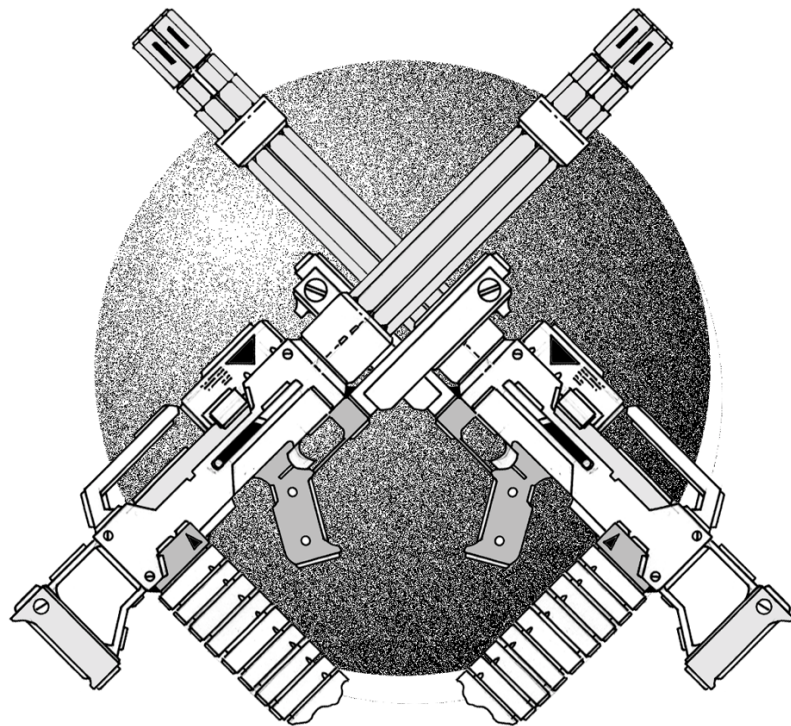


SLA INDUSTRIES

HARDWARE

CATALOGUE



ANDREW.H.LANGTON
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PRODUCED IN ASSOCIATION WITH
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&
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BADSIDE GAMES

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HARDWARE CATALOGUE

Hi and welcome to this months special catalogue issue of 'Hardware', the operatives favorite magazine for what's new in guns and gear. We bring you an amazing selection of weapons, blades, armour and battle field electronics. Plus as a special feature this month, what's available in operative transportation as more Dante surplus stock hits the streets, as well as a list of all those little bits of new gear that can make life on Mort just that bit easier.

Every item comes with full specs and a detailed description by its manufacture, while we also see what the ops on the street have to say about this great new gear, courtesy of Third Eye News. Check out the latest from GAK, Klip Killer, General Armaments and of course the mighty FEN, as they release guns and equipment to suit every situation and every price range, whether you want a discount 10mm SMG or a full on heavy assault mini gun, we've got the lot....!

All this and as an added feature in this months issue we take a closer look at the darker side of weapons design with listings of the latest offering from those guys you love to hate 'DarkNight' and also what to look out for in the way of civilian built items, they may be crude, but some of them pack one hell of a punch...! Everything you need for operative life is right here in 'Hardware', the mag that's got it all.....!

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GUNS & PROJECTILE WEAPONS

You want guns? Well we've got em, as this month we bring you more firearms than you can possibly handle. Check out the radical new 8mm Heavy Assault System Mini Gun from the design teams at FEN, one for life's more serious problems, or if it's stealth and silence you want why not try their 10mm Shark SMG. Also this issue, easily portable 17mm firepower in the form of the MAL Viper 7000 mini bazooka and the biggest baddest shotgun yet, the KPS 970 STRONT. On the budget side we also have a wide range of systems aimed at the starting out operative squad who need to buy heavy firepower at a price that's right. Possibly the cheapest SMG on the market is launched by GA this month in the form of the 45 Cutthroat, it 'aint pretty, but it sure gets the job done, as well as their first serious rival to the FEN 603 the GA 60 Longslide pistol. We'll also be looking at the craze for carbines as several manufactures, primarily FEN, put out a range of SMG sized weapons designed to take advantage of the long range and added kill power of full power rifle ammunition, short, handy and deadly, we're sure you'll be impressed. All this and the new revolver from BLA, the awesome 15mm UNO, can you handle it? ?? Only those with strong wrists should apply....

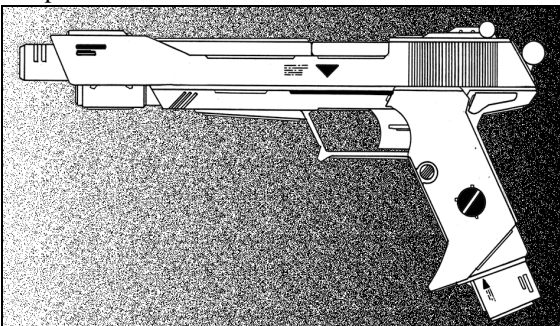
GA 10mm Snubnose Backup

This semiautomatic only compact pistol makes an excellent backup or covert weapon. Light and easy to hide yet strong and rugged due to its full ceramic frame, the Snubnose works with all types of 10mm pistol ammunition and gives amazing firepower for its small size. We admit that the kick can be rather strong due to the shortened, snub, barrel, but this is easily solved with the addition of recoil baffles and should you wish there's also provision on the gun to fit a laser painter. Plus if you equip your Snubnose with flash suppression and silencer we think you'll also find that it can also make an excellent close in stealth weapon. Small, but perfectly formed, the Snubnose comes complete with carry case and unloaded seven round box magazine.

CLIP	CAL	ROF	RCL	RANGE	COST
7	10mm	1	5	6m	50c
WEIGHT:0.25kg					

GA 60 Longslide 10mm Pistol

Fresh from development, General Armaments bring you possibly the ultimate 10mm semiautomatic handgun in the form of our new GA 60 Longslide Pistol. The lengthened, rifled ceramic barrel gives you increased accuracy at range, while the smooth double action and precision mounded grips make it a pleasure to use. We are now also



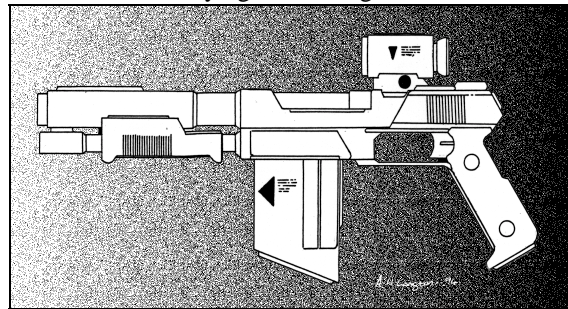
able to offer the operative a fire select switch and three round burst facility, making the Longslide

even more impressive. Recoil from the gun is minimal, while the large capacity twenty five round clip gives you a good reserve of ammunition and making it fast to reload. Each weapon comes complete with its own integral laser painter and provision to fit a silencer or flash suppresser. Available now with its own carry case for just 230c all inclusive, plus as a special bonus we'll also give you a custom built 350 meter, IR. capable telescopic sight matched to your weapon totally free! Every operative should know that when range counts, you can't beat a GA 60.!

CLIP	CAL	ROF	RCL	RANGE	COST
25	10mm	3/1	5/2	20m	230c
WEIGHT:1.5kg					

GA 45 Cutthroat 10mm SMG

Ideal for those buying on a budget or who want a



reliable high powered backup weapon for not much outlay, the new Cutthroat submachine gun offers great firepower at a price that's right. Cast in durable ceramics, with a hard wearing barrel and gas operated action the GA 45 is able to operate for long periods of sustained fire without problems with overheating. The weapon has a single full automatic setting and is able to reliably fire all types of 10mm pistol ammunition making it suitable for a variety of applications. The Cutthroat comes ready to fit the complete range of accessories including silencers and flash suppression systems and is currently being sold with its own laser painter and a

special integral folding stock to allow stability at extended ranges. Recoil of the 45 may be a little harsh, but this is easily solved with the inclusion of additional baffling which is available at the standard costs and to help with handling all guns come with comfortably moulded rubber lined grips. The GA 45 Cutthroat SMG, lethal firepower's never been so cheap...!

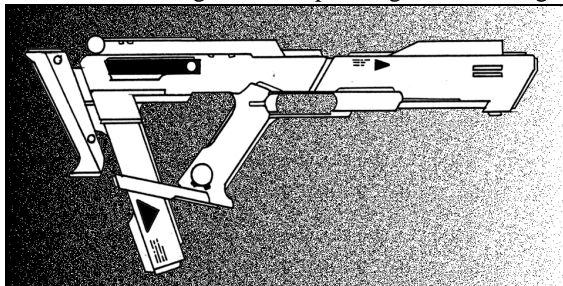
CLIP	CAL	ROF	RCL	RANGE	COST
40	10mm	5	9	15m	260c
WEIGHT:2kg					

"Some people laugh about the GA Cutthroat, calling it cheap and cheerful, but hey I 'aint seen many smiles on the faces of the people I've pointed mine at. Ok so it isn't exactly state of the art, but it's a 10mm and it gets the job done and you can't argue with a burst of HEAP. Hey why don't we go and ask that nice DarkNight Insurgent op what he thinks, oh sorry he's kinda having trouble answering on account of all those holes in his lungs, well I think that demonstrates just how funny the GA 45 SMG is don't you...!"

Interview with SLA operative 'Randle Brinn'.
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GA 66 Slammer 10mm SMG

A stylish new 10mm Sub Machine Gun from GA's proven design team, the Slammer has a revolutionary bullpup layout allowing a longer barrel and increased accuracy, while still remaining compact and easy to handle. Full ceramic construction gives the GA 66 an unmatched strength and ruggedness as well as making it reliable and maintenance free to use, even at its highest rates of fire. Each weapon also comes with a full fire select switch and single shot option, so you don't waste more ammunition than you need to, as well as ready fitted 40% recoil baffling. Every GA 66 Slammer has its own integral laser painting unit, a large



capacity forty five round detachable box magazine and a carrying sling as standard. This appealing new weapon totally rethinks the SMG concept and takes advantage of the latest innovations in small arms technology, plus now as an added bonus to all operatives it's being fitted with a folding shoulder

stock and provision to add flash suppression, silencer and sights. The SMG of tomorrow is available today, the GA 66 Slammer from General Armaments....

CLIP	CAL	ROF	RCL	RANGE	COST
45	10mm	5/3/1	6/4/2	20m	420c
WEIGHT:3.5kg					

"The GA 66 'Slammer' SMG? Cool gun, cool name ...!"

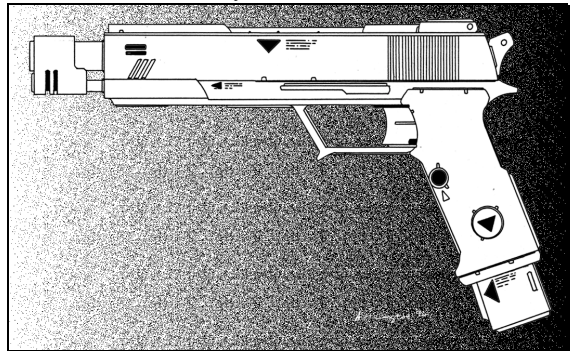
SLA Contract Killer 'Tri-Ax'.

"Ok so I trigger locked my Slammer and shredded the DarkNight operatives with HEAP. You want great hand to hand action you go and find me some better odds buddy, me I prefer staying alive to being a big media star, so get that camera outa my face and quit whining.."

SLA operative 'Dan Grise'.
Copyright Third Eye News.

GA KM1911 12mm Pistol

Ideal for those who want more stopping power and improved range, or just a bigger more impressive sidearm, either way the new KM1911 from



General Armaments is the semiautomatic pistol for you. Cast in strong durable ceramics, with a reliable, hard wearing action and the minimum of internal parts to aid fast field stripping, this 12mm pistol is able to accept a variety of ammunition types and now after extensive testing we've been able to incorporate a three round burst capability into its design. Each KM1911 comes with its own large capacity, box magazine, while laser painting is fitted as standard at the factory. All other accessories can easily be added should you desire, while for a limited period we'll be offering all weapons with their own custom fitted 350 meter, IR. capable, optical sight to help increase your enjoyment of the product. Ergonomically moulded, rubber lined grips make the pistol a pleasure to fire, while the in-built 40% recoil baffles should keep your shooting smooth and precise. GA offer the

KM1911 as a mid priced, high powered alternative to 10mm, ideal for the operative who's looking for something with a bit more punch.

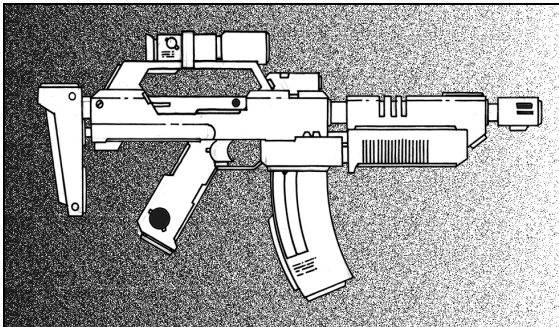
CLIP	CAL	ROF	RCL	RANGE	COST
15	12mm	3/1	8/5	20m	500c
WEIGHT:2.5kg					

"These new KM1911s are way cool, wipes the floor with a CAF or a 10mm, plus you can load up with HESH clips and really make a mess of guys in Striker or those wimpy armoured vests. Yeah 12mms the one for me, I was so impressed I ditched my 603 and bought a matching pair, got the factory to custom sculpt the grips for me, see the engraved initials, neat huh..."

SLA operative 'Katrim Invis Lores' on the GA KM1911 Pistol.

GA 79 Rapier 10mm Carbine

Compact and lightweight the new 10mm Rapier from General Armaments offers a variety of great features at an affordable price, plus because of its carbine format is able to fire the complete range of this highly effective rifle ammunition. The 79 is internally based on our Finisher rifle, but now with a shortened, improved exterior, as well as several great new features such as an integral laser painting unit, an extended magazine and a comprehensive fire select system including single shot option. To improve handling the Rapier is fitted with a short ceramic barrel and a telescopic folding stock making it compact and handy to use. Although these modification do not effect its overall range, they do increase recoil, which is why we factory fit 40% baffling to the weapons. A durable ceramic and carbon-fiber makeup mean the



79 Rapier is extremely tough and ideal for operative use under a variety of combat conditions, as well as great for laying down sustained fire with no worries about overheating or mechanical failure. The weapon now comes with its own carrying sling and as an introductory offer is being sold with a custom designed 300 meter, IR. capable, optical sight at no extra cost. It will also readily accept the full range of accessories including silencers, flash suppression

systems and bipods. Ergonomically sculpted grips and stock make the Rapier a pleasure to fire while at these prices you just can't go wrong for reliability and features. The GA 79 Rapier Carbine, the cutting edge of operative firepower.

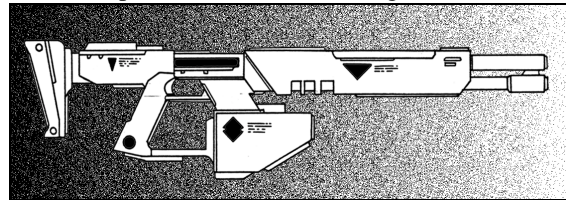
CLIP	CAL	ROF	RCL	RANGE	COST
30	10mm	5/3/1	10/8/5	15m	520c
WEIGHT:3kg					

Game Notes

Due to being based on the GA Finisher Rifle, the Rapier Carbine is able to interchange magazines with it, as well as being able to fit the same 50 round snail drums.

GA-201 'Sledgehammer' 10g Auto Shotgun

General Armaments move into the shotgun market with this impressive new weapon, now available to all SLA operatives. The 201 Sledgehammer is an



innovative, gas operated, gun, capable of single shot as well as full automatic fire and with its large capacity sixty round ammunition drum is excellent for laying down suppressive fire against several targets. Chambered for 10g rounds, either solid slugs or shot cartridges can be fired, while its ceramic construction makes it reliable and trouble free even under the toughest combat conditions. Factory fitted 40% recoil baffling helps to counter the kick back of this awesome weapon and makes it smooth and easy to handle while firing in its full automatic mode. Each 201 comes with complete after sales service and is ready to fit laser painting units or sights should you wish. The GA-201 Sledgehammer, assault shotguns will never be the same again....!

CLIP	CAL	ROF	RCL	RANGE	COST
60	10g	5/1	9/7	12m	700c
WEIGHT:5.5kg					

"Ten or twenty round magazines are for wimps man, give me a Sledgehammer with a drum mag any time. Just look at that stack of dead Carriens, reckoned they'd rush me when I had to reload. WRONG. The 'hammer' took em apart and I've still got fifteen rounds left. They 'aint going to make that mistake again huh...!"

SLA operative 'Ress Tirec'.

Copyright Third Eye News. Footage available on request.

"Boy you operatives are a real pain in the butt, did you have to put that many shot shells into the guy?"

'J.K.Matrives'. Shiver Forensic Squad.
Downtown.

GA SD-75 'Striker' 10 Gauge Shotgun

New from GA, SD-75 Striker Shotgun is their first weapon intended for Shiver issue since the success of the Browbeater and appears to be yet another attempt to rekindle their fortunes in the field of small arms technology. A unique design the Striker is intended to be a 'Special Deployment' weapon and in addition to firing standard slugs or shot shells is also capable of using a variety of riot, no lethal and anti-personnel rounds. Since it is impossible to select the order in which rounds are fired from a conventional magazine or belt feed, GA have instead opted for a 'revolver' format for the SD-75 so that three different types of ammunition can be loaded at the same time and easily switched between during combat. The shells for the Striker are carried in a large, enclosed 12 shot cylinder with each one being loaded into its own individual chamber. This whole arrangement is then connected to a small electric motor which rotates the magazine rather than relying on gas or recoil operation. An onboard electronics package is responsible for controlling this drive motor and ensuring that the chambers index correctly with the weapons breech. In normal use the gun will simply fire one chamber after another, but thanks to GA's inclusion of a special fire select switch the cylinder can be made to 'jump' between shots and select rounds out of sequence. This is achieved by dividing the rotary magazine into three groups of four and giving each a setting on the selector switch meaning that the Striker is capable of carrying anti-riot rounds for crowd suppression, but the user can always have four lethal rounds in the cylinder in case of emergency. The onboard electronics keeps track of the rounds fired and will always turn the magazine to a loaded chamber or give an audible warning if all the shells in a particular group have been expended. Since the cylindrical magazine is integral and cannot easily be removed, shells must be loaded in to it individually via a sliding gate at its rear. This process can be somewhat slow if all the guns chambers are empty, although GA have gone some way to speeding up the process by adding an automatic ejector to remove spent cases. Built from militray grade ceramics the Striker is a robust and

sturdy design with all its systems, including the 2000 round powercell being fully water and shock proofed. 60% recoil baffles and laser pointing come as standard, as do mounting points for optical sights or standard SLA torches. To improve handling the weapons come with front and rear pistol grips, and a compact folding stock. GA are also supplying the guns with forty round ammunition bandoleers allowing the user to carry a selection of ammunition types. The Striker is currently on trial with various Shiver groups to help improve their flexibility and give them increased firepower when need. The guns, and their special ammunition have also been made available to the operative market, although numbers of these highly effective and supremely flexible weapons are currently limited.

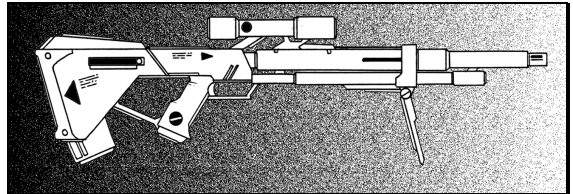
CLIP	CAL	ROF	RCL	RANGE	COST
12	10g	1	8	12m	700c
WEIGHT: 5kg					

Game Notes

It takes 1 Action (0 on a DEX role) to switch between ammunition types in the Strikers magazine. Reloading takes 2 Actions per shell inserted (1 on a DEX role). For details of the Strikers specialist ammunition see the equipment section.

GA 207 Sniper Elite 8mm Rifle

Want to have a high powered sniper rifle, but don't want to have to carry an assault rifle or SMG as a backup because the rate of fire is too low for some situations? Well look no further because with the new 207 Sniper Elite rifle General Armaments have combined the two types into an innovative multi-role weapon. This high quality military sniper rifle is light and easy to use, with the use of a bullpup layout giving a long barrel length while making the unit short and compact overall. Coming complete with folding bipod, 3000 meter UV capable sights and a built in laser painter, the Elite can also easily



mount silencers or flash suppressors from our range with little trouble. The fully adjustable grips and stock mean you can tailor the gun to fit yourself, while 40% recoil baffles make it smooth and relatively kick free in operation. For sniping the 207 Elite operates in semiautomatic mode, but at the flip of a switch it can be turned into a full automatic assault style weapon, meaning there's no need to change weapons if the situation changes. Working with the proven 8mm long rifle round, a favorite

among snipers for many years, the GA 207 Elite really packs a punch, while the large capacity magazine reduces the need to reload whether your sniping from cover or laying down suppressive fire. General Armaments designing the Elite for the elite.

CLIP	CAL	ROF	RCL	RANGE	COST
20	8mm	5/1	9/5	150m	1560c
WEIGHT:7.5kg					

Phut, Phut

"One DarkNight down and frothing, two hits in the chest."

Phut

"There goes number two straight in the head, serves him right for just standing there staring at his dead buddy and wondering where the shots came from. Well just one left, looks like he's making a run for it.....Aaargh hell I just can't resist."

Snick

PHUTPHUTPHUTPHUTPHUT

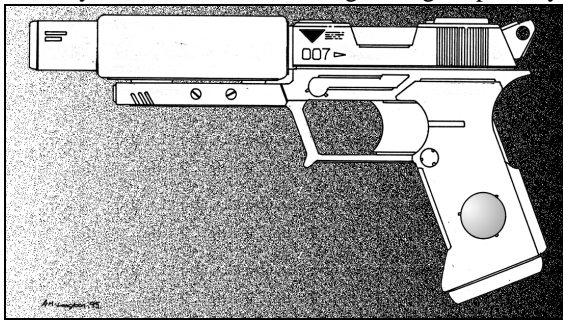
"Damn I just love this gun.!"

SLA Contract Killer 'Death Wolf'

Combat testing the prototype 'Sniper Elite' fitted with silencer and flash suppresser.

FEN 007 10mm Assassin

The new fully silenced 10mm pistol from FEN, for those times when you don't want to make any noise. This six round semiautomatic pistol is ultra quiet in operation, but still has the same hitting power and high build quality of our famous 603 range. The silencer is an integral part of the 007 and operates at all times, while a full set of recoil baffles gives virtually no kick back during firing. Specially



developed sound damping materials packed into the body of the weapon reduce the sound of the slide operating to a faint click, undetectable above five meters away. There is also the option to have the slide lock back after firing a round, reducing the 007 to a single shot weapon, but rendering its operation 99% silent. The silencer also incorporates a flash suppression unit and the Assassin is able to accept a laser painting unit or optical sights should

you desire. Got to do something quick, clean and silent? FEN gives you the tools to get the job done.!

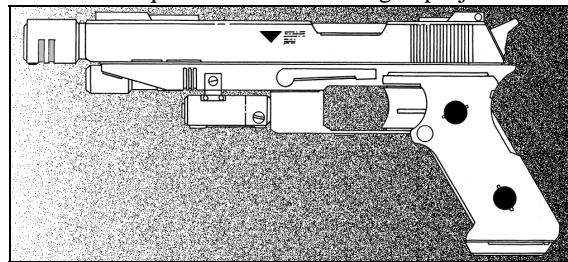
CLIP	CAL	ROF	RCL	RANGE	COST
6	10mm	1	1	15m	120c
WEIGHT:0.7kg					

Game Notes

Due to its specialist design the 007 Assassin pistol does not suffer from the usual 25% reduction in range modifier for silenced weapons, but it will still have the -1 Penetration penalty. Unlocking the slide after firing a single shot has the same penalty as setting a weapon how much of an advantage this gives to a player attempting to operate covertly is up to the GM.

FEN 202 11.35mm Semi-automatic Combat Pistol

The first of a new line of weaponry from FEN to utilize the hard hitting 11.35mm Sub Machine-gun round developed for the Warmonger project. This



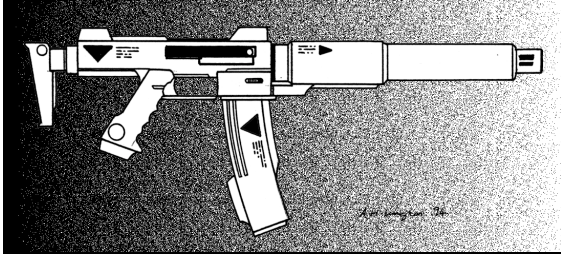
all ceramic, large capacity, combat pistol makes excellent use of the 11.35mm's man stopping capabilities and offers a reliable and high powered sidearm suitable for a variety of operative applications. This weapon is definitely intended for offensive rather than defensive use and this is reflected in its high built quality and range of features. Feeding from a ten round box magazine the pistol is factory fitted with 100% recoil baffles to counter the effect of its high velocity ammunition and comes complete with comfortably molded, rubber lined grips to allow for easy handling. When fitted with a sound suppresser and flash hider the 202 is unmatched in a special operations role and thanks to its extended barrel and built in laser painter is superbly accurate over a considerable range. FEN plan to offer a complete range of accessories for the pistol including stocks, optical sights and extended magazines, while it is designed to be able to fire all the existing range of 11.35mm ammunition available to the Warmonger adding to its versatility. The 202 will be offered complete with two unloaded box magazines, its own carry case and a lifetime maintenance guarantee.

CLIP	CAL	ROF	RCL	RANGE	COST
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10	11.35mm	1	8	25m	750c
WEIGHT:0.9kg					

FEN 227 'Shark' Silenced SMG

The first fully silenced SMG to hit the operative market and it's a FEN. Our new Shark 10mm SMG comes with a specially extended barrel system



incorporating an advanced silencer and flash suppression unit able to cut the sound of firing down to a faint whisper. This closed bolt, gas operated gun comes complete with 100% recoil baffling to minimize kick back and using the same sound damping materials developed for use in the 007 Assassin pistol has a virtually silent operation, noise of firing is guaranteed undetectable over five meters from the user. A full ceramic barrel and frame means the Shark is as tough in combat as it sounds and to prove this we are willing to give purchasers a full maintenance guarantee on their weapon. Three position fire select is a standard feature of the Shark as is a folding stock and integral laser painting unit. FEN revolutionizing the small arms industry...

CLIP	CAL	ROF	RCL	RANGE	COST
35	10mm	5/3/1	3/2/1	20m	570c
WEIGHT:2.5kg					

Game Notes

Due to its specialized design, the Shark SMG does not suffer the range penalties for a silenced weapon, but it still has a -1 to penetration.

"What do I think of the FEN 227 Shark? Hey it's an excellent weapon man Just ask those DarkNight insurgence operatives over there. Well you could if they weren't dead, Ha Ha Ha. Sorry, but they did look pretty surprised when I capped off twenty odd rounds of 10mm HEAP at them from the darkness. See I've got a UV sight fitted to my Shark that and the silencing makes it voodoo in a night fight, suckers can't see where the rounds are coming from. Can't beat a FEN man, best damn guns in the world!"

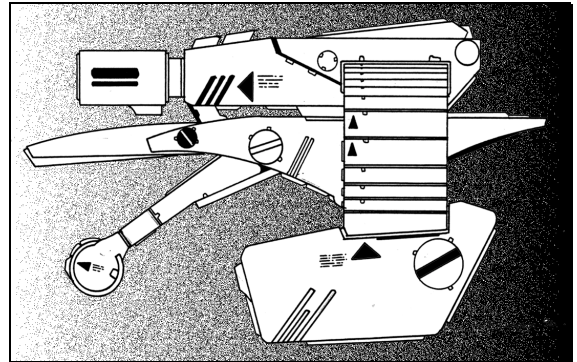
SLA operative 'Amity VanRaven'.
Copyright Third Eye News.

"I don't normally like guns, but the Shark Silenced SMG has style, a true weapon of class, if only a little un-sporting...."

Wraith Raider 'Fascar', on the FEN 227.

FEN 317 'Cutter' 12mm

FEN's latest addition to their close in, assault system range is the 317 'Cutter' gun. This handy, compact, weapon mounts on the users forearm and fires over the back of their hand, but unlike other guns in this format the Cutter is capable of fully automatic fire, allowing you to literally rip your opponents apart. The unit comes fitted with a large capacity drum magazine which mounts snugly under the users arm., while a special plate over the back of the hand is incorporated to prevent fingers getting into the not inconsiderable muzzle blast. Perhaps not as accurate as some other weapons, the 317 Cutters intended use is for close range multiple targets where a rifle type weapon would be to



unwieldy. Injection molded ceramic construction used through out makes the 317 ideal for operative life on the streets, while to back this up FEN are willing to give you a total maintenance guarantee on parts and labor. Another special feature is the thumb operated rate of fire switch incorporated into the flip down trigger grouping, meaning you don't need two hands to operate it. Factory fitting with 80% recoil baffles should mean that your forearm doesn't take to much punishment when the Cutter is in operation and most accessories in our range can be added to the gun, apart from telescopic sights due to its mounting position. Not a pistol, not an SMG, the FEN 317 Cutter is a statement on our commitment to designing the best weapons for the job.

CLIP	CAL	ROF	RCL	RANGE	COST
55	12mm	5/3	6/3	8m	700c
WEIGHT:4kg					

Game Notes

Due to its intention as a weapon for close quarters fighting and its extremely short barrel, the Cutter is not effected by the -3 Modifier for using a projectile weapon at close quarters.

"Lack of range on the Cutter gun a problem for me? Hell no it's great for close in fighting, with the 317 on my right arm and a Chainaxe in my left I've got an excellent combination. Looks great on camera too Only criticism I'd have is when you load up with HEAP the blood exploding everywhere makes a right mess on the front of your armour."

Contract Killer 'Maxtel'.
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FEN 771 'PYTHON' 8mm SMG

Yet another revolutionary concept from the R&D teams at FEN, now for the first time a high quality sub machine gun operating with the extremely effective 8mm pistol round in both Standard and HEAP formats. This compact bullpup weapon comes complete with its own built in folding stock, a specially designed integral laser painting unit and factory fitted 40% recoil baffling to help off set the kick of its high velocity ammunition. Every Python is constructed to the highest standard from durable molded ceramics, while both grips and stock are ergonomically sculpted and rubber lined for comfort. We're sure that operatives will appreciate the great care that has gone into the 771s design and the benefits in both range and armour penetration it has to offer. Rugged, reliable and fully combat tested the Python offers a great alternative to run of the mill caliber's such as 10mm, why not be different and check one out today. Plus as an added bonus FEN are now offering all 771s with a specially designed 500 meter, UV capable, optical sight, shoulder carrying strap and a complete maintenance guarantee, as well as an empty large capacity, detachable box magazine. The FEN 771 Python SMG, possibly the ultimate in compact, personal, firepower.

CLIP	CAL	ROF	RCL	RANGE	COST
30	8mm	5/3/1	8/6/5	30m	700c
WEIGHT:4.5kg					

Also available for the Python a specially designed 50 round Snail Drum Magazine to give you a greater ammunition reserve. Cost each 4c.

"Eat this you DarkNight scum!"

BRRRRRRRRRRRRRTTTTTTTTTT...!

"Errr control slight problem here, you did say you wanted one of their opts alive didn't you? "

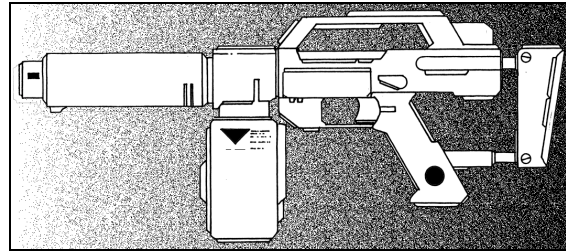
"Right well in that case could I request an ambulance and Med Team as fast as possible to my location."

"The reason? Errr several DarkNight's with acute 8mm lead poisoning, better tell the crew to bring a whole bucket load of Kickstart...."

SLA Operative 'Yuri VanAngel'.
Prior to SCL reduction.

FEN 417 'Annihilator' 12.7mm Heavy SMG

The largest caliber SMG available, the FEN 417 utilizes the extremely potent .50 CAL Pistol round previously only seen in sidearms and some specialist assault weapons to give the user massive firepower far beyond that of a standard 10 or 12mm weapon. Featuring a full, military spec, hardened ceramic construction and factory fitted 80% recoil baffling, the Annihilator can be quite a handful, but thanks to specially molded grips and a cushioned retractable stock it still remains controllable even at its highest rates of fire. In addition to this all guns are fitted with a unique hydraulic buffer system which further reduces the effects of recoil from the large caliber rounds and protects the internal components from wear when used for prolonged



suppressive fire. Each weapon comes with integral laser painter and mounting points for a range of specially designed accessories including a custom manufactured silencer/flash suppression system and a range of optical sights. Feed is via a large capacity 50 round drum magazine making the 417 ideal for urban combat and assaults, while its ability to fire the complete range of 12.7mm ammunition allows it to be highly effective in a number of other roles including anti-armour duties when loaded with HEAP or HESH. Rates of fire are also fully adjustable allowing the user to select between two burst sizes and single shots, making the Annihilator Sub Machine-gun even more versatile.

CLIP	CAL	ROF	RCL	RANGE	COST
50	12.7mm	5/3/1	12/9/7	25m	910c
WEIGHT:4.5kg					

FEN 775 'Raptor' 8mm LAW

Another in our innovative range of new weapons, the FEN 775 offers you unmatched firepower from a unit little bigger than a standard carbine and at an extremely competitive price. The Raptor Light

Assault Weapon uses a revolutionary new large capacity, helical magazine which fits along the top of the gun where it takes up much less space than a conventional box mag or snail drum. This feature in conjunction with its use of the 8mm long pistol round mean a large quantity of ammunition can be carried while the weapon still remains highly effective against a variety of amour types. In addition to its own in-built laser painting unit, factory fitted 60% recoil baffling come as standard to help prevent muzzle climb as does a complete fire select system giving you control over the weapons burst size. Each unit comes fitted with a high quality ceramic barrel which utilizes a unique air cooling system to prevent overheating when the gun is used for long periods of suppressive fire, while operation is by via a reliable gas blow-back unit giving the 775 a long user life. All 8mm LAWs come with sculpted, rubber lined, grips and stock making them easy to handle and comfortable to use. Provision is also made for the weapon to accept a variety of our accessories including silencers, optical sight systems and bipods should the purchaser wish, making the Raptor ideal for a wide range of applications. The FEN 775 Light Assault System, a great alternative to a waldo mounted rifle, why not get one today and really rip into the opposition....

CLIP	CAL	ROF	RCL	RANGE	COST
80	8mm	10/5/3	10/7/5	35m	1010c
WEIGHT:7.5kg					

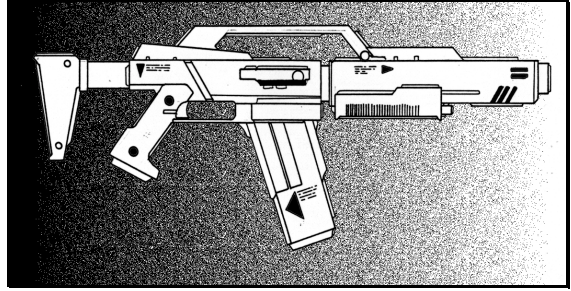
Game Notes

Although the Raptor LAW fires pistol ammunition it classed as a Rifle for the purposes of aiming.

FEN 776 'Wolf' 8mm Carbine

All the power of a high powered rifle now available in something little bigger than a large SMG. The new Wolf carbine from FEN uses the 8mm rifle round to give excellent performance both in semi and full automatic modes, while the extensive use of ceramic moldings in its manufacture helps keep it lightweight and compact. An excellent combat weapon, we think you'll appreciate the benefits of its large capacity box magazine and fitted cushioned stock, plus as with all FEN weapons the high standard of workmanship and attention to detail. All Wolf's come with an integral laser painting unit as standard, while we factory fit weapons with 60% recoil baffling to give improved handling when automatic fire is used, something that could be a problem due to the carbines shortened barrel. The 776 has been designed to accept all types of currently available accessories including sights and silencing units, while we're so confident about its

durability that we'll give each purchaser the same guarantee that comes with our famous 603 pistol.!



We at FEN are sure the 776 Wolf Carbine is going to be a big hit with operatives, with its compact fire power, low weight and stylish looks.!! Don't delay, order one today.

CLIP	CAL	ROF	RCL	RANGE	COST
40	8mm	5/3/1	10/7/4	40m	1350c
WEIGHT:5kg					

"What did I think of the new FEN Wolf 776? I must say I was impressed, so I should add were the DarkNight Agents I met a couple of minutes ago.!! The handling is a bit rough, but I had FEN put in some more recoil baffles which smoothed things out a lot. Lets me keep those full auto bursts on target, as you can see from this guy over here who's sucked about four rounds through his faceplate and his friend over here who is slightly lacking in the leg department. 8mm HEAP rifle rounds are excellent for armour penetration, I'm just glad FEN have started to produce weapons that use them other than sniper rifles. Yeah folks, buy a Wolf Carbine, you won't regret it.!!"

