

The Armory

A continuing enterprise among adventurers is seeking out new weapons to help them in their quests.

Weapons are found in a wide variety of locations: gun shops, military surplus auctions, factories, even abandoned bases and old battlefields.

ACQUIRING WEAPONS

Weapons are acquired in the course of adventures. While the simplest course of action would seem to be simply buying specific items,

Weapons Shops. The simplest and easiest source of weapons is a Weapons Shop. Regrettably, its selection is usually restricted to Pistols and Rifles.

The Armory. Each military unit maintains an armory in which its weapons are securely stored. An Armory has weapons suitable to the military unit's mission.

Caches. Weapons are occasionally stored in clandestine caches, in reserve for future use, or to avoid capture by enemy forces. Caches are fortuitously discovered or encountered by explorers.

Property Disposal Yards. Excess weapons are sent to property disposal yards for recycling. Useful weapons can sometimes be purchased as surplus.

The Factory. Weapons are often produced in quantity at local manufacturing facilities.

Mustering Out Benefits. Some characters acquire one or more weapons when they Muster Out.

TYPICAL WEAPONS AVAILABILITY

Weapons Shop	10 different Rifle
	10 different Pistol
	3 different Shotgun
Armory	10 identical Rifle
	5 identical Pistol
	2 different Guns
	2 different Projectors
	1 Launcher
Cache	10 identical Rifles
	5 identical Pistols
	2 different Remote Weapons
	1 Designator
Property Disposal	1 Launcher
	10 different Obsolete Weapons
	5 different Prototype Weapons
	2 different Experimental Weapons
Factory	5 random weapons
	4 different examples of a Weapon (all are As Issued)
Network Search	3 different examples of a Weapon (all are Used)
Muster Out	1 Player-Crafted Weapon

FOR EXAMPLE

Eneri Dinsha, with his friends, are looking for some firepower for their 5-person crew.

Astrogator Aia Resteff is an ex-Marine and takes them to the Star Marine Property Disposal Yard, where she talks her way in. Browsing in the ordnance area, they find several weapons in crates. The Referee creates some weapons for them. He rolls:

Category 1D = 3. Pistols.		
Type 1D = 6 Revolvers.	Re	TL 5
Descriptor 1D = 5 (blank)		TL 0
Burden 2D = 8 Magnum	M	TL 1
Stage 2D = 8 Modified.	Mod	TL 2
	ModMRe	8

"Here's a crate of ModMRe-8's. Wow. This is the Imperial model with the dark satin finish!"

Category 1D = 2. Guns.		
Type 1D = 1 Gun.	G	TL 6
Descriptor 1D = 5 Gauss.	G	TL 7
Burden 2D = 4 Disposable.	D	TL 3
Stage 2D = 3 Prototype	P	TL -1
	PDGG	15

"Look at this! PDGG-15, Prototype Disposable Gauss Guns-15. I've never even heard of these before.

Category 1D = Projectors		
Type 1D = Projector	Pj	TL 7
Descriptor 2D = 10 Psionic Amp	Psi	TL 4
Burden 2D = 5 Heavy	H	TL 0
Stage 2D = 6 (blank)		TL 0
	HPsiPj	11

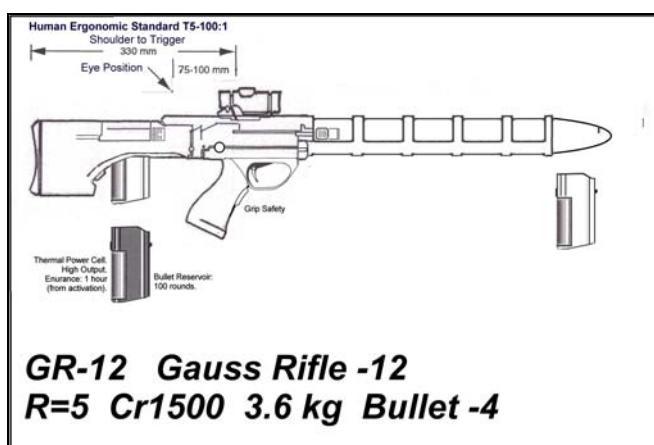
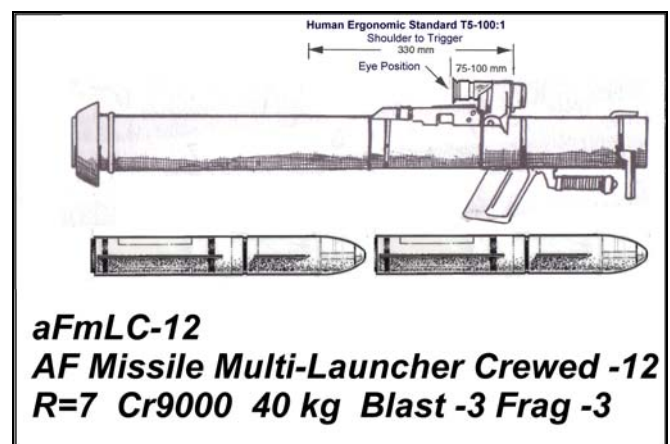
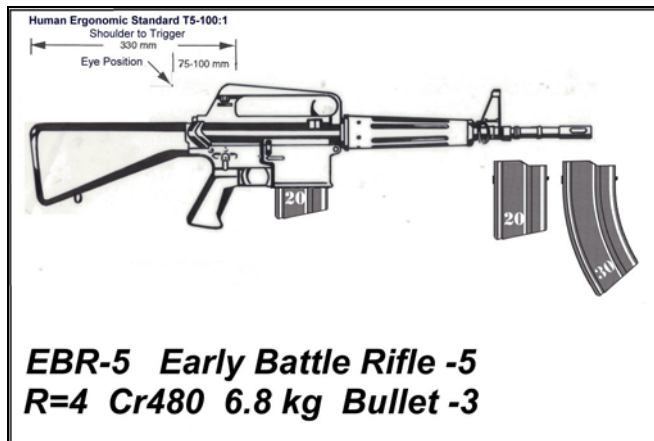
"Aren't these illegal? HPsiPj-11, Heavy Psionic Amplifier Projector-11. This makes my skin crawl. Ugh!"

