE \* WA:1 \* DC:3D6+2 \* STR:0 \* RNG:1 \* Rel:ST  
 Category: Melee weapon  
 Tech Level: 4  
 Availability: Rare  
 Concealable: Long coat  
 Reliability: Standard

### Westham Blade: £260

MELEE \* WA:1 \* DC:3D6+2 \* STR:3 \* RNG:1 \* Rel:VR  
 Category: Melee weapon  
 Tech Level: 4  
 Availability: Poor  
 Concealable: Long coat  
 Reliability: Very reliable  
Description: House Hawkwood signature rapier

### Van Gelder Cutlass: £300

MELEE \* WA:2 \* DC:3D6+1 \* STR:3 \* RNG:1 \* Rel:VR  
 Category: Melee weapon  
 Tech Level: 4  
 Availability: Rare  
 Concealable: Long coat  
 Reliability: Very reliable

### Azureas Blade: £300

MELEE \* WA:1 \* DC:3D6+2 \* STR:2 \* RNG:1 \* Rel:VR  
 Category: Melee weapon  
 Tech Level: 4  
 Availability: Rare  
 Concealable: Long coat  
 Reliability: Very reliable

### Cold Forged Imperial Blade: £350

MELEE \* WA:2 \* DC:3D6+2 \* STR:3 \* RNG:1 \* Rel:VR  
 Category: Melee weapon  
 Tech Level: 4  
 Availability: Rare  
 Concealable: Long coat  
 Reliability: Very reliable

### Rifle Blaster

#### Blaster Rifle: £1460

RIF \* WA:0 \* DC:8D6 \* Cal:n/a \* Clip:8 \* STR:0 \* RNG:90 \* RoF:1 \* Rel:ST  
 Category: Rifle  
 Tech Level: 7  
 Availability: Poor  
 Concealable: Can't be hidden  
 Reliability: Standard

#### Saharansafar Assault Rifle: £1570

RIF \* WA:2 \* DC:7D6 \* Cal:n/a \* Clip:12 \* STR:2 \* RNG:90 \* RoF:1 \* Rel:ST  
 Category: Rifle  
 Tech Level: 7  
 Availability: Common  
 Concealable: Can't be hidden  
 Reliability: Standard  
Description: +2 weapon accuracy when laser aim tracker is on.

#### Dreskel "Salude" DSK10: £1580

RIF \* WA:-1 \* DC:7D6+2 \* Cal:n/a \* Clip:12 \* STR:3 \* RNG:90 \* RoF:1 \* Rel:ST  
 Category: Rifle  
 Tech Level: 7  
 Availability: Common  
 Concealable: Long coat  
 Reliability: Standard

#### Dreskel Sniper Blaster: £4950

RIF \* WA:2 \* DC:9D6 \* Cal:n/a \* Clip:16 \* STR:3 \* RNG:90 \* RoF:1 \* Rel:VR  
 Category: Rifle  
 Tech Level: 7  
 Availability: Rare  
 Concealable: Can't be hidden  
 Reliability: Very reliable



Rifle Laser

**Antonius LR5 "Light of Palamedes": £430**

RIF \* WA:-2 \* DC:4D6 \* Cal:n/a \* Clip:12 \* STR:3 \* RNG:90 \* RoF:1 \* Rel:VR  
Category: Rifle  
Tech Level: 6  
Availability: Common  
Conceilable: Long coat  
Reliability: Very reliable

**Desert Dry Arquebuse: £920**

RIF \* WA:-2 \* DC:5D6+2 \* Cal:n/a \* Clip:16 \* STR:0 \* RNG:90 \* RoF:1 \* Rel:UR  
Category: Rifle  
Tech Level: 6  
Availability: Rare  
Conceilable: Can't be hidden  
Reliability: Unreliable

Rocket Launcher

**Dragonnar: £0**

HVY \* WA:0 \* DC:8D6 \* Cal: \* Clip:0 \* STR:0 \* RNG:0 \* RoF:0 \* Rel:ST  
Category: Heavy weapon  
Tech Level: 5  
Availability: Common  
Conceilable: Jacket  
Reliability: Standard

