

*Executive Spotlight*  
**Daniel Lontrip**

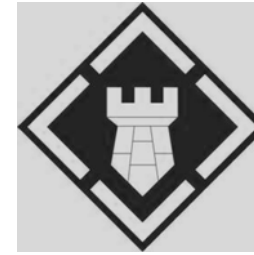
Jinjia's esteemed CEO has been with the company since its founding in CY 1:02:07. Following a valiant and principled military career on CT-3-893, he entered into private business in the spirit of entrepreneurship and social consciousness. We are pleased to announce his nuptials to his ever-expanding auto-forge account.

*Director Spotlight*  
**Arthur P. Glass**

Inter-colonial man of mystery Doctor Arthur P. Glass is a man of many hats, including a position of leadership at the University of Catalyst. This is largely a cover, however, for his favorite pastimes: thrilling spy missions, drinking fancy cocktails, and cutting a swathe through the ladies of the colony. We are pleased to announce his nuptials to a mysterious woman in a black catsuit.

*Director Spotlight*  
**Tabur Caldera**

Following an howlingly illustrious military career on Core, Tabur was pleased to sniff out a place in Jinjia's corporate hierarchy. He has already left his mark on the colony, does well in the dog-eat-dog world of Catalyst, and it gets rough whenever he catches the scent of trouble. We are pleased to announce his upcoming nuptials to the future Governor of Catalyst.



**JINJIA MIXED GOODS**

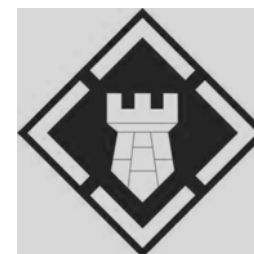
**PRODUCT  
CATALOGUE**

**WEAPONS SYSTEMS**

**BATTLE MODULES**

**DEFENSE & MEDICINE**

**ENTERTAINMENT**



# JINJIA MIX

"Actions have

Daniel Lontrip, CEO, Co-founder

Franco de Basque Zircon, CTO, Co-founder

Claiomh Jameson, EVP, Demolitions

Tory Bradshaw, Director, Pharmaceuticals

Arthur P. Glass, Director, Human Resources

Morgan White, Director, Special Projects

Billy Rye, Director, Caffeinated Products

Tabur Caldera, Director, Security

## PORTABILITY



Immobile



Bulky



Portable



Streamlined



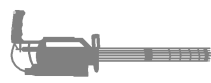
Miniaturized



Personal  
Weapons



Infantry Weapons



Heavy Weapons

## MODULARITY



Unlimited  
Parent



Limited  
Parent



Packaged  
Unit



External  
Component



Internal  
Component

## INFRASTRUCTURE

### Coin Stamper

Need a buy something worth less than a base metal? The other side of the currency conversion system, the Coin Stamper produces fine coinage out of base metals.



**125 Credits**

### Carbon-Net Obelisk Edition

Like the Carbon-Net module for the Magistrate suit, this module plugs into the Jinjia Blast Obelisk and for the price of a base metal, hoses you down with ablative armor spray, giving you that extra bit of protection.



**125 Credits**

### Director Spotlight

#### Tory Bradshaw

Tory Bradshaw is Catalyst's foremost specialist in field medicine. Not unrelatedly, she is Jinjia's most widely loved member. She is equally proud of her role as a Father to the freeborn community. We are pleased to announce [REDACTED].

## INFRASTRUCTURE

Catalyst helps you.

Help Jinjia help Catalyst.

### Blast Obelisk

You can't break it, you can't steal it, and everything you can possibly come up with fits inside. Comes loaded with a medical module for fixing those light scrapes and bruises for a biogel.



**125 Credits**

### Frank Amalgamator

An indestructible money changer. Credits filling up your pockets? Need some base metal for procedures? Help Jinjia build another money changer and those problems are a thing of the past.



**250 Credits**

## ED GOODS

consequences"

### *Executive Spotlight* Franco de Basque Zircon

Brave leader of the Colonial Defense Force, co-founder of Jinjia and our foremost weapons engineer, it is impossible to imagine Catalyst without Franco de Basque Zircon. We whole-heartedly congratulate him on his recent nuptials to lovely local businesswoman Sophie Thurlow.

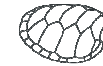
## DURABILITY



Invulnerable



High-  
Invulnerable



Rugged



Durable



Fragile



1-Shot

## UPKEEP



Environmentally Friendly



Fuel-Efficient



Base Upkeep



Fuel Guzzler



Blood, Sweat, and Tears

## BASE WEAPONS SYSTEMS

Jinjia's weapon systems, featuring our renowned UBR, stick with you through thick and thin, never failing at bad times and designed to keep you alive and your enemies in the rez bed. Only the best can keep up with you and Jinjia sells only the best.

### Magistrate System Mk I

This heavy coat is nearly indestructible and has more pockets and component slots that you can possibly fill. It also comes with Jinjia's standard medic module, taking in biogel and patching up you or your friends.



