



NEW EQUIPMENT.

Tac-Com Military Grade Headset Communicator:

Description:

The Tac-com headset is a simple flexible, and resistant headset which fits over the wearers head, with the earpiece sitting conveniently inside the wearers ear, and the microphone resting just in front of the wearers mouth. The Tac-com is a flexible and constructed of durable metal and hard plastics which make it hardy for rigorous in the field missions.

The Tac-com was designed by the military for use in operatives from all kinds of backgrounds, from planetary police forces, security forces, and militaries. It has also in recent years found popularity with the Media and scientific communities. It is designed with an integral encryption system to allow coded transmissions.

Emperor Mezenbone has seen them put into service as part of the standard outfit for reconnaissance, and militia troops, as well as providing them to Vassal domains in the outlands to provide to their own troops.

Weight: 1 lb

Cost: 600 cr

Notes:

The Tac-com has a 10 mile radio transmission/receiver range. It's signal can be boosted further if sent through a satellite network or orbital ship and the like. The Tac-coms encrypted signals are DC 25 to decrypt using the Cryptography skill.

One secret of the tac-com that has recently been discovered is that it can be fitted with a micro explosive in the powerpack and decryption device that fits around there, which can them be remotely detonated by a signal, this cause the Tac-com to explode doing 4d10 (Ref DC14 save for half) fire damage to all within 5ft of the wearer. Obviously by doing so the wearer is almost certainly terminated as they are not allowed the Reflex save.



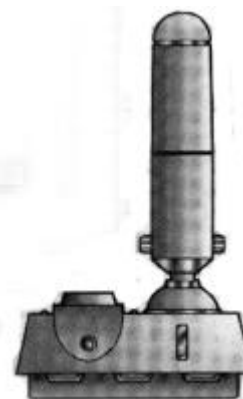
IMP X-3 Sonics and Holographic Projection System:

Description:

The IMP X-3 is an Imperial design intended for use by covert and special forces. The whole thing requires two heavy cells to power, and fully charged can work continuously for 72 hours, and comes with twenty golf ball sized emitters. The "Imp" as it is referred too after the malicious deceitful demons of the same name is designed to confuse and disorient enemies and drive them in predetermined directions towards planned ambushes.

Notes:

It does this as follows, when first placed, usually somewhere out of sight and switched on the IMP which is designed to run on almost entirely shielded low frequency energy (extra +5 to the DC to detect the IMP when powered up), first fires by means of a powerful gas compression system the twenty golf ball sized emitters high into the air, these in the course





of this expulsion fall back to earth in a random scattered pattern out to about a mile from the IMP itself. Each of these tiny emitters is able to transmit pre-programmed sounds which can be heard upto 20 m away from themselves. The sounds and images (see below) transmitted are included an a Datachip which is placed into the IMP's main component, these chips are typically sold with of a specified type i.e "Ridgean Predators", "Sights & Sounds of Life", or "Military". The purpose of these sounds is to make anyone who passes within range to believe they are being pursued or stalked or have stumbled across greater numbers than in fact there are. **(GM's note:** a Listen DC 25 modified by conditions can be made to hear a slightly metallic artifical quality about the sounds).

The IMP's main component, is also capable of projecting life-like Holographic images suitable to the sounds anywhere upto 100 m away in a 360 degreee arc. It can project anything from the appearance of people moving behind fallen logs, to a huge native predator chasing after you, but any further away than 100 m and the image becomes unstable and vanishes. **(GM's note:** a Will save DC 25 modified by conditions, lighting and proximity can be made to realise the image seen is false).

Finally to prevent tampering the IMP is included with a built-in booby trap, should anyone who does not know the 8 digit code tamper with the controls or attempt to remove the devices coverings it explodes doing 6d10 (Ref save DC16 for Half damage) to all within 10 m of the device. **(GM's note:** anyone with Use Device can make a DC30 Used Device role to try to crack the code, however failure means the device explodes with them next to it and they receive no save being far to close to find effective cover from the explosion).

Weight: 35 lb (emitters are negligible)

Cost: 40-50,000 cr (Subject to Availability)

PADD Personal Automised Data Device:

Description:

The PADD is a hand held portable electronic device, common on the Throne worlds and available on any other world with a global infonet. It is everything from a calendar, diary, timepiece, address book, scheduler and so forth. It provides access to the Infonet for purposes of research (+2 circumstance bonus) and electronic mail. It comes with touch screen capability, and an attached pen "touch" stik which slides into a side holder, which can be used for making signatures on the screen or drawing/writing by hand. Images on the screen are magnified reduced, scrolled around etc.. by simple buttons at either side of the screen, while the functions of the PADD are visible as option buttons at the top and bottom of the screen. The PADD also has the capacity to function as a credit chip tied directly to his banking service electronically, thus allowing the owner to make purchases and transactions via the PADD. To make a purchase the PADD is placed onto a reader and it verifies the owner details, the owner then places their thumb on the screen and the thumbprint is verified by that on file at the bank and providing there is a match, the funds for the purchase are deducted from the owners account and the transaction is complete. PADDs also have a small built in speaker which can be used to take voicemails, or receive other audio media.



