

EQUIPMENT (Weapons)

Humans are, almost by definition, tool-using creatures. In order to accomplish the tasks they encounter, characters will need certain equipment. A wide variety of equipment is available to characters in the 27th century. Of course, availability depends upon locale.

Equipment Ratings

Each item in this chapter is rated in two ways. First, it is assigned a Tech Level of 1 through 4 to indicate its technical complexity. Each item is also classified according to its availability.

The Tech levels are:

- 1 = Low Tech. Requires normal industry; pre-20th century technology
- 2 = Medium Tech. Requires normal industry; 20th-century or later technology.
- 3 = High Tech. Requires heavy industry of the 26th century.
- 4 = Advanced High Tech. Experimental technology.

More advanced versions of items with a Tech level of 1 or 2 are usually available.

The availability ratings are:

- A = Commonly available.
- B = Uncommon. Available to government departments, heavily licensed individuals and businesses or on the black market. The price listed is for those with one or more points in the "Well Equipped" advantage and should be multiplied by a factor of between two and ten (or greater at the GMs discretion) for other purchasers.
- C = Rare. Restricted military issue, large private corporations, occasionally available on the black market. The price listed is for those with two or more points in the "Well Equipped" advantage and should be multiplied by a factor of at least ten for other purchasers.
- D = Experimental high tech – Military/Government or Private. This equipment is not generally available for purchase, but may be issued to trusted agents of some organisations.

Personal Weapons

In and between the dangerous worlds of the 27th century, it is not uncommon for individuals in many professions to wear a sidearm or other personal weapon at nearly all times.

Primitive Melee Weapons

Primitive melee weapons include daggers and knives, cudgels, and clubs. Of course many more weapons are in use than are described below. Consider all the weapons described here as generic examples of the type.

Cudgel/Blackjack/Club [1/A]

Cudgels are at the lowest rung of the melee-weapon ladder. Sophisticated examples of the genre (e.g., billy clubs and blackjacks) might be specially manufactured, but a tree limb or a gunbarrel will work just about as well. Cudgels and blackjacks are smaller examples of clubs. All are generally used from behind to knock an opponent unconscious. Cost: 10 C-Bills. Weight: 500-2000 grams.

Cudgel/Blackjack

Damage: 1D6 + 1

Club

Damage: 1D6 + 2

Dagger/Knife [1/A]

These weapons are flat, two-edged blades with sharp points. They are usually worn in belt or boot sheaths, or are sometimes strapped to the forearm. Also, many daggers and knives are balanced for throwing. These weapons do 1D6 - 1 damage. Daggers and knives are 200-250 millimetres long and weigh 250 grams. Cost: 20 C-Bills.

Bayonet [1/A]

The bayonet is a dagger-like weapon generally attached to a rifle. When unattached, it functions in all respects as a knife except that it is not usually balanced for throwing. The bayonet does 1D6 + 3 damage. It is 200 millimeters long and weighs 250 grams. Cost: 25 C-Bills.

Sword [1/A]

This blade is the final generation of stabbing/slashing weapon development. Its primary use is aboard ship, where projectile weapons are not appropriate. Though a great body of experience has developed for using this weapon with skill, it has atrophied because the sword is no match for a good gun. A sword does 2D6 + 2 damage. It is about 800 to 1,200 millimetres long, weighing about 1 kilogram. Cost: 100 C-Bills.

Powered Melee Weapons

Powered melee weapons are specialized devices with features to make them more effective in combat. These weapons operate from power packs.

Neural Whip [3/C]

The neural whip is a thin blade with a small metallic ball covering its point, much like a fencing practice foil. When applied to exposed or lightly covered flesh, the initial effect is similar to that of a stunstick, generally rendering the target unconscious (see Tranq Gun, p. 16). The neural whip has more lasting and insidious effects, however. When used as a torture device, the whip can inflict long-term loss of attributes (gamemaster's option) as well as excruciating pain. Use of the whip is banned in the Confederation, with heavy enalties for possession or sale. The weapon does 1D6 damage plus any modifiers. Weight: 300-500 grams. Cost: 500 C-Bills.

Stunstick [2/B]

The stunstick was originally developed for use by civilian peacekeeping authorities for crowd control or prisoner management. Police and other civil authorities still frequently use stunsticks, which is how characters most frequently encounter them. The stunstick is approximately the same size and weight as a small blackjack or billy club. When activated, however, it delivers a powerful neural impulse to exposed or lightly covered skin, generally rendering the target unconscious (see Tranq. Gun p. 16). Continuous application of the stunstick will not, however, impart any additional damage or effect. The weapon does 1D6 - 2 damage, plus any modifiers. Weight: 200 grams. Cost: 200 C-Bills.

