

Weapons

A weapon. A piece. A merc's best friend.

In some sections of space, it's not who you are or what you stand for so much as what you're willing to back it up with. At times like that, the weapon you're carrying is what counts. Knowing this, the Empire have poured a lot of time and credits into producing reliable weaponry that packs a punch.

But before you go loading up on blasters and grenades, remember the two rules every 'slinger has to know: 1) Don't draw your gun unless you intend to use it; and 2) Don't use it unless you're sure you can take down the other guy. You might not get a chance to regret a mistake.

Listed on the next page are some of the better weapons that can keep you alive by making someone else dead:

Weapon Types

You can find all sorts of weapons in all sorts of places in the universe. But for each type-blaster pistol, laser rifle, whatever - there are one or two models that set the standard. Most of the others are copies of varying quality.

A real world 20th-century example of this is the M-16 assault rifle. This weapon is a light, selective fire rifle that fires a 5.56mm cartridge. To simplify supply problems within Europe in the event of war, it was decided that 5.56mm round would be standard issues among all NATO troops. This led to many different types of weapons being produced: the FN-FNC, FN-CAL, Enfield L85A1, HK33KAI, Beretta S70, etc. All of these weapons look markedly different, but they have similar rates of fire, ranges, and all use the same ammo. In the ways that really matter, these weapons are essentially the same.

There are more of these "benchmark weapons" because there are more ways to kill people than ever before. In addition to slugthrowers, there are lasers, blasters, sonic weapons, and other implements of destruction.

Weapons can be broken down into these basic types:

Holdout: Intended primarily for self-defense, holdout weapons are meant to be used one-handed. They are designed for ease of concealment at the sacrifice of range, ammunition capacity, and damage potential. However, such weapons should not be taken lightly. Holdouts can be drawn quickly, and at close range, be just as deadly as their larger cousins. Real world modern examples of this type of weapon would be a Walther PPK, Smith and Wesson ASP and the COP.357.

Pistol/Sidearm: Again intended largely for self-defense, sidearms are used by megacorporate security forces as well as the average adventurer. These weapons try to balance stopping power, ammunition capacity, range, reliability and size, placing as many as possible into one package. The result of this balancing act is often a weapon which has as much stopping power as a long arm but limited range or ammunition. Others may have acceptance range and ammo capacity but require several shots to bring down a target. Sidearms are intended for one-handed use, but two hands can also be used. Twentieth century examples of these weapons would be the high power Browning, Desert Eagle, Colt .45, and Smith & Wesson Model 29.

Urban Environment: A hybrid of weapons classes, urban environment weapons are those which cause large amounts of damage at close range, and are still quite small for ease of handling. Because of this, these weapons are very useful in urban combats where the ranges for most combats are around four meters. However, urban environment weapons often have very limited ranges. Twentieth century examples of these weapons would include the Mac-10, Uzi, MP-5 series, SPAS 12 and 15 and any sawed-off shotgun. Star Wars examples would be Heavy Blasters, and Blaster Carbines.

Assault Rifle/Military Issue: These weapons are meant to be jack-of-all-trades of the armament industry. Designed to be effective in any type of combat, assault rifles can vary widely in performance. Usually lethality, range, and ammo capacity are the priorities in design. However, ease of maintenance and use, hardiness, and weight are also factors. Modern real world examples are M-16, AK-47, AR-180, and the HK G-11. Star Wars examples would be Blaster Rifles, and Light Repeating Blasters

Civilian/Sniper Rifle: These weapons emphasize range and accuracy at the expense of weapon hardiness. Because they are meant for such precise shooting, sniper weapons often lack the capacity for fullay automatic fire. This lack of fire power sometimes means that these weapons are able to stay within the bounds of the law on some major worlds, when other more powerful weapons are not. The dual classification comes from the fact that a good sniper weapon often makes a good civilian hunting weapon. Modern examples include Enfield L42, M-21, and M-40 sniper rifle, and any number of civilian hunting weapons.

Rate of Fire

Rate of Fire:

All weapons have a rate of fire. A Rate of Fire or Fire Rate is the amount of rounds or blasts it can throw out in a combat round. There are three basic rates of fire

- Single Shot (1) - One shot per Round

- Semi-Auto (1sa) - Up to 4 shots per round, in sequence (treated as a Multi-Action). Can also do Single Shot
- Full Auto (#fa) - Up to a number (#) shots per round, single action. Can also do Single Shot, and Semi-Auto Fire.

As a rule of thumb the following applies to Blaster-type weapons:

- Holdout - Single Shot
- Blaster Pistols, Heavy Blaster Pistols, Blaster Rifles, Blaster Carbines - Semi-Auto
- Repeating Blasters - Full Auto

SINGLE SHOT:

Nothing different about single shot. Treat as a normal shot in Star Wars Combat.

SEMI-AUTO

Semi-Auto just means that the weapon can be fired up to 4 times in a single round, but each is treated as an action, taking in consideration Multi-Action rules.

FULL-AUTO

Full Auto is handled as a single action or burst (one pull of the trigger), and is usually applied over a area of fire. One must know the distance covered by the burst in meters, i.e. the length of the burst arch. The Burst can be up to 15 shots, but no less than 5.

One must calculate the AutoFire Modifier. For every three (3) shots fired in the burst, the modifier gets +1D. For every 1 Shot fired "extra", it gets +1 pip (10 shots get 3D+1). Then, for every meter in burst arch, it gets a -1D. This modifier is applied to both the to-hit and the damage dice.

Ex. Light Rep. Blaster with 6D normal damage fires a 10-shot burst covering a 5m burst arch. This comes to a +3D+1 Autofire Modifier. The 5m area reduces this modifier with -5D. The Damage would be 6D (+3d+1) - 5D per target = 4D+1

Full Ex. Tirog fires his LRB at a door where STs are pouring through, the door is 3m wide so Tirog fires at maximum rate (15 shots) at a 3m wide area. Tirogs blaster skill is 5D so the total to hit roll is 5D+5D-3D = 7D for every target in the area, if a ST gets hit the damage roll is 8D (6D+5D-3D).

Chemical Slugthrowers (Firearms Skill)

Slugthrower tech hasn't changed much over the years and these weapons still have their fans. Basically, a small amount of combustible material is introduced into an enclosed chamber. The material is ignited and it forces a bullet (or other projectile) down the barrel at a high speed. Kinetic energy accounts for that big hole in the other guy's head.

One thing that has changed is the kind of chemical used to create combustion. There are three major types. Cased rounds still use the propellants descended from cordite and old, reliable gunpowder. Then there are caseless propellants that do not need any a container and are fixed on to the round itself. Finally, there are gas propellants. Two gases are kept in separate containers and kept inert. But when they are combined within the firing chamber, they explode with enough force to project a bullet at a similar velocity as would be achieved with more conventional compounds.

Ammunition

Caseless ammunition is light and does not require oxygen to function. Each bullet comes in a ceramic shell which burns off from friction upon firing. But caseless ammo cannot be reloaded and so must be purchased from a manufacturer, a store or the black market.

Flechette rounds are also available for many weapons. These are small, tightly packed slivers of metal designed to damage armor, including intra-dermal plate. When using flechette rounds, add +2 to the damage roll of the weapon. Flechette rounds are available in both cased and caseless varieties.

AP bullets are used to pierce armor. When a character is using AP rounds against a target wearing armor with an armor roll of +1D or more, increase the damage of the AP round by +1D+1. If the character is not wearing armor of +1D or better, then subtract two from the damage roll of the round.

Different ammo costs and effects are listed on the Equipment Chart .

Gamemaster Note: When characters, player or otherwise, reload, have them reload groups of bullets - do not have them reload one at a time. As for automatic weapons (like the Brodie "Metalstorm" or the Gurtman "Decapitator") they will take a long time to reload because they fire so many bullets that the "ammo" listing is for rounds of combat, not rounds of ammunition.

Brodie Derringer (Holdout): A throwback to a weapon I've heard was popular on Old Republic six centuries or so ago, the Derringer has three barrels, each of which holds a single .44 caliber round. The barrels have to be manually reloaded. Ammo for this weapon can also be used in the

Brodie Vengeance. The Derringer packs a good deal of firepower in a small package, but the limited number of shots and range make it far from the most popular holdout weapon.

Type: Holdout Slugthrower

Scale: Character

Skill: Firearms

Ammo: 3

Cost: 350

Availability:

Fire Rate: 1 Semiauto

Range: 3-10/20/30

Damage: 4D+1

Ammo Price: 1.5

Brodie Fang S2 (Holdout): The Fang is a holdout pistol, designed to be easily Hide-able. While it does not have the stopping power of larger weapons, nor the range, it is effective at letting one get close to one's target. It fires 5mm rounds and is made from plasteel compounds to avoid security detection. The Fang is a mere 18cm in length and can use flechette rounds.

Type: Holdout Slugthrower

Scale: Character

Skill: Firearms

Ammo: 5

Cost: 500

Availability:

Fire Rate: 1 Semiauto

Range: 3-10/25/50

Damage: 3D+1

Ammo Price: 10

Furtherman T25 (Pistol): "A weapon that will allow the maximum firepower for our undercover security and intelligence forces, taking into consideration the large variety of legal jurisdictions that they must operate in." With this request from the intelligence section of Furtherman Arms, T25 was born. Originally the weapon was intended for a limited run, but when word on its capabilities got out, Furtherman found they had a hit on their hands. The T25 uses a 10mm caseless round and can fire all types of ammo. It is a semi-automatic weapon.

Type: Slugthrower Pistol

Scale: Character

Skill: Firearms

Ammo: 25

Cost: 450

Availability:

Fire Rate: 1 Semiauto

Range: 3-15/30/50

Damage: 4D

Ammo Price: 12

Brodie Vengeance (Pistol): A fairly traditional slugthrower, this .44 caliber pistol can be Hidden, although not with the ease of the Fang. It does, however, have far greater stopping power than the holdout, and ammunition is easy to find. It is easily one of the most popular slugthrower sidearms, and can be fired on automatic.

Type: Slugthrower Pistol

Scale: Character

Skill: Firearms

Ammo: 10

Cost: 400

Availability:

Fire Rate: 1 Semi-Auto

Range: 3-10/50/75

Damage: 4D+1

Furtherman Dracon SMG (Urban Environment): Originally designed for use by NetWorld Corp marines, this light submachine gun enjoys a rapid rate of fire. Designed for use with 9mm ammunition, the relatively small size of the Dracon makes it an effective weapon of surprise. It is normally fired on full-auto, though it can be switched to single shot.

Type: Slugthrower Urban Environment

Scale: Character

Skill: Firearms

Ammo: 30

Cost: 600

Availability:

Fire Rate: --

Range: 3-15/25/50

Damage: 5D

Kalag MP31 (Urban Environment): Designed for counter-terrorist and urban fighting, the MP31 assault carbine is meant to give the firepower of an assault rifle in an SMG format. An interesting feature is the dual feed system. The weapon has two magazines that feed into each side of it at a 30-degree angle. The firer may change to either magazine by hitting a switch [this is a simple

action.] A voice-activated switching mechanism is also available along with a thought-activated switch for a smartgun system. It is capable of semi-auto, and full auto.