Interview with SLA operative 'Elry Charn'.
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FEN 786 'Raven' 12mm Carbine

A sister weapon to the 8mm Wolf, the new Raven carbine offers many of the same great features, but is designed to fire the larger 12mm rifle round rather than the 776's high velocity ammunition. Extremely compact for a weapon of its power and range all Ravens come with a range of special factory fitted features, including their own integral laser painting units, detachable box magazines and ergonomically molded grips and stock. All 786's are now also being offered with 40% recoil baffles to keep the kickback and muzzle climb of the shortened barrel controllable when firing on one of the two fully automatic settings the Raven has to offer. All FEN's extensive range of accessories can be added to the 786 should the purchaser desire including sights and silencing units. High quality injection molded ceramics are used throughout the Ravens construction to make it a tough and reliable

weapon under all types of combat conditions, plus as with other guns in our range we'll give you the now famous FEN money back guarantee. Although it might not have the range of the Wolf, the 12mm Raven makes up for this by offering a greater choice of ammunition types including HESH rounds and a lower price. The 786, a great new addition to FEN's range of high quality operative weaponry.

CLIP	CAL	ROF	RCL	RANGE	COST
30	12mm	5/3/1	12/8/6	26m	1100c

WEIGHT:6kg

"Why did I choose a Raven 786? Well I must admit I was tempted by the Wolf models, but hey you lose out on all the fun of using HESH on people. You ever seen what 12mm HESH does to someone in Striker well one word describes itSPLAT !"

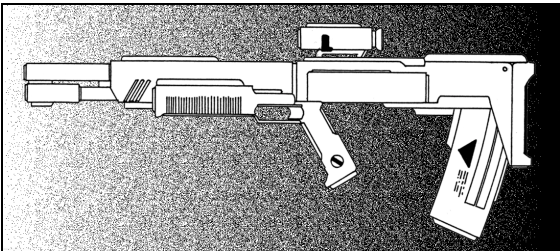
Interview with SLA operative 'Tir Maloy'.
Copyright Third Eye News.

"I love these new carbines from FEN man, a lot handier than a full sized rifle and 12mm rounds wipe the floor with 10mm any day. I've already nailed two DarkNight dudes with my FEN Raven so far and now my squads got a Green BPN to go and take out some Carriens. Wanna come along and watch? "

'Interceptor', Brain Waster.
Interviewed by Third Eye News.

FEN K357 'Cobra' Assault Shotgun

At last a production Assault Shotgun from the design teams at FEN. The new K357 'Cobra' is a fully automatic, gas operated, gun feeding from a



specially designed extended box magazine and offering outstanding performance using both solid and shot 10g rifle shells. The K357 is also fitted with a comprehensive fire select system including a single shot option giving the weapon great versatility under a variety of combat conditions. All Cobras have an advanced bullpup layout allowing an extended range and greater accuracy over distances, while at the same time being compact and easy to handle. To aid in firing on automatic settings each K357 comes ready fitted with rubber

cushioned grips and stock, as well as factory fitted 40% recoil baffling. In addition to this the Cobra comes with several other great features, such as a 300 meter UV capable sight developed for the project, an integral laser painting unit and complete, hard wearing, ceramic molded, construction, all covered by a full maintenance guarantee. All this and more at a price you can afford. The K357 Cobra a proven combat assault shotgun that really puts the bite on the opposition....!

CLIP	CAL	ROF	RCL	RANGE	COST
40	10g	5/3/1	10/8/6	14m	800c

WEIGHT:4.5kg

"Some guys don't reckon that a shotgun can cut the mustard against an armoured target, but hey give me a choice between my K357 Cobra or a wussy 10mm rifle and I know what I'd pick any day.! So who cares if there are only two ammo types? It's sure as hell cheaper than HESH or HEAP rounds and it gets the jobs done. Anyway man when you gotta kill Carriens shot shells are all they deserve, they 'aint good enough to waste proper bullets on."

Operative 'Death Storm' on the K357 Cobra
(and killing Carrien).

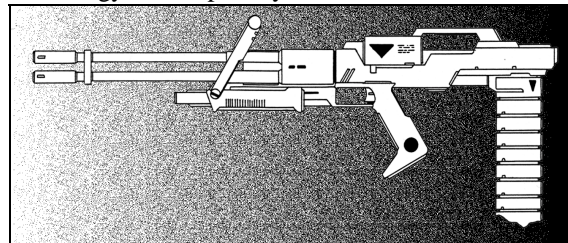
Budda Budda Budda

"Try stabbing me now you DarkNight sucker. Aint so easy when you've only got stumps for arms Huh.!"

Brain Waster 'Scarr Tissue'.
Copyright Third Eye News.

FEN 960 HAS 8mm Mini Gun

Previously only seen in snipers weapons, now FEN bring you the 8mm Long Rifle round in a whole new light as part of their tri-barreled Heavy Assault System. Designed as a possible replacement for the 10 and 12mm Power Reapers and based on proven technology developed by our vehicle armourment



division, this waldo mounted, electrically powered, mini gun pushes automatic fire to its limits with a complete burst select system allowing you to choose the rate to suit your situation. The 960's triple air-cooled ceramic barrels are driven by a 4000 hour onboard power pack, allowing the user to lay down

continuous suppressive fire for prolonged periods, while the 500 round electromagnetic belt feed ammunition bin should have more than enough capacity for your needs. Ideal for anti armour engagements due to its use of high velocity ammunition or for evening the score when the odds are against you, the HAS comes with full laser painting and is factory fitted with 40% recoil baffling. Unfortunately due to its triple revolving barrels the 960 is unable to mount either silencers or flash suppression systems, but can readily accept optical sights or a bipod should you wish. Fresh from its final combat testing on Dante the FEN 960 HAS is available to SLA operatives in limited numbers as part of a continued evaluation program and comes complete with waldo unit, back mounted ammunition bin and feed system, plus a full maintenance guarantee. The FEN Mini Gun, the 8mm round isn't just for snipers anymore...

CLIP	CAL	ROF	RCL	RANGE	COST
500	8mm	10/5/3	12/9/7	60m	2100c
WEIGHT:20.5kg					

"What do you mean 'where are the bodies'? There just isn't much left of those DarkNight guys Ok, look you can see the Shivers scraping one up now. What did I use on them? No not a grenade, this baby ! FEN 960 HAS Mini Gun a bit overkill? I wouldn't say so, the odds were four to one against and hey look at the scratch one of them put on my Crackshot with his wimpy 10mm. I'd say they were asking for it...."

Third Eye Interview with operative 'Tia McBain' SCL 7b.

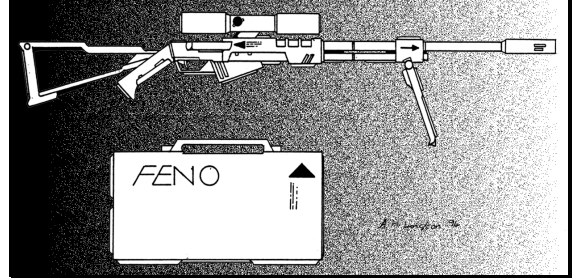
"Wow Cool noise it makes !"

Brain Waster 'Slammer' on the FEN 960 HAS.

FEN 930 Ultra Light 12.7mm

All the power of a hard hitting 12.7mm sniper rifle in an easy to carry format and at a price you can afford. The new FEN 930 Ultra Light features a reliable, semiautomatic action capable of handling the power of a 12.7mm rifle round, coupled to a sturdy ceramic and carbon fiber frame which weighs an amazing 4.5kg. Stocks and grips are fully adjustable to suit the firer giving maximum comfort, while in addition to this the weapon comes with its own folding bipod, 8,000 meter UV capable, telescopic sights and a specially designed laser painting unit. The 930 also comes with provision to fit silencer and flash suppression accessories if you desire. Each Ultra Light has 80% recoil baffling as another great off the shelf feature, making it easy to

handle and we think one of the smoothest sniper weapons on the market today, but perhaps the 930s greatest feature is its ability to be disassembled and packed away into a neat 65 x 35cm carry case provided with the weapon. The case is made of toughened ceramic armour and is fully watertight so



as to keep your weapon safe in transit, while it only takes second to remove the Ultra Light and bring it back to ready to shoot status. The FEN 930 a classic weapon for those who want to make a statement with what they shoot.

CLIP	CAL	ROF	RCL	RANGE	COST
3	12.7mm	1	6	400m	1470c
WEIGHT:4.5k					

Game Notes

To assemble/disassemble the FEN 930 Ultra Light rifle takes 8 actions (6 on a DEX roll). This is the time for performing the act in optimum conditions, the time taken should be altered by the GM to mirror adverse working conditions i.e. gunfire, poor light, wounds, weather conditions etc.

BLAM

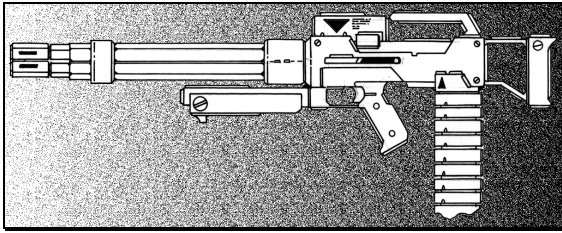
"Scratch one Thresher operative 'team leader'. No can't make an ID on him the 930 took his head clean off....Er sorry about that.. Say 'team leader' I don't think control are gonna appreciate you using that sort of language on the com link..."

SLA Operative 'Finn McKay' - Formerly SCL 8c.

FEN K-366 Multi Barreled 10 gauge Heavy Assault Shotgun

After the successful testing of FEN's Heavy Assault System 8mm mini gun on Dante, they have now further developed the concept to produce a close combat version firing the proven 10 gauge shotgun round. The K-366's six hardened ceramic barrels are driven by the guns integral motor unit allowing it to have extremely high rates of fire with minimum wear, while the rotary action and special forced air cooling system prevents dangerous overheating when the weapon is used for prolonged periods. Intended for military close quarters fighting and urban combat the K-366 comes complete with a large capacity, back mounted, 400 round ammunition bin and electro mag belt feed, which is

integrated into the guns waldo unit and carrying harness. Laser painting is factory fitted as standard, as is 80% recoil baffling and a special 500 meter UV capable nightsight developed for the project. All Assault Shotguns can fire shot, shell and riot



ammunition making them extremely flexible, while a full fire control system is fitted as standard to allow precise adjustment of the rate of fire. The origins of the K-366 as a military weapon mean that it is extremely durable with all major parts being cast from high quality ceramics and its electronics and drive systems being extensively ruggedized and waterproofed. The weapons power pack is good for over 5000 hours of continuous, while all parts carry a full lifetime guarantee.

CLIP	CAL	ROF	RCL	RANGE	COST
400	10g	10/5/3	12/9/7	20m	1620c
WEIGHT:14.5kg					

FEN Armageddon 3000 Rail Gun

It's been claimed before, but this time it's true, the ultimate personal weapons system is now here in the shape of the new FEN Armageddon 3000 Rail Gun System, fresh from our research labs on Dante. Using a variety of new manufacturing techniques and the latest in gauss launcher technology, FEN are now able to bring you a fully burst capable weapon that needs no conventional ammunition, but instead relies on its own electromagnetic linear accelerator barrel to give muzzle velocities comparable to those of a 12.7mm round. At the heart of the system is the specially developed H.A.R.M projectile or 'Hyper Accelerated Rifle Munition'. This steel cored, ceramic coated round when fired from the Armageddon 3000 is capable of penetrating even the highest armour types, often with devastating effects, making it ideal for powered armour combat. Due to the lack of casing and propellant six hundred H.A.R.M rounds can easily be carried in a back mounted, ammunition bin and fed to the gun via an adapted mag belt. The entire system is waldo mounted for ease of handling and convenience and each gun has special rubber coated grips and stocks, plus a 5000 meter UV capable, telescopic sight as standard. Due to the launcher system that the weapon employs there is little or no muzzle flash and a greatly reduced report, this coupled to its very low recoil operation also makes the system ideal for sniping. The gun

comes fitted with a power unit which is capable of firing over 20,000 rounds before the need to recharge and is now being offered with its own carry case, tool kit and life time guarantee, plus a six hundred round ammo bin as standard. Be at the cutting edge of weapons technology and get an Armageddon 3000 Rail Gun today, nothing else makes your opponent look they just fell into an industrial food processor.

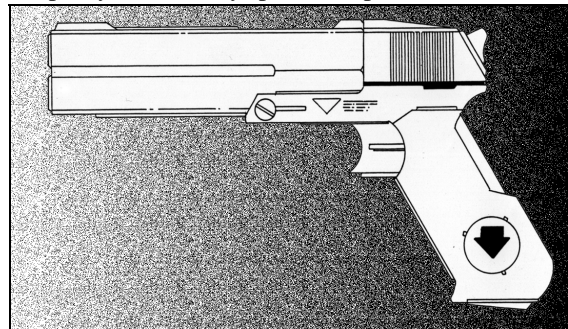
CLIP	CAL	ROF	RCL	RANGE	COST
600	HARM	10/5/3	6/4/2	50m	2800c
WEIGHT:15.5kg					

H.A.R.M Projectile

DAMAGE-10 PENETRATION-10
ARMOUR DAMAGE-5 COST-2c

KK-11 12mm Derringer

Klip Killer makers of the Panther and the Ripper bring you a new line in lightweight, back-up weaponry that really packs a punch. This ultra



compact, two shot ceramic pistol gives you something solid to fall back on, while not weighing you down. Small enough to easily clip to your arm, leg or waist with its own custom Maghold, the KK-11 is always at hand when you need it. Also as an added bonus is the ability to set the gun to fire both barrels at once and lose off a devastating double shot. In under, over barrel configuration the 12mm Derringer comes with its own integral laser painter, 60% recoil baffling and its own carry case. Ultra reliable for those times when you need it most, you can rely on Klip Killer !

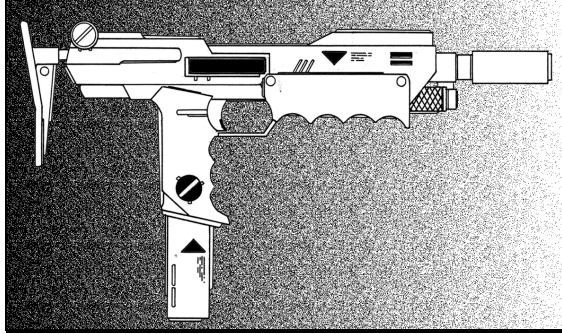
CLIP	CAL	ROF	RCL	RANGE	COST
2	12mm	2/1	9/6	10m	200c
WEIGHT:0.5kg					

Game Notes

To fire both barrels of the Derringer together requires the weapon to be set to double shot. Aiming a double shot is as normal, but there will be increased recoil and if successful the victim receives two wounds and two lots of damage, one lot from each round.

KK-79 'Skorp' 12mm SMG

Don't think that 10mm is hard hitting enough? Then why not change up to something with some real stopping power and switch to Klip Killers new 12mm SMG, the hard hitting 'Skorp'. This compact weapon allows a high rate of fire with all types of 12mm pistol ammunition and due to its ceramic construction is rugged and reliable under all combat conditions. The Skorp comes with a complete fire

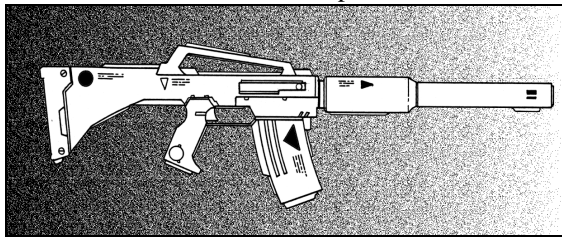


select switch, including single shot option, while a folding stock and laser painting unit are also ready fitted to your weapon. Ammunition feed is via a large capacity, thirty round, box magazine which fits snugly into the cushioned pistol grip and the KK79 will accept any of our current range of optional extras. 60% recoil baffling is fitted during manufacture to make the Skorp controllable while firing full auto and all units come with a maintenance guarantee. The KK79 Skorp, the SMG just got a whole lot deadlier...!

CLIP	CAL	ROF	RCL	RANGE	COST
30	12mm	5/3/1	8/5/3	18m	700c
WEIGHT:4kg					

KK45 'Rend' 12mm Rifle

Now from Klip Killer another high quality 12mm assault system. This time in traditional rifle format to allow you to fit flash suppression and silencers, the KK45 Rend has excellent performance both in



automatic and single shot mode as well as a reliable gas operated action. By using carbon fiber and ceramics throughout its construction the KK45 is lightweight for a weapon of its caliber and firepower, while still able to endure the knocks and scratches of everyday operative life. Unfortunately this weapon is unable to share ammunition clips with KK's other products, but to make up for this

we are offering it with a 30 round extended magazine of its own. Laser painting is standard and the KK45 comes from the factory with 40% recoil baffles already in place and the ability to mount telescopic sights and a range of other accessories. Molded stock and grips make for comfortable use, while provision has been made to accept a Waldo unit for full single handed operation. The KK45 Rend, if you liked the Panther your going to love this....!

CLIP	CAL	ROF	RCL	RANGE	COST
30	12mm	5/1	7/5	35m	1200c
WEIGHT:4.5kg					

"Hope you got some good shots of that DarkNight guy buying the farm. I did that full auto burst just for the camera ya know, wouldn't you agree it looked impressive when all five of those HEAPs caught him in the chest and wasted his armour, guts everywhere. Well that's the KK45 Rend for you, those 12mm really make a mess of a guy, virtually cut him in half...Say want me to hold that camera for a minute, you look kinda green man? "

SLA operative 'Rian Quince' SCL 8c

KK-101 Riot Gas Launcher

Klip Killer use the knowledge they've gained in over the wrist weaponry to bring your a great new anti riot weapon in collaboration with Design Associates.! This system consists of a wrist mounted, high pressure, launcher capable of firing a jet of the famous DA Riot Gas up to 10 meters. More accurate and easier to control than a grenade, the 101 launcher is ideal for small scale anti-riot operations or as an effective method of incapacitating a suspect you wish to question. The entire unit is cast in rugged and highly durable ceramic and comes with an identical trigger system to the KK Panther. The compact, supercharged, gas canister fits snugly on top of the weapon, while the jet system extends slightly over the back of the hand, always ready to fire. We are now also currently offering all 101s with a specially designed and installed short range, laser painter which allows you to lay the gas jet just where you want it. The entire system is sold complete with wrist mounts and a full 10 shot gas canister. Show them civvies you mean business with a 101 Riot Gas Launcher from KK!

CLIP	CAL	ROF	RCL	RANGE	COST
10	N/A	1	2	5m	200c
WEIGHT:2kg					

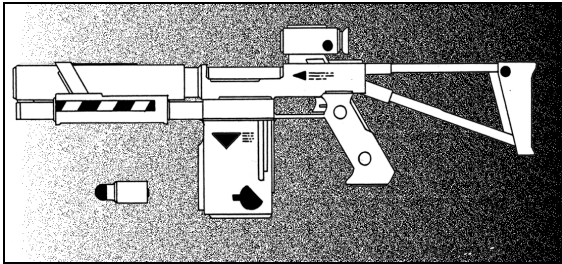
Spare Gas Canisters -COST 20c each

Game Notes

The maximum range of the gas jet is 10 meters, any greater than that and it will have no effect. The 101 is aimed and fired just like a handgun and anyone it hits will receive the standard effects from DA Riot Gas. These effects should also be applied to anyone else within a meter either side of the target. The cloud will then disperse in the normal way. If a shot of gas is aimed at and hits an unprotected target in the head then the Physical roll is increased to -15 taking account of the much greater concentration. It is up to a GM how much a missed blast of gas will effect targets if at all, the maximum cloud size that can be formed by the launcher is 2 x10 meters.

BOSH Foam Cannon

When you need a non lethal crowd control weapon, look no further than the BOSH Riot Foam Cannon. This specially designed low velocity gun fires our newly developed 70mm high pressure foam



grenades. When a round strikes its target it explodes on impact releasing a spray of foam which quickly hardens to a tough, elastic, consistency, greatly impeding the victims movements. The foam bonds quickly to either skin or armour and is virtually impossible to remove without the use of a special spray on solvent supplied with the gun. The gun itself is a gas operated, semiautomatic model and with the fitted box magazine is able to lose off a volley of rounds in a matter of seconds. The toughened ceramic construction makes it ideal for use on the streets and in riot situations. A molded stock and grips are fitted as standard, as is an integral laser painting unit, letting you lay grenades exactly where you want them. The entire system comes with a full maintenance guarantee, shoulder sling and a specially designed low magnification aiming scope. Keep those rioters just where you want them with the new Foam Cannon from the design teams at BOSH. Foam is now available in a variety of exciting colors including Day-Glo..!

CLIP	CAL	ROF	RCL	RANGE	COST
5	70mmFG	1	5	10m	500c
WEIGHT:4.5kg					

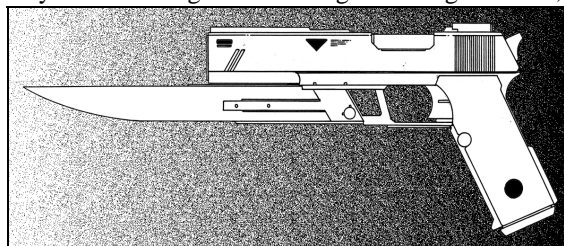
Cost Per 5 70mm Rounds -20c (Price includes x 1 can remover solvent)

Game Notes

Attacks with a Foam Cannon are treated the same as any other rifle attack. If a target is successfully hit the round will explode coating it entirely with foam and causing 2 hits from the impact, but no wound and no penetration. The restriction of the foam will then give a - 4 penalty to any actions the victim attempts to perform. This effect will be cumulative if they're hit with further rounds i.e. a target struck, with three rounds will have a -12 penalty. Attacks aimed directly at a targets head stand a 4 in 10 chance of blinding them, or if they're wearing a helmet coating their visor, the foam is porous so there's no chance they will suffocate. The launcher will only fire its own ammunition and cannot be used for any other types of grenade. Foam rounds only have a very small blast radius and will only effect the target.

GAK 'Slasher' Knife Pistol

You'll never again have to waste time trying to draw you knife in combat, because with this new 10mm semiautomatic pistol from GAK your blades always there bonded to the underside of its barrel. Two weapons for the price of one? Only GAK can offer you such great value for money. Every Slasher pistol comes with a specially designed vibro blade incorporated into its design which can be activated in an instance via a stud mounted on the weapons trigger housing. This allows you to have a highly effective alternative weapon, instantly on hand when you don't think the situation warrants wasting ammunition. Power for the blade comes from a concealed 1000 hour power pack built into the Slasher's frame. The other half of the Slasher is a full ceramic molded, combat tested pistol able to fire the full range of 10mm rounds and provided with a large capacity box magazine. Despite its dual roles the Knife Pistol is able to accept all the standard SLA accessories with ease making it great for a wide range of applications and as an added bonus we'll give you each weapon with its own custom designed laser painter. The entire unit is very hard wearing and should give a long user life,



demonstrating GAK's dedication to producing high quality weaponry for the operative market. Remember if you can only afford to buy one weapon make sure it's a Slasher Knife Pistol from GAK, a combination that can't be beaten....!

CLIP	CAL	ROF	RCL	RANGE	COST
16	10mm	1	3	12m	250c

WEIGHT:2kg

Vibro Blade

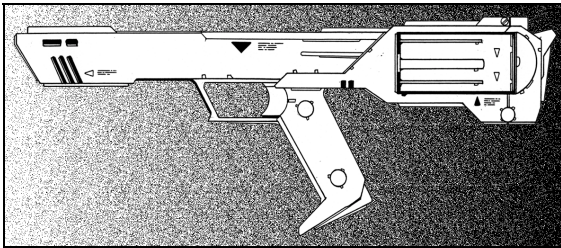
DMG	PEN	AD
5	2	1

Game Notes

When making knife attacks using the GAK Slasher Knife pistol there is a -2 to hit penalty due to the unconventional shape of the pistols grip. If accessories such as silencers, stocks or sights are fitted the penalty increases by a further -1 point per item, due to the added weight and bulk. The pistol part of the combination has no to hit penalties.

GAK 8mm Target Pistol

The combined talents of Klip Killer and General Armaments design teams bring you a totally new kind of pistol in the form of the 8mm Target Revolver. Don't let the name Target Pistol put you off, this simply refers to the great accuracy the



weapon is able to achieve and does not detract from its effectiveness in combat. By radically altering the shape of the traditional revolver to allow a much longer barrel and cylinder GAK have produced perhaps the most accurate handgun on the operative market today. Its impressive range is matched by equally impressive construction and finish, with a high pressure mounded ceramic frame making it extremely tough and reliable. This double action gun is also able to lose off a quick succession of shots and comes complete with its own under barrel laser painting unit, a 1000 meter UV capable optical sight and factory fitted 40% recoil baffles. We are also offering all target pistols with a great range of extras including a carry case, a full maintenance guarantee and its own custom molded shoulder stock which has been specially designed for the weapon and quickly converts it into a highly effective light carbine format. All this plus the ability to accept any other accessories from our extensive range. The new Target Pistol in 8mm long, the cutting edge of today's weapons designs, from GAK.

CLIP	CAL	ROF	RCL	RANGE	COST
6	8mm	1	6	35m	650c

WEIGHT:1.5kg

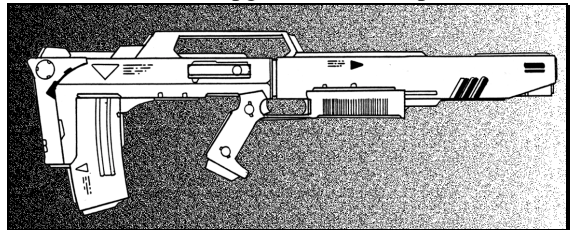
"Yeah it was pretty funny really, I mean the DarkNight guy thought he was out off pistol range right, so he's like calmly unshouldering his rifle and lining up for a shot and then just as he's about to squeeze the trigger...BLAM.! One 8mm HEAP right in the head. Shouldn't reckon just cos someone's pointing a pistol at you it's a 10mm, you just can't beat a GAK 8mm Target Pistol for ranged shots. Still I aint too worried, as long as DarkNight keep recruiting people as dumb as this one, it's fine by me."

SLA operative 'Dancer Kane'.

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GAK 091 Assault Rifle

Now we at GAK offer you a better choice when it comes to 10mm Assault Rifles, with our new Model 091, which has recently been launched onto the operative market. By opting for a bullpup layout to increase accuracy and range while reducing size, the specs of the 091 are impressive to say the least, full fire select switch including a single shot option, hardened ceramic construction throughout and rubber coated grips and stock. Plus the 091 is now being fitted with its own integral laser painting unit to help improve your aim and a specially designed large capacity thirty five round box magazine allowing you to easily lay down heavy suppressive fire against multiple targets. All standard accessories can quickly and simply be added to the 091 including sights and silencing systems, for those who wish to upgrade their weapon or use it



for specialist purposes such as sniping. All weapons come with a parts and maintenance guarantee, although a with a weapon that has been so rigorously tested we doubt that you'll be needing it. The purchase price of the 091 may be slightly higher than other similar weapons we could mention, but we at GAK feel this reflects the advanced manufacture and added features it has to offer and the operative will be willing to pay that little bit extra for a rifle of such high quality. As the saying goes 'you get what you pay for' and when you buy a GAK 091 you get the best...!

CLIP	CAL	ROF	RCL	RANGE	COST
35	10mm	5/3/1	9/6/3	40m	850c

WEIGHT:4.5kg

GAK 12mm SAW

Fancy something with a little more punch than a 10mm, then why not check out the new Squad Assault Weapon from the combined talents of Klip Killer and General Armaments! Chambered for the 12mm rifle round and allowing a wide variety of ammunition types to be used, the SAW is the ultimate in easily man portable, firepower. The rugged ceramic molded design is light enough to allow easy firing without need to fit a waldo unit, while we are currently offering all weapons fitted with their own folding bipods, as well as 80% recoil baffles to smooth out any adverse kickback. To aid in ease of handling the 12mm SAW comes with two sizes of drum magazine in 60 and 100 round sizes, unfortunately we are unable to currently offer any larger magazine formats. All weapons come with complete fire select systems offering a choice of burst size and allowing you to conserve ammo when you need to, plus all SAW's are fitted with their own integral laser painting units. GAK have tailored this weapon to accept all available accessories such as sights and suppression systems making it an ideal multi roll assault system. GAK give you weapons you can rely on and the SAW is no exception, get something with real firepower and buy one today, we guarantee you won't regret it (even though you opponents might). Comes ready fitted with 100 round drum, adjustable carrying sling and its own cleaning kit.

CLIP	CAL	ROF	RCL	RANGE	COST
100	12mm	10/5/3	9/7/5	30m	1550c
WEIGHT:10.5kg					

"Jeez you really get some crappy jobs on this detail, take a look at this DarkNight guy for example. The operative who creamed him wasn't content to just fire two or three rounds into him, no the moron had a GAK SAW so he had to go all the way and fill him full of 20 HEAPs. What a mess, why'd you think I've got a shovel and a bucket in the back of the van along with the body bags? If he'd fired any more rounds I wouldn't even be needing those....."

Interview with 'Daric Tulse'
Shiver Cleanup Squad

BLA 050M 'FireStorm'

Want one of our excellent 12.7mm handguns, but don't think you can afford to wait two weeks for a Blitzler? Well why not try our off the shelf 'FireStorm' semi-automatic pistol. Perhaps not as stylish as our line of revolvers, the 050M is still at the forefront of small arms manufacturing and able

to accept all of our types of pistol ammunition. Despite the lack of custom fitting the FireStorm is made to the same high standards as our other products and displays the unmatched workmanship that has become the BLA trademark. Able to utilize the full range of accessories from laser painting to additional recoil baffling, we don't think you'll be disappointed with our latest weapon. The 050M FireStorm comes complete with its own carry case and owner ID imprinted at point of sale and as an added bonus we are giving it to you with two unloaded seven round box magazines. When your in a hurry and need a big gun for a big problem, don't bother with the rest, opt for the best, Berenyi Light Arms, the choice of the professional.

CLIP	CAL	ROF	RCL	RANGE	COST
7	12.7mm	1	9	15m	680c
WEIGHT:2.5kg					

There have been worries that BLA were dropping their standards with the introduction of their new off the shelf pistols, but after extensive testing of the FireStorm semi-auto it looks like the critics will be proved wrong. This gun, although not suited to everyone, is of exceptional build quality and stopping power and handles well despite the bulk needed for its 12.7mm frame. Just what you'd expect from BLA, I can foresee the demand for this weapon becoming so great it will soon have a waiting list to match the Blitzler and quickly loose its 'off the shelf' status.

Assessment:D.Randle
Division:Small Arms Testing
To:Head Office
Date:5/7/900 SD

"This is the gun for me, who wants a FEN 603 when a FireStorm can punch holes like that in people? Awesome...!!!"

Brain Waster 'OverDose'.
Copyright Third Eye News.

BLA 070M 'Uno' 15mm

Why call our new 15mm handgun the Uno? Well we think one shots all your ever going to need when you put your trust in Berenyi's hardest hitting revolver to date. Using the same up to the minute, ceramic manufacturing techniques employed in our other weapons, the 070M is hand-crafted to suit your individual needs right down to the engraved owners number and ergonomically correct grip, exactly fitted to the shape of your hand. Not for the faint hearted (or weak wristed) this monster double action revolver uses our new custom made 15mm

pistol round, now straight from the factory in all formats, including HESH. To allow safe use of this highly effective ammunition the Uno is chambered to accept just three rounds, but then we'd be highly surprised if you ever need more than one to get the job done. Able to accept all the standard accessories from our range, we are currently offering the Uno with 60% recoil baffling to help counteract any discomfort caused by its kick. Like the 12.7mm Blitzer, Berenyi Light Arms give each customer a complete maintenance kit and carry case to go with their weapon. Due to current high demands there is a three week delay on delivery of your weapon after the initial fitting, but we think you'll find the wait is worth it....!

CLIP	CAL	ROF	RCL	RANGE	COST
3	15mm	1	9	30m	1000c
WEIGHT:2.5kg					

15mm Uno Pistol Round

	STD	AP	HP	HEAP	HESH
Damage	10	7	15	12	19
Penetration	12	16	7	13	6
AD	4	3	8	7	8
Cost	5c	6c	7c	7c	8c

"The BLA 'Uno'? Biggest friggin hole I've ever seen in someone from a handgun...!"

SLA operative 'Stix Morgan' SCL 7b.

BLA 096C Mauser 8mm

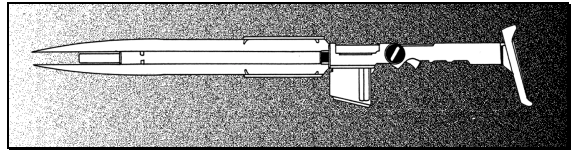
Another high quality craftsman built weapon from Berenyi Light Arms, the 8mm Mauser semiautomatic pistol further demonstrates our pledge to build the best in operative available small arms. The Mauser is extremely rugged and cast from durable ceramics throughout making it tough as well as stylish. All weapons come fitted with their own laser painting units and a custom made detachable stock which can easily be used to convert it to a lightweight carbine format. Each 096C is fully hand crafted to your specifications and we'll mold the grip to your hand at no extra cost as well as issue each weapon its own personalized carry case and ID number. An integral fire select switch on the gun allows it to operate as a light machine pistol and to help stabilize it at these higher rates of fire we've incorporated 60% recoil baffling. The Mauser comes complete with its own large capacity detachable box magazine and BLA

are now currently offering the option of a specially designed Snail Drum for the weapon at the cost of 5c for a 30 round unit. The 096C will of course accept any of our standard range of accessories such as optical sights, flash suppression and silencers should the owner desire. Classical lines and an action that should last a lifetime make the 8mm Mauser a weapon you can rely on under any conditions, put your trust in a Berenyi gun and we guarantee it won't disappoint you. Due to high demands following the Mauser's release onto the operative market there is currently a four day wait for your weapon after the initial grip fitting, we apologize for any inconvenience this may cause.

CLIP	CAL	ROF	RCL	RANGE	COST
15	8mm	3/1	9/6	30m	750c
WEIGHT:1.8kg					

AGB 12mm Sword Gun

In a revolutionary use of small arms technology AGB bring together two hard hitting weapons to form a single duel purpose unit. By bonding together a 12mm rifle and a vibro saber the Sword Gun allows you to quickly change from long range to hand to hand combat without the need to draw another weapon. At the heart of the system is a special flexible joint allowing the position of the main grip to be altered for either sword or rifle use. The hardened ceramic rifle barrel is fitted between two high quality high frequency oscillating blades which are powered from a 5000 hour pack concealed in the units stock, a special safety interlock prevents the vibro blades from operating when the weapon is in rifle configuration. Beautifully finished to AGB's high standard the Sword gun comes ready fitted with its own laser



painting unit and carry case and will easily accept a variety of sights although due to the specialist nature of the barrel it is unable to fit either silencers or flash suppressors. To allow smooth firing we are currently fitting all sword guns with 80% recoil baffles at no extra cost. Be different and deadly in combat, invest in a AGB Sword Gun.

CLIP	CAL	ROF	RCL	RANGE	COST
8	12mm	1	5	30m	1200c
WEIGHT:5.5kg					

Vibro Blade

DMG	PEN	AD
4	3	2

Game Notes

It takes one action to change the Sword Gun from one format to the other and both types of weapon cannot be used together. When using the weapon in Sword format the User is at - 2 to hit due to the added weight and bulk of the rifle components and the unorthodox grip.

AGB 307 Air Rifle

It may seem like an old idea and one that doesn't have a place in today's modern small arms industry, but Advanced Gunnery Berenyi continue with their new perspective on operative weapons when they bring you their high velocity, combat air rifle. Working with specially constructed ultra high pressure canisters, the 307 is able to launch its unique armour penetrating slugs with a force comparable to that of a 5mm pistol round. Totally safe due to its high quality, molded ceramic construction, the AGB air rifle easily contains the pressure necessary to make it an effective weapon against lightly armoured opponents, while still being light and easy to handle. Don't forget either that with the use of an air launch system there is no muzzle flash and noise of firing is greatly reduced, making it ideal for sniping. Operating in semi automatic mode the 307 utilizes detachable ten round box magazines and can accept SLA standard sights or laser painting. For those who want a different sort of weapon, plus a cheap alternative to standard ammunition, look no further than the AGB 307 Air Rifle. Comes with two 20 shot air cylinders. Cost per cylinder 5c.

CLIP	CAL	ROF	RCL	RANGE	COST
10	6mm	1	1	20m	250c
WEIGHT:3kg					

6mm Air Rifle Round

DAMAGE-3 PENETRATION-1
ARMOUR DAMAGE-1 COST PER 10 - 5c

Game Notes

To remove an empty air cylinder from the AGB 307 and put a new one in place takes 5 actions (4 on a DEX roll).

"If you'd asked me before I'd have said an air rifle was for wimps, but now I've seen what a AGB 307 High Velocity will do to a guy in Striker I'll definitely be getting one. Great way to shoot rogue civvies without wasting loads of cash on ammo..."

SLA operative 'Ric Bemen'.
SCL 8c.

AGB 10g Fist Gun

Guns can be inaccurate during close range, hand to hand combat, even ones mounted on your wrist, but then sometimes you need the punch of a firearm to get through someone's armour, so Advanced Gunnery Berenyi bring you the answer. The new AGB Fist gun is designed to slip over the hand, wrist and forearm of you powered armour and once the safeties clicked off is ready to fire, you don't have to do anything else.! At the heart of the unit is a short barreled 10g automatic shotgun which is fired via an impact trigger built into the special knuckle guard unit, so when you punch, you shoot, simple as that. You can't miss with the Fist Gun and a unique safety system is incorporated into the design to prevent accidental triggering. Due to the nature of the weapon it is unable to accept any of the usual firearms accessories such as silencers or flash suppressers and of course since it only fires when your fist is in contact with the target a laser painter is unnecessary. The entire Fist Gun is built from hard wearing injection moulded ceramics, including its barrel, making it a compact and durable weapon, ideal for the operative who specializes in hand to hand or martial arts. Advanced Gunnery Berenyi bringing to operatives a world of new small arms technology, for a world at war...

