

# GALAXY PIRATES



## ENLIGHTENMENT

GEAR BOOK ONE: ARMOR AND WEAPONS

DEAN SPENCER

Evil Robot Games



A GAME OF ACTION AND WILD SPACE ADVENTURE!

# ENLIGHTENMENT

## GEAR BOOK ONE: ARMOR AND WEAPONS

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To the many who answered the Enlightenment Open Call, for their hard work and dedication to creating new and inventive technologies for the game.

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# PROJECT ENLIGHTENMENT

**IN THE SUMMER OF 2016** I announced an Open Call for Writers to bring new ideas into my *Galaxy Pirates* science fiction setting. The theme was “tools of enlightenment,” from simple lights to high tech vision helmets. The Open Call was a hybrid of a design contest looking for new writers and traditional writing proposals where the authors pitched items and were paid on their final delivered word count.

The pages before you represent the outcome of this experiment. I hope they enrich your game and that we’ll see more work from these writers in the future.

Paul Fields  
May 2017

If you would like to know more about the *Enlightenment Open Call*, please click the following link:

<http://www.evilrobotgames.com/Design-109.html>



# WEAPONS AND ARMOR GUIDE

## ARMOR AND SPACE SUITS

Although the technology has improved over time, the basic premise and purpose of armor has remained the same in the *Galaxy Pirates* world: keeping the wearer alive. Although it might seem obvious that weapons fire should be the primary concern of armor makers, more often than not it's the unforeseen hazards of foreign environments that cause the most immediate harm. Acid-spewing flora, fauna with stiletto-like teeth, caustic atmospheres, and more are all just a simple shuttle trip away in many cases: a savvy and well-prepared adventurer keeps their armor in good repair.

Listed in **Table 1–1: Armor** are several of the more common armor and space-suit types available in *Galaxy Pirates*. These range from a standard flight suit and helmet (used by Humans and Katar alike), to the individually sculpted Eldred Skin Suits with their integrated life support systems, to the mighty Katar Boarding Armor.

## ELDRED SKIN SUITS

The Eldred Skin Suit is a highly advanced mechanical counter-pressure environment suit: each suit is custom fitted to its wearer, guaranteeing not only perfect comfort during use, but almost eliminating unforeseen damage due to irregular wear and flexion. The computer imaging used during the fitting process provides a superior method of reducing accidental stresses on the material, which is extruded and assembled within minutes of the final scan. The standard Eldred Skin Suit comes with a full-enclosure “bubble” helmet

and an environmental backpack that provides 24 hours of breathable atmosphere per charge. The *Eldred Marine Tunic* is an additional, modular layer of protection, worn over a modified Skin Suit. The *Marine Tunic* adds bulk and thickness to the Skin Suit, increasing endurance and damage resistance at the expense of mobility. Because each Skin Suit is measured and molded to a particular user, it is extremely difficult for another user to comander any individual Eldred's Skin Suit. Someone attempting to use a Skin Suit that was not crafted specifically for them, suffers a –3 Armor Check Penalty.

## HUMAN TACTICAL ARMOR

After arriving in Civilized Space, the Human colonists needed to improve the durability of their civil defense jumpsuits. Worn over a standard tactical-weave body stocking, the ballistic mesh jumpsuits utilized hard armor inserts over vital organs and joints, but were clearly not sufficient for the staggering level of weapons technology held by aliens like the Slavern and Katar. A rapid retooling of civil defense supply fabricators resulted in an upgrade to the *PDW* line of firearms (see *Human Weapons*, below), but also enabled the colonists to improve their armor practically over night. The *Human Tactical Suit*, which upgrades the standard civil defense jumpsuit with multiple high-density, low-weight plates sandwiched between layers of shear-thickening compound and ballistic mesh, is just one such example.