Type: Slugthrower Urban Environment

Scale: Character

Skill: Firearms

Ammo: 30x2

Cost: 700

Availability:

Fire Rate: --

Range: 3-25/100/150

Damage: 5D+1

Ammo Price: 30

Furtherman Heavy Assault Rifle (Assault Rifle): A powerful weapon chambered for 5.6mm ammunition, the assault rifle is standard issue for megacorporate marines, particularly those scouting planets. Overall length is 95 cm, and the standard magazine can hold 40 rounds. The Furtherman HAR can fire flechette rounds. It normally fires on full automatic, but can fire on single shot.

Type: Assault Rifle Slugthrower

Scale: Character

Skill: Firearms

Ammo: 40

Cost: 1500

Availability:

Fire Rate: --

Range: 3-15/50/100

Damage: 7D

Gurtman "Heavy Roller" X4 Assault Shotgun (Assault Rifle): Autoloading and short-barreled, the Gurtman "Heavy Roller" X4 is prized by mercs for its stopping power. Although a shorter barrel (overall length of the weapon is 70cm) means a lower range, the X4 does significant damage within that range. The X4 fires caseless ammunition and can be fired on full-automatic. It can hold a magazine of 18 rounds (which is emptied in two rounds of full-auto) or be belt-fed up to 45 rounds. The belts, however, are only useful when the shotgun is mounted - they are very bulky and hard to feed.

The Gurtman can also fire HE rounds, much like small grenades. These are drum-loaded and can only be fired single-shot. They have a little better range than the shot rounds, and do nearly the same amount of damage though they are not as accurate. The blast radius on the HE round

is two meters, and damage is the same, but effects in a blast radius and decreases by -1D for every two meters past the impact zone.

Type: Assault Rifle Slugthrower

Scale: Character

Skill: Firearms

Ammo: 18/50

Cost: 1400

Availability:

Fire Rate: --

Range: 3-10/25/50

Damage: 5D

Notes: The damage value for the Gurtman is both for the HE and the regular rounds, but the ranges are different. When using the HE rounds, change the range to

WolfArms GPI Assault System (Military Issue): The GP1 is an example of how Alemboth Wix's presence as Centauran/Wolf's CEO has affected weapons design. The GP1 is one of the most technically sophisticated weapons available. The basis of the weapon is a gas propellant system that is the cutting edge of this technology. The system has two settings, one for use with single shot and another for use with full auto. A full charge is used when firing a single shot, while a reduced charge is used with automatic fire. The cylinder containing the catalyst propellant is included with each magazine, while the second gas cylinder is built into the weapon itself. This cylinder must be replaced after five magazines have been used.

Type: Assault Rifle Slugthrower

Scale: Character

Skill: Firearms

Ammo: 60

Cost: 1800

Availability:

Fire Rate: --

Range: 3-15 /50/150

Damage: 5D+1/4D+2

Ammo Price: 30

Furtherman Light Hunting Rifle (Civilian/Sniper): This is Furtherman's adaptation of a popular Glahnite slugthrower. Simple, rugged and reliable, this has become a hot item among the civilian hunting and survivalist market. Its ability to take punishment and keep working also makes it a staple of Rim worlds, where gunsmiths may be few and far between. It can take all known rifle add-ons, and this 8mm weapon fires single shot only.

Type: Civilian/Sniper Rifle

Scale: Character

Skill: Firearms

Ammo: 25

Cost: 1000

Availability:

Fire Rate: 1

Range: 3-15 /50/100

Damage: 5D+2

Ammo Price: 15

Gauss Slugthrowers (Firearms Skill)

Gauss weapons (also called "linear accelerators") work due to electromagnetism, or so they tell me. A metallic projectile is pushed down the barrel at a very high speed thanks to the use of a magnetic field. The stronger the field, the greater the velocity that can be achieved.

The problem with these weapons is that they require both a power cell and a supply of ammo. Often a clip contains both the ammunition and the super insulation cell. These cells can't be removed from the clip since they're an integral part of them.

Note: Most of these can use the same type of ammo as any other slugthrower. But armor-piercing and flechette rounds have to be specially produced for this kind of gun.

Kereteka HA4 (Holdout): The Kereteka HA4 is a smaller version of their LA2 pistol. It's a small weapon, only 15cm in length, and uses a 5mm round. Like the Kereteka LA2, the HA4 can use other 5mm ferrous rounds [as with the LA2, subtract two to five points from the damage depending on the shape of the ferrous object].

Type: Gauss Slugthrower Holdout

Scale: Character

Skill: Firearms

Ammo: 10

Cost: 600

Availability:

Fire Rate: 1 Semi-Auto

Range: 3-10/40/60

Damage: 3D+1

Ammo Price: 20

Kereketa LA2 Linex Pistol (Pistol): One of the latest additions to weapon technology, this projectile weapon uses electromagnets to accelerate the 10mm slug down the barrel. It packs quite a punch, but requires a charged battery cell to work. The Linex is also quite bulky (attempts to Hide the weapon suffer a -2 penalty because of its size).

The biggest advantage of this weapon is that it can propel any ferrous object that is less than 10mm in diameter. Of course, using non-aerodynamic slugs will drastically affect performance. The rate of fire is also drastically reduced in this mode; it requires a round to load the weapon with the non-standard projectile. When using a non-standard round, reduce the damage value of the weapon by two to five points (gamemaster option - two points would mean a roughly bullet-shaped object, five a "lump") and cut medium and long range in half.

Type: Gauss Slugthrower Pistol

Scale: Character

Skill: Firearms

Ammo: 12

Cost: 800

Availability:

Fire Rate: 1 Semi-Auto

Range: 3-15/50/80

Damage: 4D

Brodie AP Pistol: Similar in design to the Linex, the Brodie AP fires a special ammo designed specifically for its use. D-SAP (Double-Shot Armor Piercing) consist of two 5mm slugs fired nearly simultaneously. The front slug is an armor-piercing round which will poke a hole in the target's armor; the second slug follows a nanosecond later to drive the first slug through.

Although excellent for armor piercing, the high velocity of the second slug usually results in a pass-through against unarmored targets. The slugs are encased in the same shell and, though they fire automatically, one after another, the character using the weapon only receives the armor-piercing bonus (see "Ammunition") if the time is taken to aim the action before firing.

Type: Gauss Slugthrower Pistol

Scale: Character

Skill: Firearms

Ammo: 10

Cost: 900

Availability:

Fire Rate: --

Range: 3-10/40/80

Damage: 4D+2

Notes: The double-shot ammo of the Brodie AP is counted in pairs (for the two slugs) and cannot be separated into single slugs.

NetArms Defender (Pistol): One of the more unusual weapon systems available on the market. Ads for the Defender bill it as one of the galaxy's more lethal weapons - while that's open to argument, there's no question it's damn dangerous in the hands of someone who knows how to use it. The barrel of the weapon is actually 10 smaller barrels, each of which can accelerate a .5mm needle to an extremely high velocity. The overall effect is much like a slugthrower firing flechette rounds. However, the Defender does so at a much higher rate of fire, producing a cloud of needles. Defenders have been know to literally shred opponents at close range. [The Defender is considered to be firing flechette ammunition and the additional damage is taken into account in the stats. The Defender cannot fire any other kind of ammo.]

Type: Gauss Slugthrower Pistol

Scale: Character

Skill: Firearms**Ammo:** 15**Cost:** 500**Availability:****Fire Rate:** --**Range:** 3-10/20/50**Damage:** 5D**Ammo Price:** 30

Taril Assault Carbine (Urban Environment): Developed by the weaponsmiths on Taril, this weapon has become popular in Xenos Sector thanks to its simple but innovative design. The weapon is intended to be used by people a long way away from their supply bases who have to rearm on the go. The 3mm rounds used by the weapons can be manufactured using simple tools (which are provided with the weapon) and the proper size of wire. Instead of a super-insulated cell as a power source, the Taril smiths used a power pack (standard Brodie design). This was due to the fact that a power pack can be recharged after use while a cell can't. The power pack is good for three clips of ammunition. This weapon fires only full auto.

Type: Gauss Slugthrower Urban Environment**Scale: Character****Skill: Firearms****Ammo:** 30**Cost:** 1000**Availability:****Fire Rate:** --**Range:** 3-15/50/150**Damage:** 5D**Ammo Price:** 100

Kereteka LA20 Linear Accelerator Rifle (Assault Rifle): The LA20 is on the cutting edge of gauss technology. The most innovative feature of the design is the "variable power capacitor", which means a full charge is used only when firing single shots. This provides for both better range and accuracy. At full-auto, a lesser charge is used to provide greater accuracy. [Halve the range when firing full-auto.]

Type: Gauss Slugthrower Assault Rifle**Scale: Character****Skill: Firearms****Ammo:** 100***Cost:** 5000**Availability:**

Fire Rate: --

Range: 5-40/150/500

Damage: 5D+2

Ammo Price: 250

*Runs off disposable power cells.

Kereteka LA15 (Civilian/Sniper): This is the gauss version of what Old Republic called an "bantha gun." Designed to take out large beasts with one shot, the LA15 can only be fired from a braced position on a bipod. This is not due to any sort of recoil of the weapon itself (which is relatively slight, given that it is firing a 10mm 100g round) but because the weapon is just under two meters in length. Despite this, the LA15 is still a popular hunting and long-range sniper weapon.

Type: Gauss Slugthrower Civilian/Sniper Rifle

Scale: Character

Skill: Firearms

Ammo: 15

Cost: 8500

Availability:

Fire Rate: --

Range: 5-50/500/1500

Damage: 6D+2

Ammo Price: 100

Misc. Slugthrowers (Firearms Skill)

Brodie "Metalstorm" Needler (Rifle): This weapon was designed specifically for "riot control." It is, essentially, a heavy machine-gun without the bulk and the extra stopping power. Firing tiny projectiles, the weapon is able to spray an area with full-automatic bursts at a high rate of fire. The weapon is very effective against large, unarmed crowds - the more so because of its relatively low damage value. It is meant to injure and discourage, but not to kill (at least not that often). The Metalstorm has been converted, both by fringers and low-budget merc groups, for heavier action. Essentially, by messing with the, it can be made to fire with a little more impact power. There is talk of a "Metalstorm II" soon to be released by Brodie in response to this need, but no release date has been set.

Gyrojets (Firearms Skill)

Pistols and rifles that fire micro-missiles are collectively referred to as gyrojet weapons. They have good range, can be heavy hitting, and support a wide variety of warheads. The only differences between the pistol and the rifle versions are the number of rounds which each can hold and the size of each round. A pistol will hold a clip of four micro-missiles, while a rifle generally holds 12. The pistols fire smaller, more compact missiles, while the rifles fire the long-range heavy impact ones. Range, damage and other effects are determined by the type of warhead. The individual pistol or rifle unit can fire any type of warhead listed below (and some others not listed), but a pistol cannot fire a rifle warhead or vice versa. The pistols are squat, large-barreled weapons with revolving independent magazines. Most characters will carry their ammo organized in these revolving clips which can be easily ejected and replaced with full clips. It takes a round to reload magazine with single missiles, however. The rifles are also rather blunt affairs, but they have long straight clips instead of the revolving unit. Special "banana" and "drum" clips have been made for custom gyrojets (for larger ammo capacities), but they do not seem to diffuse the heat well and have been known - on rare occasions - to ignite warheads still in the clip. So the straight magazine is standard.

