

# CHAPTER 4 JSA GEAR

## WHAT YOU'LL FIND IN THIS CHAPTER

A catalogue of new weapons, armour, items and vehicles used by the JSA.

## DAILY CARRY

Civilians are prohibited from carrying weapons at any time in JSA territories. Active Military are allowed to carry small arms, but long arms, powered armour and TAG's are prohibited except in times of active military action. It is illegal for non-samurai to pose a Katana. Samurai may carry a Katana, a Wakizashi and a Tanto, as they are always considered "active military"

## KATANA SOUL OF THE SAMURAI

Technically the Emperor owns all Katanas and grants them to a worthy Samurai (even Katan's that the Samurai pay for themselves), but the granting is usually pro forma issue of a sword stamp.

It is illegal for a non-samurai to carry a Katana, though Wakizashi are exempt.

The Katana is often thought of as a Samurai's soul and they will go to great lengths to prevent their loss.

The Japanese are a people firmly entrenched in their traditions. This extends to how their craftsman produce their martial artifacts. As an example: creating a katana requires several craftsman each specializing in one part or aspect of the production of the final weapon. One craftsman forges the blade itself. Another sharpens and polishes the blade to give it its edge. A third craftsman produces the tsuba and habaki and yet another assembles the parts and weaves the tsuki ito onto the tsuki.

In the case of the Domaru Powered Armor. Each individual suit is hand assembled and fitted to the samurai to will wear it. Wearing a suit of Domaru Powered Armor, not properly fitted could result in serious injury or even death.

## GEAR CATALOGUE

**Katana, Daiyōkai:** The *Daiyōkai Katana* is a mass produced Katana scaled up to suit the *Daiyōkai Powered Armour*.

**Type:** Melee Weapon  
**Cost:** Cost 5+5 (IN)  
**Damage:** 5+5 (IN)  
**Restriction:** 3 (Japanese 2)  
**Tariff:** T2<sup>1</sup>

**Qualities:** Anti-Material 3, Non-hackable, Parry 3, Piercing 3, Unbalanced, Unforgiving 4, Unwieldy<sup>2</sup>

**Katana, Teseum:** Modern Katana's are still crafted by artisans, but using modern materials and tools. Each blade is hand crafted specifically for the Samurai to whom it will be granted and it is expected to be handed down to a worthy offspring when the bearer retires from active duty.

**Type:** Melee Weapon  
**Cost:** Cost 10+5 (IN)  
**Damage:** 4+3 (IN)  
**Restriction:** 5 (Japanese 2)  
**Tariff:** T4<sup>1</sup>

**Qualities:** 1H, Anti-Material 2, Non-hackable, Parry 2, Piercing 2, Unforgiving 3

**Motorcycle, Kodachi:** Designed by engineers who originally studied engineering and aeronautics, its engine was originally created for aviation and has been mounted to an all-terrain chassis.

**Cost:** Cost 8+3 (IN)  
**Restriction:** 2 (Japanese 1)  
**Tariff:** -

TZ KODACHI MOTORCYCLE			
EXPOSED, GROUND, NIMBLE, RUGGED, SINGLE-SEAT, WHEELED			
ATTRIBUTES			
Scale	Speed	Brawn	
1	8	10	
DETAILS			
Max. Passengers		Impact	
1		2+5 (IN) (Knockdown)	
Hard Points			
Chassis 1, Comms 1, External 1, Motive 1			
DEFENCES			
Structure	10	Firewall	5
Armour	2	BTS	0

## Powered Combat Armour, Daiyōkai:

When Kuraimori Heavy Industries fell victim to StateEmpire reprisals, the Japanese Ten No Bushi military technology development program was crippled. One of the projects effected was the Kikuchiyo Project, a prototype high-capacity, ultra-heavy powered armour. The prototype was lost during the evacuation ahead of the Yu Jing onslaught, but enough of the data was saved to complete a new (albeit less cutting edge) version which was more suitable to the diminished Japanese technology infrastructure. The result is the *Daiyōkai* (Demon) *Powered Armour*, the prototypes distinguished themselves in the defense of the Rutsubo orbital facility. Well armoured, strong yet nimble enough to navigate corridors to small for O-Yoroi to navigate, the *Daiyōkai* provides an intermediate solution between a TAG and conventional powered armour.

The *Daiyōkai* must be properly fitted to the wearer which takes an armorer four hours to complete and requires an average Tech skill

<sup>1</sup>No Tariff in Japan

<sup>2</sup>Except When Wielded by a character in Daiyōkai Powered Armour

test. Each point of momentum can reduce the time required by one hour (minimum one hour). If character wears *Daiyōkai* powered armour without getting properly fitted, the Difficulty of all Physical skill tests is increased by +1 and the complication range of all physical tasks is increased by +2. On the roll of a Natural 20, the character suffers a Wound as the suit forced their body beyond its natural limits.

