

## NEW EQUIPMENT FOR 2300AD

The following new equipment attempts to fill in the gaps where little equipment is available, e.g. handguns and cyberjockey programs.

### HANDGUNS

**DunArmCo GP1:** Type: 4.5mm Gauss pistol Country: Australia Weight (empty): 1.8 kg Length: 25 cm (Bulk=0) Action: Single shot Ammunition: 4.5 x 9 mm flechette Muzzle Velocity: 675 mps Magazine: 16-round box with internal power cell Magazine Weight: 0.2 kg Recharge Bottle Weight: 0.1 kg ROF: 3 Aimed Fire Range: 70 m Area Fire Burst: 3 rounds (AFV=0.25) Area Fire Range: 35 m DP Value: 0.7 Price: Lv450 (Lv2 for box of 100 rounds; Lv2 for recharge bottle).

**Giotti Cobra:** Type: 7.5mm machine pistol Country: Italy Weight (empty): 1.3 kg Length: 32 cm (Bulk=0) Action: Single shot or bursts Ammunition: 7.5 x 27 mm fixed cartridge ball Muzzle Velocity: 600 mps Magazine: 15 or 30 round box Magazine Weight: 0.2 kg or 0.3 kg ROF: 4 Aimed Fire Range: 40 m Area Fire Burst: 5 (AFV=0.5) Area Fire Range: 40 m DP Value: 0.3 Price: Lv375 (Lv5 for box of 100 rounds).

**Rawling Redbird:** Type: 11.2 mm magnum revolver Country: Texas Weight (empty): 1.6 kg Length: 38 cm (Bulk=0) Action: Single shot Ammunition: 11.2 x 38 mm fixed cartridge ball Muzzle Velocity: 600 mps Magazine: 6-round cylinder Weight of 6 rounds in reloader: 0.2 kg ROF: 1 Aimed Fire Range: 100 m Area Fire Burst: 3 rounds (AFV=0.25) Area Fire Range: 50 m DP Value: 0.9 Price: Lv400 (Lv5 for box of 100 rounds).

**Segatov PS ( Pistolyet Segatova ):** Type: 9mm automatic Country: Russia Weight (empty): 1.1 kg Length: 23 cm (Bulk=0) Action: Single shot Ammunition: 9 x 32 mm fixed cartridge ball Muzzle Velocity: 590 mps Magazine: 12-round box Magazine Weight: 0.1 kg ROF: 2 Aimed Fire Range: 70 m Area Fire Burst: 3 shots (AFV=0.25) Area Fire Range: 35 m DP Value: 0.6 Price: Lv250 (Lv4 for box of 100 rounds; can accept Chip Traylor ammo but DPV becomes 0.4)

**Smith & Wesson ISP 106:** Type: 6mm binary propellant automatic Country: USA Weight (Empty): 0.4 kg Length: 17 cm (Bulk=0) Action: Single shot Ammunition: 6x14mm target-shredding sabot Muzzle Velocity: 450 mps Magazine: 10-round box Magazine Weight: 0.1 kg (including filled, disposable propellant cells) ROF: 3 Aimed Fire Range: 30 m Area Fire Burst: 3 rounds (AFV=0.25) Area Fire Range: 15 m DP Value: 0.4 Price: Lv390 (Lv25 per magazine, Lv7 for a box of 100 rounds).

**Walther GSP:** Type: 9mm automatic Country: Germany Weight (empty): 0.7 kg Length: 21 cm (Bulk=0) Action: Single shot Ammunition: 9 x 25mm fixed cartridge ball Muzzle Velocity: 510 mps Magazine: 8-round box Magazine Weight: 0.1 kg ROF: 3 Aimed Fire Range: 70 m Area Fire Burst: 3 rounds (AFV=0.25) Area Fire Range: 35 m DP Value: 0.4 Price: Lv325 (Lv3 for box of 100 rounds).

### SUBMACHINE GUNS

**Enfield Close Assault System Phased Rifle ("Casper"):** Type: 9mm submachinegun Country: UK Weight (empty): 2 kg Length: 46 cm (Bulk=1) Action: Bursts Ammunition: 9 x 32mm fixed cartridge ball Muzzle Velocity: 480 mps Magazine: 30-round box or 100-round drum Magazine Weight: 0.3 kg or 1 kg ROF: 4 Aimed Fire Range: n/a Area Fire Burst: 10 (AFV=0.9) Area Fire Range: 400 m DP Value: 0.7 Price: Lv450 (Lv4 for 30-round magazine; Lv10 for 100-round drum).

