

EQUIPMENT AND WEAPONS

PRICE LIST

Here follows a Price List of things commonly available to the public and their cost in credits, plus some other, less common items for comparison.

<i>Item</i>	<i>Cost in Credits</i>	<i>Item</i>	<i>Cost in Credits</i>	<i>Item</i>	<i>Cost in Credits</i>	<i>Item</i>	<i>Cost in Credits</i>
Aircar	5000	FTL ship	10,000,000/person	Medical Scanner	1500	Shuttlecraft	25,000,000
Antigravs	10,000	Filter Mask	15	Medikit	25	Singleship	10,000,000
Assault Rifle	1000	Flashlight	5	Medipouch	150	Sonic Disruptor	200
Automatic Pistol	500	Flex-Mesh Armor	1000	Needler	150	SMG	1000
Backpack	25	Formal Dress	500	Nylon Line	1/meter	Spacesuit	500
Belt Light	5	Good Meal	5	Orbital Home	250,000	Starship	50,000,000,000
Biocomputer	2500	Gyrojet	150	Out-System Ticket	5000	Submarine	50,000
Bow	50	Hardback Book	5	Paperback	1	Tape Book	2
Bulletproof Vest	75	Holo Ticket	4	Parka	15	Telefocals	50
Calculator (=HP 41C)	100	House	50,000	Phaser-1	100	Torch	15
Camera	25	In-System Ticket	500	Phaser-2	200	Translator	1500
Chronometer	20	Invingoscope	5000	Phynburger	1500	Transponder	1000
College Education	25,000	IR Goggles	20	Police Stunner	100	Transport	33,000,000,000
Combat Knife	20	Jumper (STL)	10,000,000	Police Neb	500	Tribble	10
Communicator	50	Jump Harness	5000	Powerpack	10	Tricorder	5000
Computer (=360/91)	1000	Kinetic Shield	1000	Revolver	500	Uniform	500
Crossbow	100	Laser Beacon	500	Rifle	500	Vibroblade	300
Cutter Beam	500	Laser Pistol	200	Room & Board	500/month	Vibrosword	1000
Dagger	10	Laser Rifle	300	Sample Pouch	2	Visor	25
Decontamination Suit	400	Lifebelt	100	Saurian Brandy	50/fifth	Voder	150
Destroyer	25,000,000,000	Life Mask	100	Scotch	10/fifth	Yacht (aquatic)	50000
Disruptor	500	Macrosuit	400,000	Scout	25,000,000,000		
Dreadnought	75,000,000,000	Magnetic Probe	2000	Shipsuit	50		

COMMON EQUIPMENT

Tricorder

The tricorder may be set to detect life-forms or energy sources. The user must declare what type of scan they are making. The Tricorder will tell how far and in what direction a life-form or energy source is. Scanning is blocked if attempting to scan through heavy material such as armor plate, deflector screens, or more than 4 feet of rock.

Communicator

This device is required for the Transporter to lock-on and beam up a party. It has a range of 12000 Kilometers but its signal is blocked in the same way as a scan from a tricorder.

Medikit

The medikit, when used by a doctor or nurse, will repair from 1 to 4 (rolled on a 4-sided die) points of Constitution, during a game turn.

Klingon/Romulan Communicator

Works the same way as a Star Fleet Communicator but can also be used to scan for energy sources in the same way as a tricorder.

LIST OF EQUIPMENT AND WEAPONS

AGONIZER—A Klingon device which, when placed against its victim, causes excruciating pain and tissue damage.

AHN-WOON—A traditional Vulcan weapon consisting of a strip of leather which can be used as a sling or as a whip.

ANTI-CONTAMINATION SUIT—A piece Of Starfleet equipment which protects the wearer from extremes of radiation and temperature and also prevents exposure to harmful bacteria or other microorganisms.

ARMORED PRESSURE SUIT—This is a space suit worn by the Kzin when fighting in a vacuum and other adverse environments.

ASSAULT RIFLE—Semi- or Full-Automatic firearm. We used the AK-47 as our example.

