

Items

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BCR - Battlestations Core Rules
BCR2 - Core Rules v1.1
GCW - Galactic Civil War
PG - Pax Galacticum
POT - Pirates of Trundlia
DOD - Deep Ones in Deep Space
BW - Bot Wars
















TYPE	ITEM	RQ#	HAND	ERG	PRICE	MASS	SOURCE
Ammo							
	Needle Goof	0					BW 6
	EFFECT: target must reroll the highest die on each skill check (including passive) before other rerolls						
	UPGRADE: not upgradable						
	Needle Kayo	0					BCR 27
	EFFECT: ammo for needle gun and rifle, at the end of each round make athletic check vs 11 adding armor, fail and be incapacitated until damaged						
	UPGRADE: not upgradable						
	Needle Oucho	0					BCR 27
	EFFECT: ammo for needle gun and rifle, at the end of each phase loose 1d6 - athletic hitpoints, alien damage reduction applies but armor does not						
	UPGRADE: not upgradable						
	Needle Ping	0					BW 6
	EFFECT: all of targets cyberware is impeded, a bot suffers -3 on all skill checks, a hit energized item will not function						
	UPGRADE: not upgradable						
	Needle Slowgo	0					BCR 27
	EFFECT: ammo for needle gun and rifle, targets move attribute is reduced to 1						
	UPGRADE: not upgradable						
	Needle Suscepto	0					BCR 27
	EFFECT: ammo for needle gun and rifle, all athletic based checks at -3, no effect on hitpoints, carry capacity or melee damage						
	UPGRADE: not upgradable						
	Slugs AP	0					POT 18
	EFFECT: damage 1d6-1, ignore armor but not alien damage reduction abilities						
	UPGRADE: not upgradable						
	Slugs Scattershot	0					POT 18
	EFFECT: damage 1d6, combat check at +3 but target applies armor or alien damage reduction twice						
	UPGRADE: not upgradable						
	Slugs Standard	0					POT 18
	EFFECT: damage 1d6						
	UPGRADE: not upgradable						




TYPE	ITEM	RQ#	HAND	ERG	PRICE	MASS	SOURCE
Cargo							
	Armory	13			500	1 cargo	GCW 16
	EFFECT: stores up to 150 mass of equipment, items within armory are not subjected to EMP, quickdraw action to get 1 chosen item into hand or slung, if armory is broken items become inaccessible, if slagged all items suffer EMP						
	UPGRADE: stores up to 300 mass						
	Atmospherics	10			250	1 cargo	PG 13
	EFFECT: maneuvering in atmosphere at effective shipsize - 1, landing gear absorbs up to 6 hull damage upon landing, cargobay must have outside facing						
	UPGRADE: effective shipsize - 2						
	AutoEngineer	11			500	1 cargo	PG 13
	EFFECT: professional engineering 3, armored, ignores OOC, operates battlestations remote at no penalty						
	UPGRADE: professional engineering +1, can also get AI upgrade (see bot upgrades)						
	AutoMarine	11			500	1 cargo	PG 13
	EFFECT: professional combat 3, armored, ignores OOC, operates battlestations remote at no penalty						
	UPGRADE: professional combat +1, can also get AI upgrade (see bot upgrades)						
	AutoPilot	11			500	1 cargo	PG 13
	EFFECT: professional piloting 3, armored, ignores OOC, operates battlestations remote at no penalty						
	UPGRADE: professional piloting +1, can also get AI upgrade (see bot upgrades)						
	AutoScientist	11			500	1 cargo	PG 13
	EFFECT: professional science 3, armored, ignores OOC, operates battlestations remote at no penalty						
	UPGRADE: professional science +1, can also get AI upgrade (see bot upgrades)						
	Auxiliary Fighter	15			1500	2 cargo	GCW 16
	EFFECT: hangar extra fighter adjacent to fighter bay, can be transferred to fighter bay and be launched						
	UPGRADE: cargo item itself not upgradable but fighter is						
	Battery	11			250	1 cargo	BCR 41
	EFFECT: make engineering check vs 8 to distribute power equal to the number successes on helm, guns and shield, counts as engine module action, failure will still exhaust the battery not gaining any energy from it, once per mission only						
	UPGRADE: (unofficial) bonus +1 to engineering						
	Brig	10			350	1 cargo	POT 21
	EFFECT: holds up to 3 characters, reroll each die that would damage the brig, characters inside get reroll vs damage from outside as long brig is functional, if brig is damaged characters sustain 1d6 damage and are set free, lock from outside using science check, to unlock science check higher equal than check during locking						
	UPGRADE: bonus +1 to science check when locking						
	CargoArm	11			500	1 cargo	PG 13
	EFFECT: retrieve small objects in your hex and place in cargo bay, can grab tractoried missiles, check engineering vs shipspeed, cargobay must have outside facing						
	UPGRADE: (unofficial) bonus +1 to grab check						
	Digital Actualizer	11			500	1 cargo	DOD 8
	EFFECT: you may ask 1 free follow-up question when asking yes/no questions, if you fail the initial science check you must make a sanity check						
	UPGRADE:						
	Diplomacy Protocol Studio	11			500	1 cargo	POT 21
	EFFECT: bonus +1 to all diplomacy skill checks from this ship						
	UPGRADE: bonus is +2						
	Docking Clamps	9			250	1 cargo	GCW 17
	EFFECT: while docked to other ship take action (engineering vs 8) from any battlestation to lock or unlock, break free with maneuver at difficulty +3 and suffer 3d6 hull damage, if maneuver fails both ships suffer normal OOC - shipsize						
	UPGRADE: break-free-difficulty modifier increases by +3						
	EAME	0			500	1 cargo	BCR 41
	EFFECT: can be used as any kind of module for one action and then is destroyed, engineering vs 11 to configure as chosen module, all restriction must still be met (max 4 modules per type, facing restrictions)						
	UPGRADE: (unofficial) bonus +1 to engineering when reconfiguring						


















