

# Comic Equipment List

List of items used in the comics

- **Absorbapods**
  - thrown objects that absorb energy from a target, good for disabling robots, characters or aliens with special powers
- **Akorian blaster**
- **Alloy Balloons**
  - huge balloons towed behind tugs, the ideal means to transport volatile gases
- **Andromorphing chamber**
- **Anti Matter Flare**
- **Blast rifle**
- **Boomers**
  - sonic mines
- **Centauri citycrusher**
- **Cephlatron**
  - device capable of taking the knowledge from someone's mind and leaving them a vegetable
- **Chemical Reaction handgun**
- **Citus destabilisier missile**
  - vibrates a target to pieces
- **Clone burst**
  - produces many holographic copies of the user, an ideal decoy
- **Cobra adrenalin injector**
- **Cobra tracking gear**
- **Comms dish**
- **Computer directed laser system defence**
- **Conkuss Phaser**
  - a stun baton
- **Corrodex**
  - highly corrosive liquid
- **Cryo tablets**
  - a form of medical treatment. Designed to freeze a patient's body for treatment while his mind remains active, they were used as ad-hoc weapons by the Suicide squad. Requires the use of a protective helmet by those using them so they do not get affected
- **The Aquatrain**
- **Arches**
  - built by the Midas club on major planets, in reality were matter receivers for the Kliphoth invasion
- **Athanatine**
  - drug that can be used to extend life
- **Auto lock lasers**
- **Autokey**
  - a Fighting Scientist's device used to automatically unlock primitive doors
- **Automated contract killer messenger system**
  - key in 4039 and your target details, and money is debited from your account.
- **Autoregister**
  - public information terminal

- **Bargez armoured vehicle**
  - about the height of a two story house; uses a combination track/wheel chassis. Top of vehicle houses a prominent turret and cannon which is a thermal lance (flamethrower)
- **Bargez tanks**
- **Battle tanks**
- **Bio sensor**
  - can detect life forms within 25 metres.
- **Cryogenic pods**
- **Crystalliser weapon**
  - turns all the liquid in biological bodies into glasslike crystal
- **Cyber interface suit**
  - includes pocket mainframe
- **The De-Corticator**
  - a device used to makes aggressive convicts docile
- **The Destabilisor**
  - a weapon that destabilises the molecular structure of its target. Mounted on the Rigel Express and invented by Gunner Gee
- **Desproxatril**
  - most corrosive liquid in the universe
- **Dicarbonat surgical replacement skull**
  - Hardest substance in the galaxy, and part of Frank
- **Carter's replacement surgery**
- **Dilonium**
  - valuable mineral used to power the next generation of gravity motors; extremely rare
- **Door cutter**
- **The Dream Machine**
  - extracts memories and thoughts and can also help in the creation of a robotic clone
- **Dreamdust**
  - highly addictive narcotic
- **Duranium-525**
  - valuable mineral
- **Earth mover**
- **Electron Pistol**
  - personal sidearm
- **Energy cannon**
- **Energy Cuffs**
  - energy beam based handcuffs used by Tara guards on the prison ship Negril
- **Energy Net**
  - a form of non-lethal weapon which will hold a target in place
- **Exo skeleton**
- **Firefly Grenades**
  - issued to Galac Squad commandoes, these mobile grenades home in on light
- **Fisson repressor**
- **Flaying land vehicle**
- **Flivver**
  - helicopter style vehicle
- **Fogger**
  - a form of smoke grenade
- **Force Field Shell**
  - a personal device invented by Hadron Halley; protects the wearer from adverse effects of