Mini Stunstick [3/B]

The mini stunstick is a smaller version of the Stunstick. The mini stunstick is available in different shapes, such as a glove or knuckle-covering. Use the same rules for knocking a target unconscious as for the stunstick. The weapon does 1D6 - 4 damage plus any modifiers. Cost: 50 C-Bills.

Vibroblade [3/B]

The vibroblade is a bulky version of a standard sword or other blade, and weighs 200 grams. When activated, it vibrates at an extremely high frequency, making it a highly effective cutting tool. The weapon does 2D6 damage. Cost: 100 C-Bills.

Vibroknife [3/C]

The vibroknife is a smaller version of the vibroblade. The weapon does 1D6 damage. Cost: 250 C-Bills.

Primitive Missile Weapons

Primitive missile weapons include bows and crossbows. The combat system further divides these weapons into light and heavy categories, but the two sizes are not functionally different. No match for a rifle or laser weapon, primitive missile weapons continue in use primarily for sport. Among their few advantages is the relative quiet of their operation, making them useful for reconnaissance or espionage.

Crossbow [1/A]

The crossbow, which partially replaced the longbow (see below) in medieval times, consists of a bow mechanism with a winding or cocking device, replacing the straight pull of the bow. Crossbows fire quarrels, which are shorter and heavier than arrows. One of the advantages is that a crossbow can be aimed like a rifle, which means that it is relatively easy to learn. Light crossbows weigh 1.5 to 2 kilograms, heavy crossbows 3 to 5 kilograms.

Light Crossbow

Cost: 100 C-Bills
Range: 1-2/3-5/6-10
Damage: 2D6

Heavy Crossbow

Cost: 200 C-Bills
Range: 1-3/4-7/8-13
Damage: 2D6 + 3

Shortbow, Longbow [1/A]

Though bows do not have the range nor effect of higher-tech ranged weapons, they are relatively easy to produce. As a result, they are still used by individuals who cannot acquire more effective weapons. On some worlds, they have even been used by mobs versus better-armed police forces. Shortbows weigh 500 to 700 grams; longbows weigh 1,000 to 1,300 grams.

Shortbow

Cost: 10 C-Bills
Range: 1-2/3-5/6-8
Damage: 1D6 + 1

Longbow

Cost: 20 C-Bills
Range: 1-3/4-6/7-12
Damage: 1D6 + 3

Small Arms

Even the most rudimentary industrial capacity allows a planet to manufacture basic small arms and other infantry weapons. Interstellar economics and military logistics also make it more cost-effective to manufacture such expendable items as rifles, SMGs, and pistols locally than to import them to arm planetary garrisons. This factor, combined with the various military tactical doctrines in practice, creates tremendous variations even among similar weapon types.

For example, in the early years of the Independence Wars, there were more than 200 different types of rifles, each with its own capabilities and designed to serve different tactical needs. Some military leaders were willing to sacrifice range for high damage potential, while others wanted range at the expense of firepower. This same tendency has continued into the present era, which is why many versions of the same weapon type still exist.

Slug-Throwers

These weapons include an array of guns, from the small handgun to the gyrojet rifle and the submachine gun. All slug-throwing weapons consist of a firing chamber, accessed by a trigger mechanism, and one or more barrels to deliver the projectile(s), generally metal or plastic-jacketed bullets, or slugs.

Pistols

Normally issued to officers and vehicle crews, the standard pistol has been the weapon of last resort for centuries. Following are five pistol types:

Pistol [1/A]

The standard handgun pistol weighs 600-800 grams. It fires a single shot with each pull of the trigger. (It is equivalent to the .357 Magnum of the late 20th century).

Cost: 140 C-Bills

Range: 1-2/3-4/5-8

Shots: 6

Damage: 2D6 + 3

Auto-Pistol [2/A]

The auto-pistol, a clip-fed version of the standard pistol, weighs 500-800 grams. It also fires single-shot, but carries more rounds.

Cost: 150 C-Bills

Range: 1-2/3-4/5-8

Shots: 10

Damage: 2D6

Sternsnacht [2/B]

The Sternsnacht heavy pistol fires single-shot. It weighs 1.5 kilograms.

