

# Equipment Appendix

## Introduction

Equipment comes in various forms and from various sources. Some “mundane” items are free to use, and even free to acquire. Others require certain skills to use or are more advanced. These types of equipment must be purchased in game.

Items can be purchased in between events or via the Black Market during time in. Costs through the Black Market may differ from the costs stated here, depending on a number of factors.

## Ammunition and Crafting

All devices and instruments used in game are crafted using the Aetheric Compiler. This machine transforms alien and earth bound resources into all manner of devices and weaponry. As well as the rarer materials used during the crafting process, the Aetheric Compiler also requires more mundane materials that take the form of spent ammunition and other sources of scrap.

TRIAC sourced ammunition is reusable, due to the high quality of the rounds and is represented by blue darts. Ammunition from any other source (represented by yellow darts) cannot be reused but can be handed in to the crafting team to fuel the Compiler and provide a discount on charging costs for the provider of the material. At the beginning of the expedition, RHI will set the premiums that will be paid for the recycling service and how much of a discount this will provide.

## Guns

There are three types of powered gun in game; Gauss, Aether and Martian. Gauss guns are any Nerf®-style dart blaster that must be manually cocked between shots. Aether and Martian guns are any Nerf®-style dart blasters that have any form of rapid-fire function. Only standard and elite darts should be used, MEGA darts are considered to be Martian technology and, as such, not available at the start of the game. **These weapons do not need to be charged at the Aetheric Compiler.**

All Gauss, Aether and Martian weapons and instruments *that have an in game call* need to be powered to function. This is achieved by charging the internal battery at the Aetheric Compiler which costs Warbonds or specific resources for 6, 12 or 48 hour charge periods. Prices for charging weapons and instrument will be posted by TRIAC at the beginning of the event and will vary based on the economic climate and world events.

Any item bought with Warbonds (apart from implants) will come with an appropriate charge included.

## Free Equipment (any number of the below items can be taken without charge)

Item	Cost	Restrictions or effects
<b>Flintlock pistols</b>	Free	Only ever does 1 point of damage no calls available
<b>Flintlock Rifles</b>	Free	Only ever does 1 point of damage no calls available
<b>Mundane Melee Weapons</b>	Free	Only ever does 1 point of damage no calls available
<b>First Aid Supplies/Bandages</b>	Free	
<b>Bows/Crossbows/Thrown Weapons</b>	Free	Only ever does 1 point of damage no calls available

## General Equipment

Item	Cost	Restrictions or effects
<b>Ammunition (8 shots)</b>	100 Warbonds	
<b>Recharge (6 Hours)</b>	200 Warbonds	Chit issued for TRIAC recharge
<b>Recharge (12 Hours)</b>	300 Warbonds	Chit issued for TRIAC recharge
<b>Recharge (48 Hours)</b>	500 Warbonds	Chit issued for TRIAC recharge
<b>Suit of Light Armour</b>	200 Warbonds	Armour 1
<b>Suit of Heavy Armour</b>	300 Warbonds	Armour 2

## Concoction &amp; Crafting supplies

Item	Cost	Restrictions or effects
<b>Registered Blank Crafting Blueprint</b>	150	Requires Research
<b>Neutral Pharmacological suspension</b>	150 for three	Requires Pharmacy. Required to make concoctions
<b>1x Bag of 5 Ingredients (Mix)</b>	300 Warbonds	Ingredients for crafting concoctions
<b>1 x Random Common Earth Element</b>	150 Warbonds	
<b>1 x Random Uncommon Earth Element</b>	300 Warbonds	
<b>1 x Random Common Martian Element</b>	200 Warbonds	
<b>1 x Random Uncommon Martian Element</b>	400 Warbonds	
<b>1 dose <i>Veriditas sanguinalis</i></b>	150 Warbonds	1 use. stops patient bleeding
<b>1 dose <i>Aetheric repair Gel</i></b>	200 Warbonds	1 use. repairs amour to full
<b>1 dose <i>Veriditas Medicus</i></b>	250 Warbonds	1 use. Heals patient to 1 hit
<b>1 dose <i>Ferro Corpus</i></b>	300 Warbonds	1 use. Infers the general skill <i>Wherewithal level 1</i> for one encounter or 15 minutes
<b>1 dose <i>Ferro Voluntas</i></b>	350 Warbonds	1 use. Infers the general skill <i>Stiff Upper Lip</i> for one encounter or 15 minutes