situations like a spaceship crash

- **Forceshield**
- **Gamchak**
  - an electrically charged framework used to restrain animals
- **Giant particle beamer**
- **Globules**
  - able to down a Starship by increasing its weight
- **Grav cart**
- **Grav sled**
- **Gravitator**
  - a device that creates an opposite gravity field
- **Gravity focus belt**
  - Fi-Sci invention allowing teleportation
- **Gravity neutralisers**
- **Gravshutes**
  - a form of parachute using anti gravity technology designed to bring its user to the surface of a planet smoothly
- **Gun barge**
- **Hand Held Particle Beam**
- **Hologra-Image**
  - a holographic decoy meant to fool enemies
- **Holograms**
- **Hover tractor**
- **Hoverbike**
- **Hovspotter**
  - small lightly armoured hover vehicle used by the Bargez, commandeered by Gee to help lead a prison break out
- **Hydrogen bolts**
  - weapon capable of freezing an enemy
- **Illusion Suit**
  - projects short term disguise
- **Implosion grenade**
- **Jet Belt**
  - Mind Lord device that allows the user to hover
- **Jet pack**
- **Jitter Bomb**
  - self steering defensive weapon on Planet Tamers sled
- **Kayn's Glasses**
  - Kayn's new glasses provided by Pop Perz; they allow him to see in infra red, and also have an x-ray function
- **Kayn's Comp**
  - Kayn's household computer, able to have its memory module transferred to Kayns ship
- **Kinetronic Beam projector**
  - weapon that was to have armed a defence post
- **Landing capsule**
- **Laser axe**
- **Laser barbed wire**
- **Laser booster**
- **Laser cannon ground weapon**
- **Laser Harness**
  - mounted on Bo Kretch's vehicle, it is a projectile weapon capable of grabbing hold of

someone and imprisoning them.

- **Laser knife**
- **Laser Lance**
- **Laser miner**
- **Laserpoon**
  - a spaceborne harpoon
- **Las-Shield**
- **Lattice laser rope**
  - a laser 'fence' set up as a net
- **Laz Sword**
  - energised melee weapon
- **Lectrolok ray**
  - used to disable circuitry
- **Life line gun**
- **Lifeboat (Starship)**
- **Limpet Thermocharge**
  - basically a high powered limpet mine
- **M52 nerve poison**
  - 100% fatal to human life
- **Magna Paralyser**
  - short range weapon which enfolds its victim in an immobilising paralysing field of energy
- **Magna Ray**
  - sophisticated Tractor beam
- **Magnetic climbing clamps**
- **Magnon blaster rifle**
- **Magnetron-B**
  - a valuable mineral
- **Maladium**
  - rare metal forbidden outside of Thalia. Beautiful and deadly melee weapons are made from it
- **Mark 6b Mesom blaster**
- **Mark 9 Energy Pistol**
  - powerful firearm used by Franky Nova
- **Mark IV Photon blaster**
  - rifle-style weapon; computer assisted aiming makes it possible to quickly kill multiple opponents
- **Matter Condensor**
  - used on Mynos prison planet. It can effectively shrink a cargo to a fraction of its normal size enabling a small freighter to carry much more. On planet Tara the process is reversed.
- **Matter Converter**
  - when linked with a blaster cartridge it was used to destroy the Slaughter Mek
- **Matter transmitter energy beams**
  - teleports star freighters from station to station
- **Matter transmitter**
  - 'transporter' that has only been tested with androids, not living matter
- **Mesmer Bomb**
  - grenade style weapon which paralyses the central nervous system
- **Meson Blaster**
  - non regulation weapon

- **Metabolic Decelerator**
  - grenade style weapon that slows the metabolic rate of its to a minimum
- **Mind Control helmets**
  - developed by the Mind Lords
- **Miniwelder**
  - a tool that can be easily concealed and used as an improvised weapon
- **The Molfaan**
  - an alien artefact supposedly filled with a race's entire knowledge that a Dyadassi can bond with
- **Momentum battery**
- **Needlebeam**
  - police issue laser weapon; has a kill setting and one that affects the target's central nervous system; the 'stun' setting takes longer to work
- **Nervo Stun**
  - weapon that can paralyse the central nervous system
- **Neutraliser**
  - a gadget belonging to Varley that defeated a security system of alarm beams at a waterfall.
- **Neutron beamer**
  - in Nightraider's arm
- **Octo-Restrainer**
  - a police 'web gun' used to catch and restrain criminals
- **P30M-90**
  - extremely potent truth drug
- **P47 Temporal Warper**
  - A device that can temporarily alter the molecular structure of an area
- **Pain Stick**
  - portable weapon capable of inflicting great pain
- **Paraglider**
  - a form of combination parachute/hang glider
- **Pentathax**
  - truth drug
- **Permafex body armour**
  - worn by Frank Carter
- **Permflex body armour**
  - allows the wearer to take a direct shot to the chest and survive
- **Personal Energy shield**
  - protects the wearer from blows
- **Phaser**
  - personal sidearm of the admiral of the Free Spacers
- **Photon Blaster**
  - short range weapon built into Planet Tamer's arm
- **Photon tank**
  - tank with nuclear torpedoes
- **Photonascender**
  - gun style device that fires a grapple hook and net enabling people to climb
- **Planet Tamer's sled**
  - powerful solo space bike packed with weapons and gadgets. Owned by legendary mercenary Planet Tamer
- **Plasma Cannon**
- **Plasma Gel**

