

TABLE GW47: EQUIPMENT

Age	Item	Mass	Cost	Age	Item	Mass	Cost
G	Animal, guard	varies	100	A	Handcuffs	1	100
G	Animal, pack	varies	50	A	Heater, portable	8	150
G	Animal, riding	varies	150	A	Land mine	3	500
G	Backpack, leather	2	5	A	Lighter	—	10
G	Bedroll	4	15	A	Lockpick set	1	150
G	Blanket	3	5	A	Microphone, parabolic	3	750
G	Candle	—	2	A	Padlock	—	20
G	Chain (10 m)	10	25	A	Pharmaceutical, Anesthetic	—	100
G	Clock	5	100	A	Pharmaceutical, Antibiotic	—	100
G	Compass	—	50	A	Pharmaceutical, Antivenom	—	150
G	Grappling hook	1	20	A	Pharmaceutical, Sedative	—	50
G	Holster/scabbard	1	10	A	Pharmaceutical, Stimulant	—	50
G	Hourglass	1	10	A	Plastic explosive	0.5	400
G	Jewelry	—	10+	A	Radio, personal	1	350
G	Lantern	1	75	A	Radio, transmitting	5	700
G	Matches (box of 50)	—	10/box	A	Rations, packaged (1 wk)	2	50
G	Mirror	—	10	A	Rope, nylon (50 m)	5	50
G	Musical instrument	varies	varies	A	Satchel charge	4	1000
G	Oil, lamp	2	5	A	Scuba gear	15	1000
G	Paper (10 sheets)	—	1	A	Stove, portable	4	200
G	Perfume (10 ml vial)	—	5	A	Suitcase	2	100
G	Pouch	—	1	A	Surveillance gear	—	500
G	Quiver	2	5	A	Toolkit	10	200
G	Rations, preserved (1 wk)	2	10	A	Toolkit, specialized	10	600
G	Rope, hemp (50 m)	5	10	A	Utility harness	—	50
G	Sack	0.5	1	A	Videorecorder	1	1000
G	Saddle	10	15	A	Videoviewer	7	400
G	Sextant	1	20	A	Watch	—	100
G	Tent	10	150	A	Water condenser	5	500
G	Tool, simple	0.5	5	A	Water purifier	7	350
G	Torch	1	1	S	Comm gear	—	500
G	Water, 1 liter	1	1	S	Computer, AI	—	priceless
G	Waterskin, 2-liter	0.5	1	S	Computer, micro-	1	6000
G	Whistle	—	2	S	Computer, nano- (a)	—	7500*
G	Wire, copper (10 m)	10	15	S	Computer, super-	20	priceless
G	Writing ink	—	2	S	Cyberlimb	10	4500*
A	Audiorecorder	1	100	S	Cyberoptics	—	2500*
A	Backpack, nylon	1	200	S	Energy cell	—	300
A	Battery	—	50	S	Energy cell charger	5	10K
A	Binoculars	1	450	S	Fast chip	—	6000*
A	Cable, metal (10 m)	20	100	S	Gauntlet, Radar (a)	2	1000
A	Chain hoist	20	300	S	Gauntlet, Sensor (a)	2	2500
A	Climbing gear	10	200	S	Glow Cube	0.5	100
A	Computer, desktop	10	4000	S	Habitat dome	50	4500
A	Computer, mainframe	10	75K	S	Holorecorder	1	3500
A	Computer, notebook	1	4000	S	Holoviewer	3	1500
A	Cooler	5	100	S	Instrument pack	15	1500
A	Cutting torch	10	500	S	Memory crystal	—	50
A	Duct tape	—	20/roll	S	MusclePlus	2	5000*
A	Dynamite (stick)	1	50	S	Optic screen	—	1500*
A	Ear plugs	—	20	S	Pharmaceutical, Antiradiation	—	300
A	Fatigues	—	100	S	Pharmaceutical, Coagulant	—	150
A	Fire extinguisher	5	50	S	Plasma jelly	0.5	1500
A	First aid kit	2	100	S	Subdermal weapon mount	2	1500*
A	Flare	0.5	10	S	Surgical kit	15	4000
A	Flare gun	1	250	S	Trauma pack (a)	1	1000
A	Flashlight	1	50	S	Trauma pack, smart (h)	2	2000
A	Gas mask	3	500	S	Walker	200	6000
A	Geiger counter	2	800	S	Workshop, portable	100	3000
A	Generator, portable	25	1000	* Cybernetic equipment that requires implantation			
A	Goggles, imaging	2	600	(a) Only functions for androids and humans; see Cybernetic			
A	Goggles, infrared	2	500	Equipment sidebar.			
A	Goggles, protective	—	50	(h) Only functions for humans			