

Mongoose v1 Price List

Core Rules:

Armor

Jack (TL 1) Cr.50
Mesh (TL 6) Cr.150
Cloth (TL 7) Cr.250
Cloth (TL 10) Cr.500
Flak Jacket (TL 7) Cr.100
Flak Jacket (TL 8) Cr.300
Vacc Suit (TL 8) Cr.7,000
Vacc Suit (TL 12) Cr.10,000
Vacc Suit (TL 14) Cr.13,000
Hostile Environment Vacc Suit (TL 8)
Cr.12,000
Hostile Environment Vacc Suit (TL 9)
Cr.16,000
Hostile Environment Vacc Suit (TL 12)
Cr.18,000
Hostile Environment Vacc Suit (TL 13)
Cr.20,000
Hostile Environment Vacc Suit (TL 14)
Cr.150,000
Ablat (TL 9) Cr.75
Reflec (TL 10) Cr.1,500
Combat Armor (TL 11) Cr.200,000
Combat Armor (TL 12) Cr.300,000
Combat Armor (TL 14) Cr.600,000
Battle Dress (TL 13) Cr.2,000,000
Battle Dress (TL 14) Cr.3,500,000

Armor Options

Eye Protection (TL 6) Cr.50 Free after
TL8
Magnetic Grapples (TL 8) Cr.100
Computer Weave (TL 10) Cr.500 TL11
Cr.1,000 TL13 Cr.5,000
Extended Life Support (TL 10)
Cr.10,000
Medikit (TL 10) Cr.10,000

Smart Fabric (TL 10) Cr.1,000
IR Chameleon (TL 12) Cr.5,000
Grav Assist (TL 12) Cr.120,000 CA or
BD only
Vislight Chameleon (TL 13) Cr.50,000

Augments

Neural Comm (TL 10) Cr.1,000 TL12
Cr.5,000 TL14 Cr.20,000
Subdermal Armour (TL 10) Cr.50,000
TL11 Cr.100,000
Physical Characteristic Augmentation
(TL 11) Cr.500,000 TL12 Cr.1,000,000
TL15 Cr. 5,000,000
Intelligence Augmentation (TL 12)
Cr.500,000 TL14 Cr.1,000,000 TL16
Cr.5,000,000
Skill Augmentation (TL 12) Cr.50,000
Wafer Jack (TL 12) Cr.10,000
Enhanced Vision (TL 13) Cr.25,000

Communications

Bug (TL5) Cr.50 TL7 Cr.100 TL9 Cr.200
TL11 Cr.300 TL13 Cr.400 TL15 Cr.500
Radio Transceiver (TL 5) Cr.50
TL8 Cr.100 TL9 Cr.250 TL12 Cr.500
TL13 Cr.1,000
Laser Transceivers TL9 Cr.100 TL11
Cr.250 TL13 Cr.500
Comm (TL 6) Cr.50 TL8 Cr.150 TL10
Cr.500
Commdot (TL 10) Cr.10
Holographic Projector (TL 11) Cr.1,000
TL12 Cr.2,000 TL13 Cr.10,000

Computer

TL7 Cr.50 TL8 Cr.250 TL9 Cr.100 TL10
Cr.500 TL11 Cr.350 TL12 Cr.1,000
TL13 Cr.1,500 TL14 Cr.5,000
Computer Terminal (TL 7) Cr.200
Hand Computer (TL 7) 2x Price

Computer Options:

Data Display/Recorder (TL 13) Cr.5,000
Data Wafer (TL 10) Cr.5
Specialized Computer +25% per /n

Computer Software

Database TL7 Cr.10 to Cr.10,000
Interface TL7 free
Security TL7 free TL9 Cr.200 TL11
Cr.1,000 TL12 Cr.20,000
Translator TL9 Cr.50 TL10 Cr.500
Intrusion TL10 Cr.1,000 TL11 Cr.10,000
TL13 Cr.100,000 TL15 N/A
Intelligent Interface TL11 Cr.100
Expert TL11 Cr.1,000 TL12 Cr.10,000
TL13 Cr.100,000
Agent TL11 Cr.500 TL12 Cr.2,000 TL13
Cr.100,000 TL14 Cr.250,000
Intellect TL12 Cr.2,000 TL13 Cr.50,000
TL14 –

Medical Supplies

Cryoberth (TL10) Cr.50,000
Medikit TL8 Cr.1,000 TL10 Cr.1,500
TL12 Cr.5,000 TL14 Cr.10,000

Drugs

Panaceas (TL8+) Cr.200
Anti-rad drugs (TL 8) Cr.1,000
Stim drugs (TL 8) Cr.50
Metabolic accelerator (Slow Drug TL10)
Cr.500

Combat Drug (TL 10) Cr.1,000
Medicinal Slow (TL 11) Cr.500
Fast Drug (TL 10) Cr.200
Anagathics (TL 15) Cr.2,000

Robots and Drones

Cargo Robot (TL11) Cr.75,000
Repair Robot (TL11) Cr.10,000
Personal Drone (TL11) Cr.2,000
Probe Drone (TL11) Cr.15,000
Autodoc (TL12) Cr.40,000
Combat Drone (TL12) Cr.90,000
Servitor (TL13) Cr.120,000

Robot Options:

Armor +25% per 5
Integral System +50%
Integral Weapon Cr.10,000 plus weapon
cost

Sensors

Binoculars (TL3) Cr.75 TL8 LA Cr.750
TL12 PRIS Cr.3,500
Geiger Counter (TL5) Cr.250
IR Goggles (TL6) Cr.500
Light-Intensifying Goggles (TL7) Cr.500
TL9 IR/LA Cr.1,250
Motion Sensor (TL7) Cr.500 TL9
Cr.1,000
Electromagnetic Probe (TL10) Cr.1,000
Densitometer (TL14) Cr.20,000
Bioscanner (TL15) Cr.350,000
NAS (TL15) Cr.35,000

Survival Gear and Supplies

Tent (TL3) Cr.200 TL7 Cr.2,000
Rebreather (TL6) Cr.250
Respirator (TL6) Cr.100 TL10 Cr.2,000
Filter (TL7) Cr.100 TL10 Cr.2,000
Breather Mask (TL8) Cr.150

Artificial Gill (TL8) Cr.4,000
Environment Suit (TL8) Cr.500
Habitat Module (TL 8) Cr.10,000 TL10
Cr.20,000
Rescue Bubble (TL 9) Cr.600
Thruster Pack (TL 9) Cr.2,000 TL12
Cr.14,000 TL14 Cr.20,000
Portable Generator (TL10) Cr.500,000

Tent and Structure Options
Self-Assembling (TL11) Cr.5,000
Self-Sealing (TL13) Cr.2,000

Toolkits

All Cr.1,000 each
Engineer (specific specialty), Forensics,
Mechanical, Scientific and Surveying.

