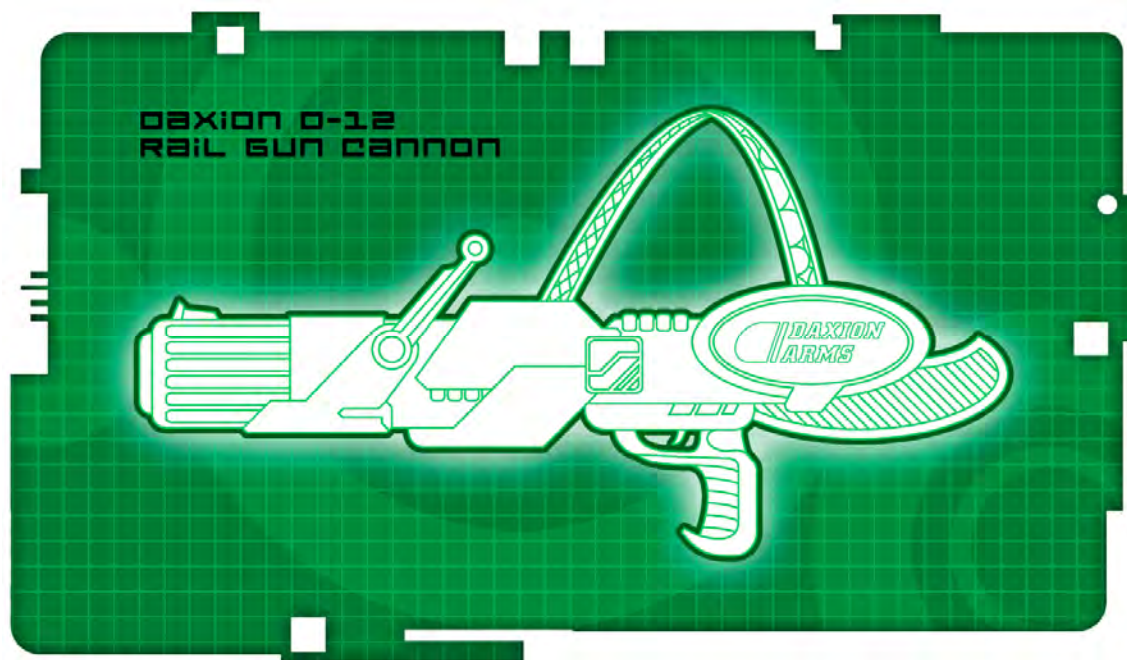


TERRAFORMER

SHAPE YOUR WORLD



DAXION ARMS WEAPONS

by LEE HAMMOCK



Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.

DAXION ARMS WEAPONS

A new company in the lucrative arms market on Eos, Daxion Arms has quickly caused a storm of controversy in the few short months it has officially existed. Branded by the Dawning Star Republic as a group of traitors and gun smugglers, their products have been outlawed in the Republic due to the shady past of the company's founders. But this has bothered CEO Neil Pritchard and his associates not a whit as they have held the Republic in little esteem for many years.

Daxion History

Daxion Arms began as a band of relic hunters and mercenaries called the Freedom Band, which was led by Neil Pritchard and was made up of a rotating roster with a dozen members at any given time. The Freedom Band began when Neil Pritchard was branded a criminal by the Republic in 2140 for unauthorized use of limited resources--namely parts from the *Dawning Star* ship itself--in experiments on relics recovered from the ruins of Eos. The use of unauthorized parts eventually led to a number of other investigations into how Pritchard, a professor at the Dawning Star University at the time, had acquired the relics in the first place. Eventually, it was learned he had hired a number of independent relic hunters with laundered money from University accounts, breaking many of the quarantine and safety protocols for entering alien ruins in the process. In short, for trying to push his scientific achievements to their greatest heights through any means necessary Pritchard became an outlaw. He wouldn't let that stop his pursuit of knowledge.