TYPE	ITEM	RQ#	HAND	ERG	PRICE	MASS	SOURCE
Cargo							
	EMP Generator	12			500	1 cargo	POT 21
	EFFECT: activate from any battlestation with science vs 11, treat every space onboard the ship as though in LOS of a EMP grenade detonation, generator can only be used once per round						
	UPGRADE: (unofficial) bonus +1 to science check						
	Explosion Modulator	11			500	1 cargo	POT 21
	EFFECT: the ships shield levels are considered doubled against explosions of ships or the fusion cannon						
	UPGRADE:						
	Gas Generator	10			350	1 cargo	BW 7
	EFFECT: generate gas effect of your choice in all of the ships non-broken modules, science vs 8 to activate, roll d6 each phase and dissipate on 6						
	UPGRADE:						
	Ghoster	11			500	1 cargo	DOD 8
	EFFECT: the device allows anyone in the cargo bay as a normal action to become living plasma, teleporting between functioning battlestations once per phase where they may make a battlestations action, if the device is broken while anyone is energized they must pass athletics s 11 or become enemy ghosts (see DOD 37), device need to be repaired for ghosts to return to normal state, if it is deactivated ghosts corporealizes and must make sanity check, ghosts cannot leave the ship						
	UPGRADE:						
	Gymnasium	8			300	1 cargo	POT 21
	EFFECT: all crew starting the mission on a ship with a gymnasium automatically succeed on the first athletics check they attempt in a mission, enemy crews from such ships get a free reroll on each athletics check						
	UPGRADE: automatically succeed in the first two athletics checks						
	Hull Stabilizer	8			250	1 cargo	BCR2 41
	EFFECT: reroll up to both dice in a hull check once, not cumulative						
	UPGRADE:						
	Inertial Dampener	9			450	1 cargo	POT 21
	EFFECT: engineering vs 8 to set maximum OOC to a value between 1 - 6, OOC that exceeds the current maximum becomes hull damage						
	UPGRADE: bonus +1 to engineering check						
	Ionizer	13			550	1 cargo	POT 21
	EFFECT: On/Off, while active all ion bore levels onboard are considered one level higher, multiple ionizer are not cumulative						
	UPGRADE:						
	Local Life Support	8			250	1 cargo	BCR2 41
	EFFECT: grants life support for one additional passenger, also acts as EVA for all personnel in the respective cargo bay						
	UPGRADE:						
	Megafin	10			400	1 cargo	POT 22
	EFFECT: choose direction when deploying, engineering vs 8 to undeploy or redeploy, bonus +3 to all attempts to turn in one direction but -3 penalty to turn the other way, no modification if undeployed, mutiple megafins are cumulative						
	UPGRADE:						
	Megateleportometer	13			450	1 cargo	POT 22
	EFFECT: bonus +3 to all attempts to use a teleporter, multiple megateleportometers are not cumulative						
	UPGRADE:						
	Mine Sweeper	11			250	1 cargo	GCW 17
	EFFECT: upon entering a hex with a mine take action at any battlestation, place 1 used marker and roll 1d6 (luckable) if > #used successful else mine goes off in cargobay						
	UPGRADE: (unofficial) bonus +1 to d6 roll						
	Neutralizing Dampener	10			350	1 cargo	BW 7
	EFFECT: generates field that prevents ERG barrels any where on the ship from detonation when destroyed						
	UPGRADE:						
	Ouchifier	14			600	1 cargo	POT 22
	EFFECT: On/Off, each occupant onboard when ouchifier is active suffers 1d6 damage per phase, all damage reduction applies						
	UPGRADE:						