CLIP	CAL	ROF	RCL	RANGE	COST
3	10g	1	8	0	250c
WEIGHT:2kg					

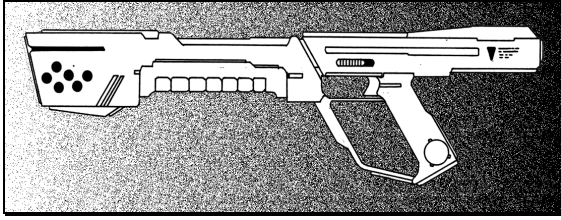
Game Notes

The AGB fist gun can only be used as part of an unarmed combat or martial arts attack, it is not a firearm in a true sense and cannot be fired at range. Treat the attack as a normal punch, which if successful means that the Fist Gun fires at the chosen body area inflicting damage from a 10g pistol round in addition to that of the punch. If the attack fails then the punch hasn't connected and the Fist Gun won't go off. Recoil will not effect the aim of the shot, it is only important if the character is likely to receive damage if the kick is too strong for them. The fist gun cannot be worn or used in combination with other hand to hand weapons such as the GASH Fist.

AGB P60 EMP GUN

Freeze you opponents armour in its tracks? Sounds impossible, well not with the new close range, P60 Electro Magnetic Pulse Gun from AGB. This weapon is highly effective against all types of powered armour and stands a good chance of scrambling power and control systems for a limited

period. Despite the extensive shielding that is fitted to most suits these days the tight beam high intensity pulse the P60 delivers, when encountered



over a short range, is usually enough to get through even these tough measures. These weapons are built to the highest quality with all components specially sealed against damp and wear and display the same ruggedness found in other electronic combat systems. The internal power pack is good for 5000 hours use and comes with a full maintenance guarantee. Comfortable two handed grips allow you a solid firing stance while the entire unit is designed to focus the pulse forward with no chance of it effecting you own systems. Plus its not just effective on armour, the P60 can also scramble a variety of battlefield electronics and even some vehicle systems so why not buy one today and seriously ruin theirs...

CLIP	CAL	ROF	RCL	RANGE	COST
N/A	N/A	1	0	5m	700c
WEIGHT:4.5kg					

Game Notes

The P60 EMP gun is aimed and fired using rifle skill and is totally ineffective at ranges above 10 meters. If a target is successfully hit then a roll must be made to determine how the pulse has effected it. Roll x 1 D10 and consult the table below

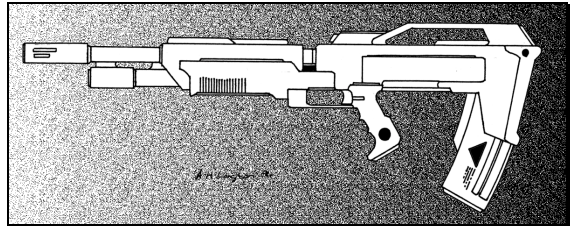
- 1-2 -Minor electronics freeze for 5 Actions, but not Armour.
- 3-4 -Armour and electronics freeze for 5 Actions.
- 4-5 -Armour and electronics freeze for 7 Actions.
- 6-10 -Armour freezes for 8 Actions, Minor electronics burn out.

Minor electronics includes anything carried by the target such as weapons sights, vibro weapons, lasers, UV goggles etc.. It will also include any weapons that use electronics to operate i.e. Disc Launchers, GASH Fists etc. If they are burnt out repair rolls will be needed for them to operate again. For the duration of the freeze non of these items will function at all, if armour is frozen the player will be at -12 for all actions due to loss of power in the joints and any strength argumentation is also lost. The EMP Gun takes 4 actions to recharge after a shot before it can fire again. Effectiveness against other targets such as vehicles,

computer systems etc. should be determined by the GM.

MAL 282 CAS 12.7mm

Fresh from our extensive research and development labs, MAL now bring you a new concept in the ever growing field of small arms technology, the 12.7mm Combat Assault System. Falling somewhere between a rifle and an SMG the new MAL 282 CAS is chambered to accept the 12.7mm pistol round made so famous for its use in the BLA Blitzler and is able to utilize the same great range of ammunition types. This round, although less powerful than its larger rifle derivative, is highly effective in anti armour engagements and its lighter weight and smaller size allows the use of



compact, large capacity, 120 round, drum magazines, plus the inclusion of a full automatic switch and burst select. The frame and internal parts of the 282 are all custom cast in durable ceramic to prolong their life and deal with the high stresses produced when firing, while each gun comes with molded, rubber coated, grips and stock. Due to the extreme kickback that occurs when firing the CAS on automatic settings we factory fit all weapons with a 100% recoil suppression system specially designed for this project. Come and check one out today, feel the power, feel the heft, this gun means business and everyone will know it. The 282 is currently offered with its own internal laser painting unit, custom 1000 meter UV capable sight and spare 120 round drum magazine, plus will readily accept any other accessories from our extensive range.

CLIP	CAL	ROF	RCL	RANGE	COST
120	12.7mm	5/3/1	10/8/6	40m	1350c
WEIGHT:8.5kg					

Game Notes

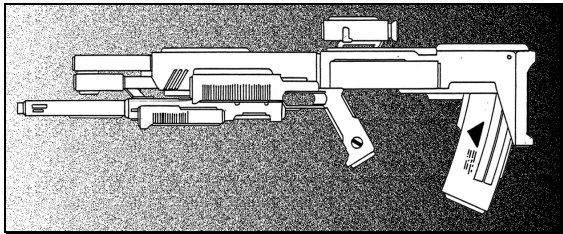
Despite its use of pistol caliber ammunition the MAL 282 CAS is classed as a rifle for all other purpose and is fired using Rifle Skill.

"Sure I was dubious of a rifle firing pistol ammo to start with, but MAL let me try it out on their range and I've got to say I was impressed. So the kicks a bit of a bitch, I can live with that and hey just look at the way it chewed up and spat out those Carriens over there. Maximum body count or what !! HESHed them creeps outa existence.....Radical!"

SLA operative 'Teela Drax'.
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MAL 12.7mm Under Barrel

Always wanted a MAL Assault Cannon, but just couldn't afford the price? Don't think you need that 12.7mm kill power all the time, but want something



handy with a big punch that just might save your life? Then you need the MAL under barrel single shot rifle. This innovative new weapon is always there when you need it mounted on your existing rifle using the kit provided and is capable of sharing sights and even laser painting, if you have it fitted to the parent weapon. Compact and lightweight the MAL UB won't slow you down, but its reliable pump action format could be just what you need when lighter ammunition types just aren't cutting it or you want to go for a devastating one shot kill. The MAL will accept all types of 12.7mm rifle ammunition and features proven production techniques as seen in its big brother. MAL giving you a lot more firepower for a lot less cash!

CLIP	CAL	ROF	RCL	RANGE	COST
1	12.7mm	1	8	50m	350c
WEIGHT:1.5kg					

Game Notes

Due to its, pump action design the MAL UB takes 3 actions to reload (2 on a DEX roll). It can be fitted to any rifle type weapon, but not pistols and SMGs, it cannot be used on its own and must be mounted on another weapon.

"Yeah the DarkNight Dude didn't seem that worried at first, seemed to think his Powered Armour could soak up the 10mm rounds my FEN AR was throwing at him. Yes I would say he was surprised when I capped off the 12.7mm HESH from my MAL UB, wouldn't you be when your internal organs just exited your back? ???The MAL yes I'd recommend it, best damn 350c I ever spent. Say any chance of some sponsorship?"

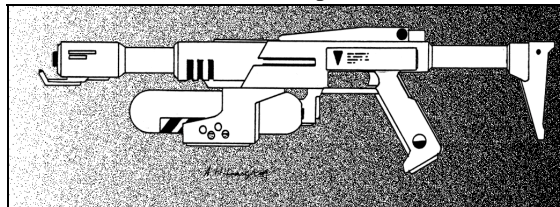
S.Sandrives, SLA operative.
Interviewed by Third Eye News

"Only having one shot worry me? Why should it? I'm so good I only need one shot...."

Ran Darrow Contract Killer

MAL T70 Incinerator

Usually only seen on the battlefield or issued for specialist duties, the MAL T70 Incinerator Gun is now being made available to SLA operatives in limited numbers. The weapon is primarily intended for use against organic or lightly armoured targets and is capable of firing a high pressure jet of jellied fuel up to 10 meters from the user via a specially designed, boosted nozzle system. The special fuel mix that the T70 uses is ignited as it leaves the weapon and becomes a thin high intensity shaft of flame which will continue to burn several seconds after it strikes a target inflicting even greater damage. The Incinerator unit is cast in rugged ceramics and fitted with special heat baffles to protect the user as well as numerous safety features. The fuel pressure booster and ignition system have a power pack with a 5000 hour user life and all T70s are issued with a full parts and maintenance



guarantee. Due to the relatively short range of the weapon there is no need to fit sights, but for ease of aiming we are currently offering all Incinerators with an adapted laser painting unit. The entire system including a full 10 shot fuel canister is available today. Additional fuel cells are now on offer at a cost of just 20c each. The MAL T70 Incinerator Gun hot on the streets (literally)..!

WARNING..!

Operative use of this weapons system is currently being closely monitored. Any misuse of incinerator units resulting in unnecessary property damage or other negligence may result in the loss of operative SCL and possibly the involvement of Internal Affairs.

CLIP	CAL	ROF	RCL	RANGE	COST
10	N/A	1	2	5m	800c
WEIGHT:6.5kg					

Game Notes

Although the MAL T70 Incinerator is aimed and fired using rifle/shotgun skill it has several special rules for range and damage. The total effective range of the weapon is 10 meters and it is unable to inflict damage over any greater distance, although due to the highly visible jet it gains a +2 to hit bonus. When an armoured target is successfully hit the jellied fuel gives no automatic wound and has

no penetration, it will though damage the armours ID. The initial hit will reduce the armours ID by 8 points and will then continue to burn for a further 3 actions reducing the ID by a further 2 points per action unless it is extinguished. If during any of these actions the armours ID is reduced to 0 then the jellied fuel will cause 5 hits damage and a wound and then go out. If the Incinerator should hit an unarmoured target or one that has lost all its ID previously it will inflict 10 hits damage and a wound the first action it hits and then a further 2 hit point damage and a wound per action for the next three actions. Any armour type with a PV lower than 2 offers no protection against an attack with the T70. The victim may attempt to beat out the burning fuel after the initial hit by rolling a D10, a roll of 1-3 means the flames go out. If this is attempted with bare hands the person trying will receive 3 hit points damage and a wound on that area, this does not apply if they have armour or gloves the GM deems thick enough to prevent injury. During this time the character may perform no other actions. An SLA extinguisher or similar type of product will put out the flames instantly after the initial hit. The actual area of effect of the T70 is fairly small and will only effect one body location at a time. Also remember it is possible that misses with this weapon in certain environments will cause fires.

"Looks like the operatives aint content with just shooting people or Slashing them up these days, no they've got a burn then all to hell instead. Stupid jerks 'can you get his fingerprints' one of em says. Yeah buddy like it's real easy when his hands are charcoal grilled and the rest of him is a nice golden brown as well. Still at least non of em tossed their cookies this time at the smell of burnt meat..."

Shiver Forensic Team Leader 'Falon Grice'.
Downtown Mort.

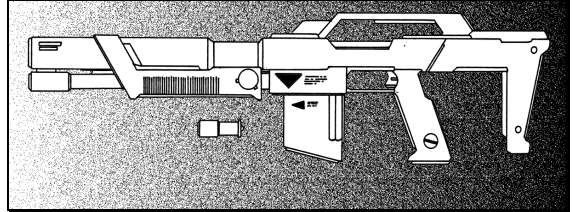
"Roll Up, Roll Up who wants deep fried Carrien? Hey folks I was only kidding there.....!"

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MAL 559 HEAP Flechette Gun

MAL now bring you a new concept in armour breaching technology with the introduction of their 6mm HEAP Flechette. Fired from a specially design large, smooth bore, semiautomatic shotgun, each of the 559s 26mm rounds breaks up in flight to form a deadly cloud of ten 6mm explosive armour piercing darts. These are ideal for inflicting large amounts of damage on the target, especially those in the light to medium armour range. Much more deadly than any currently available shotgun round, MAL have

developed the concept of the 556 Flechette Gun with short range powered armour combat in mind, making it an ideal choice for operatives. The gun itself has full ceramic construction, including its barrel, while a reliable gas operated system is used to feed the ammunition. Each 559 comes with its own specially fitted laser painter unit and comes complete with detachable six round box magazines making it fast to reload. MAL will also be fitting all weapons with 60% recoil baffling to help counter



the effect of the rather large ammunition, a problem identified during our extensive testing of the product. Due to the large smooth bore of the 559 it is unable to accept silencers or flash suppressors, but can easily be fitted with an optical sight should you choose. MAL, offering you the best in custom built anti armour firepower.

CLIP	CAL	ROF	RCL	RANGE	COST
6	26mm	1	9	20m	1400c
WEIGHT:9kg					

6mm HEAP Flechette Dart

DAMAGE-4 PENETRATION-6
ARMOUR DAMAGE-2

Game Notes

The 559 Flechette Gun is fired using Rifle/Shotgun skill and due to the cloud effect of the darts has a +2 to hit bonus. Attacks are resolved in the usual way, but if successful you must roll to determine how many of the darts hit the target area. This is a straight roll of two D10s the result of which is divided by two and then damage from this number of darts is applied to the victim up to a maximum of ten. Each dart will cause a separate wound. The gun can only be used against one target area at a time and even though it fires multiple darts cannot be used for suppressive fire. 26mm Flechette rounds for the MAL 559 cost 7c each.

MAL Viper 7000 Anti Armour Rifle

MAL bring you a new lightweight weapon capable of handling the ultra powerful 17mm Rifle round. The Viper 7000 Anti Armour Cannon is primarily designed for military use against heavy powered armour, vehicles and fortifications, but now we at MAL have approval to offer it on sale to the operative market.! The Viper is a single shot over

the shoulder fired weapon carefully designed to maximize firepower while minimizing weight and recoil. Each gun comes fitted with its own folding bipod to allow easy firing from a prone position while a kit is provided to allow easy instillation on a variety of SLA armoured vehicles. Designed and built to a high quality, the frame and barrel of each Viper comes with a full guarantee and we custom fit each unit with its own specially tailored laser painting system and 1000 meter UV capable telescopic sight. The bolt action receiver is extremely smooth in operation and designed to aid fast reloading, while a factory fitted 80% recoil baffling system is incorporated into the design. The MAL Viper 7000 looks like a small bazooka and in operations the damage it inflicts can often match this image, especially when loaded with HEAP or HESH rounds. The ultimate in lightweight man portable small arms, the Viper has a bite they won't forget in a hurry, although we should imagine that it is a rather extreme weapon to use on any, but the most heavily armoured of targets. Comes complete with carrying sling, cleaning kit and special ammunition bandoleer capable of carrying ten 17mm rounds with ease.

CLIP	CAL	ROF	RCL	RANGE	COST
1	17mm	1	10	60m	1200c

WEIGHT:10.5kg

Game Notes

Due to the design of the Viper reloading time is reduced to 3 Actions (2 on a DEX Roll) this can be reduced to the normal 2 (1 on a DEX roll) if a second player acts as a loader.

"Yahooo just looka the hole that 17mm HESH punched in the guy, straight through the chest and straight out the back, boy you could fit a trash can through that if you wanted. Just too intense man.."

"Eeeer Mr Zone I don't think that thing was really meant to be fired at people in CAF Padquil Vests...."

Interview with Brain Waster 'Kil Zone'.
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SP HEAP Micro Disc Launcher

The people who brought you the original concept of the gauss Vibro Disc gun, now bring you a whole new twist on the concept with our newest, deadly, but not so silent weapons system. Using the mag rail technology of the standard Vibro Disc, Scott Pelting are now proud to present the new 40mm HEAP Micro Disc Launcher. You'll no longer have the problem of your discs going straight through your opponents armour and out the other side, cos these

babies explode on contact causing devastating damage. The Micro Disc launcher comes in the same over arm format you've come to know and is complete with flip down trigger and full laser painting. The launcher has all the silent benefits of its bigger brother, but its explosive discs pack a punch that can't be beaten. The system comes complete with a five round detachable box magazine, carry case and fitting instructions. Unfortunately due to their explosive nature these discs cannot be reused and will not fit our 70mm launchers.

CLIP	CAL	ROF	RCL	RANGE	COST
5	N/A	1	0	30m	1400c

WEIGHT:3.5kg

40mm HEAP Micro Disc

DAMAGE-15 PENETRATION-12
ARMOUR DAMAGE-4 COST-10c

"These things are just to COOL !!Who wants to go poking about trying to retrieve Vibro Discs outa some dead guy, when you can see em explode.....!"

Brain Waster 'Terminal', on the SP
40mm Disc Gun.
Copywrite Third Eye News

"So what did you think of the fight, the viewers want to know."

"Well to tell the truth I'm kinda disappointed, I though DarkNight was supposed to build better armour than that, but this guy was a real wus and went down on the first shot. No fun at all."

"I must say he has a fairly impressive hole in his head though."

"Yeah that was the 40mm HEAP Disc man.! For 10c a pop I sure hope it looked impressive....Say did you catch the impact when his helmet blew out? A copy of that would be worth the 10c !"

Third Eye News Interview
with Contract Killer 'Sandemis'.

SP Electro Mag Crossbow

The Scott pelting Group now bring you a cheaper, lighter, alternative to our best selling Vibro Disk guns. The new electromagnetic, gauss rail, crossbow or Mag Bow as it is becoming known is a particular favorite among Wraith Raiders due to its silent operation and lack of flash, which make it ideal for sniping. The Mag Bow fires high tensile ceramic armour penetrating bolts, fully reusable and strong enough to withstand shot after shot. The bow comes in rifle format with ergonomically mounded grips and stock, plus the gauss rail system gives you

the added bonus of recoil free operation and is good for 5000 hours use. A must for anyone demanding high quality, reliable weaponry at an affordable price, the EMC will accept laser painters or telescopic sights and comes complete with a six round detachable box magazine.

CLIP	CAL	ROF	RCL	RANGE	COST
6	N/A	1	0	20m	500c

WEIGHT:1.5kg

Crossbow Bolt

DAMAGE-6 PENETRATION-10
ARMOUR DAMAGE-2 COST-5c

HEAP Crossbow Bolt

Now fresh from our testing department comes an exciting new development for the Mag Bow. For those times when you want a little bit more punch we are happy to launch the new HEAP crossbow bolt, highly effective against armoured and unarmoured targets alike.

HEAP Crossbow Bolt

DAMAGE-10 PENETRATION-15
ARMOUR DAMAGE-5 COST-10c

"I like this weapon, it reminds me of hunting at home. There I hunted animals, now I hunt suits of powered armour. The Mag Bow has style and I prefer it to a gun..."

Wraith Raider 'Vandrix'.
Copyright Third Eye News.

KPS 88 CAWS

A shotgun in the palm of your hand? Well not quite, but the new 88 Close Assault Weapons System from KPS comes close with the first weapon of this caliber that can easily be fired one handed. Chambered to fire 10 gauge pistol rounds, available in both solid and shot configuration, the CAWs now takes advantage of this effective ammunition type. Special 60% recoil baffling and an ergonomically sculpted hand grip are incorporated into the 88s sturdy molded ceramic design to help counter kickback and excessive muzzle climb and allow you a swift second shot, while also demonstrating KPS's dedication to high quality small arms manufacture. A large box magazine is provided allowing rapid reloads, while many of the range of standard accessories including a custom designed stock can easily be fitted with little trouble. Can you get such great firepower at such a great price? With the 88 CAWS you can, ideal for close in fighting or as an affordable backup. KPS are now offering this great

gun with two empty magazines and as a special bonus a fitted 200 meter sight. Can you afford to wait?

CLIP	CAL	ROF	RCL	RANGE	COST
12	10gP	1	8	10m	130c

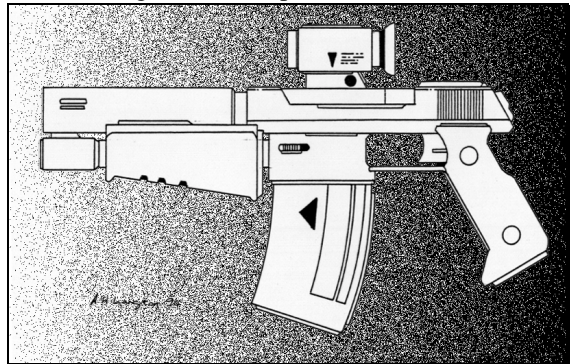
WEIGHT:1.5kg

"Hey forget 10mm for a handgun give me a 19.7mm 10 gauge anytime. Just the sight of its enough to get them civvies freaking out, plus when you add a laser painter you can sketch that cool red dot on em...Radical..! Hey, but it aint all looks, load this baby up with solid slugs and it'll mince those wussy armour types you find on the streets...What you say? Do I like shooting civvies? Well what kinda dumb questions that? Cause I do, when they'll let me that is, it aint as much fun as Carriens, but hey it's a job..!"

SLA Brain Waster 'Terminal Velocity' on the KPS 88 CAWS.

KPS 99 HCAWS

Big brother to the 88 CAWS, the new 99 'Heavy Close Assault Weapons System' from KPS is the ultimate in hand held shotguns. Using what we learnt during the development of the smaller 88



we've been able to design a scaled up version of the standard CAWS and one capable of handling the larger 10g rifle round, while still retaining the ability to be fired one handed. If the recoil from the HCAWS, even after the inclusion of a factory fitted 100% baffling system, is still too much for those of lighter build, we also provide a short foregrip with each weapon for more controllable two handed operation. The 99 comes with all the same great features as our model 88 and in addition we've also included an integral laser painting unit to aid in sighting, all this plus the ability to accept any of the accessories from KPSs extensive range. This gas operated semiautomatic weapon is sturdily constructed from strengthened ceramics and should keep firing whatever type of combat mission you chose to use it for, although a full guarantee is also given with each HCAWS sold. Don't delay, order a

KPS 99 HCAWS from us today and take advantage of these fantastic extras we are currently offering, 2 spare box magazines, a 300 meter optical sight and a custom built removable shoulder stock, which is ideal for stabilizing the weapon when it is used at extended ranges. When you buy from KPS the only people who lose out are the opposition...!

CLIP	CAL	ROF	RCL	RANGE	COST
12	10g	1	9	10m	300c
WEIGHT:2.8kg					

Game Notes

By using the handgrip fitted to the HCAWS and firing the weapon two handed the overall recoil can be reduced to 7, if this is done Rifle skill must be used for aiming. When used one handed the 99 HCAWS can be fired using Handgun skill.

KPS 776 Under Barrel Shotgun

Now Kramer Production Syndicate gives you the chance to have two weapons in one, with their new, easily installed, under barrel, semiautomatic 10 gauge shotgun. The 776 is able to be mounted on any existing rifle type weapon where it rides under its barrel, letting you have the lethal close range kill power of a shotgun blast at hand at all times, without the need to change weapons. Like our famous Mangler the 776 comes with full ceramic construction and even shares some of the Manglers parts making it easy and cheap to maintain. Using the same gas operation system it can reliably fire either shot cartridges or solid slugs and due to their low price won't cost you a fortune in ammunition. Unfortunately because of the need to make the weapon compact enough to fit on another we can only currently offer the 776 with a four round clip, although to compensate we give you three free magazines with each gun. The Under Barrel Shotgun will share whatever sights and laser painting units its parent weapon has mounted and comes factory fitted with 60% recoil baffles to help alleviate any adverse kickback. The 776 UB comes complete with everything you need to quickly and easily mount it on the weapon of your choice, just specify the make and model of the parent weapon when you visit your dealer. The Kramer UB giving you a chance to double your firepower, for double the fun.,!

CLIP	CAL	ROF	RCL	RANGE	COST
4	10g	1	7	8m	150c
WEIGHT:2.5kg					

Game Notes

The Kramer 776 UB must be fitted to a rifle or carbine type weapon and cannot be fitted to any type of pistol or SMG. Switching from firing the parent weapon to firing the under barrel shotgun has the same penalty as setting a weapon and they cannot be fired together. The 776 must be mounted on another weapon and cannot be used on its own.

KPS 907 STRONT Auto Cannon

Shotguns will never be seen in the same light again after you've felt the power of Kramers new STRONT auto cannon system, which is now for the first time available in limited numbers to the operative market. This huge fully automatic shotgun is mounted on a Waldo unit for ease of carrying and to help offset some of its considerable weight, while ammunition is fed to it direct from a large capacity back mounted bin via a similar belt system to that used on our Mangler weapons. A complete fire select system is fitted to each gun, giving you a choice of burst size, while every STRONT is extremely durable thanks to its full ceramic barrel and frame construction, making it ideal for any combat situation. A laser painting unit comes as standard, as does 20% recoil baffles to keep the gun controllable at the STRONTs extremely high rates of fire. Built to accept either type of 10 gauge rifle ammunition, the Kramer Auto Cannon makes a deadly assault weapon or is ideal for large scale crowd control duties, should the situation demand. The complete STRONT Auto Cannon outfit is on offer today including Waldo unit, two hundred and fifty round ammo bin and belt feed, a full parts and maintenance guarantee and one of Kramers custom built 300 meter UV capable optical sights, specially designed for this shotgun type weapon. The KPS 907 STRONT a truly awesome weapon, after this where has the shotgun got left to go..?

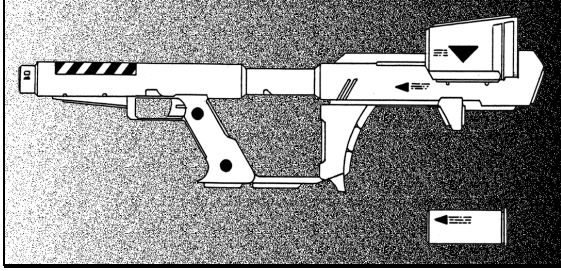
CLIP	CAL	ROF	RCL	RANGE	COST
250	10g	10/5/3	12/9/7	18m	1200c
WEIGHT:18.5kg					

"Yes control could you send down another meat wagon and some more body bags we've got quite a stack of stiff's here. No Internal Affair won't be involved the operative was chipped and he had reasonable cause to fire when the crowd of gangers went for him. Boy that STRONT really ripped em apart, he must has just locked the trigger and kept hosing them till they stopped running. No TEN didn't make it, it was all over to quick and boy are they pissed off about it! That will be all, Clean Up squad 0347 out."

Shiver Clean up Unit 0347. Downtown.

KPS 105mm Claymore Gun

Designed as a multiple target, anti riot, weapon, the Claymore Gun from KPS has for the first time become available to operatives. At the heart of this unique system is the special 105mm rounds developed for the project, each one contains an advanced, explosive propellant surrounded by six hundred 5mm Ball Bearings of the same type employed in the GA 9442 Browbeater and which will expand to five times their size when they strike a target. When the weapon is triggered it will launch



the bearings over a 10° arc engulfing any targets within range. The reusable launcher comes in over the shoulder format while each one is fitted with comfortable padded grips and stock, as well as 100% recoil baffles, to help counter the considerable kickback produced. Short and handy to use the mere sight of the Claymore Gun should make most people think twice, while the weapon gives you the firepower to back up that threat. Due to the large bore and unique ammunition the Claymore Gun is unable to accept any standard accessories other than laser painting units and optical sights. When you've got an ongoing riot situation on your hands, you need something to rely on, so get a KPS Claymore !

WARNING.!

Operative use of this weapon should be carefully controlled. If there is likelihood uninvolved civilians will be caught in a blast radius the weapon should not be fired. Failure to follow this advice by result in the involvement of Internal Affairs.

CLIP	CAL	ROF	RCL	RANGE	COST
2	105mm	1	10	15m	500c
WEIGHT:7kg					

COST PER 105mm ROUND -15c

Game Notes

Rolls to hit with the Claymore Gun uses rifle skill and should be aimed at a location rather than a specific person or body location. The gun receives a +4 bonus to hit due to the dense cloud of shrapnel it produces. Everyone in a target area is assumed to

take some degree of damage and this varies depending how far they are from the firer. Roll the specified number of D10s for the range shown on the table for each person in a blast radius and then apply that number of ball bearing hits to them. Damage and effect is identical to that of the GA 9442 Browbeaters ammunition.

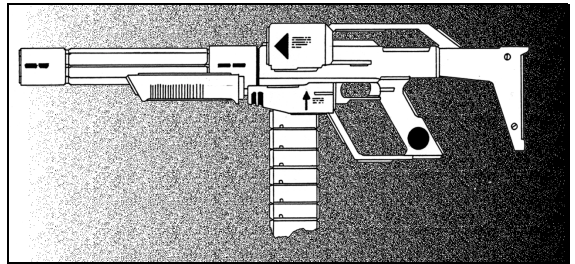
CLAYMORE GUN DAMAGE

FIRST BLAST RADIUS	0-10 Meters x3 D10 Bearings Per Target
SECOND BLAST RADIUS	11-30 Meters x2 D10 Bearings Per Target
THIRD BLAST RADIUS	31-60 Meters x1 D10 Bearings Per Target

At any range above 60 meters the ammunition of the Claymore Gun is no longer effective and will cause no damage. It should be at the GMs discretion what happens when a player misses a shot with one of these weapons also what penalties occur from accidentally wiping out innocent civilians with it. The amount of ball bearings that hit a target should also be modified for partial cover etc.

CAF Xterminator Micro Cannon

Always thought the CAF 5mm rifle round was for wimps? Well now CAF bites back with a new weapon specially aimed at the operative market. The Xterminator Micro Cannon is an all new, electrically powered, multi barreled, assault unit with an unmatched rate of fire. Its six ceramic barrels minimize heat up and wear, while the integral power pack will stand over 5000 hours continuous use. Ammunition is fed to the



Xterminator from a back mounted large capacity 360 round bin, while an adapted FEN Waldo unit comes ready fitted to greatly aid in the units handling. Laser painting is also easily installed on the weapon, although due to its rotating, multi barrel format, flash suppression and silencing is not possible. Be different and show them just what a CAF is capable of !! Plus now also available, new 5mm hollow point ammunition, the cheap alternative to 10mm...

WARNING

The CAF Xterminator Micro Cannon and hollow point ammunition is for sole use and sale to SLA operatives and not the civilian market.

CLIP	CAL	ROF	RCL	RANGE	COST
360	CAF	10	7	15m	470c
WEIGHT:18.5kg					

CAF 5mm Rifle Hollow Point
DAMAGE-7 PENETRATION-1
ARMOUR DAMAGE-2 COST- 2U

"The Xterminator? Sure as hell Xterminated those Carriens didn't it I think they got cocky when they saw the CAF logos on my armour, reckoned I was coming after them with a Steel Death or something. Boy were they surprised when I swung the Micro Cannon off my back, first burst shredded their armour, second one took em apart. Unsporting for SLA operatives to use these things? No, I suppose you could ban em on the grounds that their to much fun.....Hey any of you Shivers find that ones arms yet? I want at least one whole one for the cameras.!"

Interview with SLA operative 'Clay Monroe'.
Downtown.
Copyright Third Eye News.

CAF VR66 Auto Rifle

Another fully automatic weapon at a budget price, as again CAF launch another exclusive operative only offer. This high quality solid cast automatic rifle from the design teams at CAF is able to offer a choice of two burst settings as well as a single shot semiautomatic function. Operation is by a reliable gas blow back system and the entire unit has undergone rigorous testing under a range of combat conditions. Firing the cheap and readily available 5mm CAF rounds means you won't keep having to watch how much ammunition you fire with the VR66 auto rifle and for this reason it can also makes a great training or practice weapon. Each gun comes fitted with a large capacity box magazine to aid reloading and 40% recoil baffles incorporated into the mechanism to aid the control of bursts. We will also be giving away free with every VR66 we sell a unique new 260 meter IR. capable, telescopic sight as well as a special mounting bracket able to accept the standard SLA laser painting unit. Rugged and reliable the VR66 is no ordinary CAF gun and has been manufactured to the high standard that all Operatives demand from their weapons, with special care being taken with its accuracy and mechanical strength. Great for a wide range of

applications, we'll even give you a set a specially designed adapters which let you attach any of the current range of SLA weapons accessories to your gun, including silencers and flash suppressers. The VR66 Auto Rifle by CAF a lot more gun for a lot less cash...

CLIP	CAL	ROF	RCL	RANGE	COST
35	CAF	5/3/1	7/5/2	16m	160c
WEIGHT:3.5kg					

"At last CAF might be starting to produce weapons that will gain a little respect from operatives rather than the usual derision. First the Xterminator Micro Cannon and now the VR66 auto rifle. It is well known that CAF rounds cannot compete with others in terms of penetration and damage, but the cheapness of them and the fact that it is possible to purchase weapons other than pop guns using them may begin a trend for their increased use, at least for some applications. Perhaps the advertising really is true and CAF is biting back after years of jokes. If the VR66 is anything to go by it certainly looks like it."

Assessment: D.Randle
Division: Small Arms Testing

GASH Spike Taser

Got a heavily armoured target you need to take down, but have to have him alive to some extent? Then try GASH's first foray into the projectiles market, the Spike Taser. Designed to overcome the problems conventional tasers and stun guns have on opponents wearing armour, this compact weapon is able to penetrate through their protection and hit them where it hurts. The ST comes in convenient forearm mounted format and uses a similar wrist trigger system to KK's Panther 12mm gun. Just squeeze and it launches a unique 7mm armour penetrating dart, which trails a special micro fiber wire behind. This specially designed wire is capable of carrying a crippling electrical jolt through it once the dart is embedded in your target and one which should be enough to put the hardest opponents out of action. Silent in operation due to the use of a gauss rail launch system, they'll never know what hit them. Both jolt unit and launcher have an internal power supply good for 3000 hours usage and full money back guarantee, there is also provision to fit a laser painter if the customer should desire.

WARNING

Use against light or unarmoured targets could result in fatalities.

CLIP	CAL	ROF	RCL	RANGE	COST
3	N/A	1	0	15m	800c
WEIGHT:2kg					

7mm Taser Bolt

DAMAGE-3 PENETRATION-12
ARMOUR DAMAGE-1 COST-6c

Game Notes

The optimum range of the Spike Taser also indicates the length of the micro fiber wire, if a target is above 15 meters away the wire will become detached from the dart and no jolt can be inflicted. If the dart penetrates through armour and into the targets flesh they must make a PHYS roll at -10 or go unconscious for 20 rounds when the electrical charge hits them, they will also take an additional 4 hits of damage from electrical burns. If the dart fails to penetrate all the way through a targets armour, it will lodge there and all the above effects are halved.

"Where the hell are they, I knew we should have got some UV goggles"

"Shhhh I though I, saw something."

WHIST...THUNK.!

"AAAARGH That hurt damn it."

"Shut up and keep still I'll try and pull it out, some sorta

crossbow bolt or something.....Hey what's this thread ..?"

BBBBBBBBBZZZZZZZZZZ..!

DarkNight operatives.
Downtown Mort.

CAF S16 'Bruiser' Pump Action Shotgun

After many years of petitioning by Monarch, SLA Industries appear to have finally relented somewhat in their strict policy on weapons availability concerning the private law enforcement organization and have allowed CAF to develop a special, new, lightweight shotgun for use by their officers. These weapons are intended only be issued to Monarch officers or for sale to operatives and SLA have forbidden CAF from making civilian sales due to their superiority over the companies standard 5mm guns.

The Bruiser is a compact, business like design and features a solid cast frame, barrel and tubular magazine fitted with a sliding 'pump-action' foregrip for rapid reloading. The magazine is fitted along the underside of the barrel and is reloaded through a 'gate' on the bottom of the weapons receiver, it is capable of holding up to 5 rounds with

an addition round in the chamber. A folding stock comes as standard, as does a shoulder sling and a specially modified version of the CAF laser painter to aid in aiming. Additional features include fittings for telescopic sights and a special mounting on the barrel which is designed to hold a standard SLA torch. Since the weapons use individual shells rather than magazines, CAF have also developed an ammunition bandoleer to go with the guns which is made from nylon webbing and can carry up to 30 spare rounds. Designed to fire a light .410 shell, the weapons have much greater stopping power than previous Monarch weapons at close range and can easily penetrate a standard flack vest with little trouble. Despite this though they are still hardly in the same league as the 10 gauge rounds used in the majority of operative weapons and CAF have been careful to make sure they cannot be converted to fire more potent ammunition.

At the moment the S16 'Bruiser' is being supplied to Monarch in limited numbers for a trial period to test both its effectiveness and monitor its use. SLA are also keen to see whether Monarch can be trusted to keep control of these guns and how likely they are to find their way onto the Black Market. Their use of the unique .410 round is thought to be a preventative measure to help stop this happening as no other weapons, either operative or civilian, use it and so at least for the moment its manufacture and distribution can be controlled. CAF is known to be keen for the trial to be a success as it will open up a new and lucrative market for them, which as yet no other sub company has access to. To gain additional test data on the weapons performance in combat the Bruiser is now also available to operatives in limited numbers and is the chance for a cheap, lightweight shotgun, firing low cost ammunition, that shouldn't be missed.

CLIP	CAL	ROF	RCL	RANGE	COST
5+1	.410	1	7	6m	120c
WEIGHT: 2kg					

.410 Shotgun Shell

DAMAGE-6 PENETRATION-2

ARMOUR DAMAGE-4 COST-5u

Game Notes

Since the Bruiser is not a semi-automatic design it requires both of the users hands to operate the action and reload after each shot. Loading shells in to the integral magazine takes 2 Actions per Shell (1 on a successful DEX role). The Bruiser is aimed and fired using Rifle skill.