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⌘ ABOUT DAWNING STAR

Dawning Star was the first full-scale science fiction campaign setting built on d20 Modern and powered by the Future ruleset from Wizards of the Coast. The critically-acclaimed setting was nominated for an ENnie for Best d20 Game. You can learn more and download free material by visiting www.dawningstar.com.

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The Terraformer line of products from Blue Devil Games presents new material designed for Dawning Star but usable in most science-fiction campaigns. Each entry will offer a new prestige class, xenomorph, talent tree, feat, weapon, etc. and advice on using it into your campaign and using it to "shape your world."

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⌘ ABOUT LEE HAMMOCK

Lead writer and game designer on the Dawning Star line, Lee has been affectionately called the "Hemingway of RPGs" for the quality of his writing and prolific body of work. Lee has worked for numerous publishers, including AEG, Bastion Press, Louis Porter Jr. Designs, and DC Comics.

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After escaping the Republic, Pritchard traveled to Hapeville, where he used his knowledge of relics and alien technology to get involved in the local relic trade. He quickly became known as an expert on relic weaponry and made a decent amount of money helping relic hunters operate or repair their finds. But money was not his goal; ultimately Neil Pritchard is driven by the idea that he is right and everyone who disagrees with him or his methods is wrong. Because the Dawning Star Republic has disagreed with him in a most serious manner, his top priority is proving that the Republic was in fact wrong.

In 2145, using his own funds, Pritchard put together a relic hunting mercenary group called the Freedom Band. They were based out of Hapeville but, on occasion, also operated out of Steel End. The Freedom Band primarily engaged in relic hunting operations across Eos, relying on Pritchard's knowledge of relics and alien technology to boast a better than average success rate for these endeavors. Unfortunately, they also suffered a higher than normal casualty rate due to Pritchard's recklessness, but the high pay Pritchard offered secured them a steady stream of replacements. Most of their finds were sold to the EFL or independent agents like Maximillian Dagos, though Pritchard kept a number for his own research. The Freedom Band openly flaunted Republic borders and regulations on these missions, regularly taking relics from Republic territory and even getting into gunfights with Republic troops on a number of occasions. The EDF suspects the Freedom Band in a number of unsolved murders and ambushes in the Southern Resource Zone, but these investigations are still ongoing. Needless to say the Freedom Band does not receive a warm welcome from the agents of the Dawning Star Republic, who have orders to arrest on sight.

After several years of operations Pritchard's age began to catch up with him, and he began to look for away to continue his work without all the running around and danger that being a full time relic hunter entails. He looked back over the relics he had recovered in his operations thus far, and decided to try to reverse engineer them in order to see if any aspect of their operation could be duplicated with less advanced technology. After several months of fruitless research he managed to reverse engineer a powerful electromagnetic rail system from a medical injector unit used by the Star Confederation to penetrate the thick hides of alien species. By enlarging and modifying this technology he was able to build the first man-portable rail gun that carried enough ammunition and power to be a feasible weapon. Possessed of long range and excellent armor-piercing power, Pritchard had a weapon that would interest many on Eos.

Using his remaining fortune and the assistance of the Freedom Band, Pritchard transferred his operation to Steel End in 2151, where he purchased a warehouse and began converting it into factory. He was able to acquire manufacturing equipment from several contacts in the EFL and quickly set about trying to enter the weapons market. Using gyro-jet bodies and spare parts for his initial production run, Pritchard made a test run of 100 rail gun rifles in 2152 and quickly sold the entire lot to the EFL after demonstrating their effectiveness to Patricia Rogers.

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Ever since, the EFL has been buying up most of Pritchard's guns, issuing them to special forces and heavy infantry units in the same fashion that the EDF deploys its energy weapons.