TYPE	ITEM	RQ#	HAND	ERG	PRICE	MASS	SOURCE
Cargo							
	PA Charging Station	17			3000	1 cargo	GCW 18
	EFFECT: supports one powered armor						
	UPGRADE: charging station is not upgradable but powered armor is						
	Radium Cannon Feed	15			700	1 cargo	POT 22
	EFFECT: cannon deals -1 per die of hull damage and +1 per die of personal damage, module damage and OOC are calculated based on the unmodified die rolls						
	UPGRADE:						
	RecRoom	14			1000	1 cargo	PG 13
	EFFECT: up to 4 crew may spend one upgrade attempt here to gain 1 temporary luck for the mission						
	UPGRADE: (unofficial) supports up to 5 crew						
	Rocket Booster	8			250	1 cargo	POT 22
	EFFECT: requires external aft facing cargo bay, fire booster from any battlestation as automatic action, ships speed cannot exceed 11 surplus generates more OOC, reload booster costs 50, can be mounted to the front to decelerate effect: roll 3d6 (luckable) - highest: add to hull damage - middle: add to OOC - lowest: add to speed						
	UPGRADE:						
	Safety Chamber	9			250	2 cargo	POT 22
	EFFECT: can hold 1 cargo item or 4 barrel sized items, all items or characters inside get reroll on all destruction or damage dice while, chamber is functional, chamber itself has damage die reroll while functioning						
	UPGRADE:						
	Self Destruct System	16			750	1 cargo	POT 22
	EFFECT: requires authorized helm action at all three helm battlestations in the same phase to activate, usually set for 12 phases, cannot be set for lower than 3 phases, to deactivate requires an action at all three helm battlestations these need not be in the same phase, this cargo item cannot be damaged, if the countdown finishes the ship explodes						
	UPGRADE:						
	Shield Transponder	11			1500	1 cargo	
	EFFECT: ignore your own shields power level for the purpose of teleporting						
	UPGRADE:						
	Shieldcutter	15			500	1 cargo	POT 23
	EFFECT: On/Off, while online your ships gun attacks ignore targets shields but you suffer an attack equal to the targets shields, apply own shields against this attack, this blowback occurs even if you miss, shieldcutter can only be used if target is within a range equal to your guns power level						
	UPGRADE:						
	Solar Sails	10			250	1 cargo	POT 23
	EFFECT: requires exterior facing cargo bay, if deployed and in a system with a sun generate one power during power generation, engineering vs 11 to furl or unfurl not remotely, if cargo bay is damaged while sail is unfurled it is destroyed						
	UPGRADE:						
	Stabilizing Fin	10			250	1 cargo	GCW 17
	EFFECT: once per round reduce OOC generated by a failed maneuver by 1						
	UPGRADE: OOC reduction per round is now 2						
	Stun Generator	11			350	1 cargo	POT 23
	EFFECT: activate from any battlestation with science vs 8 + 3 x used, treat every space onboard the ship as though in LOS of a stun grenade detonation, used markers are removed at end of campaign turn						
	UPGRADE:						
	Targeting Computer	14			1000	1 cargo	GCW 17
	EFFECT: choose computer configuration (blast, laser, multi), grants +1 to cannon attacks of chosen configuration						
	UPGRADE: bonus becomes +2						
	TeleChute	14			1250	1 cargo	PG 13
	EFFECT: before mission place 2 telechute markers on empty spaces on your ship, those spaces are now adjacent but have no LOS to each other						
	UPGRADE: not upgradable						





