### Tool kits

Item	Cost	Restrictions
<b>Armour Repair Kit</b>	300 Warbonds	Required to repair armour
<b>Basic Medical Kit (Alien/Human)</b>	300 Warbonds	Required for Doctor or Xenology 1
<b>Basic Medical Kit Upgrade</b>	+50 Warbonds	Allows both Doctor and Xenology 1
<b>Advanced Medical Kit (Alien/Human)</b>	600 Warbonds	Required for Doctor or Xenology 2
<b>Advanced Medical Kit Upgrade</b>	+100 Warbonds	Allows both Doctor and Xenology 2
<b>Basic Interrogation Kit</b>	300 Warbonds	Reduces Interrogation by 1 minute
<b>Advanced Interrogation Kit</b>	600 Warbonds	Reduces Interrogation by 2 minutes
<b>Trap Kit</b>	300 Warbonds	Required for Gamekeeper skill and Investigate 1
<b>Basic Locksmiths Kit</b>	300 Warbonds	Required for Investigate 1
<b>Advanced Locksmiths Kit</b>	600 Warbonds	Required for Investigate 1
<b>Forgery Kit</b>	300 Warbonds	Required for Intelligence 2

Note: Some classes need relevant tool kits to be able to use certain skills. Attempting to use a skill without the right tool kit may result in immediate failure or worse...

### Gauss Technology

Item	Cost	Restrictions
<b>Gauss Gun</b>	500 Warbonds	Requires Combat 1 (Guns)
<b>Basic Gauss Instrument</b>	200+ Warbonds	Subject to Availability
<b>Complex Gauss Instrument</b>	500+ Warbonds	Subject to Availability
<b>Item cost to buy as implant</b>	+200 Warbonds	Must Be Resonant Class

### Aether Technology

Item	Cost	Restrictions
<b>Aether Gun</b>	750 Warbonds	Requires Combat 2 (Guns)
<b>Basic Aether Melee Weapon</b>	750+ Warbonds	Requires Combat 2 (Melee) Subject to Availability
<b>Complex Aether Weapon</b>	1300+ Warbonds	Requires Combat 2 (Melee/Guns) Subject to Availability
<b>Basic Aether Instrument</b>	400+ Warbonds	Subject to Availability
<b>Complex Aether Instrument</b>	800+ Warbonds	Subject to Availability
<b>Item cost to buy as implant</b>	+300 Warbonds	Must Be Resonant Class

## Martian Technology

Item	Cost	Restrictions
<b>Complex Martian Weapon</b>	Price on Request	Requires Combat 3 (Melee/Guns) Subject to Availability
<b>Complex Martian Instrument</b>	Price on Request	Subject to Availability
<b>Item cost to buy as implant</b>	+500 Warbonds	Must Be Resonant Class

## Implants

The new science of Aether engineering has allowed the Boffins of the new nations to create a specific form of technology that is usable by Resonant class characters. These characters are able to manipulate Aether energy by force of will to recharge or activate devices. They are also able to attach devices directly to their bodies that they can manipulate by using this power.

Any implant bought at Character Generation is considered to be already implanted unless the player decides otherwise. The device is charged with the inherent power that exists within the resonant and as such does not need a battery cannot be charged by the Aetheric Compiler.

