

# The Bounty on Death



## *ALPHA SECTION: INTRODUCTION*

This module is a starting adventure for beginning characters set on Pale after the First Sathar War and during the reconstruction. It is a possible prequel adventure for the Voltornus series.

STOP! If you are going to be a player in this adventure, do not read any further. The rest of the material is for the game referee only.

## *ALPHA SUBSECTION 1: MODULE BRIEFING*

This module is designed for 3-7 characters. The module will presuppose that the classic Alpha Dawn rules are being used though that is not meant to restrict a referee from using other rules sets or fan-revisions. It's simply that AD rules are well known and represent a baseline to convert from.

In the course of this module, the player characters will encounter, fight and hopefully overcome a variety of sathar creatures. In the process they will learn about this menace to Frontier civilization. Through their experiences they will gain base line knowledge of how to defeat the various sathar threats which might stand them in good stead for future adventures in the Frontier.

Generate player characters by the method outlined in the Alpha Dawn book. Provide the players with the “Suggested Backgrounds Brief,” Appendix A. These backgrounds are merely examples of what is possible and a referee has the option to allow alternate backgrounds that the player’s propose or he creates. Each suggested background has some small benefit for the player character.

Player characters begin with standard clothes, an ID card, and a chronocom, 250 + d100 credits, and 1 free tool kit or a skein suit for characters with military PSA. They have not had a chance to spend their money yet. Any characters native to Pale already start with a civilian parka and snow pants and are well aware of the dangers of the cold.

Both the referee and the players should be aware of the hazards from extreme cold. Review the rules for cold, hypothermia and frostbite in the “Hostile Weather” article in this issue. Be sure to brief the players that a decent parka will be a must and that the rules from “Hostile Weather” article will be used.

## ***ALPHA SUBSECTION 2: PLAYER’S BACKGROUND***

Read the following to the players.

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The war with the sathar has been over for a while now. During the reconstruction of Pale jobs were plentiful and work was easy to come by. However, the tide has turned and unemployment is on the rise. The bread lines are filling up with war veterans and construction workers. You could go on the dole too but what you really crave is some excitement. You’re young and ready to face life. You can hear the distant siren call of adventure.

Was it while traveling the monorail or using a public restroom that you saw the ad? You’re not sure but somehow you found your way to this interview. You’re sitting here with a grizzled old bounty hunter, Carlos Kildare. Something tells you this guy is what they call a character. Yet that doesn’t matter because he’s got work for you and a few others. He needs a crew to man his tracked Snow Panther, just one driver and a few hands to hold pikes and guns. The quarry is quick deaths, the sathar attack monster let loose on Pale during the war and the bounty is 1000 credit per head.

You know that the ranks of bounty hunters have thinned as the sathar and their attack creatures have been thinned out. Yet Kildare has a plan to strike deeper into the outback than most bounty hunters travel. You might even get to see one of the frozen battle fields from the war with derelict hulks of tanks abandoned where they were destroyed. He’s wearing clothing that looks like it was formally a militia uniform so he must have fought in the war. He seems to know what he’s talking about; strategies for taking down the quick death and stories of killing sathar.

You've heard in the past that this sort of work pays very daily poor wages. What really catches your attention is Kildare's offer to share the bounty. He'll take a double share and everyone who signs on will get a straight share. This offer must mean that Kildare was short of money or he was trying to avoid paying the crew for the long journey to the new hunting grounds. Either way it doesn't matter, you know what you're going to do. You were too young to fight in the war but here's a chance to participate in it once removed and the pay could be good, real good.

The interview closes with toast. The yazirian bourbon burns like lava going down and lights a fire in your belly. Yeah, you're going to do this!

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The player characters have assembled at Glacier Station, an end of the line stop for the monorail. Carlos Kildare will look them over and grumbles about green horns noting that some of them are not even adequately dressed for the cold. He announces that they'll be stopping at the A.S.S. (Army Surplus Store) and strongly recommends that they outfit for cold weather survival. There are also a number of weapons in the Snow Panther available for player character use, mostly electro-stunners and pikes.