- substance capable of blocking jet packs
- **Plas-zookas**
- **Pods**
  - Bargez atmospheric patrol fighters
- **Police Issue Photon pistol**
  - standard police sidearm. Its design, substantial size as well as its destructive power make it well known to criminals
- **Police Riot control vehicle**
  - Lightly armed wheeled scout vehicle
- **Porgan robo tracker**
- **Power armour**
  - exoskeleton power armour
- **Presley's walking stick**
  - Conceals a weapon that fires a sliver of dry ice that melts upon contact with the victim; it leaves no trace of the wound or what caused it. Also concealed in an otherwise standard item
- **Protector personal shield**
- **Proton charges**
  - explosives with neutron detonators
- **Radar Guided Thermowave**
  - a Fi-Sci weapon which locks onto its target and only detonates at a particular range; in the case of Tarb's defences, it penetrated the palace walls before destroying the defence generator
- **Reflective armour**
- **Reflector**
  - a dish-like defensive/offensive weapon; amplifies and reflects enemy fire
- **Reproductor**
  - a holographic device used to produce hologram replicas of items as large as starships
- **Retinal Laser**
- **Riot Quell dart**
  - a tranquiliser dart
- **Robot detector**
- **Robotic tug**
- **Sabun Gas bomb**
  - deadly nerve gas grenade
- **Sand Dweller weapon**
  - sonic based
- **Scout Drone**
  - a part of a Warwagon, it is essentially a UAV disguised as a local lifeform so as not to attract attention. Capable of voice communication with the vehicle
- **Scout hopper**
- **Sensor shrouds**
- **Shiver-Stick**
  - vibration based weapon shaped like a hockey stick. Contact causes instant death
- **Shok-Stick**
  - blunt weapon built to stun targets but carries enough electricity to kill
- **Siege Stunner**
  - Vehicle mounted weapon that fires a sound based projectile that can knock people unconscious
- **Slammer**

- nuclear powered thermic drill; beam can be wide enough to span a city
- **Slaughter Mek**
- **Slave Collar**
  - contains a means for Kretch to use variable pain settings to punish those who disobey him
- **Sled**
- **Small flyer**
- **SMART (Sensor Motion and Reactive Targeting) missile**
  - capable of dodging anti-missile countermeasures
- **Soft Ray**
  - one of the Planet Tamer's devices; changes the composition of materials. In the case of the Aquatrain enabled him to enter the train without affecting the integrity of its hull
- **Sonic Beamer**
  - medium sized weapon
- **Sonic grenade**
  - sound based weapon which can also be fatal
- **Sonic Grenades**
- **Sonic sabre**
- **Sonic Scrambler**
  - sound based weapon
- **Space bug**
- **Space sled**
- **Spaceport recorder**
  - logs and videographs every visitor so it is easy to check whether someone has visited recently
- **Spacescooter**
- **Spearguns**
  - Operated by compressed gas
- **Spoke bombs**
  - droppable space born bombs
- **Spyder robot guard**
- **Starship Sanction device**
  - ship mounted device capable of destroying all life on a planet
- **Starship "Crippler"**
  - a ranged weapon which can knock out a ship's power unit
- **Starship DSM-6 AKA Destroyer Speedmissile mark 6**
  - A weapon typically carried on larger Terran craft
- **Starship Electro Missiles**
  - releases Neutron rays which kill the crew of a ship but leave the ship intact
- **Starship electron web**
- **Starship Energy flares**
  - able to disable a Starship
- **Starship fissile beam**
- **Starship fission cannon**
- **Starship Heat-Seeking Warp Torpedo**
  - anti ship weapon
- **Starship irradiation beam**
- **Starship laser battery**
- **Starship Magnetron**
  - ship mounted force field that pushes away asteroids
- **Starship magnon beam**