After his first successful sale Pritchard renamed his company Daxion Arms after the maiden name of his mother, hoping to leave behind his days of the Freedom Band in order to open trade with the Republic. He hoped this would prove that they were wrong in forcing him out since they now wanted his weapons. He has not been so lucky. Despite some bribes and even turning in some of his former cohorts from the Freedom Band to the Republic Rangers, Pritchard remains a wanted criminal in the Republic and is considered a traitor by most who know of his actions. Realizing getting in good with the Republic government is a lost cause, he has changed his tactics and now targets his goods at the more independent-minded citizens of the Republic. His pitch: "The Republic wants to keep them poorly armed so they cannot rise up against it," or "only those brave enough to fight the Republic are worthy enough to buy these weapons." Still, most of his goods go to those faction-camps that are part of the EFL.

Daxion Arms Now

Now Daxion Arms is a small but growing arms manufacturer allied with the EFL, and its prospects look good. Pritchard has dealt fairly with the EFL and been treated well in kind. His weapons give the EFL a military strength it had previously lacked. Daxion Arms is expecting to construct a second factory in the next two years, purchase some local mines to gather its own materials, and broaden its line of weaponry to include more anti-vehicular weapons, something the Dawning Star Republic is not likely to take well.

Pritchard has become a rising star in the EFL and often meets with Patricia Rogers and other leaders regarding relics and alien technology. He can often be found in Roger's Point but spends most of his time in Steel End. He occasionally sends the remaining members of the Freedom Band, of which there are six, on relic hunting missions in the hopes of discovering new technology that can be used by Daxion Arms to develop new weapons. However, he has not enjoyed his previous levels of success due to his attention being elsewhere. The Freedom Band spends most of its time working security for Daxion Arms, but it is not the close knit group it once was after Pritchard used several members as sacrificial lambs to try and get the Republic to forgive his past misdeeds. If there is a weakness in Daxion Arms, it is the Freedom Band since Pritchard is blind to their eroding loyalties.

For now the Dawning Star Republic believes Daxion Arms to be an annoyance, but much like Brase Arms in Roger's Point it is a threat that is not worth eliminating due to the political firestorm it would create. While there are elements within the EDF that push for a covert mission to eliminate Daxion Arms factories, they are a minority in the military as most believe it would spark more conflicts with the EFL.

Daxion Arms sells its weapons to all-comers. While the Republic

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officially will not deal with the company, some citizens of the Republic and many independents are interested in getting their hands on Daxion weapons. Several non-EFL faction camps have put in orders with Daxion, including Sun City, in order to equip some of their patrol boats. It seems that with Daxion Arms in business Eos is becoming a much more dangerous place.

Daxion Arms Compound

Daxion Arms occupies a small factory and adjacent two-story office building on the northern edge of Steel End. The entire area is surrounded by a ten-foot-tall, electrified fence complete with guard towers at every gate and corner, all of which are manned by guards armed with Daxion Longarm Rifles and night-vision goggles. The fenced in area is roughly square and 400 yards on a side, while the factory at the northern end of the compound is approximately 400 feet long and 200 feet wide. The office building is in the southwestern corner and is 100 feet on a side. The rest of the space in the compound is taken up by a loading dock, parking lot, and weapons testing range. The compound has a total of 30 guards, 70 factory workers, and twelve office personnel present at most times as the factory operates day and night with three alternating shifts. The entire compound runs off a small fusion generator housed in the basement of the factory.

The compound can be reached through gravel streets from Steel End or by train. A spur of the Southern Cargo Line, which runs from Hapeville to Steel End and Sunder Ridge, goes right into the loading zone in the compound, and most of the weapons shipped out are sent via train. An empty dirt field next to the compound is sometimes used as a landing pad for vectored-thrust vehicles. Several cargo trucks are always in the parking lot at the compound, along with a small number of personal vehicles. Most employees walk or ride bikes to work, though some ride horses or Dawson dragons. These animals are usually kept tied up outside the compound in a nearby stable that has little security.