HAND TO HAND WEAPONS

Guns are fun, but there are times when you've got to rely on a blade to get the job done, plus hey they look cool on camera, so check out this great selection of melee weapons from the biggest names in the business. MAC bring us another in their line of unpowered blades in the shape of the radical Puma Short Sword, while DPB offer up a matched set of a vibro Katana and Wakizashi for all you martial arts freaks out there. Plus the 'big stick' approach to combat with the MJL Power Mace and for those with more of a sense of style they'll also be launching their new Razor Whip this month, so remember you saw it here first..!

ITB Anti Armour Limpet

Got into a hand to hand situation, but want to end it quickly, then Ian Thomas Bradley bring you the solution in the form of their shaped charge, anti armour limpet. Simply let it fall into your hand and slap it onto your opponents armour, the limpet will then bond instantly into place, at the same time activating its in built impact fuse. The special HEAP, shaped charge used in the limpet will direct all the force of the explosion inwards, with minimal risk to the user from blow back. The easy to mount under wrist dispenser can hold two of the 60mm limpets in total safety and has several special features to prevent accidental triggering. The special multi bond patch on each limpet can adhere to almost any surface or armour type including flesh (although we see this as an excessive use of such a weapon). Cost of the limpet dispenser is 100c and it is fully reusable, while limpets cost 20c each. The IT AA Limpet system, give your opponent a surprise they'll never forget (if they live that long).

Anti Armour Limpet

DAMAGE-14 PENETRATION-15
ARMOUR DAMAGE-6 COST-20c

Game Notes

Using the anti armour limpet is a hand to hand based attack. If the attack is successful then the limpet is properly attached to the target and will detonate next action, note no damage is caused by this attack as the user is slapping the limpet on with an open hand. If the attack fails the limpet has not been attached properly and will fall off exploding next action with BLAST-6 PENETRATION-7 and a blast radius of two meters. A roll of double one indicates a critical failure and means the user has fumbled and attached the limpet to their own armour.....It is not possible to reload the dispenser during combat and the hand operating it must be empty, it also cannot be mounted on an arm that already carries a weapon such as a KK Panther or Vibro Disc gun.

"Slap, ClickBOOM !!Heh heh heh these limpets are just excellent. Great for practical jokes Huh !"

Brain Waster 'Ripper'.

MAC Flick Vibro

MAC get into the powered blade market with this excellent new compact weapon. For easy carrying the blade of the new Flick Vibro slides neatly into the units handle, then at the press of the activator stud it can be extended, while at the same time powering up the knives vibro unit. Once the blade is locked into place the Flick Vibro becomes an extremely deadly combat weapon for its small overall size and will penetrate a variety of the lower level armour types. A great lightweight backup or just a general purpose combat blade the Flick Vibro is also weighted for throwing and as an added bonus we'll custom sculpt the grip to the shape of your hand. Comes complete with 1000 hour internal power supply and personalized carrying sheath.

DMG	PEN	AD	COST	WEIGHT
3	3	2	80c	.75kg

MAC Puma Short Sword

One of the biggest unpowered blades available to the operative today, the new MAC Puma Short Combat Sword is carefully balanced to allow one handed use while offering many of the original MAC knives great features. A specially constructed ceramic laminated, carbon fiber, serrated blade gives the Puma the ability to inflict a high degree of damage without the need for a vibro unit or power pack so you'll never have to worry about malfunctions. The MAC Puma is also capable of penetrating ceramic armour with its strengthened blade kept sharp at all times by the unique sharpening block built into the knives carrying sheath, an idea first seen in the design of the original MAC knife. Rugged, reliable and maintenance free the MAC Puma Short Sword is something you can rely on when your in a tight spot.

DMG	PEN	AD	COST	WEIGHT
5	2	2	100c	1.5kg

MJL Razor Whip

A new concept in hand to hand and Martial Arts weaponry, Multi Job Lacerates can now offer their new Vibro Razor Whip to the operative market.

Seventy centimeters of hardened ceramic segments attached to a custom moulded hand grip unit form the basis of the weapon, while a specially designed vibro unit is capable of oscillating the entire length of the whip at the press of a stud and giving it the ability to slice effortlessly through a variety of armour types. The high frequency vibro unit and its 5000 hour power pack are concealed in the whips handle, while the entire unit is carefully balanced to aid handling, something we think skilled martial artists will appreciate. Each Razor Whip comes with a custom carrying pouch letting you transport it with ease and we at MJL will also be offering a comprehensive maintenance guarantee with all units sold. Why not check out the Razor Whip, a new and stylish weapon for today's operative.

DMG	PEN	AD	COST	WEIGHT
5	4	2	100c	1.2kg

MJL Power Mace

Looking for a new type of hand to hand weapon? Well why not try out the new MJL Power Mace. This short handy baton type weapon can easily deliver a stunning impact against lightly or unarmoured opponents and can also give those wearing powered suits something to think about. The head of the mace contains a compact high frequency oscillation unit which is connected to the six carbon filament spikes that extend from it and when in operation these greatly increase the weapons damage potential, while a 3000 hour power unit is fitted inside the comfortably moulded hand grip. It may look like an old idea, but Multi Job Lacerates have used their expertise in the operative hand to hand weapons field to bring it right up to date in a new and deadly form.

DMG	PEN	AD	COST	WEIGHT
6	2	2	105c	2kg

DPB Heat Saber

A new concept in blade technology, now for the first time the Heat Saber is available to the operative market. Rather than using a conventional vibro unit in this weapon, DPB have developed a special high intensity heating unit which is built into the weapons hilt and which can rapidly heat the Sabers ceramic blade to extreme temperatures, this can then be used to greatly increase the damage caused to lightly or unarmoured opponents. The blades power supply will last for over 6000 hours continuous use and the entire handgrip is specially insulated to prevent damage to the user. The entire Heat Saber is built to the highest battlefield standards with use of ceramics throughout giving

great durability and strength, the unit also features a precision blade which gives it the ability to breach lower armour types. The Heat Saber comes complete with a full set of safety features to prevent damage to the user and is sold with an insulated sheath for carrying purposes.

DMG	PEN	AD	COST	WEIGHT
8	2	4	130c	2kg

DPB Vibro Battle Axe

Using our famous high frequency oscillation system, Dynamic Precision Blades bring you the latest weapon in our range, the awesome Battle Axe. Despite its great size the use of silicon and carbon fiber in the axes make up helps to keep weight down, while increasing its durability. Once you've picked up and felt the Vibro Battle Axe you'll never want to put it down. The precision molded grip gives you complete control, while the shaft conceals a power unit with a 5000 hour user life. Just the sight of you unswinging your axe from the special shoulder carrying sheath provided should be enough to make most people think twice, while if their stupid enough to take you on the Vibro Battle Axe will rip through their armour with ease...!

DMG	PEN	AD	COST	WEIGHT
6	4	3	130c	3.5kg

DPB Vibro Katana

Be different and distinctive with this new blade from the design teams of DPB. The new vibro Katana has a rugged silicon and carbon fiber compound combat blade carefully balanced and built to the highest standards. Each unit comes fitted with its own custom hilt which also conceals the Katanas 5000 hour power cell and the high frequency oscillation unit which gives it the unmatched ability to slice through a variety of armour types. Designed with combat rather than style in mind the DPB Vibro Katana should give the user a lifetime of reliable service and makes an ideal close combat weapon. An excellent choice for the experienced swords person, this blade just can't be beaten for its feel and handling. The DPB Vibro Katana is currently offered with its own fitted sheaf and either back or waist mounting straps for easy carrying on the armour of your choice.

DMG	PEN	AD	COST	WEIGHT
5	5	2	120c	2kg

DPB Vibro Wakizashi

To compliment our new Katana sword, we at DPB are now proud to present its matching short sword, the Wakizashi. Offering all the great features of the larger Katana, these two weapons can be bought as a matching set making them ideal for the two handed combat expert. The shorter blade of the Wakizashi also incorporates a high powered oscillation unit allowing it to easily cut through a variety of ceramics while the hilt hides a slightly

smaller power pack giving it a 4000 hour life span before the need to recharge. The Wakizashi is idea as a combat blade in its own right and offers a great alternative to a standard knife or dagger. Rugged and durable this carefully balanced short sword is currently offered with its own carrying sheath and a custom molded grip.

DMG	PEN	AD	COST	WEIGHT
4	3	2	90c	1kg

VEHICLES

Everyone knows that you've got have a set of wheels if you wanna be cool and turning up to your BPN in a taxi is for newbies, so check out this months range of operative vehicles at prices to suit every squads pocket. Plus we'll also be taking a look at some of the familiar emergency vehicles on the streets so you'll know what to look for when your down and bleeding or you've got an out of control block blaze on your hands.

We've got everything from fast attack vehicles and the new Quad bike from FEN, right up to a selection of Dante surplus items, some of which are on offer to the operative market for the very first time. These include APCs, Infantry Fighting Vehicles and Armoured Recon Units, all of which are ideal for use Downtown or in the Cannibal Sectors. Hardware bring you the very latest and best in armoured transport, all of which is cheap and easy to rearm should you wish. Make them eat you dust in the hottest range of operative transports to hit the streets this year....!

Game Notes

GMs should feel free to include any of the following vehicles in the in 'Vehicle Ownership Character Advantage' substituting them for vehicles already on the list of equal value (i.e. Rank 10 in the Advantage may get a player a FEN RAT L20 Infantry Fighting Vehicle rather than an APC as they are roughly the same price). Some of the emergency vehicles should be exempt from this unless you really want a squad of operative plowing round the streets in a surplus Shiver Fire Tender. The lower cost vehicles can easily be purchased for cash if the players have enough during a game while others like the Recover Vehicle could get temporarily assigned to a squad for them to undertake a specific BPN.

SLA YA-314 Cargo Truck

The standard, SLA, medium range, cargo truck seen fairly frequently on the streets of Mort, the YA314 has been in service for many years and its reliable, hard wearing design has yet to be bettered. Adaptable to a wide variety of tasks this 4x4 wheel drive truck is primarily intended for city use, but its rugged chassis and high build quality mean it has no problem with less forgiving conditions, for this reason all units are fitted with all terrain run flat tires and specially strengthened suspension units as standard. This no frills vehicle consists of a forward cab with provision for a driver and up to two passengers and a rear enclosed load bed covered in lightweight armour. As an additional feature the cab has a roof hatch and turret ring installed above the passenger seating allowing adaptation of the vehicle to military service. The YA314 is capable of allowing cargo's up to 4000 kilograms to be transported with ease and the onboard power unit gives it a 30,000 hour operational life before recharging. Able to be adapted to virtually any load carrying task the YA314 is one of the best multi-role transports on the market today.

Type: Cargo Truck
 Max Speed: 160km/hour: 25.6m/phase
 Movement: Wheeled/Quad Axle Independent Drive
 Dimensions: 6m length, 2.5m width, 2.8m height
 Weight: 4.5 tonnes
 Crew: 1 driver
 Passengers: 2
 Skill: Drive Civilian
 Armament: None

Cost: 11000c

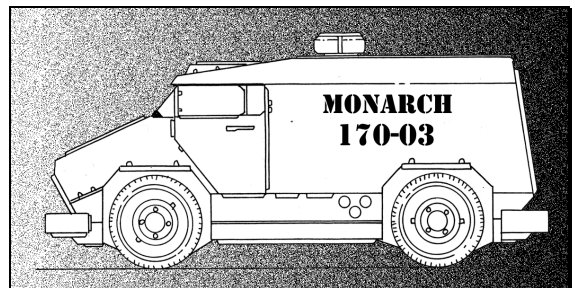
Cab-P.V.14, I.D.200 Cargo Section-P.V.5, I D.100

Acceleration Rate: 1.2

Turning Circle: 6

Monarch Patrol Unit

Standard equipment for Monarch Law Enforcement Officers on the streets of Downtown, these Patrol Units are small, lightly armoured, vans intended for routine duties and prisoner transportation. The vans have a simple layout with internal bench seats for passengers and a driver/crew compartment closed off behind a strengthened, mesh screen at the front. Not particularly fast or well armoured, the Monarch Patrol Units are reliable and able to offer better



protection to officers than civilian vehicles. All wheel drive means the vans can cope with a variety of terrain's, while a specially strengthened chassis and 50,000 hour power plant come fitted as standard. Due to restrictions non of the Patrol Units can be offered with armaments, but most of the vans do come with a roof hatch incorporated above the front passenger seat. Designed to take a lot of abuse and be suitable for life on Downtown's streets, the Monarch Law Enforcement Patrol Units will

probably be around for along time to come, at least till something better comes along at a price they can afford.

Type:Van
 Max Speed:160km/hour:25.6m/phase
 Movement:Wheeled/Quad axed independent drive
 Dimensions:5m length, 2m width, 2.3m height
 Weight:4 tonnes
 Crew:1 driver
 Passengers:5
 Skill:Drive, Civilian
 Armament:None
 Cost: 3000c
 P.V.12, I.D.160
 Acceleration Rate:1.4
 Turning Circle:6

SLA-003 Cargo Transporter

A common sight in the factories and industrial sectors of Mort, the 003 Cargo Transporter has been in constant use for the last eight hundred years. Consisting of a sturdy track mounted chassis with an open role cage protected drivers cab, the 003 is designed to carry the standard SLA 5m x 2.5m x 2.5m cargo pod on its specially built flatbed. Pods are attached and securely held in place by a system of modified mag holds built into the truck bed, while an under floor power plant allows the Cargo Transporter a 50,000 hour user life. An invaluable piece of equipment when it comes to moving cargo or heavy machinery, the 003 may be slow, but it's dependable and rugged with its tracks allowing it to operate on a variety of surfaces with ease. Often cargo transporters will be used to pull a train of cargo pods mounted on cab-less versions of the standard unit and connected via a special link. Control is via a simple two lever system allowing these units to be operated by almost anyone with the minimum of training, while the ability to lock one set of tracks and turn the entire machine virtually on the spot is extremely useful when it comes to operating in cramped factory conditions. The 003 Cargo Transport seems due for another eight hundred years of success and costs just 6000c for the standard unit.

Type:Cargo Transporter
 Max Speed:18km/hour:2.8m/phase
 Movement : Tracked independent drive
 Dimensions:6m length, 3m width, 3.5m height
 Weight:5 tonnes
 Crew:1 driver
 Passengers:None
 Skill:Drive, Civilian/Military,
 Armament : None
 Cost:6000c
 P.V.0, I.D.400

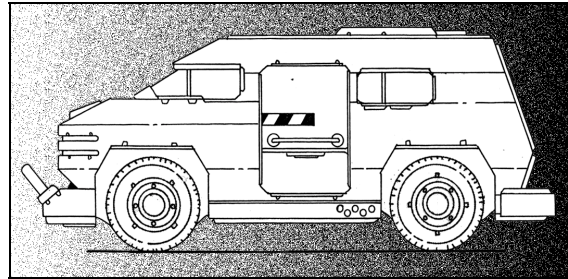
Acceleration Rate:1
 Turning Circle:0 stationary, 12 at speed

Game Notes

Due to the open design of the Cargo Transporter it can offer no protection to the driver or anyone on the flatbed. If it is carrying a cargo pod this will have a P.V of 15 and an I.D of 150. Skill in either driving discipline will allow operation of this vehicle due to its extremely simple nature.

Third Eye News Transport

A must for any news team willing to follow a story no matter where it takes them. The Third Eye News, armoured transporter van has ample room for a full team including camera crew, while the specially strengthened chassis, four wheel drive unit and all terrain tires will take them where they need to go, be it a trip to Downtown or right to the heart of the



Cannibal sectors. The vans are fitted with all round armoured panels to keep you safe while a 30,000 hour power plant and high powered engine means you can keep up no matter how fast the news is breaking. Two sliding side doors and a pair of large rear cargo doors come as standard on all vehiclces. Each transport also has the added feature of a roof mounted hatch, fitted above the passenger compartment, which is intended to allow a cameraman to operated from relative safety if conditions outside get too rough. Rugged, reliable and built to last, there's no safer form of transport for the news team who know they've got to take risks to be in on the hot news as it happens.

Type:Van
 Max Speed:240km/hour:38.4m/phase
 Movement:Wheeled/Quad-axle independent drive
 Dimensions:5.5m length, 2.2m width, 1.9m height
 Weight:5 tonnes
 Crew:1 driver
 Passengers:5
 Skill:Drive, Civilian
 Armament:None
 Cost:8000c
 P.V.14, I.D.250
 Acceleration Rate:2.1
 Turning Circle:6

FEN 0327 Quad Bike

A new form of transport now on offer to SLA operatives, the FEN Quad offers you the light weight and speed of a motorbike, with all the rugged reliability of a 4X4 vehicle. Ideal for use in rough terrain, the 0327 makes an excellent military reconnaissance vehicle or operative transport with the four wheel drive chassis giving it strength and stability beyond that of a trike or motorbike. The Quads power plant is good for 50,000 hours use, while it has the capacity to carry a driver and passenger, plus a small amount of cargo with ease. For military duties each 0327 Quad has the ability to mount a Power Reaper or Heavy Assault system on a special powered bracket provided, this weapon is then either fired by the passenger acting as a gunner or by the driver via a HUD system. Ammunition is fed from a large capacity 500 round ammunition bin although currently FEN supply all Quads unarmed and will only fit weaponry on request. Tough and dependable the 0327 is at the cutting edge of operative vehicles at an affordable price.

Type:4X4 Quad

Max Speed:260km/hour:41.6m/phase

Movement: Wheeled/Quad-axle independent drive

Dimensions:2m length, 1.6m width, 1.6m height

Weight:1.2 tonne

Crew:1 driver

Passengers:1 gunner

Skill:Drive, Civilian

Armament:Fitted for Reaper Cannon or Assault System

Cost:2500c

P.V.16, I.D.250

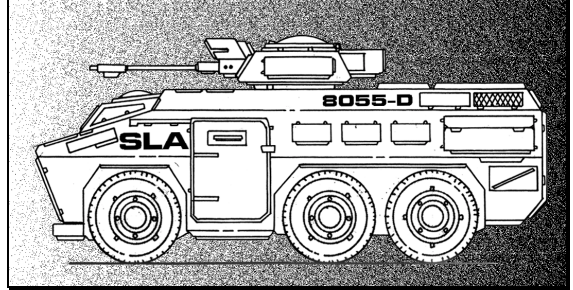
Acceleration Rate:2.2

Turning Circle:3

FEN RAT L20 IFV

FEN are now able to offer all operatives another great Dante surplus military transport. The RAT L20 Infantry Fighting Vehicle is easily converted to a wide number of operative applications and has a proven combat record to back up its reliability and effectiveness as a military assault and transport unit. All RATs are fitted with full 6x6 wheel drive, all terrain tires and specially constructed suspension units allowing rapid and trouble free cross country travel, as well as effective use on city roads. In addition to a crew of three, the L20 can also be utilized in a personal carrying capacity and its rear bay will hold up to seven fully armoured troops. Deployment is either via the folding rear ramp or by either of the two sliding side doors the RAT comes equipped with. The RAT's standard crew consists of a driver, a gunner and a commander or radio

operator. Both commander and driver sit in forward positions and have small roof access hatches above them, while the gunner occupies a centrally mounted powered turret position also with a hatch, although due to the RAT's surplus status no weapons systems are installed on purchase. Most



L20's will also have three vision slits and weapons ports on each side of the troop compartment, allowing the passengers to employ hand weapons from inside the vehicle. Power comes from an under floor, 25,000 hour, unit and the RAT is ideally suited to such tasks as a mobile command base on Green BPN's, riot control, or just as an extremely reliable, well protected transport vehicle. An older APC only variant of the RAT L20, known as the L18, is now also available to operatives, this lacks the central powered turret and instead has a standard roof hatch and universal turret ring fitted above the passenger bay. The lack of the turret results in a substantial reduction in the vehicles weight and so raises its overall top speed, while at the same time lowering its profile. In all other respects the two vehicles are identical apart from the fact that the L18 is offered at a lower price.

Type:Infantry Fighting Vehicle

Max Speed:180km/hour:28.8m/phase (200km/hour: 32m/phase APC Variant)

Movement:Six Wheeled Independent Drive

Dimensions:7.3m length, 2.7m width, 3.10m height (2.5m height APC Variant)

Weight:15 tonnes (Weight:11 tonnes APC Variant)

Crew:1 driver/1 gunner/1 radio operator

Passengers:7

Skill:Drive Military

Armament:None Fitted

Cost:110,000c (cost: 100,000c APC Variant)

P.V.24, I.D.700

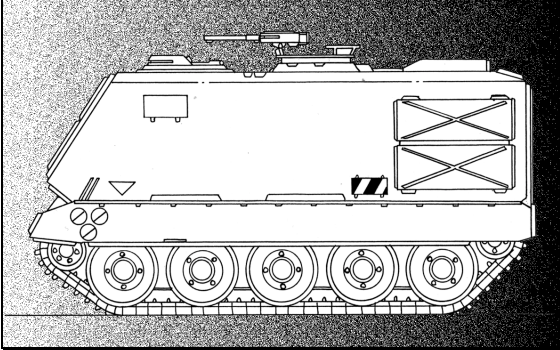
Acceleration Rate:1.6 (1.8 APC Variant)

Turning Circle:8

FEN T7300 Tracked APC

FEN can now offer operatives an alternative to their wheeled APC's in the shape of the T7300 tracked personnel carrier. This battle proven vehicle rides on a set of special high grip tracks allowing a fast speed and good handling on a variety of surfaces from city roads to cross country. Although perhaps not as fast as a wheeled vehicle the T7300

has extremely impressive armour and can easily carry nine personnel with full combat equipment. In addition the vehicle has seating for a driver, a gunner, and a radio operator/squad commander position. The gunners position is provided with a hatch and turret ring allowing the mounting of a



variety of weapons to suit the users needs, while additional hatches are provided above the driver and commanders seats. To help to improve the strength in the T7300s side armour only a rear troop deployment ramp is fitted, although after testing FEN found that this was more than adequate for the rapid off loading of personnel. This also allows the entire air system in the vehicle to be easily filtered making it impervious to a variety of chemical and biological attacks. The under floor power plant gives the APC an effective 25000 hour operational life. The FEN T7300 Tracked APC offering unrivaled protection on the battlefields of today where ever they may be.

Type:APC

Max Speed:140km/hour:22.4m/phase

Movement:Tracked independent drive

Dimensions:6m length, 2.9m width, 2.5m height

Weight:16 tonnes

Crew:1 driver /1 gunner /1 commander

Passengers:9

Skill:Drive Military

Armament:None Supplied

Cost:130,000c

P.V.26, I.D.850

Acceleration Rate:1.2

Turning Circle:0 Stationary, 10 at speed

FEN 056 Shiver Fire Unit

Employed on the largest and most dangerous fires, where the standard 'Extinguisher' vehicles are not enough, these Shiver fire units are perhaps one of the most awesome and most feared of the vehicles currently operating on Mort's streets. Intended as heavily armoured, rapid response units they can literally plow through anything and everything to get to their objective. Mounted on a massive eight wheel chassis, the FEN 056 tenders carry the complete range of fire fighting equipment, from high pressure water and foam hoses to smaller

extinguishers, breathing apparatus and rescue gear. Standard crew for the vehicle is three and consists of a driver and two gunners each of whom is responsible for operating one of the two large, high pressure foam cannons mounted on 056s roof, these come fitted in open topped retractable turrets and both have a 360 arcs of fire around the vehicle. In addition to this the vehicle has seating for an eight man squad of Shiver Fire Fighters in the large passenger compartment behind the cab. For tackling high level fires the vehicle comes fitted with a special hydraulic platform which can be rapidly raised to a height of twenty five meters and is capable of carrying up to four personnel as well as a further two foam cannons. When not in use the platform folds down into a recess in the vehicles roof to prevent it being damage if the 056 has to smash its way through obstacles. Every vehicle comes with all round high density ceramic armour plating, originally developed for use by armoured vehicles on Dante, which is reinforced in places by specially strengthened ram plates giving the Fire Units unmatched protection and damage taking ability. Fitted with all wheel drive and off road capable tires means the 056 won't slow down when the going gets tough or be stopped by having to go cross country if the situation demands. A specially developed power plant situated under the Fire Units floor allows the tenders to reach speeds unknown in other vehicles of this size and weight, while each unit has a 30,000 hour operational life. Designed with just one thought in mind, to get to a fire as quickly as possible no matter what, the FEN 056 Unit is ideally suited to its role and it is highly unlikely that anything will be put forward to replace it in the foreseeable future.

Type:Fire Engine

Max Speed:180km/hour:28.8m/phase

Movement:Eight wheeled independent drive

Dimensions:12m length, 5m width, 3.5m height

Weight:42 tonnes

Crew:1 Driver/ 2 Foam Gunners

Passengers:8

Skill:Drive Military

Armament:None

Cost:150,000c

P.V.34, I.D.980

Acceleration Rate:1

Turning Circle:12

FEN FV103 Recon Vehicle

Ideal as transportation for small operative squads, the FV103 is a Dante surplus tracked recon vehicle which is starting to see growing use on the streets of Mort. This lightweight armoured vehicle can tackle almost any type of terrain with ease and its tracks offer much better cross country performance than its

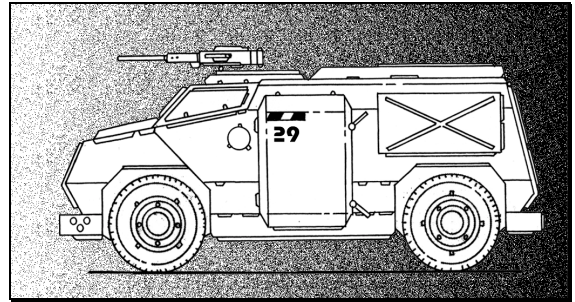
wheeled counterparts. Specially toughened panels constructed from ceramics and flak armour weave are incorporated on all the FV103's outer surfaces and in addition to this the entire vehicle can be sealed against either biological or chemical attack using air filters or an internal life support system which is capable of keeping the crew alive for up to 72 hours. Due to its primary function as a reconnaissance vehicle the FV103 is only able to carry two passengers in addition to a driver and gunner, although ample equipment stowage space is provided. Two crew hatches are fitted to the vehicle, one above the drivers position and the second larger one in the top of the units revolving powered turret. This turret is supplied unarmed on all operative vehicles although FEN will be happy to install any small arms type weapon you wish for an additional fee. Power comes from an under floor 35000 hour reactor giving the vehicle good range and making it ideal for Green BPNs. The FV103 strong, tough and built to take the knocks. When the flak starts to fly you can rely on a FEN to get you through...!

Type : Tracked Recon Vehicle
 Max Speed:200km/hour:32m/phase
 Movement:Tracked Independent Drive
 Dimensions:5.2m length, 2.3m width, 2.2m height
 Weight:8 tonnes
 Crew:1 driver /1 gunner
 Passengers:2
 Skill:Drive Military
 Armament:Non Fitted
 Cost:90,000c
 P.V.24, I.D.600
 Acceleration Rate:1.8
 Turning Circle:0 Stationary, 7 at speed

GA RAM V-12 LAT

Another proven combat vehicle from General Armaments, now at a price you can afford. The RAM V-12 Light Armoured Transport is an ideal operative vehicle capable of functioning in a wide range of applications including routine patrol, reconnaissance and riot control duties. The RAM rides on a 4x4 all wheel drive chassis unit, complete with all terrain run flat tires, while the body is constructed from lightweight high impact ceramic armour panels. All RAM V-12 vehicles come fitted with both side and rear access doors allowing easy deployment of troops. while each is fitted with seating for up to four passengers in addition to a driver and gunner. Both driver and gunner positions have their own roof mounted hatches, the gunners having a turret ring and universal weapons mount, although all RAMs are currently supplied disarmed. Fast rugged and built to last, all vehicles are outfitted with power units giving 30,000 hour user

lives, we at GA have done our best to produce a combat capable operative transport for the lowest



price possible, while still giving something you can rely on when the bullets start to fly.

Type:Light Armoured Transport
 Max Speed:200km/hour:32m/phase
 Movement:Wheeled/Quad-Axle Independent Drive
 Dimensions:5.2m length, 2.1m width 1.7m height
 Weight:5 tonnes
 Crew:1 driver /1 gunner
 Passengers:4
 Skill:Drive Military
 Armament:None Fitted
 Cost:16,000c
 P.V.17, I.D.380
 Acceleration Rate:1.8
 Turning Circle:5

GA 4077 Armoured Ambulance

The sight every operative wants to see when their badly wounded, the GA 4077 Ambulance is the vehicle favored by SLA's Paramedic teams operating in and around Mort. Rugged, fast and well armoured, like the Shiver fire tenders it takes a lot to slow a 4077 down. Although the standard FEN APC is often used as an ambulance, the 4077 is designed to be a smaller faster rapid response unit and is ideal for rapidly reaching casualties in the shortest possible time, something that is vitally important in LAD transmitter responses. Each vehicle can carry a medical team of three in addition to a driver, plus has provision for up to four stretcher bound casualties in the rear compartment. If patients have less serious injuries more can be carried and thanks to retractable seating in the vehicles sides there is room for up to six non emergency cases. All ambulances carry a complete set of medical equipment with everything for simple breaks or bullet wounds right up to on the spot surgery and resuscitation procedures, as well as Karma LAD stabilization. All GA 4077s come fitted with four wheel drive and off road capabilities, while an onboard power plant will allow continuous use for over 40,000 hours. Flak Mesh reinforced armour plates are incorporated all round the vehicle to keep both passengers and crew safe, if as sometimes happens the ambulances are

forced to operate during combat situations. Tough and reliable the GA 4077 has been in service for a long time and has helped to save numerous operative lives and with its proven track record will continue to do so thanks to General Armaments dependable design and high build quality.

Type: Ambulance
 Max Speed: 240km/hour: 38.4m/phase
 Movement: Wheel/quad axle independent drive
 Dimensions: 6.5m length, 2.5m width, 2.6m height
 Weight: 6 tonnes
 Crew: 1 driver/3 Paramedics
 Passengers: 4 on stretchers/6 sitting
 Skill: Drive, Military
 Armament: None
 Cost: 115,000c
 P.V.20, I.D.620
 Acceleration Rate: 1.7
 Turning Circle: 7

GA EEX-3 Scout Car

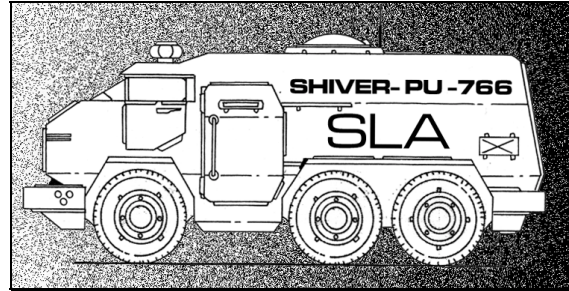
Small, fast and well armoured, the new EEX-3 Scout Car from General Armaments is now on sale to the operative market after its rigorous combat testing on Dante. Built on a rugged four wheeled all wheel drive chassis and fitted with all terrain tires, the EEX-3 is equally at home in the Cannibal Sectors as it is on city streets. All round ceramic armour gives good small arms fire protection, with a specially designed multi layer system allowing a greater damage capacity than other vehicles in its class. Two hatches are provided on opposite sides of the vehicle intended for the driver and single passenger, while a large roof hatch is installed above a gunners position at the rear of the EEX-3. This hatch is outfitted with a multi role turret ring allowing you easy mounting of anti riot or offensive weapons such light machine guns, including the FEN Power Reaper, GAK SAW and HAS Mini Gun. Despite limited seating there is enough room for additional equipment to be carried and you'll be surprised just how much you can fit into the EEX-3. There is also enough room for a 35000 hour high capacity power supply incorporated under the floor of the unit. The EEX-3 Scout Car shows GA's dedication to high quality operative transport and offers you the best speed and protection you can get for a vehicle of its size. General Armaments, don't put your trust in anything else..!

Type: Scout Car
 Max Speed: 240km/hour: 38.4m/phase
 Movement: Wheeled/Quad-axle independent drive
 Dimensions: 4.2m length, 2.2m width, 1.7m height
 Weight: 5 tonnes
 Crew: 1 driver/1 gunner
 Passengers: 1

Skill: Drive Military/Civilian
 Armament: None Fitted
 Cost: 40,000c
 P.V.20, I.D.500
 Acceleration Rate: 1.8
 Turning Circle: 5

GA 05 Shiver Armoured Patrol Van

A common sight in Downtown or where ever there's trouble, the GA 05 Armoured Patrol Van is



invaluable to Mort's Shiver units in their efforts to keep law and order intact and is considerably cheaper to produce than the standard 'Battle Taxi' APC. This heavily armoured, six wheel drive, transport is capable of carrying eight Shivers plus all their equipment, while its speed and maneuverability make it an ideal rapid response unit. APV's are employed in many roles including riot and crowd control duties, as well as more mundane routine patrols. Several specialist versions of the vehicle are also available, such as mobile forensic labs and command posts. Each van comes fitted with a large sliding door on each side allowing troops to disembark quickly, as well as a separate hatch for the driver. Currently none of the Model 05 APV's is fitted with weapons systems, although each unit comes with two roof hatches above the passenger compartment allowing the use of hand weaponry or riot control equipment by the crew. Built with life on the streets of Mort in mind, each GA 05 is extremely tough and many units have been in service for a number of years. Every APV comes with an under floor reactor capable of supplying 27,000 hours of power, while toughened all round armour panels are standard, as are ram plates and bullet proof windscreens. The GA 05's of Mort's Shiver squads have seen a lot of action, but their rugged design keeps them going far beyond original expectations.

Type: APV
 Max Speed: 200km/hour: 32m/phase
 Movement: six wheeled independent drive
 Dimensions: 7.8m length, 3.5m width, 2.5m height
 Weight: 8 tonnes
 Crew: 1 driver
 Passengers: 8
 Skill: Drive, Military

Armament:None
 Cost:95,000c
 P.V.22, I.D.550
 Acceleration Rate:1.7
 Turning Circle:7

GA M3A100 Half Track

We at General Armaments are now pleased to be able to offer our Dante surplus M3A100 Armoured Half Track as a different kind of operative transport. This rugged combat vehicle rides on a combination of both wheels and tracks to give high mobility and enhanced performance over a variety of terrain, while reinforced ceramic armour panels give the M3A100 good protection against a variety of attack, including small arms fire. The Half Track can also be utilized in an armoured personnel carrier capacity, with ample room for up to six fully armoured combat troops and their equipment, while a powered folding ram at the rear allows for the quick deployment or loading of personnel. In addition to troops the M3A100 has positions for a driver, a co driver / radio operator and a gunner. Both the gunner and co driver have roof hatches above their positions, the gunners being larger and centrally placed above the crew compartment. This hatch has provision for mounting a variety of weapons systems should the situation demand by way of a universal turret ring, unfortunately the units standard armourment of dual, 12mm Power Reapers cannot be supplied. In addition there are two smaller hatches fitted on opposite sides of the vehicle giving easy access to the two forward seating positions. The Half Track is ideal for a number of applications on Mort, including riot control, operative transport or as a patrol vehicle. Proven in a variety of combat conditions the M3A100 is rugged and built to last with a 30,000 hour power unit giving it a long user life.

Type:Half Track APC
 Max Speed: 180km/hour:28.8m/phase
 Movement:Wheeled and Tracked independent drive
 Dimensions:6.5m length, 2.3m width, 2.7m height
 Weight:9 tonnes
 Crew:1 driver /1 co driver /1 gunner
 Passengers:6
 Skill:Drive Military
 Armament:None Supplied
 Cost:80,000c
 P.V.22, I.D.600
 Acceleration Rate:1.5
 Turning Circle:8

FEN YX-122 'Trailblazer' Light Motorbike

Ideal for those buying on a budget, but who want something a cut above the usual civilian models, the YX-122 'Trailblazer' from FEN offers you a combination of speed, protection and maneuverability at a price that can't be beaten. Built to an 'off road' design, the bike features a sturdy ceramic frame fitted with a specially toughened suspension system and all terrain tires to give superb ride quality both across country and on city streets. The compact, high output cold fusion unit is good for 30,000 between recharges and allows a top speed of up to 300 Kph in ideal conditions. Lightly armoured against both the environment and the possibility of combat, the Trailblazer is extremely durable and should give hours of trouble free operation, with the minimum of maintenance, making it ideally suited for operative use on Mort. Now available in a range of custom colours including urban camo and Cannibal Sector grey. The FEN YX-122 Trailblazer, never before has there been so much bike for so little money.!

Type:Motorcycle
 Max Speed: 300km/hour: 48m/phase
 Movement:Rear wheel chain drive
 Dimensions:2 m length, .9 m width, .9m height
 Weight: .7 tonnes
 Crew:1
 Passengers:1
 Skill:Drive Motorcycle
 Armament: Non Fitted
 Cost: 700c
 P.V.8, I.D.80
 Acceleration Rate:2.7
 Turning Circle:1

GA TR-1100 'Blackshadow' Militrax Motorbike

The ultimate in two wheeled transportation, the GA Blackshadow motorbike was originally designed for the battlefields of the War Worlds, but is now available to all operatives, in it unarmed format, for use on the streets of Mort. Featuring a rugged all terrain design, run flat tires, a ceramic armoured fairing and a one of the largest fusion plants ever fitted to a bike, the TR-1100 can take you where you need to go, be it a quick trip to Suburbia or an expedition to the heart of Downtown. Despite its weight and armoured chassis the Blackshadow features unmatched performance and thanks to its use of 'fly by wire' technology and power assisted steering handles like a bike half its size. Large capacity storage panniers comes as standard and despite its 'disarmed' status the bike still retains the mounting points for its original twin 12mm SMGs

allowing it to be re-converted to its full military status should the owner wish. These guns fit inside the Blackshadow's forward fairing and feature powered servo mountings with a HUD uplink to the riders helmet, ammunition is provided by two compact 200 round bins. The onboard reactor has a 40,000 hour user life and all of the onboard electronics and power systems are fully waterproofed and battle hardened. Ideal for reconnaissance or as a fast pursuit vehicle, the TR-1100 Blackshadow is not only extremely versatile, but also great value for money, while its battle proven design makes it one of the safest motorbikes available.