Implants can be designed to have any powers or effects that a normal device could have within the restrictions of that form of technology. Firearms may also be implanted but can only be mounted on arm locations and are, as with any implant attached to the player, unable to be removed without surgery. Please bear this in mind when designing such an implant. All firearm implants must be submitted for checking with all other projectile weapons.

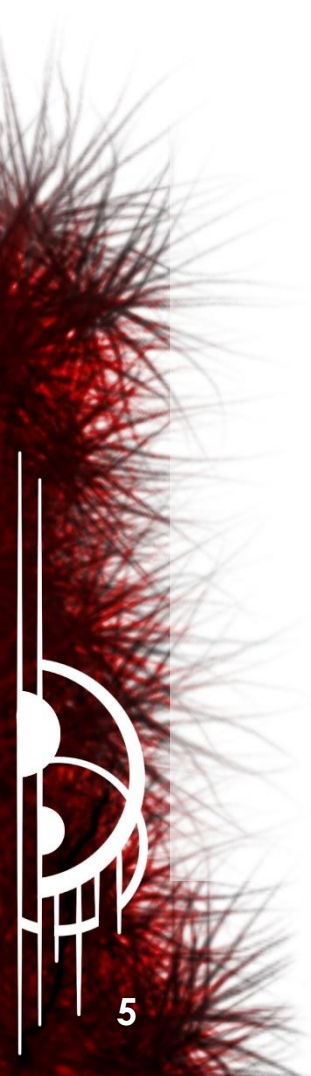
Resonants may only have a number of implants mounted equal to the number of slots they have from the implants skill tree. You may only have one implant per arm, one on the head and up to two on the torso. Implants can only be grafted or removed by a Practitioner with Level 2 of an appropriate surgical skill (Doctor or Xenology).

## Technology

The table below can act as a guide as to the types of technology that can be purchased and the associated effects. This list is not exhaustive as there are a number of other effects that can be achieved through various types of technology. If the kind of effect you are seeking is not included in the table, speak to a Ref to see what other options may be available to you.

Effect	Tech. Types	Tech. Level	Implantable
<b>Disarm</b>	Gauss	Basic	Yes
<b>Knockback</b>	Gauss	Basic	Yes
<b>Fear</b>	Gauss	Basic	Yes
<b>Command</b>	Gauss	Basic	Yes
<b>Stun</b>	Gauss	Basic	Yes
<b>Obey</b>	Gauss	Complex	Yes
<b>Sleep</b>	Gauss	Complex	Yes
<b>Confusion</b>	Gauss	Complex	Yes
<b>Magnetise</b>	Gauss	Complex	Yes
<b>Strikedown</b>	Gauss	Complex	Yes
<b>Charm</b>	Aether	Basic	Yes

Effect	Tech. Types	Tech. Level	Implantable
<b>Terror</b>	Aether	Complex	Yes
<b>Shatter</b>	Aether	Complex	Yes
<b>Paralyse</b>	Aether	Complex	Yes
<b>Aether Ray</b>	Aether	Complex	No
<b>Disarm Melee</b>	Aether	Basic	Yes
<b>Strikedown Melee</b>	Aether	Basic	Yes
<b>Stun Melee</b>	Aether	Basic	Yes
<b>Magnetise Melee</b>	Aether	Complex	Yes
<b>Through Melee</b>	Aether	Complex	No
<b>Petrify</b>	Martian	Complex	Yes
<b>Dominate</b>	Martian	Complex	Yes
<b>Heat Ray</b>	Martian	Complex	No
<b>Crush Melee</b>	Martian	Complex	No
<b>Sever Melee</b>	Martian	Complex	No



## Updates

### 20 December 2016

Page 1 Information Updated – Guns section updated to clarify which items require charging by the Aetheric Compiler to function

### 30 July 2016

Page 1 Information Updated – Removed reference to Gauss Batteries.

Information Updated – Changed description of usable ammunition to “blue darts” and non-usable ammunition to “yellow darts”

Information Updated – Changed the charge time of purchased items

Page 4 Information Added – “Technology” Section added

