

SHIP'S LOCKER: LSS FARRAGUT 068-2437

EQUIPMENT LOCKER

ITEM TYPE	Asset	Equip Bonus	Inventory	Quantity
Spare Flight Suit-7 Armor 4/8/8 Move -1	XX	XX	Armor	4
EVA Suit-7 Armor 10/10/10 Move -1	EVA	XX	Armor	12
Flying Belts leap 40", descend safely	Flying Belt	0	D	10
Nav Helmets with Fly Belt, free fly 40"	Flying Belt	+2	D	10
Environment Quadracorder	Surv/Track	+2	D	1
Tactical Quadracorder	Tactics, FD	+2	D	1
Ox Tanks 1 hour of air, for EVA, Flight, Hard	X	X	D	50
Quantum Hand Scanner	Scan/Recon	+3	D	2
Med Kit-7 (includes Medical Quadracorder)	Medicine	+3	D	3
Krangor Injector	X	X	D	3
Blitz Injector	X	X	D	3
Space Bear Injector	X	X	D	3
Thanatic Acid Injector	X	X	D	3
Handcuffs (sets of 4)	X	X	D	5
Radiance Orbs 100" radius	X	X	D	3
Night Vision Goggles See in dark	X	X	D	10
Flashlights Illuminate	X	X	D	10
Psi-Amp-7	Any PSI	+2	D	1
Mech Kit-6	Mech/S.D.	+2	D	3
Elect Kit-6	Elect/Comp	+2	D	3
LS kit-7	Life Supp	+3	D	3
Hand Communicator-7 48km range	Comm	+2	D	3
Lock picks needed for mech lock	Intrusion	+1	D	1
Electronic Ram needed for Elect lock	Intrusion	+1	D	1

ARMS LOCKER

ITEM TYPE	Asset	Equip Bonus	Inventory	Quantity
Hard Suit-7 Armor 16/16/16 Move -2	XX	XX	Armor	1
Auto-Shotgun	Firearms	6/4/2	M	1
Laser Pistol	Energy W.	2/2/1	S	3
Laser Pulse Carbine	Energy W.	4/4/2	M	4
Laser Rifle	Energy W.	2/2/1	M	3
Auto Laser	Hvy Wpn.	5/4/3	H	1
Shock Carbine	Energy W.	3/2/1	M	3
Emper Carbine	Energy W.	0	M	2
Sonic Pistol	Energy W.	0	S	2
Rocket Pistol	Rocket G.	0	S	3
Rocket Rifle	Rocket G.	0	M	3
Disposable Rocket Launcher	Rocket G.	0	D	3
Smoke Grenades	Athletics	0	D	23
Flash Bang Grenades	Athletics	0	D	12
HE hand grenades	Athletics	0	D	12
Sonic Grenades	Athletics	0	D	23
Thermal Grenades	Athletics	0	D	12
Knives	Blades	0	S or D	10
Shock Baton	Brawling	1	S	6
Cutting Bar	Blades	3	M	1
Medium Delta Charge with remote and timer detonator	Explosives	0	D	5