

Vehicles

PERSONAL EQUIPMENT

Description	TL	Kg	Cr
Respirator	5	—	100
Filter Mask	3	—	10
Combination	5	—	150
Oxygen Tanks	5	5	500
Refill	5	—	20
Underwater Air Tanks	5	5	800
Refill	4	—	20
Artificial Gill	8	4	4,000
Swimming Equipment	3	1	200
Protective Suit (jack)	5	5	700
Protective Suit (cloth)	5	7	1,400
Vacc Suit	8	10	10,000
Vacc Suit	9	8	10,000
Vacc Suit	10	6	10,000
Vacc Suit	11	4	10,000
Vacc Suit	12	2	10,000
Vacc Suit	13	—	10,000
Cold Weather Clothing	1	2	200
Cold Weather Clothing	10	—	800
Survival Bubble	9	3	600

SENSORY AIDS

Description	TL	Kg	Cr
Binoculars	3	1.	75
Infrared Goggles	6	—	500
Light Intensifier Goggles	7	—	500
Torch	1	.25	1
Electric Torch	5	.5	10
Gas or Oil Lamp	2	.5	10
Refill of Gas or Oil	2	—	2
Cold Light Lantern	6	.25	20
Voice Recorder	6	.5	100
Recording Tape	6	—	1
Recording Crystal	13	—	1
Shotgun Microphone	8	1.5	300
Video Recorder	8	1.2	900
Recording Tape	8	—	2
Recording Crystal	13	—	2
Text Recorder	10	1.	1,200
Recording Tape	10	—	3
Recording Crystal	13	—	3

TOOLS

Description	TL	Kg	Cr
Carpentry Tool Set	2	25	300
Metalwork Tool Set	4	50	1,500
Chain Saw	6	8	500
Mechanical Tool Set	5	20	1,000
Medical Kit	7	10	1,000
Electronic Tool Set	7	5	2,000
Lockpick Set	4	—	10
Disguise Kit	7	5	1,000

Notes: TL is minimum tech level at which the item is available. Kg is kilograms; tons are thousands of kg. Cr is credits; KCr is kilocredits; MCr is megacredits.

COMMUNICATORS

Description	TL	Kg	Cr
Short Range	5	20.	225
Short Range	8	.1	75
Medium Range	5	70.	750
Medium Range	10	.4	250
Medium Range	13	.1	250
Long Range	5	150.	1,500
Long Range	9	1.2	500
Long Range	14	.5	500
Continental Range	5	300.	15,000
Continental Range	9	1.5	5,000
Continental Range	12	5.	5,000

PERSONAL DEVICES

Description	TL	Kg	Cr
Magnetic Compass	3	—	10
Inertial Locator	9	1.5	1,200
Metal Detector	6	1.	300
Radiation Detector	5	1.	250
Bull-Horn	5	.5	120
Hand Calculator	7	.1	10
Hand Computer	11	.5	1,000
Artificial Psi Shield	8	1.	4,000
Handcuffs	2	.3	25
Wrist Watch	4	—	100

VEHICLES

Description	TL	tons	KCr
Primitive Biplane	5	1	20
Fixed Wing Aircraft	6	5	1,000
Helicopter	6	1	100
Air/Raft	8	4	600
GCarrier	8	8	1,000
Speeder	8	6	1,000
Grav Belt	12	10	100
Ground Car	5	2	4
Wheeled ATV	6	10	30
Wheeled AFV	6	10	70
Tracked ATV	6	10	30
Tracked AFV	6	10	70
Small Steamship	4	100	60
Motor Boat	5	60	60
Submersible	6	500	2,000
Destroyer	9	800	2,000
Hovercraft	7	8	200

SMALL CRAFT

Description	TL	tons	MCr
Launch (or Lifeboat)	8	20	13.0
Ship's Boat	8	30	16.0
Slow Boat	8	30	15.0
Pinnacle	8	40	20.0
Slow Pinnacle	8	40	18.0
Modular Cutter	8	50	28.0
ATV Module	8	30	1.8
Fuel Module	8	30	1.0
Open Module	8	30	2.0
Shuttle	8	95	33.0
Fighter	8	10	18.0