### ***Beta Section: A Trip to Kumoo's Army Surplus Store***

This is where the players will be able to spend their money and equip their characters for this adventure. Provide the player characters with Appendix 2: "Kumoo's Army Surplus Inventory" only after Kumoo has made his sales pitch and ushered them through the various departments of his store. It's preferable that they spend their money at Kumoo's rather than on Alpha Dawn equipment list as Kumoo has a number of items designed to keep them alive in this adventure. Kildare will be stocking up on ammo, food, and kerosene for his generator.

Kumoo is looking to unload his "surplus specials" and will promote those to the player characters first before showing them more expensive equipment. The surplus specials are problematic as they are either old or substandard in some way and prone to breaking or not operating to spec in some way. These draw backs are balanced by the fact that they are priced to move and Kumoo will throw in a freebie with them.

Kumoo is a typical dralasite with a corny sense of humor. He came to Pale as a Ground Fleet quartermaster and stayed after the end of military operations to go into business. He managed to scoop up loads of military equipment after the war from both the Pale militia and UPF forces. He's not above charming "green horns" to sell off his surplus specials but his goal is not to defraud. He offers this equipment at a bargain price and prominently displays the "Buyer Beware," and "All Sales Are Final" signs. Since he refuses to purchase anything from the Pan Galactic distributor 90% of his stock is used but even some of the used equipment is "like new."

When the player characters arrive at his store have Kumoo engage them and begin his sales pitch. The first department is Apparel and he'll promote the surplus special first before promoting the other items and make an offer to include a cheap extra with the special. Give the player characters a chance to buy apparel then have Kumoo usher them

to miscellaneous gear where he will again promote the special first. In progression have Kumoo perform his sales pitch in Apparel, General Equipment, Weapons and Attachments, then Ammo. He has a few big ticket items like vehicles but these are currently beyond the player character's means. Once Kumoo has made a sales pitch and either sold something in each department or not he'll tell the player characters, "Take your time." At this time you can give the player characters the inventory list to complete their shopping.

If they are suspicious of the surplus specials and attempt to quiz Kumoo about them have him say, "Look, used equipment is used equipment." He will then walk off and leave them to shop on their own (give them the inventory list). If they attempt to examine the specials to ascertain why they are such a deal roll a logic check secretly and on a pass inform them that there is a small chance that the item could jam or malfunction due to its well used nature.

**Surplus Special Malfunction Table**

Die Roll d10	Result
1-4	Temporary Failure or Jam spend one turn fixing or clearing
5-8	Item broken but repairable, cannot use for rest of combat
9-10	Broken- total loss

If a player desires a piece of equipment not on the inventory it could be possible to locate it in Glacier Station at a 10% mark up at the referee's discretion.

**Apparel**

Item	Cost	Kg	Notes
Pale Militia surplus parka & pants	10	n/a	Surplus Special Includes free "spiffy looking" knit hat with roll down face mask
Land Fleet surplus parka & pants	20	n/a	Takes 4 hours before -10 penalty from cold
Powered Insulate Suit	100	n/a	Use 1 SEU/ hour and no cold penalty takes a 20 SEU clip
Jump Trooper Insulate boots	15each	n/a	extra hour before feeling cold penalty/ integral knife sheaf
Military Skein suit	250	1	50 pts of Ballistic/Melee Damage
Albedo Suit	500	1	100 pts of Laser Damage

**Pale Militia Surplus Parka and Pants:** These were well used by Pale militia forces during the war. These are the real deal and have seen serious action.

Characters traveling or working outside on the Planet Pale require cold weather gear to survive. Normally, a parka and snow pants will keep a character warm enough for about four hours before they begin to feel the cold. However, these were assembled from substandard material and are seriously worn they will only keep a character warm for 2

hours before they begin to feel the cold (-10 to ability and skill checks until they spend 1 hour in a warm environment).

All parka's and snow pants will fit over 1 defensive suit and do not interfere with the operation of a defensive screen.

**Land Fleet Parka and Pants:** Similar to the militia version except some are like new and some are in OD green instead of white. These will keep a character warm for the standard 4 hours before the cold penalty sets in.