All the structures in the compound are made out of crude cement and iron rebar, making them resilient to damage but not particularly advanced. These walls have a hardness of 7 and 72 hit points per square foot. All doors have a lock requiring a keycard and 6-digit code to access (Disable Device, DC 30 to bypass). Touching the electrified fence inflicts 1d6 points of electrical damage per round; anyone taking damage from the fence must also make a Fortitude save (DC 12) or be stunned for 1d4 rounds.

Daxion Employees

This section includes descriptions of the major figures of the Daxion organization. The factory workers and office personnel are 1st-level ordinaries, who have no interest in combat and want nothing more than to earn a decent wage and live out their lives in quiet contentment.

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Neil Pritchard

Founder of the Freedom Band and later Daxion Arms, Neil Prichard was only twenty years old when the Earth was destroyed. At the time, he was a promising theoretical technician, who had developed a number of the inertial control systems used in the *Dawning Star*. His advanced abilities with cutting edge technology earned him a place on the evacuation ship, but he was not awakened until 30 years after the ship landed on Eos. After an initial period of adjustment, which included a lot of drinking and several violent incidents with police, Pritchard was brought in on several government projects studying alien relics. This quickly became an obsession for Pritchard, who eventually joined the Dawning Star University in the hopes of continuing his research there without government interference; he long felt that the moral and safety concerns of the government had no place in true scientific research.

Pritchard quickly found the restrictions at the University too confining and set out to handle things his own way, hiring relic hunters to obtain relics for him and paying them out of his department's budget for teaching assistants and instruction materials. This didn't work for long, but long enough to get Pritchard in a great deal of trouble when he was caught. While a highly skilled scientist, Pritchard's skills at deceit and accounting were not quite so developed, though he would never admit as much.

Fleeing the Dawning Star Republic, Pritchard ended up in Hapeville, and there entered the seedy world of professional relic hunters. Eventually, he formed his own band of relic hunters, the Freedom Band. But Pritchard was almost 40 years old and no longer the spry researcher of his youth. He used his knowledge of relics and his personal stash of alien technology to found Daxion Arms, which he now spends all of his time keeping in operation. This keeps him a very busy man, though he hopes to amass enough of a fortune in the next few years to retire entirely.

Neil Pritchard is an ambitious, impatient man, who believes that everyone around him is jealous of his intelligence and skills. He has trouble accepting anyone as an equal or abiding by the limits placed on his activities by his many inferiors. He only has a few people he sees as equals, one of whom is Patricia Rogers. Ultimately he is a creature of ego, driven to prove that everyone that ever doubted him is wrong and punish them accordingly.

A rail-thin man, Pritchard has little fat or muscle on his body. He always wears a pair of worn glasses. His hair is thinning and gray, which combined with his glasses, would give him a scholarly appearance if he were not so thin that he looked like a drug addict. While working he usually wears a simple jumpsuit with numerous tool belts, but in the field he wears a custom-made set of rough outs. When conducting business he wears a silk suit that he keeps vacuum stored at all other times due to its immense value.

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Neil Pritchard (Smart Hero 5/Technosavant 5): CR 10; Medium humanoid; HD 10d6; hp 38; MAS 10; Init + 1; Spd 30 ft.; Defense 16, touch 16, flat-footed 15 (+1 Dex, +5 class); BAB +5; Grap +4; Atk +4 melee (1d3 electricity and stun, stun gun), +6 ranged (3d4, D-3 Rail Gun Pistol); Full +4 melee (1d3 electricity and stun, stun gun), +6 ranged (3d4, D-3 Rail Gun Pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Cybermancer, down with robots, exotic weapon adept robomancer, skilled salvager, technocant, technophile; AL Daxion Arms; SV Fort +2, Ref +5, Will +8; AP 11; Rep +3; Str 9, Dex 12, Con 10, Int 19, Wis 11, Cha 12

PL Familiarity: 7

Occupation: Academic

Skills: Computer Use +19, Craft (Chemical) +12, Craft (Electrical) +19, Craft (Mechanical) +19, Decipher Script +14, Disable Device +17, Drive +6, Forgery +12, Investigate +12, Knowledge (Business) +8, Knowledge (History) +8, Knowledge (Physical Sciences) +19, Knowledge (Technology) +19, Navigate +9, Read/Write Language (English, Technocant). Repair +19, Research +19, Speak Language (English, Technocant), Spot +5.

