

Appendix B: Consolidated Equipment List

<i>Item by Group</i>	<i>TL</i>	<i>Mass (kg)</i>	<i>Price (Cr)</i>
Communicators			
Long Range	6	15	500
Medium Range	5	10	200
Short Range	5	5	100
Personal	8	0.3	250
Comm or Phone	6-10	—	50-500
Commdot	10	—	10
Computer, Battle	9	18	100,000
Gun Cam	8	—	150
Holographic Projector	11-13	—	1,000-10,000
Radio Jammers	6-10	varies	500-20,000
Rescue Transponder	8-13	—	50-750
Satellite	7-12	1000-0.1	varies
Tactical Relay Network	6+	—	50-350
Transceiver	5-13	20-1	50-1,000
Laser	9-13	1.5-0.5	100-500
Surveillance Bug	5-15	—	50-500
Computer			
Computer/0	7	10	50
Computer/1	8	5	100
Computer/1	9	5	250
Computer/2	10	1	350
Computer/2	11	1	500
Computer/3	12	0.5	1,000
Computer/4	13	0.5	1,500
Computer/5	14	0.5	5,000
Computer Terminal	7	—	200
Hand Computer	7	—	2x normal
Data Display/Recorder	13	—	5,000
Data Chip	10	—	5
Computer Software			
Database	7	—	—
Interface	7	—	—
Security 0	7	—	—
Security 1	9	—	200
Security 2	11	—	1,000
Security 3	12	—	20,000
Translator 0	9	—	—
Translator 1	10	—	500
Intrusion 1	10	—	1,000
Intrusion 2	11	—	10,000
Intrusion 3	13	—	100,000
Intrusion 4	15	—	N/A
Intelligent Interface 1	11	—	100
Intelligent Interface 2	13	—	1,000

<i>Item by Group</i>	<i>TL</i>	<i>Mass (kg)</i>	<i>Price (Cr)</i>
Intelligent Interface 3	17	—	—
Expert 1	11	—	1,000
Expert 2	12	—	10,000
Expert 3	13	—	100,000
Agent 0	11	—	500
Agent 1	12	—	2,000
Agent 2	13	—	100,000
Agent 3	14	—	250,000
Intellect 1	12	—	2,000
Intellect 2	13	—	50,000
Intellect 3	14	—	—
Cybernetics			
Active Camouflage	10	—	50,000
Ballistic Tracking Lenses	12	—	40,000
Battle Dress	13	—	500,000
Organic Core Ext. LS	13	—	250,000
Brain Implant	12	—	75,000
Chip Jack	12-13	—	10–15,000
Cyber-claw	10	—	20,000
Enhanced Vision	13	—	25,000
Exoskeleton	10	—	90,000
Faraday Cage	11		25,000
Fingers			
Dart Gun	9	—	15,000
Flashlight	9	—	5,000
Electric Lock Pick	9	—	10,000
Intelligence Augment			
Intelligence +1	12	—	500,000
Intelligence +2	14	—	1,000,000
Intelligence +3	16	—	5,000,000
Life Support	10	—	20,000
Medkit	9	—	25,000
Neural Comm	10	—	250+
Neural Lace	13-14	—	20–25,000
Physical Char. Enhance			
PCE +1	11	—	500,000
PCE +2	12	—	1 MCr
PCE +3	15	—	5 MCr
Sensoria AI	13		105,000
Skill Augmentation	12	—	50,000
Smuggling Container	9	—	15,000
Subdermal Armor			
Armor Value 1	10	—	25,000
Armor Value 2	12	—	50,000
Armor Value 3	14	—	100,000