**Hyde Dynamics Silent Assault System (S.A.S.):** Type: 4mm gauss rifle Country: USA Weight (empty): 2 kg Length: 46 cm (Bulk=1) Action: Bursts or Single Action Ammunition: 4 x 9mm fixed cartridge ball Muzzle Velocity: 700mps (400mps Area Fire) Magazine: 60-round box or 100-round box Magazine Weight: 0.3 kg or 0.7 kg ROF: 3 (Area Fire 5) Aimed Fire Range: 450 Area Fire Burst: 10 (AFV=1.5) Area Fire Range: 300 m DP Value: 0.4 Price: Lv450 (Lv10 for 60-round magazine; Lv30 for 100-round drum).

**Kaskaskia SMG Type 21:** Type: 9mm submachinegun Country: USA Weight (empty): 2.1 kg Length: 48 cm (Bulk=1) Action: Bursts Ammunition: 9 x 32mm fixed cartridge ball Muzzle Velocity: 515 mps Magazine: 40- or 80-round box Magazine Weight: 0.4 kg or 0.8 kg ROF: 4 Aimed Fire Range: n/a Area Fire Burst: 10 (AFV=1.0) Area Fire Range: 300 m DP Value: 0.6 Price: Lv375 (Lv3 for 40-round magazine; Lv7 for 80-round magazine).

**L'Carnot Industrie MA ( Mitarillette d'Assault ):** Type: 9mm submachinegun Country: France Weight (empty): 1.5 kg Length: 40 cm (Bulk=1) Action: Bursts Ammunition: 9 x 32mm fixed cartridge ball Muzzle Velocity: 400 mps Magazine: 30- or 60-round box Magazine Weight: 0.3 kg or 0.6 kg ROF: 4 Aimed Fire Range: n/a Area Fire Burst: 10 (AFV=1.2) Area Fire Range: 270 m DP Value: 0.7 Price: Lv405 (Lv4 for 30-round magazine; Lv8 for 60-round magazine).

**Shizuoka 8:** Type: 8mm binary propellant submachine gun with integral noise suppressor Country: Japan Weight (empty): 3 kg Length: 50 cm (Bulk=1) Action: Single shot or bursts Ammunition: 8 x 12 mm ammunition ball Muzzle Velocity: 700 mps (area fire 400 mps) Magazine:

30- or 60-round box, with integral propellant gas bottle. Separately loaded internal catalyst gas bottle with charge for 600 aimed shots or 200 bursts. *Magazine Weight*: 0.6 kg *ROF*: 3 (area fire 5) *Aimed Fire Range*: 500 m *Area Fire Burst*: 10 rounds (AFV=1.5) *Area Fire Range*: 250 m *DP Value*: 0.6 *Price*: Lv800 (Lv2 for 30-round disposable magazine; Lv4 for 60-round disposable magazine; Lv1 for recharge bottle).

**Uzi Model 2301:** *Type*: 9mm submachinegun *Country*: Confederation of Palestine *Weight (empty)*: 1.8 kg *Length*: 41 cm (Bulk=1) *Action*: Bursts *Ammunition*: 9 x 32mm fixed cartridge ball *Muzzle Velocity*: 510 mps *Magazine*: 30- or 50-round box *Magazine Weight*: 0.4 kg *ROF*: 5 *Aimed Fire Range*: n/a *Area Fire Burst*: 5 (AFV=0.8) *Area Fire Range*: 300 m *DP Value*: 0.8 *Price*: Lv550(Lv4 for 30-round magazine; Lv6 for 50-round magazine).

## ASSAULT RIFLES

**SK-19 ( Sturmkarabiner -19):** Now the standard service weapon in the German Army, the SK-19 is clearly a progressive development of the Traylor Arms M-2 Assault Rifle. The main improvements over the M-2 consist of the substitution of a reliable binary propellant system for fixed cartridges and the inclusion of an integral 30mm grenade launcher in the stock below the barrel. The binary propellant system includes a muzzle velocity governor keyed to the fire select switch, patterned after that on the French FAM-90. When on the burst setting, muzzle velocity is considerably reduced giving an extremely controllable autofire weapon. The resulting combination of a high rate of fire, ease of control, the shattering punch of the 9mm APHE round, and the option of 30mm grenade fire makes the SK-19 one of the most devastating close-in assault weapons in service anywhere.