**Powered Insulate Suits:** This suit looks like a scuba divers suit covering the entire body except the face. It has powered environmental unit that wards off cold at the cost of 1 SEU/hour. It accepts 20 SEU clips and has a port for a power cord as well. If the suit runs out of power the character suffers the -10 cold penalty within 1 hour.

**Jump Trooper Insulated Boots:** These gray boots were issued to Space Fleet Special Forces during the war. They add an extra hour to the time a character can be exposed to the cold before feeling the cold penalty. They are available for every race but each individual boot must be purchased separately since some races have extra feet. One in a set comes with an integral knife sheaf that fits a regular knife or combat knife. The boots offer a +10 bonus to ability checks while moving or climbing on ice.

### General Equipment & Survival Gear

General Equipment	Cost (Cr)	Wt. (kg)
Toxy-Rad Gauge (Surplus Special)	5	n/a
All-weather Blanket (used)	10	n/a
Compass (used)	8	n/a
Flashlight	5	n/a
Gas Mask	30	n/a
Holoflare	5	n/a
Magnigoggles	200	n/a
Rope	2	1
Survival Rations	2	n/a
Water Pack	4	4
Exothermic Warming packs (5)	10	n/a
Solvaway	10	n/a

#### Toxy-Rad Gauge (surplus special)

This device is essentially the same as the one from the standard equipment list. It does have one important difference. It has been well used and comes from a production run that incorporated flawed materials. There is a 50% chance that it will malfunction particularly when it should alert because of high level of CO2.

#### Exothermic Warming Packs

A sharp blow is needed to activate an exothermic Warming pack. If a character is experiencing the cold penalty the use of one pack will stave off the penalty for one hour. The packs are single use and disposable.

Note: All other general equipment above conforms to the equipment on the standard equipment list in the Alpha Dawn rule book.

### Weapons and Attachments

Weapon	Melee Mod	Cost	Wt.	Notes
Electro stunner		500	1	
Sonic Disrupter		700	4	
MK3 Auto Rifle		200	4	Surplus Special 2 free clips
Semi Auto Pistol		100	1	like autopistol but no burst fire
Gyrojet Rifle		350	4	
Pyrotech Grenade Rifle		300	4	Surplus Special 2 free grenades
Smoke Grenade		10	n/a	
Tangler Grenade		25	n/a	
Frag Grenade		30	n/a	
Knife	(+5)	10	n/a	
Combat Knife	(+10)	20	n/a	Integral Compass/ damage= 1d10+2
Brass Knuckles	(+0)	10	1	
Electric Sword	(+10)	150	2	
Night Stick	(+5)	20	1	Military Police Issue
Pike (pole arm)	(-10)	30	4	Quick Death Pike
Stun stick	(+5)	75	1	Military Police Issue
Grenade Launcher Attachment		700	3	As a Grenade rifle
Scope X1		100	1	Reduces Range Penalty by 1 range band
Knife Mount		2	n/a	holds a knife or flashlight

**The Mark 3 Assault Rifle:** This is the predecessor to the current model of automatic rifle for sale in PGC show rooms. They were prone to jam and occasionally the cold causes them to also break. When they are being used and the skill roll comes up a critical failure or doubles; roll on the “Surplus Special Malfunction Table.” Otherwise the weapon conforms to the standard auto-rifle. To sweeten the deal, Kumoo he’ll toss in a grenade launcher attachment.

**The Pyrotech Grenade Rifle:** Manufactured during the war by Pyrotech which was eventually bought out by PGC. The Pale militia forces were the primary customer of this small company. The rifle, unfortunately, is a poor design. When a critical failure or doubles is rolled the shell jams in the breach, roll on the “Surplus Special Malfunction Table.” Otherwise it conforms to the standard grenade rifle. To sweeten the deal, Kumoo he’ll toss in two free grenades.