Gyrojet Warhead Ammo:

Explosive: These missiles have a long range, but are more affected by wind and other factors than bullets and energy beams, hence their relatively poor accuracy. The area effect is inconsequential. [-2 to Firearms Roll for low accuracy]

Armor-Piercing: These missiles do slightly less damage than the others, but adds +1D+1 damage against armor (i.e. if target is wearing armor, add +1D+2 to the damage of the weapon.)

Burst Effect Missiles: These are basically useless against armored opponent, but can wreak havoc against a crowd of unarmored soft targets. Damage applies to everything within five meter of the impact point. Damage decreases by -1D+2 for every five meters beyond ground zero.

Heat-Seeking This is an optional fitting that can be added to any of the above warheads. It doubles all effective ranges and automatically streaks toward the largest heat source (determine randomly if more than one applicable target). This effect adds +1D+2 to the Firearms Skill total of the user.

Burst Radius

Grenades and gyrojets have burst radii. The way this works is, the damage roll of the weapon is applied at "ground zero" where the round hits. The burst radii, or blast radius, is figured by the grenade or missile.

Gyrojets have very small burst radii. The HE missiles have a burst radius of one meter. Anything within one meter of "ground zero" but not actually on ground zero takes the damage roll of the HE missile minus five.

AP gyrojets have no burst radius.

Burst effect missiles have a five-meter burst radius, and for every unit of five meters beyond the burst radius, decrease the damage roll by five. Thus, a person standing 23 meters from where a BE missile hits is 18 meters out of the blast radius. Subtract 20 from the damage roll.

Grenades have more dangerous burst radii. The burst radius and damage adjustments are listed on the chart below.

| Warhead | Burst | | |
|---------|----------------|---------|-----------|
| | Radius(effect) | | |
| Type | S | M | L |
| HE | 3-5(-3) | 6-8(-7) | 9-12(-10) |
| AP | 1-3(-5) | 4-5(-8) | 6-10(-12) |
| BE | 4-6(-2) | 7-8(-3) | 9-12(-4) |

Add the range modifier (the number in parentheses) to the damage roll when applying damage at the various ranges. Anything less than short range is within the initial blast radius and uses the explosive's normal damage roll.

Gyrojet Pistol

Type: Gyrojet Pistol

Scale: Character

Skill: Firearms

Ammo: 4

Cost: 5000

Availability:

Fire Rate: 1

Range: **/**/**

Damage:**

Ammo Price: by warhead

** - By warhead

Gyrojet Rifle

Type: Gyrojet Rifle

Scale: Character

Skill: Firearms

Ammo: 12

Cost: 8000

Availability:

Fire Rate: 3

Range: **//****

Damage:**

Ammo Price: by warhead

** - By warhead

WolfArms "Rocker" Underslung Gyrojet Rifle: The "Rocker" was designed originally for the GP1 assault system as an optional weapon. However, the design's idea has proven very popular, so it is now produced for most military issue weapons. The idea behind the weapon is a simple one: grenade launchers have long been integrated with rifles, so why not a gyrojet weapon? The "Rocker" is in all ways like a standard gyrojet rifle, but it has to be attached to another military issue weapon to fire properly.

Type: Gyrojet Underslung Rifle

Scale: Character

Skill: Firearms

Ammo: 12

Cost: 10000

Availability:

Fire Rate: 3

Range: **//****

Damage:**

Ammo Price: by warhead

** - By warhead

NetArms "Lewis" Gyrojet Rifle: The Lewis gyrojet rifle is supposed to have gotten its name from some old-time piece from the Old Republic. Me, I've never been a big history buff,... all I care about is that this baby can get you very dead. It's a long (180cm), bulky weapon with a circular magazine that's placed on top of the weapon. The main advantage of this weapon is the integrated smartgun system which allows the firer to select the round that he will fire. The magazine then rotates to the selected round and it is ready to be fired. The smartgun system is usually integrated into the user's combat armor. However, if the firer has a Furtherman Hunter or similar cyberware, then he may be wired directly into the weapon. As an option, the ammo selection system can be voice-activated.

Type: Gyrojet Rifle

Scale: Character

Skill: Firearms

Ammo: 30

Cost: 11000

Availability:

Fire Rate: 3

Range: **//****

Damage:**

Ammo Price: by warhead

** - By warhead

Brodie Automatic Gyrojet Rifle: By using a tri-barrel firing system, massive heatsinks and a forced air cooling system, Brodie is able to provide the first ever automatic gyrojet weapon that will not explode when the third round is fired. Unfortunately, this weapon is over 25kg in weight and can only be fired through the use of a combat harness or from a braced position using the provided monopod. However, the weapon is well worth the effort, being just plain damn destructive. The ammunition is the standard gyrojet rifle round, however, they have been placed into a 100 round disintegrating link belt. The battery that powers the cooling system and rotating barrels is good for five belts before it must be replaced.

Type: Gyrojet Rifle

Scale: Character

Skill: Firearms

Ammo: 100

Cost: 20000

Availability:

Fire Rate: 3

Range: **//****

Damage:**

Ammo Price: by warhead

** - By warhead

Grenades (Grenade Skill or Firearms Skill)

Roughly the size of a racquet ball and weighing .25 kilograms, these are standard equipment for both Fleet and mega-corp marines. Self-propelled grenades are the size of a tin can with expanding fins, and weigh .45 kilograms. These come in all of the warheads listed above, including heat-seekers.

Brodie recently introduced an iridium grenade that uses the expensive metal as shrapnel. This is devastating to soft targets and relatively effective against armored ones as well. Nicknamed "can-openers," they have been banned by the Empire and possession is considered a capital offense. Elite Imperial stormtroopers and Brodie corporate units are rumored to be carrying them as standard issue.

Lasers (Blaster Skill)

Laser is an acronym for Light Amplification by Stimulated Emission of Radiation, in case you didn't know. What that really means is they burn a nice, neat hole in folks you don't like. The science boys would make a lot of noise a coherent photons - me, all I care about is that they're quick, they're accurate, and they don't leave a mess.

Accelerated and focused photons form the nucleus of the large class of weapons known as lasers, which cause damage through the application of intense heat. They come in pistol and rifle forms, with repeater versions of each. The power pack, which is usually loaded into the stock, is potentially the biggest drawback of some of these weapons, as each manufacturer has settled on its own standard. Thus, a Brodie power pack won't fit a Gurtman laser. Most of these weapons are now designed to work with super-insulator cells which are activated by superconductors. They are safer and smaller than power packs, thus more can be carried. Unfortunately, they are not rechargeable. The casing of the energy cell, however, is ejected exactly like a slugthrower casing and can be used to defer the costs of buying more ammo (the casing can be refitted and used again at the factory).

Energy cells come in different sizes, with larger ones intended for rifles and smaller intended for pistols. It is possible, though not recommended, to jury-rig a rifle cell to fit a pistol, and thus increase the pistol's damage roll. But the consequences can be explosive .

Gurtman T4 Holdout Laser (Holdout): The T4 is the little brother of Gurtman's T6. Unlike that already common sidearm, the T4 is designed to fire five three-shot autofire bursts. This allows the T4 to use a less powerful beam, but still be effective. Also the burst allows for a higher first round hit ratio than the single shot. This can be important in close combat, since the primary advantage of a holdout is surprise.

Type: Laser Holdout

Scale: Character

Skill: Blasters

Ammo: 15*

Cost: 900

Availability:

Fire Rate: 1s/3fa

Fire Control: +1

Range: 3-20/ 30/50

Damage: 3D+1

Ammo Price: 25

*Runs off disposable energy cells.

Gurtman T6 Laser Pistol (Pistol): Light and roughly 18cm in length, the Gurtman packs less punch than its larger cousins But is still an excellent sidearm. The T6 is a semi-automatic weapon.

Type: Laser Pistol

Scale: Character

Skill: Blasters

Ammo: 15*

Cost: 900

Availability:

Fire Rate: 1s

Range: 3-25/75/150

Damage: 3D+1

Ammo Price: 25

*Runs off disposable energy cells.

Brodie Repeating Laser Pistol (Pistol): Similar to the T6, but capable of firing three-shot autofire burst. The Brodie has a length of 22cm and can fire seven bursts before exhausting its energy.

Type: Laser Pistol

Scale: Character

Skill: Blasters

Ammo: 21*

Cost: 1200

Availability:

Fire Rate: 1s/3fa

Range: 3-25/75/150

Damage: 3D+2

Ammo Price: 35

WolfArms "Fury" Laser Pistol (Pistol): This is essentially a cheap knock-off of the Brodie Repeating Laser Pistol. WolfArms marketed this under-powered weapon on the Rim and found there was a market for it, and Brodie is looking the other way since their product is superior and everybody knows it. There have been a few grumblings about the fact that the Fury's exterior looks just like the Brodie RLP, giving it intimidation value. The Fury is a semi-automatic.

Type: Laser Pistol

Scale: Character

Skill: Blasters

Ammo: 21*

Cost: 950

Availability:

Fire Rate: 1s

Range: 3-25/75/150

Damage: 3D+2

Ammo Price: 30

*Runs off disposable energy cells.

Gurtman T10 Heavy Laser Pistol (Urban Environment): When the Brodie Repeating Laser Pistol appeared, it quickly acquired a large share of the personal laser market. Not to be outdone, Gurtman quickly released the T10 Heavy Laser Pistol. This weapon is capable of full automatic fire, making it a devastating weapon at close range. Also, it comes equipped with a small folding stock which allows for more accurate fire at all ranges.

Type: Laser Urban Environment

Scale: Character

Skill: Blasters

Ammo: 30*

Cost: 1500

Availability:

Fire Rate: --

Range: 3-30/75/200

Damage: 4D

Ammo Price: 25

*Runs off disposable energy cells.

Gurtman "Hammer" Laser Rifle (Rifle)- Another weapon favored by mega-corp marines, the Hammer is single shot but can do significantly more damage than an energy pistol. Both this and the Brodie Arsenal are designed to work with their respective company's body armor, but can be jury-rigged to work independently.

Type: Laser Rifle

Scale: Character

Skill: Blasters

Ammo: 45t

Cost: 5000

Availability:

Fire Rate: 1

Fire Control: +1D

Range: 5-30/250/1000

Damage: 5D

Ammo Price:200

t - runs off energy packs and/or body armor packs.

Furtherman F20 Laser Assault Rifle (Military Issue): One of the first laser assault rifles produced using modern technology, the L20 has been outclassed by the Gurtman's "Hammer" and the Brodie Arsenal. But in the meantime, Furtherman produced a load of these and many can still be found in areas of the Outer Rim and smaller corporations.

Type: Laser Assault Rifle

Scale: Character

Skill: Blasters

Ammo: 50 t

Cost: 2000

Availability:

Fire Rate: 1s

Fire Control: +1D

Range: 3-15/ 50/100

Damage: 5D

Ammo Price:75

t - runs off energy packs and/or body armor packs.

Brodie Arsenal Repeating Laser Rifle (Rifle): The Arsenal fires three-round autofire bursts of a 2mm laser beam. This makes it excellent for sweeping attacks that cut foes in half. It was originally designed for use with the Brodie Mark IV Armored Combat Suit, but has been modified by the manufacturer to work with lesser grades of armor, or even off a bulky power pack.

