

## SAM'S SMUGGLERS EMPORIUM

The following continues the tour of Sam's Smuggler's Emporium, wherein a grizzled veteran trader and smuggler named Sam shows off his wares to those folk fixing to stock up on appropriate supplies . . .

### PART TWO

*Sam leads you through the maze of shelves and boxes to a large metal rack next to what appears to be a pile of engine parts. On the rack is yet another mixed assortment of items, from what appear to be large storage boxes to a pile of cargo netting.*

*"Well, you had me 'Verse survival collection, now this here is what I like to think of as your Spacer's essentials, at least if you're runnin' any manner of transport that is."*

*"Here we have something I don't think any spacer should be without, the good old Traveller's Lockbox, for storing all your bits of precious, safe and sound. . . I still have one of these myself, ah the memories. . ."*

#### Traveler's Lockbox

**Cost:** 10cr / 15p **Weight:** 5

#### Availability: E

The Traveller's Lockbox provides a safe and convenient way for regular space travelers and crews to store and carry their worldly possessions. They come in a variety of shapes and sizes, but are most commonly found as large rectangular boxes or chest, and they are made from hard, extremely durable, but light weight materials.

How much can be stored really comes down to their size, but your regular Lockbox can hold most everything most spacers carry, with the exception of large items like rifles, having the carry capacity of a rather large suitcase.

The Traveler's Lockbox also includes a decent electronic lock that is HARD to open and will prevent your goods being stolen by common thieves. The weight listed above is for an empty Lockbox.

Not only is the Traveler's Lockbox good for storage, but given its size, it also makes for a handy seat or table, if furniture's in short supply.

Lastly, some folk in the 'Verse go one step further with their Lockboxes and either have them made from scanner resistant materials, or include a well hidden secret compartment, just to store those shiny bits and pieces of you don't want the Alliance knowing about. This kind of modification ranges from 25 credits for a false bottom to 100 credits for the full scanner-scramming package.

*"...I got labels from most every corner of the 'Verse on my old lockbox."*

*"Now these here gloves may look bulky and all cumbersome like, but I tell you, when a metal transport crate slips and drops down hard on your hands, these'll stop 'em from being crushed to a bloody mess—not to mention saving you from those painful moments when you catch your fingers up against the airlock frame while trying to move some heavy piece of cargo."*

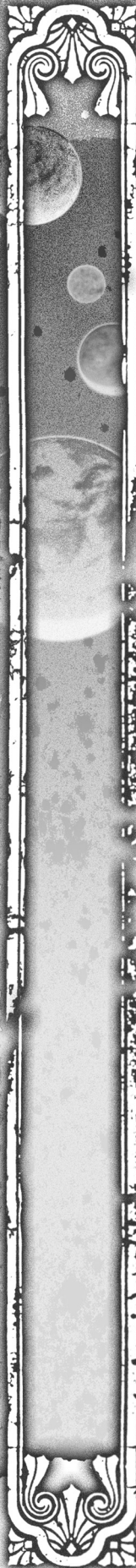
#### Hauler's Gloves

**Cost:** 8cr / 14p **Weight:** 2

#### Availability: E

Hauler's Gloves came about as a way to stop many of the more common injuries experienced by deckhands and cargo loaders at busy ports. They cover the hands and upper forearms and are made from thick, durable material, reinforced with special gel inserts and light armor plates. They protect the hands from cuts and scrapes, as well as preventing fingers from being crushed by heavy objects. The gloves have special coated finger and palm pads that assist with gripping boxes, crates and most any regular load.

While these gloves do offer a lot of protection, they are also quite bulky and are less useful for anything other than their intended task, imposing a -2 Agility step on any other





task beyond the loading and unloading of cargo. They provide an Armor Rating of 4W to the hands and forearms only.

*“Of course, once you’ve loaded up all that cargo, the last thing you want is for it all to be sliding around the ship if you gotta be making any sudden maneuvers, so you usually got one of two choices: tie it down with a few feet of rope and hope those knots hold, or secure it all good and proper with cargo netting or magnetic clamps, depending how good your budget is. Most transports I know generally mix it up with a bit of both.”*

*“Your Nylex cargo netting is for the bulk of your cargo, all that general stuff and any gear which you won’t often be needin’, but rightly needs holding down...”*

## Nylex Cargo Netting [10 ft square]

**Cost:** 2cr / 4p     **Weight:** 3

**Availability:** E

There’s cargo netting, and then there’s Nylex cargo netting. The same man-made, strong, light and flexible synthetic material first used in Nylex rope has many other practical applications, and this is one such example. It is light enough so as to be easy to move around, but strong enough to hold down and support a cargo load during rough re-entry or while flying through a storm.

