CORE COMMAND

ARMORY

EQUIPMENT CATALOG

High-powered epic space fantasy!

Even heroes need the right tool for the right job! The CORE Command Armory features a huge number of weapons, tools and specialized equipment ranging from the low tech to the hyper-science levels. This manual also contains game tips and adventure seeds.

- Over 20 Spaceships
- Over 40 Weapons
- Over 60 Pieces of Equipment

Sample file

Requires the use of the Silhouette CORE rulebook(tm) published by Dream Pod 9 Inc. or a Roleplaying Game Core Book published by Wizards of the Coast(R), Inc.

WWW.DP9.COM

DP9-903

ISBN:1-894814-83-5

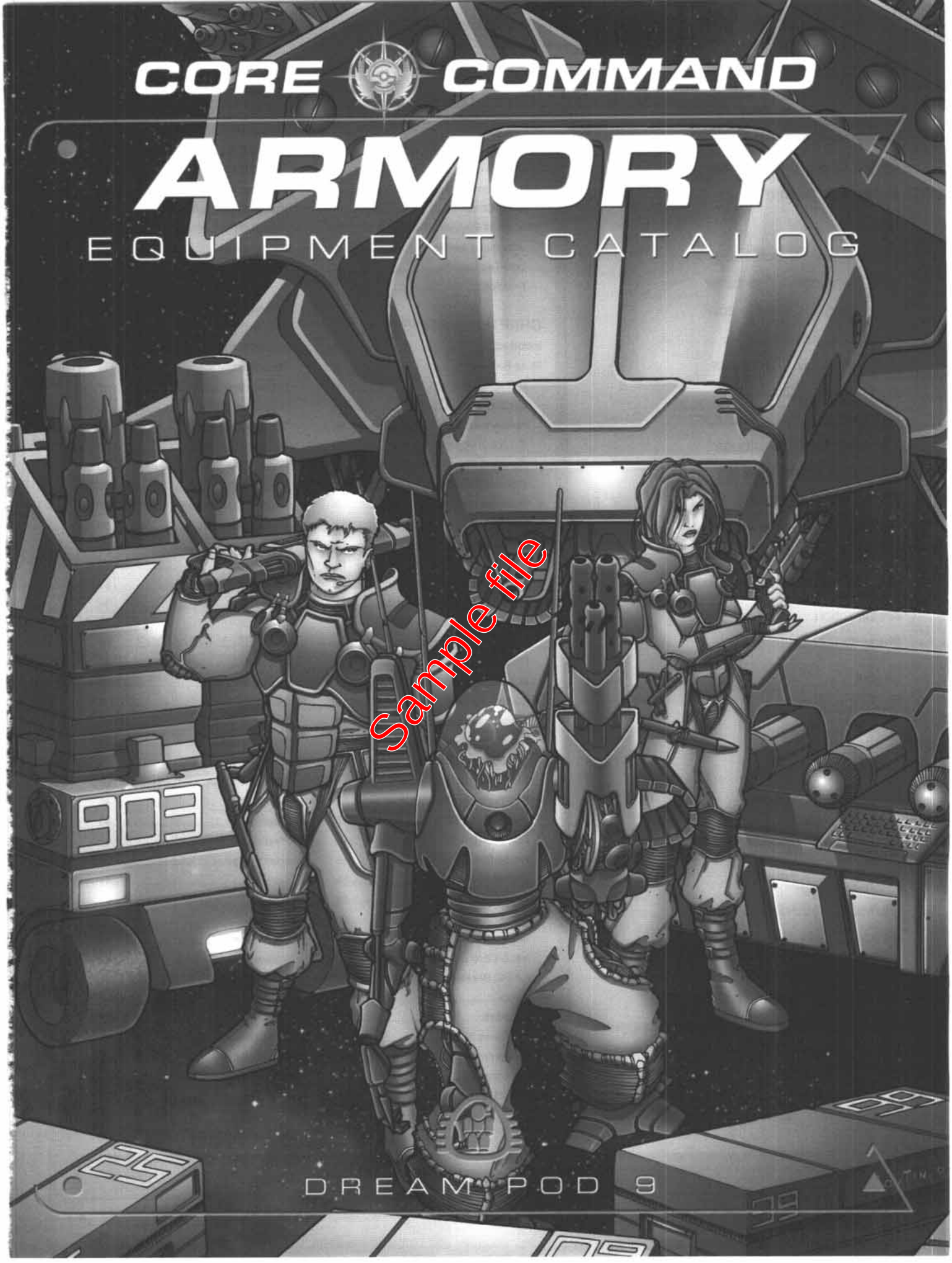
9 781894 814836

PRODUCT GL COMPATIBLE

Silhouette CORE

Printed in Canada

DREAM POD 9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Produced and Published by

Dream Pod 9

5000 Iberville, Suite 332

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Stock #DP9-903

Legal Deposit: May 2003

Bibliothèque Nationale du Québec

National Library of Canada

ISBN 1-894814-83-5

Printed in Canada

First Printing

Government of Québec — tax credit for book publishing — administered by SODEC

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CHAPTER 1:
Finding Equipment

• Introduction

The **CORE Command Armory** is a roleplaying resource that offers a glimpse into the wide variety of goods and services available in the Five Galaxies. Gamemasters who are looking for ideas for new and interesting items — or who just want more weapons and equipment to inflict upon their players — will find the Armory very useful.

Gamemasters should take some time to decide how they wish to handle equipment in their campaigns. The best way to keep player characters' equipment from interfering with the game is to prevent it from the start. Before the campaign begins, the Gamemaster should anounce the degrees and kinds of equipment he's comfortable with for his particular plot.

In situations where the Gamemaster feels the material possessions of the player characters have already gotten out of hand, he can try to gently steer the campaign in such a way that equipment will not have much effect on the events of the game. If this proves difficult or impossible, the Gamemaster must not just take the offending equipment away from the characters (for example, having them stolen or confiscated). Doing so is almost certain to create unnecessary tension with the players, who may be unaware of the problem.

A solution worked out between all the participants in managing the equipment in the game is far preferable to letting the game suffer because the Gamemaster is frustrated or otherwise limited.

• Book Contents

Chapter 2 of the Catalog is dedicated to equipment and includes everything from survival tools to remote-controlled drones. *Chapter 3* contains a wide variety of weapons, from the smallest pistol to some of the most unholy weapons ever created. *Chapter 4* includes a description of several types of spacecraft in use among the major races of the Galaxies.

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• Sources of Equipment

The origins of equipment are as varied as the items themselves, ranging from the mundane to the fantastical. An item may be commonplace, one of thousands of identical examples, or it may be unique, one of a kind.

• Advanced Worlds

On the most advanced worlds, automated manufacturing devices may be the most common source of goods. This emphasizes convenience and availability of goods over the service of storekeepers and the action of shopping. Depending on their size and complexity, and the sophistication of their manufacturing civilization, such manufacturing devices may be found in the home or in central repositories. Each is likely to operate within strict parameters depending on the available technologies and the nature of society.