Type:Motorcycle
 Max Speed: 340km/hour: 54.4m/phase
 Movement: Bi-magna cable ball joint
 Dimensions:2.2 m length, 1.1 m width, .9m height
 Weight: 1 tonne
 Crew: 1
 Passengers: 1
 Skill:Drive Motorcycle
 Armament: Non Fitted
 Cost: 1400c
 P.V.14, I.D.150
 Acceleration Rate: 3
 Turning Circle:1

Game Notes

The 12mm SMGs originally fitted to the Blackshadow have the following stats. They are linked via the HUD system and both fire at the same target. Cost given is per gun and covers the expense of installation on the bike (it is possible to only fit one weapon if required).

CLIP	CAL	ROF	RCL	RANGE	COST
200	12mm	5/3	N/A	20m	600c

GA AMX 300 ARV

What do you do when your APC gets stuck or damaged? You call in a General Armaments AMX 300 Armoured Recovery Vehicle.! This multi role vehicle is able to cope with a variety of recovery, rescue or construction tasks and carries a wide range of tools and equipment. Built around a heavily armoured tracked hull, the AMX comes fitted with two internal winches, the first with a 35 tonne pulling capacity and a 100 meter cable drum and the second smaller unit with a 10 tonne capacity and fitted with 200 meters of cable. In addition the AMX 300 has a retractable deck mounted crane able to lift up to 15 tonnes. All winches draw power from the units main engine. To aid in construction or rescue tasks the ARV is also equipped with a front mounted bulldozer blade, hydraulically driven and measuring 3.5x1.8 meters. The AMX 300 ARV

carries a driver and up to four additional crew. Two roof hatches are fitted to the unit, one above the drivers position and a second in the roof of the crew compartment, both are fitted with controls for crane and winches, while the driver has control of the dozer blade. The crew hatch comes fitted with a universal mounting ring allowing the ARV to be armed, although units are usually issued in the unarmoured state unless they are being sent to Dante or another combat theaters. A 30,000 hour power reactor is fitted as standard as is all round reinforced ceramic armour. The AMX can cope with almost any terrain and has proved its reliability and ruggedness in a range of combat conditions.

Type:Armoured Recovery Vehicle
 Max Speed:140km/hour:22.4m/phase
 Movement:Tracked Independent Drive
 Dimensions:8.3m length, 3.5m width, 2.8m height
 Weight:35 tonnes
 Crew:1 driver
 Passengers:4
 Skill:Drive Military
 Armament:None Fitted
 Cost:150,000c
 P.V.26, I.D.950 Bulldozer Blade-P.V.30, I.D.600
 Acceleration Rate:1
 Turning Circle:0 Stationary, 12 at Speed

GA XM30 FAV

Fresh from its final development, General Armaments are now able to offer operatives a new concept in cheap, lightweight, transportation in the form of their XM30 Fast Attack Vehicle. Primarily designed as an extremely low cost, weapons carrying system for use in hit and run tactics or as a reconnaissance vehicle, the XM30 is now available on Mort in its unarmed format. A revolutionary design the FAV incorporates a high output 30,000 hour power plant and rugged rear wheel drive transmission system into an open tubular chassis unit. Portions of this chassis around the driver and gunner are then covered in specially developed light armour panels which can give good protection against a variety of small arms attacks. All terrain run flat tires come as standard, as does a full roll cage and safety harness on each of the crews seats. The XM30 can be used on either city streets or cross country with ease and due to its extremely light weight and large, high output engine, can reach extremely high speeds on either type of terrain. Unfortunately there is only room for a driver and gunner in the vehicle, but a powered mounting unit and HUD system is provided to allow the fitting of weapons to the FAV's central roll bar, which then fire over the crews heads. Cargo space is also limited, but this problem can be solved by using the special clips provided to tie your gear to

the FAV's chassis framework. The General Armaments XM30 FAV, strong, fast and affordable, you'll never look at a motorbike, again.....!

Type:Fast Attack Vehicle
 Max Speed:320km/hour:51.2m/phase,
 Movement:Wheeled/Quad axle rear wheel drive
 Dimensions:4.3m length, 1.9m width, 1.6m height
 Weight:2.5 tonnes
 Crew:1 driver /1 gunner
 Passengers:0
 Skill:Drive Civilian
 Armament:Non Supplied
 Coss:8500c
 P.V.14 /I.D.180
 Acceleration Rate:2
 Turning Circle:4

GA UH-606 Redhawk AAH

A fairly rare sight on Mort, although SLA and several of its Shiver units are known to hold a few units for emergency use, the Redhawk Armoured Assault Helicopter is the ultimate in mid-range, airborne troop transportation. This fusion assisted, turbo prop helicopter is capable of a variety of applications from cargo lifting to assault and anti armour roles and can be outfitted with a wide range of weaponry and equipment. The hull is covered in specially developed lightweight ceramic armour panels, while all 606s have large side doors as standard to aid in rapid troop deployment and can carry up to ten personnel with full battle armour. For use either as a gunship or to give support fire for troops deploying into a hot LZ the Redhawk is outfitted with door mounted 12mm Power Reapers, which are operated by gunners, while in addition the pilot has an 8mm HAS Mini Gun slaved to his helmet via a HUD system and firing from a chin mounted powered turret. All weapons come with electro mag feeds and 6000 round ammunition bins. There is also provision to mount a further two Reapers or Mini Guns on the doors when additional firepower is needed, although this is only normally done when the Redhawk is used in its Gunship role. All aircraft come with full nightsighting equipment and sensory arrays as well as IR baffling and ECM systems to aid in stealth missions. Perhaps not as fast or maneuverable as a Kilcopter, the UH-606 Redhawk more than makes up for this in overall firepower and cargo capacity, meaning it will probably remain in service for at least the foreseeable future. When your heading for a war zone, don't travel in anything else....!

Type : Helicopter
 Max Speed:600km/hour:96m/phase
 Movement:Quad Blade Turbine (fusion Assisted)

Dimensions:16m length, 3m width, 5m height
 Weight:6.5 tonnes
 Crew:1 Pilot /1 Copilot /2 Door Gunners
 Passengers:10
 Skill:Pilot Military
 Armament:X2 12mm Power Reapers / 8mm HAS Mini Gun
 Cost:650,000c
 P.V.22, I.D.720
 Acceleration Rate:8
 Turning Circle:0 Stationary, 90 at speed

GA AZ-27 Light Assault t Boat

Although there are no seas or other large bodies of water on Mort, there is still a call from time to time for small boats which can be operated in the larger of the cities sewers and on its underground reservoirs. It is for this reason that the GA Light Assault Boat was developed early in year 420 and has been in almost constant use by operatives, Shivers and maintenance crews ever since. A semi-rigid design the AZ-27 can be folded flat to allow it to pass through maintenance covers, tunnels and access hatches and then be inflated when it reaches its launch site via a small onboard compressor, a process that takes about 90 seconds to complete. The extremely light weight of the craft means that it can be easily moved by only two people when needed. The vessels hull is formed from a mixture of specially treated, waterproof, ballistic weave cloth and lightweight ceramic armour and employs a system of multiple buoyancy chambers to prevent sinking if one section is holed. Propulsion is by a single hydro-jet outboard motor which has been designed specifically for use in the polluted waters of Mort's sewers and which is capable of propelling the craft at speeds of up to 20 knots in ideal conditions. The powercell on the motor is good for about 5000 hours use before the need to recharge. The vessels have room for up to a five man squad, in standard armour types, plus their equipment, although this number needs to be reduced if large amounts of cargo are to be carried. Additional equipment on the AZ-27 includes two 300 watt headlights and a single 500 watt search light fitted to the prow, a buoyancy cell repair kit, four emergency oars and a reinforced ceramic keel which allows the craft to be dragged short distances overland when needed.

Type: Light Assault Boat
 Max Speed:36km/hour: 5.6m/phase,
 Movement: Hydro-Jet Motor
 Dimensions:3 m length, 1.6m width, .6m height
 Weight:120 kg
 Crew:1 driver
 Passengers:4
 Skill:Drive Civilian or Military

Armament:Non Supplied
 Coss:1500c
 P.V.10 /I.D. 90
 Acceleration Rate:3
 Turning Circle:2

FEN AMV-76 Armoured Maintenance Vehicle

However hazardous a sector of Downtown is, there is still often the need for SLA personnel to enter it to undertake vital repairs to the cities power grids and other utilities and it was with these tasks in mind that the FEN AMV-76 vehicle was conceived. Intended to carry a team of six engineers and all the required tools, equipment and parts to undertake a variety of repair tasks, the AMV is a heavily armoured, multi wheeled vehicle which is able to operate under the severest of conditions, including combat situations and ongoing riots. Built on a heavy six wheeled chassis unit and fitted with all wheel drive to give excellent performance on both city streets and across country, the AMV-76 come with multi-layer ceramic armour to rival that found on SLA's military vehicles. To aid in maintenance and repair work the 76 has numerous unique features which include a large front mount bulldozer blade for use in construction tasks and the clearance of obstacles or wreckage, as well as a powerful roof mounted crane capable of lifting over 15 tonnes. Also provided is a special three man elevated platform that can be hydraulically raised to a height of 20 meters and which allows work to take place without the need of ladders or ropes. This can be controlled either by crew members on the platform or via a remote link from the ground and when not in use folds neatly away on the vehicles roofs. Other features include a 30 tonne winch, three 1000 watt spotlights, two on the vehicles roof and one on the elevated platform, a large 30,000 user hour fusion reactor which is also able to provide power for a variety of tools via external sockets and a fully sealable NBC proof cabin with 90 hours of internal life support. In addition to seating for six engineers the AMV has positions for a driver and co-driver, the co-driver having a roof hatch and turret ring above his seat so that he can act as a gunner in situations where the vehicle needs to be armed. Access to the crew compartment is via two sliding doors one on each side of the vehicle. Tough, reliable and outfitted for every eventuality the AMV-76 has proved itself over many years of sterling service and as yet nothing has been able to rival its ruggedness and versatility.

Type:Armoured Maintenance Vehicle
 Max Speed: 180km/hour:28.8m/phase
 Movement:Wheeled independent drive
 Dimensions:8.5m length, 2.4m width, 2.8m height

Weight:20 tonnes
 Crew:1 driver /1 co driver
 Passengers:6
 Skill:Drive Military
 Armament:None Supplied
 Cost:180,000c
 P.V.26, I.D.900
 Acceleration Rate:1.5
 Turning Circle:8

GA-077 'Atlantis' Orbital Shuttle

A common small orbital craft, the GA-077 is easily adapted to a variety of tasks and has been in use by various branches SLA for over six hundred years. Cheap to build due to its modular design, the standard Atlantis is capable of both orbital and atmospheric flight making it ideal for shipping cargoes between planetary surfaces and SLA's many orbital stations or short in system flights. The interior of the hull is split into a small forward bridge and a large rear cargo compartment which takes up over 80% of the available space. Thanks to special mounting points in the floor, this main compartment can be configure in a variety of ways and allows the craft to be outfitted to carry several different types of load including up to four standard SLA cargo pods or with addition seating to act as a passenger transport. Standard crew is two, although there is room in the rear bay for a further eight crash couches to be installed. The controls are simple to use and incorporates a sophisticated fly-by wire systems linked to the crafts onboard computer, this also allows the Atlantis to be used as an unmanned drone if required and it can either be flown remotely or set to follow a pre-programmed route. For orbital and in system operations the 077 has a small ion drive unit, but for atmospheric flight it relies on two vector thrust turbo fan engines which have the added benefit of allowing the craft to operate in VTOL mode and to land and takeoff without a runway. The ships life support it good for over 150 hours with a full compliment of ten, while the onboard reactor is capable of a 30,000 hour user life. To save space and reduce costs the Atlantis does not have a purpose built airlock and instead has a pressure tight door between the bridge and cargo area which allows either one to be depressurized when needed. The craft comes with four external doors consisting of two personnel hatches fitted on either side of the bridge and two larger cargo hatches, again on opposite side of the ship, which allow access to the rear bay. Although the standard Atlantis is not intended for military operations and does not mount any weapons systems, its heavily shielded ceramic hull does offer good protection against attack and allows the vessels a long user life. An armed variant known as

the 077M does exist, but these are rarely seen on Mort and their use is usually restricted to the War Worlds.

Type :Orbital Shuttle
 Max Speed:1000km/hour:160m/phase
 (Atmospheric Flight)
 Movement: Fusion assisted vectored thrust
 turbofan, Ion Space Drive
 Dimensions: 18m length, 7m width, 4m height
 Weight 20.5 tonnes
 Crew:1 Pilot /1 Copilot
 Passengers: 8 (when properly outfitted)
 Skill:Pilot Military
 Armament: None Fitted
 Cost:250,000c
 P.V.24, I.D.1520
 Acceleration Rate:5
 Turning Circle:0 Stationary, 50 at speed

FEN CA UH-204 'Cloud Rider' News Helicopter

As a result of SLA's strict restrictions on flight capable vehicles on Mort virtually no other sub company, but the massive FEN, can manage to make money out of building commercial aircraft and even they only do so in limited numbers. An off shoot of their militray aircraft division, FEN CA (FEN Commercial Aircraft) builds light helicopters almost exclusively for Third Eye News and the other Media Companies, the only groups who are allowed to operate them legally over the city and the cannibal sectors, thanks to a special exemption by SLA. Most popular of these craft is the UH-204 'Cloud Rider' a relatively old design based on a, now obsolete, militray model it offers news teams a good combination of speed, protection and cargo capacity and allows a full crew to be carried in addition to a pilot and co-pilot. Powered by a single turboshaft engine, the Cloud rider comes with a lightweight ceramic and carbon fiber fuselage fitted with two large sliding cargo doors one either side of the passenger compartment, in addition to two smaller forward hatches for the crew. News teams will generally fly with these cargo doors open to allow cameramen to operate with an unrestricted view, despite the fact this can often be extremely hazardous due to the threat of snipers. The single

large passenger bay can be configured in a variety of ways thanks to special mounting points in the aircraft's floor and can either have a maximum of six seats or a combination of seats and cargo space. In line with their role as news helicopters FEN CA outfit the Cloud Riders with several special features including exterior mounting points for remote cameras, a comprehensive communication suite to allow live broadcasts and full IR/UV vision systems for night flying. In addition to these the craft also come with three trainable high powered spotlights, two of these are mounted on the cargo doors while the third is fitted in a small powered turret beneath the aircraft's nose. This is slaved to the pilot or co-pilots helmets via a HUD system and can be targeted in the same way as a weapons system would be and used to track a target. The onboard reactor has a user life of 30,000 hours before it needs recharging and comes fitted with several additional power sockets allowing the crew to run equipment such as cameras and lights directly from it when needed. Thanks to its militray originals, and the retention of its lightweight ceramic armour, the Cloud Rider is both robust and hard wearing, although it needs to be operating in the skies over Mort where poor weather, and the threat of attack are constant. Due to the high purchase cost of these aircraft many of Third Eyes News's UH-204s have been operating for years without replacement and despite numerous bullet hits from snipers, crash damage and poor maintenance they still soldier on proof of FEN CA's outstanding design and build quality.

Type : Helicopter
 Max Speed:240km/hour:38.4m/phase
 Movement:Quad Blade Turbine
 Dimensions:12m length, 3m width, 4.4m height
 Weight: 3 tonnes
 Crew:1 Pilot /1 Copilot
 Passengers:6
 Skill:Pilot Military
 Armament: Non fitted
 Cost:250,000c
 P.V.18, I.D.520
 Acceleration Rate:4
 Turning Circle:0 Stationary, 60 at speed

EQUIPMENT & ACCESSORIES

Everyone knows that often guns and knives aren't all you need to get a BPN done, so Hardware bring you a selection of the latest gear on offer to operatives. Everything from communication and tracking gear to specialist ammo and a range of medical equipment, whether its an off world Green BPN, or just a trip to Downtown, you never know what you might need so it's all here. SLA bring you a new line in compact, tool kits covering EOD, Survival, Disguise and Forensics, with everything you need packed into a single handy case. While DA are now offering a comprehensive range of explosives and timing devices for operative use. Also this month a new set of vehicle add ons and upgrades letting you customize with everything from spotlights and winches to complete powered turrets. And if that wasn't enough BOOPA also bring all you operatives a range of items to help you stay alive just that little bit longer, including an automatic injector system, handy Bio Monitor unit and electronic 'Pocket Doctor' database. Can you afford not to check these items out?? And all at prices you can afford ...!

GA Powered Holster

Be so fast on the draw it's virtually inhuman, with the new powered holster system from the design teams at General Armaments. These specially constructed weapon holsters come with their own internal power supplies and hydraulic launch systems, so they literally fire your weapon into your hand. The holsters respond to a special unit which can be installed in the wrist of your powered armour and is able to 'read' when your hands reaching for your gun enabling you to shave those precious micro seconds off your drawing time. The total system is easy to fit and comes complete with one holster to fit the hand weapon of your choice and one trigger unit for an all in cost of just 30c. Amaze your friends, blow away your enemies, get a GA Powered Holster today..!

Game Notes

The Powered holster system is only available for Pistol and SMG type weapons, it must be installed on the users thigh and only one holster per leg is permitted. With the powered holster in operation the DEX penalty for drawing a weapon at 0 actions is reduced to -1 rather than the usual -4.

GA Prisoner Restraints

You've got you captive, but how do you keep him under control, well why not use the new 'Restraint System' from General Armaments. Using special strips of high tensile poly-nylon, these great alternative to standard handcuffs should be enough to keep anyone, no matter how strong tied up. The restraints are fitted to either wrists or ankles with a specially designed applicator gun which bonds them closed leaving a complete unbreakable loop around each limb. No locks to pick, no keys to loose the only way to remove the restraint is by using the special cutting unit built into the applicator. The high strength of the restraints makes them extremely hard to cut through, plus their snug fit, close to the subjects skin, means there is a distinct chance of physical damage if they should try. Cost of

applicator plus 10 strips is 10c, further strips cost 5c per 20, unfortunately the strips are not reusable.

Game Notes

It should be up to, the GMs discretion how effective these restraints are and just what sort of damage results in unauthorized removal. Applicator /Removal units are only on sale to SLA operatives or Shiver Units.

GA Vehicle Winch

Don't be stuck when your vehicle is, pull yourself out of trouble with this easy to install powered winch system from General Armaments. Every unit comes fitted with a 100 meter cable drum and is capable of dead pulling weights up to 15 tonnes. Easily mounted on most types of military vehicle, the winch will normally operate from the onboard power reactor to give the best performance, but it also comes with its own backup battery unit giving 100 hours emergency use. Ideal for a wide range of recovery or rescue tasks, the GA powered winch should give you a lifetime of trouble free, reliable service and we're so sure of this we'll give you a complete maintenance guarantee on all components. Cost of the powered military vehicle winch system, including installation and full set of multi purpose towing and lifting hooks is just 30c.

SLA Fire Extinguisher

A must for any combat vehicle or just around the home, these multi role, high pressure foam extinguishers from SLA are capable of tackling almost any minor fire situation. The special chemical foam contained in the units is safe to be used on all types of fire, including electrical and chemical blazes, and can also be used in confined spaces in perfect safety. The extinguishers are manufactured from molded ceramics making them tough and reliable while the casings can be easily refilled when empty making them highly cost effective. Several sizes are available, ranging from small and medium hand held units, to larger

extinguishers designed for use in buildings. Small extinguishers cost 3c, Medium units cost 5c and large units cost 10c. Cost of refilling these extinguishers, when empty is 1c, 2c and 5c respectively.

Now also available to operatives is a special vehicle emergency fire system. This consists of six medium sized extinguishers which are fitted into your vehicle and linked by an advanced electronic trigger system. This can either be operated manually, or individual extinguishers will activate automatically when a special heat sensor attached to each one is triggered. The electronics package allows you to pre-program the exact temperature at which the units will be triggered. Great for armoured combat vehicles the entire system including extinguishers costs, just 50c.

GA Vehicle Smoke Dischargers

A quick and easy way to discharge either smoke or gas from your vehicle, without needing to leave the safety of its interior. These electrically operated units are quickly and simply mounted anywhere you want them on the outside of the vehicles hull and are designed to accept the standard DA 101 Smoke or DA 240 Riot Gas grenades. A press of a button will fire the chosen grenade and quickly cover the surrounding area with its contents. Ideal for ongoing riot situations or for vehicle to vehicle combat, each discharger unit can hold up to three grenades and is built out of sturdy ceramics for a long user life. Cost for the complete unit, including discharger (minus grenades) and remote firing system is just 10c.

Game Notes

Once triggered the grenade will operate with standard effects, the vehicle the discharger is mounted on being at the epicenter of the cloud of smoke or gas. Once all three rounds have been fired a discharger must be manually reloaded from outside the vehicle. Due to the fact the grenades are simply triggered rather than launched no explosive types can be used in the unit for safety reasons.

BOOPA Vehicle Med Kit

A large and comprehensive medical kit intended for carrying in a vehicle, this new unit from Boopa has a complete range of supplies to meet most paramedical emergencies. Giving an enlarged number of instruments and medical supplies than our standard portable units, this larger kit is intended for field and expedition use, where expert medical assistance may not be able to arrive for some time. Ideal for treating combat wounds, minor surgical procedures or simple cuts and grazes, everything you need comes packed in a sturdy ceramic carry case and can easily be clipped onto

wall mountings inside your vehicle. The cost of the complete kit is just 100c which includes a comprehensive drug pack consisting of 8 x Kick Start, 20 x Bio Block and 100 x Pain Solver. A replacement pack of consumables for the kit (minus replacement drugs) costs just 10c. The carry case is totally waterproof and sealable against the environment, plus as an added bonus now comes with x 2 Compressed Air injection units.

Game Notes

Use of the Vehicle Medical Kit allows a +1 bonus for characters performing paramedical skills using it.

BOOPA Bio Monitor

Keep a constant check on your health with BOOPA's new wrist mounted Bio Monitor system. This slim unit clips to your forearm and then constantly monitors your state of health, any toxins in your bloodstream, pulse and temperature via small micro probes inserted painlessly under your skin. All this information can be relayed to you via a 40 X 30mm screen in the front of the unit, which can also double as a comprehensive multi-function watch when the bio monitor is not in use (this may be worn outside your armour should you wish). So light you'll never know its there, will you feel safe without one? The Complete monitor system comes with a tough ceramic case, ten year power supply and a full maintenance guarantee, all for a cost of just 20c.

BOOPA Auto Drug Injector System

Got your hands full with combat, but need that hit of Rush? Injured and don't think you can make it to that medical kit? Then you need our revolutionary new compressed air, auto injection system. Using a similar design to our 'Pulse Rush' injection units, the system is clipped to your upper arm where an intravenous needle is inserted under the skin, but unlike the pulse Rush the auto injector incorporates an advanced electronics package which when connected to one of our wrist Bio Monitors can give you a totally hands free dose of drugs when you body reaches certain preprogrammed states. There is also a manual override fitted allowing instant injection should the user wish. The injector unit has provision to accept three standard drug vials of any type and comes complete with a 30,000 hour power supply. Cost of the Auto Injector minus drugs plus all leads needed to link it to a bio monitor is just 15c, while compressed air refills are available at the standard 1c price.

Game Notes

The Auto Injector unit can only accept one program at any one time and this has to be fairly simple, i.e. 'inject one dose of Kick Start when the wearers hit points reach five or below'. The vials in the injector are used in a fixed order and if different types are mixed the system can't choose what to use first (even if the override is used). It should be up to GM discretion whether a program for an injector unit is acceptable and since reprogramming takes several minutes this and vial order cannot easily be changed during combat. The auto injector must be linked to a bio monitor to operate correctly and cannot be used on its own.

BOOPA Pocket Doc

We're sure this is something you'll want to include in your medical kit, for those times when you have to break out the bandages and immediate help isn't on hand. This latest innovation from BOOPA is a portable medical diagnostics and database unit, intended for field and expedition use. Containing a sophisticated electronics package, the Pocket Doc comes with its own in built probes and samplers, which are able to assess a patient's condition when the unit is pushed against their skin. Alternatively it can also accept data from a patient's BOOPA Bio Monitor if they have one, allowing easy connection via a chippy lead. The Doc can then give an instant diagnosis of their condition and recommend appropriate treatment. As an additional feature medical queries can also be typed into the unit via the in-built keyboard, while responses, including graphics are given on a folding 10 x 15 cm data screen. Ideal for first aid in the field, the Pocket Doc's vast internal database should hold the answers to almost any medical situation and comes with a special talk through feature for those with minimal training. Built to the same standard as other battlefield electronics the Doc is totally waterproof and comes with an armoured ceramic casing making it suitable for operative field use. The complete unit costs just 60c including a storage/carry case and an internal 5000 hour power unit. The BOOPA Pocket Doc, for those times when you can't find a real one...!

Game Notes

While performing Paramedic skills the Pocket Doc will give a character a +2 bonus to their rolls. It should be at GM discretion whether a situation is covered by the Pocket Doc's database and if even with its help they are likely to succeed at a given task (things like Major Surgery are unlikely to succeed even with the unit's help).

FEN Powered Turret

Another first from FEN, now we are able to launch onto the operative market our new lightweight, remote, vehicle weapons turret. This small armoured turret can be fully controlled from the inside of your vehicle thanks to a high quality video camera and specially developed HUD targeting system. The remote control unit is extremely sophisticated and includes its own UV telescopic sight and a special laser painting unit, all incorporated into the turret's design. The turret lets you have full use of weaponry on the exterior of your vehicle without the need to leave its safety, making it ideal for riot control duties or more severe combat situations. The 70cm diameter turret can be mounted on any flat surface on your vehicle large enough to accommodate it and has room to internally carry a single weapon of large rifle size or smaller. The weapon must have an automatic or semiautomatic action, but all other functions such as fire select can be operated via the remote link. There is space in the turret to carry up to 300 rounds of ammunition for the chosen weapon, depending on the type of feed system, although unfortunately the turret must be reloaded from outside the vehicle and is unable to automatically change magazines in the fitted gun. Once installed and linked to the remote control system any weapon installed in the turret will also take some modification to return it to hand use as certain components such as stocks and grips have to be removed. Built out of toughened ceramic armour the turret is able to perform high speed traverse and elevation thanks to its multiple drive motors and will normally draw power from your vehicle's own supply, although it also includes a 400 hour backup system in case of an emergency resulting in power loss from the main reactor. Cost of the turret minus a weapon is just 150c and this includes installation on your vehicle and the complete remote targeting system.

Game Notes

Targeting and firing the weapons system in a FEN turret is as normal using the appropriate skill, although there is a -1 to hit penalty due to use of the remote link. The fire control system can be mounted in any seating position in the vehicle including the driver's. The turret has a P.V of 20, an I.D of 60 and the weapon and control systems have 20 internal hit points. When 18 hit points are lost the turret is disabled and will not function till repaired, if all hit points are lost both turret and weapon are totally destroyed. The turret is a small target and has -3 to hit penalty when aimed at.

FEN TRACER Ammunition

New from FEN, a great way to improve your aim in low light or fully dark conditions, high velocity tracer ammunition. Available in all caliber's except CAF, these specially manufactured rounds are highly luminous while in flight and help you to lay a barrage of shots with pin point accuracy. Especially effective when used as part of a mixed burst from an automatic weapon, they allow you to keep groups tight and on target. Plus remember these shells can also have a great psychological effect on your opponent, letting them know your gunning for them. Tracer rounds also look great on camera, so be sure to let rip with a few when Third Eye are watching. The price of FEN Tracer rounds is x 1.5 the normal cost of Standard ammunition for whichever caliber you wish to purchase.

Game Notes

A single shot or a burst including a tracer round is aimed and fired in the normal way, if the target is hit the next shot or burst to be fired at it has a +1 to hit bonus. In addition the normal penalty for not aiming is negated since the tracer gives a point of aim. This bonus can only be gained the action after a tracer round has successfully hit a target and is lost if the player changes target. This means that a succession of bursts or single shots at a target each containing tracer will each get a bonus, this is to simulate the effect of 'walking fire' into a target. Tracers do the same damage as STD ammunition and can only be effective in low light conditions or darkness, they cannot be seen in bright daylight.

FEN Marker Ammunition

Containing a strong indelible ink, these new rounds from FEN are ideal for training exercises or marking a target. These innovative, gel shells will spread a 10cm diameter patch of ink on anything they hit, which then dries instantly and can only be removed with the special cleaner provided. The ink will adhere to any type of surface, including staining a targets flesh and shells are available in all major caliber's except CAF. Cost is 15c for 10 rounds and included in the price is one container of spray remover. Ideal for marking suspects during riot situations or numerous other applications. The rounds are available in a variety of cool colors including luminous.

Game Notes

Ink marker shells have no penetration, but will do 2 points of damage if they hit exposed skin. There is also a 2 in 10 chance they will blind an unarmoured target who is hit in the head. The ink is to all intense

and purposes impossible to remove from a persons skin without the special cleaner which is only available to operatives. Hits to armour or vehicles can be removed, but this usually results in any other paint being taken off at the same time.

SLA Survival Kit

Planning a trip into the Cannibal Sectors? Got an Exploration BPN? Then don't forget to pack your SLA Survival Kit, everything you may need if things should go wrong, don't leave home without it! Packed into a sturdy 70 X 30cm, hardened, ceramic carry case it's ideal for storage in your vehicle where it will always be at hand. The kit comprises thirty days of military long life rations, two Thumper Beacons, a full BOOPA Medical Kit, a FEN Rangefinder Monocular, 200 meters of Poly Nylon rope, two hand held 100w SLA torches, a GA47 10mm pistol plus two clips of standard ammunition, a BOSH SLA Blade plus laser sharpener, two Klippo lighters and two SLA headset communicators. All this for the stunning price of just 180c can you afford not to buy one?

SLA Rain Purification Unit

Don't be caught wanting a drink when there's all that rain coming down. This compact and easy to use rain collection and purification unit can render almost any water source fit to drink thanks to its micro, biological filters and sterilization system. Durable and maintenance free, its internal power supply is good for 10000 hours use and can process up to a liter of liquid per minute, guaranteeing it safe from all biological hazards. Ideal for expeditions as well as an essential piece of survival equipment. Cost for the entire unit including a handy storage case is just 20c.

SLA Vehicle Spot Light

Now we at SLA can offer all operatives a great new accessory for their APC, or any other kind of armoured vehicle, a high powered hull mounted spot lamp which lets you easily illuminate even the darkest of areas. This compact armoured 3000w sodium lamp can be quickly attached to any suitable surface on your vehicle, while the system comes fitted with a remote control unit so you won't need to go outside or open a hatch to operate it. For those who want to mount their spot lamps on a turret ring a set of manual controls are also provided. The entire lamp is fully weatherproof and has a specially cast ceramic armour casing and lens. Power for the unit is usually drawn from the vehicles main supply, but in case of emergency each spot lamp comes with its own internal 500 hour backup power pack. All lamps are able to turn through 360° and can

easily be used to track a target. Cost for the entire system, plus remote control unit is just 15c.

Game Notes

For anyone trying to shoot out an SLA vehicle spot lamp it has a P.V of 20 an I.D of 30 and 12 internal hit points. If the lamp loses all its hit points it is totally destroyed and will need replacing. The lamp is a fairly small target and has a -4 to hit penalty when aimed at.

SLA Vehicle Riot Lights

Let everyone know your coming and make sure they get out of the way with a set of SLA vehicle mounted, riot lights, plus now as an added bonus we'll give you an ultra loud siren system totally free.! Ideal for those Red BPNs where you have to get there in a hurry, this set of roof mounted flashing blue and red lights looks great on camera so are a must for all you media stars out there. Built out of rugged ceramics, the entire system should last as long your vehicle does and will draw power from its on board power pack. The entire lights and siren system is quick and simple to install and is all inclusive at a cost of just 15c, a price you just can't afford to miss.!

SLA Interrogation Kit

Designed for operative use in the field, this compact kit from SLA contains everything you may need for extracting information from an unresponsive prisoner. The comprehensive kit includes a full set of 'tools' for use during an interrogation and several other items which should allow you to rapidly find out what you need to know. In addition for particularly difficult subjects the kit also includes three vials of 'Honesty' and an injector unit which should prove effective if all else fails. Everything comes packed away in a neat slimline case making it fully portable and the entire kit costs just 50c. Should you require it additional 'Honesty' can be bought at the standard price.

Game Notes

By using the Interrogation kit a character may add a plus 1 bonus to all their Torture rolls.

Third Eye Hacker Deck

An extremely advanced and specialize version of our standard laptops, the Hacker Deck from Third Eye has been specially designed to undertake a variety of computer espionage tasks. Containing a variety of in-built hacking and code breaking routines, this compact portable computer is ideal for use on covert operations and should allow you to

quickly and invisibly infiltrate your targets computer system. The Hacker Deck comes with its own built in dual dataslug drive, eight sockets to allow Chippy lead connection and an integral modem uplink for access to the telecommunications network. Although designed primarily for hacking the onboard processor will allow you to have all the functions of a standard 'Oyster' should you wish and each unit comes fitted with a similar 1000 hour internal power supply. A must for any computer expert, the Hacker deck is currently unmatched in speed and versatility and is more than enough to give you the edge when going after a rival companies data. Cost of the complete Third Eye Hacker Deck Unit is 150c.

Game Notes

Due to its powerful built in programs and superior processor speed the Hacker Deck will give a character a plus 2 bonus to all their computer subterfuge rolls while using it.

SLA Personal Homer Unit

When your in command and in a tight spot, you need to know where the rest of your squad is, even though conditions such as darkness or adverse weather might make it difficult. So why not play safe and invest in a set of Personal Homer Units new from SLA. These small pen sized transmitters can easily be clipped to clothes or equipment and allow the person or item to be tracked for a distance of up to 2 kilometers (although this may be reduced by heavy concentrations of buildings or underground). Units are also fitted with a 'Panic' button to signal that the wearer urgently needs some form of assistance and for some reason cannot use their Com set. The signal from the transmitter is received by a special hand held tracking unit, usually held by the squads commander and able to track and display the movements of up to six homers on its 100mm x 100mm flat screen. Both tracking unit and homers come fitted with 6000 hour power cells to give long user lives and all items are cased in hardened ceramics and fully waterproof. Invaluable to a squad leader coordinating small team operations in a hazardous area such as Mort's sewers or the Cannibal sectors, a personal homer helps to give that added degree of safety. Each homer has its own unique coded frequency and a set of six, plus a tracker unit costs 20c, additional tracker units cost 10c each.

SLA Vehicle Homer Unit

Don't let the APC leave without you, fit an SLA Vehicle Homer Unit and you'll never have a problem finding your way back to your transport, no matter what the conditions. The system comes

complete with a vehicle mounted transmitter capable of sending a signal up to 40 kilometers, plus a modified Nav Map receiving unit, which allows you to pin point your vehicles location and easily find your way back to it. Ideal for expeditions or in the ever changing Cannibal sectors where maps are not always reliable, all parts of the system are built to battlefield standards and come encased in waterproof, ceramic armour. The tracking unit comes with its own internal 6000 hour power supply, while the homing beacon will draw power from your vehicles supply under normal conditions, but does have a 3000 integral power unit for emergencies. The homing beacon can also be used if you get into trouble as it will quickly and effectively allow rescue units to find your position. Don't be sorry, be safe. The entire system costs just 30c and includes one tracker, additional trackers can be bought for 10c each.

SLA Cutting Equipment

For all your cutting tasks whether it be steel, stone, alloy or hardened Ceramic armour, you just can't beat the plasma cutter unit from SLA. Coming complete in its own carry case this fusion powered, high intensity, plasma cutting unit is ideal for tackling a variety of construction, welding or repair tasks, and at a price you can afford. Each cutter unit comes fitted with its own internal 6000 hour mini reactor to power the high temperature plasma cutting jet, allowing you a long user life before the need to recharge. In addition to this all Plasma cutter units were designed with field or exploration use in mind and so come with hardened ceramic casings and comfortable rubber lined grips. Cost for the entire system is just 35c, including a special lightweight allot tripod to allow precise work to be undertaken. All equipment is fully guaranteed.

Game Notes

It should be up to the GMs discretion how effective the cutting equipment is when doing a job and how long it will take. This will vary greatly depending on the material being cut and its thickness. The GM may require a character to make a Mechanics or Repair roll when undertaking a task with the plasma cutter. The cutter unit cannot be used as a weapon due to its design and the need to hold it on a target for several seconds before it cuts through something.

SLA Magazine Adapters

In an effort to help you standardize your weapons magazines and stop the problem of running out of full clips for one weapon while still having several unused ones for another, SLA now offer you the chance to fit a custom magazine adapter which will

allow the use of one manufactures ammunition clips in another weapon. Available in a range of caliber's and different types, including belt and drum feeds the adapters are now on offer for all types of rifles, pistols SMGs and shotguns on the operative market today, as long as it takes a magazine you should be able to adapt it, cost for a pistol adapter is 10c, cost for SMG adapters is 15c While the cost of rifle and shotgun adapters is 20c. Simply request the two makes and models you want to use the adapter for.

Game Notes

Magazine adapters must be bought to fit a one specific type of magazine into one specific type of weapon. These must be of the same caliber and of the same sort of design, i.e. both 10mm SMGs. For example an adapter can be fitted to allow a character to use 20 round FEN 603 magazines in a GA 47, but they couldn't adapt the GA 47 to take 40 round Gunhed SMG magazines. Adapters can be used to fit belt feeds to most types of rifle weapon as long as an ammunition bin is available in that caliber, i.e. a Bully Boy Shotgun could be adapted to take a belt feed designed for a KPS Mangler. Note, once adapter is in place the weapon will no longer be able to fit its original magazines either until the adapter is removed.