TYPE	ITEM	RQ#	HAND	ERG	PRICE	MASS	SOURCE
Cargo							
	Tractor Bay	10			350	1 cargo	BW 7
	EFFECT: tractor bay has been miniaturized to cargo bay item, requires outside cargo bay						
	UPGRADE:						
	Warp Inhibitor	13			450	1 cargo	POT 23
	EFFECT: while online add +3 to the difficulty to operate a hyperdrive if within 12 hexes of the inhibitor or any of your science probes, affects your own ship, multiple inhibitors are cumulative						
	UPGRADE:						
Cyberware							
	AutoNurse	13			500	5	PG 12
	EFFECT: after taking a heal action the autonurse grants a second heal action as a free action at a penalty of -3						
	UPGRADE: bonus +1 to free heal action						
	Cyberfoot	15			2000	6	BCR2 31
	EFFECT: move attribute +1						
	UPGRADE: move attribute +2						
	Cyberhand	16			2500	4	BCR 31
	EFFECT: hand +1						
	UPGRADE: mass is 2						
	Cyberhook	12			500	7	POT 20
	EFFECT: is effectively a hand with a vibraknife, actions with this hand are at -3 penalty, if EMPed does not reduce number of hands						
	UPGRADE: bonus +1 when attacking						
	Cyberpatch	10			400	1	POT 20
	EFFECT: choose operation mode, spend an action to switch mode, can be removed using item actions, can only wear one modes: - off: no effect (is turned off by EMP) - battlestation: bonus +2 to remote battlestation actions but personal combat at -1 penalty - personal: grants +1 to personal combat skill checks but battlestation actions are at -1 penalty						
	UPGRADE:						
	Discipline Collar	11			250	5	POT 20
	EFFECT: you must reroll a failed skill check, if you still fail sustain 1d6 damage (luckable) no damage reduction applies, this reroll is the last roll so you cannot spend luck or use abilities after the collar reroll						
	UPGRADE: mass is 3						
	FiberDerm	15			1300	10	PG 12
	EFFECT: athletic checks +1 and +1 hitpoint						
	UPGRADE: mass is 8						
	Grounded Network	11			500	1 / item	BW 6
	EFFECT: connects all cyberware items on your person, successful repair of emp damage on one item will restore all items						
	UPGRADE:						
	MedJack	11			150	1	GCW 15
	EFFECT: stores drugs at half their mass, no need to draw drugs, if EMPed no access to drugs						
	UPGRADE: medjacks own mass is 0						
	Mentor Chip	12			500	1	BCR 31
	EFFECT: 10% experience bonus						
	UPGRADE: 20% experience bonus						
	Skeletal Enhancement	14			1500	0	BCR 31
	EFFECT: athletics +1 for carry and melee damage purposes, no hitpoint bonus						
	UPGRADE: bonus is +2						
	Skill Chip	13			1000	1	BCR 31
	EFFECT: specific skill +1, can wear 1 chip per skill, doesnt influence ability pools, sanity chip cost is 1250 cr						
	UPGRADE: specific skill +2						

























TYPE	ITEM	RQ#	HAND	ERG	PRICE	MASS	SOURCE
Drugs							
	Acceleroid	8			25	1	PG 12
	EFFECT: move +1 and athletics +3 when taking mad dash action, all other skills -1						
	UPGRADE: not upgradable						
	Aggro	8			25	1	BCR 31
	EFFECT: combat +1 but all other -1 except athletics						
	UPGRADE: not upgradable						
	Antishok	8			25	1	BCR 31
	EFFECT: all damage reduced by 1 but all skills -1 except athletics						
	UPGRADE: not upgradable						
	Detox	8			25	1	BCR 31
	EFFECT: cleans system of all drugs, doesnt help vs toxins						
	UPGRADE: not upgradable						
	Drug Patch	8			25	2	POT 19
	EFFECT: choose drug, doesnt need to be in hand for self administration, spend an action to activate						
	UPGRADE: not upgradable						
	Equilout	8			25	1	POT 19
	EFFECT: you ignore OOC but suffer a -1 penalty on all skill checks						
	UPGRADE: not upgradable						
	Flyboy	8			25	1	BCR 31
	EFFECT: piloting + 1 but all other -1 except athletics						
	UPGRADE: not upgradable						
	Innoculex	8			25	1	PG 12
	EFFECT: for all passive athletics checks +3 bonus, on all active checks -1						
	UPGRADE: not upgradable						
	Numb	8			25	1	POT 19
	EFFECT: whenever you are damaged reroll the highest damage die before any other effects are taken into account, you must also reroll the highest die in any of your skill checks						
	UPGRADE: not upgradable						
	Nytnyte	8			25	1	BCR 31
	EFFECT: stun, target gets 1 stun marker per failure margin on athletics vs 11						
	UPGRADE: not upgradable						
	Psycho	8			50	1	DOD 8
	EFFECT: targets must make Sanity check, can only suffer once from this effect per mission						
	UPGRADE: not upgradable						
	RadZene	8			25	1	PG 12
	EFFECT: reduces damage level from radiation but deals 1d6 damage						
	UPGRADE: not upgradable						
	ReSane	8			50	1	DOD 8
	EFFECT: sanity +1 but all other -1 except athletics, the injected gets a new sanity skill check vs 11 to reduce madness to 0, may only be used once per mission						
	UPGRADE: not upgradable						
	Rev	8			50	1	DOD 8
	EFFECT: while under ist effect you cannot be healed and have -1 on all skill checks except combat and athletics, you do not lose consciousness down to -12 HP, every point below 0 is a penalty to all sill checks, death ensues at negative -12 HP or -6 HP when the drug wears off						
	UPGRADE: not upgradable						
	Roid	8			25	1	BCR2 31
	EFFECT: athletics +1 but all other -1, does not affect hitpoints						
	UPGRADE: not upgradable						
	Stim	8			25	1	PG 12
	EFFECT: stimulates you when in negative hitpoints even if dying, actions at -3						
	UPGRADE: not upgradable						





