<i>Item by Group</i>	<i>TL</i>	<i>Mass (kg)</i>	<i>Price (Cr)</i>
Weapon Implant			
Dagger	10	—	5,000
Stunstick	10	—	10,000
Autopistol	10	—	12,000
Laser Pistol	12	—	25,000
Organics	+3	—	2x
Devices			
Magnetic Compass	3	—	10
Wrist Watch	4	—	100
Geiger Counter	5	1	250
Metal Detector	6	1	300
Hand Calculator	7	0.1	10
Spider Paws	8	—	100
Inertial Locator	9	1.5	1,200
Electromagnetic Probe	10	—	1,000
Hand Computer	11	0.5	1,000
Holographic Projector	11	1	1,000
Densitometer	14	5	20,000
Bioscanner	15	3.5	350,000
Neural Activity Sensor	15	10	35,000
Drugs			
Medicinal Drugs	5	—	5+
Anti-Radiation Drugs	8	—	1,000
Panaceas	8	—	200
Stim Drugs	8	—	50
Clotting Aid	9	—	200
Nervous R Dampener	9	—	100
Adrenalizer	10	—	150
Combat Drug	10	—	1,000
Fast Drug	10	—	200
Metabolic Accelerator	10	—	500
Meta-Perf. Enhancer	10	—	600
Medicinal Slow Drug	11	—	500
Starlight Drops	12	—	500
Anagathics	15	—	2,000
Medical Care			varies
Medical Supplies			
Adhesive Bandages			
Normal	6	—	10
Five use spray	8	—	50
Ten use roll on	10	—	75
Twenty Use Applicator	12	—	100
Hundred use gel gun	14	—	500
Cryoberth	10	200	50,000
Medichines	10+	—	20,000

<i>Item by Group</i>	<i>TL</i>	<i>Mass (kg)</i>	<i>Price (Cr)</i>
Medkit			
All are 3 kg			
+0 DM	8		1,000
+1 DM	10		1,500
+2 DM	12		5,000
+3 DM	14		10,000
Trauma Pack			
+ 1d6 points	8	2	750
" "	10	1	1,500
" "	12	0.5	3,500
" "	14	—	7,500
Robots and Drones			
Add. Manufacturing Sta.	12	1,000	100,000
Autodoc	12	250	40,000
Cargo Arm	11	500	50,000
Cargo Robot	11	2,000	75,000
Combat Drone	12	150	90,000
Dumbot	9	75	40,000
Killdozer	11	10,000	100,000
Loader Robot	9	125	80,000
Loitering Munition	8	25	35,000
Manipulator Arm			
Str. 6 Dex. 4	5	25	80,000
Str. 12 Dex. 8	8	50	180,000
Str. 18 Dex. 12	11	75	280,000
Str. 24 Dex. 16	14	100	380,000
Medic Robot	12	125	60,000
Minesweeper Drone	10	150	95,000
Personal Drone	11	3	2,000
Probe Drone	11	25	15,000
Recon Drone	9	50	200,000
Repair Robot	11	60	10,000
Servitor	13	80	120,000
Spotter Drone	10	5	12,000
Robot Options			
Armor (+5)			+25%
Integral System			+50%
Self-Destruct			+25%
Advanced Controls	8		10,000 +10%
Robot Brain			
Linear Computer/1	9	—	22,500
Parallel Computer/2	11	—	40,000
Synaptic Computer/3	13	—	90,000
Sensors			
Torch	1	0.25	1
Candle, Wax	2	—	1
Lamp Oil	2	—	2

<i>Item by Group</i>	<i>TL</i>	<i>Mass (kg)</i>	<i>Price (Cr)</i>
Oil Lamp	2	0.5	10
Binoculars	3	1	75
Electric Torch	5	0.5	10
Cold Light Lantern	6	0.25	20
Infrared Goggles	6	—	500
Light Intensifier Goggles	7	—	500
Motion Sensor	7	0.25	500
<i>Shelters</i>			
Tarpaulin	1	2	10
Tent	2	3	200
Pre-Fabricated Cabin	6	4,000	10,000
Basic LS Supplies	7	2	100
Pressure Tent	7	25	2,000
Advance Base	8	6,000	20,000
<i>Shelter Options</i>			
Self-Assembling	11	—	5,000
Self-Sealing	13	—	2,000
<i>Survival Equipment</i>			
Cold Weather Clothing	1	2	200
Filter Mask	3	—	10
Swimming Equipment	3	1	200
Combination Mask	5	—	150
Oxygen Tanks	5	5	500
Respirator	5	—	100
Underwater Air Tanks	5	5	800
Rebreather	6	10	250
Artificial Gill	8	4	4,000
Environment Suit	8	—	500
+ Cloth AV 10	8	2	900
Rescue Bubble	9	3	600
Thruster Pack	9	5	2,000
Portable Generator	10	15	500,000
<i>Toolkits</i>			
Mechanical	4	12	1,000
Electronics	5	12	1,000
Lock Pick Set	5	—	10
Medical	7	10	1,000
Forensics	8	12	1,000
Engineering	9	12	1,000
Scientific	9	12	1,000
Surveying	9	12	1,000
<i>Vehicles</i>			
Sailboat	3	2,000	7,000
Steamship	4	80,000	720,000
Biplane	5	1,000	46,000
Dirigible	5	5,000	65,000