125 Credits

### Universal Battle Rifle

The original, equipped for unlimited modules. Comes pre-loaded with capability to convert a battery into one anti-automaton shot. The ultimate advantage on the battlefield, allowing you to strategically select your attack mode on the fly. For rifles only.



250 Credits

## ENTERTAINMENT

### Hazard Vodka Still

Do you really need more than 5 drinks? Well, its your liver. This large, efficient still will take carbohydrates and dispense alcohol.



125 Credits

### Super Tantalus Amp

Life in Catalyst is hard, and everyone deserves a break now and then. Use this rec cycle for actual recreation with Kyriakos Industries' Tantalus food additive, licensed to Jinjia. This one-use device will cause you to enjoy yourself for the full rec cycle, no matter what.



125 Credits

### Tantalus Party Bong

Got some friends you want to bring to the party? The Tantalus bong dispenses 5 hits of the Super Tantalus at once before breaking, letting you and your 4 closest friends all relax for a full 96 hours.



125 Credits

## ENTERTAINMENT

Catalyst is our home. It is what we make it, and in all the fighting, we cannot forget to make sure we are happy here, or else why do we fight? Jinjia's Entertainment division brings you all the creature comforts a good colony should have.

### Billy-Box Coffeemaker

Do you ever feel like you can't wake up in the morning or run down at night and wish you had a little extra to keep you going? Jinjia has you covered! This coffeemaker module will deliver the lifesaving, rejuvenating force that is coffee unto you twice a rec cycle.



125 Credits

### Hazard Vodka

If you can stomach this drink, you withstand anything! The bottle comes with enough for 5 drinks. WARNING: JINJIA MIXED GOODS IS NOT LIABLE FOR ANY ADVERSE REACTIONS TO THE CONSUMPTION OF ALCOHOLIC BEVERAGES.

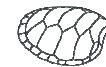


125 Credits

## BASE WEAPONS SYSTEMS

### Light Battle Rifle

Our economy model, equipped with 3 module hard-points. Comes pre-loaded with capability to convert a battery into one anti-automaton shot. For those looking for explosive improvement in performance on a budget. For rifles only.



125 Credits

### Aleph Battle Rifle

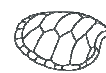
Our economy model, with 3 module hardpoints. Comes pre-loaded with capability to convert a battery into one anti-automaton shot. Brings the classic UBR capability to those that have spent more time in the lab than at the range! For muzzle-loading and semi-automatic pistols.



125 Credits

### Light Anti-Automaton Rifle

Designed for those hunting robots, tampered, and Mother knows what other mechanical mayhem. Fires anti-automaton rounds up to 5 times with a modest energy load. For rifles only. Your robo-foes won't know what hit 'em.



109 Credits

## BASE WEAPONS SYSTEMS

### BFG

If you're loading up heavy, this is the gun for you. Jinjia's patented magna-recoil technology reduces wear and increases cooling, allowing full automatic mode with as many bullets as you can pack in there! Comes pre-loaded with a 2-shot concussive repel mode.



125 Credits

### Medical Blade

Medics! Tired of the grunts getting all the toys? The Medical Blade is as awesome as it sounds. This specialized infantry weapon has three module hardpoints and comes pre-loaded with a one-resource-per-use stim, picking your soldiers back up a bit in each use.



125 Credits

### *Executive Spotlight* **Claiomh Jameson**

The head of Jinjia's Demolitions Department, Claiomh Jameson enjoys guns, explosives, and people who can spell his name correctly. We are pleased to announce his upcoming nuptials, but don't recommend you eat the wedding cake without an anti-tox handy.

## DEFENSE AND MEDICINE

### Stimpack Mk I

Our streamlined medical stimpack will bump up your health for that critical juncture in the fight... or help you quickly patch up to take on more after you've vanquished your foes. Requires resource for each use, but very much worth every one.



125 Credits

### Stimpack Mk II

Ever find yourself thinking, "I forgot my Biogel!" at just the wrong time? Worry no more! Similar to our revered Stimpack Mk. I, the Mk. II will load up for 5 stims per Rec cycle with a single modest resource load.



125 Credits

### *Director Spotlight: Morgan White*

The genius behind the Aegis shield, Morgan is so good at physics that people keep calling her "doctor" despite her lack of a doctoral degree. She brings to the company a strong liver, a sense of determination, and a willingness to use extreme sanction in the face of incompetence or provocation. We are pleased to announce her impending nuptials to a bottle of hazard vodka.

## DEFENSE AND MEDICINE

### Adrenaline Injector

Cannibals get the drop on you without a gun? Is your friend getting rowdy at the bar again? Jinjia's Adrenaline injector can give you the extra edge needed for that well-placed knockout blow to the jaw. It comes loaded with 5 individual use shots.



125 Credits

### Battle Stimpack Mk I

A streamlined applicant for the now-famous Lontrip Battle Stim (picks you up when you're down and without a medic). Boosts you or a teammate with each resource used. Don't leave Colony Centre without it! Seriously, folks, it's dangerous out there.



125 Credits

### Battle Stimpack Mk II

Like the Mk I, but good 5 times per Rec cycle after loading.



