TOOLS AND WEAPONS

DP9-061

HEAVY GEAR™

EQUIPMENT CATALOG

TERRANOVAN EQUIPMENT

COMPLETE EQUIPMENT AND WEAPON LIST

E TECHNOLOGY OF HEAVY GEAR • BASIC ENGINEERING • MATERIALS AND STRUCTURES • ELECTRONICS • CERAMIC CHIPS • NEURAL NETWORK • MMUNICATIONS • SENSORS • MEDICINE IN THE 62ND CENTURY • THE NEUFELDT AXIOM • GENETICS • PROSTHETICS • WEBBLING • BIO-ENGINEERING PRIME KNIGHTS • GRELS • MILITARY TECHNOLOGY IN THE 62ND CENTURY • COMMAND, CONTROL AND COMMUNICATION • AERIAL WARFARE • NAVAL WARFARE SPACE WARFARE • THE MODERN COMBAT VEHICLE • HEAVY GEAR • STRIDERS • GROUND VEHICLES • HOVERTANKS • LANDSHIPS • AIRCRAFT • SPACECRAFT ENGINEERING NOTEBOOK • DESIGNING VEHICLES IN HEAVY GEAR • PERKS AND FLAWS • THREAT VALUE • WEAPON SYSTEM CUSTOMIZATION • AMMUNITION PES • PRICES AND AVAILABILITIES • TECHNICIAN'S CORNER • VEHICLE MODIFICATIONS • SCRATCHBUILDING VEHICLES • VEHICLE MAINTENANCE • CHNICAL SKILLS • NEW ARCHETYPES • WORK DRONE • HUNTER KILLER DRONE • RECON DRONE • TECH BLUEPRINTS • GEAR DEVELOPMENT CHARTS

DREAM POD 9

TOOLS AND WEAPONS

HEAVY GEAR™

TERRANOVAN EQUIPMENT

Pablo looked at the book that Hitoshi was studying so intently and asked, "What do they have you doing?"

"I'm rebuilding one of the sensor pods on an Ovni drone," Hitoshi replied. "The pilot of that new Jäger Force Recon in Gamma Compagnie was saying the left pod's getting some kind of weird feedback in the ultraviolet range."

"That new lieutenant from Ashanti?" Pablo asked with a wistful smile.

"Yes," replied Hitoshi, "and I saw her first, so bug off."

Pablo's reply was cut off by a sharp 'crack' from the outside. Two more reports followed in quick succession, then an explosion compelled everyone to dive under the table. The lights quickly dimmed. The mess sergent ran into the hall; seeing the two men, he yelled, "the generator's been hit! Get everybody out!"

The Equipment Catalog sourcebook is a game resource for Dream Pod 9's exciting Heavy Gear science-fiction game. The Catalog is the one-stop shopping destination for Heavy Gear Players and Gamemasters alike. From trideo games to the most powerful weapons any character is likely to need, the Catalog is for everyone who has ever asked or needed an answer to that burning question: "So, what kind of stuff can I get?"

This sourcebook includes:

- New and expanded equipment listings;
- Dozens of new weapons;
- New rules for sights/sound suppressors and explosives;
- Map and stats for the Bechider Supply House, an arm and equipment store;
- Quick reference chart listing all the Heavy Gear tools and weapons ever published.

:1941

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HEAVY GEAR™

Equipment catalog

Boys like toys, or so the saying goes. The image of the gamers whose characters can often be seen carrying huge piles of weapons and gear about, their faces hidden behind the most impervious armor they could find in the sourcebooks, certainly resonates amongst the modern game community. It makes sense to publish a game manual full of equipment that would cater to this need.

You'll notice that this book has been long in coming. Heavy Gear is at this time nearly five years old, has almost a million (if not more) words published, and has led to two computer games and a television show. Wouldn't it have made more sense to release this book at the beginnings, say, right after the rulebook?

Nope. We had a brand new world to explore, fascinating characters to introduce, devious plots to... well, plot. Not the best of time to send the characters shopping, is it? So we held onto it until we felt the story was sufficiently under way to weather the distraction.

Now, with Terra Nova opening up again to the rest of the colonized worlds, the time is right to release the Catalog. And, not to worry you, but your character may well need the equipment contained within, and perhaps sooner than you think...

TERRANOVAN EQUIPMENT

DREAM POD 9

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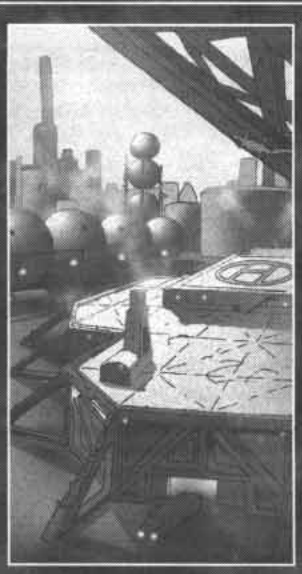

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Apes at Play

"Aren't we going to get in trouble for this?" asked Sous-Caporal Pablo Marinez.

"Nah, nobody uses this place for anything," replied Sous-Caporal Hitoshi Tarazawa as the two men entered the briefing room of the 82nd MILICIA Cavalry Regiment, known as the Apes. As Hitoshi walked over to the conference table, Pablo hesitated. "I don't know . . . what if we break something?"

"I told you already, there's nothing to break," growled Hitoshi in frustration. "All we do is set the display to accept a video feed, then set the consoles to talk to the adapter and the adapter to talk to the display." As he spoke, Hitoshi set up the equipment near the large holographic display in the center of the conference table. "If anything breaks, it'll be our stuff."

Pablo sighed as he gave in. "Oh, all right." He took the seat on the other side of the display as Hitoshi finished. When he was satisfied, Hitoshi turned the equipment on, then thumbed the power switch on the display. "All right, let's give this a try!"

The display hummed as it powered on, the air above it filling with static as the display processed the data from the game adapter. Then, in a burst of light, words formed above the emitter: "Kenrou Electronics welcomes you to TRIDEO MONSTER MADNESS!"

"All right!" exclaimed Pablo and Hitoshi as they quickly grabbed their controllers. Hitoshi asked Pablo, "What are you going to use?"

"My Super-Deformed Kodiak," Pablo replied proudly.

Hitoshi shook his head in mock consternation. "Oh brother, my Top Hat Bahamut is going to kick your sorry Gear into the ground!"

Pablo and Hitoshi played with gusto as their characters battled in the holograph field, the Gear firing salvo after salvo of weapons as the dragon breathed fire and launched spells. The characters were so well rendered, the effects so spectacular and the sounds so intense that the two men became completely absorbed by the game, oblivious to everything else around them.

"Ahem." Hitoshi didn't even look at whomever was trying to get his attention. "Okay, okay," he waved, "we'll be done in a minute."

It took far less than that, as Pablo took advantage of his distraction to execute a macromove that Hitoshi had never seen before. The display's speakers erupted in sound as the Gear pummeled the dragon into electronic oblivion. Pablo jumped out of his chair and exclaimed, "YES! I am the greatest! I am . . ."

His eyes went wide as he saw the bemused face of Colonel Jorge Rodriguez, the commanding officer of the Apes.

". . . in really, really big trouble."

Hitoshi looked up at Pablo, over where Pablo was looking and bit back an "Urp!" as he jumped out of his chair and snapped to attention. Colonel Rodriguez entered the conference room with several officers behind him, but he didn't say anything. He merely went over to the display. He turned to Pablo and asked, "How much is the adapter?"

Hitoshi stammered, "S-s-sir, uh, seventy dinars at the post exchange, sir."

Rodriguez nodded, then straightened up. "Thank you, gentlemen. Clear the room."

Pablo and Hitoshi moved like men possessed, gathering up their equipment and resetting the display to normal operation. As they scurried out, Rodriguez's aide asked, "Sir, why did you ask them that?"

Rodriguez smiled. "My niece wants a set for her birthday."

Welcome to the Heavy Gear Equipment Catalog - 1.1

It happens to every Gamemaster *sooner or later*. After deciding what kind of game he wants to run and gathering a group of like-minded Players to join him, he will sit down and work out the kind of characters that will be played and the highlights of the story he wants to tell. Over the course of many hours, background and sub-plots will be carefully tied together to supply a wealth of adventure hooks. The Gamemaster will then spend some time with each Player to work out the details and answer questions about his campaign. After all this, the Players usually have only one question: "so, what kind of stuff can we get?"

The urge to accumulate possessions and wealth is nothing new, and unlikely to disappear any time soon. As a separate issue, the characters will need tools (and probably weapons) to survive the adventures they will be put through, and it is only a normal reaction for the Players to want to get the best equipment possible for their game avatars.

The **Heavy Gear Equipment Catalog** is a roleplaying resource that offers a glimpse into the wide variety of goods and services available on Terra Nova. Enough items appear in the following pages to satisfy those Players who want their Characters to have one of everything. Gamemasters who are looking for ideas for new and interesting items — or who just want more weapons and equipment to inflict upon their Players — will also find the Catalog very useful. In addition to new material, the Catalog also includes more-detailed information on items and weapons that have previously appeared in **Tactical Field Support** and other tactical rules supplements.

Much has been said in previous **Heavy Gear** publications about the pitfalls of "Monty Haul" campaigns, where Player Characters wind up with far more equipment and weapons than they should rationally have, much less know what to do with. Since the material in this Catalog is likely to aggravate such tendencies, Gamemasters should take some time to decide how they wish to handle equipment in their campaigns.

Advice For Gamemasters - 1.1.1

The best way to keep Player Characters' equipment from interfering with the game is to prevent it from the start. Before the campaign begins, the Gamemaster should talk to the Players about the degrees and kinds of equipment he is comfortable with for his particular story. A campaign about trashers trying to get by in the mountains of refuse around Khayr ad-Din will quickly get thrown out of whack if the characters have access to a forgotten depot from the War of the Alliance. If the Player Characters are developed from the Character Archetypes in the **Second Edition Heavy Gear Rulebook** and other books, Gamemasters might limit equipment at first to what is described as being typical for that archetype, with perhaps an additional ten percent of the archetype's average salary for spending money. If the Player wants his Character to get more equipment, this can become a campaign goal in addition to whatever else the Player wants to accomplish.

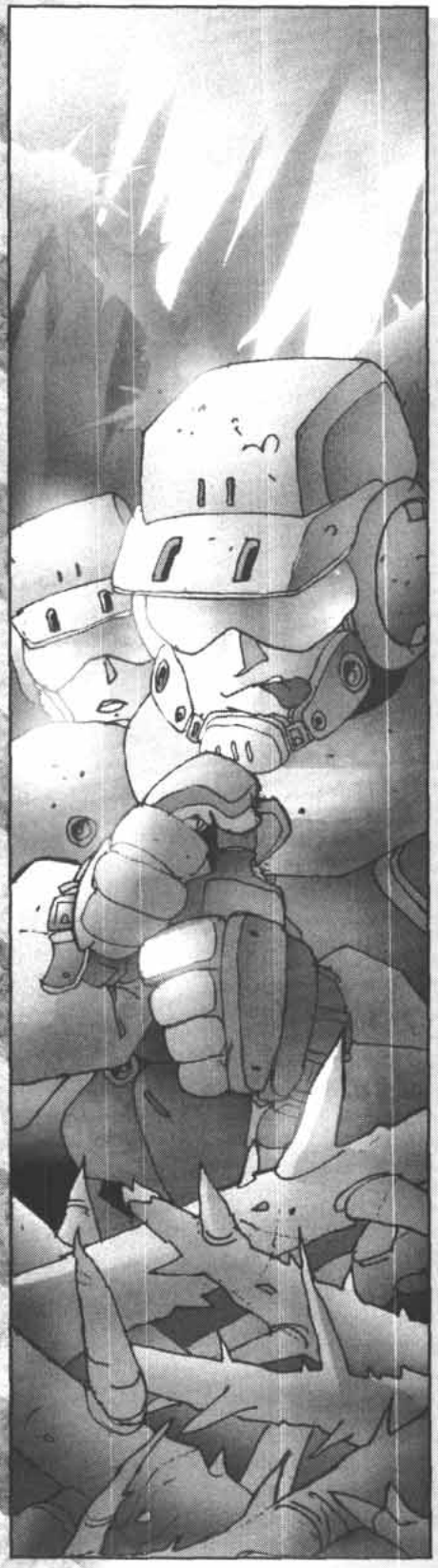
In situations where the Gamemaster feels the material possessions of the Player Characters have already gotten out of hand, he should try to steer the campaign in such a way that equipment will not have much effect on the events of the game, as described in the **Rulebook**. If this proves difficult or impossible, the Gamemaster should not just take the offending equipment away from the Characters. Doing so is almost certain to create unnecessary tension between the Gamemaster and the Players, who may well be unaware that the Gamemaster is having problems. It is always a good idea for the Gamemaster to tell the Players that for whatever reason, the sheer amount of stuff their characters own is getting in the way of the game. A solution worked out between the Gamemaster and the Players in managing the equipment in the game is far preferable to letting the game suffer because the Gamemaster is frustrated.

Contents - 1.2

Chapter 2 of the Catalog is dedicated to equipment and includes everything from trideo games to Western Frontier Protectorate Army knives to remote-controlled drones. *Chapter 3* contains a wide variety of weapons, from the smallest "plinking" pistol to the most unholy weapons ever turned out by Terra Nova's military-industrial complex. *Chapter 4* includes a description of a business where the items can be purchased, as well as tables for the weapons and equipment that have appeared in previous **Heavy Gear** publications. The **Second Edition Heavy Gear Rulebook** is all that is required to make use of the material in this book, though the **Second Edition Technical Manual** and the **Gamemaster's Guide** will be helpful to make best use of some sections.

New weapons included in the Catalog were developed with the help of the third edition of **Guns!, Guns!, Guns!**, published by Blacksburg Tactical Research Center (BTRC). Newer printings of this edition include conversion rules to the Silhouette system and are recommended for those readers who wish to design their own personal weapons for **Heavy Gear**. Statistics and prices for weapons developed in this fashion will not necessarily correspond to those from previous **Heavy Gear** publications; these should simply be considered variations from the norm that involve only the weapons presented in this Catalog.

Apes at Work



Pablo turned off the vibropeeler that had been humming in his hand for hours. Massaging his tired back as he stood up, he called out, "Hey, Sarge, how's this?"

A dozen tubs of freshly peeled johar roots were testament to his evening's labor. Word of his escapade in the conference room had made its way to his platoon leader, so Pablo had drawn kitchen duty for his entire rotation to the Apes' new fire base outside Madras. This was only the third day, and the sight of johar was starting to make Pablo physically ill.

The mess sergent came into the kitchen and took his time inspecting the johar. This irritated Pablo at first, since any dirt or skin still on the roots would show up like a burner grenade on a thermal scanner. He held his tongue, though, not wanting to draw any more noxious duties. Finally, the sergent turned to him and said, "All right, Marinez, you're done for the night. Report back here the same time tomorrow."

"Right, Sarge," Pablo replied wearily as he placed his tools in the appropriate cleaning receptacles. They shut down the mess hall for the night, and walked together into the command center. As the mess sergent went to speak to another specialist, Pablo found Hitoshi working at a diagnostic terminal. His friend stifled a yawn as he flipped through a thick book. Hitoshi looked up at him and chuckled, "Pablo, you look just like I feel."

"That's comforting," groaned Pablo as he took an empty seat. Hitoshi fumbled around in a bag and produced a small plastic bottle. "Here," he said as he offered the bottle to Pablo, "I saved you an Octane."

"Thanks," Pablo said as he took the soft drink. He looked at the label on the bottle, then made a face as he looked back at Hitoshi. "Blue, huh?"

"That was the only kind in the vending machine," Hitoshi huffed.

"It's fine, really," Pablo laughed as he opened the bottle. "This stuff just tastes strange." He opened the bottle and took a large gulp of the dark blue liquid inside. Letting out a loud belch, Pablo remarked, "Cawfee just shouldn't be carbonated." He looked at the book that Hitoshi was studying and asked, "What do they have you doing?"

"I'm trying to fix one of the sensor pods on an Ovni drone," Hitoshi replied. "The pilot of that new Jäger Force Recon in Gamma Compagnie was saying the left pod was getting some kind of weird feedback. I've been studying these wiring schematics for an hour."

Pablo made a wistful smile. "Is this that new lieutenant from Ashanti?"

"Yes," grinned Hitoshi, "and I saw her first, so bug off."

Pablo's reply was interrupted by something punching through the wall and striking the mess sergent in the shoulder. A sharp *crack* echoed from outside, then two more reports followed in quick succession. An explosion ripped through the room, and Pablo dove for the floor. The room went black for a moment before emergency lights snapped on.

A man in a green bathrobe rolled into the room and yelled, *"Report!"* Pablo recognized him as Lieutenant Hiroki Wang, the commander of Delta Compagnie. Hitoshi reached up to the diagnostic terminal and entered a series of commands. He cursed at the data that appeared on his screen. "Sir, main power and communications are down. I can give you passive sensors, though."

Wang scowled for a moment, then said, "Okay, we can't call for help, and we can't relay good targeting data even if we could. So, we'll do this the hard way." He pointed at Hitoshi. "Can you find whatever's attacking on passive sensors?"

"Yes, sir," Hitoshi replied. Wang looked around. "Who here is good with a rifle?"

When no one else said anything, Pablo replied, "I am, sir."

Wang turned to Pablo and said, "Then here's what you're going to do...."

The Tools of Humanity - 2.1

Much of what was considered science fiction in centuries past is an everyday reality on Terra Nova. The tools of humanity now include cybernetic devices that join human (and animal) with machine, massive engines and power sources that propel ships between the stars and neural net computers that have the ability to learn on their own. Even the Gears these computers control, now so commonplace in civilian and military life, were mere fantasy not so long ago.

The more mundane devices used in the course of a Terranovan's day, though, would seem somewhat familiar to people living on Earth in its twentieth and twenty-first centuries. Mechanical devices like firearms and tools are the most similar to their historical antecedents — after all, there are only so many ways to design a pistol or a screwdriver efficiently. Usually, the only significant difference between mechanical items of the two time periods is the choice of materials in their construction. High quality steels and other metals are still used in certain critical areas, but polymers, alloys and ceramics have long since become preferred alternatives to metals.

The everyday electronic technology used by Terranovans likewise echoes the past. Items like cellular phones and personal computers function on Terra Nova much as they have throughout history, but with dramatic advances in durability, longevity and capability. Electronic equipment, for instance, is designed to withstand a great deal of punishment with little or no maintenance, can operate for months or years before the power cell needs to be recharged and includes features and capacities unheard of in similar devices of years past.

Each culture's view of "advanced technology" would be radically different, but an Earther of the past centuries and a Terranovan of the 62nd would stand a good chance of recognizing each other's more mundane objects, and the Earther would certainly be astounded by the capabilities (or the lack thereof) of the Terranovan tools of everyday life.

Hands-Free Technology - 2.1.1

A significant difference between the technologies of ancient Earth and modern Terra Nova is that many of the tools and articles used by Terranovans are intended to be worn while they are used. Advances in lightweight materials and power supplies had long ago made possible technology that was light enough to carry around all the time, so designers took the next step and created items that could be worn comfortably on the user's body. The sophisticated tool kits used by mechanics, the video and sound gear used by journalists and the datagloves used by just about everybody are all designed to be carried on the head, shoulders or arms, leaving the hands free for other tasks. These items are thus very hard to lose and are immediately available when needed, yet they remain out of the way when not in use.

Interface Ports - 2.1.2

Nearly all Terranovan electronic devices are equipped with wireless radio interface ports, which almost always appear as a small rectangle of shiny black plastic on the outside of the device. This rectangle protects a small radio transceiver that is controlled by a dedicated client/server program. A request for a connection between two devices is issued from one of the pair; these requests can be automated or initiated manually. Upon detecting a valid request for service, the receiving device will prompt its user for authorization to establish a connection. If the device receives a negative answer or no answer at all, no connection is made, but if an affirmative command is given, the transceivers for each device exchange data for their client/server programs, and a wireless data pathway between the two devices is created. The typical Terranovan wireless network range is 50 meters, although automated relays can extend the range.

The advantage of such a system is convenience; the need for cables and other means of physical connection is eliminated, allowing the devices to be placed wherever the user desires. This connection can be used as long as a communications link can be maintained between the two devices, either through a dedicated relay system or over the local communications network. It is not unusual, for instance, for doctors to dictate instructions into an electronic transcriber that is interfaced with an office computer halfway across town, or for waitstaff in a restaurant to enter orders into tray data systems and transmit them to the kitchen to be filled. This reliance on wireless connections can backfire in instances of heavy electrical interference, so physical connectors like cables are still produced and sold, especially in areas near monopoles or with unreliable communication nets.

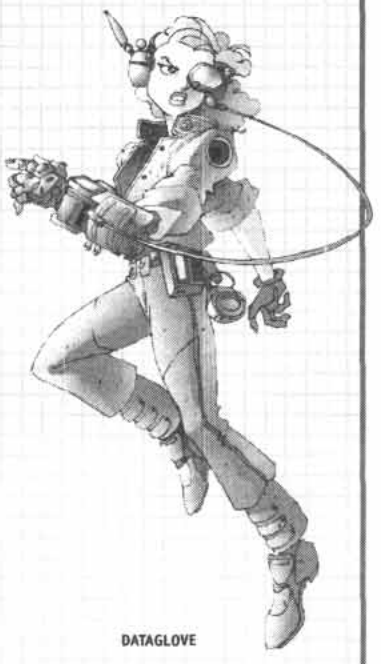
Devices can be configured to accept or initiate requests for connection without user confirmation. This practice is somewhat risky, however, since it may leave the user open to network attacks. Most client/server protocols therefore include authentication and strong encryption mechanisms as well as a mechanism to automatically accept only trusted connections. Most scrupulous vendors pre-configure their products with the strongest levels of protection and caution users about the risks involved in downgrading their security. At least one software vendor, however, distributes its client/server software in a hazardous, wide-open mode, leaving the unaware user at risk. Additionally, certain authoritarian governments require "backdoors" to their citizens' devices.

2.2 - Electronic Equipment

The most remarkable aspect of Terranovan electronic devices is the longevity of their power cells. Many devices are able to operate continuously for days before needing to be recharged, and the smallest items last almost a lifetime under normal use.

Details of the workings of Terranovan electronic devices are available on pages 10 and 11 of the **Second Edition Technical Manual**.

Datagloves



DATAGLOVE

Mass:	1.2 kg	Cost, General Dataglove:	100
Cost, Secured Dataglove:	200	Cost, Field Dataglove:	250
Cost, Surge Protection Device:	60		

Datagloves are the workhorse electronic tool for Terranovans of all walks of life. Personal assistants are smaller and more discreet, but nothing beats a dataglove for overall utility and "handiness."

Datagloves are generally sold in any of three styles. The most common style is sold to the general public and consists of a synthetic gauntlet that reaches high up the wearer's forearm. A small personal computer is embedded in the gauntlet. The computer is equipped with a pressure-sensitive display and accepts input either by touch or with an included stylus. The stylus is stored in the back of the unit when not in use. A keypad is also built onto the face of the unit and includes several function keys, which can be augmented by keys built into the glove's fingertips. The dataglove can interface with peripheral devices by way of a standard interface port and can also accept standard data disks.

Police officers and corporate personnel commonly make use of a secured dataglove, which includes advanced encryption features for data transmission and reception that is even more secure than the standard software (+2 to defend in Opposed Computer Skill tests).

The field dataglove is very popular with people who need a powerful computing device in the rough. In addition to the features of the general and secured datagloves, the field glove is equipped with an internal memcompass. The data from the memcompass is automatically integrated into maps in the glove's memory to provide accurate navigational aids. The field dataglove is also reinforced for outdoor use (treat as Armor Value 5) and includes a hinged cover to protect the display.

A "surge protection" device is available for situations where it is considered vital that the information stored in a dataglove not fall into the wrong hands. The device consists of a high-discharge battery that is attached directly to the glove's power supply, and a pulse sensor that is connected to the glove's interface port. When activated, the surge device stays dormant unless it fails to detect the wearer's pulse for a period of six seconds. At that point, the dataglove will prompt the wearer for a password. If an incorrect password is entered, or no password is entered at all after a further six seconds, the battery will send a current through the glove, damaging its processor and memory core. This device is most commonly seen in military datagloves for personnel carrying sensitive information, but it has also become popular with prudent (or paranoid) high-level corporate executives.

HEADS-UP INTERFACE

Heads-Up Interface (HUI)

Mass:	0.1 kg	Cost:	250

Often referred to as a "Huey," an HUI is a peripheral for hands-free computer usage. A monocle headpiece is attached to a small box that sits behind the ear, which contains the HUI's power supply, an interface port and a small speaker. The HUI also includes a throat microphone that transmits signals to the interface port.

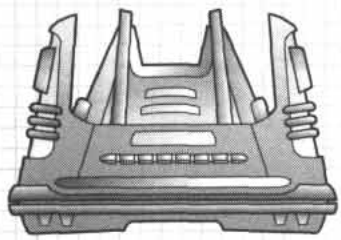
Data that would normally appear on the computer's regular display are instead routed to the monocle, which displays the information directly in the wearer's field of vision. The throat microphone ensures that the wearer's verbal instructions are clearly picked-up by the HUI's interface port and thus by the computer being used. The microphone also allows the wearer to speak in a much softer voice than normal.

The popularity of these devices is at least in part responsible for the reputation of Marathon as being inhabited by "mind-controlled zombies." Tourists unaccustomed to the use of HUIs find themselves surrounded by men and women with strange devices over their eyes, who are apparently muttering only to themselves.

Personal Printer

Mass:	2 kg	Cost:	100, 4 for 1 ream of paper

Despite numerous promises through the centuries of a "paperless society" (and regardless of Marathon's success in creating such a culture), the convenience and durability of the printed word have ensured the place in the computer market for several styles of printers. Printers for personal use are capable of producing a full-color print in about six seconds and black-and-white prints nearly instantaneously.

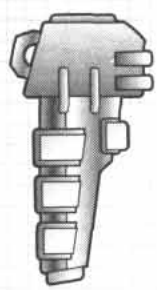


PERSONAL PRINTER

Electronic Transcriber

Mass:	0.1 kg	Cost:	75

Similar to an electronic recorder, the electronic transcriber sacrifices some recording memory to include voice recognition and translation software as well as a transmitter. The transcriber translates speech into computer code, then sends the data to a computer at another location for later manipulation. This is an ideal tool for doctors and other professionals who must dictate lengthy and technically intricate instructions and information while they are away from their place of business.



ELECTRONIC TRANSCRIBER

Identity Tags

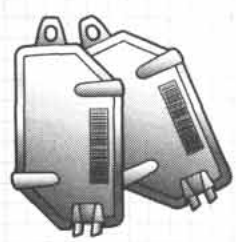
Mass:	0.01 kg per pair	Cost:	20 for privately produced pair

Forms of identification are as varied on modern Terra Nova as they have been throughout human history. Different public and private organizations each have their own requirements and regulations regarding identification, and the number and types of identity papers, cards and so forth that a Terranovan can accumulate is often astounding.

The one standardized identification system in use on Terra Nova was developed, like so many things, during the War of the Alliance. Both Northern and Southern governments agreed to a standard format for identity tags, a pair of which is issued to all service personnel upon enlistment. Each gray plastic tag bears the name, service number, nationality and blood type of the person to whom the tag is issued, along with a high-capacity data chip that can be read by any medical scanner. The data within the chip contains the soldier's DNA pattern, a record of known allergies and other medical information.

To ensure the tags will remain with the remains of a dead soldier, a small, covered strip of adhesive is mounted on the back of each tag. When the cover is removed and the tag is placed on the skin, the adhesive bonds to the top layers of the epidermis. The tag then cannot be removed unless the skin is cut away or a special solvent is applied to the adhesive. Tag solvent can be found in any military first aid station.

Identity tags are issued to all Terranovan service personnel at no charge. Some private companies also sell identity tags of the same design to civilians, especially to groups, such as archeologists and explorers, who plan long-term expeditions in the field.



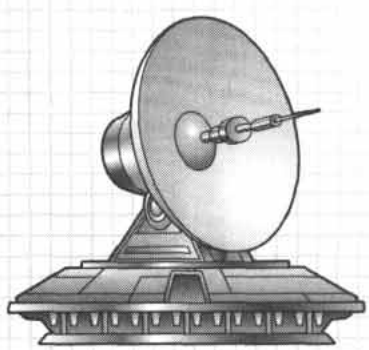
IDENTITY TAGS

Portable Satellite Dish

Mass:	15 kg	Cost:	20,000

This is a small, battery-powered uplink antenna that can link a smaller communications device to the Hermes 72 satellite network above Terra Nova. When fully collapsed, the dish only takes up 30 x 10 x 15 cm, but it easily unfolds into a dish 50 cm in diameter and a receiver arm mounted at the base of the dish. The dish and receiver are mounted on a stabilized, computer-controlled turntable. When the dish is properly aligned (requiring a Communications Skill test vs. 3 and one full turn), the turntable will keep the dish pointed at a satellite for as long as the satellite is above the horizon and power is supplied to the unit.

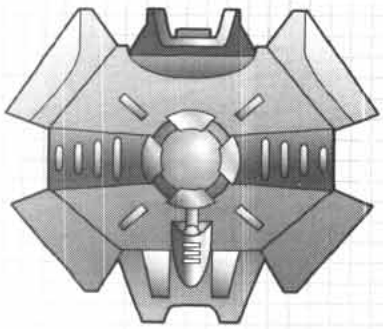
The dish can operate for two weeks on its internal batteries or indefinitely if hooked up to an external power source. Any communications device that is interfaced with the dish is treated as having the Satellite Uplink Perk as described in the **Second Edition Technical Manual**, p. 125. Due to its small size and limited signal strength, however, the Communications rating of the satellite dish and anything linked to it is rated at a maximum of -3.



PORTABLE SATELLITE DISH

Trideo Monster Madness

Mass:	1 kg	Cost:	150



TRIDEO MONSTER MADNESS

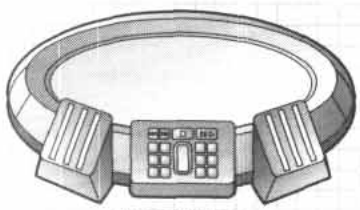
The latest rage in the children's electronic game market, Trideo Monster Madness is unique in that a small trideo display is integrated into the game console, making the game truly come alive! Players select the monster of their choice, from a variety of fantastic creatures and game versions of popular Gears, and play against opponents to "grow" their monsters and develop special abilities for them.

In single-player mode, a variety of computer opponents are programmed into the game's memory, and both the player's and computer's monsters appear as small figures in the trideo display, seemingly doing battle right before the player's eyes. The real fun, though, comes when two players put their machines back to back. Interface ports built into the back of each machine allow data to be transferred between the two consoles, effectively turning them into a two-player arcade game. The trideo screens in each console also switch from displaying two small figures to show one large, highly detailed monster.

Buoyed by the runaway sales of Trideo Monster Madness and its component controllers and adapters at toy stores, Kenrou Electronics of Mekong City is already planning a multiplayer version, where up to six individual consoles can be connected to a large trideo table display. To market such an expensive device to parents, Kenrou has already included a signal receiver into the tabletop display and is planning to push the device as an advanced home entertainment system for the whole family.

Trideo Mementos

Mass:	0.1 (pendant), 0.2 (flip-open), 0.5 (tabletop), 0.5 (adapter)
Cost:	50 (pendant), 150 (flip-open), 300 (tabletop), 75 (adapter)



TRIDEO MEMENTOS

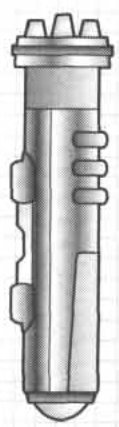
Before the release of Trideo Monster Madness, Kenrou Electronics' most popular product line was a series of personal trideo projectors, which could carry the holographic images of family members or loved ones. These items are still strong sellers for Kenrou, and they are sold in post exchanges and shopping kiosks across the planet to people who want a holograph of their spouse or sweetheart.

The most popular item of this line is the trideo pendant, which can display a subject's head in 3 x 3 x 3 cm volume. The "flip-open" projector is almost as popular, and can display a sequence of small images or a group holograph inside a 4 x 8 x 3 cm volume. Another strong seller is the tabletop display, which projects the image of a standing figure in a 15 x 3 x 3 cm volume.

These mementos can be reprogrammed with the use of a specialized adapter and a computer that can manipulate holographic images. The pendant only has enough memory and emitter power to store a single image, while the "flip-open" projector can store a total of six head-sized images or one large group image of equivalent size. The tabletop display is the most powerful of all; it can store a number of small or large still holographs or a 30-second holograph recording, with full motion and sound.

Cranerunner Emergency Transponders

Mass:	0.1 kg	Cost:	50



CRANERUNNER EMERGENCY TRANSPORTER

Named for the species of grassrunner that emits a high-pitched screech when the pack is threatened, Cranerunners are pen-sized transponders coded with the personal information of the wearer. These transponders are keyed to receivers placed regularly in a zone of service, such as a college campus or city block. When the Cranerunner is activated, its transmission is picked up by the zone's receivers and is triangulated from several receivers to pinpoint an exact position. This position is then relayed to police and emergency services personnel.

