HUNTER PLANET STANDARD EQUIPMENT CATALOGUE

Proudly sponsored by:
UNCLE BOB'S EMPORIUM
Helping Hunters for over 30 years.
"No one's returned to complain yet!"

EQUIPMENT NOTES

1. *Weapons cannot be over-powered*
2. *With great power comes great malfunctionality (*)*
3. *You have to carry whatever you purchase.*
4. *General &Z specific effects need to be clarified before the hunt. Just check with your helpful CM.*
5. *Every item is tailored to the hunter's species.*

MAIN WEAPONS

Laser Pistol
50 metres, 2 clips x 10EU

This remarkable weapon does lots of damage and can save many a hunter in close quarters. A must for the sporting enthusiast.

Laser Rifle
200 metres, 2 clips x 10EU

Do you need that little bit of extra range? Then this is for you. Although bulkier than a pistol, the damage is about the same. Highly recommended.

Projectile Rifle
1,000 metres, 2 clips x 10 bullets.

Snipers rejoice! Here is your weapon. Able to penetrate Reflec armour at over 900 metres, this gun comes complete with sights and shoulder holster.

Sub Machine Gun,
40 metres, 2 clips x 2 bursts each.

When you fire with this, you can't miss. Used extensively by the X Team, that super trained squad of ex-commandos, fighting for truth, justice and their own way.

Automatic Cross Bow
50 metres, 2 clips x 8 bolts each.

Silent but deadly. When stealth is your best bet, use the old fashioned weapon designed with today's technology.

OR YOU CAN BRING YOUR OWN!

Just confirm your weapon or equipment desires with your friendly CM for no extra charge.

Warranty not included for custom weapons or equipment.

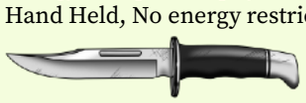
SECONDARY WEAPON

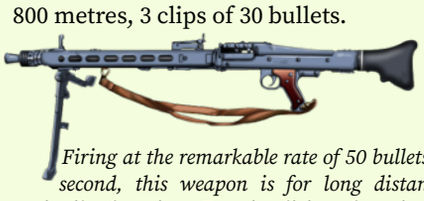
Projectile Pistol
75 metres, 2 clips x 10 bullets each.

Another close combat weapon. When you need to defend yourself at close quarters, keep your pistol handy.

Light Sword
Hand held, 2 clips x 10 E.U.

Used by all the great swordsmen this century, this light sword comes complete with two energy packs.

Knife (*Energy or Super Sharp Synthetic Steel*), Hand Held, No energy restriction.

Bindings unbind in a flash when you use either of these true blue knives.

Machine gun
800 metres, 3 clips of 30 bullets.

Firing at the remarkable rate of 50 bullets a second, this weapon is for long distance projectile throwing. For simplicity, there is no single shot facility, therefore you always know what happens when you pull the trigger.

GRENADES

Stun
10 metre Burst Radius

Any unfortunates caught in the blast are stunned for some time, allowing you greater freedom.

Smoke
10 metre Burst Radius

They say smoking can be a health hazard. On a hunt it can save your life.

Tangle
10 metre Burst Radius

Gets you out of sticky situations and puts your enemies into them. Inspiration for the top ten song "I'm stuck on you and you and you."

Flash
Visible Range.

Having trouble seeing your way to safety? Throw this and make sure your opponents have no hope of seeing

CONTINUED OVERLEAF ...

(*) Malfunctionality is totally a word

SELECT A COMMUNICATOR

Communicator - Classic.
(More information on Page 22)

Translator, Communicator and vital link to the Matter Transmission System! Almost indestructible.



Communicator - Universe 7.
(More information on Page 22)
New improved, built for the Modern generation. Like the Classic with added visual translator, camera, note taking, diary and special Safety theft protection system.

BASIC EQUIPMENT

"Supa-Dupa" Back Pack

Synthetic, Sturdy, Holds a bit of stuff. Designed especially for the modern hunter with a multitude of special pockets. Could serve as weak protection from projectiles.

James Vest of Holding

Camouflaged in the latest Inter Galactic safety patterns, this vest has more hooks, clasps, pockets and tabs than you can count to keeps your arms and tentacles free and the gear readily available

"Jason's Merchandising Co" Tuff Rope

Synthetic, 50 metres long, light weight.

"Medico-Kitt" First Aid Kit


Basic first aid supplies for you! Also useful as a bargaining tool with Natives.

"Neveready" Torch *(aka Flashlight)*

Lightweight, Tough, Lasts for ages, All hunters deserve one of these.

"Tel-K" Dehydrated water.


Just add water for a nutritious drink.

A note about Ammunition
All weapons have selectable ammunition. Lasers between 1 E.U. and 5 E.U. power. Projectiles between 1 and 5 bullets (unless noted otherwise)

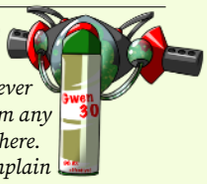
BASIC EQUIPMENT *(CONTINUED)*

"Normy Sisters" Mapping Utensils



Create unbelievable maps of terrain you have hunted on.
Contains all sorts of tools that work in all environments.
Your maps can be the envy of your neighbourhood.