*Daiyōkai* Powered Armour ships in a suspensor storage coffin and includes a *Daiyōkai Katana* and a *Daiyōkai Wakizashi*.

**Type:** Armour, Powered

**Cost:** Cost 14+3

**Tariff:** T4<sup>1</sup>

**Armour:** Head 6, Torso 6, Limbs 4, BTS 3

**Qualities:** Comms, Exoskeleton 5, Heavy Armour, Self-Repairing, Restriction 5 (Japanese 4)

**Powered Combat Armour, Domaru:** Like the Modern Katana, *Domaru* Powered Armour is hand crafted by traditional artisans. Each suit is custom fitted to the owner and a character trying to wear a suit not properly fitted to them risks serious injury, or even death! Like the *Katana*, the armour is either granted by their Lord or passed down from their parents. Re-fitting a suit to a new owner takes an artisan Six days to complete and requires a Difficult Tech skill test. Each point of momentum can reduce the time required by one day (minimum one day). If character wears *Domaru* powered armour without getting properly fitted, the Difficulty of all Physical skill tests is increased by +2 and the complication range of all physical tasks is increased by +4. On the roll of a Natural 20, the character suffers a Wound as the suit forced their body beyond its natural limits.

*Domaru* Powered Armour ships in a suspensor storage coffin.

**Type:** Armour, Powered

**Cost:** Cost 13+4

**Tariff:** T3<sup>1</sup>

**Armour Soak:** Head: 4, Torso 5, Limbs 3, BTS 3

**Qualities:** BTS 3, Comms, Exoskeleton 4, Kinematika, Self-Repairing, Restriction 4 (Japanese 3)

**Powered Combat Armour, Tankō:** Unlike the *Domaru* Powered Armour, *Tankō* Powered armor was mass produced. It sacrifices strength, protection and the ability to self-repair, but it's modular construction allows it to be rapidly manufactured and does not require a complicated fitting process for a new wearer.

<sup>1</sup>No Tariff in Japan

<sup>2</sup>Except When Wielded by a character in *Daiyōkai* Powered Armour

**Type:** Armour, Powered

**Cost:** Cost 12+2

**Tariff:** T3<sup>1</sup>

**Armour Soak:** Head: 4, Torso 4, Limbs 3

**Qualities:** Comms, Exoskeleton +3, Restriction 3 (Japanese 2)

**TAG, O-Yoroi:** Another successful deployment from the Ten No Bushi program, this TAG was designed to fight in urban environments. It sacrifices armor for speed and agility. *O-Yoroi Kidobutai* prefer to close on their enemies and deal with them in melee combat, though it does carry an AP Heavy Machinegun, a Heavy Flamethrower and is usually deployed with a Crazy Koala contingent.

The *O-Yoroi* TAG is shipped in a suspensor cargo container and comes equipped with an AP Heavy Machinegun, a Heavy Flamethrower, and EXP Sword and 2x Crazy Koalas.

**Type:** TAG

**Cost:** Cost 16+4

**Restriction:** 4 (Japanese 3)

**Tariff:** T4<sup>1</sup>

**O-YOROI TAG**  
ENCLOSED, GROUND, HANDS, KINEMATICA, NIMBLE, SINGLE-SEAT, WALKER

ATTRIBUTES			
Scale	Speed	Brawn	
2 (1)	2	17(+2)	

DETAILS	
Max. Passengers	Impact
1	3+7  (Knockdown)
Hard Points	
None	

DEFENCES			
Structure	16	Firewall	8
Armour	7	BTS	6

**MOUNTED WEAPONS**

- AP HMG: Range L, 2+6 damage, Burst 3, Unwieldy, Piercing 2, Spread 1, Unsubtle
- HEAVY FLAMETHROWER Range C, 2+5 damage, Burst 1, 2H, Fire Ammo, Incendiary 3, Munition, Terrifying 2, Torrent
- EXP SWORD: Melee, 4+10 damage, Burst 3, Unbalanced, Anti-Material, Parry 3, Vicious 2

**GEAR:** ECM 1

**Wakizashi, Daiyōkai:** The *Daiyōkai Wakizashi* is a mass produced Katana scaled up to suit the *Daiyōkai* Pow-



ered Armour.

**Type:** Melee Weapon

**Cost:** Cost 5+2

**Damage:** 1+3

**Tariff:** T2<sup>1</sup>

**Qualities:** Non-hackable, Parry 2, Piercing 2, Unbalanced, Unforgiving 3, Restriction 3 (Japanese 2), Unwieldy<sup>2</sup>

**Wakizashi, Teseum:** Like the Modern Katana, the modern wakizashi is meticulously crafted from the best materials available, but it is not nearly so revered as the Katana!

**Type:** Melee Weapon

**Cost:** Cost 5+2

**Damage:** 2+3

**Tariff:** T2<sup>1</sup>

**Qualities:** 1H, Non-hackable, Parry 1, Piercing 1, Unforgiving 2, Restriction 3 (Japanese 2)