The personal information coded in the device's transmission includes data such as the owner's name and address, whether the owner is allergic to any medication and who the owner wishes to have contacted in cases of extreme emergency.

Cranerunners are regularly included with students' tuition at larger universities, and service is often treated as another utility in city-states that offer this coverage. Fraudulent use of a Cranerunner is usually punishable by a large fine (to cover the cost of police and emergency services personnel responding to the alleged emergency).

Medical Equipment - 2.3

Unless they are in a city-state and have access to organized medical care or they own a vehicle with an integral sick bay, most Player Characters will receive medical attention in the field or in makeshift hospitals. Field medics are thus the most common practitioner of medicine a character is likely to encounter, and they often become folk heroes to those under their care. One memorable report from the War of the Alliance described combat medics as "armored shamans," because they walked in turtleshell armor emblazoned with medical insignia from one patient to another, treating each wounded soldier seemingly by waving his hands and performing some sort of bizarre ritual. In some ways, that perception is not far removed from the truth.

◆ Local Anesthetics

Mass (local):	0.01 per dose	Cost (local):	8 per dose

Local anesthetics are drugs used to deaden sensation in part or all of a person's body. They are used by paramedics in the field and physicians in hospitals to perform minor surgery on a specific area, from stitching up lacerations to performing dental procedures. Local anesthetics have a Potency of 7, an Onset Time of 2 minutes and have the combined effects of analgesics and sedatives.

More potent forms of anesthetics are available only to certified medical institutions and military hospital units, since the consequences of improperly using them are extremely dangerous. Total anesthetics disable the patient completely, allowing surgeons to operate on patients with a minimum of involuntary movement. "Twilight" anesthetics are used in instances when the patient must be incapacitated, but his brain's high-level functions must remain active so that the patient can provide feedback to the doctor, as in delicate brain surgery operations. Doses of twilight and total anesthetics have the same effects as locals, except twilight doses have a Potency of 10 and total doses have a Potency of 12.

Local anesthetics can be applied by anyone with Medicine or First Aid skill at level 2. Twilight and total anesthetics must be administered by a character with an effective Medicine skill of 3 (either Medicine at level 3, or at level 2 with a specialization in anesthesiology).

◆ Vaccines

Mass:	Negligible	Cost:	5-200 credits

Modern Terranovan vaccines are compounds of specifically engineered viral RNA administered to individuals in order to boost their immune system. Vaccines give a +2 bonus to the appropriate Health roll. Vaccines that protect against common childhood diseases such as Terranovan influenza (see the **Second Edition Heavy Gear Rulebook**, p. 111) are very inexpensive, and are usually administered before a child enters school. Boosters are required every ten to fifteen cycles.

Vaccines against more exotic diseases cost much more, and are usually only administered to soldiers, field scientists and others who will be away from state-of-the-art medical care for long periods of time. Many diseases still thrive despite all attempts to create vaccines for them; even after nearly eighty cycles of research, there is still no vaccine for Montcalm Fever (see **Into the Badlands**, p. 15).

◆ Antivenom Injector

Mass:	0.1	Cost:	30

Antivenom injectors contain a cocktail of common antivenoms, but they are not proper treatment for a poisonous animal bite by themselves. They are instead intended to neutralize enough of any venom in a person's bloodstream to stabilize the victim long enough to reach a hospital. An antivenom injector adds a +5 modifier to a victim's Health test if administered immediately after a poisonous bite. This modifier is reduced by 1 for each minute after the bite. Regardless of the use of an antivenom injector, any character bitten by a poisonous animal should be transported to a hospital as quickly as possible, so the specific antivenom can be administered.

◆ Field Imager

Mass:	1	Cost:	800

While a somewhat bulky piece of equipment, the field imager has become a vital tool in emergency medicine, since it allows a medic to see just where a bullet has become lodged or a bone broken in the patient's body. The field imager consists of a web of low-powered electromagnetic resonance emitters and receivers built into a glove, which are connected by an interface cable to a backpack containing the imager's batteries and data-processing equipment. (Field imagers can make use of wireless connections, but interference from the resonance glove makes such an interface less than reliable.) The resulting image is then displayed either on a wrist-mounted monitor or on a hardwired Heads-Up Interface. It is not uncommon for field medics to have their field imagers connected with other items such as glove-mounted medical kits, and have all the information coalesced and presented in one display. The combination of these tools gives the medic a complete picture of the patient's injuries and vital signs.

2.4 - Personal Equipment

"Personal equipment" is a catch-all term that includes those things that make the characters' lives a bit easier. Many people have a utility knife or a lighter tucked into a handbag or pants pocket, and almost everyone who lives in a communal environment, such as a barracks or college dormitory, will have his or her own personal hygiene kit.

This section also includes equipment that is useful in certain circumstances, but is neither a weapon nor something that directly affects the character's safety or livelihood.

Personal Hygiene Kit ◆

Mass:	1 kg	Cost:	20

A must for soldiers, travelers and people exploring the wilderness, the personal hygiene kit is a 5 x 5 x 15 cm bag containing moist disposable washcloths, soap, hair suppressant, deodorant/antiperspirant and either a toothbrush and toothpaste or several packets of antiseptic gum. Chewing antiseptic gum will help clean teeth and freshen breath, but substituting it for a toothbrush and toothpaste is not recommended for more than a couple of days, because the gum does nothing to kill germs and bacteria in the mouth. Towels must be purchased separately.

WFP Army Knives ◆

Mass:	0.1 kg (Compañero), 0.2 kg (Camp & Field), 0.3 kg (Maestro)	Cost:	20 (Compañero), 35 (Camp & Field), 50 (Maestro)

The emblem of the Western Frontier Protectorate emblazoned on a blue plastic grip is the hallmark of Terra Nova's most popular line of utility pocket knives. Several models are available, from the basic Compañero (a large blade, small blade and scissors) through the popular Camp & Field (also includes two screwdriver blades and a small file) through the deluxe (and very thick) Maestro (includes several additional tool blades, including a saw, a magnifying glass and a fruit peeler).

A +1 modifier may be allowed by the Gamemaster for a Tinker Skill test if a WFP Army Knife is used; whether the modifier is appropriate depends on the task that the Player is trying to accomplish and what kind of knife the character is using. The Compañero would only provide a modifier for a few basic tasks, while the modifier might be granted for just about any mechanical task involving a Maestro.

Load-Bearing Equipment ◆

Mass:	5 kg for complete set	Cost:	3-10 per individual piece, 40 for complete set

This is a set of straps, belts, pouches, hooks and loops designed for soldiers to distribute the weight of their equipment more evenly over their bodies. Load-bearing equipment can be worn under a backpack. It is provided to soldiers as part of their basic equipment issue at no cost, but sets and individual components are also available for purchase. Weight-related Encumbrance penalties for a character wearing a set of load-bearing equipment are reduced by 1 for all items attached to or secured in it.

Lighter ◆

Mass:	0.05 kg	Cost:	2 (disposable), 20+ (rechargeable)

Modern lighters no longer burn fuel such as kerosene. A fast-discharge power cell in the lighter runs a current through a heating element, which gets hot enough to ignite paper, cigarettes and other such items in just a few seconds. Disposable lighters can be bought at any corner store and are simply thrown away when the battery dies. More expensive lighters feature a rechargeable power cell and are often made with ornate metal or ceramic casings. Many companies specialize in customizing lighters for groups or individuals.

Handcuffs ◆

Mass:	0.3 kg	Cost:	30

Hand restraints are available to all police and security forces on the planet. Modern handcuffs are usually made of long-chain polymer plastics to resist corrosion, but the traditional chrome steel variety is still common. Cutting a pair of handcuffs will usually take nothing less than a cutting torch (causing 75 points of damage to the link will also break it). Attempting this task, of course, puts the person wearing the handcuffs at risk for severe burns, either from the heat of the torch or the melted material of the handcuffs.

Survival Equipment - 2.5

Humanity is a remarkably adaptive species. That people were able to make homes for themselves nearly everywhere on the Earth, much less inhabit other worlds, is ample testament to the ability of humans to survive anywhere if they have the will to do so. Will is often not enough, of course, and many different tools and objects have been developed through the ages to help keep people alive in unforgiving environments.

◆ Survival Blanket

Mass:	0.1 kg	Cost:	5

A staple item of mountain survival kits, this emergency blanket is stored in a pocket-sized sealed pouch until needed. When the pouch is opened, the blanket unfolds into a 2 x 2 meter square, with a flap in the center large enough for a person to put his head through. The flap may be opened so that the blanket may be worn like a poncho, or it can be kept closed and the blanket used normally. The outside has a reflective coating, both to keep out moisture and to aid searchers in noticing the blanket, while the inside is insulated to trap the wearer's body heat.

Survival blankets are not intended to replace proper mountain or wilderness clothing and will not provide much protection in extreme conditions (subfreezing temperatures, heavy rain, etc.).

◆ Water Purification Tablets

Mass:	.1 kg per box of 100 tablets	Cost:	10 per box

These are designed to neutralize any microbes and impurities present in an available supply of water. One tablet will treat one liter of water. Many people complain about the bitter aftertaste the tablets leave behind, but acknowledge it is better than the alternative.

◆ Canteens

Mass:	100 g per liter capacity (plus water)	Cost:	2 per liter capacity

These are available in various sizes, from the one-liter canteen included with a soldier's basic kit to the backpack-sized 20-liter water can that is carried on vehicles. Each canteen is sold with a plastic filter that can trap sediment and large particles that might be present in water, but using purification tablets is recommended if a water supply is suspect.

◆ Emergency Whistle

Mass:	0.01 kg	Cost:	5

The emergency whistle is a signaling device for persons who are lost in the wilderness. Anyone who cannot see someone blowing an emergency whistle may make a Notice test to hear the sound of the whistle. If the searcher is up to twenty meters away from the person using the whistle, the Threshold of the test is 3. The Threshold increases by 1 for every further twenty meters of distance.

◆ Inflatable Raft

Mass:	10 kg per person capacity	Cost:	100 per person capacity

Several models are available, from six-person rafts for recreational purposes to emergency rafts capable of holding twenty persons or more. Each raft includes an internal compressor to inflate the raft and enough oars to provide one for every passenger. Inflating a raft takes one combat round per person capacity.

◆ Field Stove

Mass:	0.7 kg	Cost:	50

A must for any outdoor excursion, field stoves measure 20 x 10 x 4 cm. The top of the stove is a sealed ceramic surface that heats up when an electrical current is passed through it. The battery that supplies this current can power the stove for up to a week. The power switch on the side of the stove is covered to prevent accidental activation.

While the field stove has no open flame, the ceramic plate can get hot enough to ignite extremely flammable materials like dry grass, so care should be exercised when using it. The ceramic can also scald unprotected skin (treat as a fire attack with an Intensity of 4).

2.6 - Food & Drink

Agriculture and food production are significant, if not key, industries of many city-states. Competition in the food sector can thus be as cutthroat at times as in heavy industry or the arms business, since the jobs and livelihoods of thousands of people can ride on a new contract or the results of a crop report. The struggle between companies to be the next producer of military field rations or the risks involved in producing a new snack food may seem trivial to Player Characters accustomed to armed combat, but to those involved, they are very serious matters.

Cawfee

Cost:	5-50 per kilogram of ground beans

Cawfee is Terra Nova's indigenous analog to Earth coffee beans as true coffee plants were never successfully adapted to the soil of the new planet. Cawfee's flavor is reminiscent of a mixture of dark cocoa and finely ground strong, black coffee beans with just a hint of cinnamon. Terranovans drink cawfee in many situations: getting up, going to bed, meeting with friends, enjoying a quiet night, etc. Cawfee can be served as-is or can be mixed with juices, alcohols and other infusions, depending on the desired effects.

The cawfee bean-fruit is known to contain small quantities of an amphetamine derivative. This chemical produces effects similar to those of caffeine in coffee. Amphetamine-free cawfee is sold in health food stores but has never gained popularity with the general public. Carbonated drinks based on cawfee extracts are also available for 1-2 marks/dinars per serving.

Octane Soft Drinks

Mass:	0.5 kg per 0.5-liter bottle, 2 kg per 2-liter bottle	Cost:	0.6 per 0.5-liter bottle, 1.4 per 2-liter bottle

Octane's "Fuel for Life" tag line has been used in the brand's advertising for close to sixty cycles, and the company's directors have given no hint that the slogan will be retired anytime soon. The soft drink brand is sold all over Terra Nova, and most flavors of Octane have been successful (the only exception being the infamous Octane Green and its alleged similarity in taste to transmission fluid). Octane commercially sponsors individual athletes and teams in sporting events, and is a major sponsor of the Ashanti 200 speedboat race on Lake Esperance.

Octane is sold by "color," each of which represents a specific flavor. Black is the commonly sold cola flavor, with the diet version known as Octane Gray. Octane Gold is a creme soda, Red is a fruit punch flavor and White is a clear citrus variety. The newest flavor in the series, Octane Blue, contains cawfee-bean extract and has become very popular amongst young drinkers.

Field Rations

Weight:	1 kg per ration	Price:	5 per ration

The bane of soldiers in the field throughout the ages, field rations have been known by such unflattering nicknames as "Rations Unfit for Dawgs" and "Meals Rejected by Everyone" (from MRE, or "Meals Ready to Eat" and variations). Field rations currently used in Terranovan armies are the same on both sides of the equator, the menus having been standardized back in the War of the Alliance. That their field rations seemed actually to have been produced during the War of the Alliance was a common gripe among soldiers during the Interpolar War.

The ration is sealed in a heavy synthetic bag, which both resists tearing during shipping and mildew during storage (each ration has a shelf life of at least five cycles). Each bag contains an entree, two side dishes, a dessert and accessories, including freeze-dried cawfee, utensils and toilet paper. Most also include a stick of candy or chocolate. Field rations contain enough calories for half a man-day of general activity or a third of a man-day of heavy exertion.

Field rations are designed to be eaten cold if need be, but they may be warmed in the bag if a heat source is available (if no stove is around, placing a ration on an engine block for several minutes works quite well). Though they are generally shunned, there is a range of acceptance for the menu entrees in field rations, from the tolerable springer with rice to the universally despised barnaby and hopper loaf.

Churro Crisps

Mass:	0.125 kg per bag	Cost:	1 per bag

Churro Crisps are the inaugural product of SunHarvest Snacks, the new commercial snack food division of SunHarvest Bakeries of Fort James. Bags of these tortilla chips sprinkled with sugar and cinnamon disappear from shelves almost as fast as they are stocked, and SunHarvest Snacks is busily expanding its production lines to meet the demand.

A Night Out - 2.6.1

Unless all of the Player Characters in a party are college students, they are not likely to eat all their meals out of boxes or from the local Weird but Tasty™ outlet. A good meal at a nice restaurant can highlight an important or memorable event, whether it be a business luncheon, an intimate meal with a loved one or simply an enjoyable night on the town.

Several meals that Player Characters might enjoy are presented below, as well as a recipe for those characters who can cook and would like to try their hand at a simple dish.

◆ The Face of the Eel

Cost:	40

This meal is a favorite amongst the sports fishermen who are lucky enough to catch river eels without serious injury. Those eels not kept intact as trophies are cleaned, and the flesh is grilled or broiled and is presented around the edges of a plate along with rice or a fern salad. The garnish in the middle of the plate is what gives the dish its name. After severing the head of the eel, the jaws are carefully cleaned, then folded open on the plate. Sweet berries are placed within the jaws and are eaten as a dessert, as a culinary metaphor for savoring the sweetness of conquering such a dangerous beast.

◆ Glass Shark Steaks

Cost:	150

This is a dining experience to remember, not so much for the flavors of the meal as for the unique experience of eating something one can see through. Chefs prepare the flesh gingerly so that it remains as transparent as possible; it is then cooked with splashes of vinegar and saju oil. The flesh itself is somewhat grainy in texture, yet still has a pleasant taste. Due to the hazards involved in catching glass sharks, however, this dish is served very infrequently, and several restaurants have taken up the practice of booking reservations not for when the customer would like to eat but for when sharks have been caught by local fishermen.

◆ Open Shell Mud Crab

Cost:	350 +

Giant mud crabs were the centerpieces of many a banquet in the Humanist Alliance prior to the Interpolar War, and chefs specializing in preparing mud crabs could command a handsome salary in any restaurant on the planet. Upon catching the crab, the flesh and organs were removed and cleaned, while the halves of the carapace were thoroughly cleaned and hollowed to turn them into serving trays. One half of the carapace would be filled with *hors d'oeuvres*, small fruits and other light foods.

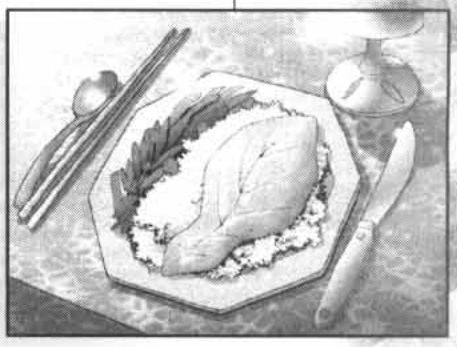
It would then be presented to the guests early in the evening. While they were enjoying these appetizers, the other half of the carapace would be prepared to hold the main course of sautéed crab meat, with smaller shellfish and vegetables in bowls within the carapace. This second carapace would be replenished with fresh meat until no more was left. The presentation and method of preparation of the main course would often be the talk of the evening.

As delicious and extravagant as this meal is, however, it may soon be lost to history. The collapse of the Humanist Alliance and its subsequent annexation by the Southern Republic has made the export of foodstuffs of any kind next to impossible, and many chefs fell victim to the Theban Blight. Only time will tell whether the end of the Interpolar War and the subsequent reconstruction of the Alliance will allow the secrets of this dish to endure.

◆ Poached Emerva Fish

• 1 good-sized emerva (approximatly 5 kg)	• 1/4 clove of garlic
• 250 mL of elohar white wine	• Saju oil
• Half a limefruit	• Spices
• 30 mL of crushed green jungle pepper	

This recipe is for the primitive emerva fish found in the lakes of the Yung An basin. Clean fish carefully. Remove abdominal feelers and head. Brush inside of fish with saju oil. Rub with finely cut garlic and green pepper. Do this carefully or the tender flesh will shred! Cut limefruit into thin slices and cover inside of fish. Close and lay fish down on aluminum foil. Sprinkle with wine and spices. Wrap fish in foil. Broil for one hour in preheated oven at 190°C. Serve on a bed of plain rice, and accompany with a tossed fern salad.



2.7 - Sensors and Surveillance Equipment

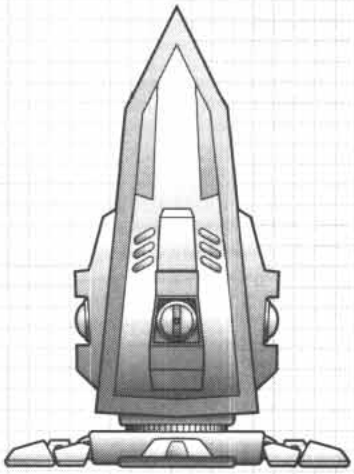
This section includes the more mundane sensing and surveillance equipment used by police, corporate and military personnel, and not the exotic and glamorous items like those portrayed in countless spy films. These items are in many ways more useful, precisely because they are quite common and easy to operate. Anyone can be taught how to use a camera or a bug detector in very little time, and a trained sensor operator can get a remote pod up and running in just a few minutes. Some simple items can also be used to defeat commonly encountered sensors, without having to waste valuable time or divert limited resources like the unit's only Black Box Iguana.

REMOTE SENSOR POD

Remote Sensor Pod

Threat Value:	**23**
Sensors:	**+1 (2 km base range); Communications: +1 (10 km base range)**
Perks:	**Airdroppable, Autopilot, Backup Communications, Backup Sensors**
Flaws:	**No Engine, One-Way Communication, Sensor Dependent**
Mass:	**75 kg**
Cost:	**31,654**

A bomb-shaped field surveillance device designed to be dropped from an aircraft, a Remote Sensor Pod can also be used as a perimeter surveillance system at forward bases. Encased in a sturdy duranium shell (personal Armor Value 50), the base of the unit contains a battery that powers the pod for two weeks, with a sensor array and communication antenna on top. The pod is normally programmed to take readings from its passive sensor array and transmit the data to a remote operator, either on the ground or in the air. The pod's communication system is usually set to transmit only; if the operator wants to change the pod's settings (to switch to active sensors, for instance), he must send a signal to the pod to stop transmitting and await new instructions. The data streams from several pods can be sent to and compiled in the same system, providing the operator with a composite picture of the area under surveillance.

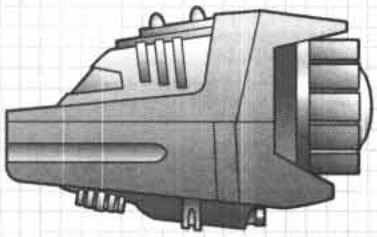


REMOTE ECM POD

Remote ECM Pod

Threat Value:	**24**
Sensors:	**+1 (2 km base range), Communications: +1 (10 km base range)**
Perks:	**Backup Communications, ECM 3, ECCM 3**
Flaws:	**No Engine, Sensor Dependent**
Mass:	**200 kg**
Cost:	**86,783**

The Remote ECM Pod is issued to forward infantry and armor units who do not have access to such ECM assets as White Cat or Black Box Iguana Gears. The pod consists of a three-sided planar array emitter that stands 1.5 m high, which has led to the device's nickname of "Obelisk." The emitter is connected by a 50-meter long cable to a remote control panel, to allow the operator to use the pod from a protected position. Up to three pods may be interfaced with the same control panel, to provide overlapping coverage and redundancy if the enemy has Sensor-Homing munitions (see the **Second Edition Technical Manual**, p. 143). The Remote ECM Pod is usually only issued at the battalion level and higher, because most trained operators are already assigned to ECM Gears and command vehicles.



STILL CAMERA

Still Camera

Mass:	**1.2 kg**	**Cost:**	**75**

Made by several manufacturers, still cameras take digital pictures which are then saved as graphic files in the camera's memory (about half a terabyte). The camera is aimed by means of a small rear-mounted display. Basic image editing such as cropping and contrast adjustment can be done directly in the camera, but any significant enhancement or alteration must be done by a computer with a graphics software package. Still cameras are equipped with interface ports for this purpose, as well as to download images to a printer.

Bug and Tracer Detector

Mass:	0.05	Cost:	200

About the size of a large pen, this device flashes a small light when it detects the signal of a transmitting bug or tracer (to a range of five meters). Dormant or deactivated bugs and tracers cannot be detected with this item, so activating a discretion device is a good idea even if no signal is picked up.

Chemical Sniffer

Mass:	0.05 (small), 0.2 (large)	Cost:	20 (small), 250 (large)

The chemical sniffer is a sampling and analysis device which "sniffs" for gases in the air at a distance of up to three meters (farther for large concentrations). The small version is about the size of a lighter and is usually hung from or clipped to a soldier's load-bearing equipment. It is designed only to detect and warn of the presence of harmful agents in the atmosphere. The large version is a handheld unit that can detect a much wider range of gases and their concentrations. Any Physical Sciences test involving detecting and analyzing atmospheric gases receives a +1 modifier when using a large chemical sniffer.

Mine Sensors

Mass:	7 (antenna), 4 (analysis unit)	Cost:	1000 (antenna), 350 (analysis unit)

Mine sensors are a set of bulky equipment designed to recognize the presence of buried mines. Mines are detected by a handheld, low-power ground-penetrating radar antenna, which is powered by a backpack battery. The backpack also contains a dedicated short-range radio to an analysis unit, which interprets the data from the antenna and builds a return image from it, which is displayed either on a computer screen or a HUI monocle.

Scanning for mines is usually done by a two-man team, one of whom operates the antenna while the other operates the analysis unit. This allows each specialist to concentrate on his assigned task and also increases the safety of each teammate. Since they can work at a distance from each other, one specialist can still operate his equipment if the other triggers a mine or is otherwise incapacitated. If only one specialist is available and all of the equipment is functional, he can operate the entire set of equipment at a -1 modifier, since he has to split his attention between the two units.

By spending one action, the team can look for mines by rolling the higher of their Electronic Warfare skills. The result is then compared to the detection Thresholds of all mines within 100 meters of the antenna. If the roll is greater than a particular mine's Threshold, that mine is detected. If equal or lower, there is no result. Note that the mines are identified, not deactivated.

Rules for the use of Mine Sensors in Tactical games are given in **Tactical Field Support**, p. 48.

Static Camouflage Netting

Mass:	8 kg per square meter	Cost:	60 per square meter

Made of the same materials as vehicle camouflage netting, static netting is draped over tents and modular buildings to break up their silhouettes in the visible light and infrared bands, and can be mounted on poles much as a regular tent. Static netting is made in easily produced squares and rectangles and is thus substantially cheaper than customized vehicle netting.

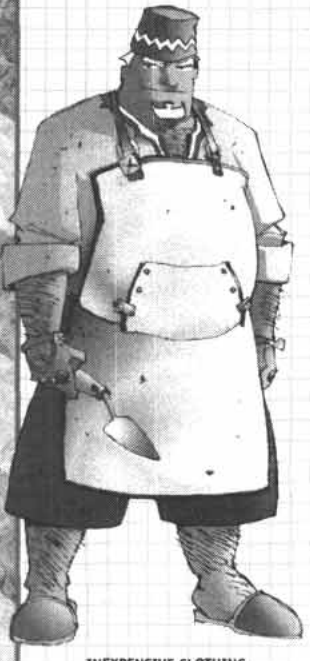
Jamming Grenades

Mass (kg):	0.5 kg	Cost:	150
Accuracy:	0	Damage Multiplier:	3/special
Range (m):	varies	ROF:	0

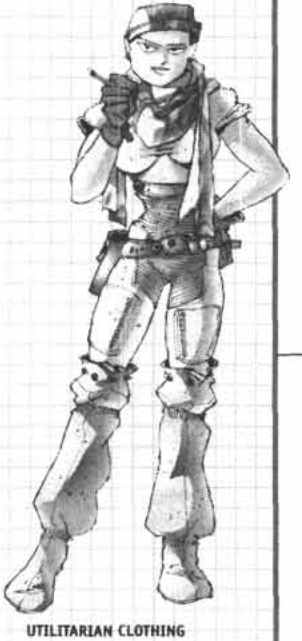
First appearing as an improvised device on airfields in the Badlands when Earth forces first landed on Terra Nova, this grenade consists of a bundle of flares and chaff cartridges mounted on a weighted base. The base also contains the firing mechanism, which is triggered when the base hits the ground. When the flares and chaff go off, they create a zone of sensor interference within its effect radius, equal to an Obscurement of 2 within 15 meters of the grenade. The grenade will last for one round (30 seconds) before the flares burn out and the chaff clouds dissipate.

2.8 - Clothing

The old adage that "clothes make the man" is as true today as ever, and what a Player Character wears will affect the perception and reactions of the characters around him, dependent on the place and situation. Someone wearing a dusty longcoat and wide-brimmed Badlands crusher is certain to be thrown out of a film premiere in Canterbury, but would likely not even draw a second glance in a bar in Khayr ad-Din. The categories below are the same as in the Clothing column on the Special Features Table in the **Gamemaster's Guide**, p. 24. The categories have been expanded to include specific items and prices.



INEXPENSIVE CLOTHING



UTILITARIAN CLOTHING

Rags

Rags are just that, garments that still have enough material and stitching left in them to protect the wearer's modesty, if only just. An observer might recognize the rags on someone's body as once having been nicer clothes, but they are now so soiled, torn and threadbare that they might as well be garbage. Indeed, the garbage is where most rags are acquired. With a little effort (and if he isn't particular about the smell), a character can recover a pair of badly torn pants, a soiled shirt and a pair of shoes with holes in them from any community's garbage dump for free.

Inexpensive

These are clothes that you don't mind getting dirty, since they didn't cost very much to begin with. Inexpensive clothes are sold just about everywhere and are popular with students, low-income workers and families on tight budgets. Parents commonly buy inexpensive clothes for young children, who are just as likely to outgrow their clothes as wear them out. A pair of pants can be bought for 20 marks/dinars, while a package of three T-shirts costs 25 and a pair of ordinary shoes costs 20.

The reputation of Timmins as "the home of the cheap knock-off" has even extended to the clothing industry. Timmins is home to several manufacturers that produce articles that are obviously patterned after more popular styles and lines but are just different enough to avoid infringement lawsuits. Any piece of inexpensive, utilitarian, plain or formal clothing made by a Timmins-based company can be purchased at 40% to 90% of the cost for a name-brand version of the item. The character will likely be ridiculed for stooping so low as to buy such blatant imitations, but he may well not be able to afford anything else.

Utilitarian

Utilitarian clothes are made for function rather than fashion. They are made from fabrics that resist tearing and abrasion, and purchasers will often get a cycle or longer of good use from them before they wear out. The brand names of such clothes often become household words.

Athletic clothes are a specific type of utilitarian clothes. While the gaudy symbols and flashy colors of athletic wear can be annoying at times, they are still designed to stand up to prolonged periods of heavy exertion and will last as long as other clothes when worn during moderate activity. A pair of denim jeans costs 40 marks/dinars, and a soccer shirt costs 25. A durable pair of athletic shoes costs 40 marks/dinars, while a pair of deep-tread work or hiking boots costs 55 marks/dinars. Sweat pants can be purchased for 20 marks/dinars, and a comfortable sweatshirt costs 25.

Some everyday clothes are similar to their more expensive counterparts, but their useful life is much shorter. They are made of less durable fabrics, are stitched with poor quality thread or were simply not designed to take a great deal of wear and tear. Cheap versions of utilitarian clothes cost two-thirds of the name-brand versions above, but will generally fall apart after one or two seasons.

Plain

Plain clothes are hardly that at all, representing a wide range of casual and semiformal clothes that are worn every day at the workplace by plainclothes police detectives, mid-level managers and the like. This category represents what most Terranovans wear to work.

A typical business suit for both men and women comprises a business coat (for 150 marks/dinars), a pair of slacks or a skirt (for 40 marks/dinars), a long-sleeved shirt (between 25 and 75 marks/dinars, depending on the style and the fabric) and a pair of dress shoes (for 50 to 150 marks/dinars). Depending on the store the suit is purchased from and the brand name of its manufacturer, these prices can fluctuate from 90% to 140% of list.

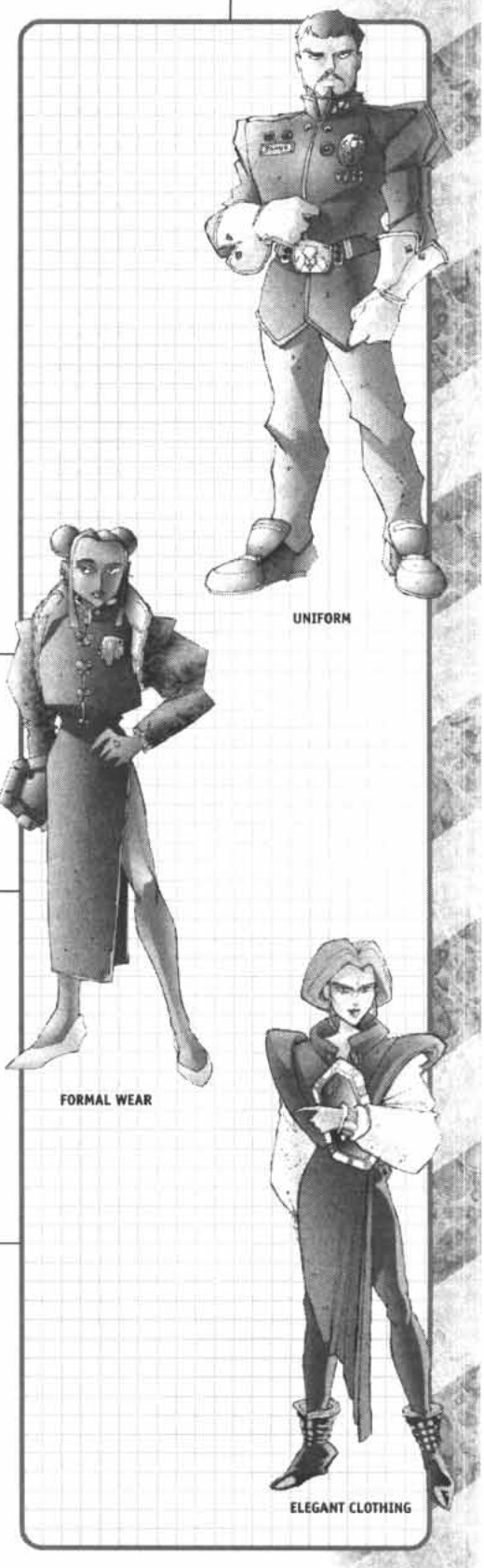
Uniforms

Any group or organization that wishes to project a common image amongst its members will usually invest in uniforms. Civilian work uniforms are usually provided to an employee as long as he works with a company, and usually consist of a matching shirt and pair of pants. Wealthier, image-conscious companies will have a whole range of matching uniform pieces, including caps and coats, which are also provided at no charge to their employees. Uniforms for other private institutions such as schools, however, must usually be privately purchased (use the prices for plain clothes, previous page).