Type: Laser Rifle

Scale: Character

Skill: Blasters

Ammo: 45

Cost: 10000

Availability:

Fire Rate: 1s/3fa

Range: 5-50/500/1500

Damage: 5D+1

Ammo Price: 250

Blasters (Blaster Skill)

Brodie X2 Holdout Blaster (Holdout): The X2 is known as one of the most powerful weapon in its class. The only problem with the weapon is that it is impossible to dampen the sound the hyper-accelerated particles make. Therefore, it's of limited use for covert operatives, one of the most important markets for holdout weapons.

Type: Holdout Blaster

Scale: Character

Skill: Blasters

Ammo: 10*

Cost: 1000

Availability:

Fire Rate: 1

Range: 3-10/25/50

Damage: 3D+2

Ammo Price: 30

*Runs off disposable power cells.

Furtherman Blaster Pistol: Surprisingly light (only .45 kilograms) for its size (26.5 cm), the "standard" blaster can be fired semi-automatic fire. It does more damage than a laser pistol and is much more menacing.

Type: Blaster Pistol

Scale: Character

Skill: Blasters

Ammo: 12*

Cost: 1200

Availability:

Fire Rate: 1s

Range: 3-20/50/150

Damage: 4D+2

Ammo Price: 35

*Runs off disposable power cells.

Brodie Blaster Pistol Carbine (Heavy Blaster Pistol): Another example of Aldanas Witlos-Brodie's design philosophy of "big and more powerful." The holster of the Brodie Blaster Pistol Carbine is a solid piece of plasteel, and access to the weapon is gained through use of a quick release mechanism which snaps open. But what's really interesting is that the pistol is able to be mounted onto the holster to allow for more controlled fire. When used like that, figure 50 meters

more on the medium and long ranges and the gun can be fired on full auto. When used apart from the holster, it can only fire single shot and semi-auto.

Since the holster is larger than necessary to hold the weapon and the Brodie is big, forget about trying to conceal this pistol. The gun is a little larger than the Furtherman model, which it was designed to go head-to-head with.

Type: Heavy Blaster Pistol

Scale: Character

Skill: Blasters

Ammo: 18*

Cost: 1500

Availability:

Fire Rate: 1s

Range: 3-20/50/200

Damage:5D

Ammo Price: 100

*Runs off disposable power cells.

Brodie LX4 Blaster Rifle: The LX4 can be fired as full automatic. It is long at 58cm but weighs in at only .9 kilograms. The LX4 is arguably the most popular weapon among those who purchase Brodie armor, due to its power and its ability to draw energy from cells rather than cumbersome power packs.

Type: Blaster Rifle

Scale: Character

Skill: Blasters

Ammo: 12*

Cost: 1200

Availability:

Fire Rate: 4fa

Range: 3-20/50/150

Damage: 4D+2

Ammo Price: 35

*Runs off disposable power cells.

Gurtman Assault Blaster (Urban Environment): The Gurtman Assault Blaster is designed almost exclusively for close-in combat with little regard for anything over 100 meters. This sucker is heavy, weighing four kilos with power cells and has a length of 50 cm. The gas-injector mechanism is designed to moderate more of the reactant and spread the particles over a wider area than is normal with a blaster. This means that the weapon can do tremendous damage at

close range, but at longer ranges the particles are too diffused to do much damage. The weapon is capable of fully automatic fire.

Type: Blaster Urban Environment Rifle

Scale: Character

Skill: Blasters

Ammo: 36*

Cost: 10000

Availability:

Fire Rate: 9fa

Range: 3-20/ 60/100

Damage: 6D+2/5D+2/5D

Ammo Price: 300

*Runs off disposable power cells.

Gurtman RF3 Blaster Rifle (Assault Rifle): Gurtman's RF3 is designed to be used with Gurtman's power armor. Instead of using a super insulator cell, the RF3 is designed to be linked to a power pack. Other than that, the RF3 is very similar to the Brodie LX4.

Type: Blaster Assault Rifle

Scale: Character

Skill: Blasters

Ammo: 45 t

Cost: 14000

Availability:

Fire Rate: 9fa

Range: 5-25/200/ 400

Damage: 7D

Ammo Price: 450

t Runs off energy packs and/or body armor packs.

Brodie LX5 Blaster Rifle (Civilian/Sniper): The civilian model of the LX4, the LX5 has the outward appearance of its fully automatic cousin. However, it is only semi-automatic and uses different internal parts to prevent its being converted into a full-auto weapon. Because of its large ammunition capacity and the damage it can do, the LX5 has also gained favor as a survival weapon on board many escape pods.

Type: Blaster Civilian Rifle

Scale: Character

Skill: Blasters

Ammo: 60 *

Cost: 10000

Availability:

Fire Rate: 1s

Range: 5-50/150/300

Damage: 5D+2

Ammo Price: 500

*Runs off disposable power cells.

Microwave Lasers (Blaster Skill)

Microwave weapons are essentially a different kind of laser, one with a lower frequency. The energy drain is offset by the extra damage you'll do to your opponent. You see, where a laser will just burn tissue, a microwave laser will excite the molecules and cook your enemy (there's nothing quite like the smell of blown-up bad guy). And you can use your laser to wipe out data on computer disks and trash unshielded electronic gear, if that's what you're into.

Of course, everything isn't all booze and Twi'lek dance girls when you're playing with microwaves. For one thing, with the exceptions of the stuff I mentioned above, it's pretty much useless against buildings, furniture, walls, and the like. In addition, metal makes a great shield against the waves, and how many guys do you know walking around in wooden armor these days?

[Subtract -1D from the damage if the weapon is fired at a non-organic target other than unshielded electronic equipment. Add +1D to the armor value of metal armor when attacked with microwaves.]

Also, keep in mind that if a microwave burst misses its target and bounces off a metal surface, it might do nasty things to you. These drawbacks have limited the popularity of microwave weapons outside of the Core Worlds, where few slags are walking around in full armor. Corp cops are particularly fond of the ability of the weapons to blow a vehicle's electrical systems. Microwave weapons are recoilless and can use either energy cells or power packs.

Brodie M-20 Personal MicroDefender (Holdout): The M-20 Personal MicroDefender is a very compact weapon system that's damn effective for a holdout. It looks like nothing more than a round piece of plastic with a small barrel pointing out. It can fit in the palm of the average Human hand and only the barrel will protrude from your fingers. This is a hot market item among thieves - not because it's particularly lethal, but because it's a great way to get past electronic security systems. The M-20 is a single shot weapon.

Type: Microwave Holdout

Scale: Character

Skill: Blasters

Ammo: 6*

Cost: 750

Availability:

Fire Rate: 1

Range: 3-10/40/80

Damage: 3D+1

Ammo Price: 20

*Runs off disposable energy cells.

Brodie M-25 Microwave Pistol (Pistol): A compact (15cm) and powerful weapon, the M-25 is the standard sidearm of many megacorp security forces. It has gained a reputation as a reliable weapon and is pretty much the standard against which micro weapons are measured. Naturally, the security guys carry slugthrowers and other weapons in the event their quarry takes refuge in a computer center.

Type: Microwave Pistol

Scale: Character

Skill: Blasters

Ammo: 15*

Cost: 1000

Availability:

Fire Rate: 1s

Range: 3-25/75/150

Damage: 3D+2

Ammo Price: 35

*Runs off disposable energy cells.

Brodie M-30 Heavy Repeating Microwave Pistol (Urban Environment): At 25cm, the M-30 is one of the bulkier pistols currently making use of microwave laser technology. It was originally designed for megacorporate crisis response teams. Like the M-20, its reliability and effectiveness make it a popular choice.

Type: Microwave Urban Environment

Scale: Character

Skill: Blasters

Ammo: 18*

Cost: 1400

Availability:

Fire Rate: 1s

Range:

Damage:4D+2

Range:3-50/80/175

Ammo Price: 40

*Runs off disposable energy cells.

Brodie MW-3 Repeating Microwave Rifle (Assault Rifle): This item has an interesting history. It was originally designed by Brodie for use by Corporate Sector Police, and so has the proper connections for use with the Brodie Mark IV. Unfortunately, the Espos opted for non-microwave weapons and Brodie was stuck with a number of already-produced MW-3s. This weapon is

capable of semi-automatic, and auto fire and can be connected to a backpack-mounted power cell for three times the normal number of shots available through a power pack.

Type: Microwave Military Issue

Scale: Character

Skill: Blasters

Ammo: 40t

Cost: 11000

Availability:

Fire Rate: -

Range: 5-40/150/300

Damage: 6D+1

Ammo Price: 250

t - Runs off energy packs and/or body armor packs.

Brodie MW-2 Microwave Rifle (Civilian/Sniper): The MW-2 Microwave Rifle was intended for use by law enforcement and security forces, but as a black market item, it has found its way into the hands of pirates and smugglers. Numerous incidents of sabotage have been traced to use of the MW-2, and Brodie's said to have a whole unit of corp marines whose job is to track down stolen rifles and slag the thieves.

Type: Microwave Civilian/Sniper

Scale: Character

Skill: Blasters

Ammo: 20t

Cost: 5500

Availability:

Fire Rate: 1s

Range: 5-50/500/1500

Damage: 5D+2

Ammo Price: 250

t Runs off energy packs and/or body armor packs.

Sonic Weapons (Blaster Skill)

Sonics have been used by docs for centuries as an alternative to X-rays or surgery. But "screamers" also make a hell of a weapon, firing a concentrated beam of sound waves at a target (and it's hell to get killed by something you can't even see). The beam penetrates clothing and does large-scale tissue and bone damage.

While deadly, screamers have their drawbacks. For one thing, they can't be fired in a vacuum, because sound needs a medium to travel through. And, since sound dissipates faster in a thin atmosphere, they lose something in range under those conditions. They're murder underwater, though. [Halve sonic weapon ranges when in thin atmospheres. Double medium and long ranges when underwater.]

The other slam against screamers is that the beam only moves at the speed of sound. That means, at long range, there's a lag between when you fire and when you hit, and kiss accuracy goodbye.

Screamers affect armor just like Blaster Skill do, except for reflec, which is of no use against a sonic blast. They're powered by cells or power packs.

Furtherman Personal Sonic Defender (Holdout)- The Furtherman Personal Sonic Defender is a classic case of cynical marketing by an arms company. The Sonic Defender was originally designed for home and personal defense. Its major selling point was that while it was capable of stopping an intruder with several shots, a single shot (such as from an accidental discharge, children playing with the weapon, etc.) would most likely not kill. It even had a governor built into it that allowed only a short burst of sound per pull of the trigger, meaning that "hosing" an area with sound wasn't possible. The result of this ad campaign was that security restrictions were pretty much absent on this baby - the idea was that if somebody wanted to be armed, better that they be carrying something relatively non-lethal.

What Furtherman didn't bother to talk about was how easy the Sonic Defender is to soup up. Once mercs started doing this, a lot of Inner Rim found their markets flooded with easy-to-get weapons that could do tremendous amounts of damage. Furtherman has so far avoided the blame for this fiasco. [Add +1D to *Blaster Repair* checks to modify this weapon.]

Type: Sonic Holdout

Scale: Character

Skill: Blasters

Ammo: 20*

Cost: 500

Availability:

Fire Rate:

Range: 3-5/20/30

Damage: 3D

Ammo Price: 20

*Runs off disposable energy cells.