**Combat Knife:** A few different styles were issued during the war and resistance forces on Pale used a number of civilian model hunting knives. Generally this knife has a broader longer blade than the standard knife. It usually has a hollow handle for stashing a small amount of wire or matches and the end of the handle that unscrews will have a compass in it. The blade is designed to cause a vicious bleeding wound thus the extra damage (1d10+2). Some of the civilian versions have a large tooth serrated saw incorporated into the back side of the knife that will allow the user to saw through a branch the thickness of a man's arm in about 10 minutes but this model only does the standard damage (1d10).

**The Grenade Launcher Attachment:** This attachment can be mounted on any rifle that does not have a knife mount. Its rate of fire is 1/turn and it takes 1 turn to reload. A rifle cannot be used for anything else on a turn that the grenade launcher is used. Once installed it cannot be easily removed (in other words it cannot be removed during combat).

**Knife Mount:** This attachment prohibits the use of a grenade launcher attachment. It can hold a knife or a flashlight. A rifle with a knife used in melee combat will do double the damage of the knife and uses the melee modifier of the knife.

**The Scope (x1):** This "gun" attachment reduces the range penalty by one band. For example an auto rifle with this scope firing at a target that is at extreme range will only suffer the penalty for long range.

Note: All other weapons conform to the statistics in the Alpha Dawn rule book. The designation of Military Police Issue only means that the item involved bears the emblem of a military police unit and it is in all other respect identical to the standard item.

### Ammunition

Ammo	Cost (Cr)	Wt. (kg)	Energy/Rounds
<b>Beam Weapons Ammo</b>			
Power Clip	20	n/a	20 SEU
Power Belt	250	n/a	50 SEU
Power Backpack	500	n/a	100 SEU
<b>Gyrojet Ammo</b>			
Rifle Jet clip (Surplus Special)	5	n/a	10 rounds
Grenade Bullet	3	n/a	1 (requires a grenade)
<b>Projectile Weapon Ammo</b>			
Pistol Bullet clip	2	n/a	20 rounds
Rifle Bullet clip	3	n/a	20 rounds

**The Gyrojet Ammo Surplus Special:** There were material defects in the gyrojet ammo supplied to Ground Fleet troops. Anytime the ammo is used and a critical failure or

doubles is rolled the round miss fires in the barrel. Roll on the “Surplus Special Malfunction Table,” and apply results to the gun.

Note: All other ammunition conforms to the ammo in the Alpha Dawn rule book.

Other military equipment is certainly available; like heavy weapons, vehicles, robots but since there are generally beyond the purchasing power of starting characters and have been left out. If the players return to Kumoo’s Army Surplus Supply in the future the standard equipment list can be used as the players will likely be wise to the pitfalls of the “Surplus Specials” and pass on those. At that time the referee is encouraged to offer up robots and vehicles that are priced to sell or have extras thrown in with a hidden defect.

### **Leaving Kumoo’s A.S.S.**

Make sure each character has at least a parka and snow pants. If anyone lacks these very essential items Carlos Kildare, with appropriately stinging comments about green horns, will provide an extra pair (the Pale militia version) from a locker in the Snow Panther.

If the players have detected that the Surplus Specials are defective and avoid buying them award 1 EXP.

## *Appendix A*

### **Suggested Backgrounds Brief**

Note: Some background items confer a level of skill that does not match with any AD skill or PSA. These skills can be advanced later for two times the skill level desired and are treated as in PSA. Finally this list only reflects the Alpha Dawn Frontier map due to the time in history that this module takes place.

**Place of Origin:** Choose one benefit based on place or origin.

**Mixed Race Colonies:** Mixed race colonies (Triad, Outer Reach, Gran Quivera, and Pale) cause exposure to other languages; character knows the native language of one other core four races. Choose one: (A) character can fluently speak or understand the language of one of the other races or (B) character has a deep understanding of one other race's culture and gains +15% bonus when dealing with that race as well as +10% to wage when being hired by that race. Note vrusk vocal apparatus can not form words in any language but their own and the other races cannot pronounce the vrusk language so if this situation applies the character only gains understanding of the language.

**Legacy of the Sathar War:** Due to how the populations of Truane's Star and Dixon's Star suffered from the depredations of the sathar they have an intense hatred for the worms +5% the melee attacks against the sathar and their creatures.

