

Light Laser Pistol

20

Damage: 1x (energy)
Range: 50 m
Ammo: 40

Energy Weapon

Laser Carbine

40

Damage: 2x (energy)
Range: 100 m
Ammo: 50
Modifiers: Piercing 1

Energy Weapon

Small Pistol

25

Damage: 1x (kinetic)
Range: 40 m
Ammo: 10

Kinetic Weapon

Machine Pistol

50

Damage: 2x (kinetic)
Range: 50 m
Ammo: 30 / 5
Modifiers: Spray 5
Burst 3x

Kinetic Weapon

Sniper Rifle

75

Damage: 3x (kinetic)
Range: 200 m
Ammo: 10
Modifiers: Piercing 1

-2 penalty to hit if fired while moving.

Kinetic Weapon

Heavy Laser Pistol

30

Damage: 2x (energy)
Range: 60 m
Ammo: 30

Energy Weapon

Heavy Laser Rifle

50

Damage: 3x (energy)
Range: 100 m
Ammo: 30 / 5
Modifiers: Spray 5
Burst 4x

Energy Weapon

Heavy Pistol

40

Damage: 2x (kinetic)
Range: 50 m
Ammo: 10

Kinetic Weapon

Assault Rifle

60

Damage: 3x (kinetic)
Range: 100 m
Ammo: 40 / 5
Modifiers: Spray 5
Burst 4x

Kinetic Weapon

Minigun

100

Damage: 3x (kinetic)
Range: 60 m
Ammo: 200 / 10
Modifiers: Spray 10, Burst 5x

Requires 2 people to carry and operate.
Cannot be fired while moving and takes one turn to set up or dismantle.

Kinetic Weapon

Plasma Gun

40

Damage: 2x (energy)
Range: 40 m
Ammo: 10
Modifiers: Piercing 1
Blast 1

Energy Weapon

Plasma Rifle

60

Damage: 3x (energy)
Range: 40 m
Ammo: 15
Modifiers: Piercing 2
Blast 2

Energy Weapon

Plasma Blaster

80

Damage: 4x (energy)
Range: 25 m
Ammo: 10
Modifiers: Piercing 3
Blast 2

Energy Weapon

Flamethrower

100

Damage: 3x (energy)
Range: 10 m
Max. Range: 50 m
Ammo: 20
Modifiers: Blast 4
Burn 2

Energy Weapon

Grenade Launcher

60

Damage: kinetic
Range: 40 m
Max Range: 200 m
Ammo: 1
Modifiers: Blast 4

Kinetic Weapon

Taser

30

Damage: 2x (energy)
Range: 5 m
Ammo: 20
Modifiers: Stun

Energy Weapon

Utility Knife

5

Damage: 1x

Melee Weapon

Grenades

30

Damage: kinetic
Range: (Athletics*2) m
Max Range: (Athletics*10) m
Ammo: 1
Modifiers: Blast 3

Kinetic Weapon

Stun Grenades

30

Damage: kinetic
Range: (Athletics*2) m
Max Range: (Athletics*10) m
Ammo: 1
Modifiers: Blast 3
Stun

Kinetic Weapon

Smoke Grenades

30

Damage: -
Range: (Athletics*2) m
Max Range: (Athletics*10) m
Ammo: 1

No damage, but creates a cloud of smoke adding a +2 to-hit difficulty to any shots fired through the cloud. Laser weapons also have their damage multiplier reduced by 1.

Kinetic Weapon

Kinetic Armor 1

20

Type: kinetic
Armor Points: 1

Armor

Kinetic Armor 2

40

Type: kinetic
Armor Points: 2

Armor

Kinetic Armor 3

100

Type: kinetic
Armor Points: 3

Armor

Energy Armor 1

10

Type: energy
Armor Points: 1

Armor

Energy Armor 2

20

Type: energy
Armor Points: 2

Armor

Energy Armor 3

60

Type: energy
Armor Points: 3

Armor

Energy Armor 4

120

Type: energy
Armor Points: 4

Armor

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Armor

Hybrid Armor 1

50

Type: hybrid
Armor Points: 1

Armor

Hybrid Armor 2

120

Type: hybrid
Armor Points: 2

Armor

50

Armor

120

Armor

80

Armor

90

Armor

Hollow Point Ammo

10

For kinetic weapons only.