Weapons

Dagger TL1 Cr.10
Shield TL1 Cr.50
Blade TL2 Cr.50
Broadsword TL2 Cr.300
Cutlass TL2 Cr.100
Rapier TL3 Cr.100
Stunstick TL8 Cr.300
Antique Pistol TL3 Cr.100 Ammo Cr.5
Revolver TL5 Cr.150 Ammo Cr.5
Autopistol TL6 Cr.200 Ammo Cr.10
Snub Pistol TL8 Cr.150 Ammo Cr.10
Body Pistol TL8 Cr.500 Ammo Cr.20
Gauss Pistol TL13 Cr.500 Ammo Cr.20
Antique Rifle TL3 Cr.100 Ammo Cr.10
Rifle TL5 Cr.200 Ammo Cr.10
Autorifle TL6 Cr.1,000 Ammo Cr.10
Assault Rifle TL7 Cr.500 Ammo Cr.15
Accelerator Rifle TL9 Cr.900 Ammo
Cr.30
ACR TL10 Cr.1,000 Ammo Cr.15
Gauss Rifle TL12 Cr.1,500 Ammo Cr.40

Shotgun TL4 Cr.200 Ammo Cr.10
Laser Pistol TL9 Cr.2,000 P.P. Cr.1,000
TL11 Cr.3,000 P.P. Cr.3,500
Stunner TL8 Cr.500 TL10 Cr.750 TL12
Cr.1,000 P.P. Cr.200 all
Laser Carbine TL9 Cr.2,500 P.P.
Cr.1,000 TL11 Cr.4,000 P.P. Cr.3,000
Laser Rifle TL9 Cr.3,500 P.P Cr.1,500
TL11 Cr.8,000 P.P. Cr.3,500
Plasma Rifle TL16 Cr.100,000
Fragmentation Grenade TL6 Cr.30
Smoke Grenade TL6 Cr.15
Stun Grenade TL9 Cr.30
Aerosol Grenade TL9 Cr.15
Grenade Launcher TL7 Cr.400 Ammo
Cr.180
RAM TL8 Cr.800 Ammo Cr.180
Rocket Launcher TL6 Cr.2,000 all
Ammo Cr.300 TL7 Ammo Cr.400 TL8
Ammo Cr.600 TL9 Ammo Cr.800
PGMP TL12 Cr.20,000 TL13 Cr.65,000
TL14 Cr.100,000
FGMP TL14 Cr.100,000 TL15
Cr.400,000 TL16 Cr.500,000
Plastic Explosive TL6 Cr.200
TDX TL12 Cr.1,000
Pocket Nuke TL12 Cr.20,000

Weapon Options:

Grenade Launcher (TL8) Cr.1,000
Laser Sight (TL8) Cr.100
Silencer (TL8) Cr.250
Gyrostabilizer (TL9) Cr.300
Secure Weapon (TL10) Cr.100
Intelligent Weapon (TL11) Cr.1,000
TL13 Cr.5,000

Vehicles

Air/Raft TL8 Cr.275,000
Ground Car TL5 Cr.6,000

Grav Belt TL12 Cr.100,000
Grav Floater TL11 Cr.500
AFV (tracked) TL12 Cr.65,000
ATV (tracked) TL12 Cr.50,000
G/Carrier TL15 MCr.15

Central Supply Catalogue

Personal & Light Support Weapons

Heavy Mace (Sledgehammer) TL1
Cr.30
Light Mace TL1 Cr.20
Martial Arts Flail TL1 Cr.10
Great Mace TL2 Cr.50
Morningstar Flail TL2 Cr.100
Sap TL2 Cr.30
Shock Baton TL8 Cr.350
Anti-Armour Flail TL8 Cr.400
Static Maul TL11 Cr.650
Grav Mace TL13 Cr.1,000
Hatchet TL1 Cr.25
Battle Axe (Fire Axe) TL1 Cr.40
Great Axe (Wood Axe) TL2 Melee (Axe)
Cr.60
Halberd TL2 Cr.90
War Pick TL2 Cr.100
Boarding Axe TL9 Cr.120
Static Axe TL10 Cr.300 6
Chaindrive Axe TL10 Cr.250
Improved Static Axe TL12 Cr.500
Arc-Field Axe TL14 Cr.1,750
Spear TL1 Melee (Spear) Cr.50
Pike/Lance TL1 Cr.75
Assault Pike TL5 Cr.100
Piston Spear TL8 Cr.225
Sonic Spear TL10 Cr.450
Psi Pike TL16 Cr.2,000
Knife TL1 Cr.5
Dagger (Bayonet if not fixed) TL1 Cr.10
Blade TL2 Cr.45

Broadsword TL2 Cr.300
Cutlass TL2 Cr.100
Sabre TL2 Cr.125
Stiletto TL2 Cr.50
Sword TL2 Cr.150
Bayonet (Fixed) TL3 Cr.25
Rapier (Foil) TL3 Cr.100
Spring-Blade TL4 Cr.200
Explosive Stiletto TL6 Cr.25
Stealth Dagger TL8 Cr.175
Monoblade TL8 Cr.1,000
Laser Stiletto TL9 Cr.500
Static Sword TL10 Cr.250
Chaindrive Sword TL10 Cr.200
Improved Static Sword TL12 Cr.450
Monofilament Sword TL12 Cr.500
Arc-Field Sword TL14 Cr.1,050
Psi Cutlass TL16 Cr.1,500
Psi Dagger TL16 Cr.650
Brass Knuckles TL1 Cr.10
Garrote TL1 Cr.1
Handspikes TL2 Cr.25
Handmine TL6 Cr.200
Stunfist TL8 Cr.??
Stunstick TL8 Cr.300
Shock Whip TL9 Cr.450
Knuckleblasters TL9 Cr.150
Piston Fist TL9 Cr.75
Static Fist Cr.100
Chaindrive Gauntlet TL12 Cr.150
Arc-Field Claw TL14 Cr.650
Large Shield TL1 Cr.75
Medium Shield TL1 Cr.60
Small Shield TL1 Cr.50
Parrying Dagger TL1 Cr.20
Buckler TL2 Cr.10
Body Plate TL4 Cr.40
Riot Shield TL6 Cr.50
Boarding/Entry Shield TL9 Cr.150
Gravitic Buckler TL13 Cr.500