Tracer "High C" Sonic Weapon (Pistol): The High C screamer looks like a large microphone with a handle and power pack, and is meant to be a sidearm. This weapon can do substantial damage at close range, however it lacks the power to be effective over 50 meters.

Type: Sonic Pistol

Scale: Character

Skill: Blasters

Ammo: 12*

Cost: 1200

Availability:

Fire Rate: 1s

Fire Control: -1D at Long range

Range: 3-10/40/50

Damage: 5D

Ammo Price: 35

*Runs off disposable energy cells.

Tracer "Crusher" Sonic Rifle (Assault Rifle): The "Crusher" is basically the "High C" with a larger power pack and a stock for more control at long range. The "Crusher" has gained some notoriety as a roomsweeper, as people tend to use the weapon exactly as they would a sawed-off shotgun. Unfortunately for its targets, the "Crusher" does a damn fine job in that capacity.

Type: Sonic Assault Rifle

Scale: Character

Skill: Blasters

Ammo: 27t

Cost: 5000

Availability:

Fire Rate: 3fa

Fire Control: -2 at Long range

Range: 3-15/50/75

Damage: 6D+1

Ammo Price: 200

t - runs off energy packs and/or body armor packs.

Tracer S20 Assault Rifle (Assault Rifle): The S20 is a standard sonic assault rifle. It is quite effective close up, but lacks the range and stopping power of other weapon technologies at long range. This compact (90cm) weapon is rugged, durable and reliable. Tracer is relatively new to the megacorporate scene, but is rapidly cornering the market on sonic technology.

Type: Sonic Assault Rifle

Scale: Character

Skill: Blasters

Ammo: 36t

Cost: 7500

Availability:

Fire Rate: 3fa

Fire Control: -1D at Long range

Range: 5-30/75/300

Damage: 5D+2

Ammo Price: 300

t-runs off energy packs and/or body armor packs.

Tracer S15 Sniper Rifle (Civilian/Sniper): The S15 sonic sniper rifle is something of a joke among those who make their living by "see the target, shoot the target." While it does have respectable range, the lag time between firing and actually hitting the target allows your intended victim to "catch a good vid" before he goes down. Useless for a sniper, the S15 has gained some acceptance as a civilian hunting weapon, however, especially among hunters who want pelts. The beam is tightly focused and can kill without damaging the skin too much. Like its cousin, the S20, the S15 is compact for its class (120cm) and rugged enough to be appealing to Rim hunters.

Type: Sonic Assault Civilian/Sniper

Scale: Character

Skill: Blasters

Ammo: 15*

Cost: 5000

Availability:

Fire Rate: 1s

Fire Control: -1D at Long range

Range: 5-50/200/800

Damage: 5D+2

Ammo Price: 250

*Runs off disposable power cells.

Electron Weapons (Blaster Skill)

Electron weapons are something relatively new and are great if you're going to be doing a lot of desert fighting or operating in other dry climates. If you're on your way to Mon Calamari though, leave these babies home.

Basically, this is how it works: a low-powered laser beam is fired from the weapon to ionize a corridor through the air. A beam of electrons rides along this corridor, which then hits the target, doing almost as much damage as the charged particles of a blaster. The shot is usually accompanied by a big flash of light.

Unfortunately, these beauties have major problems around water. When it's real humid, the electron beam gets ideas of its own and leaves the laser corridor along a "path of lesser resistance," as the big brains put it. Range and accuracy stink under these conditions. In rain, a vacuum, or underwater, these guns don't work at all.

The electrons are drawn from the power cell and not the barrel, which is kind of a relief. All of these are powered by power packs or cells, just like lasers and blasters.

[When in humid environments, halve all electron weapon ranges and add a -1D to attack roll.]

Furtherman E145 'Handbuzzer' (Holdout): It fits in the palm of your hand and it's a big shock for your target. While it's not as concealable as some weapons on the market, it gets the job done and does impressive damage for something its size. Not much noise, but the light flash is going to be a dead giveaway to everybody else around, so have your escape route planned before you use it.

Type: Electron Holdout

Scale: Character

Skill: Blasters

Ammo: 5*

Cost: 600

Availability:

Fire Rate: 1

Range: 3-10/25/40

Damage: 3D+2

Ammo Price: 20

*Runs off disposable power cells.

Furtherman E245 Electron Pistol (Pistol): "The damage of a blaster with the accuracy of a laser." At least, that's what the advertising for E245 and its bigger brother, the E345 Electron Rifle, says. This light (0.5 kg) and sturdy weapon is still quite large (25cm). The E245 is one of

the standard issue sidearms for NetWorld security forces on megacorp worlds where dry conditions prevail.

Type: Electron Pistol

Scale: Character

Skill: Blasters

Ammo: 10*

Cost: 1000

Availability:

Fire Rate: 1

Fire Control: +1D

Range: 3-25/75/150

Damage: 4D

Ammo Price: 35

*Runs off disposable power cells.

Gurtman "Lightning" Electron Carbine (Urban Environment): One of several innovative new weapon systems designed by Gurtman, the "Lightning" works by dividing the laser beam into several smaller lasers with a dispersion of 20cm. at maximum range. This creates several corridors for the electrons to follow. More end up hitting the target over a greater area, and thus do more damage - or so the theory goes. Unfortunately, the corridors are weaker, meaning that the electrons have lots of opportunities to go offtrack and get diffused. So this otherwise formidable weapon has a range that's little better than a holdout.

Type: Electron Urban Environment

Scale: Character

Skill: Blasters

Ammo: 30*

Cost: 15000

Availability:

Fire Rate: 1s

Range: 3-10/30/40

Damage: 6D+1

Ammo Price: 250

*Runs off disposable power cells.

Furtherman E345 Electron Rifle (Assault Rifle): The big brother of the E245. Unlike that weapon, the E345 is able to fire semi-auto, or full auto. Like the E245, the the E345 is often used by corporate security forces on desert planets or in other low humidity environments. The overall length of the weapon is 90 cm. and it runs off disposable energy cells. A slightly larger version,

the E345AI, has the same stats but can be used with an energy pack that is either independent or attached to the Brodie Mark IV, thanks to a licensing deal between the two firms.

Type: Electron Assault Rifle

Scale: Character

Skill: Blasters

Ammo: 30*

Cost: 12000

Availability:

Fire Rate: 10fa

Range: 5-30/250/750

Damage: 5D+2

Ammo Price: 220

*Runs off disposable energy cells.

Furtherman 445 Electron Sniper Rifle (Civilian/ Sniper): The 445 is meant to be a long-range sniper weapon able to remove "difficulties" no matter what they might be. Unfortunately, this weapon is over two meters long and very difficult to handle. Note that this weapon uses the same disposable cell as the E345 electron rifle. [-1 to hit the target unless the user has the weapon mounted on a tripod to steady it.]

Type: Electron Civilian/ Sniper Rifle

Scale: Character

Skill: Blasters

Ammo: 10*

Cost: 10000

Availability:

Fire Rate: 1s

Range: 5-50/1000/1500

Ammo Price: 220

*Runs off disposable power cells.

ADD-ONS

Way back when most of today's megacorporate CEOs were still hustling anyone for creds or palming off scorched pieces of plasteel as "genuine pieces of Hurnab hulls," somebody came to a decision. With a market as big as the one for weapons and armor in this universe, it was never going to be possible to create a really complete gun or protective suit that was both effective and affordable.

That's when the add-on was born. The idea was that arms and armor manufacturers would produce basic systems that would have the capacity for additional subsystems to be tacked on later. That meant the buyer could customize his purchase however he saw fit. And if it so happened that he had to buy all the add-ons he wanted from you, so much the better. So when you go into a weaponsmith's shop, don't be surprised if he starts pushing the extras even before you buy the gun.

Of course, all weapons and suits of armor have limits on how many add-ons they can support. With armor, the limits are included with each entry, but weapons have fixed numbers. For example, a holdout or pistol can have one extra component above the barrel and one below. Urban environment, carbine, military issue and civilian/sniper weapons have room for four components (two above and two below the barrel/firing mechanism).

Armor Add-Ons

Some people call this sort of thing the "poor man's cyberware." That's 'cause a lot of the add-ons available act a lot like cyberware, but nobody had to cut you open to put them in. They're cheaper than cyberware, too, and nobody's ever 'zoned out because they had one too many add-ons in their suit. Finally, an augmented suit can be sold again and again without having to go through a chop shop, as long as you recalibrate it for the new owner.

The cost listed for each item includes the price of installation. Energy is, provided by the suit's own power systems. [Engaging an add-on is a simple action.] Let's start at the top with the helmet:

Thermal Imager: A sighting system that allows the user to see in complete darkness by detecting the infrared patterns given off by the surrounding environment. Unlike its cyberware counterpart, flare compensators are built into the unit so that sudden flashes of heat will not blind the user or burn out the unit. Cost: 1000.

[Adds +1 to **Perception** totals to see in darkness or near darkness.]

Light Amplification: This system amplifies the ambient light within the environment to allow near to normal vision for the user. While it is not effective in total darkness, it is a great help in many other conditions that would otherwise limit sight. Like the Thermal Imager, the Light Amplification system has built in flare compensators. Cost- 750.

[Adds +1 to **Perception** totals when attempting to see in near dark conditions.]

Image Magnification: This allows the user to increase the magnification of the vision unit by up to 50 times. Unfortunately it also reduces the arc of vision proportional to the magnification level used. Cost: 1750.

[Add +2 to **Perception** totals for observing images far away. Add +1D to the difficulty numbers of **Perception** totals when attempting to use peripheral vision.]

Laser Display: Uses a laser projection unit to display information (maps, orders medical reports etc.) on either the armor's face plate or an eyepiece. The display system also includes four ports for standard information slugs. Cost: 3500.

Smartgun Link: Allows for the integration of smart weapon technology into the power armor. Requires that the weapon used be equipped with a smartgun system. Once linked, a target selector is projected on to the face plate showing where the weapon is pointed, what the weapon is pointing at, the range from the user, and the probability of a hit given "ideal" conditions. Cost: 3000.

[Add +2 to relevant weapons skill.]

Weapon Expert: A sort of poor man's smartgun. A sensor is placed upon the wrist of the user's firing hand. This sensor acts as a sighting system, eliminating the need for a smartgun system. Once the type of weapon being used is input, the computer uses its data on that weapon's characteristics to determine targeting accuracy. This bonus can not be combined with a laser sight, but can be combined with the bonuses gained through gas venting or gyro stabilization. Cost: 2750.

[Add +1 to the relevant weapons skill.]

Peripheral Sensor: This system is great to have if you're stuck in power armor. Small wide-angle video cameras are placed upon the side **of** the helmet. The image is then projected onto one corner of the face plate, allowing the **user** to keep an eye on his flanks. An expert system can also be installed with this which will recognize any potential threats and warn the user of them. Cost: 2000 for basic system, 4000 with expert system included.

[Add +1 to **Perception** bonus checks to spot anyone approaching from the sides or rear. With the expert system, the bonus is increased to +3.1

Flexi-Cam: This system's popular with the few scouts I still call friends. It's a small camera attached to a two meter long, semi-flexible cable. The camera allows the user to peer around corners, over obstacles, etc. without having to expose himself to any danger. The camera has a built-in thermal imager to allow it to see in total darkness. Cost 750.