Using the tactical mesh body stocking (listed as the *Jump Suit and Helmet* in **Table 1–1: Armor**) as its com-

**Table 1–1: Armor**

Armor Name	Level	Cost	EAC Bonus	KAC Bonus	Max Dex Bonus	Armor Check Penalty	Speed Adjustment	Weapon Slots	Upgrade Slots	Bulk
Jump Suit & Helmet	1	95cr	+0	+1	+5	- 1	-		2	1
Eldred Skin Suit	1	250cr	+1	+2	+5	- 0	-		1	L
Human Tactical Suit	5	2,980cr	+5	+6	+5	-	-		1	L
Eldred Marine Tunic	6	4,120cr	+7	+7	+5	-	-		2	L
Special Response Suit	7	6,900cr	+8	+9	+5	-	-		2	L
Katar Battle Harness	5	3,450cr	+9	+12	+2	- 4	-	1	1	20
Forced Entry Unit	7	6,300cr	+10	+13	+2	- 4	- 10 ft.		2	3
Katar Boarding Armor <sup>1</sup>	11	27,100cr	+12	+19	+3	- 5	-	3	4	40

1: Katar Boarding Armor requires strict clearance to be used legally. Its use is relegated almost exclusively to offensive wartime actions.

**Table 1–2: Ranged Weapons**

Weapon Name	Level	Cost	Dmg	Range <sup>1</sup>	Critical	Capacity	Usage <sup>2</sup>	Bulk	Special
Eldred Civillian Pistol	1	250cr	2d6 P	30 ft.		9	1	L	Analog
Eldred Machine Pistol	7	5,500cr	2d6 P	60 ft.		12	1	L	Analog
Eldred Machine Rifle	7	6,030cr	2d8 P	100 ft.		8	1	1	Analog
Human PDW (Pistol)	10	18,200cr	3d6 P	60 ft.		12	1	L	Analog
Human PDW (Rifle)	10	16,500cr	3d8 P	90 ft.		12	1	1	Analog
Katar Gyrojet Pistol	15	91,500cr	3d12 B	80 ft.	Knockdown	8	1	L	Analog
Katar Gyrojet Rifle	13	54,000cr	3d12 B	100 ft.	Knockdown	12	1	2	Analog

Eldred and Human Pistol ammo is 40 credits for 30 rounds. Eldred and Human Rifle ammo is 75 credits for 25 rounds. Katar Gyrojet ammo is 300 credits for a box of 10 mini rockets.

mon base, all Human armor operates on a layered, per-need basis. This allows for multiple configurations, each of which is designed with modularity and customization in mind. The *Forced Entry Unit*, for example, is the ultimate expression of up-arming a *Tactical jumpsuit*: covered in padding, armor plating, and protective gear from head to toe, the *FEU* is the first through the door when entering a high-hazard situation. Following closely behind, and only slightly less well-protected, are the *Special Response Suit* units, which are essentially the same as the *FEU*, but with slightly less armor (and slightly more mobility).

Because most of their components can be created on standard fabrication printers, Human armor is especially easy to repair. Shattered plates can be easily swapped out, and the “blue goo” that cushions them also serves as a sealant in the event that the armor is compromised in low- to no-atmosphere situations. In game terms, this grants a +5 bonus to all *Craft* checks to repair the armor, while the full-body seal of the basic jumpsuit grants a +2 Equipment bonus to all Fortitude saves in hazardous environments.