Military dress uniforms are in a way a form of advertising for the armed service in question. When possible, dress uniforms are tailored for the wearer. A dress uniform consists of a dress coat, long-sleeved shirt, shoes and trousers. Rank insignia, service ribbons and other accessories are issued at no charge, but they can also be purchased through specialty stores to replace damaged or lost items. These same stores also sell replacement articles for dress uniforms, at the same prices as plain clothes.

Military fatigues are produced in a variety of patterns and schemes, and in theory soldiers will be issued fatigues appropriate to the area in which they are deployed. As shown during the Interpolar War, though, theory has little to do with practice, since many Northern units deployed to the Free Emirates had to fight in a jungle environment in Northern temperate pattern fatigues. A new fatigue coat and pair of pants each sell for 25 marks/dinars, while a new pair of combat boots will go for about 60 marks/dinars and a neutral colored short-sleeved shirt costs 10 marks/dinars. Both military dress uniforms and fatigues are issued to enlisted personnel at no charge, but officers must pay for theirs, either by deducting the amount from their paychecks or out of their own pockets.

Used, surplus and irregular fatigues are a popular choice for those looking for durable, inexpensive clothing, and are readily available for purchase at costume shops and surplus outlets. Surplus fatigue articles are available for sale at 40% to 90% of the price of new articles.



Formal Wear

The modern descendants of the tuxedo and the cocktail dress, these are the clothes worn to special events and ceremonies, from weddings to high school proms to theater openings and other "black tie" events. A man's formal dinner suit can be purchased for 350 marks/dinars, while a woman's evening gown can be purchased for 100-500 marks/dinars. Shoes to go with such garments usually cost 80 marks/dinars for both men and women. If the character only wishes to rent such a garment for a specific occasion, a night's rental is 20% of the cost of the garment.

Elegant

Elegant clothing is not much more stylish or fashionable than more ordinary clothes, but they are specifically chosen to enhance the highlights and subdue the imperfections in a person's appearance. Specialty clothiers can be found in every city-state, and will work with the customer to select the best choice of fabric, cut and accessories for a given ensemble. The outfit is then tailored to best fit the customer, with alterations made on a scheduled basis or as required. Characters with an average to good income are likely to have one or two elegant sets of clothes in their wardrobes.

Elegant forms of both plain and formal clothing usually cost twice the price of the "off-the-rack" versions. Some civilian uniforms are also purchased as elegant clothing, especially for elite private schools and colleges. The price increase is due to the higher cost of the articles in general, but also includes the costs of tailoring and other adjustments.

Fashionable

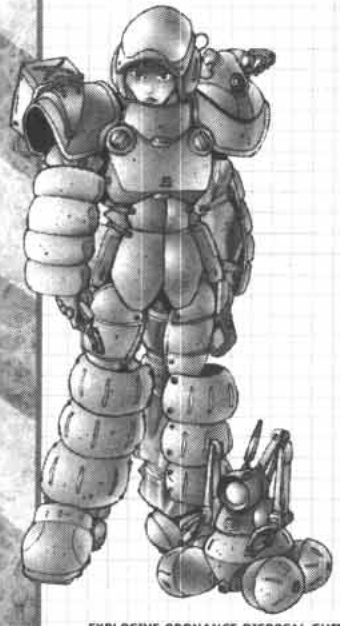
Elegant clothing is as high on the fashion ladder as most characters are likely to get, though it is more than enough for most Terranovans. Combinations of fabric and cut become very distinctive at this level, and a fashion-conscious character can spot someone wearing Wallace or Sezanti at thirty meters. Characters are likely to find clothes from these designers in specialty clothing or high-end department stores, although the most popular labels will also operate their own boutiques. Fashionable forms of plain and formal clothing are available at three to four times their list price for a minor label, and the price increases dramatically if the clothes are produced by a world-renowned designer.

High Fashion are the clothes people love to talk about, even if they never get the chance to wear them. Clothes in this category are usually beyond the means of most Player Characters.

2.9 - Protective & Specialized Clothing

Certain types of protective garments have become symbolic of particular occupations. The Terranovan media is replete with images of soldiers advancing across a battlefield in sealed environment suits, bomb disposal specialists moving stiffly in their specialized armor as they neutralize an explosive device and firefighters emerging from burning buildings in their blackened and scorched "lava suits." Many other occupations, however, require special clothing to keep workers safe from the hazards of their jobs. The public may not realize it at first, but many lives have been saved through the judicious use of protective clothing.

STEALTH SUIT



EXPLOSIVE ORDNANCE DISPOSAL SUIT

Stealth Suits

Mass:	7 kg	Cost:	40,000

This is the indispensable piece of clothing for the modern field agent. Stealth suits are designed to muffle the wearer's heat signature and movement noise, and the suit's many pockets are fastened with old-fashioned plastic buttons to avoid the noise of zippers or dual-part tape fasteners. The fabric of the suit contains a weave of the same polymer as the stealth helmet (see the **Second Edition Heavy Gear Rulebook**, p. 73) to break up the wearer's sensor signature, and the neutral color of its fabric is designed to blend in with the wearer's surroundings. Stealth suits grant a +2 modifier to all Stealth and Camouflage tests the wearer must make.

Several military, intelligence and corporate forces produce unique types of stealth suits to satisfy their own requirements; examples are found in the **United Mercantile Federation Leaguebook**, p. 79 and the **Mekong Dominion Leaguebook**, p. 87.

Explosive Ordnance Disposal Suit

Mass:	12 kg	Cost:	6000

This is a specially modified suit of turtleshell armor for military and police Explosive Ordnance Disposal specialists. The standard turtleshell helmet retains its integral communicator, but its visor is removed and replaced by a reinforced transparent polymer faceplate (Personal Armor Value 25). The respirator connections in the helmet are also modified to attach to an air tank that is worn on the specialist's back. The turtleshell plates are covered with padding, both to reduce any vibrations caused by movement and to absorb some of the impact of a detonation.

A pair of reinforced gloves is also issued with the suit. Many EOD specialists, however, find that they require a finer touch than the gloves will allow, and will work on a bomb with their bare hands.

Electrician's Suit

Mass:	5 kg	Cost:	600

Sometimes referred to as "electric turtleshell," an electrician's suit consists of several nonconductive, brightly colored polymer body plates over a grounded bodysuit. The bodysuit contains a heat exchanger and fluid weave similar to that in a desert suit, allowing the electrician to work comfortably for long periods of time.

Granting a general Armor Value of 10, the electrician's suit provides a Personal Armor Value of 40 against electrical attacks only. The suit also includes a nonconductive helmet with a clear faceplate.

Racing Suit

Mass:	4 kg	Cost:	200

Designed to protect the wearer from flying debris and burns, racing suits are usually covered with corporate emblems and slogans as sponsors take the opportunity to advertise on a racer's body. Racing suits also incorporate desert suit technology to keep the wearer comfortable. The suits are fireproofed (treat as Armor rating 20 against fire attacks) to protect against burning fuel in the event of an accident and provide a general Armor Value of 10.

A standard "brain bucket" helmet (Armor Value 10) is included, though when possible racers will use the more advanced helmets used by Gear pilots.

Armor - 2.10

Armor technology, and personal armor technology in particular, is discussed at great length in the **Second Edition Technical Manual** and will not be repeated here. It is worth noting that Earth has made remarkably similar advances in materials, and that personal armor from one world provides the same level of protection for a given weight as armor from the other.

Armor technology for situations involving large numbers of people deserves special mention, however. News reports featuring law enforcement or military personnel in full riot gear have unfortunately become all too common on Terranovan newscasts. While this equipment does provide some physical protection from improvised weapons, its main purpose is to increase the protected areas surrounding the soldier or police officer. Riot shields and armor blankets also provide instant cover to the injured or to unlucky individuals caught in the middle.

◆ Leather Duster

Mass:	5 kg (barnaby), 4 kg (tamaru)	Cost:	400 (barnaby), 300 (tamaru)

This archetypal garment of the Badlands is not usually considered armor, but dusters made from tanned barnaby or tamaru hide do provide considerable protection. Commercially produced dusters are available for purchase in the city-states, but somehow they don't look "right;" handmade dusters are very common in the Badlands proper. The hem of commercial dusters tends to end halfway down the calf, while handmade dusters reach anywhere between the knee and the ankle. Due to the tough hides used, barnaby dusters have an Armor Value of 10 and taramu dusters have an Armor Value of 7.

◆ CEF Armored Longcoat

Mass:	4 kg	Cost:	300

Although it provides significant protection (Armor Value of 20), almost all Terranovans shun this garment, because it is the standard field coat for officers of the Arthurian Korps. The coat features an unusually high collar, which contains the antenna for an integrated communicator. This communicator is similar in performance to Terranovan personal communicators, with a range of ten kilometers and a Communications rating of -2.

The high collar is also presumably to protect the neck and base of the skull from shell fragments. Very few Earth officers have been observed wearing combat helmets, though, and it is just as likely that this is just a styling choice, to recognize officers easily.

◆ Riot Faceplate

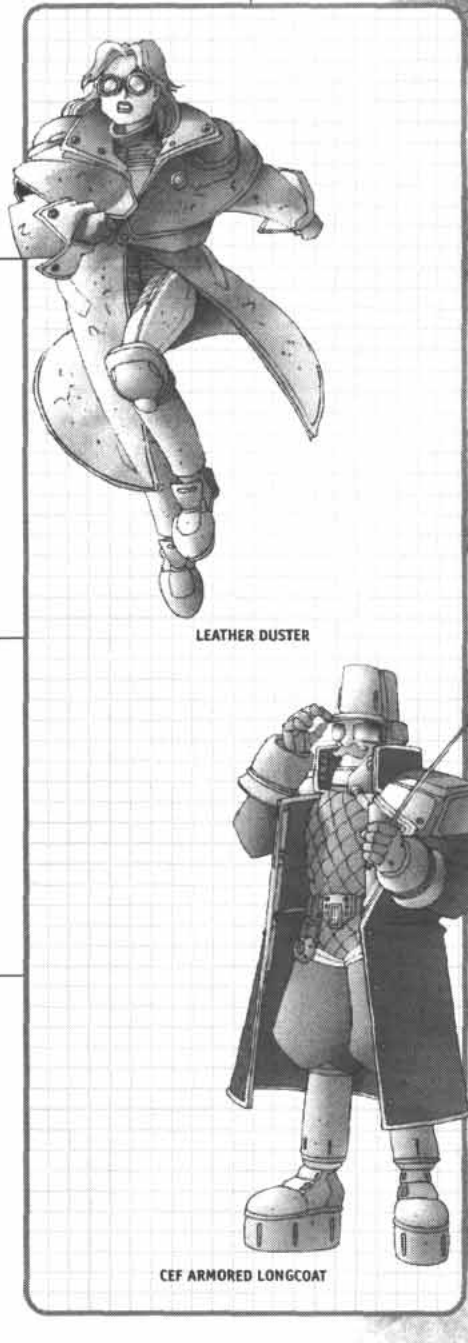
Mass:	0.1 kg	Cost:	50

This transparent polymer faceplate can be clamped to the rim of any combat helmet. The clamp has a hinge built into it, so that the faceplate may be raised up and away from the wearer's face. Faceplates provide five points of protection to any attacks to the front of the head, in addition to the helmet's inherent Armor Value. Faceplates cannot be worn with turtleshell helmets; the full coverage of these helmets make faceplates unnecessary, and they lack a rim upon which to clamp the faceplate in any case. Some police departments use faceplates that are tinted quite dark, to obscure the wearer's face and make him seem more intimidating

◆ Riot Shield

Mass (kg):	2	Cost:	200
Magazine:	n/a	Accuracy:	-2
Damage Multiplier:	AD+5	Range:	close combat
ROF:	n/a	Special:	Parry +3, Shield 20

Riot shields are rectangles of transparent polymer 1.5 meters high by .5 meters wide. A large stripe with the word "POLICE" or the local equivalent is painted on the outside, while two straps fastened to the inside allow the officer to wear the shield on one arm. A 10 cm slot is cut out of the shield, so that the officer may bring the shield up to protect his body and still see and, if need be, point a weapon through the slot. If he is wearing the shield on his arm, an officer can only wield a pistol.



LEATHER DUSTER

CEF ARMORED LONGCOAT

2.11 - Animal Equipment

People accustomed to reliable mechanical technology will often overlook the usefulness of a trained, healthy animal. Working a farm and just getting around is more efficient and quicker in a truck, but a mature barnaby can handle rougher terrain and repair itself. Gamemasters would do well to remind their Players of the utility of animals if their characters lack the technology they are accustomed to.

The maximum mass any animal can carry is equal to the lowest value in the Weight Equivalent column of the Attribute Description Table (**Second Edition Heavy Gear Rulebook**, p. 54) for a given Strength Rating. For instance, an average barnaby with a Strength of +4 can carry a mass of 140 kilograms on its back without risk of injury. Animals use the same rules as vehicles for towing.

Animal Armor

Training an animal can involve as much time and effort as training a human being, and it is the best interest of organizations that use animals to protect their investments. Suits of armor have thus been produced for animals who are used in high-risk situations. Armor is available in as many degrees of protection for animals as for humans and is made from exactly the same materials. Animal armor is also made to provide the same degree of coverage as human armor; animal "vests" cover the creature's torso and full suits include the limbs. Helmets are also acquired separately as appropriate.

The mass and cost of a piece of animal armor is equal to (10 + Build) x 15% of an equivalent piece of human armor. For example, a full turtleshell shell suit for a tamaru (Build of +9) costs and weighs 285% of the human version of the suit, or 28.5 kilograms and 14,250 marks/dinars. Such a suit provides a Armor Value of 60 to reinforce the tamaru's naturally tough hide.

Tack [Animal Riding Kit]

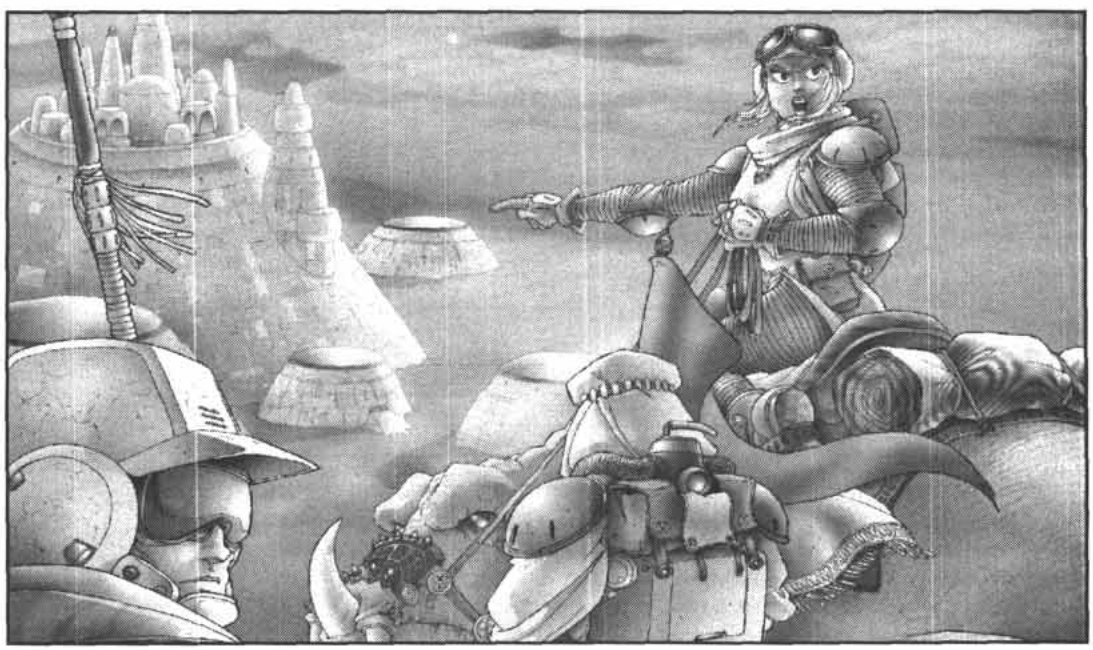
Mass:	Equal to Build of animal	Cost:	20 x (10 + Build of animal)

This includes a bit, bridle, reins, saddle blanket and everything else needed for a human to comfortably ride a large animal like a barnaby. Tack sets do not include saddles, which must be purchased separately. Different sets of tack must be produced for each species of animal, unless a character wishes to make a Tinker test versus a Threshold of 3 to adapt the equipment. This equipment is usually only produced for animals with Builds of +3 or higher.

Saddles

Mass:	10 (riding), 5 kg per 100 kg capacity (pack)	Cost:	250 (riding), 25 per 100 kg capacity (pack)

Saddles are usually made from tanned barnaby or tamaru leather, but examples made of synthetic fibers or other manmade materials are seen occasionally. Riding saddles allow one or more people to ride an animal, while a pack saddle is used to store cargo for transport (essentially an animal backpack).



Tools - 2.12

Although most Terranovan tools are incorporated into packages that are worn on the body (see section 2.1.1, *Hands-Free Technology*), many tools are still small enough to fit in a pocket or are simply more convenient to use out of a box. Some attempts have been made to incorporate the most basic tools into a wearable package, with results ranging from the insignificant to the laughable. Shovels and saws just do not gain more advantage when worn on the body, and handheld power version of these tools are as common as ever.

◆ WFP Army Omnitool

Mass:	0.4 kg	Cost:	75

This multipurpose tool has spawned a host of lookalike devices, but no other brand can match the Omnitool's reputation for quality and durability. A split metal handle with the same blue synthetic grips as the WFP Army Knives folds open to reveal several tool and utility blades (as many as a Maestro knife). The handle can be further folded back to form grips for an internal pair of clamping jaws, turning the Omnitool into an effective pair of pliers.

Any technical Skill tests gain a +1 modifier if an Omnitool is used and no mechanical tool kit is available. No modifier is granted if other, more appropriate tools are available for the given task.

◆ Gun Cleaning Kit

Weight:	2 kg	Cost:	30 for kit, 2 for each additional bore brush

This kit is necessary for the cleaning and maintenance of small arms, as per the rules on page 152 of the **Second Edition Technical Manual**. The kit is a 10 x 10 x 5 cm kit containing solvent, degreaser, cleaning oil and lubricant, as well as a bore brush with a multisection handle (the diameter of the brush is determined at purchase). The kit also comes with a selection of swabs to remove unburnt propellant from the bore and other parts of the weapon, but these can easily be replaced by simply cutting up an old shirt.

Bore brushes will work on any weapon whose caliber is the same as the brush's diameter (the same brush, with different lengths of handle, can be used in a 9mm pistol and a 9mm rifle, for instance). As long as the proper bore brush is available, the gun cleaning kit may be used to maintain any slugthrowing weapon, up to and including the Anti-Gear Rifle.

◆ Entrenching Tool

Mass:	1 kg	Cost:	10

One of many tools that have stayed essentially the same throughout the millennia, the modern form of the soldier's personal shovel has an alloy blade and collapsible handle. Some models have hollow handles that contain small survival supplies, like hooks, fishing line and matches.

◆ Mechanical Locksmith Kit

Mass:	0.4 kg	Cost:	50

This is a small pouch that folds open to reveal a set of professional lockpicks. This kit is sold on the open market, but only locally licensed and certified locksmiths are allowed to own them. Possession of a locksmith kit without proper certification is a misdemeanor in most city-states. This kit will naturally only work on mechanical locks; an electronic tool kit is required to bypass electronic locks.

◆ Professional Makeup Kit

Mass:	5 kg	Cost:	200 (general), 275 (customized)

This contains everything needed by actors and intelligence operatives to alter their appearance. The kit comes in a 40 x 20 x 15 cm case with several pull-out trays and drawers. It contains foundations, powders and creams for altering skin tones, several pairs of false-color contact lenses, wigs and false hairpieces to simulate eyebrows and facial hair. The kit also contains colored and eyebrow pencils to create and accent skin lines, as well as synthetic prosthetic devices to significantly alter facial features (false noses, warts, and so forth).

Makeup kits may also be customized to suit individual requirements, including such things as corrective contact lenses and custom-molded prosthetics. A character who uses a customized makeup kit receives a +1 modifier to a Disguise Skill test when impersonating someone else.

DRT-72 Danson

The Danson worker drone is among the most common of the standard drones found on Terra Nova. A workhorse, the Danson is used to perform a variety of remote tasks from disarming explosives to performing delicate repairs in tight or hazardous conditions. The Danson is extremely modular, able to be fitted with a wide variety of tool arms and guiding mechanisms. The standard Danson is radio-guided, but models working with explosives are wire guided to avoid accidental detonation of the explosive by the radio waves.

Danson drones can be found in most major repair facilities that are accustomed to working with dangerous ordnance or highly explosive fuel. Badlanders often employ Danson as well, often to explore loose sand patches for the presence of Hunter Vines or to effect repairs to water filtration equipment placed in the MacAllen Cave Network.

The Danson was originally developed by Humbug Electronics from Prince Gable in the Badlands, but has been copied by many other producers across Terra Nova. Humbug has attempted several times to sue for royalties, so far to no avail.

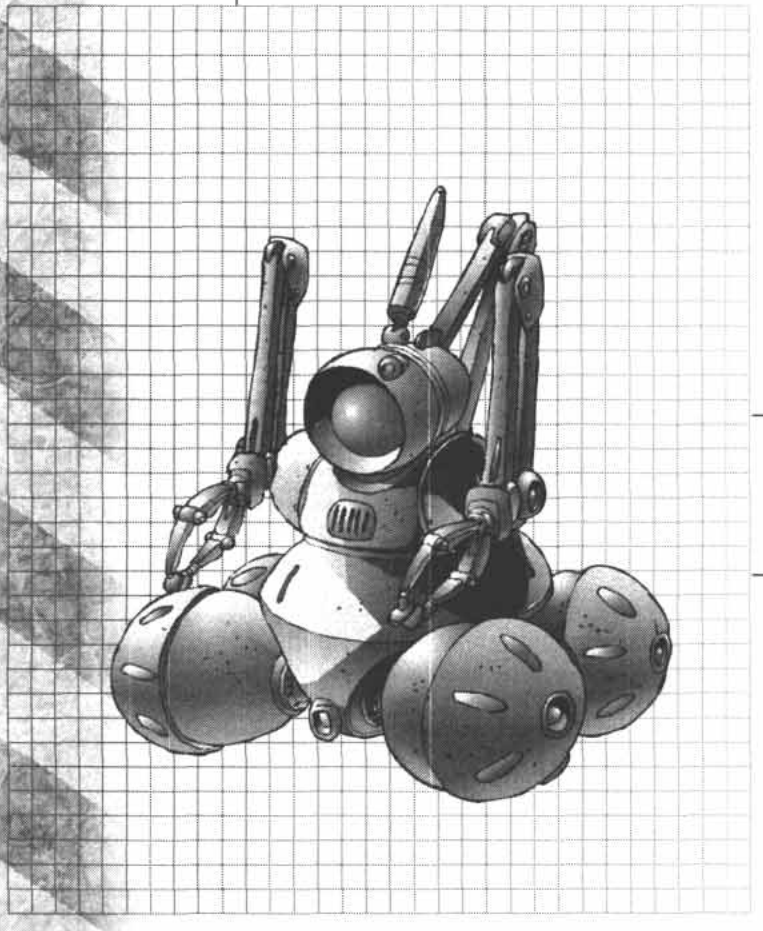
◆ Service Record

The Danson is regarded with affection by those who use it. Since its introduction in the TN 1850's it has gained a reputation for reliability and durability. Most bases have at least one or two in their inventory, using them for tasks as diverse as simple repair assistants to spare part courier. Many designers have copied the drone's design and characteristics and it is now the standard among military and civilian technicians. Recently a fad of using the Danson as a sort of executive toy has seen sleek and expensive versions roll through the carpeted halls of luxury office buildings.

Game Statistics

Threat Value:	47	**Offensive:**	0	**Defensive:**	6	**Miscellaneous:**	136	**Lemon Dice:**	3

Vehicle Specifications



Code name:	Danson
Production code:	DRT-72
Manufacturer:	various
Use:	Worker Drone
Height:	0.4 meters
Width:	0.4 meters
Average armor thickness:	8 mm
Armor material:	durasheet w/alloy
Standard operational weight:	75 kg
Maximum speed on clear ground	20 kph
Powerplant:	DR-12 Electric Motor
Horsepower:	20 hp

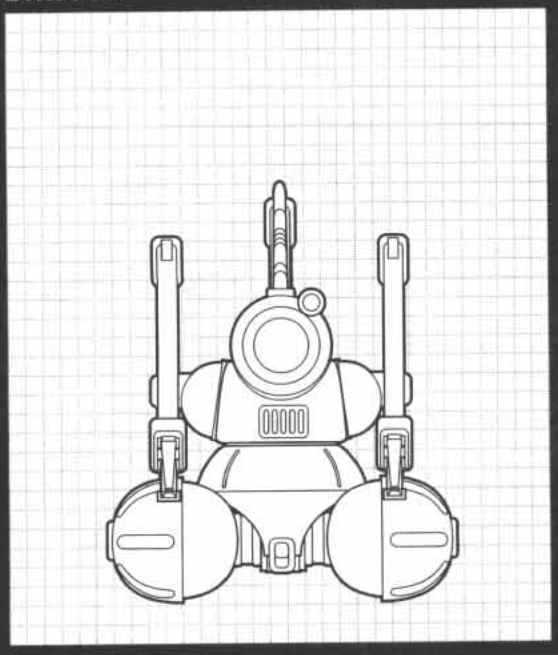
Weapons

Name	Ammunition Payload
None as standard	-

Options

Name	Modified Threat Value
DRT-74 *Demolition Danson* (wire-guided, 7 armor)	56
DRT-76 *Fire Danson* (HEP: Extreme Heat, extinguishers on arms)	84
DRT-72A (replace arms with drill arms)	47
DRT-100 (2 armor, remove HEP)	46
DRT-66X (replace Tool Arms w/Manipulator Arms)	50
DRT-76B (Fire Resistant)	130
DRT-72F (add Light Mining Equipment)	94
DRT-83 *Bull* (add Double Towing Capacity)	94
DRT-92 (add HEP: high pressure)	84

DANSON



ARMOR DAMAGE

0 10 20 30 40

CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW

• CREW:	0
• BONUS ACTIONS:	1

CREW DAMAGE

VEHICLE CREW

CREW •
BONUS ACTIONS •

SYSTEMS DATA

MOVEMENT

• PRIMARY COMBAT SPD:	G	2
• PRIMARY TOP SPD:	G	3
• SECONDARY COMBAT SPD:	-	-
• SECONDARY TOP SPD:	-	-
• MANEUVER:		-1
• DEPLOYMENT RANGE:		10 km

ELECTRONICS

• SENSORS:	0	.5
• COMMUNICATION:	0	1
• FIRE CONTROL:		-1

ARMOR

• LIGHT DAMAGE:	3
• HEAVY DAMAGE:	6
• OVERKILL:	9

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD •
TOP SPD •
COMBAT SPD •
TOP SPD •
MANEUVER •
FUEL SPENT •

ELECTRONICS

SENSORS •
COMM •
FIRE CONTROL •

ARMOR

LIGHT DAMAGE •
HEAVY DAMAGE •
OVERKILL •

GENERAL SPECIFICATIONS

• THREAT VALUE: 47 • SIZE: 1 • COST: 47,000 marks/dinars

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
-											

AMMO

FULL	LEFT
-	

WEAPONS

WEAPON 01 •
WEAPON 02 •
WEAPON 03 •
WEAPON 04 •
WEAPON 05 •
WEAPON 06 •
WEAPON 07 •
WEAPON 08 •
WEAPON 09 •
WEAPON 10 •

PERKS

NAME	RATING	GAME EFFECT	AUX
Automation	2	Independent controls for arm-servos	
Autopilot	-	Drone equipment, acts as level 1 pilot	
Tool Arm x 2	1	Cannot punch, pincers	

PERKS

PERK 01 •
PERK 02 •
PERK 03 •
PERK 04 •
PERK 05 •
PERK 06 •
PERK 07 •
PERK 08 •
PERK 09 •
PERK 10 •
PERK 11 •

FLAWS

NAME	RATING	GAME EFFECT
Sensor Dependent	-	Must have Sensors to operate

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

HEAVY GEAR

XRT-39 Wasp

The Wasp is the standard Northern hunter-recon drone. Developed by the Applefish design bureau, the Wasp now serves as a potent alternative to forward observers for Northern artillery units. Using twin counter-rotating rotors, the Wasp is capable of quick and agile VTOL flight. The high-pitched buzzing of its rotors is the only warning enemy troops usually have when one of these nasty drones pops up from behind cover to tag them with a laser designator or cut them down with a machinegun burst.

Wasp are usually operated through radio guidance by a simple console equipped with a joystick, flight control and three holoscreens. A very small number of drones have been modified to use wire-guidance. The ease with which the wire may become snared, however, usually eliminates all the advantages of a flying drone.

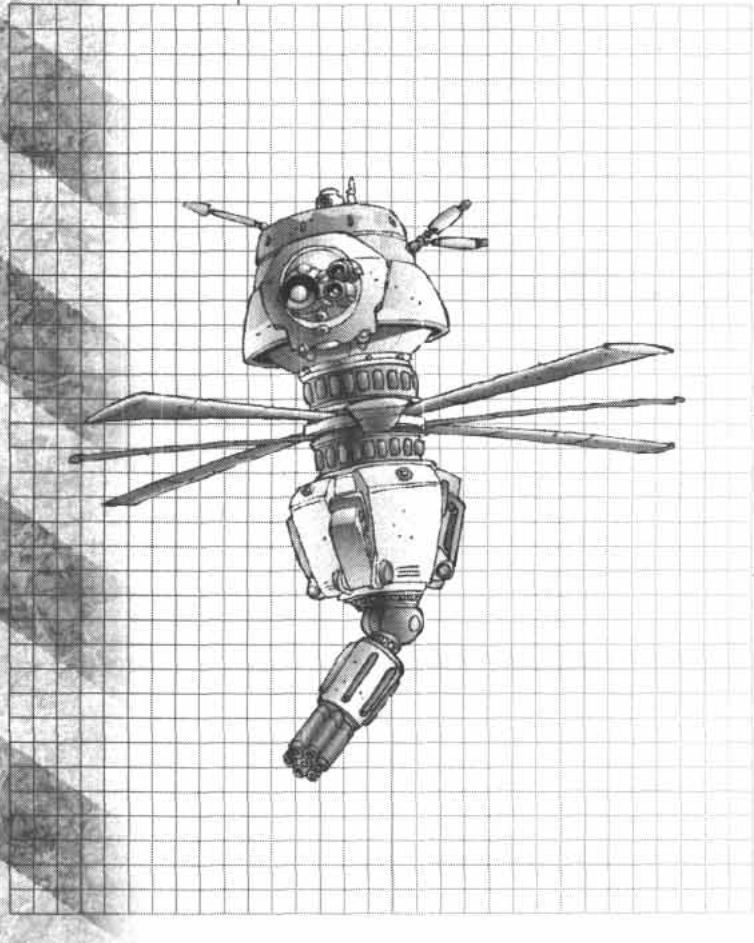
Some commanders complain that the Wasp requires too many unique spare parts and too much maintenance time for a job better handled by skilled infantry units, but the relatively small number of recon forces in most Northern armies usually quells these criticisms.

◆ Service Record

Wasps have been adapted for use in a variety of military roles. The traditional forward observer function is still its most common utilization, but it has proved effective as a light anti-infantry attack platform as well. Modified versions include heavier arms just for this purpose, such as an anti-personel grenade launcher or a light flamer unit. The latter variant has faired poorly in battle, the short range of the flamer forcing it to get too close to enemy units. A few civilian corporations have taken to using *Wasps* for compound security tasks, but this is largely seen as a high-tech oddity utilized by UMF corporations as a public relations ploy.