Ultra Sound Communications System: This is a powerful, high frequency comm system first used by Imperials while engaged in urban fighting on Evets 11. Although its range is limited to 100 meters, its signal can penetrate most materials and it operates above the frequency of most available monitoring and jamming equipment. Cost: 1500.

Helmet Scanner: Works just like a hand scanner, but is built into the helmet of armor. Cost: 1000.

[Adds +2 to **Perception** checks when seeking something. Can be blocked by cover over three meters thick.]

Helmet Cam: An external camera that allow others to monitor what the person in the armor is doing. It is usually tied into the suit's communication system to allow two way communication. Cost: 500.

Identify Friend and Foe System: This add-on broadcasts a coded signal at a specific frequency. Any automated electronic system that receives the signal knows that the user is friend and therefore will not fire. If the signal is not received, then the user is seen as a foe and is fired upon. The system also includes a receiver to allow for the identification and location of comrades. Cost:2000

The add-ons below are attached to the suit itself, and are usually larger and slightly more expensive than helmet add-ons:

Drug Injection System: Combat drugs are a big part of a soldier or merc's life. The most popular drugs include AdrenoCharger, EndophoCharger, QuickKill, MindEnhance and PainShield. The Drug Injection System can hold a total of six doses of any combination. Computer coding allows the user to verbally command that a particular drug be injected. Also, if the armor has a biomedical system, the drugs can be automatically injected if the scanner indicates it is required. Cost: 3000.

Bio-Medical Scanner: This scanner allows soldiers to monitor their vital signs. There is also an external screen that will allow others to check upon the user's condition. This system can be tied into the suit's communication system so that those with the proper receiver can monitor the user from a distance. This system also requires space within the helmet of the armor. Cost 1500 for scanner, 1 000 for receiver system.

Booster Pack: This system, built into a harness attached to the back of the armor, allows for travel in zero gravity through the use of positional jets. Maximum movement is 10 meters a round. Due to its size, this system takes up two add-on spaces in a suit. [Requires *jetpack operation* to operate.] Cost: 1500.

Hydraulic Glove: A popular item among power armor users, the Hydraulic Glove allows the user to manipulate an object with increased strength. Many combat engineers love the item because it takes the place of many heavy tools that would otherwise have to be carried. Cost: 3000.

[Add +2 to Strength when using glove to perform an action.]

Reflective Paint: This paint reflects many wavelengths of light, including radio waves, making it harder for sensors to pick up the object it covers. This particular add-on does not take up space within the suit. Cost: 2500.

[Add +1 to the difficulty of *sensors* checks to locate the user.]

Thermal Masking: This system dissipates much of the heat produced by armor, making it harder to see with thermal imagers. Cost: 2000.

[Add +1 to the difficulty of *sensors* checks to detect **the** user with heat-sensitive devices.]

Electronic Counter Measures: This system masks much of the electronic signature of the armor, and automatically attempts to jam active radars that hit it. The system also has ESM capabilities, so it can detect an active radar at a 110% of the range of the radar. Cost: 3000.

[Add +2 to the difficulty of *sensors* checks to detect the user by electronic means.]

Enhanced Strength: Usually, a power armor exoskeleton only offsets the weight of the suit and provides no strength bonus. This system provides the user with amplified muscle power for a variety of tasks. Cost: 1500 per unit.

[Strength is increased in +1 increments, up to a maximum of +5. Each +1 unit requires one add-on space in the suit.]

Integrated Weapon: Any holdout or sidearm class of weapon can be integrated onto the wrist of a suit of power armor. An energy weapon will draw off the power in the suit. Once integrated, the weapon can only be fired through the suit's circuitry. Cost: Weapon cost + 10%.

Magnetic Boots: These allow the user to adhere to a metallic surface (such as a spaceship hull) in zero gravity. The boots are computer assisted to allow for maximum freedom of movement by the user. This system can only be used with fully ENVI-capable armor. Cost: 750.

Suit Integrity Micro-Preservation System: This system is designed to be used on suits with ENVI capabilities. When the armor suffers a major breach in one of the limbs (the armor suffers five wounds), a sphincter closes, amputating the limb. While this may seem drastic, it must be

remembered that in a hostile atmosphere or in zero gravity this is the only way that a user may survive. [Losing a limb causes the victim to suffer four wounds - if he has already taken four or more wounds to the limb in question, he suffers no further damage as a result of the amputation.]

Included within the system are four doses of PainShield, to prevent the user from going unconscious. (Some people refer to both the system - and the people who use it - by the acronym SIMPS.) This system takes up two add-on spaces. Cost: 3000.

Weapon Add-Ons

The following little gizmos are slapped on to your weapon to make it even nastier than it was before:

Laser Sight: These can be mounted on any heavy or personal weapon, slugthrower or projectile (hand grenades are out). The laser sight projects a small, coherent spot of light that can be seen by the weapon's user though after 100 meters, the character using the weapon must be equipped with binoculars or other visual aids (like the telescopic sight). The advantage is the character firing the weapon can see where the shot is going to go. The laser sight can also be used with indirect fire weapons (such as grenade launchers), though an indirect fire observer must be "spotting" the sight while the weapon holder watches. Some characters may have access to electronic targeters that perform this function for them.

There are only two disadvantages to the laser sight: one, certain gases can refract the beam and, two, if the character uses the sight to aim, the target may see the little laser-light as well and be alerted. When using this sight to fire at anything other than point-blank or short range, the character must take an action to aim or forfeit the bonus of the laser sight. It is simply too hard to see the "dot" at medium or long range (or extended range) with a "quick shot."

[+1D to weapon skill if attacker takes a turn to aim]

UV Sight & Scope: Much more expensive, this "SNS" combination is also much more deadly than the laser sight. The character using the weapon has a UV scope mounted on the weapon (or, less likely, is wearing ultraviolet goggles) and can see the UV laser dot. No one else can (unless they, also, are so equipped). The bonuses are the same, but the UV scope can also be used to track the dot at long distances.

This sighting combination only affects shots taken at medium or long range (or extended range), and only if the character takes the time to aim the weapon. The character gets the aiming bonus as well.

[+1D to weapon skill if attacker takes a turn to aim]

Telescopic Sight: Only an advantage at medium or long range (or extended range), the standard telescopic sight is equipped to make seeing the weapon's target at those ranges much

easier. Individual scopes are fitted to different weapons - so a weapon with a long range of 250 meters would have a different sight than a weapon with a 1000 meter range. The scope can be adjusted slightly, but the maximum range is always just a little more than the weapons maximum effective range. When using this sight on a weapon, the character must aim to get the bonus (though the character also gets the aiming bonus as well) .

[+2 to weapon skill]

Gyrostabilization: This can be built into any personal or heavy weapon (except hand grenades) and provides synchronized stabilization for the wielder. The unit supplies that small amount of "extra" stabilization that often makes the difference between a hit and a miss. This gyro-stabilization bonus is *not* used if the character aims first - aiming provides better stabilization than the gyro can.

[+2 to weapon skill]

'Quick-Draw' Holster: A favorite among would-be "gunslingers," the spring-loaded QD is only available for pistol weapons or melee weapons. It allows the character to get the gun out of the holster without experiencing the "drawing or changing weapons" penalties. In addition, if the character is engaged in a "quick-draw" contest, the character can add +1D to his or her quick draw specialization or Dexterity when doing so. It does not provide any special "initiative bonus" during normal combat.

Some accomplished weaponsmiths have made special QD holsters and sheaths for those characters interested in producing small weapons (throwing sticks, throwing knives, and "hold-out" pistols) seemingly from "nowhere." These holsters cost roughly 500% more than the standard QD, but add +2D to all *Prestidigitation* attempts to conceal the weapon in the holster. They have the same bonuses as the normal QD as well.

Gas Venting: Usable only on chemical slugthrowers, gas venting reduces the recoil of the weapon when it is fired. Cost-. 300.

[Add +1 to Firearms skill.]

Gyrostabilization Harness: This harness allows the user to fire weapons that could normally only be fired from abraded position or require a tripod, including plasma lasers, medium repeating blasters, and some forms of machine gun. Anything larger is too heavy for the harness. Cost: 5000.

Monofilament Edge: This add-on is intended for use with edged weapons. A line of monofilament wire is grafted onto the edge of any type of unpowered cutting weapon. [The wire provides a +1D to the damage bonus of the weapon.] Putting a monofilament edge upon a weapon costs an additional 500 credits.

Recognition Pad: Found on many official weapons, the recognition pad is linked by either a palmprint DNA code, or electrical output to a single firer. If anyone else grabs the weapon and tries to use the weapon, the weapon will not work. These pads can be linked to explosive or electrical discharges to do even more harm to the person who attempts to use the weapon, at 25% extra cost. Cost: 500. (DNA Recog. Cost: 1000)

Armor

Personal Armor

| Type | Armor Val | Availability | Mass | Cost |
|--------------------|---------------|--------------|------|------|
| Leather | +2p / +0e | 2,R | 5 | 200 |
| Chainmail | +1Dp / +1e | 2,R | 10 | 600 |
| Plate Armor | +1D+2 / +2e | 2,R | 15 | 750 |
| Syntheleather | +2p / +0e | 1 | 5 | 300 |
| Padded | +1Dp / +0e | 1 | 4 | 500 |
| Syntheleather Mesh | +1D+1p / +0e | 1 | 3 | 1200 |
| Plastovar | +1D+2p / +2e | 2,F | 4 | 2000 |
| Reflec | +1p / +1D+2e | 2,F | 5 | 2200 |
| Plasteel | +2Dp / +1De | 2,X | 6 | 5000 |
| Blowen Reflec | +2Dp / +1D+1e | 2,X | 4 | 2500 |
| Reflex Armor | +1D+1p / +2e | 2,X | 2 | 1500 |
| Kevlar Mark XX | +2Dp / +1De | 2,X | 4 | 1000 |

Power Armor

| Type | Armor Val | Availability | Mass | Cost |
|-------------------------------|-----------------|--------------|------|----------|
| Power Armor | +3Dp / +2De | 4,X | 50t | 15000 *t |
| Brodie Mark I ACS | +3Dp / +2De | 4,X | 60 | 18000 t |
| Brodie Mark II ACS | +3D+1p / +2D+1e | 4,X | 100 | 25000 t |
| Brodie Mark III ACS | +3D+1p / +2D+2e | 4,X | 200 | 28000 t |
| Brodie Mark IV DSAC | +3D+2p / +2D+2e | 4,X | 215 | 30000 t |
| Brodie Mark V DSAC | +4D / +2D+2e | 4,X | 225 | 35000 t |
| Brodie Armored Avenger | +4Dp / +3De | 4,X | 400 | 65000 |
| McGinley XR Scout Armor | +1D+2p / 1De | 4,X | 10 | 15000 |
| McGinley Security Helmet | +2D+1p / +1D+1e | 4,X | 2 | 1500 |
| McGinley Paladin Battle Armor | +3Dp / +2De | 4,X | 100 | 25000 |

Stealth Suits

| Brodie K-Mealeon Stealth Suits | Armor Val | Availability | Mass | Cost | Notes |
|---------------------------------------|-----------|--------------|------|-------|-------------------------------------|
| Basic Stealth Suit | N/A | 2,X | - | 12000 | Adds +2 to Sneak versus sight/smell |
| -Infrared Option | N/A | - | - | 6000 | Adds +4 to Sneak versus infrared |
| -Sonar Option | N/A | - | - | 7500 | Adds +3 to Sneak versus sonar |
| -Radar Option | N/A | - | - | 8000 | Adds +3 to Sneak versus radar |
| -Slick Option | N/A | - | - | 7500 | Adds +5 to Sneak versus grabs/holds |

*These are "standard" armor costs. Increased functioning capabilities - such as HUD units, increased Strength units, and targeting programs and computer assists usually cost at least 10-20 percent of the armor's total cost per unit.