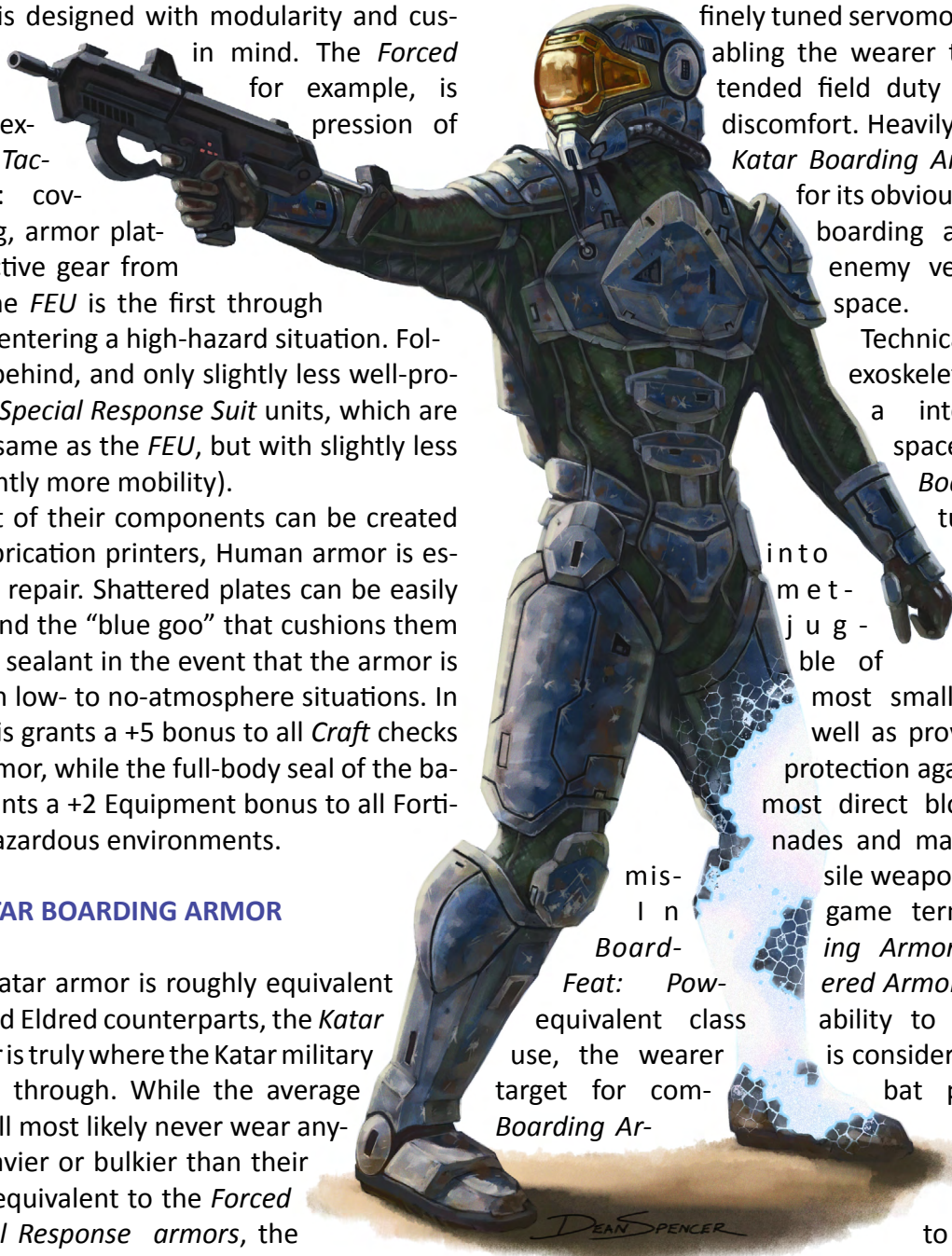
**KATAR BOARDING ARMOR**

While most Katar armor is roughly equivalent to its Human and Eldred counterparts, the *Katar Boarding Armor* is truly where the Katar military prowess shines through. While the average Katar soldier will most likely never wear anything much heavier or bulkier than their own military’s equivalent to the *Forced Entry* or *Special Response* armors, the *Katar Battle Harness and Boarding Armor* are

marvels of powered armor technology, boasting days worth of use on a single generator charge, as well as finely tuned servomotor control, enabling the wearer to perform extended field duty without much discomfort. Heavily restricted, the *Katar Boarding Armor* is named for its obvious, primary, use: boarding actions against enemy vessels in open space.

Technically a robotic exoskeleton worn over a interface-studded space suit, the *Katar Boarding Armor* turns its wearer into a ten-foot tall, metal-rending, juggernaut capable of shrugging off most small-arms fire, as well as providing superior protection against all but the most direct blows from grenades and many lower yield sile weapons.

In game terms, the *Katar Boarding Armor* requires the *Eldred Armor Proficiency* or equivalent class use, the wearer is considered a size *Large* target for combat purposes. The *Boarding Armor’s* Armor Check Penalty applies to Swim and Climb checks as nor-



mal, but does not apply to jumping. The *Boarding Armor* has a series of powerful maneuvering thrusters that grant a flight movement of 30' (Average). The Boarding Armor may mount a number of weapons, sensors and defensive systems. Third and Fourth term cadets in the Katar military academy practice extensively in these suits to ensure maximum proficiency before entering the field.