SLA SMG Ammunition Bins

Improve the firepower of your SMG with the new large capacity, electro magnetic belt feed system from SLA. A smaller version of our back mounted ammunition bin units designed for rifles, these new 80 round bins are specially manufactured to operate with pistol rounds and will easily clip to your waist or thigh via a built in mag hold. Effectively doubling the capacity of such weapons as the FEN Gunhed, they will greatly improve your ability to lay down suppressive fire and all at a cost of just 40c. The ammunition bins are available in all pistol caliber's apart from CAF and for most manufactures weapons.

SLA Duel Feed Ammo Bins

Loaded up with Hollow points, but now wish you'd slipped in a couple of HEAPs instead? Don't waste time changing magazines when you can install a duel feed, electro magnetic belt and ammunition bin system from SLA and change your type of round at the flip of a switch. Each specially designed ammunition bin can be back mounted on your armour and consists of two separate compartments letting you load two types of shell, these are then fed to your weapon via a double width electro magnetic belt with a built in switching unit which lets you alternate between the two. Available in a variety of caliber's including 8mm, 10mm and

12mm the system comes with a range of adapters to fit the magazine slot of your weapon and should you wish can quickly be removed to allow the use of conventional magazines or snail drums. Bin and Belt outfits are available in three sizes 100 round units costing 35c, 300 round units costing 50c and large capacity 500 round units costing 120c. Also now available shotgun cartridge bins in the same three great sizes and at no extra cost.

Game Notes

Dual feed ammunition bins can be fitted to a range of rifle and carbine sized weapons including the FEN Wolf and MAL CAS 12.7mm. Each bin can hold 50% of its total capacity as one type of ammunition and 50% as another, i.e. a 300 round bin can hold 150 rounds of HEAP in one compartment and 150 rounds of Standard ammo in the other. Switching between the two types of ammunition in the unit takes 1 Action (0 Actions on a successful DEX roll). Switching of types of ammunition cannot be done in the middle of a burst.

FEN Sniper Outfit

Don't want to have your weapon outfitted for sniping all the time, want to be able to quickly convert it when the situation demands? Well FEN now offer you a complete quick to fit package with everything a long range sniper needs all packed away in a sturdy armoured case, which is also fully waterproofed to keep your equipment safe during transit. The kit comprises of a 5000 meter UV capable telescopic optical sight, a long range laser painting unit and a special lightweight collapsible tripod. Everything in the kit is fitted with specially designed quick mounting adapters allowing you to speedily fit or remove them from the weapon of your choice giving an unmatched set up time. The entire kit sells for the unmatched price of just 50c.

SLA Basic Disguise Kit

Extremely compact, the basic operative disguise kit from SLA contains everything you need to rapidly and effectively alter your appearance. Intended for low level, short term use the kit contains a comprehensive range of make up, a set of colored contact lenses, several simple prosthetics, including teeth, and a range of hair pieces such as beards, sideburns, extensions and pony tails. Also included are a basic set of five vials of Lumo and an injector to allow instant changing of the users skin tones, as well as several fast application hair dyes which once used will remain fully waterproof till a special removal solution is applied. Everything is packed away in a lightweight carry case and is ideal for field use where it can be used to put together an effective, convincing disguise in seconds. The

complete kit costs just 50c, while replacement consumables excluding Lumo cost 5c per pack.

Game Notes

Use of this disguise kit will give the Player a +1 bonus to all disguise rolls they make. There is enough consumables in the kit for up to 20 users before they need replacing.

SLA Advanced Disguise Kit

For more advanced disguises or impersonations, this new kit from SLA contains everything in our basic kits, but in additions a range of advance prosthetics and face altering devices and a full range of highly realistic wigs which can be quickly altered to a give a wide variety of hair styles. Also included is ten vials of an advanced form of Lumo for use by those going into deep cover. Rather than your skin reverting back to its original tones after twelve hours as with the standard drug (which may become inconvenient during a long term operation) new Lumo+ will make the color change permanent for up to thirty days or until a special antidote is injected, helping to lessen the risk of you blowing your cover. The prosthetics in the kit can all be molded to produce an array of different facial characteristics, as well as scars and deformities should you wish and everything is guaranteed fully waterproof and able to pass even the closest inspection. We are now even including a special applicator in the kit which is able to produce convincing fake DNA or normal tattoos to add that extra dimension to your disguise. Cost of the kit is just 120c and comes complete in its own carry case. Cost of consumables is 10c per pack, while additional Lumo+ cost 6c per vial. The Advanced Disguise Kit from SLA, so good even your friends won't recognize you, so your enemies stand no chance.

Game Notes

Use of this kit will give a Player a +2 bonus to all their disguise rolls. Lumo+ has an addiction of -1 PHYS/10 Doses, all detox effects etc. are identical to those of standard Lumo. Note it may take anything up to two hours or more to produce a really convincing disguise using this kit so GMs should take this into account depending how complex a transformation a character is trying to achieve and the time they have available. There are enough consumables in the kit for thirty uses before they need replacement.

SLA Extended Range Com

This new communicator from SLA offers you all the great features of the standard com unit, but with

a greatly increased range. Ideal for mounting in vehicles, the extended range unit can also be man carried should you desire clipping easily to your armour with a built in mag hold plate. This 200 x 110 x 90mm unit is fitted with both external microphone and speaker as well as a throat mike and ear piece, for those times when only you need to hear. Comes complete with stealth, broad band and direct SLA control link channels, as well as a 70,000 hour power supply. Overall range of this unit is 120 kilometers and all com sets come with ceramic cast rubber armoured casings for field use. The cost of the Communicator, plus mike and ear piece is just 50c.

SLA Com Booster

New from SLA, a quick and simple way to boost the effective range of your standard operative issue Headset Communicator. This small lightweight unit clips easily to your own headset and boosts its overall signal output by over 30% allowing you to stay in touch with other members of your squad or SLA control for longer. Minimal instillation of the unit is required and each booster comes fitted with its own internal 10,000 hour power supply. Don't delay fit a booster unit today and extended the range of your com to 70 kilometers, you never know when you may need that extra range to save your life! Cost for the booster is just 15c.

SLA Squad Commander Com Set

Ideal for the leader of an Operative squad leader or a Shiver commander who needs to coordinate his teams with precision. This multi channel headset communicator comes fitted with all the standard features, but in addition allows rapid switching between groups or single pre-programmed channels letting you effortlessly avoid the confusion of unnecessary cross talk between team members. This means that the commander can control several teams at once through the use of presets, allowing individual teams can be linked or excluded as he wishes. Quick and simple to use all Coms are built to the highest battlefield standard and come with ready fitted 10,000 hour power packs, plus in addition they have a boosted transmission range allowing reception up to 60 kilometers. Cost is just 15c.

Third Eye DX-50 Shotgun Mike

Ideal for long range eavesdropping on specific targets out in the open, this compact listening device from Third Eye allows you to pickup and record conversations from up to 50 meters away with ease. The specially designed, highly sensitive, microphone operates with an adjustable tight beam,

allowing you to aim it with precision at those you wish to record and helps to minimize any interference from the surrounding area. The DX-50 is connected to a sophisticated electronics package which greatly amplifies and enhances the signals it receives to give crystal clear quality, while also providing the facility to download information onto a standard dataslug, also included are connectors for linking the unit to other Third Eye AV equipment such as cameras and edit decks. Each microphone comes complete in its own compact carry case and is sold complete with both pistol grip and tripod mounts, compact headphones, connector leads and a specially designed bracket allowing it to be mounted on the exterior of vehicles. Ideal for use in surveillance and covert operations against rival companies, the DX-50 Shotgun Microphone gives you quality at a prices that can't be beaten. Total system cost is just 40c and each unit comes fitted with its own 10,000 hour internal power pack allowing a long user life.

Third Eye Drone Camera

Going where you can't, the new Third Eye Drone Camera is ideal for getting a new perspective on things with. This highly compact audio/video system is mounted on a small remote control thruster prop driven platform allowing it to either hover or fly anywhere you want. Control of the unit is via a multi role command/recording console which displays pictures relayed from the Drone on a compact fold away 20 x 20cm screen, while at the same time allowing the recording of footage on a standard Dataslug. The 30cm diameter drone is cased in tough ceramic armour and has a comprehensive onboard electronics package allowing it to be flown with the minimum of practice, also included is a compact power unit giving the Drone Camera the ability to stay aloft for up to 1000 hours. Ideal for security or inspection work, the camera unit is fully waterproofed and can operate in a variety of adverse or hazardous conditions. Two versions of the drone are currently available, the standard unit costs just 80c, while a version with a UV nightsight camera costs 100c. The control/recording system costs 70c.

Game Notes

The range of the Drone Camera is 12km from its base station, although this is rapidly reduced if operated underground or in heavily built up areas. Maximum flight speed is 50km per hour or 8m per phase. The drone has -5 to hit penalty if fired at due to its small size and the armoured outer case has PV-10, ID-20. The internals have a total of 6 hit points and when these are all gone the drone is destroyed.

Third Eye B78 Spy Cam

Ideal for covert or surveillance details, the new B78 Spy Camera from the design team at Third Eye is the smallest yet! This tiny 10mm diameter by 6mm thick disc packs in a sophisticated electronics package, directable telescopic zoom equipped low light camera, as well as a high powered transmitter unit. All this plus a 5000 hour low consumption power source giving the B78 a long operational life. The internal transmitter has a 1000 meter range and can transmit both audio and video information via tight beam scrambled frequencies to the units base station. The control unit for the Spy Cam provides complete remote control of all the cameras functions, plus provision to connect a Dataslug recorder for permanent records. The base station is also able to switch between feed from up to eight cameras, making it suitable for use as a security system. The B78 Spy Cam is easy to conceal and uses a variety of scan proof materials in its construction to make it extremely hard to spot even with a detector unit. For all your security and surveillance needs you can rely on Third Eye. Cost per Spy Cam is just 50c while the multi channel base station costs 40c.

Third Eye Audio Bug

For those working on a tight budget or who don't think they can risk installing a Spy Camera, Third Eye can now offer an audio only surveillance bug. This minute 5mm diameter pellet is extremely easy to conceal and constructed from special scan proof materials to help avoid detection. Each bug is fitted with a high gain microphone and 3000 hour power supply, transmission is via a tight beam unit with a range of 800 meters. The system uses the same receiver as the B78 Spy Cam which costs just 40c and can handle feed from up to eight audio bugs. Ideal for a range of applications, you just can't get anything better than bugs from Third Eye.! Cost per Audio Bug is just 20c.

Third Eye Video Editor

For when you haven't got time to get back to the studio and need to edit video footage in the field, this handy portable deck is ideal for putting together or enhancing video images, all with zero loss of quality thanks to its digital format. The Edit Deck can accept up to eight Dataslugs for mixing, while a 20 x 20cm fold up, flat screen gives the user high resolution playback. All units also come with provision to link with six other pieces of equipment via chippy leads, giving you the ability to turn your Edit Deck into a portable studio set up if the situation demands. Everything you need is packed away in a smart armoured carry case which is totally waterproof and should keep your equipment safe

during transit. The editor is fitted with its own 5000 hour power pack, but can be linked to mains or vehicle power supplies when they are available. The new Third Eye Vid Editor, everything you need to edit both audio and video signals, including high speed dubbing facility, image enhancer, mixing deck and titling unit. The portable Vid Editor costs just 80c all in, plus as a bonus we give you the system with 10 free blank Dataslugs...!

SLA Weapons Carry Cases

Protect your weapons and carry them with ease with these foam lined ceramic armour weapons cases from SLA. Available for all major weapons types and manufactures, each case comes with its own personalized electronic lock to keep your equipment safe and sufficient room to carry up to two spare magazines for the chosen weapon (this does not apply to weapons fitted with ammunition bins). Great for either transit or storage purposes each case is fully sealable and waterproof, as well as guaranteed to keep your weapons safe from a variety of impact damage. Pistol cases cost 5c, SMG cases cost 10c and rifle or shotgun cases cost 15c each.

Game Notes

The weapons case has a P.V of 25 and an I.D of 28. The electronic lock has a - 4 modifier for anyone trying to pick it.

SLA Security Case

Need to transport documents or valuables in safety? Then you need an SLA security case! This 60 x 40 x 20cm case is constructed from the highest quality ceramic armour and is guaranteed impervious to fire, water or a variety of chemicals. Included in the price is a high quality wrist cuff and chain, with a multi tumbler crack proof lock. The latest in SLA electronic, combination locks is fitted to the case its self and as an added precaution, at no extra cost, a fail safe booby trap device is included. This device consists of a single DA 90 explosive grenade, concealed in the bottom of the case and is designed to both destroy the cases contents and seriously injure or kill anyone forcing it open. If the user should wish this can be replaced by any of the other grenade variants DA have to offer. The entire case plus booby trap and personalize lock costs just 80c.

Game Notes

The SLA Security Case has a P.V of 35 and an I.D of 40. The wrist cuff and chain has a mechanical lock and a -4 modifier to pick, while the main case has an electronic lock and a -6 modifier due to its

complexity. If an attempt to open the case fails then the DA 90 grenade will be activated with the usual effects, the case being at the epicenter of the blast. This happens the action after the case is forced open and not after the usual 3 second delay.

DA C-44 A.E.C

The most popular and effective blasting and demolition plastic explosive produced by Design Associates for over two hundred years, C-44 Advanced Explosive Compound is now on sale to operatives in limited quantities. Ideal for a variety of tasks when used in conjunction with our extensive range of detonators, timers and fuses, this extremely versatile product comes in easy to handle putty form for convenience and is totally safe till connected to a firing circuit. For all your demolition needs C-44 comes in easy to carry 50, 100 and 500 gram packets, each one sealed in a strong waterproof wrapping and which can be combined to give you just the right amount of blast to do the job. Cost of a 50 gram packet is just 2c, a 100 gram packet costs 4c and a 500 gram packet of C-44 costs 20c. Cost of fuses and detonation equipment is extra.

WARNING

Usage of C-44 is currently being strictly controlled and operatives should be wary not to misuse this product. Any detonations resulting in property damage or loss of civilian life will be closely investigated and if operatives are found to be negligence will result in the involvement of Internal Affairs.

Game Notes

The Blast Rating of C-44 explosives varies on the amount used and is worked out in the following way. For every 50Grams of C- 44 used in an explosion a Blast Rating of 1 is added, i.e. when 300 Grams are detonated it will have a Blast Rating of 6, if a Kilogram is used it will have a Blast Rating of 20. If C-44 is used on its own these blasts will have no penetration, although this can be changed by the addition of some form of suitable shrapnel, this can be any sort of hard metal or ceramics such as ball bearings or nails and will give a Penetration of 5 to any explosions when added in equal quantities to the explosives used. There is no upper limit on explosion size possible when using C-44, but players should remember how SLA views the use of such items in built up areas, SLA may also become suspicious if characters buy large quantities of C-44 without good reason. To control this GMs may want to limit C-44s use by placing quantity restrictions on players or by imposing the need for requisitions to obtain it. It should be at GM discretion how good C-44 is at a given task such as

demolition and characters should need successful Demolition Skill rolls to judge quantity needed and placing for a job. C-44 needs a fuse or detonator to make it explode it will not go off if burnt.

DA Explosives/ Demolition Accessories

A complete range of everything the Demolition's Expert needs, from simple fuses and detonators to the most sophisticated electronic timers, on the market today, Design Associates do it all.

Timer Pencil

The simplest way of detonating C-44, the Timer pencil combines an extremely compact fuse and detonator arrangement in an very reliable unit. To operate just set the time delay you want, insert the pencil in the explosives and then pull the grenade style activator pin, there's nothing more to it! The Time Pencil has an adjustable delay period from between .6 of a second and three minutes making it suitable for use in a range of applications including booby traps. Cost per unit is 1c.

Electronic Detonator

The most reliable and precise method of explosives detonation. This high quality, miniature, electronic timer incorporates its own detonator and can be programmed for any delay period from a few minutes to hours or even weeks. Accurate to .6 of a second nothing else is as foolproof as an Electronic Detonator from DA. Cost per unit is 3c.

Remote Detonation Unit

Great for firing multiple demolition charges, or for use in ambushes, the Remote Detonator Unit consists of a sophisticated radio control unit linked to a range of high quality detonators with their own built in receivers. The remote control unit is extremely rugged and reliable and comes in a full waterproof armoured ceramic case making it ideal for field use. It can activate up to six separate charges via multiple radio bands and its internal power supply will allow the firing of over 5000 charges before the need to recharge. Maximum range of the system is 1000 meters and is guaranteed safe for use around other types of communications equipment without the worry of accidental detonation. Another great feature now being added to the control units is an integral multi setting, precision timer system, letting you fire multiple charges with split second accuracy. Cost of the control unit is 10c, while switchable frequency detonators cost 2c each.

DA C60 E.O.D Kit

Now available to operatives from Design Associates the C60 Explosive Ordnance Disposal Kit, as used by Mort's Shiver Units. This comprehensive tool kit contains everything you need for safe, fast and effective bomb disposal and the dismantling of booby traps. It includes a range of high quality precision tools, a set of remote micro manipulators and a high resolution fiber optic camera fitted with a UV system for internal examinations. Also included is a sophisticated hand scanner unit for examining devices without the need to touch them, as well as a complete electronic diagnostics system. Everything you need comes packed in a sturdy waterproof ceramic carry case making the kit fully portable. Cost of the entire C60 outfit is just 50c. Will you feel safe working with anything else? You can depend on DA...!

Game Notes

Use of the C60 E.O.D kit in conjunction with Demolition Disposal skill will give a character a +2 bonus to their roll.

DA C79 Explosives Detector

The first and the best, the C79 Explosives Detector from Design Associates is ideal for finding all types of bombs, booby traps and a wide range of hidden munitions. This compact, portable unit has an effective range of three meters, can operate through a variety of materials and is sensitive to even the smallest amounts of a variety of commonly available explosive compounds. Each detector is fitted with both audio and visual warnings and employs a high/low tone system and graphic display to help you home in on the precise location of a target item making it quick and simple to use. All C79s have sturdy waterproof ceramic outer casings and come supplied with their own carrying pouches as well as an internal 5000 hour power packs giving a long user life. Cost of the complete C79 detector system is just 30c.

Game Notes

It should be up to the GM how effective the Explosives detector is in any give situation and how much of an advantage it gives players in finding hidden devices, as well as what detect bonuses to search rolls it gives.

BOSH Door Ram

Need to get through a locked door in a hurry? Then you need the new compressed air Door Ram system, from the design teams at BOSH. This high powered

ram is capable of tearing virtually any conventional door off its hinges allowing you a rapidly entry to the target room or building. Ideal for squad assaults or room to room fighting, where the use of explosives or cutting gear would be inappropriate or possibly dangerous, this durable product is cast in specially strengthened ceramics to prolong its life and aid reliability. Motive power for the ram comes from specially designed high pressure air cylinders which are clipped easily into place and come with a variety of built in safety measures. The Door Ram unit is also fitted with a set of carefully designed and mounded hand and shoulder grips to help protect the user from the effects of adverse recoil when the ram is triggered. The entire system weighs just 10kg all in and is sold with a ready fitted air cylinder able to provide power for ten uses, all this at a price of just 70c. Additional air cylinders can be purchased at a cost of 5c each. Need to get in, in a hurry, then get the ultimate door knocker from BOSH.....!

Game Notes

When a Door Ram unit is used its effectiveness varies depending on the type of door under attack. For each attempt at smashing a door down with the ram a D10 must be rolled and the result checked off on the table below, according to the type of door, a roll of equal or above the target number means that the door caves in.

Average Apartment Door 3 - 10 = Success
Lightly Armoured Door 4 - 10 = Success
Heavily Armoured Door 6 - 10 = Success

GMs should feel free to alter the target number to suit the situation and other different types of doors. On each unsuccessful attempt to break down a door the target number is reduced by one for the next try, reflecting the damage the ram has done, i.e. an attempt to break down a heavily armoured door fails on the first try, so next time the ram is used the door will now break on a roll of 5 or above. Each firing of the ram takes an action. The ram also has a recoil rating of 12 when in operation, this does not effect aim when the ram is used and is only a factor if the user is likely to take damage from the recoil.

SLA Forensics Kit

The standard unit as used by all Shiver squads, the SLA Forensics Kit has everything you need to evaluate a crime scene packed away in an easy to carry, sturdy, armoured case. The kit holds everything for a wide range of forensic procedures as well as tools to perform, basic, on the spot autopsy and pathology routines. In addition it also carries a compact high capacity computer data base which is capable of limited analysis functions and

can be used to provide a variety of information. The data base is also fitted with complete data storage facilities allowing relevant data to be retained for later use, as well as a small freezer unit for preservation of organic samples. The complete kit costs just 50c including the data unit which comes complete with its own 1000 hour internal power supply. Replacement consumables for the kit such as sample containers and testing chemicals are available at just 10c.

Game Notes

Available data in the kits computer and limit of its functions are up to the GM as is the entire kits ability to perform a specific task. Using the kit in conjunction with the relevant skill will give a character a +1 bonus. The kit contains enough consumables for up to twenty use before it needs refilling.

GA Specialist Shotgun Ammunition

Developed as part of the SD-75 shotgun project this new range of 10 gauge ammunition from General Armaments allows extreme flexibility in a range of circumstances from riot control to urban combat. Not just limited to use by the Striker shotgun, these shells can be used effectively by any 10 gauge weapon and give the operative firepower to suit every situation.

GA SR-01 10 Gauge Riot Round

Developed from similar ammunition issued to Military Police units on War Worlds such as Dante, the SR-01 shotgun round is intended for heavy riot situations or for subduing particularly strong or aggressive targets. Using the same memory plastic technology as the standard Browbeater ball bearing, these shells are much larger and so deliver a much greater kinetic shock. Originally 20mms in diameter the SR-01 pancakes out to over five times this when it hits a target and should be enough to incapacitate even the strongest or drugged up opponent.

WARNING!

These rounds can cause fatalities if missed.

DAMAGE- 10 PENETRATION- -4
ARMOUR DAMAGE-0 COST- 1c

GA SR-03 10 Gauge Gas Round

A new round developed by GA for use in their SD-75 Shotgun, the SR-03 is capable of delivering a small amount of DA Riot Gas precisely on target and can be used to incapacitate a single subject

without resorting to the use of a much larger grenade. The front half of the hollow shell is constructed from a special plastic which shatters on impact with any reasonably hard target and releases a cloud of gas approximately 1.5 meters in diameter which should usually be enough to engulf a target. Ideal for use in confined spaces where a heavy concentration of gas is not preferable, the SR-03 has the added advantage that it can also be fired at targets up to 90 meters away making it useful for storming buildings.

DAMAGE-3 PENETRATION-0
ARMOUR DAMAGE-0 COST-1c

Game Notes

The SR-06 gas round has identical effects to the standard DA 240 grenade only with a much smaller, 1.5m, area of effect. The round must hit something reasonably hard to shatter, an unarmoured target will do, and any misses will continue to travel in the direction they were fired till they do. Aimed shots at a targets unprotected head will increase the PHYS role to -15 due to the greater concentration of gas.

GA SR-05 10 Gauge Anti-Personnel Round

Intended as a non-lethal anti-personnel round the SR-05 is the most advanced of the specialist ammunition types developed for the GA SD-75 project. The shell is effectively a miniature concussion grenade and can be used to disorientate or subdue a number of targets through the use of shock waves and the intense flash of light it produces when it detonates. The shells area of effect is 3 meters in diameter and rather than relying on an impact fuse for detonation GA have instead opted for a micro proximity sensor. This feature allows the SR-09 to explode in mid air for maximum effect with sensors on standard shells are set to detonate the shell at a range of 50 cm.

DAMAGE-n/a PENETRATION-n/a
ARMOUR DAMAGE-n/a COST-8c

Game Notes

Since it is an airburst munition the SR-05 has no damage penetration etc. It is fired in the normal way, although as it uses a proximity fuse it does not need to be aimed at a particular body location and has a +2 to Hit bonus. A missed shot means the shell has not passed close enough to its target to activate the fuse, in these cases it should be at the GMs discretion what happens to it. Anyone caught in the 3m diameter area of effect will need to make a PHYS role at -8 to avoid being incapacitated for 2 D10 rounds. If the targets have unprotected eyes

they must also suffer a -4 penalty to all actions involving sight due to the effects of the shells bright flash, these will last for 3 D10 rounds.

GA SR-07 10 Gauge 'Razer' Round

Specially designed to prevent over penetration in urban combat or house to house fighting, often resulting in unwanted civilian casualties, the new SR-07 'Razer' is intended for use against 'soft targets' which are either unarmoured or wearing lightweight, fabric types, such as Padquill or Striker. Also known as 'Shredders' the round consists of a thin metal container filled with light shot which breaks apart when it hits a target giving almost 100% energy transfer. Although lethal against unarmoured targets the rounds have virtually no penetration when used against hard targets and simply disintegrate when they hit apartment walls or heavy armour types such as ceramics. This allows them to be safely used in Downtown's apartments without the risk of stray rounds passing through the thin walls and causing unwanted damage or by armoured troops fighting in confined spaces where there is a risk of accidentally hitting members of their own team.

DAMAGE-12 PENETRATION-2
ARMOUR DAMAGE-0 COST-6c

Game Notes

The damage and penetration of the SR-07 is only applicable when used against 'Soft Targets' which are either unarmoured or wearing lightweight armour types such as Striker, Padquill Vests etc. In these cases the full effect of the round is felt by the target, but if the shells hit a hard surface such as a wall, solid cover of some kind, or a 'Hard' armour type using ceramics or similar material in its construction, they will simply break apart harmlessly and inflict no damage to the target.

SLA Multi Bond Patches

Want to stick something to something else in a hurry? Then you need to use the new Multi Bond patch system from SLA. Completely safe till you peel off the backing, these small double sided patches contain an amazing bonding agent with the ability to adhere to almost any surface or material, on impact and even under water. Quick and simple to use these patches are ideal for a wide range of field uses and repair tasks, when you don't have time to mess about with conventional adhesives or welders. Now also available is Multi Bond Gel in a handy dispenser tube allowing an even greater range of uses. Ten 20mm patches cost just 1c, while a pack

of ten 40mm discs will only cost you 2c. Larger sizes and a variety of different shaped patches are also now available on request. A 45ml leak proof tube of Multi Bond will cost 3c and also now available for those little accidents is a special release spray which will counteract Multi Bonds effects costing just 3c for a 300ml can.

WARNING

Multi Bond patches and gel can be dangerous if misused, avoid contact with flesh...!

Game Notes

It should be a GM discretion just how effective Multi Bond is for any given task and if a Players attempts at bonding things with it will succeeds. In borderline cases they may wish to have the player roll for repair or mechanics skill.

Track Optics Mini Tracker

Using the same technology we developed for our larger tracking units, we at Track Optics now bring you the smallest motion tracker available to operatives today. Utilizing the standard 80 x 80mm screen from our other systems, we have greatly reduced the size of the onboard electronics package allowing the unit to be small enough for mounting on any rifle sized weapon and giving you hands free use. Alternatively a wrist mount is also available for the Mini Tracker and comes included in each outfit sold. Anyone familiar with the operation of our larger trackers should have no trouble with this one, as all controls are identical. Although due to its smaller size the Mini Tracker is only able to give a scanning range of 28 meters. The complete system including universal weapons mount, wrist mount, carry case and integral 4000 hour pack is now available for the amazing price of just 40c, can you afford to be without one???

Track Optics Long Range Scanner

Designed for instillation in a vehicle, Track Optics can now bring you an up scaled version of our famous Motion Tracker with a greatly improved operational range. Quickly fitted to the control panel of your vehicle, the system has a 25 x 25 cm screen on which it can relay information from a roof mounted sensor unit. Ideal for security or pursuit purposes the unit can pick up anything from 20mm size upwards and quickly give its exact speed, location and direction of travel. Size of targets to be relayed can easily be adjusted using the provided controls. Effective range of the Sensor is 150 meters and the entire system is built to high combat equipment standards so that it keeps functioning even in the toughest conditions. Full alarm

functions are incorporated into the system, as is a unique pager function via your SLA headset which should alert you should the vehicle be approached while your away and which can be operated remotely via a voice recognition system. The scanner will normal draw power from the vehicles power unit, but has in addition its own 1000 hour backup supply. Cost of units plus instillation is just 50c. No one can sneak up on you when you've got Track Optics watching your back.!

SLA Flare Pistol

Ideal for emergency signaling use or for quick illumination of a large area, this is something every survival kit or vehicle should carry. The three round, large bore, double action revolver can launch its specially designed flares up to 500 meters into the air where they burn with over 1000w brightness. Each flare is illuminated by a unique cold light system to eliminate any chance of accidental fire and can burn for up to 5 minutes duration. Great for a variety of applications, the durable launcher costs just 10c while flares are priced at 10c per packet of 10. We are also now able to offer hand thrown flares and parachute versions at the same price. Flares are available in a variety of colors to suit all your signaling needs.

Game Notes

The Flare pistol can be used in combat as an emergency weapon using the following stats.

CLIP	CAL	ROF	RCL	RANGE	COST
3	N/A	1	3	10m	10c
WEIGHT:2kg					

Flares do 3 hit points of damage when they hit a target, but no penetration. The pistol has a -2 to hit penalty due to its primary design as a signaling device, it is also unable to mount any sort of targeting or sight systems. Shots to unprotected heads may result in the target being temporarily blinded.

SLA K-60 Field Rations

Designed for issue to long range patrols, expeditions or for use in an emergency, K-60 Field rations from SLA are the most compact, lightweight, source of nutrition available to operatives. Each one man pack contains three high protein energy blocks which provide enough sustenance for a standard 24 period. This includes all the vitamins and minerals essential for maintaining a high level of health as well as a unique appetite suppressant which prevents the user feeling hungry despite the small physical size of the ration blocks. Vacuum packed in lightweight, rip-stop foil, K-60 rations are not only fully waterproof while their seals are intact, but also guaranteed proof against all biological hazards and a variety of low level radiation. Estimated shelf life of the standard ration pack is 200 years, although examples recovered from the Dante battlefields and other areas have proved to still be edible after double or even treble this period proving just how durable the K-60 is. The standard 0.2kg ration packs intended for human, Ebon or Wraith Raider use cost just 1c each, while a specially enlarged version intended for Stormer or Shaktar metabolisms costs 2c for a single 0.4kg pack.

ARMOUR & ACCESSORIES

This month we take a look at the latest additions to SLA's powered armour suit range with contributions from MAL and that giant of the industry Power Projects, both offering you the best in operative protection, from budget prices right up to state of the art. Every operative knows you've got to have armour you can rely on and you'll find it right here in Hardware.....! Plus we also have a great range of add ons and upgrade allowing you to further customize your suit for a variety of both combat and environmental conditions.

Striker II Motorbike Armour

An updated and improved version of the famous Striker Bike Armour. The new Striker II incorporates an integral armour mesh weave which gives it the ability to soak up more damage and have higher durability, but while still remaining tough and flexible. The ultimate protection for riders everywhere. The Striker II comes in complete body suit form including gloves and boots. Don't trust yourself in anything else. Available now for just 16c !Suits come in a wide range of exciting colors or should you wish can be custom painted for an extra 5c.

PV	HEAD	TORSO	ARMS	LEGS
2	-	8	6	6

COST - 16c WEIGHT:3.5kg

Striker Bike Helmet

To go with our new Striker II bike armour we can now bring you a helmet to match, injection molded from strong ceramics and comfortably padded, the Striker helmet comes with full anti mist visor, air venting and a choice of exciting custom colors. Remember head impacts can be fatal, so don't delay invest in a Striker, you know it makes sense..! Available to you at just 15c.

PV - 4 ID - 6 WEIGHT-2kg

FEN AV Antennas

Now FEN give you the chance to check out a situation before you get into it with their new, low profile, Audio Visual Antennas. These units can be quickly fitted to the helmet or shoulders of your powered armour suit and allow vision over or around obstacles without the need to expose yourself to enemy fire. Each Antenna comes in the form of a 350 x 60mm blade which, behind special retractable armoured covers, houses a multi directional camera system and high gain microphone. These units can be deployed and maneuvered via a simple control system that can be either helmet or wrist mounted. All information gained from the antennas sensors is transmitted directly to a small HUD screen which can quickly

and easily be installed in your armours helmet. The high quality camera system in each antenna allows it to give an enhanced image up to a range of 600 meters while UV and telescopic zoom functions come as standard. Simple to installation, units will draw power from your own armours systems rather than needing a separate pack. Each antenna is cast in durable armoured ceramic for long life and should be as tough as your suit its self. Cost per pair is just 50c plus a full maintenance guarantee on all systems. Why stick your head out into the line of fire and get it shot off? Play safe and fit a set of FEN AV Antennas, you know it makes sense.

FEN IR/UV Hel met Conversions

Another innovation from FEN military supplies, this conversion kit allows you to have full UV and IR night sighting in your helmet at the flip of a switch. Our unique new system does away with the need to wear bulky goggles, but still allows you to get that all important edge when operating at night. By simply removing the visor of your current armour and replacing it with our new dual optics system, you can now change effortlessly between night vision and standard anti dazzle with tint for daytime use by manipulating the tongue activated switch. Available for all types of armour currently on the market, the FEN Dual Optics conversion kit is quick and easy to fit and the complete system comes to you at just 50c all in.

SLA Armour Life Support System

A great suit upgrade for any operative owning powered armour, now SLA allow you to easily convert your armour from filtered air to a full independent life support system in one simple operation. The majority of the time you can still use standard air filters, but then if the situation demands it this adapter kit allows you to switch over to a 5 hour internal oxygen supply and be totally sealed against your environment. The specially designed onboard air tank will automatically refill itself when you reach a safe environment via an in-built micro compressor, while all systems draw power from your suits own pack. Fitting of the entire system, including complete sealing of your chosen armour and instillation of all environmental control systems

takes approximately two days, at a cost of just 150c. Once fitted the entire life support system has a full lifetime guarantee on parts and maintenance.

SLA D-57 Armour Coverall

Originally developed by the SLA Military for use on the War Worlds, such as Dante, the D-57 Coverall is designed to protect an armoured suit from dust, dirt and a variety of other materials. A one piece overall, with sealable cuffs at the ankles, wrists and neck, the D-57 is worn over your Powered Armour and helps to keep it clean and dry in a range of adverse conditions. It also prevents dust or other debris entering the suits joints and greatly reduces the chances of jams or malfunctions. Constructed from an extremely durable, lightweight, waterproof fabric the Coverall is available in a range of sizes to suit all armor types from Body Blocker to MAL Shock and is easy to adjust for a comfortable, unrestricted fit. Ideal for use in Mort's many industrial zones or in the sewers, the D-57 will keep even the most noxious substances off your armour and means the end to all those hours of scrubbing to get it clean after a Blue BPN.

The extremely low purchase cost also makes the D-57 semi-disposable and means it is cheap enough to discarded if it becomes contaminated with toxic waste, radioactives or other hazardous material. Available in a range of colors and camouflage schemes, including non reflective black, hi-visibility orange for maintenance work and Mort urban cammo, the D-57 is also a great way to quickly change your suits paint job without the need for a re-spray. A D-57 Coverall costs just 8c.

PP AR-62 Armour Repair Kit

Designed for undertaking emergency powered armour repairs in the field, when you don't have access to a proper workshop or other maintenance facilities. The new AR-62 kit from Power Projects comprises a full set of tools and replacement components for your armour such as control cables, feedback sensors and basic electronics, as well as everything you need to quickly patch up battle damage and restore your suits integrity. This includes a special applicator gun containing a fast setting, ballistic polymer, resin which can be combined with the carbon fiber ballistic weave and ceramic patches provided to effectively fill holes and reinforce weak spots in your armours plating. The applicator is good for ten uses before in needs refilling and replacement resin cartridges can be purchased at a cost of 10c each. The complete kit, including two tubes of repair resin, comes packed in a compact, waterproof carrying case and is small and light enough to either be man carried or stored on your squad vehicle. When your far from home

and need to patch up your suit, you can rely on the AR-62 Repair Kit from Power Projects, everything you need for just 60c.

Game Notes

The repair kit can be used to restore an armours ID at a cost of 1 point per use of Resin. The kit requires 'Mechanical Repair' skill to use correctly and can only be used on armour which is comprised of ceramic plating not fabrics such as Striker or Padquill. It takes approximately 20 minutes for the resin to set and a proper repair to be effected.

FEN HUD Targeting Monocle

This new, computerized, targeting monocle from FEN lets you shoot like a pro for a reasonable price. The lightweight rubber armoured headset clips easily to your helmet and is then swung down into place over your shooting eye where it feeds you ranges and targeting information via a high resolution HUD system. Working in conjunction with your weapons own laser painting unit to provide range and elevation information, use of the targeting monocle means you should never miss your shot. Comes complete with everything you need to install the unit on your personal armour, while now as an added bonus all HUD systems are being offered with UV nightsighting and a 5000 hour power supply. The complete outfit costs just 150c and once the targeter has been flipped into place and activated its totally hands free to use. A headset to allow use of the HUD system without wearing a helmet is available for 5c.

Game Notes

To use the HUD system a PC's weapon must first be fitted with a laser painting unit, this will work in conjunction with the targeting monocle to give a combined +2 Bonus To Hit. Note the +2 is from both systems, +1 from the painter and +1 from the HUD, but the HUD cannot give +1 when used on its own. The headset takes one action to flip into place and three actions to power up before it will function correctly. Anyone using an active HUD while performing a task other than aiming or shooting will suffer a -2 modifier due to the disorientation caused by it covering and projecting information onto one of their eyes. When using the Targeting Monocle the laser painter can be used to give a bonus at all ranges not just optimum and medium.