Talents: Identify Alien Technology, Repair Alien Technology, Utilize Alien Technology

Feats: Armor Proficiency (Light), Builder, Educated, Gearhead, Iron Will, Personal Firearms Proficiency, Salvage, Simple Weapon Proficiency, Studious, Technological Aptitude

Possessions: Upgraded info comp with advanced App-3 program, universal communicator, stun gun, D-3 Rail Gun Pistol with 2 clips, wallet

Wusalli Oppo

The current leader of the Freedom Band, Wusalli is also the chief of security for the Daxion Arms compound. The longest surviving member of the Freedom Band, he was previously a member of the EDF but was court-martialed after selling ammunition to the faction-camps on the black market. A dour and disciplined man, he now greatly regrets that decision and is none too happy with his current lot in life, working for a man who thinks him an idiot and disrespects him constantly.

In the heyday of the Freedom Band, Wusalli was a loyal soldier under Pritchard. However, after losing so many of his men to Pritchard's incompetence and then seeing several of them turned over to the Republic as Pritchard tried to buy his way out of trouble, Wusalli is fed up. He goes through his daily responsibilities with a detached air, not really caring about Daxion Arms or its safety. The Freedom Band is all he has known for years so he is not ready to cast it aside, but he has started thinking of ways to get back at Pritchard for all the things he put Wusalli and his comrades through. It will probably take some sort of outside force or unusual opportunity for Wusalli to make his move, but when he does it will be devastating both to Pritchard and Daxion Arms.

A large dark-skinned man of African decent, Wusalli is getting on in years but is still in excellent shape. His long hair is kept in dreadlocks and is starting to gray in several areas. He wears rough-outs that are always kept in excellent condition. He rarely goes anywhere unarmed.

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Wusalli Oppo (Strong Hero 3/Soldier 6): CR 9; Medium humanoid; HD 3d8+6d10+18; hp 70; MAS 14; Init +2; Spd 30 ft.; Defense 20, touch 17, flat-footed 18 (+2 Dex, +5 class, +3 armor); BAB +7; Grap +10; Atk +10 melee (1d6+3, baton), +9 ranged (3d4, D-3 Rail Gun Pistol) or +10 ranged (3d6+2/19-20, Longarm Rifle); Full Atk +10/+5 melee (1d6+3, baton), +9/+4 ranged (3d4, D-3 Rail Gun Pistol) or +10/+5 ranged (3d6+2/19-20, Longarm Rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Improved critical, tactical aid, weapon focus, weapon specialization; AL Freedom Band; SV Fort +7, Ref +6, Will +3; AP 10; Rep +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8

PL Familiarity: 6

Occupation: Military

Skills: Climb +7, Demolitions +6, Drive +8, Intimidate +5, Knowledge (Tactics) +12, Read/Write Language (English), Repair +4, Speak Language (English), Survival +7, Swim +9

Talents: Improved Throwing Arm, Throwing Arm

Feats: Advanced Firearms Proficiency, Armor Proficiency (Light), Blind-Fight, Burst Fire, Dodge, Double Tap, Exotic Firearms Proficiency (Rail Gun), Personal Firearms Proficiency, Point Blank Shot, Simple Weapon Proficiency, Weapon Focus (D-3 Longarm Rifle), Weapon Specialization (D-3 Longarm)

Possessions: Rough-outs, D-3 Rail Gun Pistol with 3 clips, D-1 Longarm Rifle with 2 clips, 2 fragmentation grenades, 2 thermite grenades, 2 smoke grenades, collapsible baton, universal communicator, flask of whiskey.

