

EQUIPMENT (Master list)

This document summarises the technology level, availability rating and nominal price of the equipment listed in the Technical, Wearables and Weapons documents. Refer to those documents for more detailed descriptions.

Item	TL/Availability	Price (Cr)
Technical		
<i>Communications</i>		
Basic Field Communications Kit	2/A	400
Long-Range Personal Communicator	3/A	200
Microcommunicator	2/B	200
Personal Communicator	2/A	50
Com Scrambler	3/B	100
Communications Decoder	3/B	5000
Radio Direction Finder	2/A	3500
Radio Jammer	2/A	1500
<i>Computers</i>		
QUINE	2/A	100
<i>Espionage/Surveillance Gear</i>		
Disguise Kit	2/B	1000
Electronic Surveillance Devices ('Bugs)	2/B	100
'Bug' Detector	2/A	450
'Bug' Jammer	2/B	375
Parabolic Mike	2/B	1200
Shotgun Mike	2/A	450
Sound Suppression System	3/B	3500
Forgery Kit	3/C	1000
I-R Projector	3/A	750
I/R Scanner	3/A	100
I-R Visor	3/B	200
Night Visor	3/B	200
Polarized Visor	2/A	75
Rangefinder Binoculars	3/A	250
Multi-Vision Visor	4/B	8000
Seismic Vehicle Detector	3/A	5500
Lockpicks	*/B	*x100
Vibro Lockpick Kit	3/C	2000
Watchdog	3/A	750
Sneak Suits		
Type 1	3/B	7000
Type 2 (Combination)	3/C	21000
Type 3 (All-in-one)	3/D	28000
<i>Medical Equipment</i>		
Burn salves & ointments	2/A	(per tube) 10
Diagnostic Medi-sensor	3/B	10000
Medikit	2/A	10
Field Medikit	3/C	6000
Medipack	3/C	400
Medijector	3/B	250
<i>Medical Drugs</i>		
Anti-drug antidotes	3/A	(per 10) 20
Anti-poison antidotes	2/A	(per 10) 20
Anti-radiation drugs	3/B	(per 10) 50
Xeno-antibiotics	3/A	(per 10) 30
Painkillers	2/A	(per 10) 10
Stimulants	2/A	(per 10) 20
Tempo	3/B	(per dose) 15
Quicktime regeneration drug	3/B	(per dose) 35
Preserving Sleeve	3/A	25

<i>Tools and other equipment</i>		
Basic Tool Kit	1/A	250
Deluxe Tool Kit	3/A	500
Repair Kits		
Aerospace	2/A	2500
Spaceship	3/A	3000
Electronics	2/A	2000
Mechanical	2/A	1000
Weapon	2/A	1500
Chain Saw	2/A	80
Vibro Saw	3/A	750
Geiger Counter	2/A	50
Grapple Rod	3/C	500
Gripper Gloves	4/D	10000
Rechargers		
Kinetic	2/A	10
Fossil Fuel	2/A	50
Solar	2/A	200
Scanalyzer	3/B	5000
Survival and Camping		
Backpack	1/A	35
Basic Field Kit	2/A	10
Deluxe Field Kit	3/A	100
Field Rations	1/A	(per week) 14
Concentrated rations	3/A	(per 100) 275
Jerrycans	1/A	15
Chemofluor rods	2/A	(per 10) 20
Electric Torch	2/A	20
Gas Lantern	1/A	10
Magnesium Flares	2/B	3
Sleeping Bag	1/A	40 to 250
Shelter Half	1/A	10
Tent (2 person)	2/A	45
Tent (Cold Weather)	2/A	125
Cold Weather Heater	3/A	40
Fuel cells	3/A	9
Tent (Hot Weather)	2/A	125
Refrigeration Unit	3/A	350
Environ Bag	3/B	300
Environmental Bubble	3/B	(per occupant) 200
Filter mask	1/A	2
Respirator	2/A	50
Oxygen Breathing apparatus	2/A	450
Scuba Suit	1/A	75
Artificial Gill	3/A	1000
Warm Weather Clothing	2/A	900
Cold Weather Clothing	2/A	100 to 1250
'Stillsuit' Desert Planet Clothing	3/A	1500
Protective Suit	3/A	400
Light Environment Suit	2/A	200
Hostile Environment Suit	3/B	10000
Space (Vacuum) suit		
Regular	2/A	2000
Armoured	2/A	3000
Emergency Jetpack	3/D	5000
<i>Armour</i>		
Ablative Vest	3/B	300
Ablative Body suit	3/B	800
Armoured Vest	2/A	50
Armoured Body suit	2/A	150
Combat Body Armour	3/C	6000

Weapons		
<i>Primitive Melee</i>		
Cudgel/Blackjack/Club	1/A	10
Dagger/Knife	1/A	20
Bayonet	1/A	25
Sword	1/A	100
<i>Powered Melee</i>		
Neural Whip	3/C	500
Stunstick	2/B	200
Mini Stunstick	3/B	50
Vibroblade	3/B	100
Vibroknife	3/C	250
<i>Primitive Missile</i>		
Crossbow (Light)	1/A	100
Crossbow (Heavy)	1/A	200
Short Bow	1/A	100
Longbow	1/A	200
<i>Slug Throwers</i>		
Pistol	1/A	140
Auto-Pistol	2/A	150
Sternsnacht	2/B	400
Mydron	2/B	200
Hold-out pistol	1/A	120
Rifle	2/A	180
Federated Long Rifle	2/A	160
Zeus Heavy Rifle	2/B	600
Light Recoilless Rifle	2/B	300
Gyrojet rifle	2/B	1250
Heavy gyrojet rifle	2/B	2500
Gyroslug rifle	3/B	1000
Gyroslug carbine	3/B	500
Hold-out Gyrojet pistol	3/B	300
Shotgun (Double Barreled)	1/A	130
Shotgun (Pump)	1/A	160
Submachine gun	2/B	180
Rorynex SMG	2/B	200
Imperator SMG	2/B	180
Portable machine gun	2/B	1000
<i>Other personal arms</i>		
Dart Gun	3/B	140
Flamer	2/B	200
Flamer Pistol	3/B	150
Needlers		
Needler pistol	3/B	150
Needler rifle	3/B	175
Hold-out needler	3/B	120
Sonic Stunner	2/B	100
Tranq. Gun	1/B	130
<i>Support Weapons</i>		
Grenade launcher	2/B	100
Automatic grenade launcher	2/B	465
Microgrenade	2/B	50
Minigrenade	2/B	100
Maxigrenade	1/B	150
Portable Rocket Launcher	1/B	2075
SRM Launcher	2/B	1500
Heavy SRM launcher	2/B	5000
LAW	2/B	350
V-LAW	2/B	150

<i>Weapon Accessories</i>		
JAF-05 Flash Suppressor	4/C	1000
Sniper Scope	2/A	150
IR or Starlight enhanced	2/A	300
Starlight scope/goggles	2/A	300