FEN Reactive Camo

Available to operatives for the first time, this new reactive coating for your personal armour is designed to greatly enhance your ability to blend in with terrain, buildings or vegetation. Special cells in

the coating react and alter color to match their surroundings, totally changing the armours color scheme to one which is suitable for your current environment. This means you won't be caught out by having Urban camo in the wilderness. The coating is able to mimic virtually any type of background and will automatically update itself as the situation changes. As tough and hard wearing as the armour it's bonded to, instillation takes two days at a cost of 250c. Don't put up with just one paint job when with FEN reactive camo you can have an infinite choice.

Game Notes

Reactive Camo is not like a chameleons skin it won't exactly mirror or change with the background it's put up against, instead it changes the color scheme of the armours camouflage to one of appropriate pattern and tone for the terrain. This change from one color scheme to another takes around five minutes to complete and it should give the wearer an +3 advantage to their sneaking or hiding maneuvers. The coating is damaged at the same rate as the armours ID and if degraded too far will need renewing again at the GMs discretion.

GA-27 Riot Shield

Rather outdated now, although still in service among many Shiver and operative squads on Mort, the GA 27 is a lightweight mounded ceramic shield designed for use in riot and crowd control situations. The circular shield is molded from toughened ceramic and comes in fully transparent format to allow vision from behind it. Each 60cm diameter shield comes fitted with a cushioned wrist strap allowing it to be fitted over the users arm, while its lightweight should not slow them down. Many people feel that lack of protection and limited ability to soak up damage has rendered the GA 27 obsolete, but its handy size and easy to carry format have been enough to keep it in production for the moment at least. Cost of the shield plus strap is 50c.

Game Notes

Anyone using a GA 27 shield can add -1 to any attack made on them due to the partial cover it provides. The shield has a PV of 8 and an ID of 20. Weight of the GA 27 is 5kg.

GA-38 Heavy Riot Shield

Designed as a replacement for the outmoded GA 27, the 38 is General Armaments latest piece of anti riot gear now on sale to operatives and Shiver units. Molded from a single sheet of ceramic armour plate and reinforced with a heavy flak fiber weave, the GA 38 offers much better protection than previous

models against a variety of attacks. Each shield comes in the form of a curved 140 x 50cm rectangle with a 10 x 30cm vision slit incorporated into its upper half. An in-built handle and strap system means the shield can be firmly attached to the users forearm and should keep it in place whatever happens. Plus now as an added feature, all GA 38's are being fitted with a flip down stand to allow them to be used as part of a free standing barricade. Several shields can also be linked in this way to rapidly form a cordon. Already winning favor with those who've used it, the GA 38 Heavy Riot Shield looks like it's going to become a worthy successor to the old 27 model. Shield cost is 120c.

Game Notes

Due to the size of the shield the user can add -2 to any attack due to the cover it offers. The GA 38 HRS has a PV of 12 and an ID of 45. The weight of the shield is 9kg.

FEN 42 Anti Riot Unit

Less of a riot shield and more of a mobile barricade, the FEN 42 is ideally suited for crowd control duties, with its great weight and the protection it offers the user against a range of attacks. Formed from a massive slab of ceramic armour, each anti riot unit has had plates of carbon fiber and flak mesh incorporated into it during its manufacture to give unrivaled strength and durability. Each 170 x 65cm shield has a 20 x 40cm sheet of transparent armour incorporated into its upper section to form a vision slit so the user doesn't have to expose themselves, while each unit has support legs and special grips built into its lower edge allowing easy conversion to a static barricade from behind which the user can fight. All FEN 42s also come with special brackets along each side, which are used to link several of the units together to form a solid unbreakable wall, this feature can also be used by Shivers or operative squads to speedily set up cordons should the need arise. Comfortably padded handles and strengthened quick release arm straps come as standard. Some feel the great weight and size of the FEN 42 make it difficult to handle, but for extreme riot situations its great strength and special armour panels mean it can't be beaten. The shield is currently on sale to operatives at a price of 170c.

Game Notes

The FEN 42 Anti Riot Unit is able to give anyone using it for a -3 modifier to any attacks against them due to its size. Any Character attempting to fight with one of these units strapped to their arm will suffer a -2 penalty to their DEX (this does not apply if the shield is free standing and the user fighting

from behind it).The armour plating and flak mesh in the unit give the shield a PV of 15 and an ID of 80 (it should be at GMs discretion whether any missed shots against the user impact on the shield).The weight of the complete FEN 42 unit is 15kg.

PP-45 KELT Armour

Buying on a tight budget, but still want a powered armour suit? Then why not invest in Power Projects new KELT. This tough lightweight suit offers full powered limbs to offset its weight and also has the capacity to argument the wearers own strength via the use of a powered chassis. Constructed in a similar manner to our Body Blocker suits, the PP45 features toughened flak fiber, with a set of molded ceramic armour plates where you need them most. Comes complete with anti dazzle visor system, 5000 hour power unit and fitted filter mask in the helmet. An excellent value for money set of armour for those who are buying on a budget or who just want to have a reliable backup.

PV	HEAD	TORSO	ARMS	LEGS	COST
6	10	18	13	15	600c

Game Notes

Due to the use of a fitted power chassis the KELT is able to add +1 to the users strength with no reduction to their DEX.

PP-120 ARMSCOR

For those who want to go a step beyond Body Blocker, but at an affordable price, while not invest in one of our new ARMSCOR suits.! This light, but extremely durable suit of mounded ceramic armour comes complete with its own streamlined power chassis tailored to give maximum maneuverability with the minimum of bulk. Tough and reliable the PP120 offers a 6000 hour onboard power supply and comes fitted with full anti dazzle visor, plus helmet air filtration and now as an added bonus all ARMSCOR systems have their own shoulder mounted 400w spotlights. All this for such a low price can you afford to wait.?

PV	HEAD	TORSO	ARMS	LEGS	COST
7	12	30	20	25	1000c

PP-210 VANCE Armour

The Vance has been designed as a mid range, general purpose operative suit and is intended to offer high durability and protection at a reasonable price. Toughened ceramic plating is fitted to a specially strengthened chassis unit and will not slow

down or restrict the wearer in any way. All this in a suit that despite its rugged exterior is still lightweight and constructed to Power Projects highest standards. The PP-210 is currently being offered with the same standard features of other suits in its class, including complete air filtration units in the helmet, 140w helmet light, anti dazzle visor and an integral 6000 hour power unit giving the Vance a long user life. The PP-210 Vance, tough on the streets, tough on the opposition..!

PV	HEAD	TORSO	ARMS	LEGS	COST
9	20	45	35	40	1400c

PP-470 RAVER Armour

Designed with operative use on the streets in mind, the 470 RAVER is everything you could want from a molded ceramic powered armour bodysuit and more. The specially strengthened power skeleton is as light as we could make it and should in no way hinder your mobility, while toughened reinforced armour plating gives great protection against a variety of small arms fire and hand held weaponry. The RAVER comes fitted with its own dual 300w shoulder mounted lamps in addition to an anti dazzle visor unit and highly effective air filtration system incorporated into the suits helmet. Power is supplied by a onboard pack and gives the PP-470 a 9000 hour user life making it ideal for field use. The PP-470 RAVER powered armour that lets you take on the toughest opposition and win....!

PV	HEAD	TORSO	ARMS	LEGS	COST
11	25	65	45	55	1900c

PP-570 TRIAD Armour

Designed with the scout or assassin in mind, we at Power Projects think this is probably our lightest suit yet, to offer this degree of protection. Sharing many of the components and amour plates from our Interlock suits, the TRIAD has a much lighter chassis unit and although it loses some of the Interlocks protection and the Strength argumentation is reduced, it remains durable and able to withstand considerable punishment. Extremely mobile, the suit will not hamper the wearers movements, while its light construction is ideal for those who need to be able to climb and run with ease. Factory fitted with anti dazzle visor, a 6000 hour power supply and air filters, the TRIAD now also comes with a three hour internal life support systems and a 500w helmet lamp. The PP-570 TRIAD demonstrating Power Projects commitment to producing armour to suit your every need.

PV	HEAD	TORSO	ARMS	LEGS	COST
13	25	75	55	65	2400c

PP-650 INTERLOCK Armour

New from Power Projects, the Interlock is a welcome addition to our powered armour suit range. Light, tough and compact the Interlock is ideal for operative use and more than a match for most types of small arms fire. Using some of the same type of ceramic plating found in our Crackshot suits, but with a beefed up power skeleton to compliment the wearers strength, these new suits are the cutting edge of powered armour technology in SLA today. The PP-650 comes complete with 8000 hour power supply and anti dazzle visor as standard, plus a complete air filtration system and now as an added bonus, at no extra cost, dual shoulder mounted 500w spot lamps. An excellent suit for the hand to hand expert the PP-650 Interlock is everything you could want in personal armour and more...

PV	HEAD	TORSO	ARMS	LEGS	COST
14	25	75	55	65	2800c

Game Notes

The Interlock suit is able to give the user a +2 bonus to their strength when in use thanks to its large power chassis. This bonus is at no penalty to the wearers DEX.

PP-076 'Armstrong' Armoured Environment Suit

The standard Environment Suit issued to SLA personnel throughout the Worlds Of Progress, the Armstrong has been in widespread use since its introduction by Power Projects in Year 387 and can be found employed on a variety of SLA owned ships and orbital stations. The suit is constructed around a modified version of Power Projects Powercell chassis unit and exo skeleton which has had several additional systems added to it to allow it to function in the vacuum of space. Primary of these is the replacement of the usual interior lining of the suit with a special multi-layered pressure garment which not only allows the wearer to operate comfortably in a range of low or zero atmosphere environments, but also incorporates its own computer controlled heating and cooling system which is able to automatically adjust to external conditions. Constructed from high density flak fiber weave, the outer shell of this garment was also the first to incorporate a thin layer of sealant gel which automatically hardens on contact with vacuum and is capable plugging any breaches in the suits integrity before they become life threatening, a feature that PP have repeated on all its other

environment suit designs since. Life support and power are provided by a compact backpack unit which is fitted with an advanced oxygen re-breather unit and filter system capable of providing air to the user for up to 20 hours without the need to recharge. A large capacity power cell also comes as standard and can run the Armstrong's systems continuously for over 8000 hours. In addition to the main backpack the suit comes fitted with an additional emergency chest pack containing a two hour oxygen supply and backup 100 hour power cell. All Armstrong's come with UV/IR capable, anti-dazzle visors as standard as well as two 300 watt shoulder mounted spot lights and a 140 watt helmet light. For use in zero g environments there is the option of fitting small micro maneuvering thrusters to the suits to help prevent the wearer becoming stranded or unable to change their orientation or velocity, these though are only really intended for short jumps between handholds and were not designed for traveling any great distance. Since it is primarily intended for use in low or zero gravity environments the Armstrong also has the advantage of being able to carry heavier armour than the standard version of Powercell. This not only improves its protection factor and makes it stronger and more resilient, but also helps to protect the wearer from such things as micro meteor hits and other hazards. Issued to operatives for a variety of missions such as maintenance reconnaissance or exploration the Armstrong offers both exceptional protection and durability combined with high build quality and a proven track record.

PV	HEAD	TORSO	ARMS	LEGS	COST
14	30	80	60	70	6000c

Game Notes

Due to the additional systems and armour the Armstrong carries it is unable to offer the same strength argumentation as the standard version of Powercell it is based on.

MAL Flak Vest

Designed for use by armoured vehicle crews who do not want to have to wear a complete set of powered armour, the Flak Vest from MAL is a good compromise between a powered suit and low level civilian armour. This vest only design allows complete freedom of the users arms and legs, while still giving superior protection to your most vital areas. Constructed from armour weave cloth and flexible ceramic armour panels, the vest also comes fitted with a high collar for good neck protection when wearing a helmet, as well as front and rear crotch guards for complete torso coverage. Use of lightweight materials allows the weight of the units

to be kept down to a manageable 5kg while still giving unmatched protection against a variety of attacks. Ideal for use by drivers or pilots, the flak vest can also make a great low cost backup and is easily stored on board your transportation. The complete vest costs just 50c.

Game Notes

The Flak Vest is only available to operatives and has the follow stats. It is too bulky to be worn in combination with any powered armour types, although it can be worn over lightweight unpowered armour such as Striker, Striker II and MAL G-507 Bodysuits.

P.V.	HEAD	TORSO	ARMS	LEGS	COST
7	-	30	-	-	50c
WEIGHT:5kg					

MAL T-32 'Fritz' Hel met

Designed for use with the MAL Flak Vest, the T-32 is a lightweight durable helmet intended for use by vehicle crews or as a low cost backup. Constructed from an injection molded ceramic shell reinforced with flak mesh weave and lined with special shock absorbing materials, the helmet is capable of stopping a variety of ammunition types as well as offering protection against hand to hand weapons. Each unit comes with a hinged transparent ceramic faceplate, allowing good all round protection and at no extra cost comes complete with a detachable air filter mask for use in hazardous environments. Ideal for use when a complete armoured suit isn't appropriate, the MAL T-32 'Fritz' gives unmatched head protection at a price you can afford.

PV	HEAD	TORSO	ARMS	LEGS	COST
7	15	-	-	-	25c
WEIGHT:1.5kg					

MAL G-507 Bodysuit

A new development for powered armour users from the design teams at MAL, the G-507 Bodysuit can be worn under a variety of armour types and offers a range of great features including increased protection against small arms and hand to hand attacks. The G-507 consists of a thin, flexible, figure hugging suit constructed from a special flak mesh armour weave, which although it is extremely resilient will not restrict the wearers movements. The material of the Bodysuit has a micropore lining which easily passes heat and moisture from the user and allowing them to maintain a constant temperature, while it is also resistant to a wide range of chemicals, including acids, solvents and other corrosives. The G-507 will also give increased

protection against fire and the armour weave is capable of further reducing any damage that penetrates your main suit. Available in a range of sizes the Bodysuit weights little more than normal clothing and is tough enough to be worn on its own should the situation demand, for this reason suits are available in a wide range of colors including camouflage designs. Ideal for numerous applications the MAL G-507 Bodysuit is something every operative should invest in.!

PV	HEAD	TORSO	ARMS	LEGS	COST
1	-	15	11	12	150c

Game Notes

By wearing the G-507 Bodysuit under armour a character is able to add an extra 1 PV due to the increased protection it gives. This bonus can only be gained on suits up to 15 PV and not on Dogeybone or Shock armour. If an attack penetrates through the users outer suit then the Body suits ID will be reduced by half the normal Armour Damage rounded down, if the suit is being worn on its own its ID is reduced by normal. The G-507 Bodysuit will halve the effects of any flame or chemical attacks that penetrate the wearers main armour.

MAL 920 VECTOR Infantry Armour

This high standard military suit is now on offer to operatives for the first time after its field trials on the Satan's Tear War World. Extremely tough and durable, Vector powered armour is produced to the highest quality to offer you the best protection against hand to hand weapons and small arms fire. The rugged power skeleton supports an interlocking set of reinforced ceramic plates, giving you a highly maneuverable personal armour suit. MAL are currently offering all 920s with a full air filtration system, plus a complete two hour life support unit comes as factory standard. Other features of the Vector include an anti dazzle visor, with switchable UV nightsighting, a shoulder mounted 1000w sodium spotlight and a high output 8000 hour power unit. The MAL 920 Vector, don't risk your life in anything else..!

PV	HEAD	TORSO	ARMS	LEGS	COST
15	30	100	80	90	3600c

MAL 930 THOR Hazardous Environment Armour

Designed primarily for a range or repair and maintenance tasks, although equally effective as a combat suit, the MAL 'Thor' offers the user protection from a variety of hazardous enviroments.

Using an upgraded version of the exoskeleton developed for the Vector, the Thor's armour panels are specially treated making it impervious to toxic waste, corrosives, industrial chemicals and radiation and as a result its ideal for use in Mort's industrial zones, cannibal sectors and sewer systems. Fully sealable, the suit is provided with both heavy duty air filtration and an onboard life support system good for five hours continual use, it can also be used submerged up to a depth of 30 meters. The Thor carries twin 1000w spotlights mounted on its shoulders, supplemented by a smaller 500w helmet light and in line with its maintenance role has several arm and waist mounted power sockets allowing tools to be driven from its reactor. The wearers strength is also augmented through the use of a boosted chassis unit to aid them in heavy work. While a larger than normal reactor gives the Thor a user life of 12000 hours and means there is plenty of surplus power to operate tools or other equipment.

PV	HEAD	TORSO	ARMS	LEGS	COST
16	40	120	90	100	4600c

Game Notes

The Thor will add a +3 bonus to the strength of the wearer with no penalty to their DEX.

MAL 344 DRAX Armour

MAL move into the mid range market with their new Drax personal armoured bodysuits. The 344s specially designed and boosted power chassis unit allows the suit to augment the wearers own strength, while remains flexible enough not to hamper mobility or reduce speed. All round protection is given by the Drax's mounded ceramic plating which helps to save overall weight, while is tough enough to withstand the rigors of operative life. The entire unit is driven by a 10,000 hour power supply and each Drax comes with anti dazzle visor and complete air filtration factory fitted, a 140w helmet light is also included. The entire system has been made as streamlined as possible to reduce bulk and MAL are sure you'll be impressed by the outstanding performance the 344 Drax has to offer.

PV	HEAD	TORSO	ARMS	LEGS	COST
10	25	65	50	60	1850c

Game Notes

The 344 Drax will add a +1 bonus to the strength of the wearer with no penalty to their DEX.

DARKNIGHT & STREET WEAPONS

Welcome to this months special feature, as we take a look into the murky world of what the opposition on the streets is currently fielding in the way of weapons. Compiled from exclusive sources within SLA and the Shiver Patrol Units, we look at what's new in the way of home built small arms, plus an in depth investigation of what's currently hitting the streets from DarkNight. See what the guys and girls in the front line have to say, as well as full test data on each item we'll be looking at, fresh from SLA's R&D departments. We'll look into the worrying trend for DIY weapons and ask major threat? or just fatal explosion waiting to happen? We'll also be looking at the 80mm Pipe Gun, possibly the most powerful civilian anti armour weapon to date, and assessing just how dangerous it can be to users and target alike, don't miss the on the spot opinions of operatives who've been in the firing line. Listen to what the Shivers think of the recent spate of killings using the 10mm DarkNight Pocket Gun, could this be turning into a new craze? Just how effective is 10mm at close range and more importantly where do they keep getting the ammo from.?

Plus 101 things to do with a CAF, you'll be amazed what some of these civvies have come up with, is it safe to let them have even low powered weaponry and ammo when their able to convert it into much more effective items? We look at the CAF grenade and a black market conversion kit which can give CAF guns a deadly rate of fire, but remember kids don't try this at home! We'll also be giving data on DarkNight's new light machine gun, plus a look at their 12mm sniper rifle and asking is the trade in stolen ammunition enough too support wide spread use of these weapons? All this and more, as we dredge the streets of Downtown looking for what operative are going to be coming up against, check it out, your life may depend on it....!

DN. 10mm Pocket Gun

A favorite of the covert killer, or just the punk on the street, these so called 'Pocket Guns' have been growing steadily in use and are now turning up on the black market and in civilian hands in increasing numbers. An extremely simple weapon, it consists of a short barrel with integral silencer and flash suppression system linked to a hand grip in which a single 10mm round can be chambered. The entire gun is no more than 15cm long and can easily be slipped into a pocket or bag for concealment. The silencer is surprisingly effective despite its short length and with little noise being produced by the weapons action, it is ideal for use in crowded areas where background noise will cover the shot. The whole unit resembles a flashlight in many ways and is pointed and aimed in a similar manner, this combined with short barrel length and lack of proper sights makes it fairly inaccurate and ineffective over any sort of range, but deadly close up when loaded with HEAP or HP rounds. DarkNight manufactured pocket guns are now both fairly common and reliable, although we are now finding that cruder civilian copies are turning up to meet demands. We are also sure that these weapons or ones similar have been responsible for many of the, so called, practical joke killings that have taken place over the past few months. These generally involve killing innocent civilians at random in crowded areas such as shopping malls and seeing how long it takes for others to work out what's happened.

CLIP	CAL	ROF	RCL	RANGE	COST
1	10mm	1	5	3m	40c
WEIGHT:0.2kg					

Game Notes

The design of the pocket gun and its lack of sights means that it has a -3 modifier to hit at anything above point blank range. The gun is also totally ineffective at any range over 15 meters.

"Jeez another dead guy right in the middle of a crowd. Where do they keep coming from? "

"Yeah witness's reckon he just keeled over, then someone noticed the blood. Killer must have used one of those silenced pocket guns and got away in all the panic."

"Well at least this one got hit with a standard round, I heard some joker was HEAPing people on the late night buses last week till some operatives wasted him. Some people have got a weird sense of humor man !"

Shiver Clean Up Squad.

Downtown Mort.

DN.-44 CAF Pepper Pot

The Pepper Pot pistol is becoming a fairly common weapon among low level DarkNight Citizens and Agents and is designed to be able to utilize the readily available and legal 5mm CAF ammunition. The 44 is a very simple, close range, personal defense weapon more intend as a last resort, than for use in any offensive capacity. The weapon consists of a group of five short barrels bonded together and firing together to give a volley of shots, the distinctive look the multiple barrels have are what give the 'Pepper Pot' its name. Although only firing 5mm CAF rounds the number of shots the weapon is able to deliver can cause problems for

lightly armed operatives especially at close range. Small and lightweight the pistol is easy to conceal in a pocket or bag, although the weapons lack of bulk and of proper grips can cause problems with recoil as it is fitted with nothing in the way of effective baffling. Reloading can also be slow with the need to manually break the pistol open and insert individual rounds by hand. Possibly due to the short effective range of the 44, no captured examples have had any provision to fit either sights or laser painting units and we also assume that no forms of silencers or flash suppressers are available due to the Pepper Pots unique arrangement of barrels. As with many of the more readily available DarkNight weapons examples are now finding their way onto the black market and availability to the civilian population is increasing, which in turn will inevitably lead to a spate of poorly made copies.

CLIP	CAL	ROF	RCL	RANGE	COST
5	CAF	5	10	5m	200u
WEIGHT: .3kg					

Game Notes

Although the Pepper Pot has a ROF of 5 these shots are aimed and fired using handgun skill and treated as a single shot, this is due to the barrels all firing as one rather than in sequence like an automatic burst. Due to the very tight grouping of the shots it is assumed all of them will strike the target area, if the attack is a success each round will then inflict a separate wound and damage. If the situation demands the 44 can be fired with less than 5 rounds with a subsequent loss of damage and reduction in recoil. Reloading takes 1 Action per shell fitted. Due to its short barrels and low powered ammunition the 44 Pepper Pot will become totally ineffective at any range over 30 meters.

DN.-004 Proximity Mine

A fairly sophisticated explosive device often used by DarkNight agents in ambushes of SLA personnel in areas of Downtown or other terrorist attacks. Instead of relying on tripwires or pressure plates for activation, the DN.-004 has a built in proximity sensor which reacts to a pre-set target size and detonates the device when it is within range. Most mines that have been recovered intact were found to operate using thermal signatures, but some experimental models using vibrations sensors or even sonics have also been found. The sensor unit is generally attached to a cylindrical, grenade sized shrapnel charge, although any bomb size is possible, and is usually concealed somehow or disguised as another object when used as a boobytrap. The main problem with the devices is that they are indiscriminate and once activated

cannot be disarmed remotely, this has resulted in numerous civilian casualties in Downtown where these devices were employed and then, for whatever reason, did not catch their intended targets and had to be abandoned. Another problem which has been noted is that the thermal based proximity sensors can often malfunction in extremely low or high temperatures resulting in premature, late, or non detonation.

BLAST - 6	PENETRATION - 4	AD - 10
COST - 190u	WEIGHT - 1.2kg	

Game Notes

The Proximity mine has two pre-set factors which determine its detonation. The first of these is the approximate target size and can be set from anything from a small animal to a large humanoid such as a such as a Shaktar or Stormer. The mine can either be set to detonate on this size only or this size or above. The second is the proximity of the target to the mine and this can be between 20 and 200 centimeters. In conditions above 60 degrees centigrade or below 5 the mine may malfunction, roll 1 D10 and consult the table below.

Roll	Result
1-7	Mine Functions Correctly
8	Mine Detonates Prematurely
9	Mine Detonates Late
10	Mine does not Detonate

The mine may also be confused by anyone wearing an ECM suit or cape, or a set of powered armour with thermal shielding of some kind.

DN.-944 Crossbow

There is speculation that DarkNight is currently struggling to obtain sufficient supplies of illegal ammunition to distribute to its lower level agents and civilians and that as a result they have been developing other types of projectile weapons. The 944 offers an effective and fairly cheap solution to this problem and although it is not a real threat to most operative armour types, it is capable of penetrating standard Body Blocker, so is often used against Shiver Patrols. Although usually the bows are used against the mostly poorly armoured civilians where it can easily pass through Padquill or Striker, for this reason it has been adopted by several Serial Killers as their trademark weapon. The crossbows biggest drawback is the extremely slow reload time and the inability to fire several shots close together. Some automatic versions have been captured over the years, but these are unable to produce sufficient power to be effective anti armour weapons and still be able to re-cock quickly.

Another drawback with this type of weapon is the large size and weight which makes the bows virtually impossible to conceal and can even cause problems when put in a large kit bag, for this reason most crossbows dissembled to some extent for transit. Commonly the bows will be used in a sniping role where their quiet operation and lack of muzzle flash are a great advantage and where many of the mentioned drawbacks are less evident, this is possibly why many captured examples are often fitted with some form of telescopic sights. Sturdy construction and a simple mechanism mean the bows are extremely reliable and the most common type of bolt used is one constructed from black market SLA ceramics giving high strength and if the user is lucky a chance of recovering it to use again.

CLIP	CAL	ROF	RCL	RANGE	COST
1	N/A	1	0	12m	150u
WEIGHT:5kg					

Crossbow Bolt (ceramic)

PENETRATION -3 DAMAGE -4
ARMOUR DAMAGE -2 COST -5u each

Game Notes

Reloading of the Crossbow takes 5 Actions (4 on a DEX Roll). The weapon is fired using Rifle skill and the user must have a strength of at least 6 to be able to pull the bow back. When ceramic bolts are used they may be retrieved and reused if possible.

DN.-101 Pump Action Shotgun

Another new weapon in the DarkNight armory designed to take advantage of existing SLA operative ammunition. The DN101 Shotgun has a simple pump action layout with an under barrel five round tubular magazine and a folding stock. Cheap and easy to produce, this weapon has mainly been distributed to low level agents, but via the black market is increasingly finding its way into civilian hands and has been encountered by Shiver units on several occasions. These guns are usually well manufactured and reliable and when loaded with proven SLA ammo can be extremely deadly. The folding stocks and overall short length make the DN101 fairly easy to conceal in a kit bag or even under a long coat, in addition to this some 'wippet' style conventions have even been found where the stock has been removed all together and the barrel shorted to the barest minimum, although this seriously reduces the guns effectiveness. The DN101 shotguns biggest disadvantage is that it suffers from a slow reload rate, with the need to insert each shell manually through a loading port on the right hand side of the weapon. There appears to be provision on captured examples for fitting of

sights and laser painting, although non so far have been found with these accessories.

CLIP	CAL	ROF	RCL	RANGE	COST
5	10g	1	9	8m	3000u
WEIGHT:2.5kg					

Game Notes

Since the DN101 is a pump action and not a semiautomatic weapon it requires both of the firer's hands to operate for multiple shots. Reloading of the tubular magazine takes 2 actions per shell (1, on a DEX roll). If the gun has been converted to a shortened wippet format the optimum range is reduced to 5 meters while lack of a stock increases the weapons recoil to 12.

DN. Modular Light Machine Gun

An interesting and rare weapon that's just starting to come to light from the DarkNight operatives armory. The Modular Light Machine Gun appears to be to some extent a copy of FEN's Power Reaper weapon, roughly equivalent in fire power and displaying the ability to share some of its parts in the tradition of other DarkNight technology. The biggest advantage of this gun though appears to be its ability to be broken down into several components and then reassembled quickly for action. The disassembled parts of the gun will fit into one large or two medium sized kit bags, making it ideal for easy covert movement in and around Downtown. The weapon comes fitted with a light tripod or bipod to negate its weight and so far no units fitted with waldos have been found, although several had provision for a shoulder sling. Feed is via a 150 round drum magazine, giving an impressive rate of fire in the guns full auto only mode, although if the weapon is used in a sustained fire role for long sever heating of the barrel can occur which eventually degrades its accuracy. Chambering is for the standard SLA 10mm rifle round and weapons will often have a cocktail of different types in their magazines, reflecting the scavenging that goes on from our own supplies. At the minute availability of these weapons is not good and they appear to be reserved for more elite agents, so it is highly unlikely civilians will manage to get hold of them. The complexity and cost of the weapons must be playing a part in their scarcity on Mort, although if DarkNight decide to mass produce them numbers may well increase. The small arms testing department is very eager at the moment to obtain more samples of this weapon for analysis, as so far only a handful have been retrieved intact. Interestingly those weapons that have been tested were found to be able to accept a range of SLA issue accessories such as sights or

laser painters. Operatives should be on the look out for any agents using this type of weapon and if possible attempt to recover them without damage.

CLIP	CAL	ROF	RCL	RANGE	COST
150	10mm	10	12	24m	1600c
WEIGHT:15.5kg					

"Yeah, hold the gun up higher, that's right. We want a shot of you with the two dead insurgent operatives. Great Great. That's it, so any idea what that thing is?"

"Haven't got a clue, looks like some sorta Power Reaper, but it aint FEN built that's for sure. Say can we hurry this up? The Shivers seem pretty keen to get their hands on it and take it in."

"Hey forget the police work, this is News!"

Interview with SLA operative 'Wain Tresx'.
Third Eye News.

DN.-178 12mm Sniper Rifle

Use of this interesting and fairly hard to obtain new DarkNight weapon appears to be on the increase, at least among their higher level agents and serial killers. A very simple design the weapon can easily be disassembled for carrying or concealment by utilizing a quick release barrel and stock making it idea for use in covert operations. The 178 uses a semiautomatic action feeding from a streamlined removable box magazine and several examples we have had the chance to examine were fitted with folding bipods. The weapons that the Testing Departments have managed to obtain were found to be reliable and hard wearing, although recoil can be rather excessive with little in the way of baffling systems being present in the design. Many of these rifles have been used in ambushes against SLA operatives or Shiver patrols, a role they are ideally suited for and most were found to be fitted with silencers either of SLA manufacture or home built designs produced by DarkNight. Some of our samples were also found to be fitted with SLA manufactured laser painters and optical sight systems, presumably of black market origins, demonstrating a definite intention for these weapons to be able to use SLA accessories. The fact that 12mm Rifle ammunition is not so widely used by operatives and hence harder to obtain on the black market, may be a factor in preventing mass production and widespread use of the DN.-178 rifle among DarkNight agents and their subsequent spread to citizens hands.

CLIP	CAL	ROF	RCL	RANGE	COST
4	12mm	1	10	150m	14000u
WEIGHT:4.5kg					

Game Notes

It takes a character 6 actions to reduce the DN. 178 Sniper Rifle to its component parts for concealment and the same number to reassemble it and be ready to shoot.

DN. Vibro Sword

Obviously finding the supply of stolen SLA manufactured hand to hand weapons on the black market inadequate for their needs, DarkNight have recently begun to produce their own Vibro Sword for issue to field agents. Shorter and more compact than the DPB Vibro Saber, this new DarkNight sword appears to operate in a very similar manner and even has provision for the interchanging of parts from SLA equipment, greatly aiding in maintenance. Although the finish on some of the units is crude, the high frequency oscillation system is soundly built and reliable, while the built in power unit will run the sword for about 4000 hours. At the minute the swords appear reasonably rare, perhaps due to limited production, or that the units so far retrieved have been ones undergoing field trials in Downtown prior to a more widespread issuing. In the future it is highly likely that availability of the DarkNight Vibro sword will increase and a corresponding fall in price will occur.

DMG	PEN	AD	COST	WEIGHT
3	4	2	160c	1.4kg

CAF 5mm DumDum

Home made DumDum ammunition is an easy way to improve the efficiency and damage capacity of the readily available CAF rifle and pistol rounds. The heads of standard 5mm rounds are flattened and hollowed out causing them to behave erratically when striking a soft target, either flattening out or tumbling and thus causing much more sever wounds to the victim. Needless to say the ballistics and penetration of the rounds suffer when these modifications are carried out, although since they can be done easily, with virtually no skill, they cost no more than normal CAF rounds to produce. Many minor Serial Killers have favored this type of round due to its spectacular wounding effects when used against an unarmoured opponent. The ready availability of CAF ammunition has also made this problem virtually impossible to stamp out.

Game Notes

PISTOL DUMDUM ROUNDS
PENETRATION-0 DAMAGE-4
ARMOUR DAMAGE-3

RIFLE DUMDUM ROUNDS
 PENETRATION-1 DAMAGE-5
 ARMOUR DAMAGE-3

Due to poor ballistics caused by modifications to the round, the CAF DumDum has a -2 to hit penalty at Medium to Extreme ranges.

DN.-778P Gas Mask

This item has been appearing in increasing numbers among DarkNight operatives and particularly civilians. From testing we assume that it has been designed specifically to counteract the effects of Riot Gas deployed by Shiver units and so is being widely distributed in the cities main trouble spots. Cheaply manufactured in flexible rubber and plastic the mask covers the whole of the users face and incorporates a transparent visor to protect the wearers eyes. Filtration is provided via a simple replaceable cartridge unit attached to the left hand side of the mask. Black market cost of this item is approximately 50u. Replacement filters cost 10u each.

Game Notes

Due to the items cheap productions, the mask is not 100% proof against DA240 Riot Gas, but is able to reduce the PHYS Roll to -2 against its effects. There is also a chance the filter unit is faulty and will offer no protection. Roll 2 D10 when the mask is first used, a result of double one means the filter has failed and the user must take full effects of the gas.

CAF Grenade

Yet another example of Civilians use of readily available CAF ammunition for illegal purposes. The CAF grenade, as it is becoming known, has no connection to official CAF manufacturing, but employs roughly 25 of their 5mm rounds in its make up. The propellant from these are used to power a crude grenade type weapon, which is hand thrown, a simple fuse system and safety catch is fitted to allow easy activation. Manufacturing techniques are dubious and reliability is often not good with these grenades either failing to go off or detonating prematurely causing injury to the user. Despite this armour penetration and damage is fairly impressive, especially if the body of the grenade has been made from a material that provides good shrapnel and operatives should be wary if they have low armour types.

BLAST RATING-7 PENETRATION-4
 COST-60u WEIGHT:1kg

Game Notes

The CAF Grenade can be lethal to both target and user alike or as often happens simply fail to go off. For each grenade thrown roll one D10 and check the malfunction table below.

4-10	Grenade Functions Correctly
2-3	Grenade is faulty and fails to go off
1	Grenade explodes prematurely in throwers hand

"Jeez what a bozo,! Knew those CAF grenades were dodgy. Bet he gets called 'stumpy' from now on, well that's if the Shivers can be bothered to patch him up."

Contract Killer 'Slay Monroe'.

10 Gauge Sawnoff Shotgun

The exact manufacturer of these weapons remains something of a mystery, despite extensive testing of samples, some do appear to come from DarkNight sources, while others are so crudely put together they can only have come from underground civilian workshops. These short, double barreled shotguns can be extremely deadly at close range using either solid or shot rounds and even have the capacity to inflict wounds on armoured opponents, it is probably for this reason that they are proving so popular and copies are growing in numbers. The biggest drawback of this type of shotgun is that reloading can be slow due to the break open design and the need to insert individual shells manually giving it a low rate of fire. A further problem can come from the extreme recoil caused by lack of a proper stock and the shortened barrel the guns possess. At longer ranges this can seriously effect the accuracy of the weapon. It is unlikely that operatives will encounter many of these guns fitted with sights or laser painters and non of the examples we have examined even had mounting points to accept such accessories. It will not be surprising if over the next few months we see many more Sawnoff Shotguns on Downtown's streets as people begin to see its potential as cheap easy to conceal firepower.

CLIP	CAL	ROF	RCL	RANGE	COST
2	10g	1	12	6m	250u
WEIGHT:1.5kg					

Game Notes

The Sawnoff Shotgun takes 2 actions (1 on a DEX roll) to reload each barrel with a shell. If it is a home built civilian weapon the price will fall to 150u but there is a chance of malfunctions due to bad manufacture. For each round fired from a

civilian weapon roll 1 D10 and check the table below.

1	Weapons Action Breaks Will Not Function Again.
2	Weapons Action Jams - 3 Actions to Clear.
3	Weapon Misfires, Will Fire Again Next Action.
4-10	Weapon Functions Correctly.

CAF Full Auto Kits

In recent months there have been several worrying reports from both Monarch and Shiver units of encounters with civilians armed with full automatic fire CAF weaponry. After examining several captured examples we have been able to deduce that this is due to some form of home installed conversion kit available on the black market and of possible DarkNight manufacture. This kit replaces items such as the weapons slide and trigger group with specially modified items which then allow them to attain high rates of automatic fire. Due to these kits pushing CAF weapons far beyond their original design parameters, reliability is not good and we have had several reports of weapons jamming or even exploding in action. This is mainly a result of the CAFs mechanism becoming excessively worn over a short period of time, since the weapons were never intended to operate at such high cyclic rates.

WARNING TO ALL OPERATIVES

Possession or installation of these conversion kits is highly illegal and will result in immediate reduction in your SCL.