Game Statistics

Threat Value:	19	Offensive:	23	Defensive:	25	Miscellaneous:	10	Lemon Dice:	3



VehicleSpecifications

Code name:	Wasp
Production code:	XRT-39
Manufacturer:	Applefish
Use:	Hunter/Recon Drone
Height:	1.1 meters
Width:	1.4 meters (includes rotors)
Average armor thickness:	15 mm
Armor material:	durasheet
Standard operational weight:	110 kg
Maximum flight speed:	105 kph
Powerplant:	gas turbine
Horsepower:	75 hp

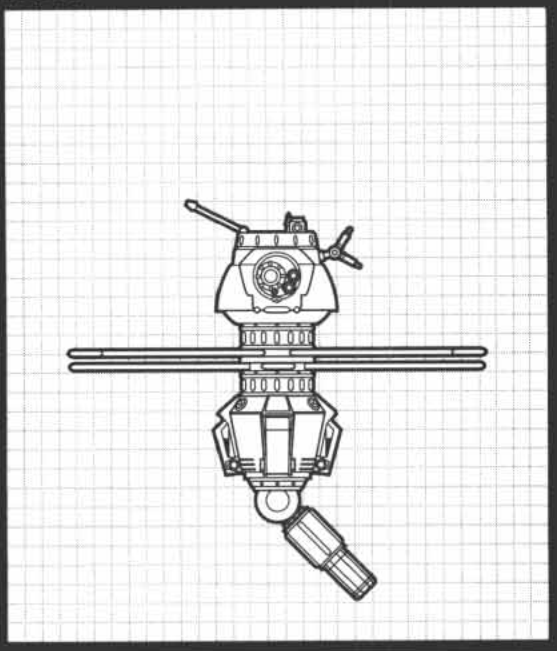
Weapons

Name	Ammunition Payload
Brucker M79 7.5 mm machinegun	80 belted shells

Options

Name	Modified Threat Value
XRT-39B (remove VLMG, add APGL, 6 shots)	21
XRT-39D (remove VLMG, add LFL, 15 shots)	14
XRT-39E (+1 to Sensor Rating)	21
XRT-39F (Armor 5, 90 kph)	24
XRT-39G (add HEP: Desert)	21
XRT-39H (Communications range: 50 km)	61
XRT-39K (remove VLMG, add SDG x 2)	32
XRT-39M (remove VLMG, add HG x 4)	19
XRT-40 (120 kph Flight)	20

WASP



ARMOR DAMAGE

0 10 20 30 40

CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW

• CREW:	0
• BONUS ACTIONS:	1

CREW DAMAGE

VEHICLE CREW

CREW •
BONUS ACTIONS •

SYSTEMS DATA

MOVEMENT

• PRIMARY COMBAT SPD:	F	2
• PRIMARY TOP SPD:	F	3
• SECONDARY COMBAT SPD:	-	-
• SECONDARY TOP SPD:	-	-
• MANEUVER:		+1
• DEPLOYMENT RANGE:		100

ELECTRONICS

• SENSORS:	+1	2
• COMMUNICATION:	+1	10
• FIRE CONTROL:		0

ARMOR

• LIGHT DAMAGE:	4
• HEAVY DAMAGE:	8
• OVERKILL:	12

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD •
TOP SPD •
COMBAT SPD •
TOP SPD •
MANEUVER •
FUEL SPENT •

ELECTRONICS

SENSORS •
COMM •
FIRE CONTROL •

ARMOR

LIGHT DAMAGE •
HEAVY DAMAGE •
OVERKILL •

GENERAL SPECIFICATIONS

• THREAT VALUE: 100 • SIZE: 2 • COST: 14,548 marks

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
M79 Machine-gun	VLMG	T	1	2	4	8	0	x2	1	+3	AI

AMMO

FULL	LEFT
80	

WEAPONS

WEAPON 01 •
WEAPON 02 •
WEAPON 03 •
WEAPON 04 •
WEAPON 05 •
WEAPON 06 •
WEAPON 07 •
WEAPON 08 •
WEAPON 09 •
WEAPON 10 •

PERKS

NAME	RATING	GAME EFFECT	AUX
Automation	2	Controls weapon and designator	
Autopilot	-	Drone equipment, acts as level 1 pilot	
NOE Flyer	-	Can fly at level 0	
Target Designator	1	Used to target Guided weapons	

PERKS

PERK 01 •
PERK 02 •
PERK 03 •
PERK 04 •
PERK 05 •
PERK 06 •
PERK 07 •
PERK 08 •
PERK 09 •
PERK 10 •
PERK 11 •

FLAWS

NAME	RATING	GAME EFFECT
Cannot Glide	-	No wing surfaces
Exposed Movement Systems	-	Increase "Movement" hit by one level
Maximum Ceiling	10	2000 meters maximum
Sensor Dependent	-	Must have Sensors to operate

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

HEAVY GEAR

OE-17 Ovni

Developed by Obelisk Electronics researcher Dr. Guillaume Alystaire in the mid TN 1870's, the Ovni (literally: "flying saucer") reconnaissance drone has proven to be a darling of Southern military circles. A light and compact hover-drone, the Ovni is often carried by recon vehicles and Heavy Gears. Wire-guided, the Ovni can be deployed from cover to use its highly sophisticated twin sensor pods to scout out any territory that might be occupied by enemy troops. A shielded covering provides extra protection for this most sensitive equipment. Relatively quick and agile, the drone has been a godsend to lone pilots sent on long recon patrols in the Badlands.

The Ovni has spawned a wide variety of imitators, but the long-term contracts with Obelisk Electronics signed by the Republican Army and Southern MILICIA have hampered military competition. Obelisk has tried to keep the military happy with some modified versions of the Ovni but its small size and the usefulness of the basic design have limited the number of battlefield variants. Obelisk has also released a range of civilian models for scientific use.

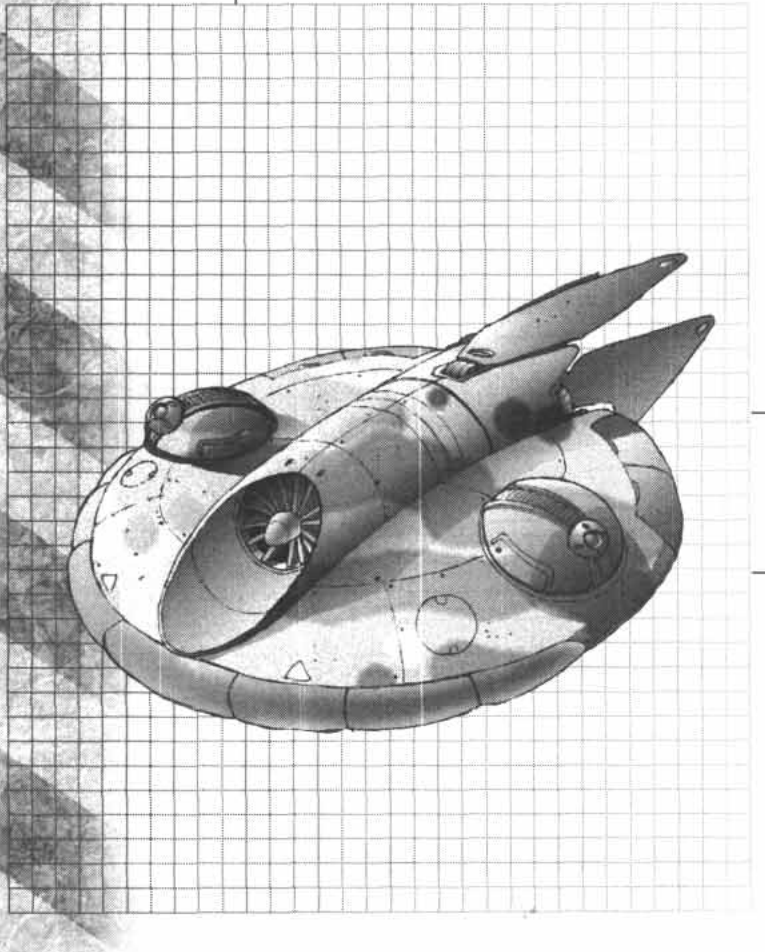
◆ Service Record

The Ovni has been used extensively by the recon units of the Republican Army and Southern MILICIA since the TN 1890's. The most common team configuration is a Jäger Recon with two Ovni strapped to leg-mounted housings. These can then be released and wire guided from the cockpit while the Gear itself remains behind cover. Jäger Recons used this configuration very successfully during the War of the Alliance to locate enemy troop positions in the Badlands, though the drone losses were enormous. CEF soldiers nicknamed them "skeetle" and made it a sport to destroy them with small arm fire.

Game Statistics

Threat Value:	119	**Offensive:**	0	**Defensive:**	16	**Miscellaneous:**	342	**Lemon Dice:**	3

Specifications



Code name:	Ovni
Production code:	OE-17
Manufacturer:	Obelisk Electronics
Use:	Reconnaissance Drone
Height:	0.3 meters
Width:	1 meter
Average armor thickness:	12 mm
Armor material:	armorplast w/alloy
Standard operational weight:	80 kg
Maximum speed on clear ground:	72 kph
Powerplant:	gas turbine
Horsepower:	45 hp

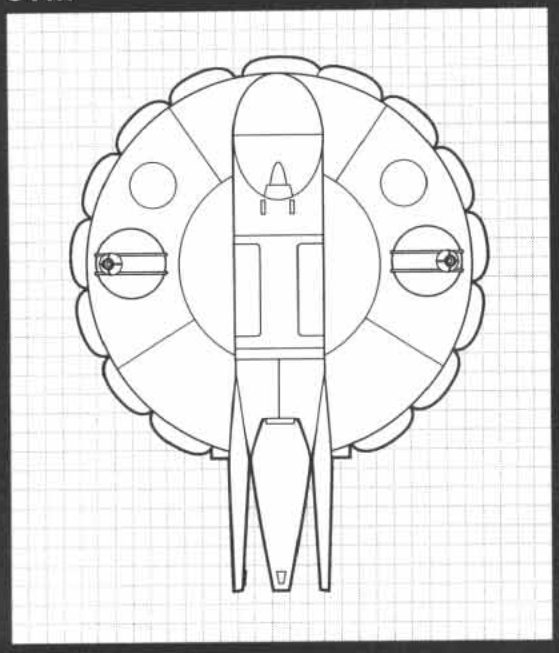
Weapons

Name	Ammunition Payload
None as standard	-

Options

Name	Modified Threat Value
OE-17X (add Target Designator, rating 1)	203
OE-18 (add Geological Sensors; Searchlight, FF 50 m range; Armor 2)	187
OE-18B (add one Tool Arm with pincer, rating 1)	123
OE-17B (add one size-1 sensory Tool Arm)	123
OE-17D (add HEP: Desert)	132
OE-17F (increase armor to 4, reduce speed to 60 kph)	119
OE-17G (increase deployment range to 50 km)	120
OE-17H (increase to size 2, add LFL w/15 ammo)	122
OE-17N (increase to size 2, add VLMG w/30 ammo)	124

OVNI



ARMOR DAMAGE

0 | 10 | 20 | 30 | 40

CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

PILOT (LV/AT): | GUNNERY (LV/AT): | ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW

• CREW:	0
• BONUS ACTIONS:	0

CREW DAMAGE

VEHICLE CREW

CREW •
BONUS ACTIONS •

SYSTEMS DATA

MOVEMENT

• PRIMARY COMBAT SPD:	H	6
• PRIMARY TOP SPD:	H	12
• SECONDARY COMBAT SPD:	-	-
• SECONDARY TOP SPD:	-	-
• MANEUVER:		-2
• DEPLOYMENT RANGE:		30

ELECTRONICS

• SENSORS:	+1	5
• COMMUNICATION:	0	10
• FIRE CONTROL:		-1

ARMOR

• LIGHT DAMAGE:	3
• HEAVY DAMAGE:	6
• OVERKILL:	9

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD •
TOP SPD •
COMBAT SPD •
TOP SPD •
MANEUVER •
FUEL SPENT •

ELECTRONICS

SENSORS •
COMM •
FIRE CONTROL •

ARMOR

LIGHT DAMAGE •
HEAVY DAMAGE •
OVERKILL •

GENERAL SPECIFICATIONS

• THREAT VALUE: 119 • SIZE: 1 • COST: 297,500 dinars

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
-											

AMMO

FULL	LEFT
-	-

WEAPONS

WEAPON 01 •
WEAPON 02 •
WEAPON 03 •
WEAPON 04 •
WEAPON 05 •
WEAPON 06 •
WEAPON 07 •
WEAPON 08 •
WEAPON 09 •
WEAPON 10 •

PERKS

NAME	RATING	GAME EFFECT	AUX
Automation	1	Controls for sensor pods	
Autopilot	-	Drone equipment, acts as level 1 pilot	
Back-up Sensors	-	Absorbs first "Sensors" hit	
Low Profile	-	+1 concealment while in cover	

PERKS

PERK 01 •
PERK 02 •
PERK 03 •
PERK 04 •
PERK 05 •
PERK 06 •
PERK 07 •
PERK 08 •
PERK 09 •
PERK 10 •
PERK 11 •

FLAWS

NAME	RATING	GAME EFFECT
Sensor Dependent	-	Must have Sensors to operate

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

HEAVY GEAR

PD-35 Fire Egg

Developed by Paxton Arms in the 1890's, the Fire Egg bomb-drone has replaced most other similar machines on the market thanks to Paxton's massive advertising and public relations departments. Essentially a simple bomb-layer on treads, the radio or wire-guided Fire Bug is designed to deliver a massive explosive charge to a dangerous location. This is used mostly in demolition or mine-clearing exercises, as the massive explosion is sure to detonate any local ordnance.

Unlike most other bomb-drones, the Fire Egg does not explode itself when a charge is activated. Rather it serves as small compact platform for a heavy-duty demolition charge with a timer device which is dropped in a target location. The drone then flees the scene to avoid being destroyed. Of course, this is not always possible when clearing a minefield, but the resulting detonation may do the job even if the drone's explosive charge(s) could not.

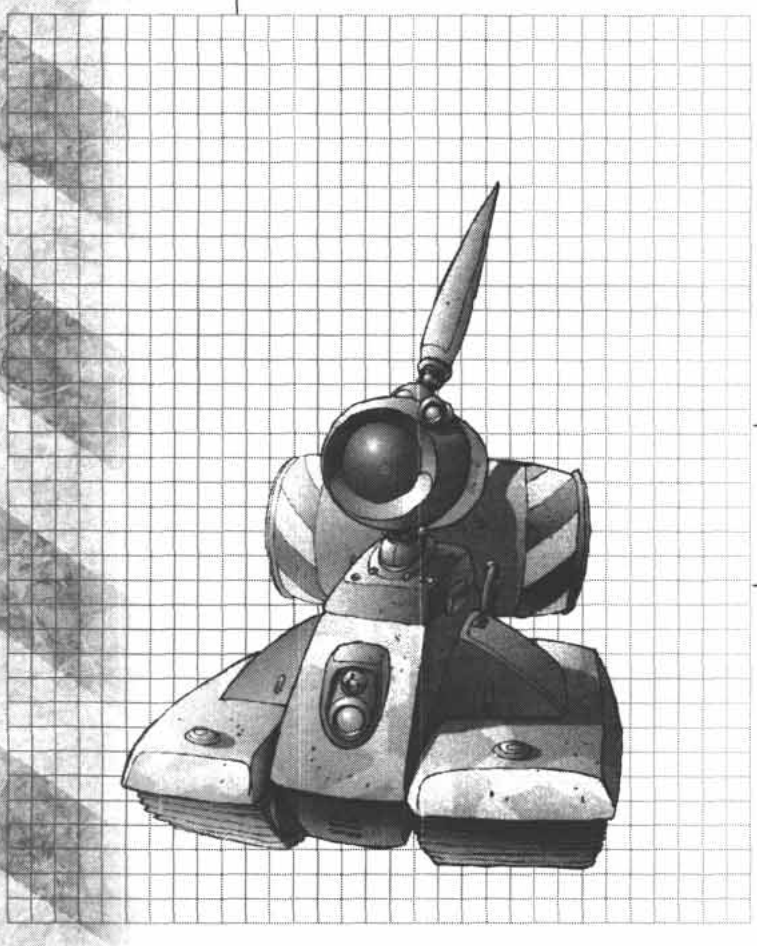
It has become stereotypical for military demolitions experts to use Fire Egg drones for practical jokes. The canister holder can easily be used to lay stink bombs, gas canisters or anything else one's imagination can come up with.

◆ Service Record

The Fire Egg has found a home in the Peace River Defense Force, Northern Guard, Mekong Peacekeepers and Norlight Army. Other military forces use other bomb-drones for similar uses, but Paxton has been unable to pierce their market as of yet. Rumors have been flying recently that PA is planning to push their drones as never before and require military forces to purchase them to gain access to other weapon classes. Such a marketing strategy might backfire, bringing the sales of Paxton products to a halt as a sign of protest.

Game Statistics

Threat Value:	54	Offensive:	30	Defensive:	11	Miscellaneous:	123	Lemon Dice:	3



Vehicle Specifications

Code name:	Fire Egg
Production code:	PD-35
Manufacturer:	Paxton Arms
Use:	Bomb Drone
Height:	0.6 meters
Width:	0.7 meters
Average armor thickness:	18 mm
Armor material:	durasheet
Standard operational weight:	120 kg
Maximum speed on clear ground	20 kph
Powerplant:	gas turbine
Horsepower:	35 hp

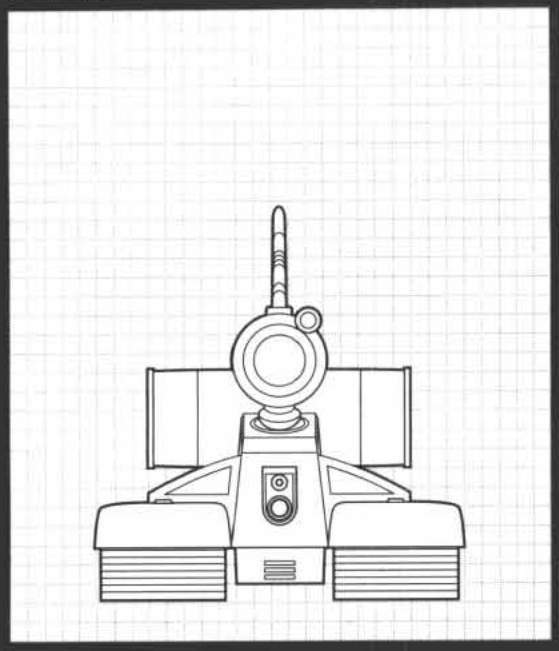
Weapons

Name	Ammunition Payload
Demolition charge	1 canister

Options

Name	Modified Threat Value
PD-35A (Reinforced Armor: Rear, rating 2)	70
PD-35M (3 x hand grenades)	50
PD-35C (increase armor to 5, reduce speed to 15 kph)	56
PD-35H (increase sensor rating by 1)	62
PD-35E (communication range: 20 km)	57
PD-35K (add 1 SDG, reduce speed to 18 kph)	64
PD-36 (remove SDG, add Tool Arms w/pincers)	49
PD-38 (remove SDG, add Manipulator Arms, rating 2)	52
PD-40 (reduce armor to 3, increase speed to 28 kph)	53

FIRE EGG



ARMOR DAMAGE

0 10 20 30 40

CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW

• CREW:	0
• BONUS ACTIONS:	0

CREW DAMAGE

VEHICLE CREW

CREW •
BONUS ACTIONS •

SYSTEMS DATA

MOVEMENT

• PRIMARY COMBAT SPD:	G	2
• PRIMARY TOP SPD:	G	3
• SECONDARY COMBAT SPD:	-	-
• SECONDARY TOP SPD:	-	-
• MANEUVER:		-1
• DEPLOYMENT RANGE:		25

ELECTRONICS

• SENSORS:	0	1
• COMMUNICATION:	+1	12
• FIRE CONTROL:		-1

ARMOR

• LIGHT DAMAGE:	4
• HEAVY DAMAGE:	8
• OVERKILL:	12

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD •
TOP SPD •
COMBAT SPD •
TOP SPD •
MANEUVER •
FUEL SPENT •

ELECTRONICS

SENSORS •
COMM •
FIRE CONTROL •

ARMOR

LIGHT DAMAGE •
HEAVY DAMAGE •
OVERKILL •

GENERAL SPECIFICATIONS

• THREAT VALUE: 54 • SIZE: 2 • COST: 54,000 marks/dinars

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
Self-Destruct Grenade	SDG	F	0	0	0	0	-	x30	1	-	AE=0

AMMO

FULL	LEFT
1	

WEAPONS

WEAPON 01 •
WEAPON 02 •
WEAPON 03 •
WEAPON 04 •
WEAPON 05 •
WEAPON 06 •
WEAPON 07 •
WEAPON 08 •
WEAPON 09 •
WEAPON 10 •

PERKS

NAME	RATING	GAME EFFECT	AUX
Automation	1	Independent controls for arm-servos	
Autopilot	-	Drone equipment, acts as level 1 pilot	

PERKS

PERK 01 •
PERK 02 •
PERK 03 •
PERK 04 •
PERK 05 •
PERK 06 •
PERK 07 •
PERK 08 •
PERK 09 •
PERK 10 •
PERK 11 •

FLAWS

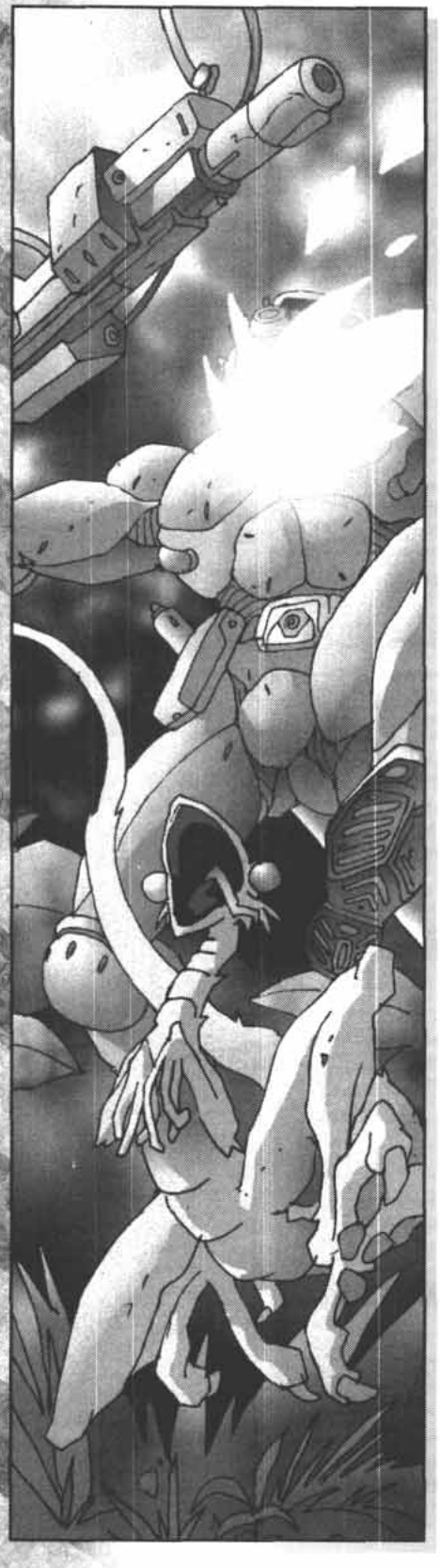
NAME	RATING	GAME EFFECT
Sensor Dependent	-	Must have Sensors to operate

DEFECTS

NAME	RATING	GAME EFFECT
None	-	-

HEAVY GEAR

Apes at War



I'll get you for this, Dad, Pablo thought to himself as he climbed into one of the fire base's defense towers with a rifle and bag strapped behind his back.

He shook his head as he remembered those awful camping trips as a child. Every summer, his father would drag his brothers and him to some random spot in the wilderness, and for a full week would be as much of an outdoorsman as an Ankaran accountant could possibly be. The only time these trips had even been remotely interesting was the cycle before Pablo enlisted in the MILICIA. His grandfather had let him borrow his hunting rifle, and on the second day out, Pablo had surprised himself and everyone else when he bagged a springer. To hear his father tell the story in the weeks afterwards, Pablo had downed a barnaby with a pistol.

Pablo pushed the memory out of his mind as he pulled his rifle off of his back. It was a Territorial Arms N-36 9mm heavy rifle with a passive thermal sight. Pablo set the sight to maximum magnification, and made sure its internal compass was working. He then took a piece of camouflage netting from the bag and wrapped it around his head to break up his heat signature. He set the rifle's sight to its "black-hot" setting as he steadied it on the tower's rail. He turned on his headset communicator and said into its microphone, "Okay, Hitoshi, where is he?"

"He's at one-seven-seven, range about seven hundred meters," Hitoshi replied.

In that direction was a large grove of sapa ferns. *You could hide a platoon in there*, Pablo thought as he began to scan where Hitoshi had reported the contact. The "black-hot" setting of the sight wasn't providing a useful image, so he switched to "white-hot." He stared at the ferns for several minutes, slowly panning back and forth.

Suddenly, he saw a fern move for no apparent reason.

"Is that you, you son of a Basalite whore?" muttered Pablo. He continued to aim as he watched another fern get pushed over, then another. He thought he saw a patch of white in the sight, but it disappeared before he could draw a bead on it.

Then something emerged from between the ferns.

Pablo's finger had pulled the trigger halfway back before he realized what it was. "Damn hopper," he exhaled forcefully as he watched the small creature stop, sniff the air, then continue on its way. He almost turned his attention away from it before he wondered what the hopper had smelled.

He followed the hopper in the sight for another minute, watching the creature walk for a few meters, stop and sniff the air, then walk a little more. The hopper finally stopped behind a large clump of ferns and stood on its haunches for a long moment.

Pablo saw someone's hand push the hopper away.

He aimed and fired, and through the sight he saw a white figure lurch back as though it had been hit with a hammer. The hopper took off at a mad dash as Pablo aimed and fired again, and he saw a spray of white emerge from the figure as it tumbled onto the ground. The figure did not move again.

Pablo realized he had been holding his breath, and let out a long sigh. Taking a couple more deep breaths, he said into his communicator, "Got him!"

A cheer went up through the base. Pablo slumped against the rail as heard Wang order a detail to recover the body of the sniper. He took little notice as someone came up the tower. Hitoshi poked his head into the tower and looked at him with concern. "You okay there, pal?"

Pablo breathed deeply to dampen the rapidly increasing pain in his stomach and replied, "I don't know. Ask me after my insides settle down."

The Arms Industry on Terra Nova - 3.1

Arms production has been big business throughout human history, and this fact is no less true on Terra Nova today. As the polar powers rearm and reequip after the losses of the Interpolar War, the arms industry is flourishing as never before.

Riley Weapons Systems of Fort William is the premier weapons manufacturer of the North and has a deserved reputation for quality. Riley's M222 light autocannon for the Hunter series of Gears, in fact, proved so reliable and easy to maintain that Paxton Arms produces the Riley design under license, both for their own Warrior series of Gears and for export to customers in the South.

As well as being the South's premier Gear manufacturer, Territorial Arms is also the primary manufacturer of all small arms and support weapons used by the Southern Republican Army. The MILICIA, however, only gets a small fraction of Territorial Arms' production output, and companies such as Sepeca and Dartand have become the MILICIA's primary munitions suppliers.

Smaller arms companies have become quite successful by catering to markets that the large manufacturers do not or cannot exploit. Socorro Arms, another company based in Fort William, has made a name for itself by producing high-quality weapons for the civilian market. Socorro's line of hunting rifles and sidearms has become quite popular in the Western Frontier Protectorate, because of both the dependability of the weapons and Socorro's shrewd advertising campaigns.

None of these companies, however, could match the sales figures or political clout of Paxton Arms prior to the bombing of Peace River. For every commercially successful weapon design produced by polar arms manufacturers, Paxton had produced and sold three or four. Before the "Big Flash," Paxton sales representatives could, with some justification, say that Paxton products were in use by every armed force on Terra Nova.

With the destruction of Peace River, Paxton can no longer fill the demand for their products by themselves. It has therefore taken the unprecedented step of granting licenses to other companies to produce Paxton Arms products, in exchange for a portion of the profits. Dozens of weapons companies have started up in the cycles since the OPAL (Official Paxton Arms Licensee) Certification Program was announced in Spring TN 1940. Many established manufacturers are retooling their lines and retraining their staff to meet the stringent quality control and production qualifications needed to obtain OPAL Certification.

Small Arms Ammunition -3.1.1

The statistics presented for small arms in this Equipment Catalog assume the use of standard ball ammunition. Since so many different weapons shoot the same few kinds of bullets, the following chart combines the most popular ammunition types. The prices below are wholesale prices to dealers and government agencies; the retail price is usually twice as much.

• 6mm Pistol: Mass: 0.22 kg per box of 50, Cost: 6/box	• 9mm Pistol: Mass: 0.6 kg per box of 50, Cost: 7.5/box
• 11mm Pistol: Mass: 1.1 per box of 50, Cost: 9.5/box	• 13mm Pistol: Mass: 0.75 kg per box of 20, Cost: 5/box
• 5mm Paxton Rifle: Mass: 0.15 kg per box of 20, Cost: 5/box	• 7mm Rifle: Mass: 0.3 kg per box of 20, Cost: 6.5/box
• 9mm Heavy Rifle: Mass: 0.65 kg per box of 20, Cost: 11.5/box	• 10mm Northco Heavy: Mass: 1.23 kg per box of 20, Cost: 23/box
• 15mm Riley Ball: Mass: 1.22 kg per box of 10, Cost: 50/box	• 15mm Riley Discarding Sabot: Mass: 1 kg per box of 10, Cost: 100/box
• 25mm Riley Light Cannon: Mass: 4.4 kg per box of 10, Cost: 135/box	

Other types of ammunition are available, examples of which are given below. The rules for nonstandard ammunition are more fully described in the **Second Edition Technical Manual**, pp. 140-144. Other ammunition types are not generally available on the open market for small arms. A wide range of ammunition types is available for shotguns, however, and is discussed separately.

Boosted Damage rounds include such types as hollow-points, wadcutters and other bullets designed to increase the damage inflicted upon the target.

Boosted Range ammunition contains a more energetic propellant charge, giving the bullet a higher muzzle velocity. Although Boosted Range ammunition is common, not every weapon is designed to handle the stresses and pressures generated by the propellant. Weapons that can accept Boosted Range ammunition are 10% heavier than standard versions and are 10% more expensive.

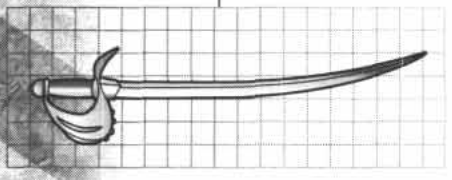
Paint rounds are commonly available. They are usually used by police and military units for training exercises, but they are also sold to urban combat halls for civilians who want to play war.

Subsonic ammunition, for use with suppressed weapons and for those who simply wish to fire a less noisy round, are described separately under section 3.10.2, *Sound Suppressors*.

3.2 - Melee Weapons

Even in this age of antimatter weapons and walking armored vehicles, there are still instances where the display or outright use of force must be restricted solely to the combatants involved. Duels are the most popular instances of combat with melee weapons, but their use is probably most important in the various space colonies in the Helios system. In such enclosed, fragile spaces as orbital stations and spacecraft, a stray round from even the smallest handgun stands a good chance of puncturing a bulkhead and causing a dangerous atmosphere leak. The weapons described below are usually found in the hands of Duelists, although many civilian enthusiasts use them to defend their homes and in competition with one another. Other melee weapons are described in the various Leaguebooks.

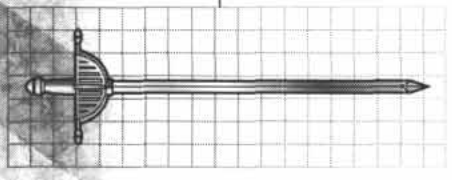
Cutlass



Mass:	1.1 kg	Damage:	AD + 13	Cost:	250

The cutlass is the preferred sword for most military Duelists. While its blade is not as long as that of swords such as the rapier, many Duelists prefer the cutlass for its combination of balance and power. An unrelated but equally important reason is that the wider blade of the cutlass allows for extensive engraving and decoration.

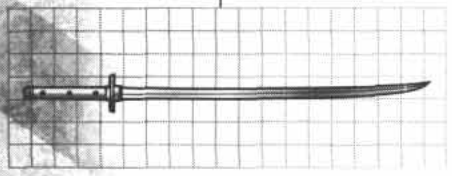
Rapier



Mass:	1 kg	Damage:	AD + 11	Cost:	250

Rapiers are a popular alternative to the cutlass as a dueling weapon. The rapier's long, thin blade is not as powerful as the thicker blade of the cutlass, but many swordsmen find that the rapier's longer reach is quite an acceptable trade-off. Rapiers are also still popular as fencing weapons, and fencing lives on as a featured event at the Terranovan Olympics in Gropius (which are currently on hold).

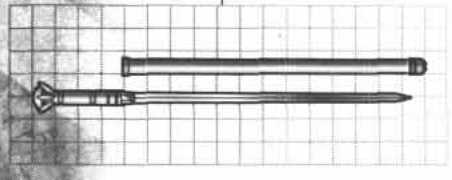
Katana



Mass:	1.4 kg	Damage:	AD+14	Cost:	200

The katana has been widely regarded as one of the most effective and distinctive swords humans have ever produced, but for most of humanity's stay on Terra Nova, the weapon has been shrouded in mystery and myth. No examples were imported from Earth to the new colony, and no serious attempt was made to keep the craft of making katanas alive. It has only been relatively recently that Mekongese swordsmiths have rediscovered the katana and opened a new chapter in the history of this unique weapon. The art of creating katanas is not restricted to the Dominion, however; blades made by metalsmiths from Baton Rouge are held in almost as high regard as Mekongese blades. Several Mekong Peacekeepers have taken to wearing katanas as an unofficial badge of rank, and Mekongese Duelists serving in the Southern MILICIA have adopted the sword as a tribute to their homeland.