Handshields TL14 Cr.750
 Repulsor Shield TL17 Cr.2,500
 Sling TL0 Cr.10
 Short Bow TL1 Cr.60
 Long Bow TL2 Cr.300
 Military Crossbow TL2 Cr.350
 Repeating Crossbow TL2 Cr.450
 Siege Crossbow TL2 Cr.800
 Sporting Crossbow TL2 Cr.200
 Compound Cam Bow TL5 Cr.200
 Advanced Crossbow TL7 Cr.250
 Bola TL0 Cr.5
 Hunting Boomerang TL0 Cr.5
 Throwing Axe TL1 Cr.35
 Javelin TL1 Cr.15
 Throwing Knife TL1 Cr.25
 Net TL1 Cr.10
 Throwing Steel TL3 Cr.20
 Stealth Throwing Knife TL8 Cr.200
 Blasting Sphere TL9 Cr.100
 Hurling Monoblade TL12 Cr.75
 Monofilament Bolo TL12 Cr.150
 Air Rifle, Reservoir TL3 Cr.225
 Black Powder Carbine TL3 Cr.80
 Black Powder Coach Pistol TL3 Cr.60
 Black Powder Musket TL3 Cr.100
 Heavy Black Powder Pistol TL3 Cr.100
 Light Black Powder Pistol TL3 Cr.100
 Black Powder Shotgun TL3 Cr.120
 Black Powder Rifle TL3 Cr.100
 Duck's Foot Pistol TL3 Cr.150
 Air Rifle, Cylinder TL4 Cr.350
 Cap and Ball Revolver TL4 Cr.150
 Cap and Ball Revolver, Light TL4 Cr.125
 Rifled Musket, Percussion TL4 Cr.150
 Rifled Musket, Percussion, TL4 Cr.500
 Zip Gun, 7mm TL3 Cr.60
 Zip Gun, 9mm TL3 Cr.80
 Heavy Derringer TL5 Cr.200
 Light Derringer TL5 Cr.150

Shot Pistol TL5 Cr.60 or 75
 Revolver TL5 Cr.150
 Light Revolver TL5 Cr.100
 9mm Autopistol TL6 Cr.200
 Light (7mm) Autopistol TL6 Cr.150
 Slimline Light (7mm) Autopistol TL6 Cr.140
 Target Pistol TL6 Cr.500
 Purse Gun TL6 Cr.50
 Heavy Revolver TL6 Cr.400
 10mm Autopistol TL7 Cr.250
 Heavy (12mm) Autopistol TL7 Cr.500
 Very Heavy (14mm) Revolver TL7 Cr.1000
 Cartridge Pistol TL7 Cr.300
 Twin Cylinder Revolver TL8 Cr.450
 HEAP Gun TL8 Cr.500
 Universal Light (7mm) Autopistol TL8 Cr.500
 Very Heavy (14mm) Autopistol TL8 Cr.1,250
 Body Pistol TL8 Cr.500
 Heavy Body Pistol TL9 Cr.600
 Flechette Pistol TL9 Cr.250
 Concealed Body Pistol TL10 Cr.2,000 or more
 Spurt Gun TL12 Cr.300
 Assault Pistol TL6 Cr.750
 Light Assault Pistol TL6 Cr.600
 SMG, Carbine Type TL6 Cr.500
 SMG, Pistol Type TL6 Cr.400
 SMG, Carbine Type, Light TL6 Cr.400
 SMG, Assault, Heavy TL7 Cr.1,000
 SMG, Carbine Type, Light TL7 Cr.600
 SMG, Boarding TL8 Cr.1,200
 Assault Grenade Launcher TL9 Cr.1,000
 Flechette Submachine gun TL9 Cr.500
 Combat Shotgun TL4 Cr.200
 Sporting Shotgun, Light TL4 Cr.120

Short Shotgun TL5 Cr.125
 Sporting Shotgun TL5 Cr.150
 Sawn-Off Shotgun TL5 Cr.120
 Assault Shotgun TL6 Cr.250
 Mauler Shotgun TL9 Cr.300
 Auto-Carbine TL5 Cr.200
 Carbine-Revolver TL5 Cr.125
 Carbine TL5 Cr.175
 Big Game Rifle TL5 Cr.1,200
 Full-bore Rifle, Bolt TL5 Cr.250
 Heavy Rifle, Bolt TL5 Cr.350
 Varmint Rifle, Bolt TL5 Cr.200
 Autorifle TL6 Cr.250
 Self-Loading Rifle TL5 Cr.200
 Assault Rifle TL7 Cr.500
 Bullpup Carbine TL7 Cr.300
 Survival Rifle TL7 Cr.50
 Poni Gun TL8 Cr.1,500
 Rifle, Sniper TL8 Cr.700
 Flechette Rifle TL 9 Cr.800
 Accelerated Sniper Rifle TL10 Cr.1,200
 Advanced Combat Carbine TL10 Cr.900
 Heavy Advanced Combat Rifle TL10
 Cr.1,300
 Light Advanced Combat Rifle TL10
 Cr.1,000
 Rapid-Fire Light ACR TL10 Cr.1,800
 Snub Derringer TL8 Cr.125
 Snub Pistol TL8 Cr.200
 Snub Revolver TL8 Cr.150
 Snub SMG TL8 Cr.350
 Snub Carbine TL8 Cr.800
 Assault Snub SMG TL9 Cr.900
 Accelerator Carbine TL9 Cr.750
 Accelerator Pistol TL9 Cr.700
 Accelerator Rifle TL9 Cr.900
 Assault Rocket Launcher TL9 Cr.2,000
 Support Accelerator Weapon TL9
 Cr.3,500
 Gauss Carbine TL12 Cr.1,200

Gauss Rifle TL12 Cr.1,500
 Gauss Assault Weapon TL13 Cr.800
 Gauss Pistol, Army Model TL13 Cr.500
 Gauss Pistol, Navy Model TL13 Cr.700
 Heavy Gauss (Sniper) Rifle TL13
 Cr.16,000
 MagRail Rifle TL13 Cr.2,200
 MagRail Carbine TL14 Cr.2,000
 MagRail Pistol TL14 Cr.600
 Laser Carbine TL9 Cr.2,500
 Laser Pistol TL9 Cr.2,000
 Laser Rifle TL9 Cr.3,500
 Gauntlet Laser TL10 Cr.2,250
 Advanced Laser Pistol TL11 Cr.3,000
 Advanced Laser Carbine TL11 Cr.4,000
 Advanced Laser Rifle TL11 Cr.8,000
 Stagger Laser Rifle TL12 Cr.7,500
 Gatling Point-Defence Laser TL12
 Cr.14,000
 Variable Wavelength Laser Projection
 System TL13 Cr.15,000
 Laser Support Weapon TL 13 Cr.12,000
 Laser Carbine, Cartridge TL13 Cr.7,500
 Laser Pistol, Cartridge TL13 Cr.2,500
 Laser Rifle, Cartridge TL13 Cr.9,000
 Personal Defence Laser TL13 Cr.2,500
 Assault Laser, Cartridge TL14 Cr.9,000
 Convergence Beam Rifle TL14
 Cr.10,000
 Improved Stagger Laser Rifle TL14
 Cr.10,000
 Heavy Laser Rifle TL15 Cr.13,000
 Maser Pistol TL16 Cr.25,000
 Maser Rifle TL16 Cr.30,000
 Solar Beam Rifle TL17 Cr.20,000
 Flamethrower TL4 Cr.800
 Improved Flamethrower TL6 Cr.1,400
 Improved Flamethrower TL8 Cr.2,500
 Flame Rifle TL9 Cr.2,000
 Hand Flamer TL10 Cr.1,200