*Type*: 9mm binary propellant assault rifle (with integral 30mm grenade launcher) *Country*: Germany *Weight (empty)*: 4 kg *Length*: 75cm (Bulk=2) *Action*: Single shot or bursts *Ammunition*: 9x12mm APHE *Muzzle Velocity*: 700mps (area fire 400mps) *Magazine*: 50-round box magazine, with integral propellant gas bottle. Separately loaded internal catalyst gas bottle with charge for 600 aimed shots or 200 bursts. *Magazine Weight*: 0.5 kg *Recharge Bottle Weight*: 0.1 kg *ROF*: 3 (area fire 5) *Aimed Fire Range*: 600m *Area Fire Burst*: 10 (AFV=1.5) *Area Fire Range*: 300m *DP Value*: 1 (aimed fire and area fire) *Price*: Lv440 (Lv2 for 50-round disposable magazine; Lv1 for recharge bottle).

**Traylor Arms M-5 Assault Rifle:** The Traylor Arms M-5 was chosen the standard assault rifle for Marine forces in 2293. A development of the M-2 "nine-forty-four," it uses a binary propellant system rather than the M-2's fixed cartridges and mounts an integral 30mm grenade launcher under the barrel.

*Type*: 9mm binary propellant assault rifle (with 30mm grenade launcher) *Country*: USA *Weight (empty)*: 4.2 kg *Length*: 79 cm (Bulk=2) *Action*: Single shot or bursts *Ammunition*: 9x12mm HEAP *Muzzle Velocity*: 700 mps (area fire 400 mps) *Magazine*: 50-round box magazine with integral propellant gas bottle. Separately loaded internal catalyst gas bottle with charge for 600 aimed shots or 200 bursts. *Magazine Weight*: 0.5 kg *Recharge Bottle Weight*: 0.1 kg *ROF*: 3 (area fire 5) *Area Fire Range*: 600m *Area Fire Burst*: 10 (AFV=1.5) *Area Fire Range*: 300m *DP Value*: 1 (aimed fire and area fire) *Price*: Lv675 (Lv3 for 50-round disposable magazine; Lv2 recharge bottle).

**Traylor Arms M-44 "Pulse" Rifle:** The M-44 "Pulse" Rifle (a term applied to many binary propellant weapons, so named because of the way in which the weapon works) was built by Traylor Arms in 2300 for use as a squad support weapon, similar to a plasma gun, but the M-44 is a binary propellant rifle. Typically 1 man in a U.S. fireteam carries a plasma gun or M-44 into battle (depending on circumstances), though sometimes a big soldier will carry one instead of an M-5. The M-44 requires the firer to use a special harness for proper control. The gun is attached to this harness by a swivel mount.

*Type*: 9mm binary propellant assault rifle *Country*: USA *Weight (empty)*: 10 kg *Length*: 121 cm (Bulk=4) *Action*: Single shot or bursts *Ammunition*: 9x12mm HEAP *Muzzle Velocity*: 1200 mps (area fire 600 mps) *Magazine*: 50-round box magazine with integral propellant gas bottle. Separately loaded internal catalyst gas bottle with charge for 600 aimed shots or 200 bursts. *Magazine Weight*: 0.5 kg *Recharge Bottle Weight*: 0.1 kg *ROF*: 3 (area fire 5) *Area Fire Range*: 900m *Area Fire Burst*: 10 (AFV=1.5) *Area Fire Range*: 450m *DP Value*: 1.6 *Price*: Lv780 (Lv3 for 50-round disposable magazine; Lv2 recharge bottle).

**FAA-73 ( Fusil Automatique d'Assault -2273):** *Type*: 7.5mm conventional assault rifle *Country*: France *Weight (empty)*: 3 kg *Length*: 83cm (Bulk=2) *Action*: Single shots or bursts *Ammunition*: 7.5x40mm fixed cartridge ball *Muzzle Velocity*: 910mps *Magazine*: 25 rounds *Magazine Weight*: 0.5 kg *ROF*: 2 *Aimed Fire Range*: 800m *Area Fire Burst*: 10 (AFV=1) *Area Fire Range*: 600m *DP Value*: 0.7 *Price*: Lv510 (Lv2 for 60 rounds).