AUTOMATIC PISTOL—This is representative of all modern automatic hand weapons. The one particular that we used to determine its abilities was the Colt .45" Model 1911.

AX—A primitive weapon of Terran and other cultures consisting of a heavy single or double blade on the end of a handle at least a meter long.

BACKPACK—A light fabric container worn on the back, capable of carrying up to 10 units of mass.

BELT LIGHT—This is a small light carried on the belt. It can be turned on to illuminate an area while leaving the wearer's hands free, or removed from the belt to direct in any area.

BODY SHIELD—This type of primitive shield was used by ancient Terran and other alien cultures and consists of a light metal or leather framework strapped onto the non-weapon arm and covering almost all of the bearer's body in a fight. Ancient Greeks used body shields shaped like figure eights. Others used rectangular ones.

BOW—This is a primitive weapon used to project long finned darts.

BROADSWORD—A meter long two-edged bladed weapon used in feudal cultures.

BUCKLER—This is a shield considerably smaller than a body shield and usually much easier to maneuver.

BULLETPROOF VEST—A vest made of nylon and fiberglass designed to deflect small arms fire.

CAP + BALL PISTOL—Nineteenth Century firearm. We used the Colt .44 Peacemaker as our example.

CHRONOMETER—A simple wristwatch; or it could be a precision instrument used to measure infinitesimal amounts of time.

CHAINMAIL—Links of steel woven into a jacket to protect the wearer from attack.

CLUB—This weapon can range anywhere from a reversed pistol to a large piece of wood. Anything handy, used to strike an opponent would be considered a club.

COMBAT KNIFE—Short, edged blade weapon. A bayonet also qualifies as a combat knife.

COMMUNICATOR—Standard Starfleet issue communications device with a range of 12000 km. It is also used to pinpoint a landing party for Transporter beam-up.

CROSSBOW—This is a sort of rifle version of a bow, used to fire much more powerful projectiles.

CUTTER-BEAM—Starfleet issue laser device with a very short range (5 cm) used to cut through most metals and plastics.

DAGGER—Small, two-edged blade weapon. Can be thrown or used in H-H combat.

DISRUPTOR I/II—Hand weapons which disrupt matter using beamed micro-wave energy. They are the standard weapons of the Klingon and Romulan Empires.

ENERGY SHIELD—A backpack unit which protects a forcefield around the bearers to protect them from energy weapons. It is not effective against projectile weapons or personal attack.

ENVIRONMENTAL SUIT—This is the standard issue Starfleet space suit, designed to protect the wearer from all adverse environments or the total lack of an environment.

FILTER MASK—Starfleet issue face mask used to filter dust or dangerous gases out of a wearer's breathing air.

FLEX-MESH ARMOR—Special Starfleet combat armor worn when a landing party knows they are herded into a combat situation. The armor is electronically strengthened and seems as soft as silk until hit where upon it becomes as hard as solid steel.

FLINTLOCK PISTOL/MUSKET—Ancient firearms using a piece of flint to ignite the powder.

FORCEFIELD BOX—A container used by engineers to transport anti-matter from one place to another without allowing it to come into contact with the positive matter environment.

GYROJET—A pistol which fires 13mm rocket-propelled projectiles.

HAND-LASER—Early Starfleet hand weapon firing a beam of monochromatic light. It was later replaced by the much more versatile phaser.

HE GRENADE—A hand-thrown high explosive bomb.

IRVINGOSCOPE—An engineering device used to trace complex fluidic and electronic circuits.

JUMP HARNESS—A flying belt based on anti-gravity technology. The distant descendant of our modern Bell Jet and Rocket belts. Used primarily by Security forces in a combat situation.

KINETIC SHIELD—A belt-carried portable force field used to deflect material projectiles and attacks. It is ineffective against attack by energy weapons.

KITE SHIELD—Triangular shield used by ancient feudal knights of old Earth.

KLIGAT—A small razor edged disk used by Capellans. It's thrown somewhat like a frisbee and is extremely deadly for a primitive weapon.

KLINGON ARMOR VEST—A basic part of the Klingon Uniform is the silvery metal mesh vest which can provide partial protection from attacks.