Notes:

A subscription fee of 20cr per month is required for the infonet access.

Weight: 2 lb

Cost: 500 cr (Subject to Availability)





Espionage Kit:

Description:

The Espionage kit, contains everything a prospective wannabe Agent could ever need, all contained with a blast proof duralloy briefcase, with a decent (DC25) thumbprint lock. The case is also lined with a thin layer of lead to prevent X-rays from revealing its contents.



To find out exactly what is contained in the kit, see below.

Notes:

The Espionage kit contains the following items:-

1. Pliers, screwdriver, small socket wrench with variable heads, wire cutters, soldering iron, and reel of solder (+2 to appropriate Craft roll)
 2. Energy sensor (placed on any surface can detect the energy emissions of all electrical devices, and security systems etc within 12 inches of where it is placed).
 3. Vial of Acid (capable of eating through upto 6 inches of steel).
 4. MW Lockpicking tool (+2 bonus to low tech lockpicking).
 5. Electronic Skeleton Key (small device placed over electronic locks that makes an opposed lockpicking vs lock Dc rolls on it's own, the device functions as if it had 10 ranks in lockpicking and no dex).
 6. 10 Small Tracer bugs (DC 25 to Spot, and can be tracked remotely upto 10km away).
 7. Remote Tracker (for tracking distance and direction of Tracer bugs upto 10km).
 8. 2 pound of Det-Ex Plastique Explosive (Does 4d10 damage Ref save DC14 for half to all within 10 m for each pound of explosives)
 9. 2 Remote/Timer Detonators (Along with transmitter for remote or timed detonation)
 10. Micro Camera (has enough film for 20shots, it is about the size of a zippo lighter)
 11. Emergency Signal Transponder (built into inside of case)
 12. Mini Handheld Scanner (for copying documents, it is tied to a datachip slot in the case, which copies any document scanned and saves it to the datachip encrypted (DC25).
 13. Hidden compartment (used for smuggling items of upto 3 inches by 3 inches and to a depth of 1 inch in size)
 14. Laser Scalpel (does 1d6 damage, can cut through most materials, has 2 shots, 5ft range)
- The electronic components of the Kit are powered by a minicell, which works for 24 hours continuously, longer if used only occasionally.

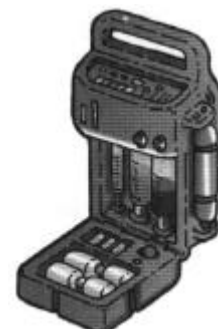
Weight: 8 lb

Cost: 5000 cr (Subject to Availability)

Imperial Trauma Kit:

Description:

The Imperial Trauma kit, is a small fold away carry case, which contains upto eight variable vials of drugs and medications which can be of use to anyone in the field, along with a small hypo spray that the drug vials clip into. The case is tough and durable and is durable enough to take most forms of normal wear and tear without posing any risk at all to the drugs contained within. These are typically carried by one in every five standard troopers in the Imperial army, who is usually





the designated medic, and the drugs are only typically used when the situation is beyond the scope of a Medkit. Of course the kinds of drugs contained within the trauma kit tend to vary with availability and nature of the mission the medic is on, typically however the trauma kit holds 4 vials of Stim I, 1 vial of Stim II, 1 vial of Stim III, 1 vial of Rage, and 1 vial of Acuity (see below for Drugs effects).

Weight: 4 lb

Cost: 200 cr (Empty), 2500cr (with standard Drugs included)

Drugs:-

The most commonly encountered drugs are listed below.

Stim I(50cr): Stim 1 effectively heals 1d8+4 points of damage, it does not cure poison, remove disease, reattach severed limbs, regrows organs, or bring the dead back to life.

Stim II(300cr): Stim II effectively heals 2d8+6 points of damage, it does not cure poison, remove disease, reattach severed limbs, regrows organs, or bring the dead back to life.

Stim III(750cr): Stim III effectively heals 4d8+10 points of damage, it does not cure poison, remove disease, reattach severed limbs, regrows organs, or bring the dead back to life.

Hype(300cr): Hype increases the recipients Dexterity by 1d4+1 points for 7 hours.

Boost(300cr): Boost increases the recipients Constitution by 1d4+1 points for 7 hours.

IQ(300cr): IQ increases the recipients Intelligence by 1d4+1 points for 7 hours.

Mega Steroid(300cr): Mega Steroid increases the recipients Strength by 1d4+1 points for 7 hours.

Rage(900cr): Rage increases aggression and combat reflexes which grant the recipient a +2 competence bonus to attacks, saves and initiative for 1 hour.