Increase the damage value by 1.
If the weapon has the **burst** modifier, increase it by 1 as well.

If the target has any kinetic Armor points, increase them by 2 against this weapon.

Augmentation

Armor Piercing Ammo

10

For kinetic weapons only.

Reduce the damage value by 1.
If the weapon has the **burst** modifier, reduce it by 1 as well.
Add the **Piercing 2** modifier to the weapon.
If it already has a **Piercing** modifier, increase its value by 2.

Augmentation

Gyro Stabilizer

10

For any ranged weapon.

Ignore any penalties due to movement of the shooter.

Augmentation

Beam Enhancer

20

For laser weapons only.

Increase the damage value by 1.
Add the **Piercing 1** modifier to the weapon or increase its Piercing modifier by 1 if it already has one.
Reduce ammo capacity to 50%.

Augmentation

Scope

5

For any ranged weapon.

Reduce distance penalties by 1 if they are negative (i.e. no bonus at normal or short).

Augmentation

AutoTarget

20

For any ranged weapon.

A small computer that tracks targets and fires when the shot is lined up perfectly.
Roll on **Perception** vs. the to-hit difficulty to acquire a target.
Once acquired, attacks on this target ignore size, cover and movement modifiers.

Augmentation

Shelter

10

A self-assembling tent-like structure large enough to park most secondary vehicles inside, or house up to 4 explorers.

Protects against weather and small animals, very useful to spend the night away from the base.

Equipment

Closed Shelter

20

A self-assembling tent-like structure with a primitive built-in airlock. Once assembled, it will be air-tight, allowing explorers to spend the night in comfort away from base even in hostile atmospheres.

Large enough for up to 4 explorers.

Equipment

Surveillance Set

25

A set of cameras (5), motion sensors (20) and laser barriers (20) that all feed into the base main computer, allowing both automated and manual surveillance of the area surrounding the base or a remote point-of-interest.

Equipment

Navigation Beacons

10

A set of 10 small beacons (each the size of a thumb) that emit signal pulses the Drop Base as well as all vehicles can receive, allowing the position of the beacons to be easily triangulated. Mostly used to mark interesting spots to return to later.

Equipment

AntiMatter Generator

25

A small, portable (takes 2 to carry) version of the generator that powers the Drop Base and the Main Vehicle.

Makes it possible to recharge energy weapons, vehicles and drones in the field.

Needs to be set up and power up before it can be used, which is automatic but takes about an hour.

Equipment

MedKit

10

+1 to first aid tests.

The kit contains enough supplies for several uses, but should be refilled from the Drop Base medical bay after being used.

Equipment

Laser-Cutter

10

A knife-like device with a laser beam instead of a blade, able to cut through almost any material with ease. Except mirrors and glass.

A safety automatic prevents injuries, but also makes it impossible to use the laser-cutter as a weapon.

Equipment

Universal Translator

20

A hand-held computer programmed with all known human and alien languages and linguistic software. Will almost always be able to enable communication with any human colonists or aliens encountered.

Equipment

Explosives

30

Box of explosives, timers and remote detonators. Enough to bring down a building.

If set as a trap or for someone accidentally caught in the blast, it would do **Blast 4** damage.

Equipment

Bling Bling

5

A large box of gems, crystals, precious metals and other items that can be used to trade with primitive colonists or aliens.

Equipment

Vision Goggles

10

Auto-adjusting goggles that give the wearer night- and thermal vision, glare and flash protection and a dozen other options.

Ignore any negative modifiers caused by visual conditions.

Gear

Binoculars

20

Vision enhancer that contains an adjustable zoom, night- and thermal vision, a range finder and a laser painter to mark targets.