KLINGON COMMUNICATOR—Essentially the same as a Starfleet communicator, the Klingon device is also capable of detecting and ranging energy sources, though not capable of analyzing them.

LASER BEACON—A small device which can be used to signal an orbiting ship when conditions prevent the use of a regular communicator.

LASER RIFLE—A heavier version of the Hand Laser with greater range and firepower.

LEATHER—A suit of leather that can help protect the wearer from abrasions and edged weapon attacks.

LIFE SUPPORT BELT—This Starfleet issue belt device generates a forcefield which replaces an environmental suit. It is not effective in high pressure toxic atmospheres or in situations involving extreme radiation.

LIFE SUPPORT MASK—A face mask worn in toxic atmospheres not requiring an environmental suit but still requiring a proper atmosphere for a human or other oxygen breathing races.

LIRPA—A traditional Vulcan weapon having a sickle shaped blade on one end and a heavy weight on the other.

LONG SWORD—A bladed weapon slimmer and slightly shorter than a broadsword.

MACE—A heavy club-like weapon with a very heavy weight on the end of a short handle. Leverage gives it more striking power than a regular club.

MAGNETIC PROBE—A tool used by engineers to probe and exert partial control over magnetic and other types of force fields.

MEDICAL SCANNER—A small Starfleet device which, when passed close to a person, can give readings on that person's health. It registers heart beat and other readings. It can only be used by trained medical personnel.

MEDIKIT—This is a small field medical kit containing medical equipment which can be used to repair from 1 to 4 (use a 4-sided die) points of Constitution in a game turn when used by trained medical personnel.

MEDIPOUCH—This is a larger field medical kit which can be used to repair much larger amounts of damage including semi-major surgery. It can repair 1-8 (use an 8-sided die) points of damage in a game turn if used by a doctor.

MORNING STAR—Somewhat similar to a mace but having the weight spiked and attached to the handle by a short chain in order to provide even greater leverage.

NEEDLER—A weapon which fires scores of tiny steel needles in a high pressure burst. The needles tumble when they hit.

NUCLEAR BLASTER—A weapon which fires a concentrated pulse of nuclear radiation in a tight beam. Outlawed in the Federation, they are still used by more primitive cultures such as the Troyians and Elasians. They leave the area radioactive (1-4 hit points worth) whenever they are fired.

PHASER I/II—The phaser is the standard hand weapon of Starfleet, replacing the older hand laser. The phaser I is quite small and easily hidden. It snaps into a pistol mount to form the phaser II with greater range and power. The phaser can be set to Stun, kill, disrupt, dematerialize, and heat.

PHASER RIFLE—This is a much larger phaser weapon with the same range of settings as the smaller models but with considerably greater range. It is only used by Starfleet in combat situations.

PHASER BORE—Very similar to a phaser rifle but used as a tool to drill large holes through rock or metal. Can drill up to 1 meter of native rock in one action phase but consumes 1 point of its 24 unit power pack.

PHYNBURGER—An engineering instrument used to trace energy sources in various machinery. Can also be used to detect energy levels and trace energy control devices.

PHOTON GRENADE LAUNCHER—A small mortar-like launcher firing photon grenades. The photon grenade is a dilithium powered antimatter explosive with a tremendous explosion radius. This weapon is very restricted in its use, only designed for extreme combat situations.

PLATE ARMOR—Armor worn by feudal knights consisting of overlapping plates of steel. Extremely bulky and heavy.

POLICE STUNNER—A common hand weapon used by Federation police and the law enforcement agencies of other governments. Essentially a phaser incapable of firing any effect other than stun.

POLICE WEB—A three meter diameter net which generates a tractor field on whoever stands on it. With the web turned on, persons standing on it cannot move. The web operates for 10 game turns on portable powerpack.

PORTABLE ANTI-GRAVS—Standard Starfleet equipment designed to lift up to 25 units of mass per unit.

PORTABLE BIOCUMPUTER—An attaché case sized unit which can help medical personnel diagnose alien diseases.