**Yazirian Heritage:** A yazirian character may come from a very traditional family and is steeped in his or her heritage. Choose one: (A) a level of skill with the zamra (the yazirian honor weapon), or (B) roll on the Yazirian Clans tables from Star Frontiersman #8. Note any yazirian can roll on the clan tables regardless of the colony they're from and thus may represent a yazirian who has immigrated to another colony.

**Religious Yazirian:** Yazirian society is dominated by the Family of One religion which is headquartered on Hentz in the Araks system. There is some resentment by yazirians from other colonies over the heavy handedness of this organization. Choose one: (A) two levels of theology and a +10 bonus when dealing with Family of One clergy, or (B) keeps a miniature domesticated wyvole pet (see "Opiate of the Osakar" article in SFman #15 for details) as a statement of defiance against the Family of One.

**Dralasite Culture, Inner Reach:** Dralasitas from Inner Reach paint their bodies in washable dyes to show their mood for the day. The rival planet in this system is a mecca for pirates and crime. Dralasitas from this colony begin with a collection of dyes and a brush or two. Choose one: (A) two levels of artist skill with paints and dyes (may attempt to create works of art for extra money in between adventures as per the rules in the article, "Artisan Skill PSA" in SFman #9), (B) +5% melee bonus when fighting pirates or organized crime figures and -5% to reactions from pirates.

**Dralasite Culture, Fromeltar system:** Fromeltar system is the location of some of the most prestigious dralosite academies. It's also a system they share with the vrusk. Choose

*Appendix A continued*

one: (A) fluently understand vrusk, (B) two levels of philosophy and +10 bonus when dealing with scholars, or (C) a deep understanding of vrusk culture +15% when dealing with vrusk and +10% to wage when being hired by a vrusk.

**Legacy of the Free World Rebellion:** The Free World Rebellion on Kdi-kit in Madderly's Star involved the human population evicting the vrusk population. Some atrocities occurred. Some vrusk distrust humanity because of this event; they have a -5% penalty to reactions involving humans but gain +15% to comprehension rolls when observing humans. A vrusk with this background is one of the refugees evicted from Madderly's Star and now hail from some other colony.

Humans from this colony are prone to prejudicial attitudes against non humans. The colony has a strong agricultural economy as well as exporting mercenaries. A human from this system can choose one of the following: (A) two levels of Horticultural/ Botanical/ or Animal Handling skill, or (B) starts with a free skein suit from previous paramilitary training but must have at least 1 military skill (no restrictions on PSA).

**Vrusk Business Experience; Resource Development:** Vrusk from planets that have a resource development economy like Zik-Kit have an intimate understanding of the mining and the resource exploitation business. Choose one: (A) a level of geology skill, or (B) able to operate mining equipment and machinery as a level 1 technician would. In addition to the prior they also have the ability to make a LOG check while reviewing mining business records and spot problems or inconsistencies.

**Vrusk Business Experience; Agri-business:** Vrusk from planets that have an agriculture based economy like Ken'Zah-Kit have an intimate understanding of the agriculture business. Choose one: (A) 2 levels of Horticulture/Botanical/ or Animal Handling skill or (B) able to operate farming equipment and machinery as a level 1 technician would. In addition to the prior they also have the ability to make a LOG check while reviewing farming business records and spot problems or inconsistencies.

**Vrusk Business Experience; Industry:** Vrusk from planets that have an industrial based economy like Terledrom or Zik-Kit have an intimate understanding of industry. Choose one: (A) 2 levels of engineering (usually industrial but not starship engineering) or (B) able to operate factory equipment and machinery as a level 1 technician would. In addition to the prior they also have the ability to make a LOG check while reviewing industry records and spot problems or inconsistencies.

**Vrusk Business Experience; R&D:** Vrusk from planets with major R&D centers like Kwadl-Kit have an intimate understanding of the research and development business. Choose one: (A) 1 level of a scientific skill (physics, chemistry, etc), or (B) owns a referee approved prototype piece of equipment with a small bonus over standard equipment (has degree of miniaturization that either reduces weight, or increases range, or reduces energy consumption). In addition to the prior they also have the ability to

*Appendix A continue*

make a LOG check while reviewing R&D business records and spot problems or inconsistencies.