## Shotgun Blaster

### **Istakhr Acoustic Shotgun: £2030**

SHG \* WA:-2 \* DC:10D6 \* Cal:n/a \* Clip:8 \* STR:4 \* RNG:15 \* RoF:1 \* Rel:ST  
 Category: Shotgun  
 Tech Level: 7  
 Availability: Rare  
 Concealable: Can't be hidden  
Reliability: Standard

Description: The weapon fire arc is 90°. In the front 30° arc, damage is full. 1/4 of the damage is applied on the rest of the fire arc. Proscribed by the Church outside Al-Malik Fiefs.

### **Avaneir Blaster Shotgun: £2240**

SHG \* WA:2 \* DC:8D6 \* Cal:n/a \* Clip:8 \* STR:0 \* RNG:15 \* RoF:1 \* Rel:VR  
 Category: Shotgun  
 Tech Level: 7  
 Availability: Rare  
 Concealable: Long coat  
Reliability: Very reliable

## Slugger Rifle

### **Latak Pulse Gun: £0**

RIF \* WA:2 \* DC:5D6 \* Cal:5.56mm \* Clip:15 \* STR:2 \* RNG:400 \* RoF:3 \*  
 Rel:VR  
 Category: Rifle  
 Tech Level: 6  
 Availability: Rare  
 Concealable: Can't be hidden  
Reliability: Very reliable

### **Li Halan RK38: £10**

RIF \* WA:-1 \* DC:3D6 \* Cal:10mm \* Clip:4 \* STR:0 \* RNG:400 \* RoF:1 \* Rel:UR  
 Category: Rifle  
 Tech Level: 5  
Availability: Excellent  
 Concealable: Can't be hidden  
Reliability: Unreliable  
Description: Builder: Royale House Li Halan. Price: 80£.

### **Blue Moon Rifle (Seishen Rifle): £80**

RIF \* WA:0 \* DC:4D6+1 \* Cal:12mm \* Clip:10 \* STR:0 \* RNG:400 \* RoF:2 \*  
 Rel:UR  
 Category: Rifle  
 Tech Level: 5  
Availability: Common  
 Concealable: Can't be hidden  
Reliability: Unreliable  
Description: The typical rifle used by regular Blue Moon disciples.

### **Mutasih Anti-Riot Rifle: £160**

RIF \* WA:0 \* DC:5D6 \* Cal:5.56mm \* Clip:24 \* STR:1 \* RNG:400 \* RoF:3 \*  
 Rel:UR  
 Category: Rifle  
 Tech Level: 5  
Availability: Common  
 Concealable: Can't be hidden  
Reliability: Unreliable

### **ACP15 Assault Rifle: £220**

RIF \* WA:0 \* DC:6D6+2 \* Cal:7.62mm \* Clip:40 \* STR:6 \* RNG:400 \* RoF:10 \*  
 Rel:ST  
 Category: Rifle  
 Tech Level: 5  
Availability: Common  
 Concealable: Jacket  
Reliability: Standard

### **Imperial Rifle: £250**

RIF \* WA:0 \* DC:6D6+2 \* Cal:7.62mm \* Clip:21 \* STR:0 \* RNG:400 \* RoF:20 \*  
 Rel:VR  
 Category: Rifle  
 Tech Level: 5  
Availability: Excellent  
 Concealable: Can't be hidden  
Reliability: Very reliable  
Description: About 200£

### **Fimbella Sniper Rifle: £1450**

RIF \* WA:4 \* DC:6D6+2 \* Cal:7.62mm \* Clip:10 \* STR:0 \* RNG:800 \* RoF:3 \*  
 Rel:VR  
 Category: Rifle  
 Tech Level: 6  
 Availability: Rare  
 Concealable: Can't be hidden  
Reliability: Very reliable  
Description: Sniper Rifle of the Verona Resistance.