<i>Item by Group</i>	<i>TL</i>	<i>Mass (kg)</i>	<i>Price (Cr)</i>
Ground Car	5	3,000	6,000
Motor Boat	5	10,000	530,000
Motorcycle	5	500	2,000
Corvette	6	60,000	2.3 MCr
Helicopter	6	2,000	250,000
Submersible	6	150,000	1.7 MCr
Twin Jet Aircraft	6	4,000	480,000
ATV	7	10,000	30,000
Armored Car	7	10,000	55,000
Hovercraft	7	6,000	880,000
Speedboat	7	1,000	5,000
Jet Fighter	8	10,000	16 MCr
Tank	8	60,000	1.78 MCr
Truck	8	10,000	35,000
Destroyer	9	120,000	4.8 MCr
Locomotive	9	20,000	670,000
Air/Raft	12	2,800	500,000
AFV	12	10,000	65,000
ATV	12	8,000	50,000
Speeder	13	3,200	890,000
Grav Scooter	14	250	50,000
G/Carrier	15	12,000	15 MCr
Grav Belt	16	20	100,000
<i>Vehicle Options</i>			
Advanced Controls	8	—	10k +10%
Anti-missile System	8	200	180,000
Autopilot	11	—	3,000
Enclosed	—	—	+10%
Extended Life Support	—	300	+10%
Heavy Armor	—	2x	+25%
High Performance	—	—	+50%
Neural Link	12	—	50k +100%
On-board Computer	11	0.5	1,000
Sealed	—	—	+20%
Sensor Suite	8	20	10,000
Smoke Dischargers	3	50	1,000
Style	—	—	200–2,000
<i>Armor and Weapons</i>			
Jack	1	1	50
Cloth	6	2	250
Flak Jacket	7	2	150
Mesh	7	2	150
Vacc Suit	9	8	9,000
Combat Armor	11	18	20,000
Hostile Env. Vacc Suit	12	40	18,000
Battle Dress	13	60	200,000

<i>Item by Group</i>	<i>TL</i>	<i>Mass (kg)</i>	<i>Price (Cr)</i>
Light Battle Dress	13	36	120,000
<i>Armor Options</i>			
Computer Weave	10	—	500
Eye Protection	6	—	50
Extended Life Support	10	5	10,000
Helmet Mounted Display	8	—	300
IR Chameleon	12	—	50,000
LED Chameleon	10	—	5,000
Medkit	10–11	—	5–10,000
Smart Fabric	10	—	1,000
Spider Paws	8	—	100
Thruster Assist	9	—	11,000
<i>Melee Weapons</i>			
Cudgel	0	1	10
Dagger	0	0.25	10
Spear	0	1.5	10
Staff	0	2	10
Axe	1	2	20
Axe, Throwing	1	1.5	20
Mace	1	3	20
Pike	1	8	40
Sword	1	1	150
Broadsword	2	2.5	20
Halberd	2	3	75
Nunchaku	2	1	40
Sap	2	1	30
Stiletto	2	0.25	50
Bayonet	3	0.25	10
Blade	3	0.35	50
Cutlass	3	1.25	100
Katana	3	1.5	2,000
Rapier	3	0.5	100
Shuriken	3	0.15	10
Club	4	1.5	200
Spring Blade	4	0.5	200
Fighting Knife	6	0.5	100
Mace (Tear Gas)	7	—	50
Monoblade	8	1	1,000
Pepper Spray	8	—	85
Taser	8	0.25	300
Stun Baton	10	1.5	300
Shield	0+	2.5	200
<i>Ranged Weapons</i>			
Sling	0	—	10
Bow	1	1	60
Crossbow	2	3	75