## MACHINEGUNS

**Kaskaskia Arms Type 720 Machinegun:** Designed as a domestic American machinegun, it was adopted after modification by the Marines in 2289. It is similar in most respects to the Manchurian Type 381, though slightly heavier, longer, and more durable. Critics note that the extractor mechanism is sensitive to fouling from the cartridge discharge. In the hands of inexperienced soldiers, the Model 720 is prone to jams. The Marines are trained to keep their weapons clean - the image of the Marine cleaning his weapon between combats has become a legend. Marine 720s rarely jam.

*Type:* 7.5mm squad machinegun *Country:* USA *Weight (empty):* 8 kg *Length:* 130 cm (Bulk=4) *Action:* Single shot or bursts *Ammunition:* 7.5 x 32mm fixed cartridge ball *Muzzle Velocity:* 940 mps *Magazine:* 150-round cassette or 50-round magazine *Magazine Weight (cassette):* 2 kg *Magazine Weight (50-round magazine):* 0.8 kg *ROF:* 5 *Area Fire Range:* 800m (1000m on mount) *Area Fire Burst:* 20 (AFV=2) *Area Fire Range:* 600m (760m on mount) *DP Value:* 0.7 *Price:* Lv900 (Lv2 for box of 100 rounds; Lv6 for empty cassette; Lv1 for empty magazine).

**RPS-80 ( Ruchnoy Pulemyot Segetova 2280):** The RPS-80 was originally designed as a squad support autogun, but field testing proved less than satisfactory, and the introduction of plasma rifles has seen the use of the RPS-80 all but disappear.

*Type:* 7.5mm conventional machine gun *Country:* Russia *Weight (empty):* 4 kg *Length:* 102cm *Action:* Single shot or bursts *Ammunition:* 7.5x32mm fixed cartridge ball *Muzzle Velocity:* 1100mps *Magazine:* 200 round cannister *Magazine Weight:* 2.2 kg *ROF:* 5 *Aimed Fire Range:* 750m *Area Fire Burst:* 20 (AFV=2) *Area Fire Range:* 600m *DP Value:* 0.8 *Price:* Lv890 (Lv4 for box of 200 rounds; Lv5 for empty cannister).

### MISCELLANEOUS WEAPONS

**30mm Propelled Chemical Stink Grenade:** Used by Texas Rangers on Kormoran, the 30mm propelled chemical stink grenade is a high-rate aerosol dispenser that creates a cloud of persistent, noxious (to Eber senses) gas 10m in diameter. Any Eber in this zone becomes a social outcast for 2d6 days. *DP:* As explosion (EP=1) but no fragmentation *Price:* Lv6, manufactured locally.

**Antipersonnel Mine:** This type of mine is a directional, antipersonnel, defensive weapon. It is emplaced to face a particular direction and will fire a formidable blast of antipersonnel fragments in a 30 degree conical "killing ground." The mine is small and easily camouflaged, and it can be detonated by a 30m tripwire (60 percent chance of detonation if a target walks across it) or by remote control. Explosive and concussion damage is resolved normally; fragmentation effects are only felt by those in the blast cone. The width of the cone at any distance along the firing axis is half the linear distance from the mine. (Example: The cone is two meters wide at a point four meters in front of the mine.) *Type:* Antipersonnel defensive mine *Country:* Generic *Weight:* 2 kg *DP:* As explosion (EP=6) *Price:* Lv50.

**CLP-1A ( Cannon Legere Pyrotechnique -1A):** *Type:* Field-mounted 175 megawatt plasma gun *Country:* France *Weight (empty):* 344 kg *Length (gun tube only):* 274cm *Action:* Single shot *Ammunition:* 41x77mm 175 megawatt photonic core plaser cell *Ammunition Weight:* 3.5 kg *Magazine:* 10-cell clip fed into overhead hopper *Magazine Weight:* 38 kg *ROF:* 5 *Aimed Fire Range:* 1600m *DP Value:* As tamped explosion (EP=15) *Price:* Lv9300 (Lv500 for disposable 10-cell clip).