**Mitchau "Conquest" Assault Rifle: £1630**

RIF \* WA:1 \* DC:6D6+2 \* Cal:7.62mm \* Clip:41 \* STR:0 \* RNG:400 \* RoF:20 \*  
 Rel:VR  
 Category: Rifle  
 Tech Level: 5  
 Availability: Poor  
 Conceilable: Can't be hidden  
Reliability: Very reliable

**Sluggger Shotgun**

**Mitchau "Penumbra" Shotgun: £300**

SHG \* WA:-1 \* DC:5D6 \* Cal: \* Clip:6 \* STR:0 \* RNG:15 \* RoF:1 \* Rel:ST  
 Category: Shotgun  
 Tech Level: 5  
 Availability: Poor  
 Conceilable: Long coat  
Reliability: Standard

## **Stunner**

### **Zaalen Stinger (Obun Stunner): £4200**

EX \* WA:2 \* DC:3D6 \* Cal:FSC \* Clip:15 \* STR:0 \* RNG:20 \* RoF:1 \* Rel:ST  
 Category: Exotic weapon  
 Tech Level: 5  
 Availability: Rare  
 Concealable: Jacket  
Reliability: Standard  
Description: Stun damage only

## **Sword**

### **Scimitar: £20**

MELEE \* WA:0 \* DC:4D6+1 \* STR:3 \* RNG:1 \* Rel:ST  
 Category: Melee weapon  
 Tech Level: 4  
 Availability: Poor  
 Concealable: Can't be hidden  
Reliability: Standard

### **Two-Handed Sword: £30**

MELEE \* WA:1 \* DC:6D6 \* STR:6 \* RNG:2 \* Rel:ST  
 Category: Melee weapon  
 Tech Level: 4  
 Availability: Rare  
 Concealable: Can't be hidden  
Reliability: Standard

### **Katana: £50**

MELEE \* WA:1 \* DC:5D6 \* STR:4 \* RNG:1 \* Rel:UR  
 Category: Melee weapon  
 Tech Level: 4  
 Availability: Poor  
 Concealable: Can't be hidden  
Reliability: Unreliable

## Vorox

### **Tetrabladed Cutlass: £250**

MELEE \* WA:1 \* DC:3D6 \* STR:4 \* RNG:2 \* Rel:VR  
 Category: Melee weapon  
 Tech Level: 4  
 Availability: Rare  
 Concealable: Can't be hidden  
Reliability: Very reliable  
Description: 4 parts weapon

## Warfare Device

### **Avaneir B209 "Dragonbreath": £410**

SMG \* WA:0 \* DC:3D6 \* Cal:10mm \* Clip:40 \* STR:0 \* RNG:150 \* RoF:20 \* Rel:VR  
 Category: Submachinegun  
 Tech Level: 5  
 Availability: Excellent  
 Concealable: Jacket  
Reliability: Very reliable  
Description: Builder: Royale House Li Halan. Price: 350£

### **Banshee SMG: £420**

SMG \* WA:1 \* DC:3D6 \* Cal:.40 \* Clip:20 \* STR:0 \* RNG:150 \* RoF:3 \* Rel:ST  
 Category: Submachinegun  
 Tech Level: 5  
 Availability: Poor  
 Concealable: Long coat  
Reliability: Standard

### **House Decados "Stanislas" SMG: £560**

SMG \* WA:0 \* DC:4D6+1 \* Cal:0.47 \* Clip:60 \* STR:0 \* RNG:150 \* RoF:20 \* Rel:VR  
 Category: Submachinegun  
 Tech Level: 5  
 Availability: Poor  
 Concealable: Jacket  
Reliability: Very reliable  
Description: Builder: House Decados. Price: 400£.