**Head only.

t This is for a complete suit. In pieces, the costs as mass values are broken up and add up to the total. Since "segmented" suits are normally sold only as replacement parts (in bulk) or on the street, they have wildly varying prices. As far as mass goes, the breastplate has a mass of 20 kilos, the helmet 10 kilos, the arm and leg greaves are 5 kilos each.

War is a struggle between defense and offense, the guys on your side and the guys unlucky enough to be on the other. Sometimes, the victory goes to the guy who shoots first, but other times it all comes down to who can take the most punishment. And don't let anybody fool you: there are some things out there that your blaster won't do squat to, and the only hope you've got, is rolling with the punches and getting the hell away. And to do that, you need a good suit of armor. In this section, we're going to look at some of the protection you can wear on your back.

There are basically two types of armor: powered and non-powered. The latter is just that, armor that has no internal power source to help the wearer in any way. Power armor has an internal skeleton and various motors to help compensate for the weight of the armor. Some of them increase the strength of the wearer, too, although this will cost you.

Non-powered armor is pretty generic in nature. What the armor is made of is usually more important than who actually produced it. Power armor, on the other hand is very "producer specific." Many companies make powered armor, and different suits have different capabilities and provide different levels of protection.

Just like weapons, power armor is sold as a base model with lots of "options" that can be incorporated into the suit. These options are, of course, extra, but they allow you to get a suit of armor tailored specifically to your needs and your budget. (Be careful of salesmen who try to sell you a lot of extras you don't need. Remember, every option is potential added weight and strain to your motors. My rule of thumb is not to take anything I'm not pretty sure I'll need.

Armor includes any personal protective covering, from reinforced clothing to exoskeletal mechanical suits. For the most part, armor is available in full body suits, or, at a lower cost, some armor is available piecemeal. Below are listed some types of armor and their various effects.

Non-Powered Armor

Primitive Non-Powered Armor

This is the less expensive type of armor, and quality varies widely depending on the material you're using. On the other hand, you have a better chance of "passing" with this armor on than

with powered, and there are more than a few worlds where it's against the law to wear power armor within the city limits. You might as well paint a sign on your forehead that says "Merc looking for trouble." You're better off in many cases wearing stuff that somebody might, at worst, mistake for a weird taste in clothing.

Leather: There are still citizens who make use of more primitive kinds of armor, and if you toss out hides, leather is as primitive as you get. It's fairly cheap and plentiful, depending on the planet, and if you are looking to operate on a world like that with no one getting wise, this is the route to take. Leather armor is next to useless against slugthrowers or blasters, but it'll do you some good against a slag with a knife.

Leather armor can be found on most planets that have animals with sufficiently thick hides. The only time you'll run into problems with local law wearing this stuff is if the city has laws against wearing animal skins in any form. The other advantage to leather is that you can wear it under other types of armor without too much discomfort.

Armor Value: +2 physical / +0 energy

Mass: 0.5

Cost: 200

Chainmail: Made from fine links of steel, chainmail allows for a fair degree of flexibility in combat. Chainmail can't be worn under other types of armor, but it can fit over some types of armor (like leather). There are few worlds I know of where mail is illegal, but wearing it will make you stand out like a sore thumb, unless you're hanging out with some really strange fringers. I've never seen it outside of the Inner Rim, so I don't know if it's available much on the Rim. Chainmail isn't much use against slugthrowers and energy attacks, but is overall better than leather in these situations

Armor Value: +1D physical / +1 energy

Mass: 10

Cost: 600

Plate Armor: You've gotta be kidding, right? I mean, you're not really going to go into combat dressed like something out of a bad old holovid, are you?

Well, it's your funeral. Formed from steel plates, plate armor offers decent protection from most types of attack. But it's bulky as all hell and slows you down at inconvenient times. You may be better off just wearing a breastplate and foregoing the arm and leg armor. You can't wear it under any other armor (but can wear it over some types), and the best you're going to achieve in this tin can is to make your enemies die laughing.

Plate armor is available in the Core at specialty shops, but isn't exactly a standard every place else. It's not much help against bullets or blasts

Armor Value: +1D+2 physical / +2 energy

Mass: 15

Cost: 750

Modern Non-Powered Armor

By far the most common kind of armor available to the general public, most of the non-powered armor sacrifices protection for the twin benefits of mobility and concealment. There is some problems with the law when wearing these armors - they are highly restricted on a fair number of Imperial worlds, but are sometimes a necessity of life on the Rim. Don't be surprised if local security gets curious about just why you feel you need reflec to apply for a synthe-liquor license.

Syntheleather: Jackets or bodysuits made of synthetic leather, this is better than cloth or flesh at protecting a character, but not by much. It is of some use against melee attacks, but not against projectile or energy weapons.

Armor Value: +2 physical / +0 energy

Mass: 5

Cost: 300

Padded: Two layers of cloth with cushioned material in between, this is better at absorbing shocks than syntheleather but is largely useless against projectile and energy weapons. It is commonly worn as an undersuit for power armor.

Armor Value: +1D physical / +0 energy

Mass: 4

Cost: 500

Syntheleather Mesh: Synthetic leather fiber interwoven with metal mesh to form a light armor similar to chainmail. It is effective against both melee and projectile attacks, but not against energy weapons.

Armor Value: +1D+1 physical / +0 energy

Mass: 3

Cost: 1200

Plastovar: Plastovar is a combination of plastic and Kevlar. Thin and light, yet still good protection against attack, plastovar is favored by megacorporate executives, who wish an unobtrusive armor to wear under their clothing. It is equally effective against all forms of physical attack.

Armor Value: +1D+2 physical / +2 energy

Mass: 4

Cost: 2000

Reflec: This reflective material layered on a plastic base, designed for use against energy weapons. It is of little use against other forms of attack. It can be worn either under or over clothes.

Armor Value: +1 physical / +1D+2 energy

Mass: 5

Cost: 2200

Plasteel: Combining the strength of metallic armor with the relatively light weight of plastic, plasteel is among the best non-powered armor available. However, it does come with a price: if wearing a breastplate and either arm or leg greaves (or both), the wearer suffers a +1 to the difficulty of all *Dexterity*-based actions.

Armor Value: +2D physical / +1D energy

Mass: 6

Cost: 5000

Blowen Reflec: An alternative to power armor's standard padded undersuit. Blowen reflec is made out of high temperature resistant fibers layered together in such a way that they offer good protection against impact (sort of like fiber glass insulation without the irritation). This stuff is great against energy weapons, but won't do much against clubs or bullets

Armor Value: +2D physical / +1D+1 energy

Mass: 4

Cost: 2500

Reflex Armor: The amoeboid gel-vest created by a mysterious race known as the Glahn, has been driving the Empire's brains out the airlock for a while now. The closest thing anybody's come up with is this, which is damn flexible and looks just like heavy cloth. But hit it anywhere and the material turns rigid to resist impact. It's nowhere near as good as a gel-vest and it's more expensive, but you won't run into the legal problems with it that you would with the gel (that's what happens when your armor comes from the hide of an "endangered species"). Reflex armor works well against impact or projectile weapons, but is worthless against energy attacks. Your best bet might be to combine it with reflec and hope for the best.

Armor Value: +1D+1 physical / +2 energy

Mass: 2

Cost: 1500

Kevlar Mark XX: Kevlar armor has been around for centuries, but these days, it's been largely replaced by plastovar and the like. Still, there are some worlds where Kevlar is the only thing they can get a hold of, so they make do. Kevlar Mark XX is thick, layered protection that works

against slugthrowers and impact weapons. It's less great against energy weapons, but you can't have everything.

Since it's pretty thick, forget about using it as an undersuit or passing it off as normal clothing. With that out of the way, you might as well make the armor the best it can be, right? For 500 credits more, you can add ceramic plates between the layers of armor (+1D to physical, +2 to energy). This doubles the weight of the armor but increases its toughness and helps against energy attacks, since the ceramic disperses heat

Armor Value: +2D physical / +1D energy

Mass: 4

Cost- 1000

Power Armor

Various forms of power armor are now standard issue for both the Empire and Corporate Sector Authority marines. These suits are expensive but give you a better chance of surviving out there, and that's what it's all about, right? In addition to the obvious benefits, most suits are loaded with electronic gear that can keep you up and shooting even in hazardous environments (check out the "Add-Ons" section later in the book). Power armor isn't available to the general public, in most places, so my comments are directed more toward those of you already in, or looking to form, merc units. (Security ratings apply to mercenary units, not members of the general public.)

All costs listed are for the standard suits. Increased functioning capabilities - targeting programs, HUD units, etc. - can add as much as 10 to 20 percent to armor's cost.

Power Armor. Basic power armor is in common use among corporate marines, particularly those of smaller companies who cannot afford the top-of-the-line Brodie suit. Power armor features servo-motors and minihydraulics built in to move the bulky outfit. It can be worn with a padded undersuit for a cumulative armor add. Unlike Brodie armor, standard power armor can be purchased in pieces. However, a breastplate must be worn for the armor to work, as the energy plant is there. If the breastplate is worn by itself, there is no Dexterity penalty; if it is worn with either arm or leg units, there is a +2 to the difficulty of all *Dexterity*-related actions. If arm or leg greaves are worn without benefit of the breastplate, the bonus to the difficulty is +3.

Power armor need not be customized to the wearer's body and can be bought "off the rack." Outfits come both with and without built-in power packs for use with energy weapons. Getting into (or out of) a complete set of power armor takes twelve combat rounds as a non-Skilled action, or three rounds as a *powersuit operation* Skill action at a Difficult difficulty (reduce the difficulty for every extra round spent between three and 12 getting in or out)..

The Brodie Series

This is the gear that made Brodie Inc. famous in the Corporate Sector. Brodie set the standard for power armor and more than a few mega-corporations went belly up trying to compete. Nowadays, a lot of the non-Brodie stuff on the black market is just cheap knock-offs of the famous design. The big difference from one corp's armors to another's is the connector leads, which are often designed so as to only allow add-ons from the individual company. Of course, it's possible for the wearer to jury-rig the suit to allow otherwise incompatible add-ons. Imperial Law allows no citizen to own Power Armor. Most of these suits are rare, but occasionally available through some of the black market guilds and houses.

Brodie Mark I Armored Combat Suit (4/5): The grandfather of them all, the Brodie Mark I Armored Combat Suit (ACS) was designed for the upper end of the power-armor market. While it provided similar protection to other suits at the time, there were several important differences. First, the Brodie ACS armor was marketed as a complete suit and could not be bought in pieces. Secondly, the Brodie suits had a better integrated servomotor unit, so it was easier to move around in it. Finally, the Brodie ACS allowed for more add-ons than any other. [Add +2 to the difficulty numbers of all Dexterity-based actions when wearing this suit.]

