**SHIP’S LOCKER: LSS FARRAGUT xxx-2437**

**EQUIPMENT LOCKER**

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| **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 |
| Alien Knowledge Quadracorder | Aliens | +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 |
| Psi-Amp-8 | Psi | +3 | D | 1 |

**ARMS LOCKER**

Space Torps: 3 pods each loaded with 12 torps (36 torps loaded)

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| **ITEM TYPE** | **Asset** | **Equip Bonus** | **Inventory** | **Quantity** |
| Hard Suit-7 Armor 16/16/16 Move -2 | XX | XX | Armor | 5 |
| Stealth Suit Armor 3/3/3 Move-0 | Stealth | +6 | 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 | 4 |
| Disposable Rocket Launcher | Rocket G. | 0 | D | 3 |
| Smoke Grenades | Athletics | 0 | D | 23 |
| Flash Bang Grenades | Athletics | 0 | D | 11 |
| HE hand grenades | Athletics | 0 | D | 23 |
| Sonic Grenades | Athletics | 0 | D | 21 |
| Thermal Grenades | Athletics | 0 | D | 12 |
| Knives | Blades | 0 | S or D | 10 |
| Power Gauntlets | MA/Brawl | 3 | D | 2 |
| Shock Baton | Brawling | 1 | S | 6 |
| Vibro-Blade | Blades | 3 | S | 1 |
| Cutting Bar | Blades | 3 | M | 1 |
| Medium Delta Charge with remote and timer detonator | Explosives | 0 | D | 5 |
| Spare Space Torps in Ordinance Bay | Space Gun | 0 | -- | 150 |

**FONZARELLI LOCKER (limited to 15 line-items)**

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| **ITEM TYPE** | **Asset** | **Equip Bonus** | **Inventory** | **Quantity** |
| 1—Ox tanks | EVA | 0 | D | 22 |
| 2 |  |  |  |  |
| 3 |  |  |  |  |
| 4 |  |  |  |  |
| 5 |  |  |  |  |
| 6 |  |  |  |  |
| 7 |  |  |  |  |
| 8 |  |  |  |  |
| 9 |  |  |  |  |
| 10 |  |  |  |  |
| 11 |  |  |  |  |
| 12 |  |  |  |  |
| 13 |  |  |  |  |
| 14 |  |  |  |  |
| 15 |  |  |  |  |

**JITNEY LOCKER (limited to 12 line-items)**

Missiles: Adv. Anti-Air x2 loaded, Adv. Anti-Tank x2 loaded

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| **ITEM TYPE** | **Asset** | **Equip Bonus** | **Inventory** | **Quantity** |
| 1—Electronics Kit-6 | Electronics | +2 | D | 1 |
| 2—Mechanical Kit-6 | Mechanics | +2 | D | 1 |
| 3—Spare Anti-Tank Missiles | Missiles | 0 | LV | 4 |
| 4—Ox tanks | EVA | 0 | D | 18 |
| 5 |  |  |  |  |
| 6 |  |  |  |  |
| 7 |  |  |  |  |
| 8 |  |  |  |  |
| 9 |  |  |  |  |
| 10 |  |  |  |  |
| 11 |  |  |  |  |
| 12 |  |  |  |  |