Projection Flamer TL10 Cr.1,000
 Heavy Projection Flamer TL10 Cr.2,000
 Cryo Jet TL11 Cr.4,000
 Inferno Revolver TL11 Cr.850
 Plasma Jet TL12 Cr.12,000
 Gauss Flamer TL13 Cr.7,000
 Cryo Rifle TL14 Cr.6,000
 Improved Plasma Jet TL14 Cr.15,000
 Infantry Support Plasma Weapon
 TL9 Cr.7,500
 PGMP-12 TL12 Cr. 20,000
 PGMP-13 TL13 Cr.65,000
 PGMP-14 TL14 Cr.100,000
 FGMP-14 TL14 Cr.100,000
 PGMP-15 TL15 Cr.400,000
 PGMP-16 TL16 Cr.500,000
 Plasma Rifle TL16 Cr.100,000
 Fusion Pistol-17 TL17 Cr.10,000
 Fusion Pistol-18 TL18 Cr.12,000
 Fusion Pistol-19 TL19 Cr.15,000
 Fusion Rifle-17 TL17 Cr.25,000
 Fusion Rifle-18 TL18 Cr.30,000
 Fusion Rifle-19 TL 19 Cr.45,000
 Baton Gun TL5 Cr.15
 Sprayer TL5 Cr.25
 Speargun TL6 Cr.15
 Thud Gun TL6 Cr.100
 Microwave Carbine TL7 Cr.1,000
 Electric Stun Pistol TL7 Cr.300
 Electric Stun Carbine TL8 Cr.800
 Tranq Pistol TL7 Cr.75
 Tranq Rifle TL7 Cr.175
 Sonic Stun Carbine TL9 Cr.350
 Splinter pistol TL13 Cr.400
 Splinter Carbine TL13 Cr.600
 Splinter Rifle TL13 Cr.750
 Telepathic Neural Weapon TL16
 Cr.200,000
 Neural Rifle TL17 Cr.225,000
 Matter Disintegrator TL18 Cr.30,000

Neural Pistol TL18 Cr.250,000
 Improved Matter Disintegrator TL19
 Cr.50,000
 Antitank Rifle TL5 Cr.2,400
 Medium Machinegun TL6 Cr.2,500
 Light Autocannon TL6 Cr.7,500
 General-Purpose Machinegun TL6
 Cr.3,500
 Heavy Machinegun TL6 Cr.4,500
 Light Machinegun TL6 Cr.3,000
 Rapid-Fire Light Machinegun TL7
 Cr.5,000
 Vulcan Machinegun TL7 Cr.12,000
 Vulcan Light Autocannon TL7 Cr.65,000
 Light Assault Gun TL8 Cr.5,000
 Advanced Light Autocannon TL10
 Cr.1,000
 Anti-Materiel Rifle TL10 Cr.10,000
 Advanced Support Weapon TL10
 Cr.2,750
 VRF Gauss Gun TL10 Cr.200,000
 Gauss Support Weapon TL12 Cr.8,500
 Gauss Support Weapon RF TL13
 Cr.16,000
 VRF Gauss Rifle TL14 Cr.50,000
 Magrail Support Weapon TL15
 Cr.250,000

Weapon Accessories

Cartridge Holders (TL 3) Cr.5
 Speedloaders (TL 5) Cr.5
 Assault Box (TL 6) Cr.25
 High-Capacity Autopistol Magazines (TL
 6) Cr.25
 Snail Drum Autopistol Magazine (TL 6)
 Cr.25
 Telescopic Sights (TL 4) Cr.25
 Electronic Sights (TL 6) Cr.2,000
 Electronic Telescopic Sights (TL 7)
 Cr.3,000

Laser Sight (TL 8) Cr.200
 Gyrostabilizer (TL 9) Cr.300
 Personal Heads-Up Display (HUD) (TL 9) Cr.1,500
 X-Ray Outlining Aid (TL 9) Cr.300
 Bio-Mass Sighting Aid (TL 10) Cr.750
 Holographic Sights (TL 10) Cr.2,000
 Smart Tracker (TL 11) Cr.500
 Psi-enhanced Targeter (TL 16) Cr.1,000
 Toughened Sights +1 TL and x1.5 cost
 Bayonet Lug (TL 3) Cr.10
 Monopod/Bipod/Tripod (TL 4) Cr.50
 Shoulder Stock (TL 4) Cr.75
 Folding Stock (TL 6) Cr.100
 Scan Jammer (TL 8) Cr.1,000
 Silencer or Suppressor (TL 8) Cr.250
 FOF Safety (TL 9) Cr.25
 Secure Weapon (TL 10) Cr.100
 Intelligent Weapon (TL 11) Cr.1,000-5,000

Support and Artillery Weapons

Aerosol Grenade Cr.100
 Baton/Stunbag Grenade Cr.25
 Dynamite Cr.75
 EMP Grenade Cr.100
 Flashbang/Stun Grenade Cr.150
 Fragmentation Grenade Cr.150
 Nerve Gas Grenade Cr.750
 Poison Gas Grenade Cr.400
 Tear Gas Grenade Cr.75
 Tranq Gas Grenade Cr.100
 High Explosive Grenade Cr.200
 HEAP Grenade Cr.150 (Launcher or RAM only)
 Illuminating/Flare Grenade Cr.25
 Incendiary Grenade Cr.30
 Multiple Projectile Grenade Cr.80 (Launcher or RAM only)
 Plasma Grenade Cr.50

Smoke Grenade Cr.75
 Smoke (Thermal) Grenade Cr.125
 Special Smoke (Multispectral) Grenade Cr.250
 Plastique TL6 Cr.200
 Breaching Charge TL8 Cr.100
 Complex Chemical TL10 Cr.500
 TDX TL12 Cr.1,000
 Pocket Nuke TL12 Cr.20,000
 Plasma Core TL14 Cr.5,000
 Fusion Block TL16 Cr.10,000
 Neutrino Detonator TL17 Cr.50,000
 Light Disposable Launcher TL6 Cr.200
 Light Reusable Launcher TL6 Cr.2,000
 Medium Disposable Launcher TL7 Cr.350
 Medium Reusable Launcher TL7 Cr.2,000
 Medium Incendiary Disposable Launcher TL7 Cr.300
 Grenade Launcher TL7 Cr.400
 Rifle-Mounted Grenade Launcher TL7 Cr.500
 Riot Cannon TL7 Cr.1,000
 Heavy Disposable Launcher TL8 Cr.500
 Heavy Reusable Launcher TL8 Cr.2,000
 RAM Grenade Launcher TL8 Cr.400
 RAM Auto Grenade Launcher TL8 Cr.400
 RAM Rifle-Mounted Grenade Launcher TL8 Cr.1,000
 RAM Support Grenade Launcher TL8 Cr.2,000
 Guided Disposable Launcher TL8 Cr.x4
 Improved Heavy Disposable Launcher TL9 Cr.600
 Improved Heavy Reusable Launcher TL9 Cr.2,000
 Advanced Medium Disposable Launcher TL10 Cr.500