Cost: 400 C-Bills

Range: 1-2/3-4/5-12

Shots: 3

Damage: 4D6 + 2

Mydron [2/B]

The Mydron auto-pistol fires an automatic burst like an SMG. It weighs 1.5 kilograms.

Cost: 200 C-Bills

Range: 1-2/3-4/5-12

Shots: 20

Damage: 1D6 + 3

Hold-Out[1/A]

The hold-out pistol is a small, light version of the standard pistol. Favoured by scoundrels and gamblers it fires single-shot and weighs 50 grams.

Cost: 120 C-Bills

Range: 1-2/NA/NA

Shots: 5

Damage: 1D6 + 3

Rifles

Rifle[2/A]

This version of the rifle is fully automatic, capable of firing four bullets at a single pull of the trigger. It is designed for both range and accuracy, making it the most common slug-throwing weapon for non-military use. The rifle weighs 4-5 kilograms. (It most resembles the M-1 rifle of the late 20th century.)

Cost: 180 C-Bills
Range: 1-6/7-15/16-30
Shots: 10
Damage: 3D6

Federated Long Rifle [2/A]

The Federated long rifle weighs 4.5 kilograms, and fires single-shot.

Cost: 160 C-Bills
Range: 1-8/9-18/19-33
Shots: 10
Damage: 2D6 + 2

Zeus Heavy Rifle [2/B]

The Zeus heavy rifle weighs 8 kilograms, and fires single-shot. (This weapon resembles the .50 calibre sniper rifle of the late 20th century.)

Cost: 600 C-Bills
Range: 1-7/8-18/19-28
Shots: 5
Damage: 6D6

Light Recoilless Rifle [2/B]

The light recoilless rifle is the smallest version of the recoilless rifle. Weighing only 8 kilograms, the light recoilless offers accurate long-range fire, but has the disadvantage of lacking effective punch.

Cost: 300 C-Bills
Range: 1-12/13-25/26-35
Shots: 5
Damage: 3D6

Gyrojet Weapons

Gyrojet, or "cone," weapons, are recoilless projectile weapons more closely related to a rocket launcher. They fire projectiles that do not drop off in velocity over distance, and deliver explosive damage at their destination. Thus, they are effective not against personnel but also against vehicles. Five gyrojet weapons are listed here.

Gyrojet Rifle [2/B]

The gyrojet rifle weighs 3 kilograms.

Cost: 1,250 C-Bills
Range: 1-12/13-36/37-72
Shots: 10
Reload: 200 C-Bills
Damage: 3D6 + 6

Heavy Gyrojet rifle [2/B]

The heavy gyrojet rifle is a heavier version of the battle-proven gyrojet rifle. The heavy rifle simply uses larger, more powerful ammunition. The heavy gyrojet rifle weighs 8 kilograms.

Cost: 2,500 C-Bills
Range: 1-12/13-36/37-72
Shots: 5
Reload: 250 C-Bills
Damage: 6D6 + 6

Gyroslug Rifle [3/B]

The gyroslug rifle is the logical development of the gyrojet rifle. Instead of firing a large rocket, the gyroslug rifle fires a smaller version of the same round. Each round has its own propulsion rocket and explosive warhead. The gyroslug carbine is a smaller version of the same weapon. The gyroslug rifle weighs 1 kilogram, and the gyroslug carbine weighs 500 grams

Gyroslug Rifle [3/B]

Cost: 1,000 C-Bills
Range: 1-9/10-35/36-42
Shots: 50
Reload: 20 C-Bills
Damage: 3D6 + 3

Gyroslug Carbine [3/B]

Cost: 500 C-Bills
Range: 1-6/7-15/16-30
Shots: 20
Reload: 5 C-Bills
Damage: 2D6 + 5

Hold-Out Gyrojet Pistol [3/B]

The smallest of the type, the hold-out gyrojet pistol weighs 50 grams.

Cost: 300 C-Bills

Range: 1/2/NA

Shots: 2

Reload: 10 C-Bills

Damage: 3D6 + 3

Shotguns

Shotguns are smoothbore guns that deliver high firepower with little regard for accuracy. They fire shells containing either several bullets or several dozen small pellets through either one or two barrels. A shotgun weighs 3 to 4 kilograms. (It is most like the Remington 12-gauge of the late 20th century.) The double-barrelled shotgun can fire both barrels in one turn, doing double damage on one To-Hit Roll. The pump shotgun has six shots and improved range.