### ELDRED MACHINE PISTOLS

The Eldred, following their war with the Slavern, rapidly realized that their widely divergent base of weapons technology would not serve their newly established, mandatory-service defense force. Although the various colonies and clans were quite proud of their preferred sidearms, the Admiralty's logistics division quickly established requirements and specifications for an acceptable, standardized sidearm. The weapon must be sturdy, effective, and above all: reliable. The result was the Naval Service Pistol, a lightweight, high-capacity firearm with multiple firing modes and a streamlined construction. The NSP-01 is known to many of its faithful users as a *Ferox* due to the rapid-fire stutter the weapon makes when firing, which has been compared favorably to the aggressive hunting chatter of the small, ferocious mammal indigenous to the Eldred homeworlds.

The *Ferox* is an extremely reliable weapon, made from easily obtained, readily produced components, and has become the most singularly ubiquitous weapon to be found in Eldred space. Civilian models are easily obtained, and though technically illegal, can be modified to military function with minimal effort. The primary difference between the two weapons is rate of fire and ammunition capacity.

Eldred *Ferox* shipments can be found all throughout the known worlds of this area of space, and are considered a manufacturing standard that must be met to be acceptable as a defensive armament. If a weapon isn't at least the equivalent or better than "an old grey 'Rox," a merchant is likely to be told the weapon isn't worth the asking price.

In game terms, the mass-produced and easily obtained components for the *Ferox* machine pistols grant the user a +5 bonus when attempting to repair or modify the weapon. Additionally, the weapons are so common in Eldred space that parts and ammunition are frequently found for as much as 10% less than

list price. The buyer should still be cautious, as is usually advised.

### HUMAN PERSONAL DEFENSE WEAPONS

The Human contingent in the *Galaxy Pirates* setting, while extremely well-organized and equipped, was never intended as a military operation. Primarily an exploration and colonization force, the Humans of *Galaxy Pirates* have had to rely on modifying their basic self-defense gear to a more aggressive profile: turning what were once low-threat weapons and armor into combat-ready materiel. Chief among these were the various Personal Defense Weapon (or *PDW*) category of firearms: the primary form of self-defense and tactical offense available to the colonists who first traveled through the Jump Gate to arrive in Civilized Space.

The *PDW-nX* series is the result of a brief, intense retooling effort on the part of the colonists. The already sturdy, low-maintenance *PDW-G* firearms in use by the colonists were recalled, retooled, and returned to their users as newly-upgraded, multi-role weapons capable of not only defending their children and livestock from local flora and fauna, but also readily modified to serve in field-grade assault and close-combat situations. Most *PDW-nX* configurations can be achieved by adding or removing one simple, non-mechanical component. Many others are available with minimal effort and few moving parts to worry about jamming or malfunctioning in the field.

While the *PDW-nX* listed in **Table 1–2: Ranged Weapons** is for the assault rifle configuration of the weapon, sniper, carbine, and shotgun configurations are all feasible. The *PDW-nX*, like the *-G* before it, uses a standardized target acquisition system and firing mechanism, rendering the various configurations functionally identical when fired. In game terms, this means that a character who is proficient with Small Arms may use any *PDW* Pistol configuration, those familiar with Longarms may use any *PDW* Rifle configuration.

## KATAR GYROJETS

300cr per box.

*Image: Katar Soldier in Battle Harness*

Using caseless, self-contained shells (essentially small, individually primed rocket munitions), Katar Gyrojet weapons are formidable tools of conflict on any field. As they contain all of their own fuel, they are equally effective in an atmosphere or a vacuum. Though their range is severely limited in an aquatic environment, they are far more effective than normal firearms when submerged, as the internal fuel for each round is not affected by the surrounding water. Katar Marines are trained to compensate for the differences in range and handling across multiple environments and conditions, making them especially effective at gauging where and how to use their firearms. Due to the low amount of moving parts in the firing mechanism, Katar Gyrojet weapons can also be used as effective clubs with little concern for damaging them against the skull of an enemy.

**The Katar Gyrojet Rifle** supplements the launch chamber with an electric charge that superheats the gyrojet fuel, boosting the range of each shell even further. The rocket powering the shell enables greater velocity over distance, and with it, a higher long-range accuracy in an atmosphere or vacuum. In a liquid environment, Katar Gyrojets are limited to five range increments. Specialized internal mechanisms enable fully automatic fire, while stabilizing the weapon so that it can be used as a club in a pinch.