### **Dreskel Grenade Launcher: £850**

HVY \* WA:-2 \* DC:6D6 \* Cal:n/a \* Clip:6 \* STR:3 \* RNG:20 \* RoF:1 \* Rel:ST  
 Category: Heavy weapon  
 Tech Level: 5  
 Availability: Common  
 Concealable: Can't be hidden  
Reliability: Standard  
Description: 6D6 is the basic grenade

### **House Hawkwood 1638 UltraHeavy SMG: £1190**

HVY \* WA:-2 \* DC:8D6 \* Cal:16mm \* Clip:240 \* STR:4 \* RNG:150 \* RoF:30 \* Rel:VR  
 Category: Heavy weapon  
 Tech Level: 5  
 Availability: Poor  
 Concealable: Can't be hidden  
Reliability: Very reliable

### **Dies Irae Gatling Gun: £26110**

HVY \* WA:-4 \* DC:10D6+2 \* Cal:20mm \* Clip:250 \* STR:5 \* RNG:300 \* RoF:25 \* Rel:VR  
 Category: Heavy weapon  
 Tech Level: 5  
 Availability: Rare  
 Concealable: Can't be hidden  
Reliability: Very reliable  
Description: Mounted/tripod 20mm gatling gun. If veterans remember one thing from the Stigmata campaigns, it sure is the thundering sound of Alexius forces Dies Irae guns firing on Symbiots' hordes.

## Armors References

### Hard Armor

#### **Assault Helmet: £10**

Category: Hard Armor  
 Tech Level: 5  
 SP: 6 ENC: 2  
Protects: HE:True TO:False WA:False SA:False WL:False SL:False

#### **Half Plate: £30**

Category: Hard Armor  
 Tech Level: 3  
 SP: 6 ENC: 4  
Protects: HE:False TO:True WA:True SA:True WL:False SL:False

#### **Plate: £40**

Category: Hard Armor  
 Tech Level: 4  
 SP: 10 ENC: 6  
Protects: HE:True TO:True WA:True SA:True WL:True SL:True

#### **Half Plastic Plate: £60**

Category: Hard Armor  
 Tech Level: 3  
 SP: 6 ENC: 4  
Protects: HE:False TO:True WA:True SA:True WL:False SL:False

#### **Plastic Plate: £80**

Category: Hard Armor  
 Tech Level: 5  
 SP: 10 ENC: 5  
Protects: HE:True TO:True WA:True SA:True WL:True SL:True

#### **Avaneir Assault Connected Helmet: £120**

Category: Hard Armor  
 Tech Level: 6  
 SP: 8 ENC: 1  
Protects: HE:True TO:False WA:False SA:False WL:False SL:False

#### **Ceramsteel Plate: £1000**

Category: Hard Armor  
 Tech Level: 6  
 SP: 14 ENC: 5  
Protects: HE:True TO:True WA:True SA:True WL:True SL:True

#### **Powered Ceramsteel Plate: £2500**

Category: Hard Armor  
 Tech Level: 6  
 SP: 14 ENC: 3  
Protects: HE:True TO:True WA:True SA:True WL:True SL:True

#### **Gyllevhem Suit: £10000**

Category: Hard Armor  
 Tech Level: 7  
 SP: 8 ENC: 2  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True  
Description: "Skin of Vhem" Obuni Sacred Armor. Price given for Black Market Evaluation. Reference is Children of the Gods, Obun & Ukari, page 43.

#### **Adept Robe Ceramsteel Plate: £10000**

Category: Hard Armor  
 Tech Level: 6  
 SP: 14 ENC: 3  
Protects: HE:True TO:True WA:True SA:True WL:True SL:True  
Description: Brother Battle Only. Price is given for black market evaluation. Trading with this kind of gear is frowned upon by imperial and Royale Houses authorities alike. No sane scrapper will take the risk to retail or sale this kind of gear.

### Medium Armor

#### **Plastic Mesh Chain Mail: £2**

Category: Medium Armor  
 Tech Level: 5  
 SP: 8 ENC: 2  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True

#### **Imperial Navy Exosuit: £2**

Category: Medium Armor  
 Tech Level: 7  
 SP: 8 ENC: 2  
Protects: HE:True TO:True WA:True SA:True WL:True SL:True  
Description: Void suit. Complete with magnet pads (boots and gloves), 6 hours breathing/warming solution) + body booster (+2 to STR, MOV, AGI)