Wrist-mounted Warhead Launcher TL12
 Cr.1,500
 Plasma Disposable Launcher TL12
 Cr.800
 Light Anti-Air Tac-Missile TL9 Cr.3,000
 Light Anti-Armor Tac-Missile TL9
 Cr.4,000
 Light Anti-Personnel Tac-Missile TL9
 Cr.1,800
 9lb Cannon TL3 CR.2,600
 10lb Rifled Cannon TL3 Cr.4,500
 60mm Antitank Gun TL6 Cr.56,000
 Medium Autocannon TL6 Cr.55,000
 Heavy Autocannon TL6 Cr.95,000
 200mm Demolition Gun TL6 Cr.38,000
 75mm Cannon TL7 Cr.160,000
 Infantry Recoilless TL7 Cr.900
 120mm Cannon TL8 Cr.400,000
 35cm Rail Gun TL9 Cr.1,000,000
 12mm Light Gauss Cannon TL12
 Cr.3,000,000
 16mm Medium Gauss Cannon TL12
 Cr.6,000,000
 22mm Heavy Gauss Cannon TL12
 Cr.10,000,000
 5mm Light Hypervelocity Cannon
 TL13 Cr.14,000,000
 15mm Heavy Hypervelocity Cannon
 TL13 Cr.26,000,000
 26mm Orbital Defence Cannon TL14
 Cr.40,000,000
 Gatling Laser TL8 Cr.750,000
 Laser Cannon TL9 Cr.1,000,000
 Plasma A Gun TL10 Cr.1,000,000
 Plasma B Gun TL11 Cr.1,500,000
 Plasma C Gun TL12 Cr.2,000,000
 Fusion X Gun TL12 Cr.3,000,000
 Aerospace Defence Laser TL12
 Cr.6,000,000
 Fusion Y Gun TL13 Cr.5,000,000

Fusion Z Gun TL14 Cr.8,000,000
 Meson Accelerator TL15 Cr.20,000,000
 Black Powder Mortar TL3 Cr.600
 Dynamite Gun TL4 Cr.5,000
 60mm Light Mortar TL5 Cr.6,500
 100mm Light Howitzer TL5 Cr.50,000
 280mm Railway Gun TL5 Cr.500,000
 80mm Infantry Mortar TL6 Cr.8,500
 100mm Light Artillery Gun TL6
 Cr.75,000
 120mm Support Mortar TL6 Cr.11,500
 150mm Howitzer TL7 Cr.100,000
 400mm Bombardment Gun TL7
 Cr.750,000
 75mm Area-Denial Mortar ('Frag
 Cannon') Cr.5,000
 175mm Heavy Gun TL8 Cr.120,000
 800mm Siege Gun TL8 Cr.19,000,000
 100mm Anti-Armor Mortar TL9
 Cr.20,000
 120mm Light Mass Driver Gun TL10
 Cr.300,000
 140mm Extended-Range Mass Driver
 Gun TL11 Cr.400,000
 80mm Multi-purpose Mass Driver Gun
 TL12 Cr.250,000
 100mm Counter battery Mass Driver
 Gun TL12 Cr.600,000
 140mm Heavy Mass Driver Gun TL12
 Cr.500,000
 MRL Pack, Infantry-Support TL6
 Cr.3,000
 70mm Strafing Rocket Pod TL6
 Cr.4,000
 110mm Heavy Strafing Rocket Pod TL6
 Cr.7,000
 180mm Light Bombardment Rocket Pod
 TL6 Cr.17,000
 240mm Heavy Bombardment Rocket
 Pod TL6 Cr.52,000

Infantry Support Rosette TL7 Cr.2,000
Disposable ML Rocket Pod TL10
Cr.15,000

Personal Protection

Jack TL1 Cr.50
Mesh TL6 Cr.150
Cloth TL7 Cr.250
Flak Jacket TL7 Cr.100
Cobbled Tough TL8 Cr.150
Ballistic Vest TL8 Cr.200
Improved Flak Jacket TL8 Cr.300
Protec TL9 Cr.350
Torso Protector TL9 Cr.1000
Diplo Vest TL10 Cr.250
Improved Cloth TL10 Cr.500
Poly Carapace TL10 Cr.10,000
Lightweight Poly Carapace TL11
Cr.15,000
Ceramic Alloy Carapace TL12
Cr.12,000
Advanced Poly Carapace TL13
Cr.35,000
Breastplate TL1 Cr.200
Mail Hauberk TL2 Cr.500
Half-Plate TL2 Cr.800
Full Plate TL2 Cr.500
Fireproof Suit TL7 Cr.25
Ablat TL9 Cr.75
Reflec TL10 Cr.1,500
Dispersion TL12 Cr.2,000
Conduit-Bleed TL14 Cr.3,500
Neural Sheath TL17 Cr.8,000
Hat TL0 Cr.2
Composite Helm TL1 Cr.10
Security Helmet TL6 Cr.15
Open Helm TL2 Cr.50
Full Helm TL2 Cr.100
Steel helmet TL5 Cr.20
Ballistic Helmet TL7 Cr.45

Light Infantry Helmet TL9 Cr.75
Ceramic Alloy Helmet TL12 Cr.125
Mailed Gauntlet TL2 Cr.25
Toughened Boots TL5 Cr.20
Minefield Boots TL8 Cr.50
Light Arm Protector TL8 Cr.75
Heavy Arm Protector TL9 Cr.150
Light Leg Protector TL8 Cr.100
Heavy Leg Protector TL9 Cr.200
Vacc Suit TL8 Cr.7,000
Hostile Environment Vacc Suit TL8
Cr.12,000
Improved Hostile Environment Vacc Suit
TL9 Cr.16,000
Body Pressure Sleeve TL10 Cr.600
Emergency Softsuit TL10 Cr.2,000
Combat Environment Suit TL10
Cr.1,000
Emergency Hostile Environment Suit
TL10 Cr.9,000
Boarding Vacc Suit TL11 8 Vacc Suit 1
12,000 25
Combat Armor TL11 Cr.200,000
Improved Boarding Vacc Suit TL12
Cr.20,000
Improved Combat Armor TL12
Cr.300,000
Improved Vacc Suit TL12 Cr.10,000
Rescue Suit TL12 Cr.35,000
Standard Hostile Environment Vacc Suit
TL12 Cr.18,000
Ceramic Alloy Combat Armor TL13
Cr.300,000
Advanced Hostile Environment Vacc
Suit TL13 Cr.20,000
Advanced Boarding Vacc Suit TL14
Cr.40,000
Tailored Vacc Suit TL14 Cr.13,000
Lightweight Hostile Environment Vacc
Suit TL14 Cr.150,000