Shotgun (Double-Barrelled) [1/A]

Cost: 130 C-Bills

Range: 1-3/4/5

Shots: 2

Damage: 3D6 + 2

Pump Shotgun [1/A]

Cost: 40 C-Bills

Range: 1-3/4-5/6-8

Shots: 6

Damage: 3D6 + 2

Submachine Gun [1/B]

The submachine gun is a small automatic weapon, design to be compatible with the pistol and firing the same size ammunition. It weighs 3 kilograms. The SMG fires four rounds per pull of the trigger, and the trigger can be held for multiple combat rounds to permit the firing of a "burst" pattern. (The SMG closely resembles the Uzi of the late 20th century.)

SMG [2/B]

Cost: 180 C-Bills

Range: 1-3/4-7/8-10

Shots: 50

Damage: 3D6

Rorynex SMG [2/B]

The Rorynex Industries submachine gun weighs 3 kilograms.

Cost: 200 C-Bills

Range: 1-3/4-6/7-9

Shots: 100

Damage: 3D6 + 3

Imperator SMG [2/B]

The Imperator submachine gun weighs 4 kilograms.

Cost: 180 C-Bills

Range: 1-4/5-8/9-11

Shots: 50

Damage: 2D6

Portable Machine Gun [2/B]

The portable machine gun is one of the few weapons used by infantry squads as their main support weapon. A portable machine gun's high rate of fire and excellent damage potential make it an ideal weapon for almost any combat mission. A machine gun always fires a burst of bullets, as found under the Burst rules for SMGs (Personal Combat document, p. 2). Each shot represents one burst. Weight: 10 kilograms.

Cost: 1,000 C-Bills

Range: 1-10/11-20/21-42

Shots: 15

Damage: 4D6 + 3

Other personal weapons

This section gathers a variety of devices not easily categorized. In some cases, these weapons function through a technology unique to themselves.

Dart Gun [3/B]

The dart gun is used when a non-lethal solution to an enemy is required. The dart gun contains a small, powerful battery that delivers a stunning electric shock.

When the target is hit, make a Saving Roll of 2D6 - 4 against their BLD Score. If the roll fails, the character is knocked unconscious. The dart gun will penetrate anything up to a light environment suit. Someone wearing heavier armor will be unaffected. Armor vests do not stop the dart gun.

Cost: 140 C-Bills

Range: 1-2/3-4/5-6

Shots: 2

Damage: See description

Flamer [2/B]

The flamer is a heavy metal tube with a trigger mechanism and a flash chamber attached. It is designed to deliver burning chemicals to the target at a temperature of 200 degrees C and up, generating heat through mixing a volatile sodium compound with oxygen in the well-insulated flash chamber.

Flamers are area weapons. They set fire to the target hex and all adjacent hexes if they hit it, but they can be highly inaccurate. Any character passing through an ignited target area takes 1D6 damage for each of the next three rounds. If a character is damaged by flamer fire, hits are distributed evenly across the body.

Weight: 15 kilograms.

Cost: 200 C-Bills

Range: 1-2/3-4/5-6

Shots: 12

Damage: 2D6

Flamer Pistol [3/B]

The flamer pistol is a much smaller version of the flamer. Used mainly as a secondary weapon, the flamer pistol is usually hidden in a boot or sleeve. Though it does not do as much damage as a standard pistol, the flamer pistol does have a psychological advantage because most people, including soldiers, fear being burned.

A successful hit with a flamer pistol has the same effect as a hit from a standard flamer, except the flamer pistol affects only a one-hex area.

Cost: 50 C-Bills

Range: 1-3/4-5/6-7

Shots: 10

Damage: 2D6

Needlers

Needler weapons are among the most vicious ever developed. Instead of firing a single bullet or burst of energy, they fire a spray of plastic fletchettes. Needler ammunition consists of a small block of plastic that the gun shreds and fires out at high velocity.

Needlers always fire an automatic burst, just like an SMG. Any damage done by a needler is spread all across the body of the target, in the same way as flamer damage. Needlers can penetrate armor, but do not damage armor.

Needler Pistol [3/B]

The needler pistol weighs 300 grams.

Cost: 150 C-Bills

Range: 1-3/NA/NA

Shots: 10

Damage: 1D6 + 2

Needler Rifle [3/B]

The needler rifle is slightly larger than the pistol, having an extra handgrip connected at the front of the barrel. The needler rifle weighs 1 kilogram.

Cost: 175 C-Bills

Range: 1-6/7/8

Shots: 20

Damage: 2D6 + 2

Hold-Out Needler [3/B]

The hold-out needler weighs 50 grams.