TYPE	ITEM	RQ#	HAND	ERG	PRICE	MASS	SOURCE
Drugs							
	StunGone	8			25	1	BCR 31
	EFFECT: free reroll to resist stun effects, drug inflicts stun effect upon administration but already grants reroll						
	UPGRADE: not upgradable						
	SupSci	8			25	1	BCR 31
	EFFECT: science +1 but all other -1 except athletics						
	UPGRADE: not upgradable						
	TecKnow	8			25	1	BCR 31
	EFFECT: engineer +1 but all other -1 except athletics						
	UPGRADE: not upgradable						













TYPE	ITEM	RQ#	HAND	ERG	PRICE	MASS	SOURCE
Equipment							
Armor		8			200	10	BCR 30
	EFFECT: damage reduction 1						
	UPGRADE: damage reduction 2						
Bandage		0			10	1	PG 11
	EFFECT: expend to heal 1 hitpoint, automatic action						
	UPGRADE: not upgradable						
Bipod		8			50	2	GCW 14
	EFFECT: spend action to setup bipod, combat +1 on attack rolls, bonus is nullified if character moves, bipod only usable on direct fire weapons						
	UPGRADE: mass is 1						
Canary4900		10			300	1	PG 11
	EFFECT: determine effects of hazardous material by immediately asking science x 2 yes/no questions about anything you have been exposed to as a free action, once per mission						
	UPGRADE: (unofficial) can be used twice per mission						
Electro Cuffs		8			100	1	GCW 14
	EFFECT: science vs 8 to put on or take off cuffs, only on willing or incapacitated target, wearer is at -3 on all actions including moving, up to three cuffs are cumulative, to remove science vs 8 plus penalty						
	UPGRADE: penalty to remove +1						
EVA		8			100	5	BCR 30
	EFFECT: ignore life support restriction for 100 rounds						
	UPGRADE: (unofficial) mass is 3						
EVA Strap		3			10	1	POT 20
	EFFECT: holds EVA in place with no hand needed but all skill checks are at -1 penalty (including athletics), requires action to put on or take off the strap						
	UPGRADE:						
Froster		9			100	5	PG 11
	EFFECT: combat vs 8 to put out fire, characters hit get move -1 (cumulative) until end of round						
	UPGRADE: (unofficial) combat +1 when attacking						
Gamma Ray Gun		11			500	7	PG 11
	EFFECT: combat vs 8 to hit radiation, roll successes x 2 and remove radiation if 6 is rolled, if a hit character fails athletics vs 11 increase his radiation level by 1						
	UPGRADE: (unofficial) combat +1 when attacking						
Gear Sling		3			25	1	POT 20
	EFFECT: attach to object, actions with the object after quickdrawing it are at -1 instead of -3 penalty						
	UPGRADE:						
GravSled		9			100	10	PG 11
	EFFECT: carries 100 mass or 1 person without penalties and can be moved with one hand, items can be dropped onto or picked up from gravsled						
	UPGRADE: (unofficial) mass is 6						
HMA		11			400	10	PG 11
	EFFECT: action to put on / take off, move -1, athletics +1 vs hazardous effects, reroll personal fire damage, 1000 phase eva						
	UPGRADE: (unofficial) athletics check +2						
Jetpack		13			500	4	BCR2 30
	EFFECT: piloting check vs 8 to make 1 jetmove at the cost of 1 movement, add +3 to difficulty per additional jetmove, cannot move through enemies, failure margin causes damage and reduces movement						
	UPGRADE: piloting +1 for jetmoves						
MacroScope		14			1250	3	PG 11
	EFFECT: pass science vs 11 to get a one-word answer to a single question about anything viewed in macroscope (no range), must be spacewalking to ask about something in space						
	UPGRADE: (unofficial) bonus +1 to science check						
Medkit		8			250	5	BCR 30
	EFFECT: use to heal wounds, toxins, drugs, extinguish fire, secure the dying, deionize or just use as blunt object						
	UPGRADE: science +1 when using medkit						