Advanced Combat Armour TL14
 Cr.600,000
 Psi-Enhanced Combat Armor TL16
 Cr.500,000
 Mechanical Carapace TL9 Cr.10,000
 Powered Plate TL10 Cr.250,000
 Improved Mechanical Carapace TL12
 Cr.150,000
 Ceramic Alloy Powered Plate TL13
 Cr.450,000
 Advanced Powered Plate TL14
 Cr.1,500,000
 Grav-Enhanced Powered Plate TL15
 Cr.4,000,000
 Basic Battle Dress TL13 Cr.2,000,000
 Advanced Battle Dress TL14
 Cr.+1,500,000
 Artillery Battle Dress TL13 Cr.2,750,000
 Close Support Battle Dress TL13
 Cr.4,250,000
 Combat Pioneer Battle Dress TL13
 Cr.6,000,000
 Command Battle Dress TL13
 Cr.3,800,000
 Electronic Warfare Battle Dress TL13
 Cr.2,500,000
 Logistics Battle Dress TL13
 Cr.1,750,000
 Missile Battle Dress TL13 Cr.7,000,000
 Scout Battle Dress TL13 Cr.4,000,000
 Ceramic Alloy Battle Dress TL14
 Cr.4,500,000
 Psi-Enhanced Battle Dress TL16
 Cr.10,000,000

 Battle Dress Weapons:
 Mass Driver TL10 Cr.4,500
 Superheavy Projection Flamer TL10
 Cr.15,000
 Anti-Armor Gun TL11 Cr.50,000

Support Mortar TL11 Cr.8,000
 Area Denial Mortar/ 'Frag Cannon' TL12
 Cr.4,000
 MRL Pack TL12 Cr.10,000
 Gauss Flamer, Battledress Mounted
 TL13 Cr.10,000
 Plasma Support Mortar TL13 Cr.30,000
 Advanced Anti-Armor Gun TL14
 Cr.50,000
 MagRail Support Weapon TL15
 Cr.400,000

Survival and Field Equipment

Cold Weather Clothing (TL 0) Cr.200
 Mask, Filter (TL 3) Cr.10
 Goggles/Shades (TL 5) Cr.20
 Mask, Combination (TL 5) Cr.150
 Mask, Face (TL 5) Cr.20
 Mask, Environment (TL 5) Cr.50
 Oxygen/Air Tanks (TL 5) Cr.500
 Respirator (TL 5) Cr.100
 Underwater Air Tanks (TL 5) Cr.800
 Dive Suit (TL 6) Cr.60
 Rebreather (TL 6) Cr.250
 Suit, Protective (TL 6) Cr.1,000
 Geiger Counter (TL 6) Cr.250
 Radiation Suit (TL 6) Cr.5,000
 Mask, Life-Support (TL 7) Cr.1,000
 Purification Tabs (TL 7) Cr.5
 Rescue Ball (TL 7) Cr.150
 Thrust Pistol (TL 7) Cr.1,000
 Artificial Gill (TL 8) Cr.4,000
 Deep-Diving Suit (TL 8) Cr.20,000
 Dive Suit, Heated (TL 8) Cr.650
 Environment Suit (TL 8) Cr.500
 Heatproof Suit (TL 8) Cr.100
 Heatsuit (TL 8) Cr.340
 NBC Suit (TL 8) Cr.250
 Vacc Suit Emergency Kit (TL 8) Cr.500
 Desert Suit, Advanced (TL 9) Cr.1,000

Portable Airlock (TL 9) Cr.1,000
 Rescue Bubble (TL 9) Cr.600
 Purification Tabs, Improved (TL 9) Cr.15
 Thrust Pack (TL 9) Cr.2,000
 Bulkhead Patches (TL 10) Cr.150
 Cold Weather Clothing, Advanced (TL10) Cr.500
 Complete Hydro-Reclamation Suit (CHRS) (TL 11) Cr.10,000
 Hydro-collector (TL 11) Cr.1,000
 Thrust Pack, Long-Range (TL 12) Cr.14,000
 Purification Tabs, Advanced (TL 13) Cr.50
 Thrust Pack, Advanced (TL 14) Cr.20,000
 Boots, Hiking (TL 1) Cr.50
 Ice Terrain Kit, Personal (TL 1) Cr.50
 Snowshoes (TL 1) Cr.30
 Grapnel and Cable (TL 2) Cr.35
 Tool Set, Carpentry (TL 2) Cr.300
 Axe, Ice (TL 3) Cr.50
 Backpack (TL 3) Cr.45
 Canteen (TL 3) Cr.30
 Compass, Magnetic (TL 3) Cr.10
 Field Kit, Personal (TL 3) Cr.100
 Pocket Magnet (TL 3) Cr.20
 Skis (TL 3) Cr.75
 Spade/Shovel (TL 3) Cr.5
 Swimming Equipment (TL 3) Cr.200
 Tool Set, Excavation (TL 3) Cr.30
 Tool Set, Combat Engineering (TL 3+) Cr.150/300/500
 Tool Set, Interrogation (TL 3+) Cr.75/25xTL
 Tool Set, Weapon Engineering (TL 3+) Cr.100xTL
 Chain, Medium (TL 4) Cr.100
 Climbing Kit, Basic (TL 4) Cr.100
 Parachute (TL 4) Cr.250

Pitons (TL 4) Cr.5
 Piton Hammer (TL 4) Cr.10
 Return Mirror (TL 4) Cr.500
 Scientist's Field Kit (TL 4) Cr.100
 Slap-lock (TL 4) Cr.40
 Wrist Watch (TL 4) Cr.10-1,000
 Water Dye (TL 4) Cr.25
 Attaché Case (TL 5) Cr.75
 Cutting Torch (TL 5) Cr.500
 Desert Kit, Individual (TL 5) Cr.75
 Fire Extinguisher (TL 5) Cr.50
 Flare, Illuminating (TL 5) Cr.25
 Flare Launcher (TL 5) Cr.75
 Flare, Signaling (TL 5) Cr.5
 Flare, Whistling (TL 5) Cr.6
 Generator, Internal Combustion (TL 5) Cr.50
 Ice Terrain Kit, Vehicular (TL 5) Cr.1,000
 Rope (TL 5) Cr.20
 Welding Kit, Electric (TL 5) Cr.1,500
 Water Purification Kit (TL 5) Cr.8
 Tool Set, Mechanical (TL 5) Cr.1,000
 Tool Set, Metalwork (TL 5) Cr.3,000
 Chain Saw (TL 6) Cr.500
 Duct Tape (TL 6) Cr.5
 Flare, Distress (TL 6) Cr.12
 Janitorial Kit (TL 6) Cr.100
 Pocket Saw (TL 6) Cr.25
 Survival Kit, Personal (TL 6) Cr.50
 Disguise Kit (TL 7) Cr.1,000
 Grapnel Launcher (TL 7) Cr.100
 Para-wing (TL 7) Cr.400
 Reflectorized Tarpaulin (TL 7) Cr.400
 Squirrel Suit (TL 7) Cr.500
 Survival Kit, Vehicle (TL 7) Cr.8,000
 Tool Set, Electronic (TL 7) Cr.2,000
 Water Purification/Distillation Kit, Group (TL 7) Cr.25
 Tool Set, Rescue (TL 7) Cr.2,000