Given its durable nature and reasonable price tag, Nylex cargo netting is widely used across the Verse, from small independent operations right up to the big haulage firms.

*“... While your mag-clamps, are generally reserved for the expensive or delicate loads you really don’t want shifting about too much or at all.”*

## Magnetic Clamps

**Cost:** 6cr / 18p

**Weight:** 2

**Availability:** C

Magnet clamps or ‘Mag-Cs’ are a more technologically advanced way to hold your cargo secure. Mag-Cs are disk shaped slabs of metal that fold in the middle, combining simple electronics with two powerful magnetic surfaces. One surface attaches to the cargo, normally a metal crate or drum, while the other surface attaches directly to the deck of the ship. Once the Mag-C is activated, the two magnetic surfaces lock, holding the cargo securely in place until the device is deactivated. Most loads require two Mag-Cs to keep the load completely secure, but as long as the cargo is some form of metal container, you can be sure it won’t move anywhere until you want it to.

While these devices are a tidy and particularly secure cargo restraint, they are also quite expensive, so they are usually used only for transporting especially delicate or precious loads.

*“Now, as any veteran spacer will tell you, there will come a time when something breaks down and maybe your trusty old boat springs a leak, with all that precious oxy and heat sucking real quick out into the Black. Times like that, you’ll be wanting a quick way to plug that hole until you can get it fixed up all proper-like. Now these little chemical strips, together with any old piece of metal plate from a scrap pile can do that in a flash. They’re also good for jamming up doors so as not to be easily opened by folks.”*

## Seal Strips

**Cost:** 2cr / 5p

**Weight:** 1

**Availability:** E

Seal Strips are thin patches of synthetic material, about a foot long, that are filled with highly reactive chemicals and a sticky outer surface. They were originally designed for use in sealing small hull breaches in an emergency.

To use the Seal Strip, you first peel away the protective cover, placing one of the sticky sides against the hull and the other against some scrap metal. You then pull the cord that mixes the chemicals and step away. Once the chemicals mix, they flash burn the area and the



strip, producing an instant weld and plugging the breach long enough for you to get your Ship's mechanic to fix it properly. Relying on the Seal Strip to indefinitely plug the hole is not recommended.

While this was the intended use of Seal Strips, it didn't take long for folk to figure that they could also be used to seal up doors, jamming them shut just as if they'd been welded up or locked down. This enabled the locking of doors that otherwise didn't have locks, or keeping people out of places they'd normally be able to access. The only real disadvantage to this strategy comes with the fact that you can't open the door any more either, so you'd better not want to be going back the same way.

Opening a door that has been jammed with a Seal Strip would take a HEROIC effort or the use of proper welding tools to burn open the seal.

*"Lastly, the cheap man's budget escape pod, the Blue Sun Vacuum Bubble. It might save your life, but it has all the comfort of a life raft at sea."*

## Blue Sun Vacuum Bubble

**Cost:** 50cr / 180p

**Weight:** 20

**Availability:** C

The Vacuum Bubble is an inexpensive alternative to escape pods or shuttles, but is not recommended as your primary form of escape craft. This device comes folded down in a handy backpack, making it nice and easy to carry around, but in an emergency, simply pulling on the emergency cord has it folding out into a moderately sized sphere of rugged material, capable of holding up to two people.

Once inside the sphere, all that's required is the simple press of a button for the sphere to become airtight and vacuum-sealed, which also activates the internal air supply and thermal regulators that can support life in a vacuum for up to 48 hours.

Also included in the Bubble are hygienic attachments for the disposal of bodily fluids and a self-activating distress beacon that broadcasts your location on all emergency frequencies, in the hope that someone will hear it and come to your rescue.

Once you've been rescued, or in a safe environment, the vacuum seal may be deactivated and the door panel opened.

While the Vacuum Bubble may certainly keep you alive, it is far from comfortable. The thermal regulators are basic and while the outer material has a protective coating, it won't protect you from strong solar activity. Also, there are no beds, seats, or any other comforts apart from the short-range radio to communicate with the person who responds to the distress beacon.

It's highly advised that before entering a Vacuum Bubble you take food, drink, and some form of entertainment with you. Of course, in most cases where you may need to use the Bubble, these may be the last things on your mind.

Vacuum Bubbles are single use items and once activate, can't be reused, although Blue Sun does offer a return discount of 10 credits when purchasing a replacement.

*"Thankfully, I gotta say that I never had a captain tight enough to be forcing me to use one of these things, but I understand that some folk have to work to a budget and all."*

*With that, Sam gives you a moment to make any decisions on purchases before he heads off to yet another part of the store and the promise of other fascinating goods.*

## CREDITS

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