Daxion Guards

Mostly locals from Steel End who have trained with the EFL, the guards at the Daxion Compound are not hardened soldiers. While competent, they are, in the end, simply hired hands with little investment or real dedication to their jobs. Looking to cut costs, Pritchard does not pay them enough that they would be willing to put their lives in peril; they will likely flee at the first casualty. They have little police training and may react to threats with inordinate amounts of force, but they are not generally cruel for the sheer sake of it.

The Daxion Guards are all equipped with rough-outs and carry nightvision goggles when on duty at night. Most of their equipment is issued to them by the company and thus stays on the company grounds when they punch out for the evening.

Daxion Guards (Tough Ordinary 3): CR 2; Medium humanoid; HD 3d10+6; hp 24; MAS 14; Init +0; Spd 30 ft.; Defense 15, touch 15, flat-footed 15 (+2 class, +3 armor); BAB +2; Grap +3; Atk +3 melee (1d6+1, baton), +2 ranged (3d6, D-1 Longarm Rifle); Full Atk 3 melee (1d6+1, baton), +2 ranged (3d6, D-1 Longarm Rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ None; AL Daxion Arms; SV Fort +4, Ref +1, Will +1; AP 0; Rep +1; Str 12, Dex 11, Con 14, Int 10, Wis 10, Cha 9

PL Familiarity: 6

Occupation: Law Enforcement

Skills: Climb +5, Drive +4, Intimidate +1, Read/Write Language (English),

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Speak Language (English), Spot +4

Feats: Armor Proficiency (Light), Personal Firearms Proficiency, Point Blank Shot, Simple Weapon Proficiency

Possessions: D-1 Longarm rifle with 2 clips, D-3 Rail Gun Pistol with 2 clips, nightvision goggles, radio, light combat armor, baton.

The Freedom Band

The elite troubleshooters of Daxion Arms, the Freedom Band began as Pritchard's personal relic hunters but has changed over time to better suit the corporate infrastructure. They still occasionally go on relic-hunting missions when Pritchard comes across rumors of particularly interesting finds. More often than not, these are simply smash-and-grab jobs to steal newly discovered relics from their new owners. The Band doesn't plumb the depths of the Eos ruins much any more. The Freedom Band has not taken this change in mission well, feeling more like thieves than treasure hunters; similarly, they do not like the new business-like attitude of Pritchard. The Freedom Band was once a freewheeling group of mercenaries, but now they feel like glorified thieves and security guards. They spend most of their time in the Daxion Arms compound keeping an eye on security matters or acting as personal guards to Pritchard. Like Wusalli they are increasingly frustrated with their poor treatment and may well turn against Pritchard in the near future--something he, in his arrogance, could never acknowledge as a possibility.

All of the Freedom Band wear matching rough-outs, bearing the Daxion Arms logo: a silver hawk on a black background. Most carry Daxion Arms weapons, but a few also carry EDF-9 pistols as backups. While the abilities below are representative of an average member of the Freedom Band, most have their own specialties that are not represented below, such as a demolitions expert or a computer expert.

Freedom Band Member (Tough Hero 2/Dedicated Hero 2/Explorer 2):

CR 6; Medium humanoid; HD 2d10+4d8+18; hp 53; MAS 16; Init +2; Spd 30 ft.; Defense 20, touch 17, flat-footed 18 (+2 Dex, +5 class, +3 armor); BAB +3; Grap +4; Atk +4 melee (1d6+1, baton), +5 ranged (3d3, D-3 Rail Gun Pistol) or +5 ranged (3d6, D-1 Longarm Rifle); Full Atk +4 melee (1d6+1, baton), +5 ranged (3d3, D-3 Rail Gun Pistol) or +5 ranged (3d6, D-1 Longarm Rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Explorer lore, resolve, survivalist; AL Freedom Band; SV Fort +11, Ref +4, Will +4; AP 9; Rep +1; Str 12, Dex 14, Con 16, Int 14, Wis 10, Cha 8

PL Familiarity: 6

Occupation: Explorer

Skills: Climb +5, Disable Device +4, Drive +6, Knowledge (Earth and Life Sciences) +8, Knowledge (Physical Sciences) +7, Listen +9, Navigate +4, Read/Write Language (English), Search +7, Speak Language (English), Spot +11, Survival +9, Treat Injury +7.