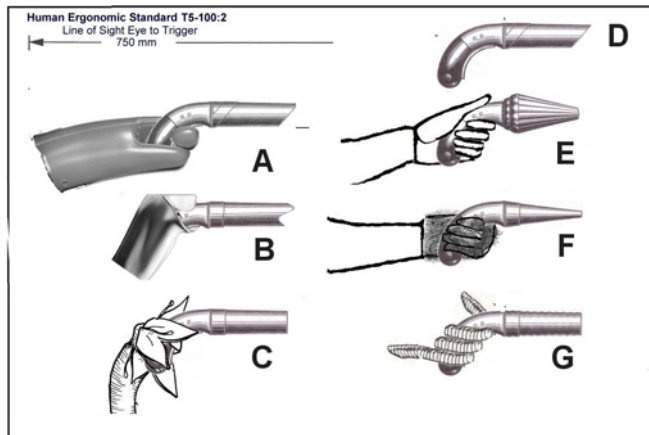
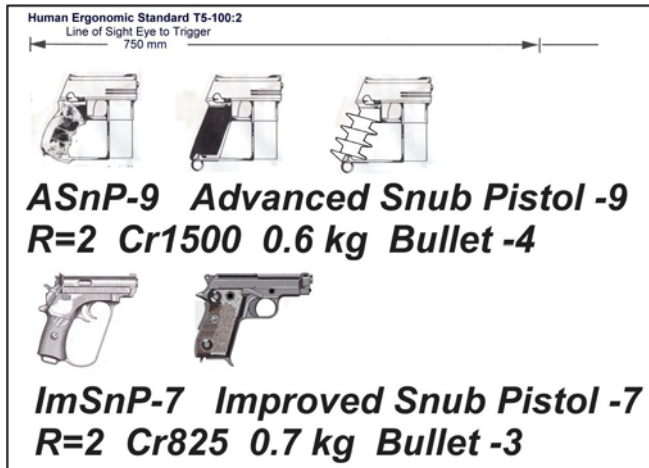
"No, look, the manual is in Zhodani. These look like battlefield captures, and then they were sent here. How far is a gdasht? About a kilometer? These babies can reach reach us in orbit! No, that can't be right. That's a gdint. OK. Now I see. They can only reach to the horizon."

Category 1D = 1 Guns.		
Type 1D = 2 Gun.	G	TL 6
Descriptor 2D = 6 Plasma	P	TL 6
Burden 2D = 7 (blank)		TL 0
Stage 2D = 6 (blank)		TL 0
	PG	12

(referee looks further, knowing that Plasma Guns need a portability code = MP).

What's in here? Plasma Gun Man Portable-12. These are still new in the crate. See if there are any BattleDress crates. How are we going to get all of this stuff back to the ship?





An Assortment of Projacs. A. LtEmpPj-10 Light EMP Projector -10 R=2 (held by Gripper). B. LtPsiPj-13 Light Psi Amp Projector -13 R=4 (held by Socket). C. LtSPj-12 Light Stench Projector -12 R=1 (held by Hiver Grasper). D. LtPPj-9 Light Poison Gas Projector -9 R=3 (showing universal grip with grab-trigger). E. LtShPj-9 Light Shock Projector -9 R=1 (held by Hand). F. LtRPj-10 Light Rad Projector -10 R=3 (held by Paw). G. AltLtSPj-13 Alternate Light Stench Projector -13 R=2 (held by Tentacle).