POWERPACKS—Various units used to power high energy devices. Somewhat similar to storage batteries

PRESSURE SUIT—Basic space suit used by various races to protect them from hostile environments. Generally made of flexible elastic material and designed to provide a breathable atmosphere to the wearer. Usually also has a communications unit and environmental sensors.

PSYCHIC PROBE—A Klingon weapon designed to interrogate prisoners. Also known as a mind-ripper, the psychic probe will cause 1-4 units of Mentality to be lost from the victim, per use. If the victim rolls greater than his or her Mentality with 3 dice, the victim must tell the interrogator what they wish to know.

REVOLVER—Modern firearm hand weapon. The example used is the Smith + Wesson .38.

RIFLE—Modern firearm. The model used as an example is the M-1 Garand.

SAMPLE POUCH—A small plastic container used to hold specimens taken during a landing party.

SHORT SWORD—Medium sized two-edged weapon similar to the Roman gladius.

SHUTTLECRAFT—Small spacecraft capable of carrying up to 7 people.

SLING—One of the most ancient weapons ever made, consisting of a leather strap and pouch made to project small stones at high velocities for short distances.

SONIC DISRUPTOR—Hand weapon firing a tightly focused beam of sound to disrupt living tissue and other material.

SONIC GRENADE—Hand-thrown bomb which releases a burst of sonic energy which will disrupt lifeforms and objects within a short radius.

SPEAR—Long pole with a sharp tip. The staff can be used to jab or strike at an opponent. One form of the staff was a favored weapon of Robin Hood and his merry men.

SUBCUTANEOUS TRANSPONDER—A small crystal transmitter-repeater that allows the bearer to be traced for purposes of location and Transporter beam-up.

SUBMACHINE GUN—Short-barreled firearm capable of firing bursts of devastating fire for relatively short distances. We used the M-3 'Greasegun' as our model.

TELEFOCALLS—Starfleet issue electronic binoculars capable of picking out detail up to 10 miles away and up to half that distance at night using phot-multiplying ability.

THERAGEN—Klingon nerve gas contained in grenades. Very efficient, the gas causes a loss of Strength instead of Constitution with subsequent loss of movement. When strength reaches zero the character cannot move at all. The loss is repairable by medikit or medipouch.

TRICORDER—The tricorder is a portable sensor, computer, recorder (tri-function). There are various models of Starfleet tricorder available.

SCIENCES TRICORDER—Capable of sensing, measuring and analyzing through the electromagnetic spectrum, for energy sources, lifeforms, force fields, determining density and volume, out to a range of about 100 meters. Sensing is blocked by force fields, armor, and large amounts of material, being limited to line of sight only.

MEDICAL TRICORDER—Can sense lifeforms, scan the body functions of a character or other lifeforms, and can also diagnose ailments up to a point (determined by the Mission Master). The Medical Tricorder also contains a small medikit which any Starfleet officer can use to repair between 1 and 2 points of damage per game turn.

PSYCHOTRICORDER—A specialized unit which can be used to scan a person's memory up to 24 hours prior to the scanning. It must be operated by a properly trained Starfleet Psychotech.

ENGINEERING TRICORDER—Can sense and trace energy sources, fluidic and electronic circuitry, and analyze force-fields and radiation sources. Also contains a small repair kit which can be used to repair damage to phasers, communicators, and, or course, tricorders.

WRIST TRICORDER—A new experimental Starfleet unit duplicating the operations of a standard Sciences Tricorder while worn on the user's forearm.

UNIVERSAL TRANSLATOR—A small device about the size of a flashlight which can analyze various forms of speech and other communications and translate them into the user's terms when the Universal Translator is in contact with a back-up system such as a shuttlecraft's or a starship's main computer. The restrictions to such communication are the same as that for communicators and tricorders.

VIBRO-BLADE—A small electronic knife capable of cutting through most substances.

VIBRO-SWORD—A larger version of the vibro-blade often used by the Gorn.

VISOR—An eyemask used to protect the wearer from intense light sources and certain frequencies. Is a requirement for dealing with Medusans.

VODER—An artificial voice box, which when operated by a skilled technician, can duplicate any sound or speech. It has as its ancestors, modern Moog Synthesizers.