Talents: Aware, Second Wind

Feats: Alertness, Armor Proficiency (Light), Endurance, Great Fortitude, Guide, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Track

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Possessions: Baton, rough-outs, universal communicator, D-3 Rail Gun Pistol with 4 clips, D-1 Longarm Rifle with 2 clips, nightvision goggles, 2 days of survival rations, info-comp, climbing kit, canteen, 2 fragmentation grenades, survival knife

Daxion Arms Weapons

All Daxion arms firearms (except for the EMP cannon) use specially made clips that hold both the power source and the metallic rounds needed to fire the weapon. These clips may not be used in any other weapons and other power sources, such as standard power packs, cannot be used in Daxion Arms weapons. Reloading a clip of rail gun ammunition is a time consuming process that requires a special reloading kit, metal rounds, and a power source. This process requires one minute per round of ammo being reloaded. A rail gun reloading kit weighs 5 pounds and has a purchase DC of 15.

All Daxion Arms weapons are considered to have a military purchase restriction in the Dawning Star Republic.

Daxion D-6 Rail Gun Pistol

A recent addition to the Daxion weapons line, this bulky, oversized pistol fires a small sliver of metal using a magnetic rail. These weapons have very long range but limited stopping power due to the small size of the rounds they fire. Rail gun pistols may fire on automatic and carry a large amount of ammunition for a weapon of their size. It is becoming more common among EFL police units and air runners who favor its large ammunition capacity.

This weapon treats the hardness of objects it strikes as if it were 5 points lower and is covered by the Personal Firearms Proficiency feat.

Daxion D-1 Long-Arm Rifle

The first weapon made by Daxion Arms and its most popular and most widely produced model, this weapon is becoming the standard issue rifle of the EFL special forces and heavy infantry units. It is also becoming increasingly popular with non-aligned faction-camps for use by their own security forces due to the rarity of energy weapons. It has yet to catch on in any civilian markets.

This weapon treats the hardness of objects it strikes as if it were 5 points lower and is covered by the Personal Firearms Proficiency feat.

Daxion D-12 Rail Gun Cannon

An oversized version of the long-arm rifle, this weapon is meant to fire large, solid shells (similar in size to a can of pectar fruit) at a high velocity and rate of fire. In addition to being devastating against infantry, this weapon can inflict very significant damage on all but the heaviest armored vehicles. This weapon was made available for sale only recently, and three dozen have been sold thus far to the EFL for use in various secure installations and on some attack vehicles. Sun City has ordered several for mounting on some of the patrol boats they use to keep the peace in

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the surrounding waters.

The Rail Gun Cannon comes in two components: the weapon chassis and its ammunition pack. The chassis itself weighs 80 pounds and can be disassembled and carried by two people. The ammunition pack contains 200 rounds of ammunition and weighs 100 pounds. This weapon treats the hardness of objects it strikes as if it were 10 points lower and is covered by the Exotic Firearms Proficiency (Rail Guns) feat.

Daxion D-13 Disposable Anti-Armor Cannon

The newest commercial release from Daxion Arms, this weapon is meant to be a cheap, single-shot weapon similar to the D-12 for those customers who need a cheap, infantry-portable weapon that can inflict significant damage on even armored vehicles. Similar to the LAW rockets of old Earth, these weapons hold a single, large, metallic slug and only have enough power for a single shot. After being fired the weapon is simply discarded; it is not designed to be reloaded—even at the factory. Made out of cheap parts with low tolerance for damage, the weapon currently has a high misfire rate (around 6%); reducing this is currently one of the main goals of Daxion Arms. Regardless of this drawback, hundreds of these weapons have been ordered by a number of organizations, most of which are believed to be fronts for the EFL.