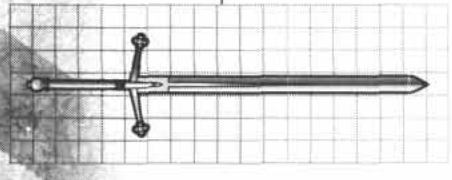
Sword Cane



Mass:	2.2 kg (sword: 1.2 kg)	Damage:	AD + 11	Cost:	125

A popular concealed weapon in the Mekong Dominion, the sword cane is a long, thin sword whose scabbard is made to look like a cane, a walking stick or a similar implement. The sword cane is exported and manufactured in other areas on Terra Nova, but it is often restricted in city-states with laws against concealed weapons. Outside the Dominion, the sword cane is an unusual enough item that many policemen might not recognize it right away.

Claymore



Mass:	2.5 kg	Damage:	AD + 16	Cost:	300

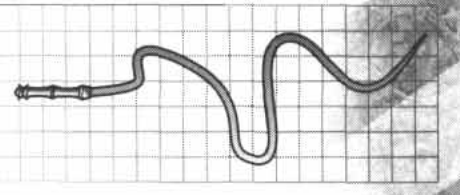
About the same time as the katana was coming back to life in the Mekong Dominion, Western academics came across the claymore while researching the clan structures of ancient Scotland. An immense weapon by any standard, very few swordsmen can use the claymore effectively, and not many more care to try. Those that make the claymore their weapon of choice, however, are guaranteed a place of distinction amongst Duelists. A minimum STR of +1 is required to wield this sword.

Non-lethal Weapons - 3.3

Nonlethal weapons are defensive weapons that are designed to incapacitate a target. Nonlethal weapons can still be dangerous if used improperly (see the **Northern Vehicle Compendium One**, p. 39 for more information).

Some weapons, like whips and nets, can entangle an opponent or his weapon. These weapons have a number representing the necessary minimum MoS to entangle an opponent successfully. So a netgun, with Entangle (1), will entangle an opponent on any successful attack; a whip, with Entangle (2), will only entangle with an MoS of 2 or more. Wielders of weapons with an Entangle rating of 2 or more can choose not to entangle at all. An entangled defender is effectively immobilized (all actions that require movement are at -3) as long as he does not free himself and the attacker maintains tension on the weapon. Maintaining tension past the first round requires an action but no roll. To free himself, the defender must pass an AGI or STR test (his choice) opposed by the attacker's Melee Skill. Some entangling weapons (like a net fired from a netgun or the polymer strands from a goopgun) are not held by the attacker. In this case the defender remains entangled until he frees himself by passing an AGI or STR test (his choice) against a Threshold of 4.

◆ Whip

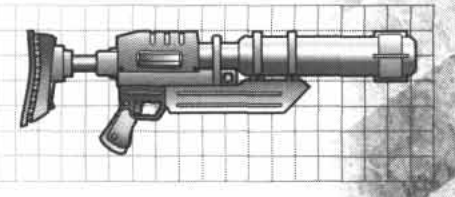


Mass (kg):	1	**Cost:**	50
Magazine:	n/a	**Accuracy:**	0
Damage:	AD+5, Entangle (2)	**Range:**	close combat
ROF: n/a			

Essentially a heavy, weighted cable, the whip is used to lash or entangle an opponent. Useless in untrained hands or in close confines, it is nonetheless used as a "signature weapon" by some criminals.

Netguns ◆

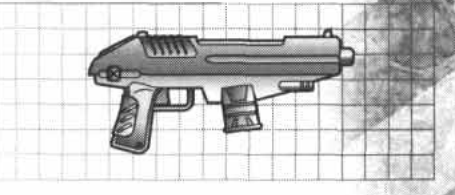
◆ Net Gun



Mass (kg):	4	**Cost:**	450
Magazine:	1	**Accuracy:**	0
Damage:	x7, Entangle (1)	**Range:**	5/10/20/40
ROF:	0		

Originally developed to capture wildlife, the net gun has found a second home in police work. The gun has a strong rifle-like construction, but its front end has three barrels that diverge slightly from one another. Each barrel fires a low velocity weight attached to one point of a lightweight polymer triangular net. Though the net is very light, it is nonetheless extremely sturdy and large enough to cover one person completely (even two, if they are located within armlength). Some versions use a fast hardening polymer spray instead.

◆ Tasers



Mass (kg):	0.5	**Cost:**	60
Magazine:	30 (Cost: 10)	**Accuracy:**	0
Damage:	x3, Electric (Int. 5)	**Range:**	4/8/16/32
ROF: 0			

This weapon fires a small electrically charged dart at its target. If the opponent is not wearing armor, he receives electrical damage equivalent to an Intensity 5 shock. No matter what the result, however, the victim will not suffer anything more than a Light Wound. Fatal side effects are ignored but the Margin of Success of the attack is added to the Intensity. Tasers use standard power packs.

◆ Soccer Grenades

Mass (kg):	0.1	**Cost:**	10
Accuracy:	0	**Damage:**	x8, Non-Lethal
Range (m):	varies	**Radius:**	3/10
ROF: 0			

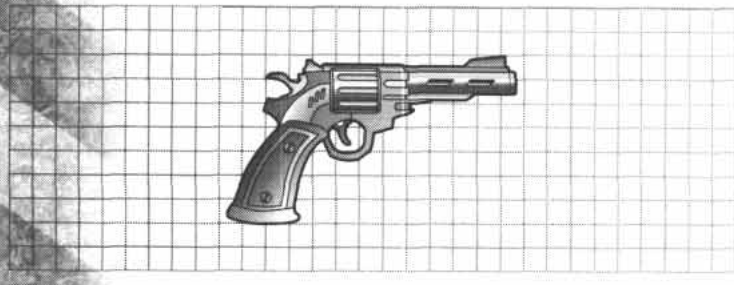
Soccer grenades are stun grenades designed for riot control situations. A small explosive charge is surrounded by a segmented soft polymer sheath that has a fancied resemblance to a soccer ball. When the explosive goes off, the sheath breaks into several large pieces that are intended to stun anybody they hit. Rules for Non-Lethal rounds are given in the **Second Edition Technical Manual**, p. 141.

3.4 - Revolvers

Although automatic pistols are by far the most common sidearm on Terra Nova, revolvers have seen a resurgence in the civilian market, particularly in the Western Frontier Protectorate and the Badlands. Since the mid-TN 1800's, Socorro Arms has made a specialty of marketing revolvers to complement their successful line of rifles in the Western and Badlands markets.

The sheer quantities of automatic pistol ammunition on the market have forced Socorro and later manufacturers to design revolvers to accept standard "rimless" automatic pistol rounds, rather than the revolver's traditional rimmed rounds. Rimmed rounds are available, but they are usually produced only in small lots by classical weapons enthusiasts and museum researchers.

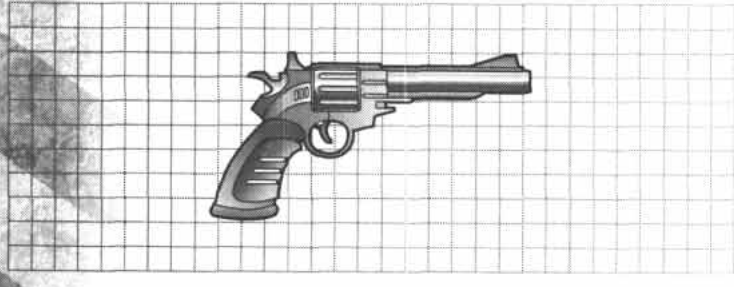
The only ammunition designed specifically for revolvers is high-powered Magnum ammunition, which can only be used in certain weapons (see below). A box of fifty 9mm Magnum rounds masses 0.65 kilograms and costs 9 marks/dinars. A box of fifty 11mm Magnum rounds masses 1.15 kg and costs 11 marks/dinars.



Socorro Ranger 6mm Snubnose Revolver

Mass (kg):	0.32
Cost:	120
Magazine:	6, internal
Accuracy:	0
Damage:	x13
Range (m):	2/4/8/16
ROF:	0

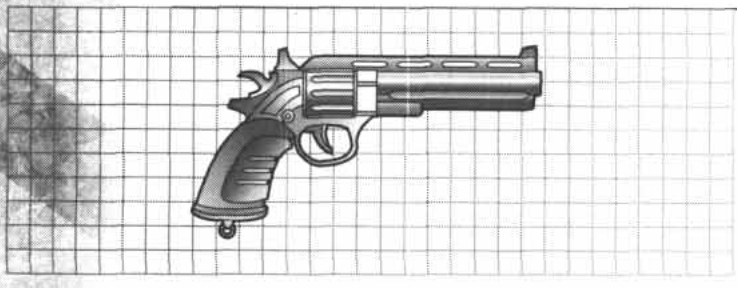
The Ranger has been one of Socorro's most popular firearms, having been produced steadily almost since the company opened in TN 1855. Sales of the Ranger have been slipping lately, since the Interpolar War fueled the desire for more powerful weapons on the civilian market. As an easily concealable personal defense weapon, though, the Ranger has few rivals.



Socorro Dawg 9mm Revolver

Mass (kg):	0.6
Cost:	175
Magazine:	6, internal
Accuracy:	0
Damage:	x18
Range (m):	4/8/16/32
ROF:	0

During the TN 1890's, the colonization and development of the North American continent during Earth's nineteenth century became the subject of intense interest to Terranovans everywhere. Archives across the planet were scoured for what few records, films and fiction depicting the Classical West had survived Earth's abandonment of her colonies. This interest, in turn, helped spark a terrific demand for things reminiscent of the period, including revolvers. Socorro responded by introducing the Dawg, a larger, more powerful cousin of the Ranger.



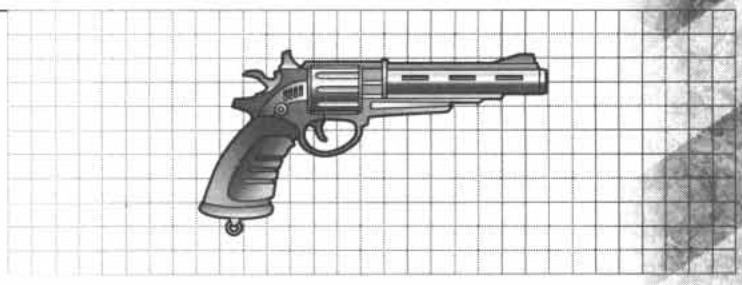
Socorro Barnaby 11mm Revolver

Mass (kg):	1.2
Cost:	280
Magazine:	6, internal
Accuracy:	0
Damage:	x22
Range (m):	5/10/20/40
ROF:	0

In many ways, the Barnaby is simply a larger version of the Dawg, with the barrel and cylinder enlarged to accept 11mm rounds. The frame is likewise larger and stronger, though not to the degree needed to fire 11mm Magnum rounds. The weapon has enjoyed a certain amount of popularity, but is not truly common.

Socorro Great Dawg 9mm Magnum Revolver

Mass (kg):	.9
Cost:	475
Magazine:	6, internal
Accuracy:	0
Damage:	x20
Range (m):	4/8/16/32
ROF:	0



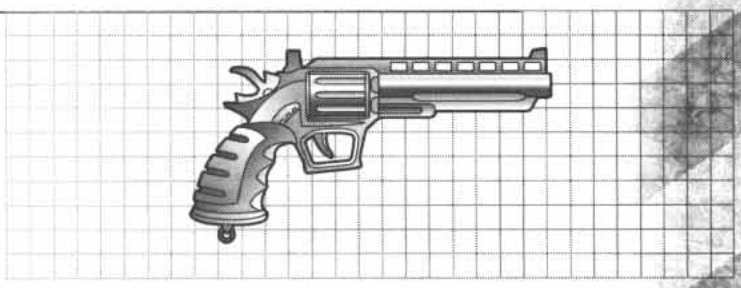
While the Dawg was and remains a commercial success, demand for a still more powerful revolver soon emerged. Socorro took the ambitious step of developing several designs at once to explore alternative approaches, and the company first released the Great Dawg in TN 1894. Designed concurrently with the Barnaby 11mm revolver, above, the Great Dawg features a stronger frame with a longer cylinder that will accept the longer, more powerful 9mm Magnum cartridge.

The Great Dawg will accept standard 9mm pistol ammunition, but the reverse is *not* true — Magnum ammunition cannot be safely fired in the Dawg or any other pistol. The cartridge is too long to fit in an automatic pistol, and the energy released by a Magnum cartridge, if fired in a standard 9mm revolver, will at best crack the frame and at worst cause the weapon to blow up in the user's hands.

The data above apply to Magnum ammunition; if using standard ammunition, use the data for the Dawg revolver.

Socorro Tamaru 11mm Magnum Revolver

Mass (kg):	1.3
Cost:	650
Magazine:	6, internal
Accuracy:	0
Damage:	x23
Range (m):	6/12/24/48
ROF:	0

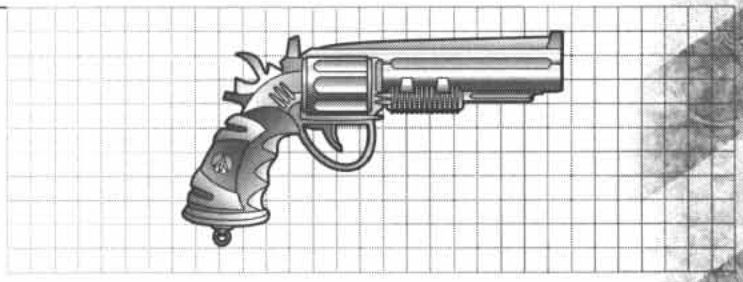


The popularity of the Classical Western period reached a fever pitch around the same time that the Tamaru was introduced in TN 1896. For a time, it was the most powerful revolver made on Terra Nova (an honor it soon lost to the Collins, below) and it remains the most powerful one still manufactured.

As with the Great Dawg revolver, the Tamaru will accept standard 11mm ammunition, but regular revolvers must not fire Magnum ammunition.

Paxton Collins 13mm Revolver

Mass (kg):	1.7
Cost:	800
Magazine:	5, internal
Accuracy:	+1
Damage:	x25
Range (m):	7/14/28/56
ROF:	0

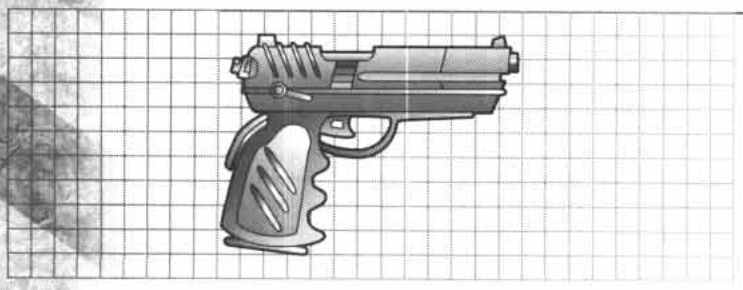


At the crest of the Classical Western craze, Paxton entered the revolver market with the Collins in TN 1897. Named for General Barnabus Collins, the legendary hero of the Badlands (see **Into The Badlands**, p. 9), the Collins remains the largest caliber revolver ever commercially produced on Terra Nova.

Sadly, the Collins was released too late to enjoy the success of its competitors. By the time it was produced in significant quantity, the Classical Western fad had come to an end, and sales of revolvers across Terra Nova plummeted. Paxton decided to cut its losses and, by the turn of the century, production of the Collins had ceased completely. The few weapons that were made were highly regarded by firearms enthusiasts, and the Collins quickly became a highly coveted collector's item. A rumor currently making its way through the industry is that a start-up company has approached Paxton for the specifications for the Collins, and that the weapon might return to the commercial market as early as TN 1943.

3.5 - Automatic Pistols

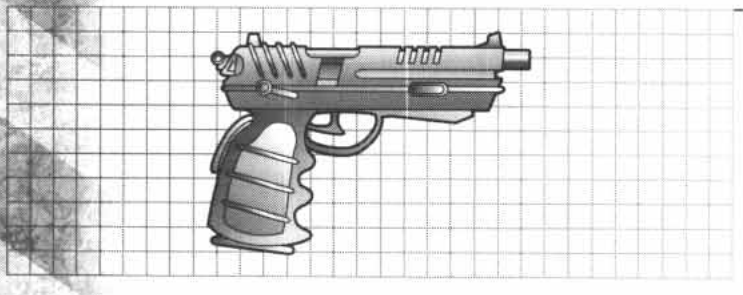
"Semiautomatic pistols" or "autoloading pistols" are more technically accurate expressions used when referring to these weapons, but only the most fastidious of weapons enthusiasts still cling to these terms. The argument that "automatic pistol" suggests a fully automatic weapon that is fired from one hand has long been rendered moot by the adoption of the term "machine pistol" for such a weapon (see section 3.6, *Machine Pistols and Submachineguns*). Since almost all automatic pistols use removable box magazines (with the exception of the Alliance pistol), data are included for the mass of a fully loaded magazine, as well as the cost of an *empty* magazine.



Paxton Maus 6mm Automatic Pistol ◆

Mass (kg):	0.4
Cost:	260
Magazine:	10, box (Mass: 0.05 kg loaded, Cost: 8)
Accuracy:	0
Damage:	x14
Range (m):	4/8/16/32
ROF:	0

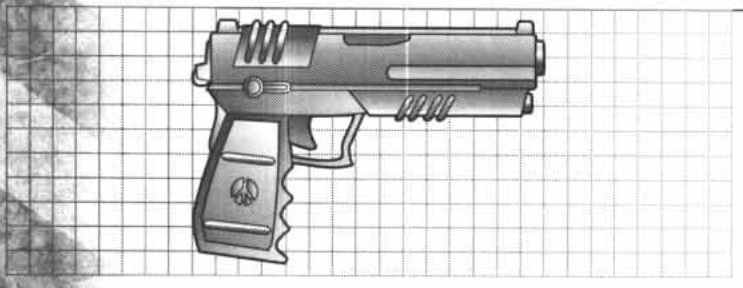
When Paxton released the Maus in TN 1886, it marked one of the company's few weapons designed from the start for the civilian market. It has since become one of Paxton's most popular pistols. The Maus's straightforward and reliable design means that it can be used in the harshest environments with the barest of maintenance and still fire every round in its magazine. The Maus is also rumored to be the preferred sidearm of Milani DuBeau-Slovenski, Acting CEO of Paxton Arms.



Paxton Ferret 6mm Target Pistol ◆

Mass (kg):	0.5
Cost:	400
Magazine:	10, box (Mass: 0.05 kg loaded, Cost: 8)
Accuracy:	+1
Damage:	x14
Range (m):	4/8/16/32
ROF:	0

This variant of the Maus is designed to be used in competition shooting, and is fitted with several adjustable weights and a muzzle compensator to keep the pistol as steady and accurate as possible. The Ferret became instantly famous at the Terranovan Olympics in TN 1904, where nearly every shooter present, regardless of nationality, used a Ferret in the competition.



Paxton Alliance 9mm Automatic Pistol

Mass (kg):	.6
Cost:	175
Magazine:	10, internal
Accuracy:	-1
Damage:	x17
Range (m):	3/6/12/24
ROF:	0

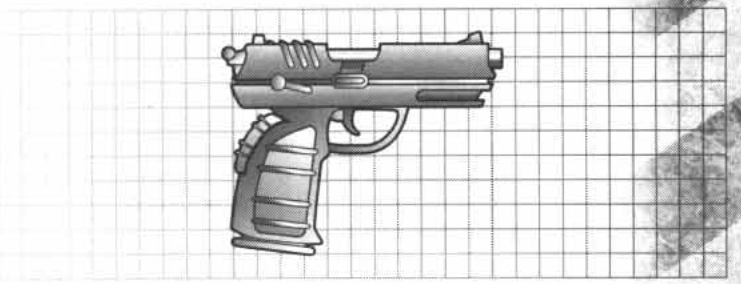
Despite its near uselessness on the battlefield, the Alliance was made in such numbers that it remains a commonly encountered weapon all over Terra Nova. As its name suggests, the Alliance was manufactured during the War of the Alliance as a cheap weapon that could be quickly produced and distributed to resistance groups and irregulars.

It operates as any other automatic pistol, except that its magazine is not a separate unit but is rather built into the weapon. When the last round is fired, the slide locks back to expose the magazine, into which a round must be fed one at a time. The Alliance was designed this way so that the magazine could not be lost and reduce the pistol to a single-shot weapon.

Produced at a desperate time when Terranovans were scrambling for anything to use against the Earth invaders, Alliance pistols are now considered to be nothing more than historical artifacts, found only in museums or in the hands of an occasional rover.

Dartand 6mm Snubnose Automatic Pistol

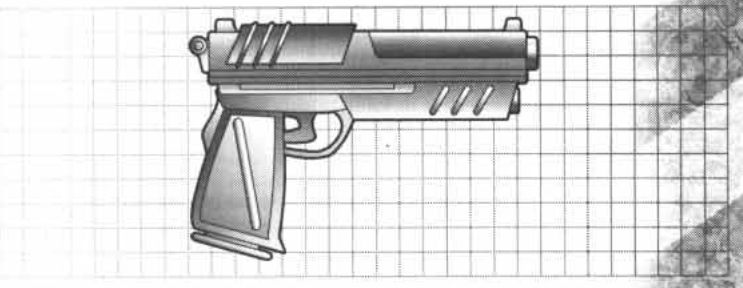
Mass (kg):	0.37
Cost:	250
Magazine:	8, box (Mass: 0.04 kg loaded, Cost: 7)
Accuracy:	0
Damage:	x13
Range (m):	3/6/12/24
ROF:	0



The Dartand snubnose pistol was first used by Southern military police officers who wanted a less obtrusive weapon than the MILICIA's standard Sepeca 9mm automatic. It has since become the hallmark weapon of military criminal investigations officers throughout the South.

Paxton P9 9mm Automatic Pistol

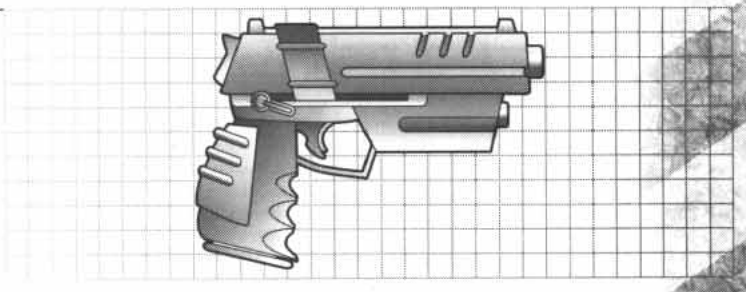
Mass (kg):	0.8
Cost:	360
Magazine:	15, box (Mass: 0.2 kg loaded, Cost: 14)
Accuracy:	0
Damage:	x17
Range (m):	5/10/20/40
ROF:	0



This is the standard sidearm of all Paxton military and police personnel, as well as that of several militias in the Badlands. The P9 has been in production for several decades, and other manufacturers were producing the pistol under license from Paxton long before the OPAL program was developed. The P9 is therefore one of the few Paxton products whose production has not been interrupted by the destruction of Peace River.

Riley CSS 11mm Compact / Holdout Pistol

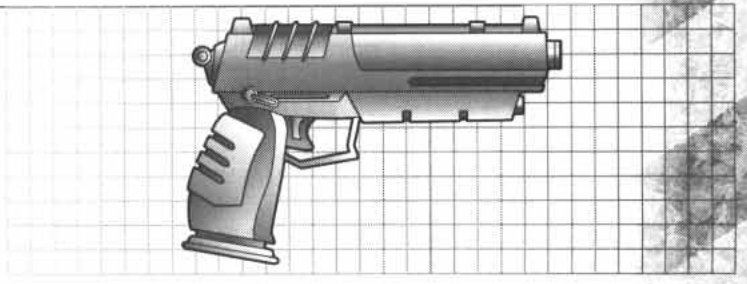
Mass (kg):	.8
Cost:	470
Magazine:	5, box (Mass: 0.15 kg loaded, Cost: 11)
Accuracy:	0
Damage:	x20
Range (m):	3/6/12/24
ROF:	0



This is a small frame automatic pistol, designed to be a powerful weapon at close range. It is popular with police officers, both for plainclothes detectives who must carry a weapon and for patrol cops who want a backup sidearm.

Riley M15/M32 11mm Automatic Pistol

Mass (kg):	1.3/1.5
Cost:	540/650
Magazine:	12, box (Mass: 0.3 kg loaded, Cost: 19)
Accuracy:	0
Damage:	x21
Range (m):	6/12/24/48
ROF:	0

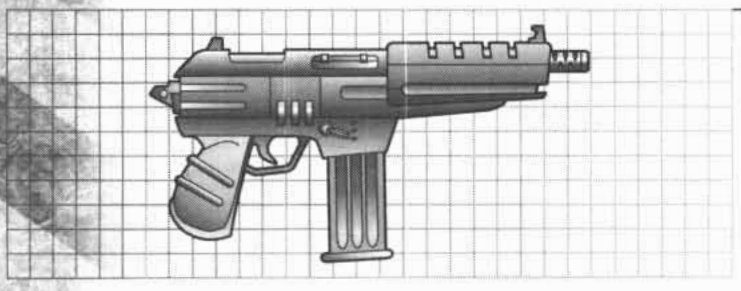


After the War of the Alliance, the Northern Guard asked for bids for a new standard issue sidearm to replace its aging inventory of Paxton P9s. Riley entered the competition with the M15, a modernized version of the classic M8 pistol that had been in production for decades. The contract ultimately went to Pierce & Thor, but the M15 has become very popular on the civilian market. It has even seen service in the Western Frontier Protectorate as an alternative sidearm to Pierce & Thor's Chapman 9mm pistol.

The M32 is a slightly heavier variant of the M15 designed for special operations personnel. The pistol's frame accepts an active sight and the muzzle, a suppressor. The M32 was introduced to Northern Guard Intelligence Service operatives early in TN 1939 and was a serious contender as the standard issue sidearm for the Black Talon teams until the Black Talon Werks' 9mm pistol was selected.

3.6 - Machine Pistols and Submachineguns

Like other weapon types, submachineguns go through phases of development, where periods of intense interest and research result in an explosion of different types and capabilities, followed by periods of relative calm where a few designs are adopted by many different forces. Currently, Paxton's series of machine pistols and submachineguns are enjoying a calm period and have become the *de facto* standard for these weapon types on Terra Nova. Even the Northern Guard and Southern MILICIA, services that are supplied by well-established national arms programs, equip commandos, military police and other troops who operate in a close quarters environment with Paxton weapons.



Northco SM-58 6mm High Capacity Machine Pistol

Mass (kg):	.72
Cost:	280
Magazine:	50 box (Mass: .22 kg loaded, Cost: 20)
Accuracy:	0
Damage:	15
Range (m):	15/30/60/120
ROF:	+2

Northco developed the SM-58 in the TN 1900's as an alternative to the S59 series from Paxton (see below). While it is another example of Northco's fine workmanship, the SM-58 has an unsavory reputation because of its history. Northco's announcement that development of the SM-58 was complete was followed barely a season later by the announcement that the company had secured a contract to produce the weapon for several UMF government agencies. This struck many on the Corporate Council as entirely too convenient, and the ensuing scandal cost Northco similar chances for contracts with other CNCS government bodies. Northco still holds the original contract from the UMF, however, and produces both the 6mm SM-58 and a 9mm version called the SM-61.

Paxton P9R 9mm Machine Pistol

Mass (kg):	1.22
Cost:	375
Magazine:	20 box (Mass: .29 kg loaded, Cost: 17)
Accuracy:	0
Damage:	18
Range (m):	5/10/20/40
ROF:	+2

A fully-automatic version of the P9 pistol, the P9R has an extended magazine and a reshaped trigger guard and frame so the shooter can grip the pistol with two hands. The magazines for the P9 and P9R are interchangeable, although the machine pistol's magazine does hang awkwardly when used in the automatic pistol.

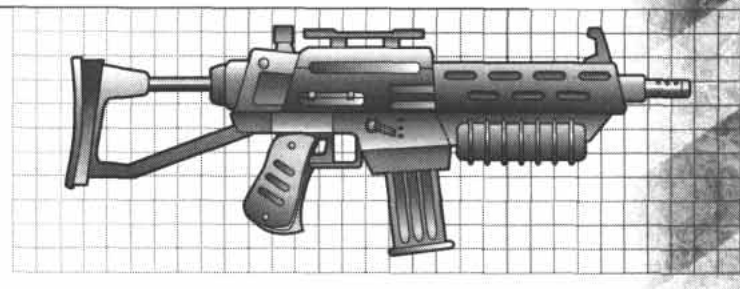
Paxton S59F Machine Pistol

Mass (kg):	1.2
Cost:	375
Magazine:	30 box (Mass: .43 kg loaded, Cost: 22)
Accuracy:	0
Damage:	18
Range (m):	8/16/32/64
ROF:	+3

The F model is a machine pistol version of the S59. This version has a much shorter barrel than the standard S59, and is designed to be concealable under a longcoat or carried in a small bag or briefcase. The foregrip is available either as a simple grip that is flush with the barrel, or with a pistol grip extension. The S59 is popular with executive bodyguards and others who must carry a powerful weapon without attracting undue attention.

◆ Paxton S59 9mm Submachinegun

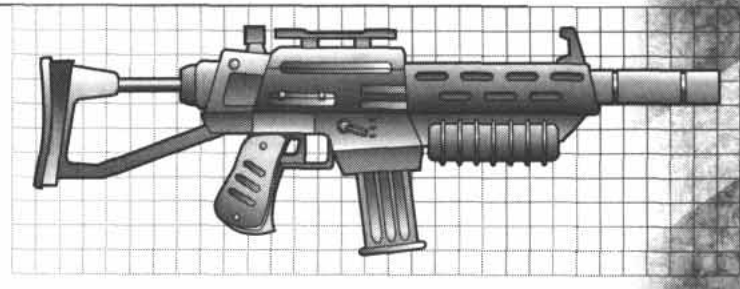
Mass (kg):	1.3
Cost:	410
Magazine:	30, box (Mass: 0.43 kg loaded, Cost: 22)
Accuracy:	0
Damage:	x19
Range (m):	15/30/60/120
ROF:	+3



This weapon is the basis for a popular family of submachineguns. The S59 is the earliest and most common variant, with a fixed stock and full-length barrel. Other versions include folding stocks, shorter barrels and mounts for sights. All versions of the S59 have attachment lugs for a muzzle suppressor.

● Paxton S59G Suppressed Submachinegun

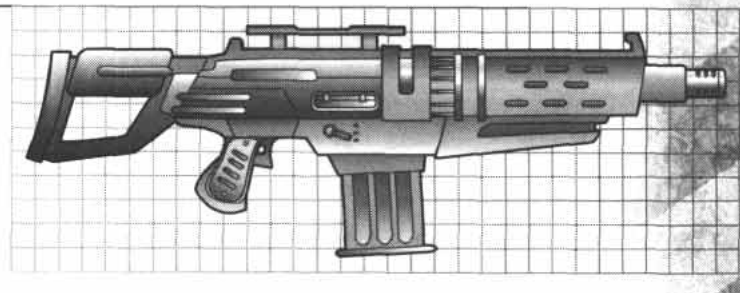
Mass (kg):	1.5
Cost:	590
Magazine:	30, box (Mass: 0.43 kg loaded, Cost: 22)
Accuracy:	0
Damage:	x18
Range (m):	15/30/60/120
ROF:	+3



This variant of the S59 has a sound suppressor integrated into the weapon, and is almost as much a staple item in a special operations kit as a stealth suit. The statistics are for subsonic ammunition; for standard rounds, use the values for the standard S59 above.

● Cunningham-21 11mm Submachinegun

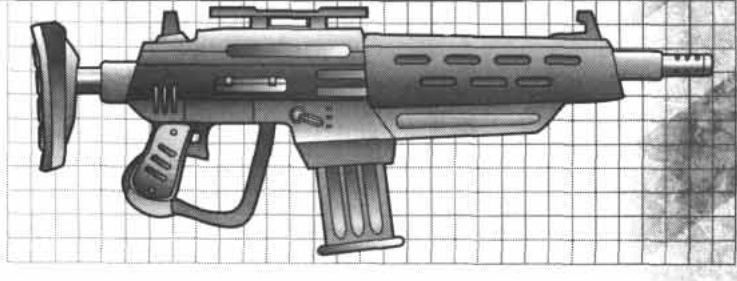
Mass (kg):	2.1
Cost:	480
Magazine:	30, box (Mass: 0.87 kg loaded, Cost: 26)
Accuracy:	0
Damage:	x23
Range (m):	18/36/72/144
ROF:	+2



Cunningham produced this submachinegun for the Northern Guard soon after the Cunningham-16 was selected as the Guard's standard light machinegun. A solid and serviceable design, the 21 was not as fortunate as its larger cousin and was phased out of service at the end of the Terranovan nineteenth century. Surplus Cunningham-21s are still found in the armories of Badlands militias and some police departments.