Katar Gyrojet weapons are restricted outside of space, rendering them uncommon at best for users who are not part of the Katar Defense Force. Gyrojet ammunition comes in boxes of ten shells, which cost



# ENHANCEMENTS LIST

Each of the Weapons and Armor Enhancements are listed below. In the case of Enhancements with multiple tiers of effect, the *Cost* section of the entry will list each cost, with its *effect level* in parentheses. Refer to **Table 1–3: Weapons And Armor Technology** for the full list of incompatibilities, special case notes, etc.

In game mechanics, these Enhancements act exactly as they would in the *Pathfinder RPG*, except as follows:

- The Enhancements do not confer any inherent magical or arcane bonus to their base item, and
- Any Enhancement marked with a † symbol requires a **Battery** to function.

**Battery:** This small device resembles nothing more than an old-style battery cylinder. Most *Batteries* are of a universal size: they can be freely interchanged between any piece of equipment, but may vary in their capacity. Specialized *Batteries* do exist, but are usually reserved for highly advanced devices, such as long-forgotten ancient technology. Each *Battery* can power any of the *Visual Weapon Fusions* or *Armor Upgrades* can be powered by a 20 or 40 capacity battery with usage as noted in their description. *Visual Enhancements* require a move action to activate, and must be reactivated after any *Attack Action* is performed. *Energy Enhancements* on a *Melee weapon* draw a total of twenty (20) uses from a *Battery* before depleting it. One handed weapons typically use one charge per attack, two handed weapons typically use two. The charge is expended when the *Attack Action* is made, whether or not the weapon strikes its target. *Batteries* can be recharged at any reasonably equipped facility. *Battery* (capacity 20) costs 60cr and has no Bulk, *High Capacity Battery* (capacity 40) costs 330cr and has no bulk.

The column for *Incompatibilities* lists the Enhancements that *may not be combined* with a particular Enhancement. In the case of *Stealth technologies*, these *Incompatibilities* are due to the inherent differences between how the technologies work. For *Energy Enhancements*, the systems necessary to cause a weapon to burst into flame or conduct a massive electrical charge are both extremely delicate and thus mutually exclusive. However, all *Mobility and Defense Enhancements* are fully compatible with one another.

Some Enhancements (such as *Sniping*) list *Incom-*

patibilities in **Table 1–3**, while in their description are shown as mirroring the effects of one of their *Incompatible Enhancements*. This is because the Enhancement already provides the bonus associated with the other Enhancement, and thus cannot be stacked or otherwise increased.

## **Active Camouflage**      **Armor Upgrade Level 10/15**

**Cost:** 20,000cr/120,000cr, **Slot 1; Armor Any; Bulk -**  
**Description:** Armor that is equipped with an *Active Camouflage* system utilizes a series of active-scan cameras and sensors to feed information to an active-matrix LCD display integrated into the surface area of the armor. Coupled with noise cancellation and acoustic-response technology, *Active Camouflage* equipped armor grants the user a +10 (Basic) or +15 (Improved) Enhancement Bonus to their *Stealth checks* while standing still. If the user takes any action, the user loses this bonus until it once again spends 1 round remaining still. This bonus affects only the wearer, and does not provide *Stealth Check* bonuses when firing a weapon (see *Sniping* for this use case). The Basic version uses an internal Capacity 20 battery with usage 2 per round whether or not the user is moving. The Improved version uses an internal Capacity 40 battery with usage 4 per round whether or not the user is moving. The batteries must be recharged after 10 rounds of use.

## **Buoyant**      **Armor Upgrade Level 3**

**Cost:** 2,000cr, **Slot 1; Armor Any; Bulk -**  
**Description:** Armor and Weapons equipped with the *Buoyant* Enhancement bestow no armor check penalty on *Swim checks* attempted by the wearer. All other armor check penalties apply as normal. Additionally, while the item cannot be used as a flotation device, it is considered neutrally buoyant when not in use, and will float unless forcibly submerged (at which point it sinks).