125 Credits

## BATTLE MODULES

Customize your Jinjia base systems with a wide variety of Jinjia battle modules for full offensive capabilities. With biological and chemical solutions to most hard problems, these modules will give you the flexibility and adaptability you need to survive.

### Mama Dragon Fuel Tank

Made publicly available in response to recent hostilities with the FEI, the Mama Dragon Fuel Tank modifies a weapon system to deliver 5 chemical attacks capable of cutting through armored foes with three times the efficiency of traditional armor-piercing attacks.



125 Credits

### Ultimate Beatbox Type R

This module dispenses 5 doses of "Domo Arigato" combat drug, a cocktail mixing Jinjia's "Blueshift" amphetamine mix with LSD, to provide unpredictability when fighting automata at range, causing carefully-aimed shots from automata to miss as though they were a chosen foe.



109 Credits

## BATTLE MODULES

### Ultimate Dance Station

This module dispenses 5 doses of "Dance Factory" combat drug, a cocktail mixing Jinjia's "Blueshift" amphetamine mix with a pheromone-altering substance. In close combat with insectoids susceptible to these pheromones, you'll be able to avoid their blows like they're a chosen foe.



125 Credits

### Rifle Scope

Improve your aim and find the gaps in opponents' armor, allowing you to pierce right through! The scope attaches seamlessly to any weapon hardpoint. Functions for 5 shots for a modest upkeep.



250 Credits

### Light Amputation Module

Uses Jinjia's patented *Lightning Bolt!* system to fry any one of the target's limbs. Attaches to any weapon hardpoint, and operates 5 times with a modest energy load. Great for law enforcement, or as a force multiplier against some of those brutes.



125 Credits

## DEFENSE AND MEDICINE

The Colony is a dangerous place, and perhaps you aren't a frontline fighter like the brave men and women of the CDF. Jinjia's defense and medicinal modules lets you contribute to everyone's safety and could be the only thing that stands between you, and your loved ones, and the rez bed.

### BugButton Mk I

Loaded with 2 charges of Anti-Tox, this streamlined poison cure will keep you out of the rez bed the next time the bugs attack or Grinner loses control of a poison explosion. Useful for quick escapes and survivability.



125 Credits

### BugButton Mk II

For those of you daring enough to go toe to toe with the insectoids, 2 Anti-Tox may not be enough. The Mk II takes more to charge, but you won't regret it when that pesky bug hits you with the 3rd, 4th, or 5th round of poison.



125 Credits



## BATTLE MODULES

### JuiceBox—Aleph

This device fits in your pocket and with Jinjia's patented drug cocktail, gives you the strength of 10 men as long as you leave it in. Warning: Use may lead to short-term muscle and skeletal damage.



125 Credits

### JuiceBox—Dalet

An upgraded version of the Aleph Module. Larger, but with fewer short term side effects.



250 Credits

### Carbon-Net Module

Using advanced ablative spray techniques, the Jinjia Carbon-Net Module allows a Magistrate Suited user to act as a mobile armory, capable of reinforcing the armor of an entire point on the fly. This system contains enough charges for five uses.



125 Credits

## BATTLE MODULES

### Universal Concussive Module

Repels your target using a low-density concussive shell. Operates 5 times with a modest resource investment. Great for law enforcement, or getting yourself out of a particularly sticky situation.



250 Credits

### Light Taser Module

Subdues your target by stunning them with electric bolts. Operates 5 times with a modest energy load. Great for law enforcement, or as a force multiplier against some of those brutes.



125 Credits

### Universal Taser Module

Like our Light Taser Module, but environmentally friendly and requires no upkeep.



450 Credits

## BATTLE MODULES

### Hasturi Industries AP Round Dispenser

Offered on an exclusive distribution license from Hasturi Arms, this efficient ammunition microfactory will produce 5 armor-piercing rounds and can be mounted on a Magistrate suit.



125 Credits

### Hasturi Industries Welder Module Mk II

Our distribution license with Hasturi Arms allows us to offer this top of the line welder module, perfect for creating a welding door shut and creating an improvised barricade after being charged.



125 Credits

### Tampered Deactivator

The deactivator uses a plastic that is usually a liquid, but is rapidly solidified by the heat given off by automata. Capable of working its way into every piece of machinery on a tampered, the deactivator will completely immobilize up to five tampered for minutes at a time.



109 Credits

## BATTLE MODULES

### Shankmaster V Mk I

This component will slot into any hardpoint and 5 times per charge deliver a patented drug cocktail to enhance your reflexes and quicken your thinking. With enhancements like that, any turned back becomes an opportunity for mayhem and revenge.



125 Credits

### Anti-Bac Module

The world is a nasty place, full of bacteria and viruses out to do you in. With our Anti-Bac module, you'll have the security of knowing that you can always get something to make your disease go away. Just put the required resources in and receive your panacea out!



125 Credits

### Anti-Tox Module

For larger groups, having a way to clear up that pesky poison can be a life-saver. Just attach this module to any sufficiently-sized parent device, and you have a medic station that takes lipids and delivers the anti-tox directly into your fallen comrade.



125 Credits