<i>Item by Group</i>	<i>TL</i>	<i>Mass (kg)</i>	<i>Price (Cr)</i>
Revolver	4	0.9	150
Auto Pistol	5	0.75	200
Carbine	5	3	200
Rifle	5	4	200
Shotgun	5	3.75	150
Submachinegun	5	2.5	500
Auto Rifle	6	5	1000
Assault Rifle	7	3	300
Body Pistol	7	0.25	500
Laser Carbine	8	5	2,500
Snub Pistol	8	0.25	150
Gyrojet Rifle	9	2.5	900
Laser Rifle	9	6	3,500
ACR	10	3.5	1,000
Stunner	11	1.5	750
Gauss Rifle	12	3.5	1,500
Laser Pistol	12	1.2	1,000
Gauss Pistol	13	1.75	1,750
<i>Ammunition</i>			
Sling	0	0.028	1
Bow	1	0.025	1
Crossbow	2	0.02	2
Revolver	4	0.1	5
Auto Pistol	5	0.25	10
Body Pistol	7	0.05	20
Snub Pistol	8	0.03	10
Shotgun	5	0.6	8
Rifle	5	0.5	20
Carbine	5	0.125	10
Auto Rifle	6	0.5	20
Assault Rifle	7	0.33	20
Gyrojet Rifle	9	0.5	25
ACR	10	0.5	15
Gauss Pistol	13	0.2	20
Gauss Rifle	12	0.4	30
Submachinegun	5	0.5	20
Laser Pistol	12	0.5	100
Laser Carbine	8	3	200
Laser Rifle	9	4	300
Stunner	11	0.5	100
<i>Accessory</i>			
Shoulder Stock	5	1	75
Folding Stock	6	0.5	100
Telescopic Sight	6	0.8	200
Grenade Launcher	8	1.5	1000
Laser Sight	8	—	100

<i>Item by Group</i>	<i>TL</i>	<i>Mass (kg)</i>	<i>Price (Cr)</i>
Silencer	8	–	250
Gyrostabilizer	9	–	300
Red Dot Sight	9	1.8	3000
Secure Weapon	10	–	100
Intelligent Weapon	11	–	1000
<i>Grenades</i>		All 0.5	Per Case
Incendiary	5	-	180
Fragmentation	6	-	180
Smoke	6	-	90
Flashbang	7	-	90
Aerosol	9	-	90
EMP	9	-	600
Stun	9	-	180
Plasma	12	-	300
<i>Heavy Weapons</i>			
Light Machine Gun	5	20	3,000
30mm Auto-Cannon	7	300	10,000
Grenade Launcher	7	6	400
Rocket Launcher	7	6	2,000
Anti-Material Rifle	8	30	3,500
Flame Thrower	8	20	2,500
Light Mortar	8	36	1,250
RAM GL	8	6	800
Laser Cannon SF	9	30	200,000
Light Tac Missile	9	20	3,000
PGSF	12	10	20,000
FGSF	14	12	100,000
VRF Gauss Gun	14	200	200,000
<i>Hvy Wpn Ammunition</i>			
LMG	5	10	20
30mm Auto-Cannon	7	100	1,000
Grenade Launcher	7	0.5	180
Rocket Launcher	7	1	300
AMR	8	1	10
Flame Thrower	8	17	110
Light Mortar	8	4.5	500
RAM GL	8	0.5	180
Laser Cannon SF	9	20	2,000
Light Tac Missile	9	20	3,000
PGSF	12	6	2,500
FGSF	14	9	65,000
VRF Gauss Gun	14	10	200
<i>Explosives and Mines</i>			
AP Mine	6	3	300
Claymore	6	2	200
C4	6	1	200

<i>Item by Group</i>	<i>TL</i>	<i>Mass (kg)</i>	<i>Price (Cr)</i>
AT Mine	7	5	900
IED	7	30	100
Suitcase Nuke	12	20	20,000
<i>Artillery</i>			
105mm Howitzer	6	2,260	35,000
150mm Howitzer	6	4,000	40,000
Medium Missile	7	300	75,000
120mm Cannon	8	3,700	400,000
200mm MRL	9	1,100	5,000
Fusion Z Gun	14	4,200	8MCr
<i>Artillery Ammunition</i>			
105mm Howitzer	6	15	75
150mm Howitzer	6	40	120
Medium Missile	7	200	2,000
120mm Cannon	8	20/22	300/100
200mm MRL	9	40	600
Fusion Z Gun	14	Power Plant	