## **Chameleon**      **Weapon Fusion Level 10**

**Description:** Upon command (and at the expense of one charge usage from an internal *Battery*), a *Chameleon* weapon can be made hidden, including any scabbard, sheath, or similar accessory used to hold the weapon. A careful search will still reveal its presence, but purely visual examination will not. While hidden, a *Chameleon* weapon causes its wielder to take a



-1 penalty on attack rolls unless she has the *Blind-Fight* Feat or is able to see invisible objects. On the first attack made with a *Chameleon* weapon during a combat, the defender is denied its Dexterity bonus to KAC unless it has the *Blind-Fight* Feat, is able to see invisible objects, or is specifically aware that the wielder is using an *Chameleon* weapon. A *Chameleon* weapon is considered to have total concealment for attacks or effects directed at it, such as combat maneuver checks made to disarm, steal, or sunder it and disintegrate or entropic grasp.



**Comfort**

**Armor Upgrade Level 4**

**Cost:** 1,250cr

**Slot 1; Armor Heavy, Powered; Bulk 2**

**Description:** Armor with the *Comfort* Enhancement is lined with numerous hydrophobic and anti-microbial materials, and also contains a variety of thermally regulated, padded reinforcements throughout the armor, rendering it capable of being worn without duress in most environmental conditions. Armor with the *Comfort* Enhancement does not cause a penalty to the wearer's Saving Throws to resist the effects of extreme heat. In cold weather, it counts as cold weather clothing. In addition, the armor's Armor Check Penalty is reduced by 1 (to a minimum of 0).

**Deceptive**

**Weapon Fusion Level 7**

**Description:** A *Deceptive* weapon's shape blurs and appears to bend unpredictably. When the weapon is in hand, the wielder gains a +2 circumstance bonus on *Bluff* checks to feint. In addition, when the wielder scores a critical hit with a *Deceptive* weapon against an opponent, she can attempt to feint against that opponent as an immediate action.



**Energy Resistance**

The Armor Upgrade removed in favor of the Field and Thermal Capac-

itor upgrades.

**Electrostatic Field**

**Armor Upgrade Level 5/9/12**

**Cost:** Mk 1 3,000cr/Mk 2 13,000cr/Mk 3 35,000cr

**Slot 1; Armor Any; Bulk -**

**Description:** This field over your armor grants you electricity resistance, and any creature that touches you or deals damage to you with a melee weapon takes electricity damage. The resistance granted and damage dealt depend on this upgrade's type, as noted below.

Mk 1: Resistance 5 and 1d6 electricity damage.

Mk 2: Resistance 10 and 2d6 electricity damage.

Mk 3: Resistance 15 and 3d6 electricity damage.

**Thermal Capacitor**

**Armor Upgrade Level 5/12/15**

**Cost:** Mk 1 3,600cr, Mk 2 36,250cr, Mk 3 120,000cr

**Slot 1; Armor Any; Bulk -**

**Description:** This upgrade regulates heat, protecting you from extreme temperatures. You can exist comfortably in conditions between -50° and 170° F without needing to attempt Fortitude saves. In addition, the armor grants cold resistance and fire resistance. The amount depends on the capacitor's type, as listed below.

Mk 1: Resistance 5

Mk 2: Resistance 10

Mk 3: Resistance 15

**Flaming**

**Weapon Fusion Level 5**

**Description:** The flaming fusion imbues a weapon with the fiery power of a star. Half the weapon's damage type is replaced with fire damage. You can activate or deactivate the flaming fusion as a swift action. If the weapon already deals two types of damage, replace one of them with fire (you decide which damage type to replace each time you activate the flaming fusion). You can add this fusion only to a weapon that does not already deal fire damage. This fu-

sion never causes a weapon that normally targets KAC to target EAC.

### Impact (Knockdown) **Weapon Fusion Level 6**

**Description:** With the knockdown fusion, a weapon disrupts a target’s center of gravity. The weapon gains the knockdown critical hit effect. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon’s normal critical hit effect or the knockdown effect.

Only weapons that deal bludgeoning damage can benefit from this fusion.

### Impervious

These weapon and armor enhancements have been removed in favor of *Durable* and *Tensile Reinforcement*.

### Durable **Weapon Fusion Level 1**

The durable fusion uses stronger alloys and reinforcements to significantly increase a weapon’s toughness. When determining a weapon’s hardness, Hit Points, and saving throws, treat its item level as being 5 higher. For more about calculating these values, see *Breaking Objects* in Chapter 11 of the *Starfinder Core Rulebook*.

### Tensile Reinforcement **Armor Upgrade Level 1**

When calculating your armor’s hardness and Hit Points see *Breaking Objects* in Chapter 11 of the *Starfinder Core Rulebook*, treat it as if its item level were 5 higher.