TYPE	ITEM	RQ#	HAND	ERG	PRICE	MASS	SOURCE
Equipment							
	Pack	6			10	2	BCR 30
	EFFECT: stuff in pack weights 1/2 but requires 2 actions to pack / unpack						
	UPGRADE: backpacks own mass is 1						
	Phase Wrench	7			150	10	POT 20
	EFFECT: bonus +1 to all skill checks that would benefit from a toolkit, cumulative to toolkit, also melee weapon with 1d6 damage						
	UPGRADE: combat +1 when attacking						
	PortaRam	9			500	5	PG 11
	EFFECT: use at combat -3, melee damage 1d6+athletics, double damage against portals						
	UPGRADE: (unofficial) mass is 3						
	Remote Detonator	0			20	1	BCR2 29
	EFFECT: use for remotely triggering satchel charges armed for remote detonation, see rules BCR2 29						
	UPGRADE: science +1 for operation						
	Scope	8			150	1	GCW 14
	EFFECT: preparing scoped weapon grants +3 instead of +1 to attack roll, target has to stay in LOS						
	UPGRADE: additional +1 bonus to combat even if not preparing						
	Shield	11			200	10	BCR 30
	EFFECT: target# + 1, if attack misses by exactly 1 roll damage to see if shield is broken						
	UPGRADE: mass is 8						
	Slug Gun Selector Drum	5			50	5	POT 18
	EFFECT: attaches to a slug gun and contains all 3 ammo types						
	UPGRADE: (unofficial) mass is 3						
	Toolkit	8			100	5	BCR 30
	EFFECT: grants +1 to engineering for repairs, upgrades and reconfiguring						
	UPGRADE: bonus is +2						
	Turbo Power Pack	12			200	5	GCW 15
	EFFECT: allows energized weapons to fire multiple times per phase instead of their standard once per phase						
	UPGRADE: mass is 3						
	WristComp	13			1000	1	BCR 30
	EFFECT: hacking and personal upgrades +1, can be used to ask yes/no questions (science vs distance in spaces) about the ship the character is on						
	UPGRADE: bonus to hacking and upgrades is +2, bonus +1 to scanning						

TYPE	ITEM	RQ#	HAND	ERG	PRICE	MASS	SOURCE
Grenade							
	Flare	8			25	2	PG 12
	EFFECT: action to activate and apply flare gel, apply to unwilling target with combat vs distance + target#, anyone targeting you has +3 bonus, remove flare gel with science vs 11 using medkit						
	UPGRADE: not upgradable						
	FrostBomb	8			25	2	PG 12
	EFFECT: all fires in LOS of detonation must make survival check vs 11 - distance to detonation or be extinguished, characters in LOS must pass athletics vs same difficulty or suffer move penalty equal to failure margin until end of round, science vs 11 using medkit cures this effect						
	UPGRADE: combat +1 when throwing						
	Grenade, EMP	8			25	2	BCR 28
	EFFECT: EMP effect on all targets and equipment within LOS, to throw combat vs distance x 2						
	UPGRADE: combat +1 when throwing						
	Grenade, Energy	8			25	2	BCR 28
	EFFECT: initial damage 2d6, combat vs distance x 2, subtract distance to detonation from damage, double distance if not in LOS to detonation, roll 3d6 for the module and 1d6 for adjacent modules in LOS with each 6 damaging it						
	UPGRADE: combat +1 when throwing						
	Grenade, Frag	8			25	2	BCR 28
	EFFECT: initial damage 2d6, combat vs distance x 2, armor counts double, subtract distance to detonation from damage, double distance if not in LOS to detonation, roll 3d6 for the module and 1d6 for adjacent modules in LOS with each 6 damaging it						
	UPGRADE: combat +1 when throwing						
	Grenade, Fritzer	8			25	2	GCW 14
	EFFECT: damage vs module 4d6 adjacent module 2d6, damage vs personnel 1d6, combat vs distance x 2, subtract distance to detonation from damage, double distance if not in LOS to detonation						
	UPGRADE: combat +1 when throwing						
	Grenade, Gas, Goof	8			25	2	BW 6
	EFFECT: target must reroll highest die on all skill checks (including passive) before any other rolls						
	UPGRADE:						
	Grenade, Gas, Kayo	8			25	2	BW 6
	EFFECT: targets affected as though hit by kayo needler (BCR2 27)						
	UPGRADE:						
	Grenade, Gas, Oucho	8			25	2	BW 6
	EFFECT: suffer 1 die - athletics damage at the end of each phase						
	UPGRADE:						
	Grenade, Gas, Slowgo	8			25	2	BW 6
	EFFECT: move reduced to maximum of 1						
	UPGRADE:						
	Grenade, Gas, Stun	8			25	2	BW 6
	EFFECT: targets affected as though hit by stun gun (BCR2 27)						
	UPGRADE:						
	Grenade, Gas, Suscepto	8			25	2	BW 6
	EFFECT: add -3 penalty to all athletic based checks						
	UPGRADE:						
	Grenade, Heavy Energy	8			50	3	GCW 14
	EFFECT: initial damage 3d6, combat vs distance x 3, subtract distance to detonation from damage, double distance if not in LOS to detonation, roll 3d6 for the module and 1d6 for adjacent modules in LOS with each 6 damaging it						
	UPGRADE: combat +1 when throwing						
	Grenade, Heavy Frag	8			50	3	GCW 14
	EFFECT: initial damage 3d6, combat vs distance x 3, armor counts double, subtract distance to detonation from damage, double distance if not in LOS to detonation, roll 3d6 for the module and 1d6 for adjacent modules in LOS with each 6 damaging it						
	UPGRADE: combat +1 when throwing						