Cost: 20 C-Bills

Range: 1/NA/NA

Shots: 5

Damage: 1D6

Sonic Stunner [2/B]

The sonic stunner gun operates on a slightly different principle from the stunstick. It projects ultra high-frequency sound able to stun or render a target unconscious (see Tranq. Gun). It only operates in direct line-of-sight, and is stopped by the first obstacle it hits. It does not affect inorganic material. Weight: 600 grams.

Cost: 100 C-Bills

Range: 1-2/3-5/6-8

Damage: See description

Tranq, Gun [1/B]

The tranquilizer gun is a small-bore rifle designed specifically to fire packets of small needles containing a powerful sedative. These needles will not penetrate armor, but will easily pass through cloth or mesh, dissolving in the target's bloodstream.

When the target is hit, make a Saving Roll of 2D6 - 2 against their BLD Score. If the roll fails, the character is knocked unconscious.

The tranq. gun is most commonly used by civil peacekeeping forces, but is also used in sport hunting. (It was for use in sports and veterinary medicine that the gun was originally developed.)

Weight: 1.5 kilograms.

Cost: 30 C-Bills

Range: 1-2/3-4/5-6

Shots: 10

Damage: See description

Support Weapons

Grenade Launcher [2/B]

The grenade launcher is a semi-automatic weapon that sometimes is attached underneath a rifle barrel. The launcher holds a clip of five mini-grenades in a tube reloading system similar to that of the pump shotgun. Grenades may only be fired directly from the launcher. Weight: 1,000 grams.

Cost: 100 C-Bills

Range: 1-2/3-6/7-12

Shots: 5

Damage: 3D6

Automatic Grenade Launcher [2/B]

Infantry units use the automatic grenade launcher to lay down long-range suppressing fire or smoke, either directly or indirectly.

When using the launcher directly, the firer uses his Small Arms Skill. If he successfully hits his target, it takes the full effect of the weapon's damage. When using the launcher indirectly, the firer uses his Support Weapons Skill. In either case, if the firer fails his To-Hit Rolls, the grenade will scatter according to the Area of Effect rules, (*Personal Combat* document, p. 3).

The automatic grenade launcher may also fire all its rounds at once, similar to an SMG burst. When firing directly, roll for each grenade normally. Any grenades that miss the target will scatter.

When firing indirectly, the firer's base chance to hit his target is either 9+ or his Support Weapons Skill, whichever is lower. The player must make a To-Hit Roll for each grenade in the clip. If the roll fails, one grenade will scatter for every point by which the roll is failed.

Weight: 5 kilograms.

Cost: 465 C-Bills

Range: 1-6/7-15/16-25

Shots: 10

Damage: 2D6

Grenades

Grenades have become the infantryman's most portable support weapon. Grenades are used to create suppressing fire, to damage enemy vehicles, and to ferret out hidden troops. The grenade's only range limitations are based on the strength of the thrower and the size of the grenade.

There are three sizes of grenades: micro, mini, and maxi. The micro grenade has the smallest charge and is the cheapest, while the maxi grenade has the biggest charge and is the most expensive.

There are many types of grenades, including explosive, flash, smoke. A micro smoke grenade fills one hex with smoke, grenades fill the target hex and all adjacent hexes with smoke, maxi grenades fill the target hex and all hexes within a 2-hex area with smoke.

A micro flash grenade temporarily blinds any targets lacking polarizing visors or sensors in a one-hex area. Mini flash grenades blind targets in the target hex and all adjacent hexes. Maxi flash grenades blind all targets in the target hex and within a two-hex area.

A micro explosive grenade does 2D6 damage to all targets in a one-hex area. Mini explosive grenades do 3D6 damage to all targets in the target hex and all adjacent hexes. Maxi explosive grenades do 5D6 damage to all targets in the target hex and all hexes within 2 hexes.

If the player successfully rolls his To-Hit Number, the grenade affects his target normally. Any explosions, flashes, and so on are centered on the target.

If the To-Hit Roll fails, the grenade will scatter. Follow the same procedure to determine the scatter as per Area of Effect rules (*Personal Combat* document, p. 3). It is also possible for a grenade to damage its thrower.

Each grenade may be used only once.

Micro grenades weigh 200 grams; mini grenades weigh 500 grams; maxi grenades weigh 800 grams.