- **Starship Micro-moonsplitter**
  - weapon that can shatter asteroids and small planetary bodies
- **Starship Neuroweb**
  - navigation system
- **Starship neutron bomb**
- **Starship Neutron Warheads**
  - highly explosive missiles
- **Starship Nimbus Cloud**
  - Leonotus's weapon that deflects an attacker's energy back at itself; also makes his ship immune to the Cirrus beam used so effectively on the palace
- **Starship Omega Computer**
  - onboard the ship that Alta captured, it enabled him to navigate a quick course to Weaponworld and to bypass the force field
- **Starship phaser cannon**
- **Starship plasma bombs**
- **Starship plasma cannon**
- **Starship plasma mines**
- **Starship plasma ray**
- **Starship Plasma torpedoes**
- **Starship proton bombs**
- **Starship Proton torpedoes**
  - highly dangerous and destructive space to ground and space to space weapons. More useful against large capital ships, bases or fixed ground targets
- **Starship psionic bomb**
- **Starship pulsar cannon**
- **Starship Rime Ray**
  - weapon which freezes the target; mounted on top line UPO ships
- **Starship robot torpedoes**
- **Starship scatter beam**
- **Starship Spacecannon Platforms**
  - huge asteroids made from multiple asteroids fused together. Each is armed with massive weapons and the power of half a Shabot fleet group
- **Starship Starwinder Missiles**
  - anti ship missiles carried on board the Braddock and other similar Galac Squad ships
- **Starship Temporal Phase Disruptor**
  - Ranged weapon which literally freezes its target in time; capable of being used on targets as large as a space station
- **Starship Vega Phaser**
- **Starship Warp Cannon**
- **Starship Warp Torpedo**
  - anti ship weapon on the Planet Tamer's sled
- **Starship Weapons satellite**
- **Sunburst Bomb**
  - extremely bright form of Flash/bang style weapon
- **Synthiskin**
  - synthetic skin used in bionic augmentations
- **Syran Ornocraft**
  - ancient winged starcraft of the Syran race
- **Syran suspended animation pods**
- **Thermal knife**



- **Thermal Missile**
  - mounted on moloks fighter; heat based weapon
- **Thermite device**
  - Fire bomb
- **Thermo nuclear disintegrator**
- **Thermon Bomb**
- **Trans-Mat**
  - a means of sending items through a teleporter style device. A built in failsafe allegedly stops a unit from receiving if the sender unit is not calibrated properly
- **Transpex**
  - window material on Kayn's 30th floor apartment, meant to be unbreakable
- **Transport bubble**
- **Tranuranic Core**
  - Deltan's core is a thousand times more valuable than gold
- **Traven's suit**
  - holds his anti-energy form together
- **Troop Transporter**
- **Truth meter**
- **Truth Sensors**
  - LEO 'Law Enforcement Officer' lie detectors, though according to Frank Carter they take too long to work
- **Trynithian**
  - a slow acting poison
- **Ultrasonic sound generator**
  - a device that emits a high pitched tone. Affects animals and also Carter's ears due to his high audio sensitivity
- **Varlock blaster**
- **Vortex Ray**
  - a weapon that can pull its victims apart
- **Wave Amplifier**
  - device that Shade invented to enable communication with the Starhammer asteroids.
- **Wide beamer gun**
- **Wrist vis-phone**
  - With some engineering creativity can create a nerve torturing blast of sonic vibrations
- **Ziegler's Flyer**
  - armed with a self defence laser cannon

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