◆ Paxton R27 7mm Suppressive Fire Weapon

Mass (kg):	2
Cost:	680
Magazine:	30, box (Mass: 0.55 kg loaded, Cost: 35)
Accuracy:	0
Damage:	x26
Range (m):	35/70/140/280
ROF:	+1

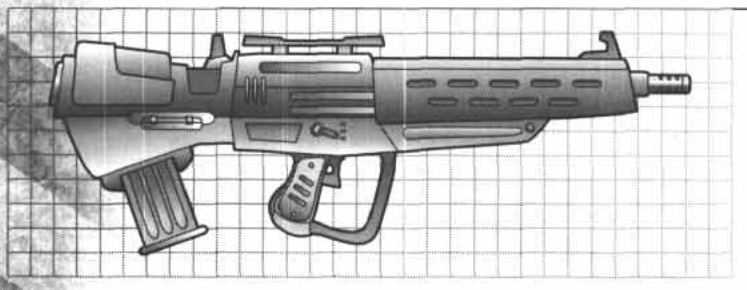


The R27 is a variant of Paxton's R23 service rifle (see section 3.7, *Rifles*) that has an even shorter barrel than the R25 carbine; it is in fact too short to accept a rifle-mounted grenade launcher. The R27 is used mainly as a submachinegun that fires rifle bullets, and it is often used as a support weapon for troops and police officers who are equipped with shotguns or lighter submachineguns.

3.7 Rifles

Most military rifles on Terra Nova are of the "bullpup" configuration, where the rifle's action is housed within the stock and the weapon's grip and trigger are placed ahead of the magazine. Without having to sacrifice range, this configuration reduces the overall length of the rifle by using a shorter barrel. Versions with shorter barrels are produced for troops who operate in confined spaces and urban environments, since a smaller weapon is easier to point through doors and in tight hallways.

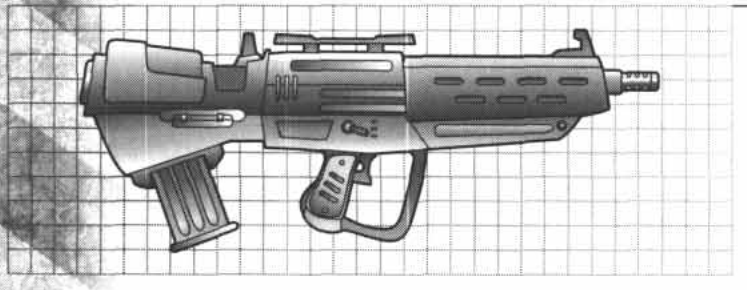
Civilian rifles almost always use the traditional rifle pattern, where the stock is a solid or empty piece and the action is built so that the magazine, either internal or external, is forward of the grip and trigger. Bullpup-configuration hunting rifles simply look "wrong" to many shooters and have just never caught on.



Paxton R23 7mm Bullpup Assault Rifle ◆

Mass (kg):	3.1
Cost:	870
Magazine:	30, box (Mass: 0.55 kg loaded, Cost: 35)
Accuracy:	0
Damage:	x28
Range (m):	50/100/200/400
ROF:	+1

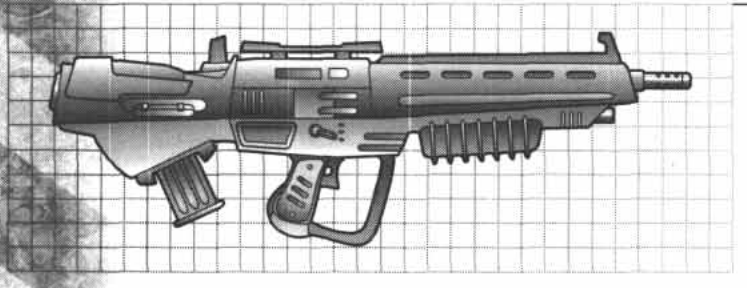
The R23 is the standard issue assault rifle for the Peace River Defense Force, and is carried by everyone from the infantryman to the military policeman to the supply clerk. The R23 has been in service for several decades and has been acquired by many Badlands militias, many of whom are returning to the weapon after experimenting with the R36 5mm rifle (see below).



Paxton R25 7mm Bullpup Assault Carbine ◆

Mass (kg):	2.5
Cost:	760
Magazine:	30, box (Mass: 0.55 kg loaded, Cost: 35)
Accuracy:	0
Damage:	x27
Range (m):	40/80/160/320
ROF:	+1

The R25 has a shorter barrel but is otherwise identical to the R23 rifle. It is used by troops who must fight in close quarters (such as within Peace River itself). The smaller size of the weapon makes it easier to bring to bear through doorways and in tight halls. The shorter barrel translates into a shorter range for the round than with the R23, but those who use the weapon remark that long range is irrelevant in house-to-house combat.



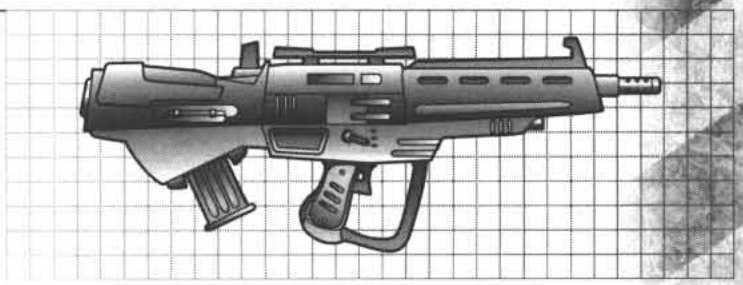
Paxton R36 5mm Assault Rifle ◆

Mass (kg):	3
Cost:	540
Magazine:	35, box (Mass: 0.3 kg loaded, Cost: 30)
Accuracy:	0
Damage:	x24
Range (m):	50/100/200/400
ROF:	+1

This series of weapons was unusually disappointing for Paxton, which had hoped for it to become the new standard in infantry weapons when it was introduced in TN 1934. Essentially a scaled-down version of the R23, the R36 is just as rugged and dependable as the weapon it was intended to replace. The R36 is a victim of Terranovan weapons preferences and realities. Despite the performances of the R36 in demonstrations, the members of the various reviewing boards were unimpressed by the "lightweight" 5mm bullet, often expressing the opinion that it lacked stopping power. The more pragmatic reason for the near-universal rejection of the R36 is that converting to a new round would render existing stockpiles of 7mm and 9mm rifle ammunition useless. Paxton nevertheless made some sales of the R36 to various Badlands militias, and the weapon had slowly started to appear in Peace River Defense Force units before the destruction of the city-state. The continued lack of interest by polar forces and the loss of the primary manufacturing line may be the last nail in the coffin of an otherwise promising design.

Paxton R37 5mm Assault Carbine

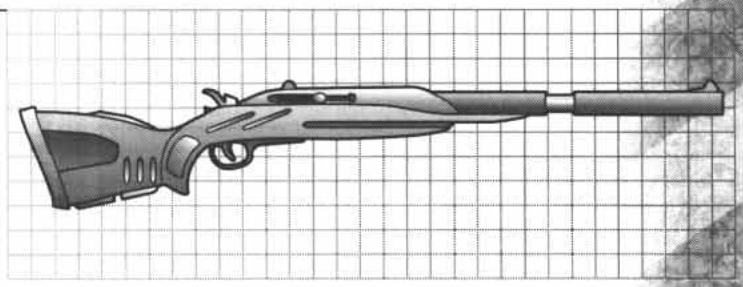
Mass (kg):	2.4
Cost:	500
Magazine:	35, box (Mass: 0.3 kg loaded, Cost: 30)
Accuracy:	0
Damage:	x23
Range (m):	40/80/160/320
ROF:	+1



This is a shorter barreled version of the R36, and, like the R25 assault carbine, it is intended for issue to vehicle crews and troops who must fight in close quarters. Like the R36, the R37 is a good design but has been a poor seller.

Socorro Provider 7mm Sporting Rifle

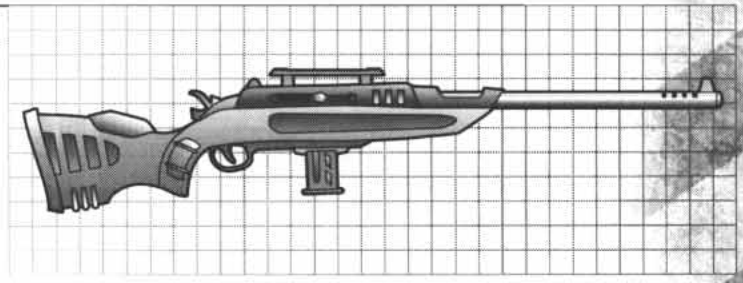
Mass (kg):	4
Cost:	580
Magazine:	5, internal
Accuracy:	0
Damage:	x28
Range (m):	50/100/200/400
ROF:	0



The Provider is a popular sporting and hunting rifle, partly because it uses inexpensive military ammunition and partly because of the advertising campaign Socorro launched when the rifle was introduced. The commercials in the campaign, featuring panoramic Western vistas and other emotional imagery, helped make the Provider one of the most popular rifles in the Protectorate.

Paxton Sparrow 6mm Target Rifle

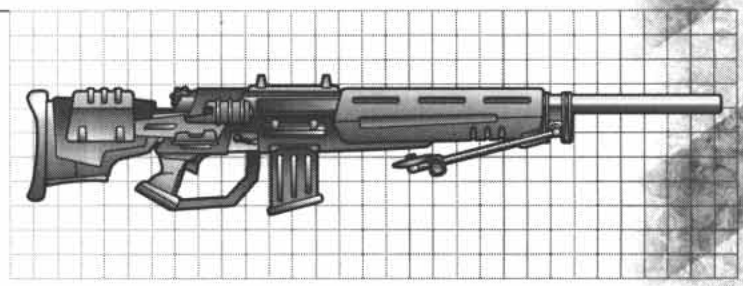
Mass (kg):	1.45
Cost:	210
Magazine:	10, box (Mass: 0.05 kg loaded, Cost: 8)
Accuracy:	+1
Damage:	x15
Range (m):	30/60/120/240
ROF:	0



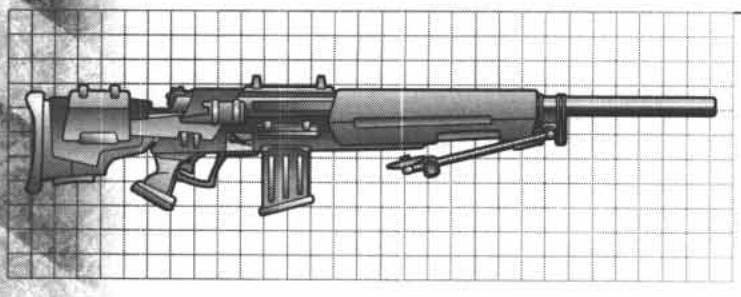
Designed to use the same magazines as the Maus series of automatic pistols, the Sparrow is a very popular rifle for hunting small game and target shooting. Before the Interpolar War, it was rare for a competition shooter to use a different rifle than the Sparrow, especially in planetary competition and at the Olympics in Gropius. The Sparrow is equipped with a mount for a sight.

Dartand Premiere 9mm Sniper Rifle

Mass (kg):	6.4
Cost:	1750
Magazine:	6, internal
Accuracy:	+1
Damage:	x35
Range (m):	120/240/480/960
ROF:	0



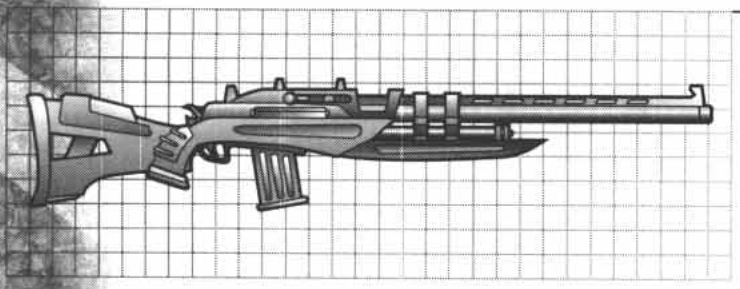
The *creme de la creme* of sniper rifles, the Dartand Premiere is custom-tailored to fit a single person. Precise measurements of the shooter's hand, arm and shoulder are obtained with a laser scanner and fed into a machining system. The system then produces a stock designed to that shooter's specifications, into which a match-grade barrel and receiver are installed. The rifle can be further adjusted to suit the shooter's preferences as necessary. The Premiere thus grants a total Accuracy bonus of +2 to the shooter for whom it was designed.



Dartand Standard 9mm Sniper Rifle

Mass (kg):	6.4
Cost:	900
Magazine:	6, internal
Accuracy:	0
Damage:	x35
Range (m):	120/240/480/960
ROF:	0

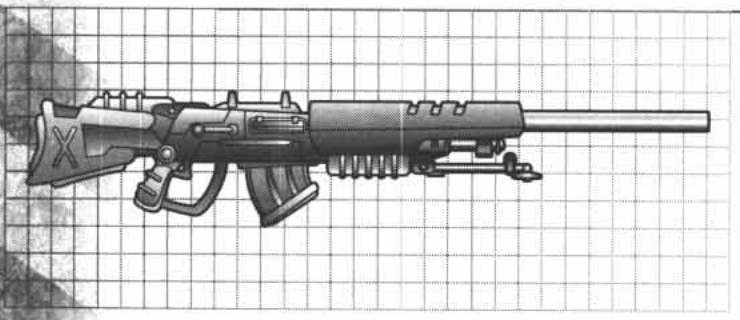
This is a mass-produced version of the Dartand Premier. Some adjustments can be made to the stock to suit a range of shooters, but all the stocks are produced from the exact same pattern. The Standard maintains the same performance as the Premiere, however, because the two designs share the same barrel and receiver.



Northco HR-38 10mm Hunting Rifle

Mass (kg):	7.8
Cost:	1800
Magazine:	5, internal
Accuracy:	0
Damage:	x42
Range (m):	80/160/320/640
ROF:	0

The HR-38 is one of the few Northco weapon designs in the civilian market. It uses the same 10mm ammunition as the GU-10 series of heavy machineguns and is typical of the large-bore rifles that are popular in the Badlands for hunting barnabies and other massive creatures.



Socorro Bullspringer 15mm Sniper Rifle

Mass (kg):	12
Cost:	5000
Magazine:	5, box (Mass: 0.6 kg loaded, Cost: 50)
Accuracy:	+1
Damage:	x50 (ball), x37 (sabot)
Range for ball rounds (m):	50/100/200/400
Range for saboted rounds (m):	100/200/400/800
ROF:	0

An aptly named beast of a weapon, the Bullspringer is a highly accurized rifle that has become very popular with military and police snipers. It uses the same ammunition as the Riley M202 autocannon (**Second Edition Technical Manual**, p.80).

Since the standard 15mm ball ammunition is often too powerful for urban environments (a round is likely to go through the target, the building behind him, and down the next block), special sabot rounds are available. A light 5mm penetrator is carried in a 15mm sheath, which falls away as the projectile leaves the barrel. The penetrator is not nearly as powerful as the full-size ball ammunition, yet it retains enough energy to strike targets at a much further range.

(Note: The statistics for the 15mm Sniper Rifle in the **Second Edition Heavy Gear Rulebook**, p. 83, assume the use of sabot ammunition.)

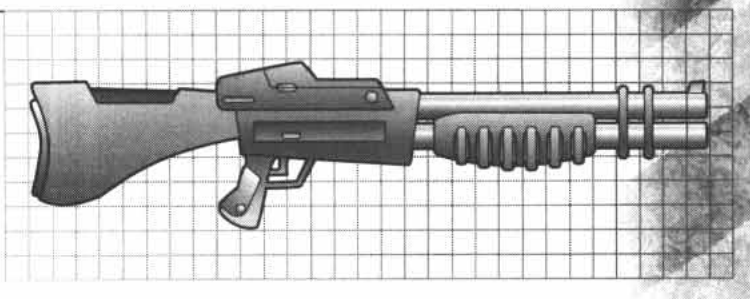
3.8 - Shotguns

Although shotguns are still most commonly used for personal defense and hunting, they have become true multipurpose weapons with the development of specialized ammunition (see below). If circumstances or the Gamemaster dictate that a character must only select one weapon, a shotgun would be a wise choice.

Most Terranovan shotguns have a bore that is 18.5 millimeters in diameter, but is universally known as "12-Gauge." Although the exact meaning of the term has been lost to the ages, weapons historians have discovered references to an obsolete system of measurement used before the beginning of Earth's Space Age (circa A.D. 2200). The term has endured in popular language because there is simply no need to replace it; it remains a unique identifier for a specific class of ammunition, and is not confused with anything else (unlike that which commonly occurs between 9 mm pistol and rifle rounds).

Double-barreled Shotgun

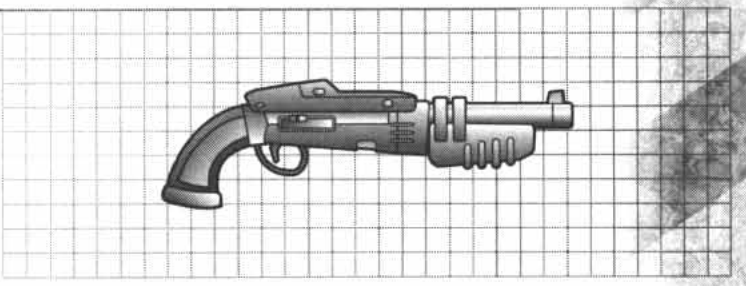
Mass (kg):	3.1
Cost:	380
Magazine:	2, internal
Accuracy:	0
Damage:	x27
Range (m):	6/12/24/48
ROF:	0



A favorite hunting weapon for millennia, double-barreled shotguns are sold with the barrels mounted either one on top of the other or side by side. Many are sold with separate triggers for each barrel, so in case of a misfire in one barrel, the shooter can immediately fire the second. There is a terrific range in the quality and price of double-barreled shotguns, depending mainly on the market the gun is being produced for. The Socorro Homestead, presented here, is a plain and serviceable weapon, and is commonly sold in sporting goods stores and commercial outlets. Shotguns such as the Dartand Dauphin, on the other hand, are only made to fill custom orders, and can cost in the thousands of dinars if the purchaser decides to have the barrels hand-etched, the triggers customized to his fingers and the stock made of genuine Earth hardwoods. Shotguns such as the Dauphin are indeed less weapons and more status symbols.

Sawed-off Shotgun

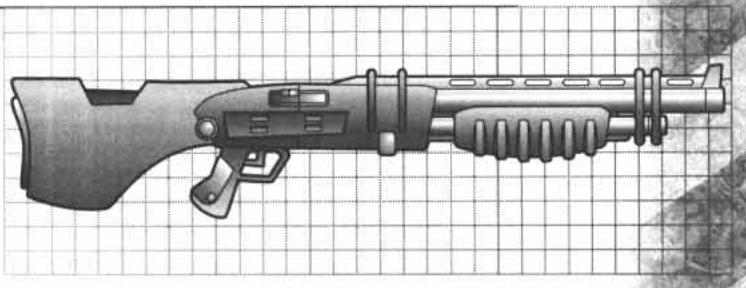
Mass (kg):	1.35
Cost:	200
Magazine:	2, internal
Accuracy:	-1
Damage:	x27
Range (m):	2/4/8/16
ROF:	0



This is a double-barreled shotgun with the barrels cut down to a fraction of their original size, and the stock cut down to form a pistol grip. The range of a sawed-off shotgun is abysmal, but few weapons can match this combination of concealment and tremendous power.

Pump-Action Shotgun

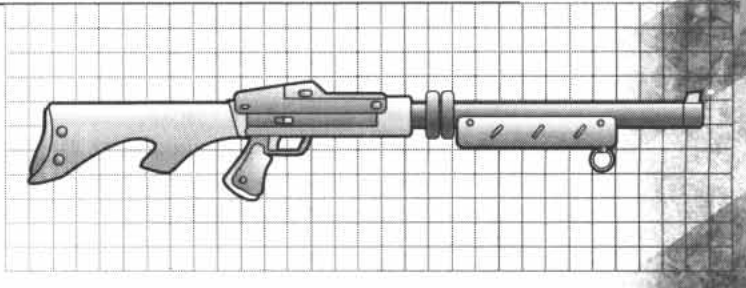
Mass (kg):	3.5
Cost:	380
Magazine:	5, internal
Accuracy:	0
Damage:	x27
Range (m):	6/12/24/48
ROF:	0



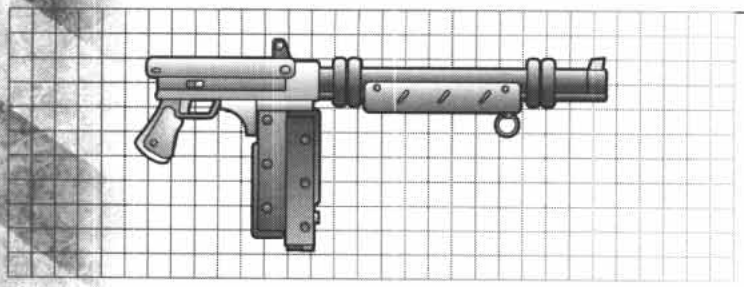
This style of shotgun contains several rounds in a tube magazine that is mounted underneath the barrel. A slide that forms the front handgrip is wrapped around the magazine and operates the feeding mechanism, which yanks a round from the chamber when the slide is pulled back. When the slide is brought back forward, a fresh round is pulled from the magazine and fed into the chamber. Pump-action shotguns are very common weapons, used by civilians, law enforcement and military personnel alike.

Autoloading Shotgun

Mass (kg):	3.6
Cost:	540
Magazine:	5, internal
Accuracy:	0
Damage:	x27
Range (m):	6/12/24/48
ROF:	0



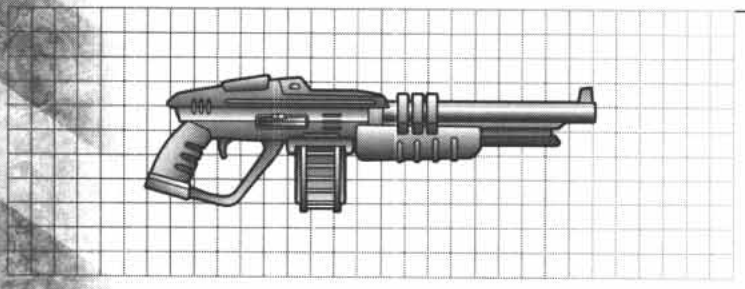
Autoloaders work in the same fashion as automatic pistols, by using the force of either a fired round's recoil or the pressure of the propellant gases to operate the weapon's action. This type of shotgun is preferred in situations where constant accuracy is important. Since the shooter does not have to move his hands or arms to reload, he can maintain a steady aim on his target.



Automatic Shotgun

Mass (kg):	3
Cost:	730
Magazine:	10, box (Mass: 0.5 kg loaded, Cost: 17)
Accuracy:	0
Damage:	x27
Range (m):	6/12/24/48
ROF:	+1

A shotgun capable of fully automatic fire, this weapon can quickly deliver a terrific amount of damage at very short range. Automatic shotguns are a preferred weapon for military and police urban assault teams, particularly when paired with submachineguns.



Paxton Hailstorm Automatic Shotgun

Mass (kg):	2.6
Cost:	550
Magazine:	10, box (Mass: .5 kg loaded, Cost: 17)
Accuracy:	0
Damage:	x27
Range (m):	4/8/16/32
ROF:	+1

This weapon is the ultimate "broom" shotgun, because it contains all the features of a fully automatic shotgun in a package the size of a submachinegun. The weapon does not come with an integral stock, though one can be ordered; the Hailstorm is intended to be fired from the hip to fill a room with a cloud of pellets or pepper a target with slug rounds. Taking proper aim is of little use with a weapon whose combat range is usually measured in single-digit numbers.

3.8.1 - Shotgun Ammunition

As with the other small arms in the Catalog, the statistics presented for shotguns assume the use of solid slug ammunition. A much wider range of ammunition is available for shotguns than for other weapons, however.

Slug (Standard): A single large ball of metal, slug rounds are not quite as common as buckshot. A box of 20 rounds masses 0.8 kg and costs 10 marks/dinars.

Buckshot (Fragmentation): The most common shotgun ammunition, buckshot rounds contain a number of small metal pellets that expand in a cone-shaped pattern as they leave the barrel. (This is the ammunition presented with other shotgun designs in other **Heavy Gear** publications.) It adds a +1 bonus to Accuracy and +2 to effective ROF. Due to the low mass of the shots, however, the value of any Armor that is attacked by a buckshot round is doubled. A box of 20 rounds masses 0.8 kg and costs 12 marks/dinars.

"Dragonflame" (Incendiary): This is a round that contains an incendiary charge. This charge can only be used at close combat ranges and is treated as a fire attack with an Intensity of 4. Repeated use of these rounds will damage the barrel. They are sold individually for 3 marks/dinars each.

Shotgun Flare (Illumination): This shotgun round contains an emergency flare. The flare ignites as it leaves the barrel and is treated in any other way as a standard signal flare. Each shotgun flare costs 3 marks/dinars.

Shocker (Haywire): This is designed as a nonlethal round and is essentially a shotgun-launched taser dart. If the Shocker round comes into contact with a person, the round delivers an electrical attack with an Intensity of 6. Shocker rounds cost 4 marks/dinars apiece.

Ring Slugs (Non-Lethal): Designed to knock down an opponent, a ring slug contains a compacted polymer ring that expands once it leaves the barrel. The ring increases the area over which the energy of the round is expended, reducing the overall effect. Ring slugs are sold in boxes of 10 rounds and cost 5 per box.

Marker (Paint): This round contains a capsule of paint that breaks upon impact, splashing the target with bright paint that is visible from a considerable distance. Marker rounds are used by law enforcement agencies to mark vehicles that are involved in crimes, especially during high speed pursuits. The paint cannot be easily washed off. Marker rounds are sold in boxes of 10 rounds and cost 5 per box.

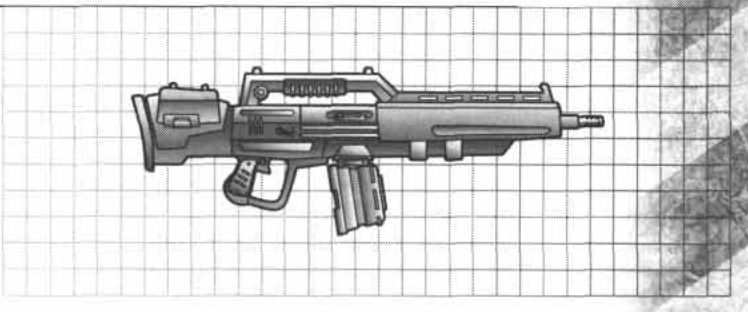
Smoke, Boosted Damage and Tracer rounds are also manufactured for shotguns.

Heavy Weapons - 3.9

Despite all of the advances in military technology over the millennia, including the development of the Heavy Gear, the battlefield, in the end, still belongs to the lowly infantryman. No matter how much support he gets from tanks, Gears, artillery or aircraft, he still has to go into the places that no vehicle can enter and attack the enemies no one else can reach. This section presents a variety of support weapons, which are intended to make the infantryman's job of clearing the enemy away from the objective a little easier.

◆ Paxton S15 7mm Squad Support Weapon

Mass (kg):	3.8
Cost:	580
Magazine:	30, box (Mass: 0.55 kg loaded, Cost: 35) or 150, box (Mass: 2.8 kg loaded, Cost: 70)
Accuracy:	0
Damage:	x28
Range (m):	50/100/200/400
ROF:	+3

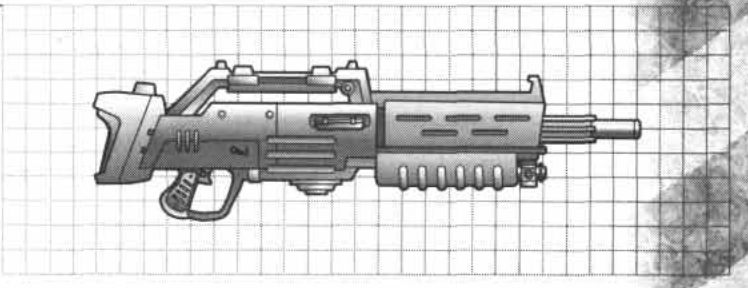


The S15 falls between an automatic rifle and a light machinegun. It is a fully automatic weapon that fires the same 7mm rounds as the R23 series of rifles. It can even use the same magazines as the R23, though a 150-round "can" magazine is usually used.

The S15 remains very popular with militias on a limited budget, who must stretch their ammunition supplies as far as they can. It is also common in more developed military forces as a lighter alternative to the 9mm light machinegun.

◆ Northco GU-101 Heavy Machinegun

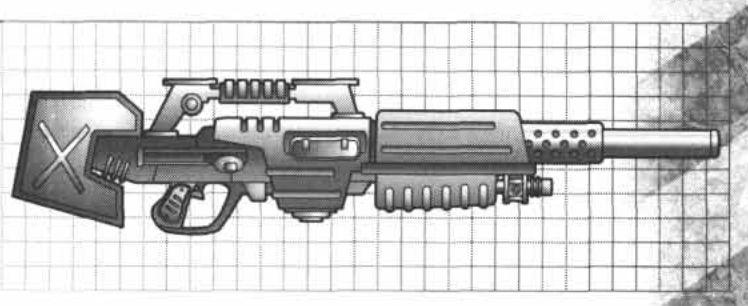
Mass (kg):	17.2
Cost:	2900
Magazine:	100, belt (Mass: 8 kg, Cost: 120)
Accuracy:	0
Damage:	x44
Range (m):	100/200/400/800
ROF:	+2



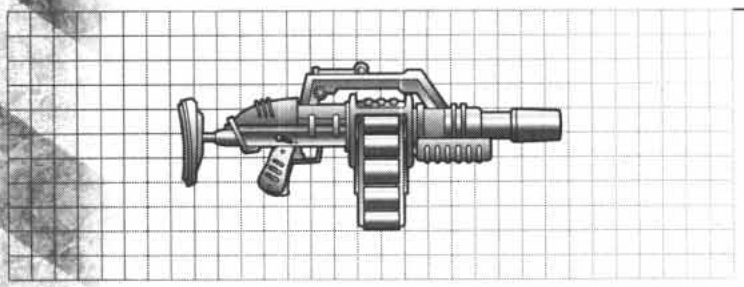
The GU-101 is a single-barreled version of the GU-10 multibarreled machinegun found on the Grizzly series of Gears. The GU-101 is designed as a heavy support weapon, and is found on tripods at forward bases and on pintle mounts on all kinds of vehicles.

◆ Riley M221 Support Cannon

Mass (kg):	22
Cost:	8500
Magazine:	3, internal
Accuracy:	0
Damage:	x83
Range (m):	100/200/400/800
ROF:	0



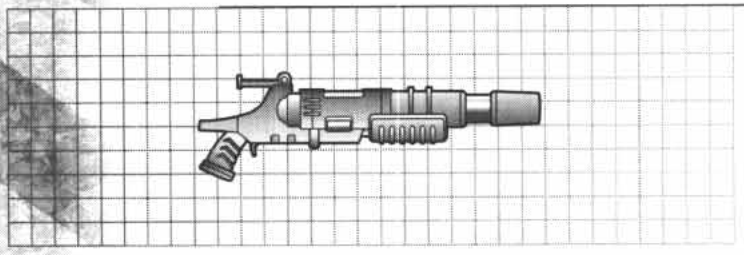
Marketed as an alternative to the 24mm Anti-Gear Rifle, the M221 fires the same 25mm rounds as the M222 autocannon that equips Hunter, Jäger and Warrior Gears. It can either be fired from an integral bipod or mounted on a tripod or pintle mount. This weapon is usually purchased by units who want to standardize their ammunition types and has gained some notoriety since it was selected as the primary support weapon for the Kenema Police Department.



Territorial Arms MNTN Automatic Grenade Launcher

Mass (kg):	2
Cost:	5000
Magazine:	50, box (Mass: 13.8 kg loaded, Cost: varies)
Accuracy:	0
Damage:	varies according to grenade
Range (m):	100/200/400/800
ROF:	+2

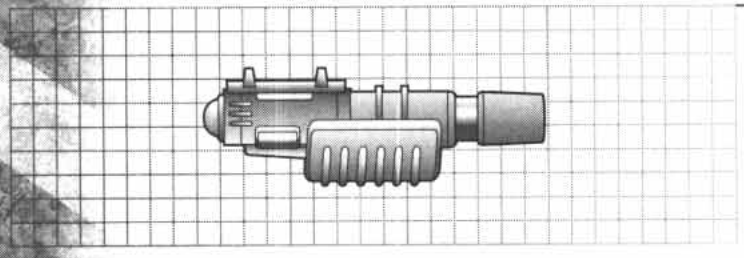
Sometimes referred to as a "grenade machinegun," the MNTN is a fully automatic area support weapon that fires high-velocity 37mm grenades. The longer casings of these grenades contain much more propellant than standard grenades, allowing ranges of several hundred meters. They are also linked together like a machinegun belt, allowing the MNTN to pepper a target with grenades. As with grenade rifles, the Damage Multiplier for high velocity grenades is twice that of thrown versions. High-velocity grenades cost three times the price of thrown versions. The MNTN can also fire standard 37mm grenades, but they must be loaded and fired one at a time. When firing standard grenades, use the statistics for the Grenade Rifle on page 83 of the **Second Edition Heavy Gear Rulebook**. Due to the longer casings of the high-velocity grenades, they will not fit and cannot be fired from a standard grenade launcher or rifle.