TYPE	ITEM	RQ#	HAND	ERG	PRICE	MASS	SOURCE
Grenade							
	Grenade, Ion	8			25	2	POT 19
	EFFECT: deals no damage but raises ion level by one for all in LOS, only one ion grenade will affect a target in a phase						
	UPGRADE: combat +1 when throwing						
	Grenade, Neutron	8			25	2	POT 19
	EFFECT: has no effect on modules and equipment, every organic being in LOS suffers as if hit by the Oucho needler toxin						
	UPGRADE: combat +1 when throwing						
	Grenade, Stun	8			25	2	BCR 28
	EFFECT: stun, combat vs distance x 2, stun, targets within LOS of detonation get 1 stun marker per failure margin on their athletics vs 11						
	UPGRADE: combat +1 when throwing						
	Satchel Charge	11			100	5	BCR 28
	EFFECT: inflicts 1 die of hull damage and 2 dice of personal damage, can be timed or remotely triggered, comes with remote trigger						
	UPGRADE: mass is 4						
Melee							
	Blunt Object	0			0	depends	BCR 28
	EFFECT: damage 1d6, max damage = athletics + 2						
	UPGRADE: combat +1 when attacking						
	E-Blade	14			1300	8	BCR 28
	EFFECT: damage 3d6 - 3, on skill check of doubles wielder is damaged as well, after the attack roll 1d6 with a 6 damaging the module and dealing 1 hull damage						
	UPGRADE: combat +1 when attacking						
	EMP Baton	7			100	3	BW 6
	EFFECT: works like EMP pistol (BCR2 26)						
	UPGRADE:						
	Energy Cutlass	13			900	6	POT 19
	EFFECT: damage 2d6-2, treat like energyblade but 1/6 of breaking module is optional and it doesnt hurt user on doubles, can be used with all energyblade related abilities						
	UPGRADE: combat +1 when attacking						
	Ion Hammer	10			450	9	POT 19
	EFFECT: damage 1d6 cumulative for subsequent attacks, max 6d6, ionization can be reset with a medkit						
	UPGRADE: combat +1 when attacking						
	Knife	8			5	1	BCR 28
	EFFECT: damage 1d6						
	UPGRADE: combat +1 when attacking						
	Phase Pick	8			300	10	POT 19
	EFFECT: damage 1d6 + special, target must resist disintegration by passing athletics vs 8						
	UPGRADE: combat +1 when throwing						
	Stun Stick	10			350	3	GCW 14
	EFFECT: stun, target gets 1 stun marker per failure margin on athletics vs 11						
	UPGRADE: combat +1 when attacking						
	Unarmed	0			0	0	BCR 28
	EFFECT: damage 1d6, max damage = athletics, misses do not damage modules						
	UPGRADE: not upgradable						
	Vibraknife	9			250	4	BCR 28
	EFFECT: damage 1d6, ignores armor and alien damage reduction abilities						
	UPGRADE: combat +1 when attacking						
Module							
	New Ship Module	13			3000	n/a	BCR 25
	EFFECT: choose any module						
	UPGRADE: see module description						