The Disposable Anti-Armor Cannon requires a move action to prepare to fire. It treats the hardness of objects it strikes as if it were 10 points lower and is covered by the Exotic Firearms Proficiency (Rail Guns) feat.

Daxion D-20 EMP Cannon

Still in the final stages of development, this weapon takes the highly efficient magnet technology used in the rail gun and uses it to fire a burst of electromagnetic energy. This burst of energy has no effect on living beings but plays havoc with all manner of electronics and can shut down most electronic devices for several minutes, if not render them permanently useless. This weapon was designed by Neil Pritchard to serve as the ultimate weapon against armored vehicles, and he has attracted significant funding from the EFL for his research based on this idea. So far the weapon only exists as a handful of prototypes within the Daxion compound, but Pritchard hopes to go into full production within a few months.

The EMP cannon has an appearance similar to a bazooka or shoulder fired rocket launcher, only with many more wires, a radar-dish-looking device mounted on the front, and a backpack power source attached to the weapon by heavy, insulated cable. This power source is a back-mounted power pack, and it holds 200 charges. The EMP cannon consumes 40 charges each time it is fired and may be fired only once per round due to the weapon's cooling cycle.

The EMP cannon doesn't deal damage in the traditional sense; it is treated similarly nonlethal damage. Its pulse only affects robots, vehicles, spacecraft, and other objects that have electronic components. EMP damage is totaled separately. If an object's total EMP damage equals or

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exceeds its current hit point total, it is rendered permanently inoperable. Additionally, any such object struck by an EMP cannon is rendered inoperable for one round; sentient electronic creatures (such as robots) struck are dazed for one round. The EMP cannon ignores hardness and is covered by the Exotic Firearms Proficiency (EMP Cannon) feat.

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Weapon	PL	Dmg	Crit	Dmg Type	Range Increm	RoF	Mag	Size	Wgt	Purch DC
D-6 Rail Gun Pistol	7	3d4	19-20	Ball.	80 ft.	S,A	80 box	M	3 lb.	20
D-1 Longarm Rifle	7	3d6	19-20	Ball.	120 ft.	S, A	100 box	L	10 lb.	23
D-12 Rail Gun Cannon	7	3d12	19-20	Ball.	200 ft.	S, A	200 linked	H	180 lb.	28
D-13 Disposable Anti-Armor Cannon	7	4d12	19-20	Ball.	100 ft.	S	1 int.	M	14 lb.	19
D-20 EMP Cannon	8	5d12 N	20	Special	80 ft.	S	Power pack	H	52 lb.	32

Daxion Arms in a Dawning Star Campaign

Depending on which side the PCs operate, Daxion Arms could be a valuable resource or a nettling adversary. The PCs could run into the Freedom Band on one of their own relic hunts, setting off an ongoing rivalry. If they serve in DS law enforcement, one of their missions might be to shut down Pritchard's operation once and for all or, striking a blow to the faction camps and making them a wealth of new enemies. On the other hand, shadier PC groups might call on Daxion Arms to outfit them for a dangerous mission, or they might enlist Pritchard's know-how to help them decipher the function of their own relic. In an act of corporate espionage, a rival arms manufacturer (or perhaps Maximillian Dagos) might hire the PCs to steal a bit of Daxion Arms technology for their own purposes.

Daxion Arms in Other Science-Fiction Campaigns

Daxion Arms can be placed pretty much anywhere and serves as a suitable example of a black market arms dealer. The PCs could be hired on to move a shipment of Daxion Arms weapons to a dangerous corner of the galaxy or in any of the scenarios presented above.

DAXION ARMS AMMUNITION

Weapon	Purch DC
D-6 (loaded magazine)	9
D-6 (100 loose rounds)	8
D-1 (loaded magazine)	11
D-1 (100 loose rounds)	9
D-12 (loaded ammo pack)	18
D-12 (100 loose rounds)	15

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