WEAPONRY

Description	TL	Kg	Cr
Club	0	1.	—
Dagger	1	.25	10
Blade	3	.35	50
Foil	3	.5	100
Cutlass	3	1.25	100
Sword	1	1.	150
Broadsword	2	2.5	300
Bayonet	3	.25	10
Spear	0	2.	10
Halberd	2	2.5	75
Pike	1	3.	40
Cudgel	0	1.	10
Body Pistol	7	.25	500
6 rds ammo	7	.05	20
Automatic Pistol	5	.75	200
15 rds ammo	5	.25	10
Revolver	4	.9	150
6 rds ammo	4	.1	5
Carbine	5	3.	200
10 rds ammo	5	.125	10
Rifle	5	4.	200
20 rds ammo	5	.5	20
Auto Rifle	6	5.	1000
20 rds ammo	6	.5	20
Shotgun	4	3.75	150
10 rds ammo	4	.75	10
Submachinegun	5	2.5	500
30 rds ammo	5	.5	20
Laser Carbine	8	5.	2,500
LC Power Pack	8	3.	1,000
Recharge	8	—	200
Laser Rifle	9	6.	3,500
LR Power Pack	9	4.	1,500
Recharge	9	—	300
Telescopic Sights	6	.8	200
Electronic Sights	9	1.5	2,000
Silencer	6	.6	200
Shoulder Stock	5	1.	75
Folding Stock	6	.5	100
Accessories	—	—	10% of price

BODY ARMOR

Description	TL	Kg	Cr
Jack	1	1	50
Mesh	7	2	150
Cloth	6	2	250
Reflec	10	1	1,500
Ablat	9	2	75
Combat Armor	11	6	20,000
Battle Dress	13	20	200,000

SHELTERS

Description	TL	Kg	Cr
Tarpaulin	1	2	10
Tent	2	3	200
Pressure Tent	7	25	2,000
Pre-Fab Cabin	6	4tons	10,000
Advance Base	8	6tons	50,000

## WEAPONS AND EQUIPMENT - WEIGHTS AND PRICES

<i>Item</i>	<i>Base Weight</i>	<i>Ammo Weight</i>	<i>Rds/Clip</i>	<i>Length Overall</i>	<i>Base Price</i>	<i>Ammo Price</i>	<i>TL</i>
Assault Rifle	3000	330	30	850	300	20	7
ACR	3500	500	20	750	1000	15	10
Gauss Rifle	3500	400	40	750	1500	30	12
Snub Pistol	250	30	6	100	150	10	8
Accelerator Rifle	2500	500	15	800	900	25	9
PGMP-12	6000	3000	40	800	10000	2500/50	12
PGMP-13	900	7000	—	900	65000	50000/20	13
PGMP-14	9000/50	1600/90	—	800	300000	250000/50	14
FGMP-14	1000	9000	—	900	100000	65000/50	14
FGMP-15	1000/50	2000/110	—	800	400000	300000/70	15
LAG	4000	500	5	900	600	20	8
Lt Machinegun	5500	2500	100	1100	1200	120	6
Auto-Cannon	300k	100k	200	1500	10000	1000	8
VRF Gauss Gun	2000k	10k	1000	1500	200000	200	10
GL	3000	200	1	750	200	5	7
Auto-GL	6000	200	16	900	1400	85	7
RAM GL	4000	1400	3	900	400	50	8
RAM Auto-GL	6500	9000	20	900	2200	350	8

Note: Consult the weapon descriptions for further data.

Note: Weights in grams (k indicates 1000 grams), lengths in millimeters, prices in credits.

Note: Fusion and Plasma Gun weights and ammo weights after the slash indicate reduction due to gravitic field generator. Ammo price indicates cost of the power pack; the figure after the slash indicates recharging cost.

## BODY ARMOR

<i>Type</i>	<i>Price</i>	<i>TL</i>
Flak Jacket	100	7
Combat Environment Suit	1000	10
Combat Armor	20000	11

## DRUGS

<i>Drug Type</i>	<i>Price</i>	<i>Tech</i>	<i>Availability</i>	<i>Remarks</i>
Slow	500	8	9+	2:1 slower than normal; 2 subjective minutes equal 1 objective minute
Medical Slow	100	7	7+	30:1 slower than normal; user is unconscious during effects.
Slow Antidote	600	10	10+	Counteracts slow drug.
Fast	200	9	8+	60:1 faster than normal; 1 subjective minute equals 1 objective hour.
Fast Antidote	900	12	9+	Counteracts fast drug.
Anagathic	20,000	15	10+	User avoids all aging throws if taken once per month.
Truth	5,000	8	7+	Compels two minutes of truth.
Combat	750	9	6+	Provides +2 strength and endurance.
Medical	100	6	9+	Aids recovery and healing.
Psi-Booster	1,000	—	8+	Increases psionic strength +3 for one hour.
Psi-Double	4,000	—	10+	Increases psionic strength +6 for one hour.
Psi-Special	10,000	—	12+	Increases psionic strength +1 per hour to maximum 15.