Disposable Grenade Launchers

Mass (kg):	0.9
Magazine:	1, internal
Accuracy:	-1
Damage:	varies according to grenade
Range (m):	40/80/160/320
ROF:	0

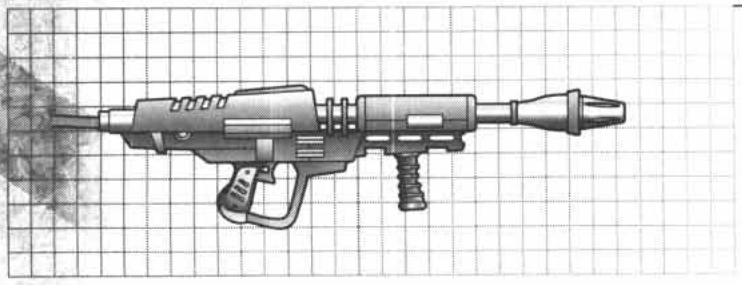
Commonly referred to as "Jonny one-shots," these are single-shot grenade launchers that are simply discarded after firing. Smoke, flash and gas grenades are the most common loads, but incendiary and concussion grenades are also used. Disposable grenade launchers cost twice as much as their thrown counterparts, and the Damage Multiplier is also doubled.



Auxiliary Grenade Launchers

Mass (kg):	0.7
Magazine:	1, internal
Accuracy:	-1
Damage:	varies according to grenade
Range (m):	40/80/160/320
ROF:	0

These single-shot grenade launchers can be slung under the muzzle of most rifle weapons. They can launch most grenade types and take one turn to reload (most have a break-away design).



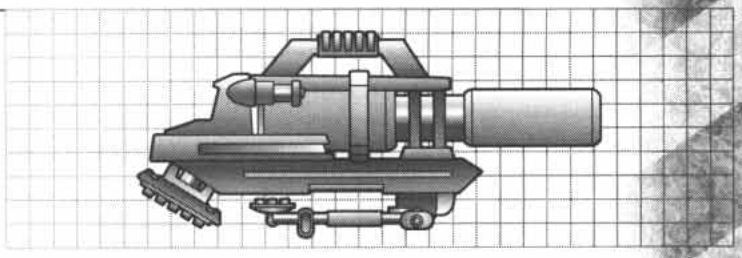
Flamer

Mass (kg):	25
Cost:	2400
Magazine:	10 bursts
Accuracy:	+1
Damage:	x50 , Slow Burn
Range (m):	3/6/12/24
ROF:	0

The most terrifying of all infantry weapons, the modern infantry flamethrower is still very similar to its ancestors. A rifle-like projector with an electric igniter is connected by a hose to a tank worn on the back. This tank contains a flamable agent mixed with a thickener to make the burning liquid stick to targets. Flamers have the "Slow Burn" Incendiary characteristic, as described on page 199 of the **Second Edition Heavy Gear Rulebook**. The catastrophic results of a hit on the fuel tank and the wide availability of launched incendiary grenades has made flamers uncommon implements on the modern battlefield. They are most popular in the South, where jungle fires of immense proportions can be started with a few quick splashes of burning liquid.

Portable Surface-to-Air Missile Launcher

Mass (kg):	5 (launcher), 10 (missile)
Cost:	54,000 (launcher), 3500 (missile)
Accuracy:	+1
Damage:	x70 (Personal Scale)
Range (m):	250/500/1000/2000 (against ground targets)
ROF:	0



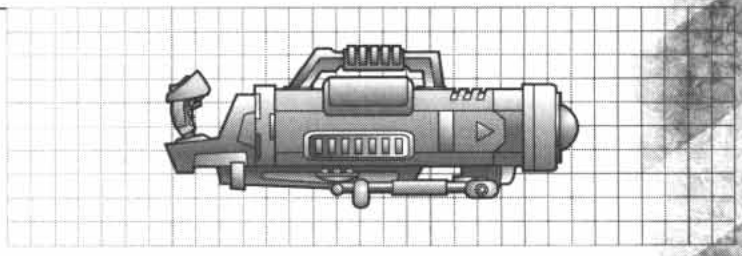
Many Terranovan soldiers, especially those stationed in the Badlands, find the subject of air defense hard to take seriously. They feel, with some justification, that the danger of attacks from the air is minimal, due to the unpredictable and sometimes savage nature of the planet's weather. Only a sandstorm will truly eliminate the risk of an air raid, though, and portable SAM launchers have saved the lives of more than one unit who felt they could ignore this danger.

The weapon comes in two parts: the sight, which contains the targeting system and Identification-Friend-or-Foe receiver, and the missile, which has an integral homing seeker and is contained in a disposable tube. When a hostile aircraft is detected, the gunner must make a Gunnery test to acquire the target. If he succeeds, he may fire the missile, then remove the sight from the empty tube and attach it to a fresh missile. If a designator lock can be maintained on the aircraft, a hit is almost certain.

The range bands listed for this weapon are for attacks against ground targets; when attacking aircraft, multiply the ranges by 5 (as per **Tactical Air Support**).

Portable AAGM Launcher

Mass (kg):	4 (launcher), 12 (missile)
Cost:	126,000 (launcher), 2500 (missile)
Accuracy:	+1
Damage:	x150 (Personal Scale)
Range (m):	150/300/600/1200
ROF:	0



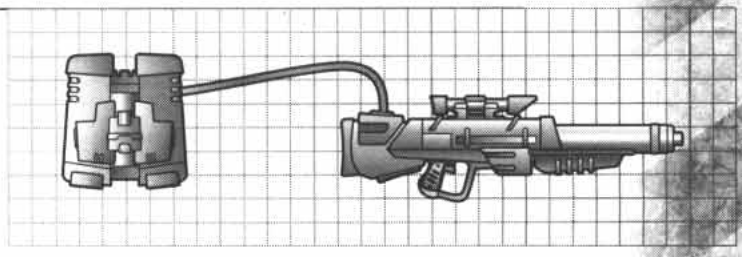
Although some quite powerful anti-armor rockets are available to infantry teams, the AAGM (Anti-Armor Guided Missile) gives them even more bite than before. The AAGM is very similar in overall size and performance to the vehicle-mounted Anti-Gear Missile. The weapon is composed of two parts: the missile itself and the launcher. Each is carried by one trooper — if the trooper is killed, that part carried is lost. The launcher is absolutely required to fire the missile, but an infantry squad can carry more than one missile (maximum of one per trooper).

Set-up takes one tactical round (30 seconds), during which the gunner may not move or fire. While the missile is in the ready-to-fire position, the gunner cannot move until the launcher is broken down, unless he is willing to abandon it. Firing the missile and breaking down the launcher take one action each. The AAGM acts as a vehicular AGM in all respects and can benefit from any friendly target designator. The launcher can also be remotely operated; the gunner hides nearby and controls it via a thin fiber optic cable.

Use of the Portable AAGM Launcher in Tactical games is described in **Tactical Field Support**, p. 48.

Laser Designator

Mass (kg):	5
Cost:	10,000
Accuracy:	0
Damage:	N/A (targeting laser only)
Range (m):	50/100/200/400
ROF:	0



A light, man-portable version of the vehicle-mounted target designator, this item allows infantry units to designate targets for Guided weapons. Because of the associated bulky communications equipment, the trooper operating the designator cannot use a personal weapon in the same round, though he may have one holstered or slung over his back. To lock-on a designator, the infantry simply "attacks" using the designator as the weapon. Any successful attack "paints" the target for incoming guided munitions. The target remains designated until the end of the round.

3.10 - Weapons Accessories

A plethora of accessories are sold for small arms, from holsters and replacement grips to ammunition bandoliers and fingerprint gun locks. Bringing such details into focus is best left to the Players and Gamemaster, since the possible combinations and variants would fill a book all by themselves. Two highly important types (especially in game terms) of accessories are described below.

3.10.1 - Sights

The Accuracy rating of slugthrower weapons in **Heavy Gear** assumes the use of "iron sights," the metal sights that are built into the weapon when it is manufactured. Greater accuracy is often desired, however, especially for weapons intended to be used at great distances from their targets. Several types of optional sighting devices may therefore be attached to substitute for the weapon's integral sights. These sights provide a +1 Accuracy bonus to shots at Long and Extreme ranges and provide additional bonuses in specific circumstances as described below.

Sights are classified into two types: passive and active. Passive sensors gather energy from the direction they are pointed (usually from the visible light and infrared portions of the electromagnetic spectrum) to create a sight picture. Active sights, on the other hand , emit energy and form the sight picture from the energy reflected from the target. (Indeed, sights can be considered a type of sensor.) An Electronic Warfare or Notice test versus a Threshold of 4 is allowed for the defender to observe that he has been "tagged" by an active sight. No such roll is allowed if the attacker is using a passive sight.

Passive sights can include features such as internal memcompasses and variable magnification. Sights with these features can cost two or more times the cost of a standard sight, depending on the number and combination of features. The final cost for a specialized sight like this is left to the Gamemaster, but is sure to be very expensive.

Active and passive sights can be combined; an optical sight may be used in conjunction with a laser sight, a passive thermal can be used to see the reflected energy of an active thermal sight and so forth. No more than one of each type can be fitted, because there is only so much space on a weapon to attach accessories. Attaching a sight mount to a weapon requires a mechanical tool kit, a successful Tinker test versus a Threshold of 4 and half an hour's time. To align the sight, the same test and amount of time are required, as well as several rounds of ammunition.

It should be noted that the +1 Accuracy of the Sniper Laser (**Second Edition Heavy Gear Rulebook**, p. 83) is assumed to be conferred by using the weapon's laser beam at a low power setting as a laser sight. A second laser sight would therefore be redundant and is not allowed.

Optical ◆

Mass:	0.5 kg	Cost:	100

Any of a variety of passive telescopic sights or battery-powered closed-circuit cameras. Optical sights are mounted on many sniping and hunting rifles. They do not provide any bonuses to attacks at night or in any bad weather, including rain.

Passive Thermal ◆

Mass:	0.5 kg	Cost:	80

Working on the same principles as Thermal Goggles (**Second Edition Heavy Gear Rulebook**, p. 73), the thermal sight creates an image based upon the heat radiated by or reflected from whatever the sight is pointed at. Rather than forming colors as the Thermal Goggles do, the passive thermal sight displays the information as patterns of light and dark. A switch on the sight allows the user to switch between "white-hot" and "black-hot," where the hottest parts of the pattern are the brightest or darkest, to obtain the greatest clarity and contrast. Passive thermal sights provide a +2 modifier to any attacks conducted at night and +1 to attacks conducted in the rain or other bad weather.

Light-Intensifying ◆

Mass:	0.5 kg	Cost:	200

These amplify ambient light much as Nightvision Goggles do (**Second Edition Heavy Gear Rulebook**, p. 73), and as with the goggles, a light-intensifying sight will not work in total darkness. LI sights provide a +1 modifier to any attacks at night where there is at least starlight to see by and provide no bonus in rain or other bad weather.

Laser

Mass:	0.1 kg	Cost:	200

Popular because of their small size and light weight, laser sights emit a beam of laser light in the same direction as the bullet will travel. Laser sights can be made to emit a beam of visible light or in a wavelength that can be seen only by either thermal or light-intensifying sights and goggles. A Notice test versus a Threshold of 5 is allowed for the target or someone near him to see the dot produced by the beam of a visible light laser sight. If a thermal or LI-compatible laser sight is used, the Notice roll is only allowed if the target or someone near him is using the correct type of goggles or sight.

Active Thermal

Mass:	0.5 kg	Cost:	40

Essentially an infrared flashlight, an active thermal sight will illuminate an area as if it were daylight, but the energy can only be seen by someone using a passive thermal sight or thermal goggles. Anybody using these can attack the person using the active thermal sight as if the person were in daylight. Regular flashlights may be mounted on small arms and used in the same way to illuminate an area in visible light. The same rules apply as for active thermal sights, but no special equipment is required.

Sound Suppressors - 3.10.2

When a small arm is fired, two factors combine to produce a great deal of noise: the exploding gas that propels the bullet down the barrel and towards the target and the supersonic speed of the bullet itself. Both of these phenomena can be countered to substantially reduce the report of a small arm. Low-energy rounds are available which propel the bullet below the speed of sound, and the sound of the explosion itself can be contained with a sound suppressor.

A suppressor, or a "silencer" as it is commonly known, is essentially a can that surrounds a shaft with a series of holes punched along the side. As the bullet passes through the shaft, the gases that are pushing the bullet along pass though the holes in the shaft into the can, allowing the gas to expand and cool before it passes out of the suppressor and into the open air. The energy contained in the gas is substantially reduced by this process, which results in a much quieter report (down to the level of average to loud conversation at a distance of three meters).

If a suppressor is used with standard ammunition, anyone besides the person being fired at must make a Notice test at a Threshold of 5 to determine where the shots are coming from; if a suppressor is used with subsonic ammunition, the Threshold increases to 7, and even the target must make a Notice roll versus a Threshold of 4 (he knows he's being shot at, but he may not be able to tell from where).

Multiple shots reduce the effectiveness of suppressors, because the trapped gas and unburnt propellant clog the exhaust ports and trap chamber. They therefore can only be used for a limited number of shots before they must be cleaned thoroughly. A suppressor may fire a number of rounds equal to the weapon's Personal Damage Multiplier before the suppressor becomes so dirty it effectively becomes useless.

Several weapons are designed from the start to use a suppressor, either as an integral part of the weapon or by including some means to screw or snap a suppressor on to the end of the barrel. Modifying a standard weapon to accept a muzzle suppressor requires a Tinker task with a Threshold of 4, and takes half an hour. It is possible to suppress a revolver, but the revolver must be specially made to ensure that there is no gap between the cylinder and the frame where gas, and thus sound, can escape. A revolver that can be suppressed is twice as expensive as a standard model. No weapon covered by the Heavy Weapons Skill can effectively use a suppressor.

Suppressors are usually heavily regulated but are available for sale on the civilian market. Purchasing a suppressor may indeed be mandatory in some cases; some city-states with tight noise pollution regulations, for instance, may require suppressors for weapons used at shooting ranges in dense urban areas. The mass of a detachable muzzle suppressor is equal to the Personal Damage Multiplier of the weapon times 10 grams for pistols and submachineguns, times 20 grams for rifles. The cost is equal to the mass in grams.

Mass:	DM x 0.01 (pistol, SMG), DM x 0.02 (rifle)	Cost:	Equal to mass in grams

Subsonic Ammunition

Although subsonic ammunition for rifles is certainly plausible, only ammunition for pistols and submachineguns is considered here. A box of fifty 6mm subsonic rounds masses 0.2 kg and costs 5.5 marks/dinars, a box of 9mm subsonic masses 0.6 kg and costs 7 marks/dinars, and a box of 11mm subsonic rounds masses 1.05 kg and costs 9 marks/dinars.

3.11 - Explosives

Explosives have always caught the popular imagination. Every cycle, thousands thrill at the colorful pyrotechnic displays included in the celebrations of Discovery Day and the signing of the Treaty of Westphalia. Large demolitions jobs will also often involve large quantities of explosives. The spectacular destruction of a large structure is often a media event; the controlled implosion of Aquitaine's damaged Needle in TN 1941 was broadcast across Terra Nova via the Hermes 72 network.

A character with Demolitions skill must prepare a "charge" of explosives (with enough time, any quantity of explosives may be used in a charge). Preparing a charge takes 1 minute per unit of charge and requires the use of a detonator and possibly fuses or electrical wire, all of which are found in the Demolitions Kit described below. If the GM allows, charges may be prepared during a character's "down time" and thus be ready to use when needed. Emplacing a charge on a target takes 30 seconds (5 rounds). The effectiveness of a explosives charge is rated by its Damage Multiplier, and is determined as follows:

- **Personal DM of Charge = (Fourth root of the number of units) x Personal DM of single unit**

In other words, take the square root of the number of units in a charge (the number of kilograms in a charge of plastic explosive, for instance), take the square root of that number, then multiply it by the Personal DM of one unit of explosive. For example, the DM of a 5-kilogram charge of plastic explosive is equal to (the square root of 5 is 2.23, the square root of 2.23 is 1.49, 1.49 multiplied by 57 equals) 85.

Plastic explosives are by far the most common on Terra Nova, but they are certainly not the only ones Characters might wish or need to use. For simplicity, the formula is the same whether the Characters use plastic explosives, dynamite, nitroglycerin or propellant from small arms ammunition.

If the character has time to "tamp" the charge (cover the explosives with sandbags or other heavy objects to focus the explosion), add 2 to the result of his Demolition roll. Tamping a charge takes 1 minute per unit of charge. If the charge is not placed properly and is just lying on the target (if thrown against a wall from a moving vehicle, for instance), subtract 2 from the roll. If using the charge to breach a barrier (a wall, an embankment, etc.), and the charge is successfully detonated, divide the total damage of the charge by the Armor Value of the barrier to determine the Size of the vehicle that the resulting hole will accommodate. Personnel are assumed to be Size 2.

Like anything else that explodes, charges produce concussion effects. The primary area of effect of an explosive charge is a circle with a radius equal to 30% of the total Personal DM of the charge (a standard block of plastic explosive, for instance, has an area of effect radius of 17 meters). This radius is reduced to 10% if the charge has been tamped.

A charge that successfully attacks anything with an Armor Value will also produce shrapnel. This shrapnel is treated like that of a fragmentation grenade (**Second Edition Heavy Gear Rulebook**, p. 80), except that the shrapnel's Damage Multiplier is equal to half the Armor Value of the attacked object. Shrapnel will affect a circular area with a radius in meters equal to 40% of the Damage Multiplier of the charge. This radius is reduced to 15% if the charge has been tamped.

Example

Anders wishes to blow up a wall with a standard satchel charge as described in ***Tactical Field Support***, p. 48. The charge contains 10 kg of plastic explosive, which produces a total Personal DM of ((10 to the fourth root) x 57) = 101, or a Tactical DM of x10. The GM has determined that the wall has a Personal Armor Value of 40 (a reinforced concrete or brick wall).

Anders doesn't have time to tamp the charge, but he does place it where he thinks it will cause the most damage (it takes five rounds to properly place the charge). Anders sets the timer and runs for cover, and he makes it by the time the charge goes off. His Demolition roll produces an MoS of 4, for a total of 400 points of damage. Not only does he blow a hall in the wall, the hole is big enough to drive a Size (400/40 =) 10 vehicle through. If he'd had time to tamp the charge, the hole would be big enough to drive an Aller through (an MoS of 6 equals 600 points of damage, 600/40 = 15). It's a good thing he found cover. The concussion would have attacked Anders out to 30 meters (30% of the total DM of the charge) away, and bits of the wall would have attacked him for (1D6 x 20) points of damage up to 40 meters away.

3.11.1 - Using Ammunition Propellant as an Explosive

Ammunition from tank guns and other large-caliber weapons may be taken apart and their propellants used as an explosive (which is sensible, since propellant gel is an explosive). Each full point of ammunition yields a liter of gel (as in the **Second Edition Technical Manual**, p. 153), but the only additional preparation is adding a package of thickening catalysts to make the gel reasonably solid (included in the Demolitions Kit, or sold separately for 5 marks/dinars each). A successful Demolitions or Physical Sciences test against a Threshold of 4 will result in properly solidified material, while a failure results in material that is cured improperly (treat as 75% of its mass for Damage Multiplier calculations). For simplicity, each liter of properly cured gel yields one kilogram of useful explosive.

These rules naturally cannot take into account the effects of the projectiles left over when the ammunition is taken apart; that is best left to the fertile minds of the GM and the Players.

Dynamite

Mass:	1 kg per stick	Cost:	30 per stick
Damage:	x30	Radius:	10

Explosives experts have predicted the demise of dynamite many times over the centuries, but it remains as popular and as inexpensive to produce as ever. The only significant changes to the compound have been to add improved stabilizers to extend its shelf life. Care should still be taken when handling dynamite, however; in addition to its explosive properties, prolonged exposure to the fumes from the nitroglycerin within the dynamite can lead to severe migraines and other health problems.

Plastic Explosives

Mass:	1 kg per block	Cost:	100 per block
Damage:	x57	Radius:	17

Plastic explosives are popular for military and civilian demolitions purposes because they are very stable, requiring electrical current or another explosion to set them off. They are also quite pliable and can be molded and shaped by hand to adhere best to the target. For large demolition jobs, companies can even place special orders for plastic explosive that can be pumped like a liquid from specialized tanker trucks.

Satchel Charges

Mass:	12 kg	Cost:	1100
Damage:	x101	Radius:	30

The quintessential demolition expert tool, satchel charges are used to blow up obstacles and immobilize enemy vehicles. A satchel charge consists of a cloth or polymer bag filled with blocks of plastic explosive and a programmable detonator, carried on a shoulder strap. The satchel charge can be placed against the target for maximum effect, or it can be thrown a couple of meters away in the hope that it will land near the target before exploding.

Primercord

Mass:	0.1 kg per meter	Cost:	10 per meter
Damage:	x32	Radius:	10

Primercord is a cord-like form of plastic explosive that comes rolled on spools, and can be mistaken for ordinary rope for those not familiar with it. Primercord can be used to link other explosive charges together without the need for additional fuses or wire, but something else is required to set the primercord off. A blasting cap is normally used, but wrapping primercord around a concussion grenade and pulling the pin will work in a pinch. If enough is available, primercord can be used in place of a frame charge to blow holes in walls.

Frame Charge

Mass (kg):	1.5	Cost:	200
Damage:	x48	Radius:	5

Also referred to as an "instant door," a frame charge is an explosive device designed to cut a hole in a wall large enough for a person to get through. The charge consists of a metal frame two meters high by one meter wide that is filled with plastic explosive. Due to the design of the charge, it is automatically considered to be tamped and has a very small area of effect. Most commonly used by military engineers and police special action teams, frame charges are also sometimes used by fire departments to get into a building quickly.

Demolitions Kit

Mass (kg):	20	Cost:	800

This is a large chest containing all the tools required by the demolitions expert. Fuses, blasting caps, electrical wire and timers are all included, as well as packs of catalysts for converting ammunition propellant gel either as a more solid explosive (see above) or as fuel (see **Second Edition Technical Manual**, p. 48).

Apes at Rest

Pablo shambled back into the mess hall, taking care not to step on the pool of blood left behind by the mess sergent's shoulder wound. A medic had told him that the sergent would ultimately recover, but he would be in the hospital for quite some time. Pablo couldn't help hoping that it meant the end of johar roots in his future.

The adrenaline that had been coursing through his system had all but dissipated, and he was crashing fast and hard. He poured himself a cup of cawfee and flopped into a seat. As he raised the cup to his lips, he yawned so hard that he closed his eyes.

Hitoshi entered the mess hall, and smiled as he saw his friend. "Hey there, 'Ace.' "

Pablo opened his eyes and looked at him. "What?"

"That's what everybody's calling you," Hitoshi said as he got a cup of cawfee for himself. "They just brought back the sniper's body. You nailed him dead on."

"Swell," Pablo said, rolling his eyes.

Taking the seat across from Pablo, Hitoshi continued, "He was a Northie, oddly enough."

Pablo looked at his friend in surprise. "What in Buddha's name was a Northie doing way out here?"

Hitoshi shrugged. "He got separated from his unit, I guess. Anderson said he looked about ten kilos underweight. The guy must have been half-crazed with hunger. At least, that's the expression Anderson said he had on his face —"

Pablo waved his hand in protest. "I really don't want to hear about it."

Hitoshi started to say something, but thought better of it. He simply sat with his friend and drank his cawfee, knowing Pablo would talk when he was ready. As he finished his own cup, Hitoshi asked, "Want a refill?"

"No, thanks," said Pablo. As Hitoshi went to the cawfee machine, Lieutenant Wang entered the mess hall and said, "Mister Marinez?"

"Yes, sir?" replied Pablo as he started to get up.

Wang motioned for him to remain seated and continued, "I thought you might find this interesting." He motioned for a young soldat to enter the hall, who was carrying the biggest weapon Pablo had ever seen. Hitoshi's eyes went wide. "What the hell is *that*?"

"It's a Riley support cannon. It uses the same ammunition as the autocannons on Northern Hunters and our Jägers, which is why it was able to make such a mess of things," Wang explained. "Take that to the weapons locker and make sure it gets cleaned," he told the soldat. "We might need it in the future." As the soldat left, Wang turned back to Pablo. "I just wanted to show you what we were up against." He turned to leave the hall, but before he walked through the doors he exclaimed, "Well done, Sergent Marinez!"

"Sir, I'm a sous-caporal," Pablo started to retort. "Not anymore," Wang said with a smile as he left the hall.

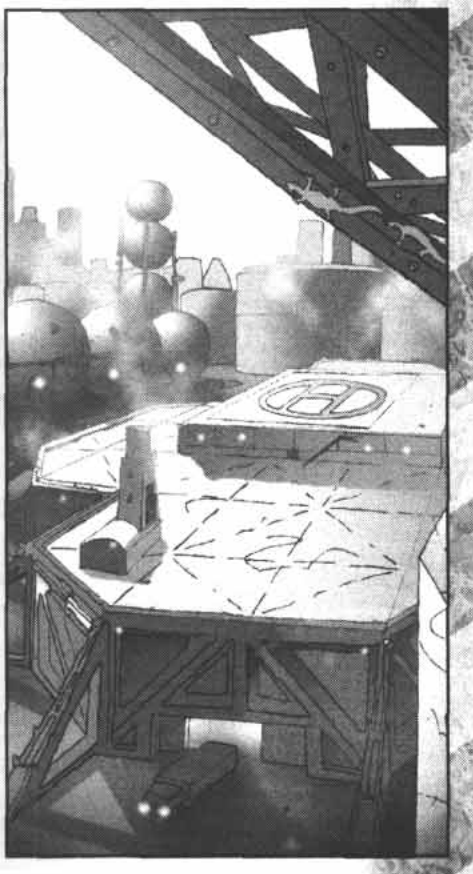
"Congratulations, Pablo!" Hitoshi exclaimed as he turned to get his cawfee. Something by the cawfee machine caught his attention, and he stopped to look at it. After a moment, he burst out laughing and said, "Hey, did you see this?"

"What?" Pablo asked. Hitoshi picked up a copy of the *Northern Inquirer* that had come from somewhere and held it so Pablo could read the headline:

"ANDERS VON BRESLAU FOUND IN ASHANTI LOVE TRYST WITH THOR HUTCHINSON'S CLONE"

Pablo laughed until his sides hurt. Life was getting back to normal.

The Bechider Supply House - 4.1



The Bechider Supply House is a converted warehouse on the outskirts of Fort Neil, just blocks from the rail terminal that joins Fort Neil with the Gamma maglev. The building had housed a failing business supply company until it was bought and renovated by Theresa Blake in TN 1923. The exterior of the building remains unremarkable, and only the signs on the outer walls distinguish it from the buildings around it. The interior, however, was gutted to the frame and rebuilt into a general outfitting supplier and weapons range.

The building has three stories, the first two of which are divided into the retail section, referred to as the Store, and the weapons range, known simply as the Range. Each section is effectively its own compartment within the building, with no common wall joining them; the architect in charge of the renovation joked of creating "buildings within a building." The third floor is used for storage and is accessible via elevators from the loading docks and the Store. The loading dock is only accessible to employees, and only employees have the key that will let the Store elevator travel to the third floor.

Normal double doors allow access to the Range from the street. The doors are covered by closed-circuit cameras, and security is provided by the House's staff working in the Range, all of whom are armed at all times. While this is a prudent measure for a weapons business, Theresa understood that this would be overkill for the Store; many people simply would not shop in a business where weapons were likely to be carried. To address this concern and to improve security for the Store, Theresa had a pair of security "airlocks" installed between the Store and both the Range's Pro Shop and the street.

These entrances have dependently locking doors (one has to be closed for the other to open), and a bulletproof window (Personal Armor Value 30) to an adjacent security booth. Once the outer door is closed, a metal detector is activated that is sensitive enough to detect the metal parts or ammunition in a ceramic firearm.

If the detector produces a positive result, the attendant will ask the customer via intercom to place any weapons in a drawer to the side of the window. If the customer refuses, the outer door is remotely opened and he is refused entry into the Store. If the customer complies and the detector yields no further results, a small printer built into the wall produces a receipt for the customer, and the inner door is unlocked. While the customer is in the Store, his belongings are kept in one of a panel of lockers next to the security station.

Products and Services - 4.1.1

Most everything that people in the Fort Neil area commonly need can be found in the Store, and the staff of the House is happy to order anything from their catalogs for their customers. Common items can usually be ordered overnight and delivered on the next morning's train, but some products can take a week or more depending on the demand. (Currently, the House staff cannot make any guarantees as to when any more Trideo Monster Madness games will come in.)

The Range is a state-of-the-art shooting facility, with seven lanes on each floor. Each lane is self-contained, with walls running from each station all the way down to the backstop, which is strong enough to absorb the impact of the most powerful weapons (Personal Armor Value of 250). This creates a field for the range's special target system.

Rather than using paper or other physical targets, the range is equipped with holographic displays that project a target at a distance specified by the shooter. The walls running down the lanes contain a series of metal detectors that are linked to the range computer of that lane. The computer uses data from the detectors to determine the flight path of the bullet, then modifies the holograph to show a dot where the bullet would have passed "through" the target. The system is so versatile that the holographs can be sized and calibrated to represent targets at far greater distances than would be physically possible within the range. Due to limitations of the emitters targets can only be represented to virtual ranges of 200 meters, but this is usually enough for useful rifle practice.

Attached to the Range on the ground floor is the Pro Shop, where weapon enthusiasts can rent and try out firearms before they buy them, have their weapons cleaned if they are unable or unwilling to do so themselves and purchase weapons accessories, tools and ammunition. Due to Fort Neil government restrictions, the Bechider Supply House can neither order nor sell heavy weapons, silencers or explosives, but the staff will recommend other companies to any customer interested in those items.

In addition to the revenue generated from commercial sales and selling lane time and ammunition at the Range to civilians, the government of Fort Neil pays a substantial stipend to the Bechider Supply House for using the Range as a training facility for local police and militia forces. On days when these "exercises" are held, Theresa and the other House staff make astonishing profits as soldiers or policemen with money to spend go wild in the Store, the Range and the Pro Shop. Then the House usually shuts down the next day so they can clean up the mess.

The Staff of The Bechider Supply House

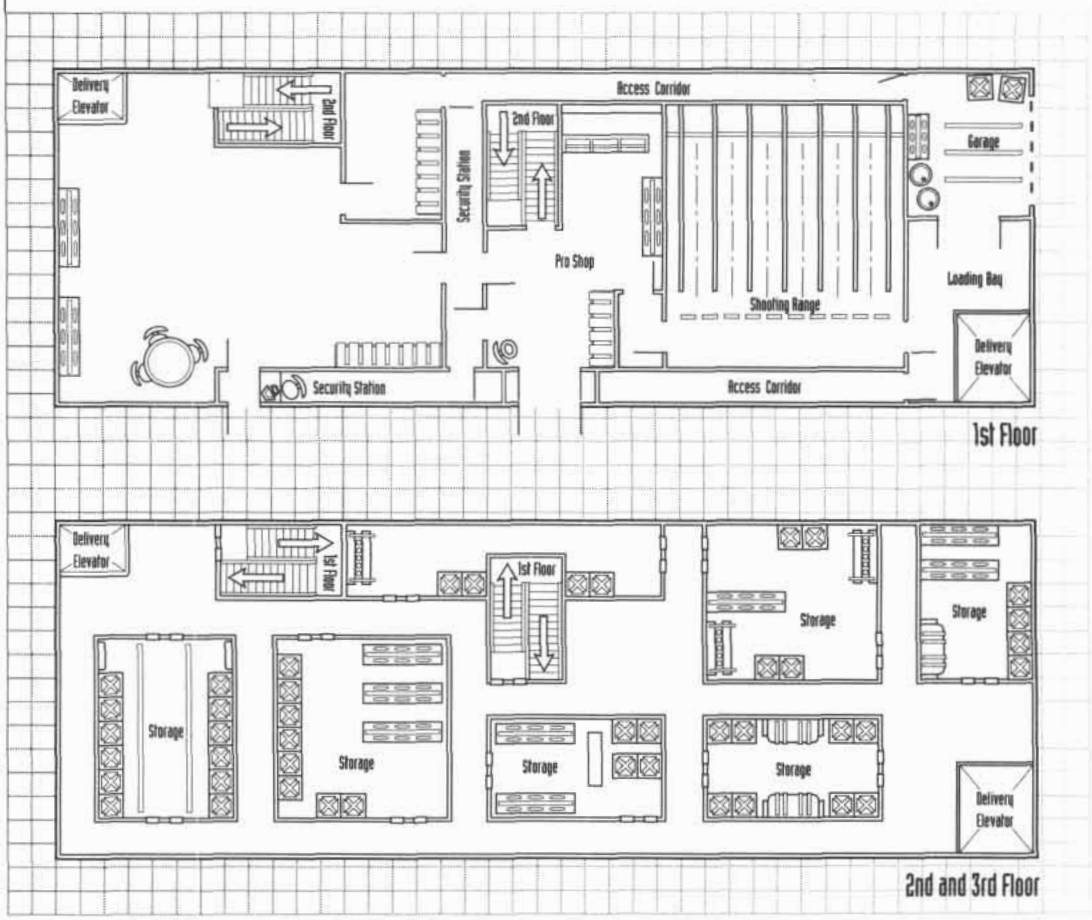
Theresa Blake is the owner and operator of the Bechider Supply House. The House is her love and joy, and she spends as much time there as she can. Much of her time, though, is consumed with paperwork, meetings and seeing to clients in the suburbs of Fort Neil. To accomplish everything in a given day, Theresa must often leave the House early and work into the evening hours. She therefore gives her employees much more responsibility than they might expect at another job, as well as a great deal more trust.