#### **Studded Leather Jerkin: £3**

Category: Medium Armor  
 Tech Level: 3  
 SP: 4 ENC: 1  
Protects: HE:False TO:True WA:True SA:True WL:False SL:False

#### **Studded Leather: £8**

Category: Medium Armor  
 Tech Level: 4  
 SP: 5 ENC: 2  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True

#### **Scale Mail: £13**

Category: Medium Armor  
 Tech Level: 3  
 SP: 7 ENC: 2  
Protects: HE:False TO:True WA:True SA:True WL:False SL:False

#### **Chain Mail: £20**

Category: Medium Armor  
 Tech Level: 3  
 SP: 8 ENC: 3  
Protects: HE:False TO:True WA:True SA:True WL:False SL:False

#### **Plastic Scale Mail: £20**

Category: Medium Armor  
 Tech Level: 5  
 SP: 7 ENC: 1  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True

#### **Verona Synthleather: £30**

Category: Medium Armor  
 Tech Level: 5  
 SP: 5 ENC: 0  
Protects: HE:True TO:True WA:True SA:True WL:True SL:True

#### **Avaneir Anti Riot Suit: £100**

Category: Medium Armor  
 Tech Level: 5  
 SP: 6 ENC: 3  
Protects: HE:True TO:True WA:True SA:True WL:True SL:True  
Description: Avaneir's Police Signature Armor.

#### **Polymer Knit: £200**

Category: Medium Armor  
 Tech Level: 5  
 SP: 6 ENC: 3  
Protects: HE:False TO:True WA:True SA:True WL:False SL:False

#### **Omnisight Helmet: £200**

Category: Medium Armor  
 Tech Level: 7  
 SP: 3 ENC: 0  
Protects: HE:True TO:False WA:False SA:False WL:False SL:False

### Stiffsynth: £500

Category: Medium Armor  
 Tech Level: 6  
 SP: 7 ENC: 4  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True

### Armored Mesh Spacesuit: £500

Category: Medium Armor  
 Tech Level: 6  
 SP: 8 ENC: 3  
Protects: HE:True TO:True WA:True SA:True WL:True SL:True

### Samarkand Sawoq: £600

Category: Medium Armor  
 Tech Level: 6  
 SP: 5 ENC: 1  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True

### D'Rouge-Glace Glassfiber Model VI: £800

Category: Medium Armor  
 Tech Level: 7  
 SP: 8 ENC: 2  
Protects: HE:True TO:True WA:True SA:True WL:True SL:True  
 Description: This is a complete suit made of flexible glass fiber material. Tech Level 7. All suits are marked with an identification number engraved to the weaving. An industrial secret from Rampart House D'Rouge-Glace, with only a handful of highly selected buyers (Hazat and Decados essentially). Each suit is a powered device needing a FC:10x16E fusion cell to endure damages for 10 years. Not part of a given suit can be used separately.

### Soft Armor

#### Samarkand Trader Outfit: £2

Category: Soft Armor  
 Tech Level: 3  
 SP: 2 ENC: 1  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True

#### Imperial Metropolis Worker Outfit: £2

Category: Soft Armor  
 Tech Level: 5  
 SP: 2 ENC: 2  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True

#### League Merchant Vestment (unisex): £2

Category: Soft Armor  
 Tech Level: 3  
 SP: 1 ENC: 0  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True

#### Heavy Clothing: £2

Category: Soft Armor  
 Tech Level: 3  
 SP: 2 ENC: 0  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True

#### Imperial Country Laborer Outfit: £2

Category: Soft Armor  
 Tech Level: 4  
 SP: 3 ENC: 2  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True

#### Padded Clothing: £2

Category: Soft Armor  
 Tech Level: 3  
 SP: 1 ENC: 1  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True

#### Istakhr Sihid Nomad Outfit: £4

Category: Soft Armor  
 Tech Level: 4  
 SP: 4 ENC: 4  
Protects: HE:True TO:True WA:True SA:True WL:True SL:True

#### Leather Jerkin: £5

Category: Soft Armor  
 Tech Level: 3  
 SP: 4 ENC: 1  
Protects: HE:False TO:True WA:True SA:True WL:False SL:False

#### Priest Robes: £5

Category: Soft Armor  
 Tech Level: 4  
 SP: 1 ENC: 0  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True  
Description: Typical church members robes.