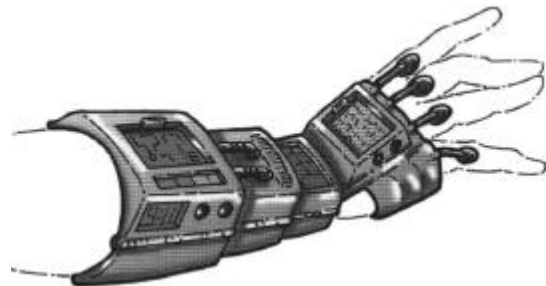
Acuity(150cr): Acuity when applied will add +5 to the recipients Listen and Spot for the next 4 hours.

Anaesthetic(500cr): Anaesthetic removes dulls the sensation of pain as such while in effect the character does not die upon reaching -10 hit points, they instead do not die until reaching -30. The anaesthetic lasts for 1 hour, and if the characters hit points are not returned to less than -10 before the anaesthetic wears off then they die. Note: a character who takes anaesthetic must make a fortitude save (DC16) upon taking the drug or they fall into a deep sleep for the duration.

Medical diagnostic Gauntlet:

Description:

The Medical Diagnostic gauntlet fits over the hand and forearm of the wearer. The gauntlet is filled with powerful diagnostic and sensory medical equipment, once on the medic passes their hand over the wounded individual, concentrating on the wounded areas, and the gauntlets sensors scan the target as it goes analysing them and comparing their symptoms and the information it scans with information in the built in medical database, and then once scanned displays the nature of the problem as well as suggested course of action to take.



The gauntlet is powered by a standard minicell, which provides power for 48 hours continuous use.





Notes:

The Medical Diagnostic Gauntlet, first off may only, be used by skilled individuals. (i.e those with at least 4 ranks in Heal. Providing they meet this criteria the gauntlet provides a +5 competence bonus to all heal rolls. In addition if a poison or disease is identified it will also inform the medic what it is, what causes it and the likely symptoms, onset time and so forth, in addition to providing information on treatment.

Additionally if the medic can reach someone within 3 rounds of them dying the gauntlet is able to produce an electrical charge to defibrillate them, the dying person makes a Fortitude save Dc 18+1 per point of damage below -10, if successful the person is allowed to make a stabilisation check every round to prevent from passing away again. This buys the medic a little time to raise their hit points. To a safe non life threatening level. If a stabilisation roll is failed during this time the person dies once more. Of course the medic can attempt to defibrillate them again but the gauntlet only has enough power for 3 charges in this way.

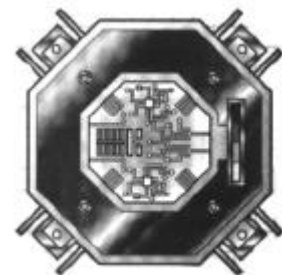
Weight: 3 lb

Cost: 18,000 cr

“Thrall” Microchip (Implant):

Description:

The *“Thrall”* Microchip implant, is part of a secret imperial design, when implanted at the base of a victims brain stem, it latches to the nervous system and begins manipulating the target through small electrical charges. The overall effect being that within a very short time the target is totally under the control of the chip. Each chip can be programmed to have the victim obey a certain set of conditions, be it from performing a single task, to obeying a specific individuals commands without question. People under the sway of a Thrall chip have no memory of their actions, while under it's direction, the victims appear and act totally normally but have no free will, the only indicator being a seeming lack of real emotion and occasional uncharacteristic behaviour.



Notes:

To Implant the chip requires a Profession (Surgery) roll DC25 and does 1d3 damage to the target, once implanted the victim is forced to make Will saves over the following days (DC 10 increasing +1 per additional day), once a will save is failed the victim is then fully under the control of the chip. Leading up to this time the victim is totally unawares of what is happening, but experiences uncharacteristic urges, emotional outbursts and painful migraines as they subconsciously fight its effects. A Thrall chip can be removed once implanted but it is difficult to do (DC26) Profession (Surgery) roll, failure causes permanent brain damage (1d6 permanent INT loss) regardless of success or failure the operation to remove the chip causes 2d10 damage and 1d4 Temporary Dexterity loss (as the victims nervous system recovers).

GM's note: A Thrall chip is a great story device, with the PC's discovering that the people they fight are actually under external influence, thus providing a moral conflict for them, should they ignore the fact or not and so forth... Ideally Thrall chips should not be used on PC's as situations where total loss of control of a character for a player should be avoided, so think carefully before using them in this way.

Weight: -

Cost: N/A





AUTOINJECTORS:

Description:

Autoinjectors comprise of a special hypo-injection system affixed to an armband, which is worn around the upper arm. The autoinjector is linked to a Bio-monitor which is worn around the thigh next to the skin, this monitors heart rate, blood pressure, temperature and so forth. When the wearer meets certain fixed criteria or manually activates the autoinjector, then whatever drugs are inside are automatically injected into the recipient.

NO PICTURE
AVAILABLE

Notes:

The Autoinjector has space for two vials of any drug available to the wearer. The Bio monitor is programmed to activate the autoinjector on set conditions such as when the wearer is knocked unconscious, or health falls to dangerous levels (5hp or below), or when angered (measures endorphin and adrenal release to determine this state).

Weight: 1lb

Cost: 1500cr (does not includes drugs)