Armor Value: +3D physical / +2D energy

Mass: 60

Cost: 18000

Brodie Mark 11 Armored Combat Suit (4/5): The only difference between the Brodie Mark I and Mark II was a slight increase in the protection provided and some aesthetic improvements to make it look sleeker. [Add +2 to the difficulty of Dexterity-based actions when wearing this suit.]

ArmorValue: +3D+1 physical / +2D+1 energy

Mass: 100

Cost: 25000

Brodie Mark III Armored Combat Suit (5/6): It was the Mark III that really set Brodie apart from other armor manufacturers. The suit provided better protection against attacks than any other available at that time, though not without a price, as there was an increased difficulty of free movement.

The Mark III comes with a fairly impressive electronic suite installed as standard equipment, including a biomedical and diagnostic scanner, targeting scanner and mapping system, All of which can be projected onto a Heads-Up Display. The suit does not have full ENVI capabilities but a filter system does allow it to operate in hostile atmospheres (though you probably won't want to stay long).

[Add +3 to the difficulty of Dexterity-based actions when wearing this suit. Add +1 to vision-based *Perception* checks.]

ArmorValue: +3D+1 physical / +2D+2 energy

Mass: 200

Fire Control: +1D

Cost: 28000

Brodie Mark IV Deep Space and Armored Combat Suit (5/6): Probably the best armor currently on the market, the Brodie Mark IV is also the most expensive. It is worn both by Fleet marines and corporate troops, and though relatively bulky, is highly effective against all forms of attack. The Mark IV can be worn with a padded undersuit for a cumulative bonus.

The Mark IV must be customized to the wearer's body. It is possible to override its programming with customization software, but this can be unreliable. Armor that has not been customized may freeze up on a *Complication* or even do damage to the wearer (gamemaster option).

The Brodie suit relies on a complicated series of servomotors and micro-hydraulics to operate. It is not sold in pieces, but only as a complete suit, and it adds +3 to the difficulty of all Dexterity-related actions. It is equipped with power packs and ports for use with some Brodie energy weapons.

Within each helmet of the 215-kilogram suit is a small computer that wraps around the wearer's head from ear to ear. This monitors all of the armor's functions, including projecting a Heads Up Display (HUD), biomedical systems, scanner programs, and briefing data downloaded from a ship's terminal. A commander's suit will often feature a bio-monitor, allowing him to keep tabs on the conditions of his troops.

The helmet also features a port which can be attached to a long-range sensor dish, for use on scouting missions. The dish is contained in a small, metallic container which can be fastened to the leg of the suit with electromagnets. In addition, the helmet contains integral SureSights, which provide a +1D boost to vision-based *Perception* checks and to any combat skill rolls that involve integral weapons systems for the Brodie.

The helmet computer is voice-activated and has complete control over the suit's systems. It is possible, simply by saying "Glove" firmly and clearly, to increase the Strength of that particular armor unit by +2 for the performance of a specific task (say, hooking up a stubborn power cable to its port). Different suits have different "standard" functions, so the gamemaster should work out any special functions (and price increases) for the armor.

The Mark IV also acts as a full ENVI-suit, with all the attributes of such an outfit. This makes it excellent for corporate troops who may be sent into hostile environments at any time.

[Add +3 to the difficulty of all Dexterity-based actions when wearing this suit. Add +3 to all vision-based *perception* checks.]

ArmorValue: +3D+2 physical / +2D+2 energy

Mass: 215

Fire Control: +1D

Cost: 30000

Brodie Mark V Deep Space and Armored Combat Suit (8/10): The last version of the Brodie power suit, it looks identical to the Mark IV. It provides a limited increase in armor protection, but its main advantage lies in the micro-miniaturization of its systems. This has allowed for an unprecedented number of add-ons in both helmet and suit. Currently, this suit is issued only to CSA Fleet Marine commanders. [Add +4 to the difficulty of all Dexterity-based actions. Add +3 to all vision-based *Perception* checks.]

ArmorValue: +4D physical/ +2D+2 energy

Mass: 225

Fire Control: +1D

Cost: 35000

The Brodie Armored Avenger (10/12): This one takes some getting used to, even for someone used to seeing the "latest and the greatest" in tech on a regular basis. The Avenger is more of a personal tank than anything else, one that allows the user to stay on the battlefield for up to three weeks without a recharge. It can also be used to recharge other Brodie suits, although this will diminish its own power supply significantly. The Avenger is designed as mobile fire support for regular troops.

Critics (most of them from Furtherman) have described the Avenger as "a box with arms and legs." It's true that it's not as slick as a Mark IV, but you don't get prizes for your looks in combat. Remember, all a standard suit of power armor has to do is amplify your own strength so you can move. The Avenger has to move under its own power, and obviously can't crawl or kneel down.

The Avenger features a number of integrated weapons, including a Brodie XAP4 Auto Plasma Laser and a Brodie Repeating Laser Pistol. Two Bluster guided missiles are mounted on the back of the unit. These weapons are linked to the suit's power system and thus enjoy near continuous fire. The plasma laser has 100 hydrogen fuel cells which are reloaded from the back. The pulse laser is built into the right arm and the laser is a backup weapon found in the left arm.

The Avenger incorporates ENVI technology and can provide full environmental support. It also contains all equipment contained in the Brodie Mark IV.

[The Avenger can move at 50 meters per round. Add +5 to the difficulty of Dexterity-based actions. Add +3 to all vision-based *Perception* checks]

ArmorValue: +4D physical / +3D energy

Mass: 400

Cost: 65000

WEAPONRY

Brodie XAP4 Auto Pulse Laser*

Damage Value: 9D

Range:

Short: 3-40

Medium: 250)

Long: 750

Fire Control: +1D

Ammo: 100

*This weapon can be reloaded from the back.

Brodie Repeating Laser Pistol

Damage Value: 4D

Range:

Short: 3-25

Medium: 75

Long: 150

Fire Control: +1D

Ammo- *

*Consider this weapon to have unlimited ammo as long as suit is charged.

McGinley XR Scout Armor (8/10): The McGinley Corporation is one of the last major armor manufacturers still producing its own unique gear and not just ripping off Brodie, The XR is considered a nice piece of work by the people who rely on it to keep them alive another day, and the fact that they're around to talk about it is a better endorsement than any I could give.

The suit's made of plasteel, with a light servomotor system to assist with movement. The wearer can get comfortable and move almost as if he weren't wearing armor. Buyers should remember, though, that the XR is designed more for stealth and freedom of movement than for toughness, and so won't stand up to as much punishment as a Brodie DSAC.

Additional features of the armor include a full electronic countermeasures suite, thermal masking, and light absorption paint which covers the entire suit. The XR also acts as an ENVI suit and is capable of self-sealing when breached. [Add +3 to the difficulty of *Perception* checks on someone in this armor with the naked eye, +5 with *Sensors Skill*.]

Armor Value: +1D+2 physical / 1D energy

Mass: 10

Cost: 15000

McGinley Security Helmet (5/0): This is one of the better sellers for McGinley, a power armor-style helmet without the armor. Constructed of plasteel with reflective foam padding, it offers good protection but is light enough not to fatigue the wearer. One of the most popular sale items for McGinley Corporation is the security helmet. It is essentially a power-armor helmet with the armor. The helmet is constructed of plasteel with reflective foam padding. This offers a great deal of protection to those who wear it, but is still light enough to wear for long periods of time without causing a great deal of fatigue. It also features an air filtration system, external audio pickup and five channel comlink.

ArmorValue: +2D+1 physical / +1D+1 energy

Mass: 2

Cost: 1500

McGinley Paladin Battle Armor (8/10): Described in McGinley's advertisements as "an affordable alternative to Brodie's high-cost armor," the Paladin is this growing company's shot at the Mark IV. It has full ENVI capabilities but does not offer the kind of protection or all the extras that the Brodie does. But it is less expensive than the Brodie suits, so merc groups down on their luck and megacorporate cred-counters shopping for their marines have been known to settle for this.

ArmorValue: +3D physical / +2D energy

Mass: 100

Cost: 25000

Brodie K-Mealeon Stealth Suits

The Brodie K-M Stealth Suit allows the wearer to blend in with his surroundings, escaping the notice of observers and sensors. The materials which comprise a stealth suit provide a combination of thermal damping, radar and sonar absorption, as well as ambient light absorption and reflection. The stealth suit clings tightly to the wearer, yet allows breathing through the fabric. It is not designed to operate in a vacuum, and someone going EVA will still need to wear a space suit. The basic suit costs 12,000 credits and provides some concealment against being seen or smelled. Additional options, which provide both greater concealment and concealment against different sensors, can be purchased for the costs shown. These costs are in addition to the cost of the basic unit.

Brodie K-M Stealth Suit

| Style | Sneak bonus | Cost |
|------------------------------|----------------------|-------------|
| Base Suit (light absorption) | +2 vs. Sight & Smell | 12000 |

| | | |
|--------------|----------------------|------|
| Infrared | +1D+1 | 6000 |
| Sonar | +1D | 7500 |
| Radar | +1D | 8000 |
| Slick Option | +1D+2 vs.Grabs/Holds | 7500 |

Power Sources

The "power" in power armor means just what it says: servomotors and minihydraulics keep the suit working, and these need power to operate. The power pack is normally located in the breastplate and can keep the suit charged for a week. Many suits of power armor are sold in pieces. If this is the case, a breastplate must be purchased to get the suit operational.

Some suits come with external power packs that can operate add-ons and weaponry. It is also possible to purchase suits with heavy weapons linked to them. In this case, a backpack sized power pack is needed and replaces the smaller external one. Both the small and large external packs can provide power for a week.

Notes on Add-Ons

All power suits come with some standard equipment, usually multi-channel comlinks and external audio units. Many also have ENVI-suit technology built in. Modular devices are available for power armor that can greatly increase its information-gathering or offensive capabilities.

The entries below feature two numbers separated by a slash immediately following the armor's name. The first number is the number of add-ons that can be fitted into the helmet, the second how many can be fitted into the suit.

Power Armor and Movement

One of the advantages of power armor is that it allows you to move at close to the same speed you would if you weren't wearing any armor at all. Use of power armor requires the *Power Suit operations* skill.

The following rules apply to the use of power armor:

- 1) A character in power armor who suffers a knockdown or is prone for any reason must succeed against a Moderate difficulty on *Power Suit operations*.
- 2) Add +2 to the *running* difficulty numbers of characters in power armor.

Combining Armor

Many of the armor types listed below may be combined. The listing below tells what armor may be worn with what other armor.

Syntheleather: may be worn under syntheleather mesh, reflec, plasteel Stormtrooper, Bounty hunter, power, or Brodie armor or over padded, reflec, or plastovar.

Padded: may be worn under any type of armor. May not be worn over any armor (other than cybernetic).

Syntheleather Mesh: May be worn under Brodie or power, or over padded, reflec, or plastovar.

Plastovar: May be worn under syntheleather, syntheleather mesh, Brodie, or powered armor, or over reflec or padded.

Reflec- May be worn under syntheleather or syntheleather mesh or over plastovar or padded.

Plasteel: May be worn over padded or syntheleather.

Power Armor: May be worn over padded or syntheleather.

Brodie Armor: May be worn over padded.