**Human Ag Colony background:** Ag colonies like Rupert's Hole, Kdi-Kit, Lossend and New Pale have a tradition of hard work. Any character human character from these colonies gains either +5% to STR or STA.

**Military Boarding School:** Usually for a human, some families send their young children away to boarding school (not college). Character gains +5 to LDR score.

**Human Gymnastic Background:** Parents enrolled the character in dance school or they took dance or gymnastics as an extracurricular activity while growing up. Choose one: (A) 2 levels of dance skill, or (B) +5% to DEX.

**Spacer Background:** Some characters spent their lives in ships and stations. Choose one: (A) able to operate small craft like launches and work pods without the requisite skill as a 0 level pilot and gain +10% bonus when they acquire the skill, (B) gains one level of astronomy (not astrogation), or (C) +10% to RS checks in 0g combat to retain control.

**Streetwise Background:** For human characters in particular, when a person has grown up on the rough side of town in a major city like Port Loren, Prengular or Port Royal, Clarion and has an edge from these experiences. Choose one: (A) +5% to INT or (B) +5% to RS.

**Computer Geek Background:** For human characters in particular, when a person grows up plugged into computers or robots they have an edge from those experiences. Choose one: (A) able to perform one sub-skill from the Computers or Robotics skills and at one level higher than actual level (must have either Computer or Robotics skills), (B) gain the ability to write an extra computer program (example: can write 2 programs at level 1), or (C) +5% LOG.

## *Appendix B*

### **Carlos Kildare (Quick Death Bounty Hunter)**

Carlos was born on Minotaur but emigrated to Pale when the planet was colonized. He a first wave colonist but has become a bit of curmudgeon as he's aged. Carlos is the classic "been there, done that and got the scars to prove it" sort of character that you meet. He grew up on at Point True and was present when the sathar landed at the outset of the First Sathar War. He joined the Aletheia Resistance Band and fought the alien invaders for the duration of the war. With the defeat of the sathar fleets in space and material support from the Pan Galactic Corporation the government of Pale inducted all the resistance fighters into ad hoc army formations. Carlos attained the rank of sergeant in one of these rag tag militia formations but left the military after the sathar infantry were wiped out on Pale.

Since that time he's done well collecting bounties on sathar attack monsters that were let loose during the war. He uses a modified Snow Panther track. For a time there was a glut of bounty hunters seeking quick cash but the pickings have become slim and only a few hard cases remain in the business. Carlos had his crew quit after a run of bad luck and is seeking extra hands for his team.

He's recently been diagnosed with inoperable cancer. He could allow the doctors to treat it but the "cure" will leave him weak and change nothing. He rather spend his time going after bounty and may have a bit of a death wish.

#### **Carlos Kildare**

Human

PSA (military): Beam weapons 4, Melee weapons (3), Projectile weapons (2), Tech (1)

STR/STA: 45/55

DEX/RS: 60/60

INT/LOG: 35/40

PER/LDR: 35/50

PS: +3, IM: +6, Ranged: Beam 70%, Projectile 50%, Melee: 53%

Equipment: Skein Suit, Sonic disruptor & power belt, Machete, chronocom, ID, sun goggles and military issue parka and snow pants.

Stowed in the Snow Panther:

2 holo projectors and a type 3 parabattery, a kerosene powered type 1 generator, a 5 gallon jerry can (for kerosene), 3 electro stunners, two pikes (pole arms), 4 solvaway, 5 tangler grenades, 5 frag grenades, 1 auto rifle, a dozen 20 SEU clips and 6 auto rifle clips, survival food & water, a single wire electric fence (100 m long with 20 SEU clip- acts as a stun stick if anything touches the wire), a depleted med kit (enough bio cort and supplies to perform first aid twice as well as 4 doses of anti-tox), and a half depleted tech kit (50% chance the kit is missing the part you need for the current skill check).