#### League Merchant Robes: £6

Category: Soft Armor  
 Tech Level: 3  
 SP: 1 ENC: 0  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True

#### Province Militia Blue Moon Robe: £6

Category: Soft Armor  
 Tech Level: 3  
 SP: 3 ENC: 1  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True  
Description: Salt Province / Miret

### Leather Armor: £10

Category: Soft Armor  
 Tech Level: 3  
 SP: 4 ENC: 1  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True

### Noble Teutonic Suit (unisex): £20

Category: Soft Armor  
 Tech Level: 4  
 SP: 3 ENC: 1  
Protects: HE:True TO:True WA:True SA:True WL:True SL:True  
Description: Long robes, soft leggings, heavy boots, long coat and very often a hat. Most of it of wool and leather, this is an outfit standing for cold weather. Classic around cold systems and regions in Hawkwood Fiefs.

### Kadak Armor: £30

Category: Soft Armor  
 Tech Level: 4  
 SP: 6 ENC: 2  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True  
Description: Ukari crude armor. Reference "Children of the Gods: Obun & Ukari" page 76.

### Avestite Fireproof Robes: £40

Category: Soft Armor  
 Tech Level: 5  
 SP: 4 ENC: 1  
Protects: HE:True TO:True WA:True SA:True WL:True SL:True

### Sebacean Country Noble Villegiature (female): £50

Category: Soft Armor  
 Tech Level: 5  
 SP: 1 ENC: 0  
Protects: HE:False TO:True WA:False SA:False WL:False SL:False  
Description: Not that much fabric to cover the skin, and very expansive.

### Istakhr Al-Malik Noble Outfit (male): £50

Category: Soft Armor  
 Tech Level: 5  
 SP: 3 ENC: 1  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True

### Spacesuit: £100

Category: Soft Armor  
 Tech Level: 6  
 SP: 3 ENC: 2  
Protects: HE:True TO:True WA:True SA:True WL:True SL:True

### Muster Operative Uniform: £150

Category: Soft Armor  
 Tech Level: 5  
 SP: 4 ENC: 1  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True

### Chapter Flowing Robe: £300

Category: Soft Armor  
 Tech Level: 5  
 SP: 6 ENC: 1  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True  
Description: Typical clothing for the monks of the Aeon Chapter.

### Synthsilk: £300

Category: Soft Armor  
 Tech Level: 6  
 SP: 3 ENC: 0  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True

### Millenium Synthsilk: £750

Category: Soft Armor  
 Tech Level: 6  
 SP: 5 ENC: 1  
Protects: HE:False TO:True WA:True SA:True WL:True SL:True  
Description: Quick solidify response synthsilk.

### Cyneticsilk: £5000

Category: Soft Armor  
 Tech Level: 7  
 SP: 10 ENC: 1  
Protects: HE:True TO:True WA:True SA:True WL:True SL:True  
Description: Produced only by Sigmeon D'Rouge-Glace. Needs a miniature 1500 trigs fusion cell to absorb up to 30 hp. Stopping powers drops to 3 and encumbrance to 1 once battery is depleted. Only a few pieces has been sold of this device. Customers discretion from Church is advised.

### Decados Tarovski Dress (Mantis Gown): £5000

Category: Soft Armor  
 Tech Level: 7  
 SP: 0 ENC: 0  
Protects: HE:False TO:True WA:False SA:False WL:False SL:False  
Description: This soirée dress is designed to grab attention from the audience and avoid bullets from enemies. Once again, not that much fabric on thoses fashion pieces, but somewhere hidden in the corsage might be a TL7 duelling shield hidden. This outfit is the weapon of choice of two famous rivals, Countess Eva-Lise Decados and Grafina Saskia Varnovicz. Court gossip lately gave the prize to the last one. Of course the shield counts in the price



