

The Nomad Emporium

Posted by stark - 24 Jan 2013 23:24

Hours 9-5 M T W T F (12-8 weekends) *If you cannot make it while the store is open feel free to place an order or email your request along with your serial number to

This e-mail address is being protected from spambots. You need JavaScript enabled to view it

. Or hand delivered via note card to the mailbox @ [Sani's Hut](#) .

The Nomad Emporium gets the occasional odds and ends through shipments from earth and abroad. Most of these items have a corporeal form others are mainly for RP. The prices you are charged are based on two parts your current faction reputation to the mars merchants guild and your barter skill. A successful barter check may yield up to 10% discount on available items while a failure yields nothing. Martian merchants use two type of currency the credit and the scrap metal. 1 scrap is = to 100c, some merchants including that majority of trade routes only deal with scrap metal. A merchant loves to haggle and barter and usually can be interested to buy or sell whatever is in your possession provided it has relevant bearings on RP.

What is available only reflects what can be ordered, what is in the merchants supplies represents what may be purchased instantly. The time and cost of any product ordered may vary and whatever is on hand may be bought in limited supplies always check to make sure what is easily available.

-- Sani's supplies -----

canned squid 100c +10% agility x2

can of brain happy 250c +10% intelligence x3

scud pills 500c +10% agility +10% Perception x8

Biotoxin Injector (+5% END, 8000c, index 4)

Hacked status reports x2 5000c

cigarettes X4 240c +10% charisma

BioNite™ 2000c

-- Ikká's supplies -----

Battery cell x1 150c

Biomaterial x1 420/840c + 40% Science

Hydraulic Hammer Closed x1 4000c

NanoMeds x1 250/350c

Transformer Unit x1 200c

Blood pack x1 400c +20% medical

Dna sample II x1

DNA sample VII x1

DNA sample VIII x1

-- Weapons -----

(Weapons are graded on fire rate, reload speed and magazine size. Laggy or over powered weapons will not be issued a license.)

Weapon License Grade I 1000c (□□ or E security rating only) 5 weapon slots *no melee

Weapon License Grade II 3000c(□□□□ or K security rating only) 6 weapon slots

Weapon License Grade III 5000c (□□□□□□ or N security rating only) 10 weapon slots

□□□ Licenses expire at the end of each quarter.

GP-22 S 250c (□□□ □ or E security rating only)

EM accelerator X2 4200c (□□□□ or N security rating only)

MC-65 Enforcer X3 3200c (□□□□ or N security rating only)

SOG MC-22 special X2 5000c (SOG only)

MC-76 Tempest MG X1 4800c (□□ or K security rating only)

Orilery Control System 1000c (□□□□ or N security rating only)

□□□ Strike pod beacons 2000c (per pod)

-- The Black Market -----

Below is a list of material and items that are generally traded outside the sanctioned merchants hub of the MMG. These items range from information to weapons as well as stolen materials. Some are essential to progressing in research and investigations while others are merely shortcuts. In some cases provided the black market faction alignment is in good standing players can even exchange credits/salvage for prestige. The Market is available to most mars drifters and merchants represented by an NPC.

Mars Citizen ID (counterfeit) 4400c

Weapons Licence 1000c per grade

Bounty 25% on top of existing bounty price

Faction adjustment 5000c per 10% adjustments

2 day research reduction 2000c

1 hacked science credit 1500c

-25% next research check modifier 3000c

1 hacked security grade promotion 4400c

1 hacked pilots licence 1200c

Corporate satellite flight path 1200c

1 hacked point-to-point entangled communication call 1000c

1 research credit 800c

Email accounts are 500c

-- Mars Mesh Items -----

- Terminal VASC 1500c
- Stove 400c
- Microscope 1200c
- Shelves 400c
- Lab Counter 1000c
- Lab Counter Sink 1200c
- Potted Plant 300c
- Corner Desk 800c
- Strait Desk 800c
- Work Pile 250c
- Power Junction 2200c
- Ceiling Light 500c
- Sensor Marker 800c
- Equipment Lab Terminal 1200c
- Lab Machinery 4000c
- Terminal Desk 2000c
- Marz Radio 800c
- Pressure Helmet 1500c

-- Vehicles -----

- Pilot License 500c (Allows for one commercial destructible vehicle. Non combative)
- VASC Gunship 2500c (no mod/no cop/trans) 1000 Hit Points (or N security rating only)
- Mars ATV 250c (single use only, limited fuel, 100hp) GP-22 250c (or E security rating only)

Register Vehicle 500c each quarter (Allows for one commercial destructible ground vehicle)

All vehicles are no copy & no mod, they are destroyable you only get one so make sure you take good care. Upgrades can be purchased when available to increase performance, speed and armor.

Mars Rover Low Grade 1000hp, Citizen ID Necessary, 3000c (1 in stock)

Military Gun Ship Low Grade 800hp. Pilots License Necessary, 2500c, (1 in stock)

-- Misc Supplies -----

(names / Buy price / Sell price)

battery cell 10c/50c

biomaterial green 10c/50c

biomaterial orange 10c/75c

biomaterial violet 15c/100c

biomaterial yellow 20c/150c

blood pack 10c/200c

boot knife 50c/200c

can of brain happy 10c/50c

canned squid 10c/50c

cigarettes 10c/40c

cola 5c/100c

comsec goggles 100c/300c

crimson dust 75c/250c

cyber deck mod a 100c/300c

cyber deck mod b 100c/400c

data deck black 100c/200c

data deck blue 50c/150c

data deck orange 75c/180c

desert tent 100c/400c

drk cola 5c/50c

engineer mask 100c/500c

eye piece 200c/800c

face mask 150c/600c

fire sauce 10c/100c

food low grade 25c/100c

food mid grade 50c/200c

food high grade 100c/400c

headset 100c/400c

issued flashlight 25c/150c

knife 100c/500c

knife strap 100c/500c

lap top 250c/600c

marz radio 100c/500c

micro erynium emitter 25c/150c

micro organism IV 10c/100c

NANO grade A 25c/250c

nomad mask 200c/1000c

pressure helmet 200c/1000c

rad-x 10c/100c

scud pills 25c/500c

semi conductor black 100c/400c

semi conductor blue 75c/350c

semi conductor green 50c/300c

semi conductor purple 25c/200c

shoulder lamp 250c/800c

spam 10c/150c

tactical glasses 100c/600c

tactical goggles 100c/500c

tactical hat 100c/500c

tiger fuel 100c/500c

vasc beanie 150c/800c

vasc mesh hat 100c/600c

vasc top hat 75c/200c

water low grade 50c/200c

water mid grade 100c/400c

water high grade 200c/800c

=====