Game Notes

These kits can be installed in either the CAF 'Cold Shadow' or 'Screaming Eagle' guns allowing them to fire either five or ten round bursts. Cost for five round burst kit is 200u while the ten round kit costs 300u. Once fitted the chosen weapon will fire at the chosen rate all the time and there is no fire select. To reflect the variable reliability a D10 must be rolled on the table below for each burst fired.

4-10	-Weapon Functions Correctly
3	-Weapon Jams on Round 3 Actions To Clear
2	-Weapon Jams Solid Cannot be Mended Till End of Combat
1	-Weapons Ammunition Explodes Causing PEN-4 DAM-12 To Users Arm

BRRRRRRRTTTT

"Jeez Sarge I never saw a CAF that could do that before !"

"Shut up and keep your head down"

BRRRRRRRTTTT

"What are we gonna do? Rush him and hope our armour holds?"

"I said shut up and wait"

"But Sarge this wall aint half taking a plastering even from those 5mms"

"Will you just keep quiet....Any minute now..."

*BRRRRRT SNAP****!!*

Click

Click Click Click

"DAMN...!"

"Right son now we rush him..."

Conversation between Shivers.

Downtown Mort

80mm Pipe Gun

The Pipe Gun seems to be another in a long and worrying line of home built civilian weapons intended for use against SLA personnel. Possibly following a design originating from DarkNight sources the Pipe Gun is a simple 'bazooka' type weapon, with an approximately 80mm bore, which fires a crude armour penetrating slug, the main body of the gun is usually formed from a single length of metal pipe, hence its name. From captured examples the rounds for these weapons appear to have been manufactured from CAF ammunition and other easily obtainable materials, although this does not seem to detract from their effectiveness. Since these guns have been put together by mostly unskilled civilians, quality and reliability vary greatly and from reports we have had serious and possibly fatal malfunctions can occur during their use. This type of weapon is generally fired by a crew of two consisting of a loader and gunner, to speed up its rate of fire and this sort of team have been encountered several times during ambushes of Shiver units.

CLIP	CAL	ROF	RCL	RANGE	COST
1	80mm	1	12	50m	600u
WEIGHT:10kg					

80mm Pipe Gun Round

DAMAGE-15 PENETRATION-10

ARMOUR DAMAGE-8 COST-50u

Game Notes

Due to its home manufacture the Pipe Gun suffers several drawbacks despite its fairly impressive firepower. Rifle skill is used for aiming, but due to lack of proper sights and variable ammo there's a -2 to hit penalty. Each time the gun is fired successfully the structure is weakened and could possibly lead to a malfunction. Each time the

weapon is fired a D10 must be rolled to determine if it functions properly. The gun must roll above 1 for a successful shot, but each shot adds a -1 modifier to the next roll i.e. after four rounds have been fired without trouble the Pipe Gun will have -4 on its next malfunction roll so needs a five or above. An overall result of zero on this roll means the round is a dud and does not add a modifier, but the gun must be reloaded.

0	-Dud round.
9-2	-Successful Shot.
1 or Below	-Round Explodes in barrel with same effects as a DA90 Frag Grenade BLAST-10 PENETRATION-6. The Gunner will be at the epicenter of the blast.

With a loader the Pipe Gun takes 2 actions to reload (1 on a DEX roll) With a single user this rises to 4 Actions (3 on a DEX roll) due to the need to dismount the weapon from the firer's shoulder and the crudeness of the weapons breech mechanism.

"They were hiding out behind a bunch of trash cans and stuff when we came down the alley, when we got within about twenty meters of their position one of them suddenly popped up and nailed Henderson with some sort of shoulder fired weapon. Damn thing caught him straight in the chest and blew right through his HARD armour knocking him out and spraying his guts all over the walls, then me and Dean started firing back and tried to get into some cover. They weren't that lucky with the second shot though, it smashed into the wall above us blowing out a huge chunk of stone, then they ducked back down behind the cans again. I'm not sure what happened next, although I think that all the 8mm Dean was pouring into the cans with his Wolf and my Blitz rounds must have made them panic and screw up on loading that thing the third time. Anyway next thing I know there's a huge explosion and the whole alleys raining bits of civvies and shredded trash cans on us, they must have got the round stuck in the barrel and it blew up or something. There wasn't that much left of the weapon they used or them for that matter, Shivers are scraping them off the walls right now. We shot Henderson full of Kickstart and let the blood wagon crew drag him away and that's about itIs that OK? Can I go now? ? I want to go and put in a requisition for some Crackshot...."

Report From SLA Operative
'Hitomi Daryl' SCL 8b

"Them Civvies man their crazy, DarkNight give em a bunch of plans for these Pipe Gun things and they

go ahead and knock em out of any trash they can find then try and go up against trained ops with em. How deranged can you get?? and hey if the ops don't blow their brains out for em chances are those damn bazooka things will explode on their own anyway. Even heard that a bunch of Shivers caught a guy armed with one of those things built out of plastic drain pipe, what a vacuum head, lucky for him he screwed up on building the rounds and they were duds....sometimes this place is just to freaky man.....Now get that camera outa my face I've got work to do"

Interview With Operative 'Toren PenDragon'.
Copyright Third Eye News

Spike Cannon

Another crude, but effective, hand weapon now turning up in fairly significant numbers from Downtown's numerous back street workshops, the Spike Cannon is extremely easy to construct from readily available materials and despite its single shot capacity offers much better range, penetration and potential damage than a CAF. Using compressed gas as a propellant, the weapons consist of a large high pressure tank connected to a simple valve and a long smooth bore barrel. Into the barrel is loaded a hardened metal spike roughly 200 mm in length and 20mm in diameter which is then fired from the gun by operating the valve rather in the manner of an oversized air rifle. Simple to build, the weapons are surprisingly reliable and can often penetrate low level armors such as Blocker with little trouble, the main difficulty comes with obtaining and re-charging the gas cylinders which requires access to a large compressor of some kind. Big and bulky the weapons are usually seen fitted with crude stocks and grips and there have even been captured examples mounting laser painting units. The biggest disadvantage of the Spike cannon, apart from its weight, is this need to be reloaded after each shot which means it is more likely to be encountered during ambushes than open confrontations. Although design and exact manufacture of these guns varies greatly they all appear to have rough equivalent power and on average are capable of firing 20 shots before the gas cylinder need recharging or replacing.

CLIP	CAL	ROF	RCL	RANGE	COST
1	20mm	1	6	15m	350u
WEIGHT:7kg					

Spike Cannon Bolt

PENETRATION -3 DAMAGE -7
ARMOUR DAMAGE -3 COST - 5u each

Game Notes

Reloading of the Spike Cannon takes 3 Actions (2 on a DEX Roll). The weapon is fired using Rifle skill and the Spikes may be reused if they can be retrieved.

Fighting Glove

A common hand to hand weapon found among the gang members and the civilian population of Downtown. The Fighting Glove consists of a heavily armour gauntlet reinforced with plates of ceramic and fitted with any number of sharpened laminated blades extending over the users knuckles. Commonly the glove is also weighted to aid with impact and penetration damage. Operatives should not underestimate the danger from this unpowered weapon when wielded by a strong skilled opponent, especially one on body enhancing drugs, as it often has the capacity to penetrate through some of the lighter body armour types. Virtually all of these types of weapons are of home manufacture and for this reason style and quality can vary greatly, what nearly all of these Fighting Gloves have in common is their reliance on stolen or black market SLA materials. This type of weapon is often favored by many serial killers due to its ease of concealment and the distinctive damage it inflicts. Like knives there is very little chance of stamping out this sort of weapon and its use is likely to remain high among civilians.

DMG	PEN	AD	COST	WEIGHT
3	1	1	150u	1kg

"Damn I hate having to shoot people and waste ammo, especially scuzzbag civvies like this one. Didn't have much choice though he was ripping up my armour with those blades on his gloves and was too stupid to pass out when I slashed him a couple of times with my MAC. Probably juiced to the eyeballs on something, else he'd not have kept pumping like that after I put a couple HPs into him. Still check out those gloves man, must have the best part of a suit of Body Blocker ceramic built into em, friggin Black Market huh!"

Interview With 'Renit Verne'.
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Electro Combat Saw

In their hunt for more lethal weapons with which to inflict damage upon each other and Mort's Police Units, some in the civilian population of Downtown appear to have hit on the idea of adapting commercially available power tools. Most effective of these home built devices and possibly most

reliable, is commonly known as the 'Combat Saw'. This weapon consists of a hand held cutting unit with a circular blade anything from 10-30cms in diameter, attached via a power cable to a back or belt carried portable power unit. It is also usual for the 'angle grinder' style cutter unit to have been souped up in some way to give it performance beyond its original design specification and render it capable of breaching some of the lower armour types, including Body Blocker. These home built weapons can often be extremely crudely put together, but despite this they are still effective and have figured in several recent Serial Killer cases where their use against unarmoured victims caused particularly horrific injuries. After the testing of a range of recovered examples of this type of weapon, they were found to be on average capable of around 2000 hour continuous operation on one power pack and relatively free from hazardous malfunctions or parts failures (although blades often needed replacing).

DMG	PEN	AD	COST	WEIGHT
4	2	3	450u	5.5kg

"Damn civvies, look at the scratches that jerk put on my armour..! Wrecked the friggin paint job. They shouldn't let those idiots have sharp objects, let alone power tools. Next thing you know they'll be coming after us with food blendersDon't ya just hate Downtown..?"

SLA operative 'Ramis Beck'.
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"So how do you feel about nailing the notorious 'Tool Guy' serial killer..?"
"Just great man and I'd just like to remind all the kids out there who may think serial killing is cool, that although power tools may be dangerous, but they aint no match for 12.7mm HESH."

Interview With Contract Killer 'Chrome Fist'.
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CAF Grenade Launcher

Based around the design of the smaller civilian built Spike Cannon, these reasonably new weapons utilize the same idea of using compressed gas of some type as a propellant, although in this case, rather than firing a simple projectile, the guns are intended to launch a home made CAF grenade. The basic weapon is essentially the same as a Spike Launcher and consists of a long smoothbore barrel, trigger valve and gas cylinder, although since the grenades are bigger and heavier they require considerably more compressed air to fire them over

an effective distance. For this reason the gas cylinders must be much larger and generally have to be either carried by a second person or fitted with a shoulder harness and worn on the firer's back, rather like a divers bottle. Instead of having an activator pin and delay fuse, the grenades used in these types of launchers are generally fitted with simple impact fuses which detonate them when they hit a reasonably hard surface. These fuses though can often be extremely temperamental due to poor manufacture and have even been known to be set off by the shock of the launcher firing, detonating the round before it clears the barrel. Even if a round is fired successfully it is still just as likely as any other CAF Grenade to malfunction and premature detonations or duds are common. Despite this, these sort of launchers are the closest most civilians or gangers are going to get to acquiring heavy weapons and the numbers being built and encountered in Downtown have been steadily rising over the last eighteen months. The Grenade Launcher also has the added advantage of being able to 'lob' its rounds over obstacles such as walls or through windows and attack targets from above with indirect fire. Launchers and their ammunition varies greatly in quality and competency of manufacture, but most have around the same levels of performance and few are capable of firing more than 10 or 12 rounds without needing a fresh gas cylinder.

CLIP	CAL	ROF	RCL	RANGE	COST
1	N/A	1	6	20m	3500u
WEIGHT:12kg					

Game Notes

The CAF Grenade Launcher can be fired using Rifle skill. Due to its intention as an area effect weapon and poor accuracy, players are at a -5 penalty to hit individual man sized targets instead the user should fire at an area and attempt to engulf targets in the blast. Larger targets such as vehicles can be aimed at in the normal way. The grenades used are identical to the standard CAF hand grenade in terms of blast and penetration, each time one is fired a roll should be made on the table below using 1D10.

4-10	Grenade Functions Correctly
3	Grenade is faulty and fails to go off
2	Grenade detonates late after 1D10 Actions
1	Grenade explodes prematurely in the launchers barrel

Solvent Bomb

Home built for use against powered armoured targets, the solvent bomb is an extremely ingenious

way of damaging this type unit to the point where even unpowered non ballistic weapons can be used with relative success. The solvent bomb consists of a potent mixture of home brewed chemicals, contained within a thin vial or sealed glass bottle, this is then thrown at the target where it will eat through ceramics or armour weaves, seriously effecting their performance. This is not usually a problem with high armour types, but with systems such as Body Blocker it can easily reduce their protection factor to zero. Due to the powerful nature of the solvents used they can also have an effect on exposed skin and for this reason several Serial Killer cases involving this sort of weapon have been reported over the last few months. Exact origins for the solvents formula is unknown, although it is suspected to be originally from DarkNight and that several variations of it exist. Cost 70u each.

Game Notes

The Solvent Bomb is classed as a hand thrown weapon, it doesn't detonate as such and is small enough to only effect one body location. A successful hit on an armoured location will cause 2 points of impact damage, but with no penetration and the solvent will then begin to eat away at the armour reducing its I.D by 3 points per action for the next three actions. Once started there is no way to stop this effect. If the bomb hits an unarmoured location or burns through to flesh it will cause 3 hit points damage to the victim per action for the next three actions. I.E. if the solvent burns through the armours I.D on the first action then it will burn the targets skin doing 6 hit points damage over the next two actions. This burn damage is in addition to the 2 hit points caused by the impact. If solvent hits an unarmoured head there is a 4 in 10 chance it will blind the victim quiet probably permanently unless they receive immediate medical care.

"Oh hell, another present from the 'Solvent Killer' is that a cheesy name or what. Looks like he dumped this guy in a vat of the stuff rather than just threw a couple of vials at him, think he carries it round in a bucket or something? Great just what I needed another job mopping the victim up off the floor. Oh right the operatives are here, good send them up right away, what their a buncha newbies, oh swell. Well hope they've got strong stomachs, their gonna need em, hey and tell em if any of them pukes on my crime scene they'll be the next ones getting their heads melted!"

Darius Varx.Shiver Forensic Squad

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Vid Footage Available.

Scavenger 10mm 'Wrecker' Assault Gun

A popular weapon among Downtowns population of Scavengers, 10mm Assault guns are generally built from salvaged or stolen FEN Power Reapers taken from SLA vehicles such as the Shiver SCAF bike. Compact and deadly, 'Wreckers' have short, cut back barrels and modified stocks to make them easier to handle in confined spaces such as sewer tunnels and rather than the usual SLA waldo mount usually have an improvised carrying sling and harness fitted to them. Since most vehicle mounted Reapers do not have easily removable belt feeds the Scavengers will commonly fit the guns with large capacity drum magazines of their own manufacture instead. These are usually capable of carrying up to 200 rounds of ammunition and allow reasonable long periods of sustained fire. In profile the Wrecker more resembles an oversized SMG than a light machine-gun and despite fact that the modifications limiting its range somewhat its use of 10mm rifle ammunition makes it a potent anti-armour weapon and one that operatives should be wary of. Sights, laser painting and other accessories appear on these weapons in a purely random nature and their addition simply revolves around what the original builder had at hand at the time. It should also not be forgotten that despite all the modification and changes the Wrecker is still a FEN and so unless the mechanism has been tampered with should still be reliable, hard wearing and accurate. A handful of the guns have also turned up in civilian hands and SLA are keen to recover these and any others encountered in an attempt to trace their origins.

CLIP	CAL	ROF	RCL	RANGE	COST
200	10mm	10/5	12/9	16m	12000u
WEIGHT: 10kg					

HV Nail Gun

Another weapon that was originally intended as a harmless hand tool, the High Velocity Nail gun can often be as powerful as a small caliber pistol when properly modified and this combined with their semi-automatic action has made them increasingly popular among civilians and gang members. Originally intended for use in a variety of construction and repair tasks, these guns are capable of punching specially hardened ceramic nails into several inches of metal or concrete. Normally they are only intended to be operated at a range of about 5 centimeters, but when appropriately modified and with their safety restrictions overridden this can be extended to anything up to 90 meters. Hydraulically driven with power coming from a small onboard

pack the gun is fed with 30 round clips of nails and is capable of firing over 200 rounds before it needs recharging. Although fairly bulky the HV Nail Gun can still be used one handed as a pistol, although some rifle versions with stocks have been seen, and can often out perform CAF fire arms at short ranges. Theft of these items from Mort's construction sites is now on the increase and there has been a significant number of recent incidents involving them in Downtown, including several serial killer who have made them their weapon of choice. This, unfortunately, has all the makings of one of Downtown's many crazes and all operatives should be aware that despite their origins these items are capable of breaching several low lever armour types and vests mainly to their use of specially sharpened ceramic nails.

CLIP	CAL	ROF	RCL	RANGE	COST
30	N/A	1	6	6 m	310u
WEIGHT: 3kg					

HV Ceramic Nail

PENETRATION - 4 DAMAGE - 4
ARMOUR DAMAGE - 2 COST - 2u each

Combat Chainsaw

A deadly new fad among the youth of Downtown, the Combat Chainsaw is a good example of the sort of sick ingenuity going on in the minds of some of Mort's citizens. The chainsaw is adapted from a standard commercially available unit and the quality of the work can vary greatly. Usually the saw is refitted with easier to handle grips, while most of the units built in safety features are either removed or overridden, there is little else that really needs to be done to turn it into an effective weapon. Despite its rather dubious origins the Combat Chainsaw is surprisingly effective against a variety of operative issue armour and the threat this weapon poses should not be underestimated. When the saw is used against an unarmoured opponent the resulting wounds are spectacular to say the least and as with many of the other distinctive street weapons is often seen in the hands of Downtown's many Serial Killers. The Combat Chainsaw uses the same type of power unit fitted to the original unit and allows the weapon to run for anything up to 3000 hours non stop. Unless the internal mechanism has been tampered with the saw will also be fairly maintenance free and reliable to use. There have been several rumors circulating recently from units assigned to Cannibal Sectors and sewers that Carriens have been seen carrying this type of weapon rather than the more usual hockey sticks or clubs, although as with their armour, how they would obtain such items remains a mystery.

DMG	PEN	AD	COST	WEIGHT
6	2	3	1100u	5kg

Game Notes

With all its safety features removed the chainsaw can also pose a threat to the user as well as their opponent. If during an attack a double one is rolled then this is counted as a critical failure and the wielder of the chainsaw will cut themselves in an appropriate area (most probably the legs) as they miss their swing. Due to the saws weight both hands are needed to use it and it can be operated by anyone with Chainaxe skill.

RX-4 'Burner' Powered Armour

A sight becoming increasingly common on the streets of Downtown and among its gangs, the RX-4 Burner is one of the cheapest sets of powered armour yet encountered by operatives and its obvious superiority over CAF vests is making it popular among both civilians and low level enemy agents. As yet SLA has been unable to trace the primary components of the Burner to any known Soft Company source and since the suits are sold as kits and require various other black market components to complete, this task is proving particularly difficult. The basic Burner kit consists of a low level powered sub-frame, exo skeleton and power pack fitted with feedback and control systems onto which the user can bolt ceramic armour, flak mesh and any other components they can acquire to give the suit a protective shell. The resulting item is a serviceable, although some what crude, set of armour around the protection level of Body Blocker. The main defect in the design appears to be under-powering of the chassis unit which can often result in slow response times and problems with maneuverability. This is often further aggravated by the unskilled builder adding far to much weight of armour than the unit was intended for and using unsuitable materials such as iron and steel in an attempt to increase the protection levels. When built correctly and using lightweight ceramics the suits can be reasonably effective and have a user life of around 2000 hours before the need to recharge. Having said this most suits so far encountered by SLA personnel have been a crazy collection of mismatched parts and bolted on weapons, accessories and armour utilizing anything from Striker Bike Helmets to stolen Crackshot chest plates, ending up with something akin to the suits worn by Downtown's Carriens. Extensive study has revealed a certain amount of uniformity in this madness and has allowed the RX-4 Burner to be categorized into three main types, light, medium and heavy depending how much armour etc. has been added.

RX-4 'Burner' - Light

PV	HEAD	TORSO	ARMS	LEGS	COST
4	5	12	8	10	2200u

RX-4 'Burner' - Medium

PV	HEAD	TORSO	ARMS	LEGS	COST
5	7	14	9	11	3100u

Game Notes

Due to the weight and bulk of the RX-4 Burner Medium, the wearers DEX is reduced by 1 while they have it on.

RX-4 'Burner' - Heavy

PV	HEAD	TORSO	ARMS	LEGS	COST
7	9	22	14	16	4100u

Game Notes

Due to the weight and bulk of this type of powered suit and the strain it puts on the inadequate chassis unit, the wearers DEX is reduced by 2 while they have it on.

DN. 01600 'Dancer' Powered Armour

A relatively new type of DN. powered armour now being supplied to many of the companies high profile media stars and Interceptors, the 'Dancer' suits are specifically designed with hand to hand combat in mind and as a result are specially built to enhanced the wearers strength and maneuverability. Using a lightweight armoured shell over a boosted power chassis the suits are extremely fast and maneuverable and have been found to have excellent feedback and motor control, although this comes at the price of a relatively low protection value. Analysis of the design has revealed that much of the technology used in the suits comes from the older, and much clumsier, DN. 01000 and that many of the advances in performance have been achieved by pushing more power through the chassis unit and discarding several features such as an internal life support system in favor of a simpler and lighter filter mask. Running the power system at such extremely high levels does have its drawbacks though and in those example we have been able to acquire it was found that the suits operation life is a mere 2000 hours, over 50% that of the DN. 01000. The chassis units can also be subject to unexpected 'burn-outs' possibly as a result of them being pushed beyond their original design specifications, or a lack of high quality components. DarkNight though obviously see these problems as a fair trade for the suits greatly enhanced strength and improved performance, something sorely lacking in some of their earlier designs. Use of the 01600 Dancer

seems to be on the increase as many DarkNight Agents recognize its obvious advantages and there even seems to have been a certain number of trial 'field conversions' undertaken in an attempt to upgrade existing stocks of older suits to the 01600 specification.

PV	HEAD	TORSO	ARMS	LEGS	COST
9	15	50	40	50	28000u

Game Notes

While wearing the Dancer powered armour the users strength is boosted by +2 by the enhanced chassis unit.

DN. 00989 'Warrior' Infantry Armour

Like the 'Dancer' the new Warrior powered armour suits are an upgraded and modified version of an existing model, apparently in an attempt to avoid the costly research and development needed to produce a totally original design. Based on the chassis unit of the older model 00985, widely used on many of the companies War Worlds, with the development of the Warrior DarkNight have endeavored to produce a more durable infantry suit for issue to both their militray units and their agents on Mort. By increasing the power output of the 00985's chassis unit and adding additional plates of compressed ceramic armour, the resulting suit is superior in both projection value and damage taking ability. The Warrior also comes with a superior feedback and control system as well as improved power management which prevents it from restricting the users movements despite the addition weight of armour it carries, something that seems to plague many of DarkNight's earlier designs such as the 01000. With the improved performance of the suit an enlarged powercell also needs to be fitted and this has the added benefit of increasing the Warriors user life to 4000 hours despite the higher powered demands from its systems. Other additional features include a set of full air filters in the helmet, though to have been prompted by the increased use of biological and chemical weapons on the War Worlds, and a head mounted 150 watt spot light. Although fairly new, the 00989 Warrior is rapidly replacing many of DarkNight's older, low level armour systems and is finding favor with its agents due to the improved protection it gives, allowing them to be more evenly matched with SLA personnel.

PV	HEAD	TORSO	ARMS	LEGS	COST
7	10	20	12	15	9750u

DN. 2020 'Vulcan' Powered Armour

Another step forward in DarkNight's use of powered armour, the Vulcan suits demonstrate a variety of technical advances over earlier models in both maneuverability and protection afforded to the wearer. By streamlining and enhancing the powered chassis they're using, DarkNight seem to have solved many of the problems with mobility found in earlier suits, while the added strength in the skeleton allows the unit to carry more armour than normal. The captured examples of these suits that the testing department have managed to obtain were fitted with air filtration, although seem to lack an internal oxygen supply, after further research we found that the Vulcan's power unit was good for roughly 6000 hours continuous use. This suit seems to indicate that DarkNight are putting a lot of effort into the development of higher level armour and seem to be aiming at production of a unit to rival the SLA Dogeybone or Crackshot. The 2020 Vulcan represents the closest they have come to it yet, although from what we can judge the suits are still undergoing field trials and are only being issued in limited numbers to DarkNight's higher level agents and contract killers. Examples of this armour still remain rare and the testing departments are extremely keen to obtain more samples for evaluation. Any operatives encountering examples of the 2020 should make every attempt to recover them for analysis, preferably as intact as possible.

PV	HEAD	TORSO	ARMS	LEGS	COST
14	25	72	52	60	34000u

DN. 0056 'Vesta' Urban Assault Vehicle

Due to the difficulty of smuggling armoured vehicles onto Mort, DarkNight have instead adopted a policy of adapting easily available SLA civilian models through the use of mass produced add on kits to improve both their armour and performance. Most common of these is the 0056 'Vesta' which can be mounted on most types of civilian car with only slight modification. Firstly most of the non essential body work such as wheel arches and trim is cut away and the doors are welded shut to improve the vehicles structural integrity. The remaining body panels then have light ceramic and laminated carbon fiber plates riveted onto them to boost the cars protection values. To deal with the added weight of the armour the vehicle now carries the cars drive unit also generally needs to be 'tuned up' and have a booster module added to allow it to produce a higher output. All glass is removed for safety reasons and replaced by armoured vision slits and reinforced grills, while if their available all terrain tires will be

fitted to help improve handling and give a limited cross country capacity. Armourment is usually restricted to hand weapons employed by the Vesta's passengers, but in some cases heavier items are mounted. This usually requires the removal of any rear seating and the mounting of a specially designed hatch and turret ring on the vehicles roof. This is designed to accept a range of infantry weapons including Power Reapers, DarkNight machine-guns and a range of other automatic weapons. Crew is four in a standard Vesta and three in an armed version, while power is provided by a standard 5000 hour reactor unit. Although no match for a true armoured vehicle such as a SLA APC, the Vesta UAV provides a cheap, readily available alternative and when employed correct can be surprisingly effective for such things as hit and run raids, drive by shootings and when used against relatively poorly armed Shivers or Monarch officers. Also, worryingly, in recent months there have been reports of Vesta kits being acquired by various gangs and other civilian groups, a situation which SLA is monitoring closely.

Type: Light Assault Vehicle

Max Speed: 200km/hour:32m/phase

Movement:Wheeled - rear wheel drive

Dimensions:3.8 m length, 2m width, 1.9m height

Weight:3 tonnes

Crew:1 driver (1 Gunner on armed variant)

Passengers:3 (2 on armed variant)

Skill:Drive Civilian

Armament: Various

Cost:28,000u

P.V.12, I.D.120

Acceleration Rate:1.5

Turning Circle:4

DN. 00125 'Hagar' Attack Bike

Like the Vesta armoured car, the DN.00125 Attack Bike is a heavily modified version of a commercially available SLA product which has been upgraded using an easy to install add on kit produced by DarkNight. In the case of the Hagar this can be fitted to most types of civilian motorbike and is intended to turn them into fast, low cost, attack vehicles for use by the companies Interceptors and raiding parties on Mort. The main component of the kit is a specially constructed armoured fairing which is welded onto the bikes frame and which helps to provide improved protection for the rider and single passenger. A booster unit is also added to increase the vehicles power to weight ratio and maintain its performance, as are improved suspension units which are needed to prevent the handling being degraded by the additional armour. For their raiding role Hagar's need to be armed and for this reason DarkNight have developed a specially gun module which can

be quickly mounted on the bikes handle bars and which is intended to carry a pair of DN.80 SMGs. These are fed by two large capacity snail drums each of which carries 120 rounds of 10mm ammunition and are fired via servos and a trigger on the left hand grip. Power comes from a 3000 hour reactor and despite the numerous add ons, thanks to its booster, the Hagar is still capable of achieving its original design speed of 280 kilometers per hour. No match for even the lightest of SLA's armoured vehicles, the Hagar's high speed, and its ability to pass through narrow gaps where APCs and other patrol vehicles cannot go make it ideal for certain types of ops in Downtown such as ambushes and hit and run attacks. The vehicles are also easy to hide due to their small size and can even be housed in civilian apartments if needed making them particularly difficult to trace. Since these bikes are also cheap to build and mainly use readily available components it was inevitable that they would also begin to appear in civilian hands and recently their use by gang members has begun to cause problems for SLA's Downtown units. Many also speculated that DarkNight might selling off these conversion kits, without weapons, at a reduced price to help stir up trouble in Downtown and mask their own activities.

Type:Motorcycle

Max Speed: 280km/hour: 44.8m/phase

Movement:Rear wheel chain drive

Dimensions:2.1 m length, .9 m width, .8m height

Weight: .65 tonnes

Crew: 1

Passengers: 1

Skill:Drive Motorcycle

Armament: Twin 10mm DN.80 Sub Machine-guns

Cost:20,000u (8000u without weapons)

P.V.8, I.D.50

Acceleration Rate:2

Turning Circle:1

CAF Body Armour

Yet again CAF equipment on sale to the civilian population of Downtown has turned up in an adapted form. This time the CAF Padquil Flak Vest has been used to manufacture what amounts to a crude form of body armour, which although home built can offer greater protection to the user than the standard vests. Construction of the armour is fairly simple, the flak mesh material from several CAF vests is cut up and then rejoined into a bulky armoured coverall often further reinforced with plates of scrounged ceramic armour. The source of these parts is usually the powered armour suits of dead operatives or Shivers. This unpowered suit has the disadvantage of weighing the wearer down, but after testing we found that it had reasonable

stopping power against standard SLA 10mm ammunition and a lesser degree of protection against other types. The original concept appears to come from DarkNight literature that has been circulated around Downtown and this sort of armour is usually employed by their very lowest level agents or by Gangers. Its bulk and its inability to be easily disguised makes CAF body armour particularly unsuitable for covert work. Cost of these suits on the black market can vary reflecting availability and variable quality of manufacture.

PV	HEAD	TORSO	ARMS	LEGS	COST
4	-	12	7	9	1200u
WEIGHT:8.5kg					

Game Notes

Due to the weight and bulk of this type of unpowered suit the wears DEX is reduced by 2 while they have it on. The weight of the armour will also be a factor in their load carrying ability.

YX 'Crusher' Powered Armour

Rather than being a specifically produced kit like the Burner series of armour, the YX Crusher Powered Armour type appears to have resulted from an attempt by a, as yet unknown, soft company to disposing of surplus powered armour chassis units by dumping them on Mort's black market. These have been quickly snapped up by various groups who are now converting them into fully function suits by adding their own scrounge electronics, armour and control systems in a similar way to the Burner concept. The Crusher chassis has obvious appeal due to its ability to carry a significant weight of armour and even allows a limited degree of strength argumentation if the design specification is not exceeded, it is also capable of operating for up to 5000 hours without recharging and has enough surplus power to run various sub systems such as lights and air filtration.. At first SLA's researchers were puzzled by the fact that such, apparently advanced, components were being sold for such low prices, but since acquiring several examples for testing the reason has quickly become clear. After several hours of continuous use the chassis units begin to display numerous problems which can be directly traced to defects in the construction materials used generally resulting in fractures and loss of structural integrity. Presumably these faults were not discovered till after the first production runs of the chassis and as soon as they were the company simply dumped them on the black market where they were quickly snapped up by the gullible who never thought to question the lowness of the price. Despite these obvious faults, operatives encountering Crusher units should be wary as when

fully functional they can protect the user from a variety of small arms fire and if built correctly can pose a significant threat. For ease of identification the YX Crusher has been broken down into to sub-classifications which donate how much armour has been fitted to the chassis unit. The first of these is known as the Standard and we estimate it carries roughly the same weight of armour the chassis was intended for and so permits limited strength argumentation. The other main type is known as the Super Crusher and in the same way as the various Burner units has had excessive amount of armour fitted or the user has utilized those of an inappropriate type. This results in the suit offering much better protection, but with the loss of its enhanced strength, although due to the use of a more advanced chassis system this does not seem to limit the suits maneuverability.

YX Crusher - Standard

PV	HEAD	TORSO	ARMS	LEGS	COST
7	12	25	15	18	6200u

Game Notes

While wearing the Crusher powered armour the users strength is boosted by +1.

YX Super Crusher

PV	HEAD	TORSO	ARMS	LEGS	COST
10	22	60	45	50	12000u

Game Notes

Due to the manufacturing faults present in the Crushers chassis units they have a high probability of malfunctioning when the suits are under load i.e., when the wearer is running, jumping, fighting etc. During each book keeping phase of combat involving one of these suits a roll must be made to determine if a fault occurs. This involves making a percentile roll using 2 D10 dice and consulting the table below to check the result.

Roll

1 - 60
61 - 70

71 - 80

81 - 90

91 - 95

96-100

Result

Suit functions correctly
Minor fracture in chassis
-2 to all DEX rolls
Malfunction in arm joint,
limb seizes up - 2 to all
Dex Rolls Involving it
Malfunction in leg joint,
limb seizes up - 2 to all
Dex Rolls Involving it
Spine unit fractures - 6
to all DEX rolls
Total system failure, suit
locks solid preventing
any kind of movement

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DN. Modular Light Machine Gun	67	GA 4077 Armoured Ambulance	37
DN. Vibro Sword	68	GA 45 Cutthroat 10mm SMG	4
DN.-004 Proximity Mine	66	GA 60 Longslide 10mm Pistol	4
DN.-101 Pump Action Shotgun	67	GA 66 Slammer 10mm SMG	5
DN.-178 12mm Sniper Rifle	68	GA 79 Rapier 10mm Carbine	6
DN.-44 CAF Pepper Pot	65	GA AMX 300 ARV	40
DN.-778P Gas Mask	69	GA AZ-27 Light Assault Boat	41
DN.-944 Crossbow	66	GA EEX-3 Scout Car	38
DPB Heat Saber	31	GA KM1911 12mm Pistol	5
DPB Vibro Battle Axe	31	GA M3A100 Half Track	39
DPB Vibro Katana	31	GA Powered Holster	44
DPB Vibro Wakizashi	32	GA Prisoner Restraints	44
Electro Combat Saw	72	GA RAM V-12 LAT	37
		GA SD-75 'Striker'	7
		GA Specialist Shotgun Ammunition	55
		GA TR-1100 'Blackshadow'	39
		GA UH-606 Redhawk AAH	41

GA Vehicle Smoke Dischargers	45		
GA Vehicle Winch	44	Remote Detonation Unit-	53
GA XM30 FAV	40	RX-4 'Burner' Powered Armour	75
GA-077 'Atlantis' Orbital Shuttle	42		
GA-201 'Sledgehammer' 10g Auto Shotgun	6	Scavenger 10mm 'Wrecker' Assault Gun	74
GA-27 Riot Shield	60	SLA Advanced Disguise Kit	50
GA-38 Heavy Riot Shield	60	SLA Armour Life Support System	58
GAK 'Slasher' Knife Pistol	16	SLA Basic Disguise Kit	50
GAK 091 Assault Rifle	17	SLA Com Booster	51
GAK 12mm SAW	18	SLA Cutting Equipment	49
GAK 8mm Target Pistol	17	SLA D-57 Coverall	59
GASH Spike Taser	28	SLA Duel Feed Ammo Bins	49
		SLA Extended Range Com	50
HV Nail Gun	74	SLA Fire Extinguisher	44
		SLA Flare Pistol	57
ITB Anti Armour Limpet	30	SLA Forensics Kit	54
		SLA Interrogation Kit	48
KK-101 Riot Gas Launcher	15	SLA K-60 Field Rations	57
KK-11 12mm Derringer	14	SLA Magazine Adapters	49
KK45 'Rend' 12mm Rifle	15	SLA Multi Bond Patches	56
KK-79 'Skorp' 12mm SMG	15	SLA Personal Homer Unit	48
KPS 105mm Claymore Gun	27	SLA Rain Purification Unit	47
KPS 776 Under Barrel Shotgun	26	SLA Security Case	52
KPS 88 CAWS	25	SLA SMG Ammunition Bins	49
KPS 907 STRONT Auto Cannon	26	SLA Squad Commander Com Set	51
KPS 99 HCAWS	25	SLA Survival Kit	47
		SLA Vehicle Homer Unit	48
MAC Flick Vibro	30	SLA Vehicle Riot Lights	48
MAC Puma Short Sword	30	SLA Vehicle Spot Light	47
MAL 12.7mm Under Barrel	22	SLA Weapons Carry Cases	52
MAL 282 CAS 12.7mm	21	SLA YA-314 Cargo Truck	33
MAL 344 DRAX Armour	64	SLA-003 Cargo Transporter	34
MAL 559 HEAP Flechette Gun	23	Solvent Bomb	73
MAL 920 VECTOR	63	SP Electro Mag Crossbow	24
MAL 930 THOR	63	SP HEAP Micro Disc Launcher	24
MAL Flak Vest	62	Spike Cannon	71
MAL G-507 Bodysuit	63	Striker Bike Helmet	58
MAL T-32 'Fritz' Helmet	63	Striker II Motorbike Armour	58
MAL T70 Incinerator	22		
MAL Viper 7000 Anti Armour Rifle	23	Third Eye Audio Bug	52
MJL Power Mace	31	Third Eye B78 Spy Cam	51
MJL Razor Whip	30	Third Eye Drone Camera	51
Monarch Patrol Unit	33	Third Eye DX-50 Shotgun Mike	51
		Third Eye Hacker Deck	48
PP AR-62 Armour Repair Kit	59	Third Eye News Transport	34
PP-076 'Armstrong' Environment Suit	62	Third Eye Video Editor	52
PP-120 ARMSCOR	61	Timer Pencil-	53
PP-210 VANCE Armour	61	Track Optics Long Range Scanner	56
PP-45 KELT Armour	61	Track Optics Mini Tracker	56
PP-470 RAVER Armour	61		
PP-570 TRIAD Armour	61	YX 'Crusher' Powered Armour	78
PP-650 INTERLOCK Armour	62		