Breaching Charge (TL 8) Cr.100
 Climbing Hoist (TL 8) Cr.175
 Climbing Kit, Advanced (TL 8) Cr.500
 Generator, Microturbine (TL 8) Cr.170
 Personal Re-Entry Kit (TL 8) Cr.15,000
 Rad-Blanket (TL 9) Cr.150
 Rope, Improved (TL 9) Cr.50
 Cable, Cargo (TL 9) Cr.100
 Cutting Gear, Laser (TL 9) Cr.4,000
 Inertial Locator (TL 9) Cr.1,200
 Laser Drill (TL 9) Cr.250
 Protein Tap (TL 9) Cr.1,000
 Generator, Fusion (TL 10) Cr.500,000
 Iris Valve Opener (TL 10) Cr.2,000
 Laser Scalpel (TL 10) Cr.2,000
 Parachute, Grav (TL 10) Cr.2,500
 Solar Vaporator (TL 10) Cr.1,250
 Welding Kit, Advanced (TL 10) Cr.5,000
 Tool Laser (TL 12) Cr.500
 Tool Set, Starship Engineer (TL 12)
 Cr.4,000
 Fusion Stile (TL 13) Cr.4,500
 Rope, Advanced (TL 13) Cr.100
 Ring Laser (TL 16) Cr.1,000
 Rope, Infinite (TL 16) Cr.1,000
 Battery, Antimatter (TL 18) Cr.1,000,000
 Tarpaulin (TL 1) Cr.10
 Tent (TL 3) Cr.2,000
 Sleeping Bag (TL 5) Cr.50
 Pre-Fabricated Cabin (TL 6) Cr.2,000
 Pressure Tent (TL 7) Cr.2,000
 Advanced Base, Unpressurised (TL 8)
 Cr.20,000
 Habitat Module (TL 8) Cr.10,000
 Tent-barracks (TL 8) Cr.500
 Advanced Base, Pressurized (TL 10)
 Cr.75,000
 Habitat Module, Pressurized (TL 10)
 Cr.20,000

Tent-barracks , Pressurized (TL 10)
 Cr.5,000

Shelter and Accommodation Options:

Armoured (TL 9) Cr.2,500
 Rad Shielding (TL 10) Cr.3,000 per
 100m³
 Self-Assembling (TL 11) Cr.5,000
 Chameleon Fibers (TL 12+) Cr.8,000
 TL13 Cr.60,000
 Self-Sealing (TL 13) Cr.2,000
 Null-Shielding (TL 16) Cr.25,000 per
 100m³
 Psi-Amplifier (TL 16) Cr.100,000 per
 100m³
 Holosimulacrum (TL 17) Cr.5,000,000

Torch (TL 0) Cr.1
 Gas or Oil Lamp (TL 2) Cr.10
 Binoculars, Optical (TL 3) Cr.75
 Electric Torch (TL 5) Cr.10
 Cold Light Lantern (TL 6) Cr.20
 Goggles, Infrared (TL 6) Cr.500
 Goggles, Light Intensifier (TL 7) Cr.500
 Binoculars, Electronic (TL 8) Cr.750
 Combination Viewer (TL 9) Cr.1,250
 Personal HUD (TL 9) Cr.1,500
 Binoculars, PRIS (TL 12) Cr.3,500
 Goggles, Chemi-view (TL 13) Cr.5,000

Electronic and Medical Equipment

First Aid Kit, Basic (TL 0) Cr.10
 Field Surgical Kit (TL 5) Cr.1,000
 First Aid Kit, Improved (TL 5) Cr.125
 Adhesive Bandages (TL 6+) Cr.10-500
 Field Medical Kit (TL 6) Cr.500
 Medikit (TL 8+) Cr.1,000-10,000
 Trauma Pack (TL 8) Cr.750-7,500
 Cryoberth (TL 10) Cr.50,000

Automedic, Personal (TL 11) Cr.15,000
Mediscanner, Personal (TL 12) Cr.1,000
Mediscanner, Portable (TL 12) Cr.2,000
AutoDoc (TL 13) Cr.100,000 TL14
Cr.1,000,000

Drugs and Pharmaceuticals

Truth Serum (TL 5) Cr.500
Anti-Radiation Drugs (TL 8) Cr.1,000
Stim Drugs (TL 8) Cr.50
Panaceas (TL 8+) Cr.200
Clotting Aid (TL 9) Cr.200
Nervous Response Dampeners (TL 9)
Cr.100
Radiation Emergency Applicator (TL 10)
Cr.250
Adrenalizer (TL 10) Cr.150
Combat Drug (TL 10) Cr.1,000
Fast Drug (TL 10) Cr.200 TL12 Antidote
Cr.900
Metabolic Accelerator ('Slow Drug', TL
10) Cr.500
Meta-Performance Enhancer ('Titan
Drug', TL 10) Cr.600
Medicinal Slow Drug (TL 11) Cr.500
Starlight Drops (TL 12) Cr.500
Anagathics (TL 15) Cr.2,000
Null (TL 16) Cr.500

Security Equipment

Handcuffs (TL 2) Cr.25
Lock Pick Set (TL 4) Cr.10
Intrusion Kit, Basic (TL 5) Cr.300
Lock Pick Set, Electronic (TL 7) Cr.200
Security Kit (TL 7) Cr.1,700
Intrusion Kit, Improved (TL 8) Cr.500
Laser Microphone (TL 8) Cr.475
Perimeter Alarm (TL 9) Cr.1,000
Intrusion Kit, Advanced (TL 11) Cr.???
Psi-Alarms (TL 16) Cr.15,000 per 5m

Communications and Electronic Equipment

Signal Mirror (TL 2) Cr.10
Bug (TL 5) Cr.50-500
Bull-Horn (TL 5) Cr.120
Camera, Film (TL 5) Cr.30
Radiation Counter (TL 5) Cr.250
Transceiver (TL 5+) Cr.75-15,000
Communicator, Personal ("Comm") (TL
6) Cr.50-500
Depth Gauge (TL 6) Cr.25
Metal Detector (TL 6) Cr.300
Radio Jammers (TL 6+) Cr.500-20,000
Tactical Relay Network (TL 6+) Cr.50-
350
Atmosphere Tester (TL 7) Cr.150
Chemical Alarm (TL 7) Cr.250
Chemical Analysis Unit (TL 7) Cr.10,000
Motion Sensor (TL 7) Cr.500-1,000
NBC Alarm (TL 7) Cr.250
Commsat, Standard (TL 7) Cr.150,000
Sonar Rangefinder (TL 6) Cr.1,000
Beacon, Navigational (TL 8) Cr.500
Bio-Analysis Unit (TL 8) Cr.70,000
Camera, Digital (TL 7) Cr.25
Gun Cam (TL 8) Cr.150
Rescue Transponder (TL 8) Cr. 50-750
Satellite Ground Station (TL 8) Cr.5,000
Scanner, Comms (TL 8) Cr.250
Scrambler Unit (TL 8) Cr.200
Translator (TL 8) Cr.100
Battle Computer (TL 9) Cr.100,000
Beacon, Emergency (TL 9) Cr.750
Biohazard Alarm (TL 9) Cr.1,000
Chemical Sniffer (TL 9) Cr.2,500
Communicator, Personal, Advanced (TL
9) Cr.300
Commsat, Short-Term (TL 9) Cr.25,000
Field Surveillance Radar (TL 9) Cr.5,000