Theresa's busy schedule demands that someone else be at the House on a consistent basis, both to provide consistent leadership and to manage day-to-day operations. Cally Pope, a native of Yele, is the House's general manager. Theresa and Cally have been friends since their service in the Northern Guard, and Cally was Theresa's first and only choice for managing the House. Theresa often remarks that she owns the House, but Cally runs it.

The Range and Pro Shop are managed by Travis Sanlander, a recent émigré to Fort Neil. A veteran of the Interpolar War, Travis decided not to return to his home city-state of Rapid City when he was discharged from the Northern Guard, and he spent almost half a cycle wandering from one settlement to another. Around the time that he arrived in Fort Neil, the previous manager of the Range had allowed it to deteriorate so badly that the Fort Neil government had temporarily suspended its training operations there. Theresa was considering shutting the Range down altogether when Travis came in one day to buy some ammunition. Since being hired, Travis has assembled a professional team of gunsmiths and instructors who together have restored both the Range's physical facilities and its reputation.

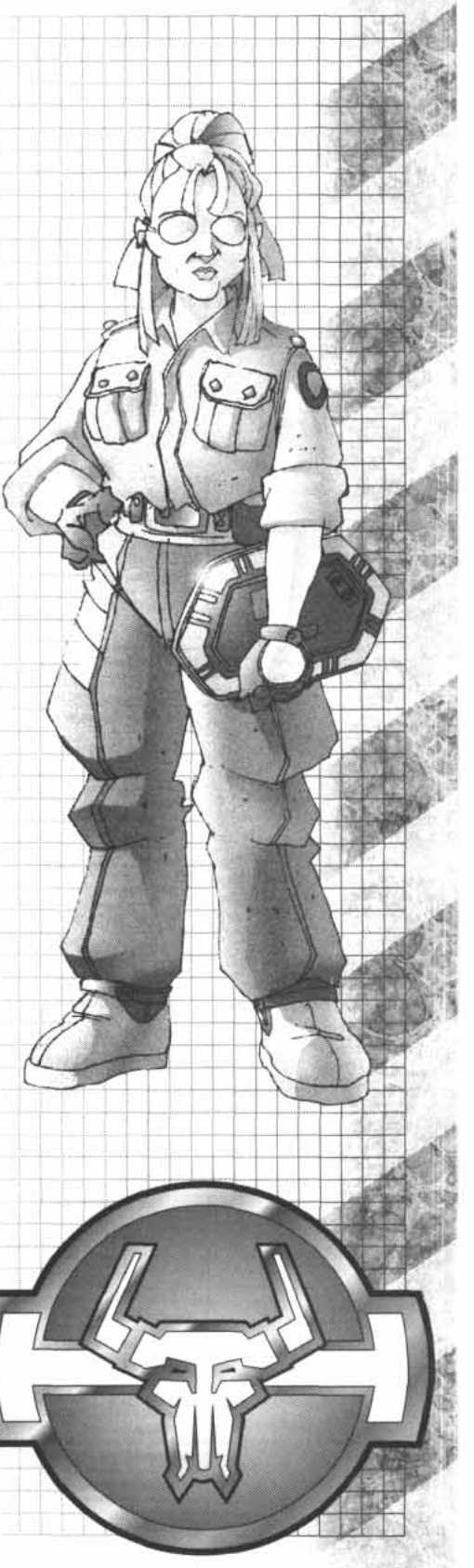
Each part of the House also employs three to five other staff members. Theresa and Cally will interview prospective employees for the Store at the same time, and will usually hire someone if they both feel they can work with the applicant. Theresa will also participate in interviews for positions at the Range, but she has given Travis the final say in hiring anyone. Travis does consider an applicant's qualifications and experience, but his most important decision is whether he can trust the applicant to carry a loaded firearm while on duty. Employees turn over at the Store at a normal rate, but Travis has had the same group of people working for him for over a cycle now.

Floor Plans



Theresa Blake

Theresa was born and raised in the Mercantilist city of Baton Rouge. While her early life was generally happy, she began to grow restless in her teenage years, longing for the excitement that she felt was lacking in the agricultural community. She ultimately decided that the fast pace and quick decisions of a corporate career were just the things for her. She pursued and was awarded a business scholarship to the University of Lyonnesse and was continuing her education beyond her bachelor's degree when Earth forces invaded in TN 1913.



Profession

Theresa was just a few classes shy of her master's degree when the War of the Alliance began. She left school and volunteered for the Northern Guard, where she was quickly trained as a supply officer. She was assigned to the Guard's 18th Armored Division just in time for Operation BISHOP and was later stationed in the Fort Neil area. During and after the War, Theresa became one of the most valued supply officers in the Northern Guard. Not only did she know how to manipulate the supply system to obtain what her unit needed, she also developed a web of contacts to gain access to items and materiel that she could not get on her own. These skills have also served her well in civilian life.

Attitudes

Theresa is an unabashed Mercantilist and makes no secret that making money is of great interest to her. Her service during the war with Earth, however, showed her an alternative to the Mercantilist way of doing business, where deals are sealed with handshakes rather than threats. She decided to move to Fort Neil when her enlistment term expired; since then, Theresa has become highly regarded locally for her business acumen and for the fairness of her dealings. The yearning for the excitement of her younger years has cooled somewhat: she has experienced quite enough action in the two major wars that have occurred in her lifetime.

Combat Reactions

Theresa is no stranger to combat and will not hesitate to defend herself if her or someone else's life is directly threatened, especially if a child is involved. While a supply officer, Theresa often witnessed the aftermath of combat during the War. She simply saw too many children killed and maimed to allow any child to come to harm, if she can do anything at all to stop it. Theresa keeps a Paxton P9 automatic pistol in a private locker at the Range and practices with it when her schedule permits.

Contacts

Nissa Jamison (age 62, specialties: bureaucracy and negotiations), mayor of Fort Neil; Markus Yenglin (age 57, specialties: leadership and law), police chief of Fort Neil; Robert Donner (age 43, specialties: business and small arms), Socorro Arms' sales representative in Khayr ad-Din; Gregory Schrecht (age 40, specialties: smuggling and streetwise), the local "operations manager" for PX Couriers.

Vital Statistics

Age:	60 cycles	Height:	165 cm	Weight:	67 kg	Eye Color:	Brown	Hair Color:	Brown

Attributes

AGI	+1	APP	0	BLD	+1	CRE	+1	FIT	0
INF	+1	KNO	+2	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	30	UD	4	AD	4

Skills

Bureaucracy	2	+2	Haggling	2	+1	Security	1	+2	Streetwise	1	+1
Business*	2	+2	Leadership	1	+1	Small Arms	2	+1	Tinker	1	+1
Computer	1	+2	Mechanics	1	+2	*Spec.: Management					

4.2 - Master Equipment Tables

The following tables represent the equipment and weapons that have appeared in previous **Heavy Gear** publications. The tables give the item's mass in kilograms, cost in marks or dinars, and the book and page number where more information about that item may be found. For weapons, additional columns give data on the weapon's Accuracy, Damage Multiplier, Range Bands in meters (where applicable), Rate of Fire and Burst Radius (where applicable). A dash indicates that the information is either not applicable or is not available.

Equipment

Item Name	Mass	Cost	Book	Page #
Aircraft Pilot Helmet	1	3,000	RB2	71
Altimeter	0.2	30	TacAir	92
Audio Receiver	0.01	10	RB2	69
Audio Recorder	0.1	30	RB2	69
Backpack			RB2	74
Small (50 kg)	2	20		
Large (100 kg)	5	35		
BallisTech Tagger Rod	-	-	MDLB	88
Bartender Glove	1	1,000	RB2	69
Black Talon Gear Pilot Suit	-	-	BTFG	34
Black Talon Life Support Pack	-	-	BTFG	34
Black Talon Helmet	-	-	BTFG	34
Binoculars	1	50	RB2	73
Bubble Shelter	-	-	Space	27
Cap	0.2	10	RB2	71
Cellular Phone	0.2	40	RB2	68
Clothes			RB2	67
Summer, Designer Suit	0.5	1,000+		
Summer, Lower Class	1	10		
Summer, Medium Class	1	5		
Summer, Upper Class	0.5	250		
Summer, Shoes, Designer	1	400+		
Summer, Shoes, Normal	1	35		
Winter, Boots	1.5	75		
Winter, Boots, Designer	1	800+		
Winter, Designer Suit	0.5	1,750+		
Winter, Lower Class	1.5	25		
Winter, Medium Class	1.5	90		
Winter, Upper Class	1	475		
Climbing Gear	10	250	RB2	74
Spikes and Crabs (10)	1	15		
Compressed-air Hammer	1	25		
Propellant for Hammer (60	0.5	2		
Ice Axe	0.8	5		
Spiked Climbing Boots	1.5	80		
Oxygen Mask	0.5	45		
Climbing Helmet	2	120		
Climbing Gear	-	-	UMFLB	80
Combat Helmet	0.7	300	RB2	71
Communication Headset	0.03	200	RB2	68
Communication Rig	2.5	1,500	RB2	68
Cutting Torch	1	25	RB2	75
Reload	0.6	10		
Data Disks (box of 10)	0.1	10	RB2	69
Demolition Specialist Helmet	0.5	200	RB2	71
Desert Suit			RB2	67

Cooler	5	200		
Water Reclamation	5	250		
Diving Suit	10	500	RB2	67
Drugs, Medical	0.01	varies	RB2	72
Electronic Binoculars	1	1100	UMFLB	80
Electronics Tool Kit	2	600	RB2	75
Emergency Power Supply	0.5	50	Space	27
Encrypted Radio Communicator (ERC)	0.01	-	HALB	90
Fire Suit	6	800	RB2	67
First Aid Kit	0.3	10	RB2	72
Flashlight	0.5	10	RB2	75
Flare	0.05	2	RB2	74
Radio	0.06	8		
Smoke	0.06	4		
Gardenan Deep Dive Suit	30	10,000	HALB	89
Gas Mask	0.5	50	RB2	74
Filter	0.05	5		
Gear Pilot Helmet	1	3,000	RB2	71
Geiger Counter	0.2	100	RB2	75
Goggles	0.2	10	RB2	74
Stylish Goggles	0.2	25		
Goggles	0.2	10	TacAir	92
Handcuffs	1	30	Paxton	18
HALO Kit	15	900	TacAir	93
Hat, Felt	0.5	75	RB2	71
Helmet (Space)	2	1000	Space	26
Humanist Alliance Survival Poncho	1.5	125-1700	HALB	89
ICP Book of Law	1	-	MDLB	88
Infiltration Glove	1	-	MDLB	87
Information Pad	0.5	75	RB2	69
Jungle Body Suit	3	1,000	SRLB	103
Jungle Canteen	0.5	20	MDLB	87
Jungle Cloak	2	50	MDLB	87
Jungle Cloak (standard)	2	25	SRLB	103
Jungle Cloak (w/heat exchanger)	3	650	SRLB	103
Justice Bracelet	-	Not for Sale	HALB	89
Journalist VR Rig	0.5	300	RB2	73
Kraan Sap	-	N/S	ItB	70
Laser Comm Transmitter	4 x 150	N/S	BTFG	34
Life Support System (Spacesuit)	5	-	Space	26
Man Maneuver Unit (Small)	8	-	Space	24
Man Maneuver Unit (Large)	12	-	Space	24
Mechanical Tool Kit	5	400	RB2	75
Medical Belt/Scanner	1	1,000	RB2	72
Medical Kit	1	100	RB2	72
Mekong Dominion Corporate Tool	-	-	MDLB	88
MemCompass	0.1	10	RB2	74
Metal Detector	0.3	100	RB2	75
Military Communicator	0.3	200	RB2	68
Military Throat/Ear Comm Set	0.02	400	RB2	69
Musi-clip Player	-	-	WFPLB	76
NBC Suit	12	1,200	RB2	68
Nightvision Goggles	0.5	200	RB2	73
Outdoor Clothing	-	-	WFPLB	75
Oxygen Mask	0.5	50	TacAir	92
Oxygen Tank	0.5	10	TacAir	92

Parachute	10	400	TacAir	93
Paraglider	12	600	TacAir	93
Personal Assistant	0.7	50	RB2	69
Personal Communicator	0.3	30	RB2	69
Personal Computer	1	400	RB2	70
Personal Interface Technologies (PIT)	-	varies	UMFLB	79
Police Dataglove	1	200	Paxton	18
Police Pocket Assistant	0.5	150	Paxton	18
Portable CAD Mainframe	2.5	5,000	RB2	75
Pressure Suit	5	-	Space	26
Prospecting Tubes (3)	0.6	900	RB2	75
Ratir Koreshi Desert Cloak	-	-	ItB	70
Reinforced Boots	-	30-450	SRLB	103
Revisionist Religious Paraphernalia	-	-	NLCLB	104
Revisionist Religious Paraphernalia	-	-	WFPLB	75
Rope (50m)	1	10	RB2	75
Scrambling Device	0.01	700	RB2	73
Sealer Spray	1	25	Space	27
Skyhook Rig (person)	15	1,000	TacAir	94
Skyhook Rig (aircraft)	300	10,000	TacAir	94
Slap Patch	-	1	Space	27
Sleeping Bag	1	40	RB2	74
Smart Glue	-	-	Tech2	9
Spacesuit	10	-	Space	26
"Spirit of Adventure" Clothing	-	-	UMFLB	80
Sonic Analysis Unit	-	100,000+	MDLB	88
SRID-issue Crime Scene Kit	-	1,000	SRLB	104
Stealth Helmet	0.8	7,000	RB2	73
Strider Crew Helmet	1	1,500	RB2	71
Surgical Field Kit	4	800	RB2	72
Survival Kit	5	70	RB2	74
Bedroll	2	25		
Canteen (one liter, empty)	0.1	5		
Canteen (two liters, empty)	0.2	8		
Compass	0.1	15		
Fishing Gear	0.05	2		
Lighter	0.05	2		
Ration Pack (10)	0.1	2	RB2	75
Survival Knife	0.5	20		
Survival Kit	-	50-250	SRLB	103
Survival Kit	-	-	WFPLB	75
Tech Rig	5	700	RB2	75
Tent	RB2	75		
2-man	1	50		
5-man	2	100		
12-man	5	200		
Thermal Goggles	0.5	100	RB2	73
Thermal Jacket (3/4 Length)	-	950	SRLB	103
Thermal Jacket (Full)	-	1,200	SRLB	103
Throat/Ear Comm Set	0.01	50	RB2	69
Tracers and Bugs	0.001	150	RB2	73
Tray Data System	0.5	250	RB2	70
Trideo Display	1	500	RB2	70
Trideo Receiver	1	250	RB2	70
Trideo Recorder	3	1,000	RB2	70
Truth Case	-	Not for Sale	HALB	90

UMF Corporate Pin	-	-	UMFLB	79
Vacuum Suit	10	10,000	RB2	68
Vehicle Parachute Kit, Light	300	4,000	TacAir	94
Vehicle Parachute Kit, Medium	600	8,000	TacAir	94
Vehicle Parachute Kit, Heavy	900	12,000	TacAir	94
VLAE Kit, Light	1000	6,000	TacAir	94
VLAE Kit, Standard	1500	8,000	TacAir	94
Video Receiver	0.5	80	RB2	70
Video Recorder	0.5	100	RB2	70
VR Display/Comset	-	2500	WFPLB	76
Watch	0.05	5 - 500	RB2	70
Water Condenser	2.5	200	RB2	75
White Sands Ammunition, per round	-	200	ItB	70
Winter Suit	6	250	RB2	68

Melee Weapons

Weapon	Mass	Cost	Acc	DM	Range	ROF	Radius	Book Page #
Bell ES 2J Stun Baton	1.5	450	0	AD+7* Close	0	-	-	UMFLB 78
clip (15)	0.1	10	-	-	-	-	-	-
Blackblade "Survivalist" Knife	0.6	450	0	AD+7	Close	0	-	WFPLB 74
Chainsaw	4	80	-1	AD+20	Close	-	-	RB2 78
Dorion SB-12 Stun Baton	1.5	450	0	AD+6*	Close	0	-	SRLB 102
Dorothean Staff	2	N/S	1	AD+9	Strength + 15	0	-	NLCLB 102
Dorothean Staff w/Blades	3	N/S	1	AD+11	Strength + 12	0	-	NLCLB 102
Dorothean Staff w/Mace-Heads	3	N/S	0	AD+10	Strength + 5	0	-	NLCLB 102
Dorothean Staff w/Spearheads	2.5	N/S	0	AD+11	Strength + 20	0	-	NLCLB 102
Hatchet	3	20	0	AD+10	Close	-	-	RB2 78
Katana	1.5	200	0	AD+14	Close	0	-	MDLB 86
Knife	0.5	15	0	AD+7	Strength + 10	-	-	RB2 78
Machete	1.5	30	0	AD+10	Close	-	-	RB2 78
Naginata	3	80	0	AD+12	Strength + 10	0	-	MDLB 86
Nunchuks	1	10	0	AD+8	Close	0	-	MDLB 86
Paxton Arms POC Knife	0.5	-	-1	AD+3	Close	-	-	Paxton 18
Peacekeeper Tanto	0.5	N/S	0	AD+8	Strength + 10	0	-	MDLB 86, 88
Ratir Koreshi Drevis Knife	0.6	-	-	AD+7	Close	-	-	ItB 70
Ripper	3	700	0	15	Close	0	-	Space 24
Staff	3	10	0	AD+7	Close	-	-	RB2 78
Spear	3	25	0	AD+10	Strength + 20	-	-	RB2 78
Sword	2	100	0	AD+12	Close	-	-	RB2 78
Tobian Stave	3.7	20	0	AD+7	Close	0	-	HALB 88, 89
Tobian Stave (Electronic)	4	50-250	0	AD+4	Close	0	-	HALB 88, 89
Truncheon/Club	1.5	10	0	AD+5	Close	-	-	RB2 78
VibroKnife	0.5	150	0	AD+9	Close	-	-	RB2 78
clip (30)	0.1	10	-	-	-	-	-	-
VibroMachete	1.5	325	0	AD+15	Close	-	-	RB2 78
clip (20)	0.1	10	-	-	-	-	-	-
VibroMachete	1.5	325	0	AD+15	Close	0	-	SRLB 103
clip (20)	0.1	10	-	-	-	-	-	-
VibroSword	2	1,000	0	AD+20	Close	-	-	RB2 78
clip (10)	0.1	10	-	-	-	-	-	-
VibroSword, short	1.7	N/S	0	AD+18	Close	0	-	MDLB 86
clip (-)	-	-	-	-	-	-	-	-
Stonewall Mk-3 Shok Stik	2	450	0	AD+6	Close	0	-	MDLB 86, 88
clip (20)	0.1							10

*Special rules; see referred book and page for details; AD = Armed Damage Trait; Close = Close combat range; N/S = Not for Sale

Ranged Weapons

Weapon	Mass	Cost	Acc	DM	Range	ROF	Radius	Book	Page #
Dart Gun	1	200	0	Special	10/20/40/80	0	-	MDLB	86
Bow, Light	0.5	150	0	7	5/10/20/40	0/1	-	RB2	79
Bow, Medium	1	200	0	10	6/12/24/48	0/2	-	RB2	79
Bow, Heavy	3	450	0	15	7/14/28/56	0/2	-	RB2	79
Longbow, Peasant	2	50	0	10	6/12/24/48	0/2	-	MDLB	86
Arrow	0.2	1	-	-	-	-	-	-	-
Grapple Gun (empty)	0.5	40	0	2	10/20/40/80	0	-	Space	24
Gas canister reload	0.5	1	-	-	-	-	-	-	-
Schneeburg Piton Gun	1	100	-2	8	1/2/4/8	0	-	UMFLB	78, 80
clip (100)	0.5	10	-	-	-	-	-	-	-
Spike Gun	2	860	0	10, AP	Close	0	-	Space	24
clip (15)	-	10	-	-	-	-	-	-	-
Taser	0.5	60	0	3, Elec	4/8/16/32	0	-	Space	24
clip (30)	-	10	-	-	-	-	-	-	-
6mm Pistol	0.5	200	0	10	4/8/16/32	0	-	RB2	79
clip (30)	0.2	10	-	-	-	-	-	-	-
Kay Spec 6mm Pistol	0.5	120	-1	10	4/8/16/32	0	-	NLCLB	102
clip (20)	0.2	-		-	-	-	-	-	-
9mm Pistol	0. 8	300	0	15	5/10/20/40	0	-	RB2	79
clip (20)	0.3	15	-	-	-	-	-	-	-
Black Talon 9mm Pistol	0.6	-	0	18	5/10/20/40	0	-	BTFG	35
clip (20)	0.3	15	-	-	-	-	-	-	-
P&T Chapman 9mm Pistol	0.7	-	0	16	5/10/20/40	0	-	NGAL	13
clip (20)	0.3	15	-	-	-	-	-	-	-
Rucker SP9 9mm pistol	0.7	550	0	15	7/14/28/56	0	-	SRLB	102
clip (20)	0.3	15	-	-	-	-	-	-	-
Sepeca 9mm Pistol	0.7	-	0	16	5/10/20/40	0	-	MAL	13
clip (20)	0.3	15	-	-	-	-	-	-	-
Sfika 9P 9mm Pistol †	0.6	600	0	15/5	5/10/20/40	0	-	HALB	88, 90
clip (13/20)	0.3	-	-	-	-	-	-	-	-
Toth 9mm Pistol	0.7	300	0	15	5/10/20/40	0	-	NLCLB	103
clip (15)	0.3	-	-	-	-	-	-	-	-
WebTech 9mm Pistol	0.7	900	+1	15	5/10/20/40	0	-	UMFLB	78, 79
clip (18)	0.4	-	-	-	-	-	-	-	-
11mm Pistol	1.3	400	0	20	5/10/20/40	0	-	RB2	79
clip (12)	0.3	20	-	-	-	-	-	-	-
Riley Pattern IV 11mm Pistol	1.1	450	0	20	5/10/20/40	0/2	-	WFPLB	74
clip (15)	0.4	-	-	-	-	-	-	-	-
13mm Pistol	2	600	0	25	5/10/20/40	0	-	RB2	79
clip (8)	0.3	25	-	-	-	-	-	-	-
6mm Machine Pistol	0.6	350	0	10	4/8/16/32	1	-	RB2	79
clip (30) *	0.3	10	-	-	-	-	-	-	-
9mm Machine Pistol	1	500	0	15	5/10/20/40	1	-	RB2	79
clip (20) **	0.3	15	-	-	-	-	-	-	-
9mm Submachinegun	2	600	0	15	10/20/40/80	2	-	RB2	79
clip (50)	0.6	40	-	-	-	-	-	-	-
Kerringer KP-4 9mm SMG	2.2	575	0	15	8/16/32/64	2	-	NLCLB	103
clip (50)	0.6	40	-	-	-	-	-	-	-
Riley Mark II 9mm SMG	2.3	550	0	15	10/20/40/80	2	-	WFPLB	74
clip (45)	0.5	-	-	-	-	-	-	-	-
11mm Submachinegun	3	800	0	20	10/20/40/80	2	-	RB2	79
clip (30)	0.6	40		-	-	-	-	-	-

7mm Rifle	3	400	0	22	50/100/200/400	0	-	RB2	79
clip (20)	0.3	20	-	-	-	-	-	-	-
Sfika 7R 7mm Rifle †	2.7	900	0	22/7	50/100/200/400	0	-	HALB	88, 90
clip (20/20)	0.3	-	-	-	-	-	-	-	-
7mm Assault Rifle	3	800	+1	40	100/200/400/800	0	-	RB2	79
clip (30) ***	0.5	30	-	-	-	-	-	-	-
BallisTech 7mm Jungle Rifle	2.8	500	0	22	50/100/200/400	1	-	MDLB	86, 87
clip (30) ***	0.5	30	-	-	-	-	-	-	-
Black Talon 7mm As. Rifle	2.5	-	0	20	55/110/220/440	1	-	BTFG	35
clip (30) ***	0.5	30	-	-	-	-	-	-	-
Dartand 7mm Assault Rifle	2.7	-	0	20	55/110/220/440	0	-	MAL	13
clip (30)	0.5	30	-	-	-	-	-	-	-
Riley Mark VII 7mm As. Rifle	2.8	850	0/-1	22	45/90/180/360	0/1	-	WFPLB	74,76
clip (45)	0.5	-	-	-	-	-	-	-	-
9mm Heavy Rifle	4	600	0	22	50/100/200/400	1	-	RB2	79
clip (10)	0.5	30	-	-	-	-	-	-	-
Black Talon 9mm Hvy Rifle	3	-	0	30	60/120/240/480	0	-	BTFG	35
clip (15)	0.4	-	-	-	-	-	-	-	-
Territorial N-36 9mm Hvy Rifle	3.8	-	0	30	60/120/240/480	0	-	MAL	13
clip (10)	0.5	30	-	-	-	-	-	-	-
"Barnaby" 10mm Hunting Rifle	5	1200	0	35	45/90/180/360	0	-	UMFLB	78, 80
clip (1, internal)	0.2	-	-	-	-	-	-	-	-
15mm Sniper Rifle	10	3,000	0	30	60/120/240/480	0	-	RB2	79
clip (5)	1	50							
Ratir Koreshi 15mm Hvy Rifle	10	1600	0	40	50/100/200/400	0	-	ItB	70
clip (5, internal)	0.5	-	-	-	-	-	-	-	-
Marrat-PT 12-gauge Shotgun	3	200	0	28	7/14/28/56	0	-	SRLB	102
clip (8)	0.7	7 per 10 rounds							
Marrat-XT 12-gauge Auto SG	3	900	+1	28	6/12/24/48	1	-	SRLB	102
clip (12)	1	7 per 10 rounds							
Riley "Slugger" 12-g. Shotgun	3.2	150	-1	30	6/12/24/48	0	-	WFPLB	74,75
clip (2, internal)	0.5	-	-	-	-	-	-	-	-
Sfika 20F Flechette Gun †	2.5	700	+1	25/8	10/20/40/80	0	-	HALB	88, 90
clip (10/10)	1								-

* Same clip as 6mm Pistol; ** Same clip as 9mm Pistol; *** Same ammunition as 7mm Rifle, different magazine; † Damage Multiplers and clip capacities are for standard/dart ammunition

Grenades

Weapon	Mass	Cost	Acc	DM	Range	ROF	Radius	Book	Page #
Anti-Vehicle Grenade	0.3	100	-1	70	50/100/200/400*	0	-	MDLB	86
Concussion Grenade	0.1	12	0	30	varies	0	9	RB2	80
Flash Grenade	0.1	8	0	8/flash	varies	0	3/30	RB2	80
Fragmentation Grenade	0.1	10	0	26/14	varies	0	8/30	RB2	80
Incendiary Grenade	0.1	12	0	24/8	varies	0	8/12	RB2	80
Nerve Gas Grenade	0.1	15	0	5/gas	varies	0	2/15	RB2	80
PolTech Tear Gas Canister	0.2	8	0	5/gas	varies	0	-	NLCLB	103
Riley Flash-Bang Stun Grenade	0.2	8	0	8/flash	varies	0	-	NLCLB	103
Tear Gas Grenade	0.1	8	0	5/gas	varies	0	2/15	RB2	80

*Fired from grenade launcher; Radius is expressed as Primary/Secondary area of effect.

Heavy Weapons

Weapon	Mass	Cost	Acc	DM	Range	ROF	Radius	Book	Page #
9mm Light Machinegun	8	2,000	0	30	100/200/400/800	2	-	RB2	81
belt (50)*	3	150	-	-	-	-	-	-	-
Cunningham-16 9mm LMG	7.5	2,100	0	30	100/200/400/800	2	-	NGAL	13
clip (50)*	3	150	-	-	-	-	-	-	-
9mm Chaingun	10	4,000	0	30	50/100/200/400	4	-	RB2	81
belt (50)*	3	150	-	-	-	-	-	-	-
24mm Anti-Heavy Gear Rifle	15	10,000	+1	70	150/300/600/1200	0	-	RB2	81
clip (3)	2	100	-	-	-	-	-	-	-
Black Talon Anti-Gear Rifle	12	N/S	+1	80	150/300/600/1200	0	-	BTFG	35
clip (3)	2	100	-	-	-	-	-	-	-
Sepeca FAC-8 Anti-Gear Rifle	17	11,400	+1	70	150/300/600/1200	0	-	MAL	13
clip (3)	2	100	-	-	-	-	-	-	-
37mm Grenade Rifle	6	3,000	0	**	50/100/200/400	0	**	RB2	81
clip (4)	2	100	-	-	-	-	-	-	-
PolTech PG-37 Gren. Launcher	5.8	700	0	varies	50/100/200/400	0	varies	NLCLB	103
clip (1 internal)	0.5	30	-	-	-	-	-	-	-
62mm Light Mortar	2	5,000	-1	120	150†/300/600/1200	0	15	RB2	81
shell (1)	1	80	-	-	-	-	-	-	-
Pma CK 62mm Light Mortar	2.4	4,800	-1	125	145†/290/580/1160	0	15	NGAL	13
shell (1)	1	80	-	-	-	-	-	-	-
50mm Rocket Launcher	0.5	10,000	0	140	50/100/200/400	0	5	RB2	81
rocket (1)	1	200	-	-	-	-	-	-	-
Sniper Laser	3	10,000	+1	40	200/400/800/1600	0	-	RB2	81
backpack capacitor (12)	4	5,000	-	-	-	-	-	-	-
Deadshot Sniper Laser	3.2	9,900	+1	37	225/450/900/1800	0	-	NGAL	13
backpack capacitor (12)	4	5000	-	-	-	-	-	-	-
Northco Marksman Snip. Laser	-	12,000	+2	35	250/500/1000/2000	0	-	UMFLB	78, 79
backpack capacitor (12)	-	5,000	-	-	-	-	-	-	-

*Same ammo as 9mm MG; different clip/belt; ** Range varies according to grenade used (all types are available; double Damage Multiplier and cost for rifle version). Anti-armor rifle grenade is DMx80, Area Effect = 5 meters; † Cannot fire at 100 m or less.

Personal Armor

Body Armor	Mass	Cost	Armor	Encumbrance	Concealable	Book	Page #
Light Helmet	1	20	5	0	somewhat	RB2	84
Light Flight Helmet	1	70	8	0	no	TacAir	93
G-Suit	10	800	10	-1	no	TacAir	93
Helmet	2	40	10	0	no	RB2	84
Cazador Lightweight Suit	1.5	300	10	0	yes	WFPLB	76
Flight Helmet	2	100	12	0	no	TacAir	93
Light Flak Vest	1	100	15	0	yes	RB2	84
Light Flak Suit	2	150	20	0	yes	RB2	84
PolTech SWAT Helmet	1	800/1000	20	-	-	NLCLB	103
PolTech Flak Suit	1	600-900	20	-	-	NLCLB	103
Medium Flak Vest	3	250	25	0	somewhat	RB2	84
Aegis Stealth Armor	1.5	N/S	25	-	-	MDLB	87
Dorion B40 Bulletproof Vest	1.7	250	25	0	-	SRLB	104
Medium Flak Suit	4	400	30	0	somewhat	RB2	84
Public Order Protector Suit	3.6	N/S	30	0	no	HALB	90
Heavy Flak Vest	6	600	35	-1	no	RB2	84
Heavy Flak Suit	8	900	40	-1	no	RB2	84
Nightshade Stealth Suit	5	100,000+	40	0	-	UMFLB	79
Turtleshell	10	5,000	60	-2	no	RB2	84