TYPE	ITEM	RQ#	HAND	ERG	PRICE	MASS	SOURCE
Ranged							
	Blast Pistol	8			250	4	BCR 25
	EFFECT: damage 2d6 - 2						
	UPGRADE: combat +1 when attacking						
	Blast Rifle	10			500	8	BCR2 25
	EFFECT: damage 2d6 - 1, may be fired up to twice per round						
	UPGRADE: combat +1 when attacking						
	Blaster, Heavy	10			350	75	GCW 13
	EFFECT: damage 3d6-1, requires armory, must be set up, has integrated turbopowerpack, bipod and shield						
	UPGRADE: combat +1 when attacking						
	Disintegrator	10			550	9	BCR 26
	EFFECT: target must pass athletics vs 8 or be disintegrated, in case of failure body and equipment are disintegrated and nothing remains						
	UPGRADE: combat +1 when attacking						
	Disruptor, Heavy	11			450	75	GCW 13
	EFFECT: damage 3d6-6, damage causes target to drop all carried items, requires armory, must be set up, has integrated turbopowerpack, bipod and shield						
	UPGRADE: combat +1 when attacking						
	EMP Pistol	8			600	5	BCR2 26
	EFFECT: the targets cyberware is emped, other equipment can be targeted (target# 11)						
	UPGRADE: combat +1 when attacking						
	Flyntlock	7			25	3	POT 18
	EFFECT: energy damage 2d6, single use only						
	UPGRADE: combat +1 when attacking						
	Ion Bore	10			450	9	BCR2 26
	EFFECT: damage 1d6 cumulative for subsequent attacks, max 6d6, damage vs ship modules increases as well, see De-Ionization action						
	UPGRADE: combat +1 when attacking						
	Ion Bore, Heavy	12			600	75	GCW 13
	EFFECT: damage 2d6 starting damage, max 6d6, requires armory, must be set up, has integrated turbopowerpack, bipod and shield						
	UPGRADE: combat +1 when attacking						
	Laser Monocle	10			200	1	POT 18
	EFFECT: damage 1 point, ignores armor and alien damage reduction abilities						
	UPGRADE: (unofficial) damage is 2 points						
	Laser Rifle	10			300	9	BCR 26
	EFFECT: damage 1d6, ignores armor and alien damage reduction abilities, bonus +1 to combat when attacking with this weapon						
	UPGRADE: combat +2 when attacking						
	Laser, Heavy	12			450	75	GCW 13
	EFFECT: damage 2d6, ignores armor and alien damage reduction abilities, requires armory, must be set up, has integrated turbopowerpack, bipod and shield						
	UPGRADE: combat +1 when attacking						
	Micro Blaster	8			150	1	BCR 26
	EFFECT: damage 1d6, may be drawn and fired as one action at a penalty of -1 instead of the standard quickdraw -3						
	UPGRADE: combat +1 when attacking						
	Needle Pistol	9			300	4	BCR 26
	EFFECT: choose toxin type for the entire mission						
	UPGRADE: combat +1 when attacking						
	Needle Rifle	10			400	7	BCR 26
	EFFECT: choose toxin type for each attack						
	UPGRADE: combat +1 when attacking						
	Nerve Disruptor	9			300	5	BCR 27
	EFFECT: damage 2d6 - 4, target drops all items held in hand if it suffers at least 1 point of damage						
	UPGRADE: combat +1 when attacking						

TYPE	ITEM	RQ#	HAND	ERG	PRICE	MASS	SOURCE
Ranged							
	Particle Rifle	12			1000	12	BCR 27
	EFFECT: damage successes d6, max 3d6, then roll 2d6 with each 6 damaging the firers module and inflicting 1 hull damage						
	UPGRADE: combat +1 when attacking						
	Particle Rifle, Heavy	14			1500	75	GCW 13
	EFFECT: damage xd6, each success adds 1d6 damage, max 4d6, requires armory, must be set up, has integrated turbopowerpack, bipod and shield						
	UPGRADE: combat +1 when attacking						
	Plasma Projector	12			1100	20	BCR 27
	EFFECT: damage 1d6 - 1, attacks all targets along a single LOS that does not pass through walls or corners, roll to hit for each character and choose to add your combat to the roll, on damage roll of 6 target catches fire and suffers 1d6 - 1 damage at end of each phase until extinguished						
	UPGRADE: combat +1 when attacking						
	Rocket Pistol	13			1200	6	BCR2 27
	EFFECT: shoots standard sized grenades, to hit combat vs distance, grenades explode upon impact and thus cannot be deflected, spend action to load pistol						
	UPGRADE: combat +1 when attacking						
	Slug Gun	7			150	5	POT 18
	EFFECT: damage depends on ammo, choose ammo type for entire mission						
	UPGRADE: combat +1 when attacking						
	Stun Pistol	8			200	3	BCR 27
	EFFECT: stun, target gets 1 stun marker per failure margin on athletics vs 11						
	UPGRADE: combat +1 when attacking						
	Voltrex	13			675	11	GCW 13
	EFFECT: distribute 1d6 on up to 4 attacks, roll for each attack, professional reroll for first attack only, penalty to roll equals total number of bolts fired, doubles on attack break the voltrex, damage reduction applies to each attack						
	UPGRADE: combat +1 when attacking						