*Appendix B continued*

The Snow Panther

Vehicle	Cost (Cr)	Top Speed kph	Speed m/turn	Cruise kph	Speed m/turn	Accel/Decel	Passengers	Cargo Limits
Snow Panther	17,500	75 kph	125 m/t	60 kph	50 m/t	30/40	6	2000 kg, 6 cubic meters

The Snow Panther is a tracked working vehicle designed for the bitter cold of the planet Pale's environment. Most that are used in the outback are optimized to be lived in with fold down cots, a small camp stove and a space heater. With a full compliment of passengers it can be a bit crowded but is still workable.

Kildare's Snow Panther has been modified with a roof hatch and the roof has a low railing running around the roof. There is also a winch and swing arm for lifting heavy objects to the roof as well as a power port that connects to the parabattery. On the sides and back of the vehicle is a folding catwalk with railing that is just wide enough for one person to walk on. While the cat walk is deployed it is possible to walk on it entirely around the vehicle (but off the ground) except in front.

Note the generator will operate for eight hours on five gallons of fuel. It has a full tank and the jerry can is full so the generator can be run for a total of 16 hours producing 500 SEU/hour. The snow panther uses 1 SEU/ kilometer to travel. The life support systems and cook stove use 2 SEU/day.

# Appendix C

## Kumoo's Army Surplus Supply

### Price List

Item	Cost	Kg	Notes
Pale Milita surplus parka & pants	10	N/A	Surplus Special Includes free "spiffy looking" knit hat with roll down face mask
Land Fleet surplus parka & pants	20	N/A	Takes 4 hours before -10 penalty from cold
Powered Insulate Suit	100	N/A	Use 1 SEU/ hour and no cold penalty takes a 20 SEU clip
Jump Trooper Insulate boots	15each	N/A	extra hour before feeling cold penalty/ integral knife sheaf
Military Skeinsuit	250	1	50 pts of Ballistic/Melee Damage
Albedo Suit	500	1	100 pts of Laser Damage

General Equipment	Cost (Cr)	Wt. (kg)
Toxy-Rad Guage (Surplus Special)	5	N/A
All-weather Blanket (used)	10	N/A
Compas (used)	8	N/A
Flashlight	5	N/A
Gas Mask	30	N/A
Holoflare	5	N/A
Magnigoggles	200	N/A
Rope	2	1
Survival Rations	2	N/A
Water Pack	4	4
Isothermic Warming packs (5)	10	N/A
Solvaway	10	N/A

Weapon	Melee Mod	Cost	Wt.	Notes
Electrostunner		500	1	
Sonic Disrupter		700	4	
MK3 Auto Rifle		200	4	Surplus Special 2 free clips
Semi Auto Pistol		100	1	like autopistol but no burst fire
Gyrojet Rifle		350	4	
Grenade Rifle		300	4	Surplus Special 2 free grenades
Smoke Grenade		10	n/a	
Tangler Grenade		25	n/a	
Frag Grenade		30	n/a	
Knife	(+5)	10	n/a	
Combat Knife	(+10)	20	n/a	Integral Compas/ damage= 1d10+1
Brass Knuckles	(+0)	10	1	

Electric Sword	(+10)	150	2	
Night Stick	(+5)	20	1	Military Police Issue
Pike (pole arm)	(-10)	30	4	Quick Death Pike
Stunstick	(+5)	75	1	Military Police Issue
Grenade Launcher Attachment		700	3	As a Grenade rifle
Scope X1		100	1	Reduces Range Penalty by 1 range band
Knife Mount		2	n/a	holds a knife or flashlight

Ammo	Cost (Cr)	Wt. (kg)	Energy/Rounds
<b>Beam Weapons Ammo</b>			
Power Clip	20	n/a	20 SEU
Power Belt	250	n/a	50 SEU
Power Backpack	500	n/a	100 SEU
<b>Gyrojet Ammo</b>			
Rifle Jetclip (Surplus Special)	5	n/a	10 rounds
Grenade Bullet	3	n/a	1 (requires a grenade)
<b>Projectile Weapon Ammo</b>			
Pistol Bulletclip	2	n/a	20 rounds
Rifle Bulletclip	3	n/a	20 rounds