"Trutel" Atmosphere Mask



Used by all top hunters whenever they hunt. Protects wearer from any harmful odours in the atmosphere.
No-one has returned to complain yet.

"Sayf-T" Danger Glasses (*)



The latest in fashion eye wear for the discerning hunter. Targeting reticle and magnification. With added safety feature indicating imminent danger!

(image taken from Showroom sample)*

"Know-Rad" Radiation Detector



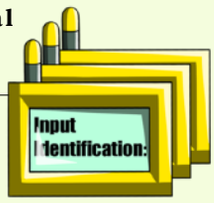
Since the Pacification, weird radiation changes things.
All hunters should know when they are entering a radioactive area.

"Whammo" Door Charges



Designed to explode with just the right amount of force to destroy the lock of most doors. These little beauties are in great demand so there is a limit of two per customer.

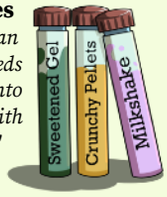
Trophy Retrieval Tags (TRTs)



Pack of 5.

These small tags can be very firmly attached to a trophy using the tag's strong adhesive tab. These are coded to the hunter and are returned directly to an airless, cold, vacuum sealed storage area for best quality retention.
Each Hunter is allocated a 5m (15ft) cube of storage space. No, you can't bring back a building!

"Moles" Food Concentrates



The food in a tube company can supply all your nutrition needs when hunting. Just reach into your Moles Satchel supplied with the "Nurrishmunt Food Pak" and help yourself to a selection of milkshake in a tube, Munchy Pellets and lots more. You won't have any hunger pangs with Moles!

"Tel-K" Tangle Free



Now available in a handy Aerosol can. The best thing to clear up stray tangle webs.
Good for up to 10 sprays, never fails.

"Handi Andi" Anti Gravity Belt



Allows wearer to resist gravity and fly. Power pack of 10 E.U. will support wearer for a total of 50 metres upwards.(Approximately One building level per energy unit.) The ultimate in hunter hardware.
Now with optional harness.

"Tel-K" See-It-All Life Detector



Don't you ever get that feeling of someone or something watching? Confirm your suspicions with this amazingly advanced scientific tool from the research laboratories of Tel-K.

"Safe Bet" 10 sided Dice



Never fail to roll what you want. Ideal for winning "random" chance games (*)

"Energetic" Reflec Armour



Reflects energy bolts, minimising damage to wearer. Energy won't get through this protective suit.
Don't leave home without this body protection.



"Project Ile" Flak Armour

Stops projectiles flat. Why become a "holey" relic because you didn't wear Project Ile Flak Armour?

Important Information about Federation of Planets Equipment

Anything But Human

Hunters can be any shape or size. So ALL equipment and weapons are tailored to suit the hunter - but the game effects are roughly the same.
A medical kit may have some cross-species standard items such as bandages or adhesive strips, but also something custom for the hunter.
Hunters "negotiate" the contents of any of the bits of equipment. That's all part of the game.
Uncle Bob's Emporium uses a wide variety of suppliers based on price, availability and quality. In that order.

In a hurry?
Get a **Quick Pick Pack**™

Flak Pack!
Projectiles are the best.

- ☐ Projectile Rifle
- ☐ Submachine Gun
- ☐ Projectile Pistol
- ☐ Stun, Smoke and Flash grenades
- ☐ Flak Armour
- ☐ Door Charges (x 2)
- ☐ Trophy Retrieval Tags (5 pack)
- ☐ Danger Glasses
- ☐ Atmosphere Mask
- ☐ Food Concentrates
- ☐ Dehydrated Water
- ☐ Limited Edition Adventure Necklace

Power Pack!
Light up the world.

- ☐ Laser Rifle
- ☐ Laser Pistol
- ☐ Light Sword
- ☐ Tangle, Smoke and Flash grenades
- ☐ Reflec Armour
- ☐ Tangle Free
- ☐ Anti Gravity Belt
- ☐ Torch (Flashlight)
- ☐ Danger Glasses
- ☐ Life Detector
- ☐ Radiation Detector
- ☐ Limited Edition Adventure Belt

Knick Knack Paddy Whack Pack!
Ready for anything.

- ☐ Auto Cross Bow
- ☐ Projectile Pistol
- ☐ Light Sword
- ☐ Tangle, Smoke and Flash grenades
- ☐ Back Pack
- ☐ Vest of Holding
- ☐ Tuff Rope
- ☐ Tangle Free
- ☐ Door Charges (x 2)
- ☐ Torch (Flashlight)
- ☐ Atmosphere Mask
- ☐ Danger Glasses
- ☐ Mapping Utensils
- ☐ Life Detector
- ☐ First Aid Kit
- ☐ Limited Edition Adventure Hat

(*) By "You" we mean the character. You, the player, get to use normal dice.