### MELEE WEAPONS

**Cutlass:** *Length:* 90 cm (Bulk=2) *Weight:* 1.5 kg *Melee Range:* Long *Melee Skill Modifier:* +1 *DP:* 0.3 *Price:* Lv5

**Edged Pole Arm:** *Length:* 300 cm (Bulk=9) *Weight:* 12 kg *Melee Range:* Long *Melee Skill Modifier:* -3 *DP:* 0.5 *Price:* Lv7

**Foil:** *Length:* 80 cm (Bulk=1) *Weight:* 0.5 kg *Melee Range:* Long *Melee Skill Modifier:* +1 *DP:* 0.2 *Price:* Lv3

**Staff:** *Length:* 100 to 200 cm (average Bulk=5) *Weight:* 1 kg *Melee Range:* Long *Melee Skill Modifier:* +0 *DP:* 0.5 (blunt trauma only) *Price:* None

**Spear:** *Length:* 300 cm (Bulk=7) *Weight:* 1 kg *Melee Range:* Long *Melee Skill Modifier:* -1 *DP:* 0.5 *Price:* Lv3

**Sword:** *Length:* 100 cm (Bulk=3) *Weight:* 10 kg *Melee Range:* Long *Melee Skill Modifier:* -1 *DP:* 0.3 *Price:* Lv7

**Long Sword:** *Length:* 150 cm (Bulk=5) *Weight:* 15 kg *Melee Range:* Long *Melee Skill Modifier:* -2 *DP:* 0.4 *Price:* Lv10

### MISCELLANEOUS EQUIPMENT

**All-Purpose Fire Extinguisher:** An all-purpose fire extinguisher can be used on chemical, electrical, or normal fires. Each extinguisher has three separate CO<sub>2</sub> -propelled packets of fire

retardant powder. *Weight:* 5 kg *Price:* Lv35 for disposable, Lv50 for rechargeable, Lv10 per 3-charge refill.

**CO<sub>2</sub> Bomb:** Under normal conditions, this device is only useful for putting out fires. If set off within 5 meters of a creature, treat as a hand grenade with DP equal to an explosion (EP=2) but with no fragmentation. It will extinguish most fires within a 5 meter radius when detonated. *Weight:* 5 kg *Price:* Lv190.

**Healjell:** Can be smeared on small wounds to anesthetize and disinfect. It also accelerates healing. Wounds treated with Healjell after being properly cared for undergo 2 weeks of healing in 24 hours; that is, recovery from 2 light wounds and 2 shock points per day. A second dose must be applied if further healing is required, and proper rest is necessary for any healing. *Price:* Lv150/dose.

Whenever Healjell is used, however, a check must be made for allergic reaction with the following task:

**Task:** To avoid an allergic reaction to Healjell: Simple. Endurance. Instantaneous.

*Referee:* Failure at this task increases the difficulty level by one the next time Healjell is used. Failure of this task at Difficult level will result in a light wound. Failure at Formidable results in a shock point. Failure at Impossible results in 3 shock points.

## CYBERNETICS

**Autoinjector:** The autoinjector is a popular piece of medical equipment among soldiers, scientists, and explorers. It is basically a slim box composed of human-compatible synthetics that holds eight doses of drugs, and a microprocessor and blood analyzer. The simple version monitors the levels of various chemical substances in the blood and, in response to changes in blood chemistry, will inject the drugs it has been programmed to use. In most cases, the unit is programmed to respond to the presence of toxins and to inject the proper antidote. The unit is programmed by insertion of a drug tube which contains, in addition to the drug, a microchip with data for its proper use.

The autoinjector unit constantly monitors the bloodstream. If a toxin the unit is programmed to recognize (one that it has an antidote for) is introduced into the blood, the unit will inject the proper antidote drug, negating the toxin's effects. The advanced version allows a character to use the device as a blood analyzer and to make a diagnosis on his own Medical skill (the difficulty is based on the task on hand). This unit can also hold drugs like Herc and Bounce, and be programmed to inject them on a timed basis. Or when the blood level/blood chemistry reaches a crisis point, the unit can automatically inject them. Naturally, the owner of the advanced version can control the injection.

*Weight:* Insignificant (when implanted) *Price:* *Simple Unit:* Lv500 *Advanced Unit:* Lv1000 (includes implantation) *Reusable Drug Tube:* Lv10 + drug cost.