Microgrenade [2/B]
Cost: 50 C-Bills
Range: 1/2-3/4-6
Damage: 2D6

Minigrenade [2/B]
Cost: 100 C-Bills
Range: 1/2-3/4-6
Area of Effect: 1
Damage: 3D6

Maxigrenade [1/B]
Cost: 130 C-Bills
Range: 1/2-3/4-6
Area of Effect: 2
Damage: 5D6

Portable Rocket Launcher [1/B]

The portable rocket launcher comes in many styles and shapes. With its long range and heavy-hitting punch, the PRL can disable most armor units. Its one-shot nature limits the weapon's overall effectiveness, however, because the user must take time to reload after every shot. It is for this reason that infantry companies do not use the PRL as a main weapon. Weight: 2 kilograms.

Cost: 2,075 C-Bills
Range: 1-6/7-16/17-36
Shots: 1
Reload: 75 C-Bills
Damage: 4D6 + 6

SRM Launcher [2/B]

Arguably the last word in antipersonnel weapons, the short-range missile launcher is an anti-vehicle weapon that does heavy damage to personnel targets, delivering a 2-pack of SRMs or infernos (napalm missiles). Most examples of the SRM must be placed and fired in an indirect arc, but a shoulder-mounted model exists, permitting the missiles to be fired directly at the target. Both models weigh about 10 kilograms.

Cost: 1,500 C-Bills
Range: 1 -10/11 -36/37-54
Shots: 2
Damage: 5D6 + 6

Heavy SRM Launcher [2/B]

Like many of the heavier battlefield weapons, the Heavy SRM launcher is a more powerful version of the smaller weapon used by infantry units. The H-SRM is a favourite weapon for hit-and-run or ambush tactics because it has excellent range, good hit probability, and is heavy enough to damage a vehicle. Weight: 20 kilograms.

Cost: 3,000 C-Bills
Range: 1-15/16-^0/41-48
Shots: 1
Reload: 5,000 C-Bills
Damage: 10D6 + 6

LAW [2/B]

The Light and Very Light Anti-Vehicle Weapon is a development of the portable rocket launcher and similar support weapons. Unlike other support weapons, however, LAWs and V-LAWs can only fire once, after which they are discarded. Almost every infantryman carries one, just in case he needs additional firepower.

LAW
Weight: 4 kilograms
Cost: 350 C-Bills
Range: 1-6/7-1 8/1 9-^0
Damage: 4D6 + 6

V-LAW
Weight: 4 kilograms
Cost: 75 C-Bills
Range: 1-4/5-12/13-25
Damage: 2D6 + 3

Weapon Accessories

JAF-05 Flash Suppressor [4/C]

This system eliminates flash caused by the use of shell-firing rifles or grenade launchers. The absence of flash makes it more difficult for most sensors to pick up the attacker's location. Cost: 1,000 C-Bills.

If a weapon is fired in the dark, a character will immediately see the muzzle flash. However, characters must make a Perception Skill Roll to spot the muzzle flash of a weapon equipped with a JAF-05 Flash Suppressor. Use the following table to determine modifiers.

JAF-05 Spotting table			
	Close	Medium	Long
Modifier	0	+2	+4
Range	1-10	11-20	21 +

Sniper Scope [2/A]

Sniper scopes are low-power telescopic sights that magnify the firer's sight picture. Sometimes the scope has IR or starlight capabilities to enhance its night-combat abilities.

Sniper scopes may be mounted only on rifles. Using a sniper scope gives the firer a -2 target modifier to any To-Hit Roll. To gain this benefit, the firer must be braced and stationary. A normal scope may not be used at night. If the scope has IR or starlight capabilities, the -2 target modifier applies to the device's normal night To-Hit Modifiers.

Cost: 150 C-Bills. Starlight or IR-capable: 300 C-Bills.

Starlight Scope/Goggles [2/A]

Starlight scopes are used during night-fighting. They absorb light, including starlight, from the surrounding area, focusing it onto a small screen to show an illuminated view of the area. Starlight scopes are a fairly common item that have been standard-issue equipment to most front-line units for hundreds of years.

Starlight scopes are attached to weapons and are used in the same way as other scopes. Another version builds the scope right into a pair of goggles, which the user wears. Characters using starlight scopes in total darkness have a +4 rather than a +6 To-Hit Modifier for any shot at a range greater than 10 meters. Scopes used in partial darkness remove all partial-darkness penalties.

Sudden bursts of light will not damage the starlight scope or blind the wearer. The scope automatically shuts off when too much light enters the lens. Cost: 300 C-Bills.