### Keen

This Weapon modification has been removed as *Starfinder* does not treat Critical Threat ranges the way that *Pathfinder* did. As *Galaxy Pirates* Weapon abilities are mutually exclusive a mod to simulate the *Starfinder* Improved Critical feat would not be useful.

### NuBlack **Armor Upgrade Level 5**

**Cost** 3,000cr; **Slot** 1; **Armor** Any; **Bulk** -

**Description:** The *NuBlack* Enhancement grants a +5 Enhancement Bonus to the wearer’s Stealth checks. *NuBlack* is extremely Hydrophobic, and does not provide its Stealth bonus if the wearer is fully immersed in water. However, because of this quality, *NuBlack* coating grants a +2 Enhancement Bonus to all Reflex Saves involving liquid weapons, attacks, and special abilities. When applied to a weapon, *NuBlack* prevents the weapon from being easily spotted (due to reflections, glare, etc), but does not add its bonus to that of any *NuBlack* equipped armor, and does not prevent the weapon from being observed through other means (sound, etc).

**Table 1–3: Weapons And Armor Technology**

Name	Cost <sup>1</sup>	Type <sup>2</sup>	Armor?	Melee?	Ranged?	Incompatibilities
Active Camouflage	Varies	Visual	X	–	–	Any Weapon Enhancement, NuBlack
Buoyant	+2000cr	Mobility	X	X	X	None
Chameleon†	+5000cr	Visual	–	X	–	Deceptive, Flaming, NuBlack
Comfort	+5000cr	Mobility	X	–	–	Any Weapon Enhancement
Deceptive†	+2000cr	Visual	–	X	–	Chameleon, Flaming, NuBlack
Electrostatic Field	Varies	Defense	X			Any Weapon Enhancement
Thermal Capacitor	Varies	Defense	X	–	–	Any Weapon Enhancement
Flaming†	Varies	Energy	–	X	–	Active Camouflage, Chameleon, Deceptive, Impact, Keen, NuBlack, Shocking
Impact (Knockdown)†	Varies	Damage	–	X	–	Flaming, Keen
Durable	Varies	Defense		X	X	None
Tensile Reinforcement	150cr	Defense	X			None
NuBlack	+5000cr	Visual	X	X	X	Chameleon, Deceptive, Flaming
Shock†	+2000cr	Energy	–	X	–	Active Camouflage, Chameleon, Deceptive, Flaming, Impact, Keen, NuBlack
Sniping <sup>3</sup>	Varies	Visual	–	–	X	Active Camouflage, Deceptive, Impact, Keen, NuBlack

1: This cost is in addition to the necessary +1000cr. spent to raise the base weapon to Masterwork Quality.

2: Weapon Enhancements are mutually exclusive to their own type. Armor Enhancements are generally mutually compatible.

3: Sniping may only be applied to firearms, and is not applicable to thrown weapons or bows/crossbows.

**Shock****Weapon Fusion Level 5**

The shock fusion weaves the electrical energy of the universe into the weapon's form. Half the weapon's damage type is replaced with electricity damage. You can activate or deactivate the shock fusion as a swift action. If the weapon already deals two types of damage, replace one of them with electricity (you decide which damage type to replace each time you activate the shock fusion).

You can add this fusion only to a weapon that does not already deal electricity damage. This fusion never causes a weapon that normally target KAC to target EAC.

**Sniping****Weapon Fusion Level 5/10/15**

**Description:** The wielder of a *Sniping* weapon gains a +5, +10, or +15 Competence Bonus on Stealth checks to remain hidden after sniping with it. When purchasing *Sniping*, it must be declared to be either *NuBlack* or *Active Camouflage*. If *NuBlack*, the weapon may only have the basic *Sniping* enhancement (+5 Stealth). If *Active Camouflage*, the weapon may have either of the remaining two tiers (+10 or +15 Stealth). If your armor has the *Active Camouflage* Enhancement, your weapon may not have a Sniping value higher than that of your armor, due to incompatibilities between the weapon and the armor's onboard computers. If you wish to upgrade your weapon's *Sniping* type after it's purchase (for example, your armor is upgraded from *NuBlack* to *Active Camouflage*), you must pay the difference between the old and new enhancement costs.

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