Map Box (TL 9) Cr.3,000
 Navsat (TL 9) Cr.35,000
 Satellite Launcher, Field (TL 9)
 Cr.100,000
 Anti-personnel Equipment Scanner (TL
 10) Cr.10,000
 Combination Analysis Unit (TL 10)
 Cr.25,000
 Commdot (TL 10) Cr.10
 Electromagnetic Probe (TL 10) Cr.1,000
 Holographic Projector (TL 11) Cr.1,000-
 10,000
 Survey Satellite (TL 11) Cr.100,000
 Biosniffer (TL 12) Cr.20,000
 Bug Detector (TL 12) Cr.1,000
 Bugging Kit (TL 12) Cr.750
 Camera, Advanced Digital (TL 13)
 Cr.100
 Forensic Sweeper (TL 13) Cr.7,500
 Nuclear Dampers (TL 13+) MCr.5-20
 Densitometer (TL 14) Cr.20,000
 Neural Activity Detector (TL 14)
 Cr.35,000
 Bioscanner (TL 15) Cr.350,000
 Bug Detector, Advanced (TL 15)
 Cr.1,000
 Densitometer, Compact (TL 15)
 Cr.28,000
 Neural Activity Detector, Improved (TL
 15) Cr.65,000
 Psi-Scanner (TL 16) Cr.50,000

Options

Helmet Reader (TL 9) Cr.250-5,000
 Implant (TL 13) Cr. Cost x20

Computers and Software

Hand Calculator (TL 5) Cr.10
 Hand Computer (TL 7+) Cr.2x
 Computer Terminal (TL 6) Cr.200

Options

Data Display/Recorder: (TL 13) Cr.5,000
 Data Wafer (TL 10) Cr.5
 Psi-Linkage Receiver (TL 16)
 Cr.150,000
 Specialized Computer 25x rating

Pets, Livestock and Heavy Equipment

Companion Animal, Medium (TL 0)
 Cr.10-1,000
 Companion Animal, Small (TL 0) Cr.1-
 100
 Food Animal, Large (TL 0) Cr.100-1,000
 Food Animal, Medium (TL 0) Cr.20-200
 Food Animal, Small (TL 0) Cr.1-10
 Kian (TL 0) Cr.1,000
 Riding Horse (TL 0) Cr.1,200
 Cargo Hoist (TL 8) Cr.5,000
 Cargo Robot, Basic (TL 9) Cr.75,000
 Handler Drone (TL 9) Cr.30,000
 Dozer Drone (TL 9) Cr.50,000
 Loader Robot (TL 9) Cr.80,000
 Recon Drone (TL 9) Cr.200,000
 Cargo Walker (TL 10) Cr.45,000
 Janitorial Robot (TL 10) Cr.5,000
 Minesweeper Drone (TL 10) Cr.95,000
 Prowlerbot (TL 10) Cr.10,000
 Spotter Drone (TL 10) Cr.12,000
 Animal, Psionic (TL 11) Cr. Psi char x
 100
 Cargo Robot, Improved (TL 11)
 Cr.75,000
 Personal Drone (TL 11) Cr.2,000
 Medi-shell (TL 11) Cr.110,000
 Probe Drone (TL 11) Cr.15,000
 Repair Robot (TL 11) Cr.10,000
 Autodoc (TL 12) Cr.40,000
 Combat Drone (TL 12) Cr.90,000

Repair Walker, Improved (TL 12)
Cr.120,000
Servitor (TL 13) Cr.120,000
Synthetic, Animal Design (TL 14)
Cr.500,000-5,000,000
Synthetic, Humanoid Design (TL 16)
Cr.50,000,000-200,000,000

Personal Augments

Prosthetic, Crude (TL 3) Cr.100
Prosthetic, Functional (TL 7) Cr.250
Cardiotrigger Detonator (TL 7+)
Cr.2,000-200,000
Combat Arm (TL 8) Cr.25,000
Enhanced Mobility (TL 8) Cr.10,000
Autonomous Locomotion Rig (ALR) (TL 9)
Cr.15,000
Cockpit Sensory Suite (TL 9) Cr.5,000
Smuggling Container (TL 8) Cr.15,000
Additional Manipulator (TL 10) Cr.7,500
Aslan Cyber-claw (TL 10) Cr.20,000
Neural Comm (TL 10) Cr.1,000-20,000
Shriekerbox (TL 10) Cr.8,000
Subdermal Armor (TL 10) Cr.50,000-100,000
Weapon Implant (TL 10) Cr.5,000-25,000
Combat Arm, Improved (TL 11)
Cr.45,000
Enhanced Mobility, Improved (TL 11)
Cr.15,000
Physical Characteristic Augmentation (TL11)
Cr.50,000-500,000
Venom Glands (TL 11) Cr.10,000
Advanced Subdermal Armor (TL 12)
Cr.250,000-500,000
Ballistic Tracking Lenses (TL 12)
Cr.40,000

Mental Characteristic Augmentation (TL 12)
Cr.100,000-2,000,000
Metastatic Platelet Injection (TL 12)
Cr.25,000
Skill Augmentation (TL 12) Cr.10,000
Soldier Organ Package (TL 12)
Cr.1,500,000
Wafer Jack (TL 12) Cr.10,000
Assisted Ambulation Augmentation (TL 13)
Cr.100,000-300,000
Bio-Fusion Power Port (TL 13)
Cr.10,000
Combat Arm, Advanced (TL 13)
Cr.75,000
Enhanced Mobility, Advanced (TL 13)
Cr.25,000
Enhanced Vision (TL 13) Cr.25,000
Mechanostatic Scanner (TL 13)
Cr.10,000
Muscular Bridging (TL 13) Cr.250,000
Neural Link (TL 13) Cr.30,000
Neurojack (TL 13) Cr.40,000
Nerve-plug Response Rig (TL 13)
Cr.225,000
All-Temperature Epidermal Symbiote (TL 14)
Cr.2,500
Null Skull (TL 16) Cr.1,000,000
Psi-Taps (TL 16) Cr.750,000
Full Body Transplant (TL 18)
MCr.10,000

Options

Ruggedized (TL 8) Cr. +15%
Detachable (TL 9) Cr.5000 +25%
Natural-looking (TL 10) Cr. +75%
Invisitech (TL 12) Cr. +100-200%
Self-Repairing (TL 14) Cr. +25%