Gear

Vacuum Suit

30

A full-body suit that protects the wearer from the environment such as poison, temperatures and radiation.

Includes pressure protection and air-supply to allow operations in any or in the absence of an atmosphere.

Gear

Environment Suit

20

A full-body suit that protects the wearer from the environment such as poison, temperatures and radiation.

Includes air filters, but no air supply, so it can be used to filter dirty or slightly toxic air, but cannot be used in vacuum or entirely unbreathable atmospheres.

Gear

Climbing Gear

5

Ropes, carabiners, hooks, nuts and a whole lot of other small items to aid in climbing, adding +1 to any climbing tests.

All of these are low-tech items, so they require no power, but some experience to use. The Climbing Gear will not add its bonus to someone who is untrained in Athletics.

Gear

AntiGrav Climber

20

A set of gloves and shoe-extenders that uses antigrav tech and other high-tech stuff no one but the designers really understand. But it allows the explorer wearing it to climb up even a perfectly smooth rock cliff as if it were a ladder. Add +3 to any climbing tests. Will need to be recharged after about 10 minutes of use.

Gear

ExoSkeleton

30

A light-weight partial suit that massively increases strength and speed of its wearer, granting a +2 bonus to Athletics for all tests that do not require small-scale dexterity.

Powered by energy cells, lasts for about two hours of operation.

Gear

Toolkit

10

A full set of DIY equipment. Not only screws and screwdrivers, hammers and nails, wrenches and pliers, but also power tools, duct tape and a bunch of other stuff.

Add +1 to most Engineering tests.

Equipment

Survival Gear

15

A backpack with outdoor survival gear, including flashlights, a cooker, water canteen, thermo blanket, emergency rations and a few other such items.

Equipment

Respirator

15

A respirator and air supply to supply breathable air. Can be combined with an environment suit or used on its own on planets where exposing the skin is no danger, but the atmosphere is not breathable. It can both add oxygen to the outside air to make up for a lack of it, or provide the entire air to breathe. One filling will last for 1 h in the later case, and up to 4 h in the former one. Must be refilled at the Drop Base.

Gear

Rhino

Ground Vehicle
1 pilot, 1 gunner, 4 passengers

Armor: 6
Lasers: energy
damage 5x
spray 5, burst 6x
Grenades: Smoke or explosive
(kinetic, blast 4)

200

Main Vehicle

A slow to medium armored personnel carrier. This tracked vehicle has a powerful engine that can drive up 45° slopes and drive straight through many obstacles such as walls or trees. The Rhino sports heavy armor, allowing it to shrug off small arms and most small vehicle fire. It is armed with a dual laser cannon turret operated remotely by the gunner (360° field of fire). As well as a front-facing grenade launcher that both the gunner and the driver can trigger.

Gazelle

Ground Vehicle
1 pilot, 1 co-pilot/navigator, 2 passengers

Armor: 3

120

Main Vehicle

This unarmed fast antigrav-hovercraft is the fastest ground vehicle available and is known for its versatility. It can drive over water or ground, and has a ground clearance of up to 4 meters, allowing it to pass over many obstacles. At full power and while standing still or almost so, it can also hover up to 10 m high, allowing its driver to reach places no other ground vehicle could reach.

Hare

A two-wheeled bike that can carry one passenger or some cargo in addition to the driver. Quite fast if the terrain is flat and without obstacles.

60

Secondary Vehicle

Badger

Ground Vehicle
1 pilot, 1 navigator/gunner, 2 scientists, 2 passengers

Armor: 2
Laser: energy
damage 2x
piercing 1

150

Main Vehicle

A lightly-armored wheeled research vehicle. The Badger is equipped with a wide array of sensors and science equipment, making it a mobile lab that rivals the equipment available at the Drop Base itself. It is armed with a single small laser turret (180° front-facing fire arc) that doubles as the laser used to hit rocks for spectrometer analysis.

Condor

Air Vehicle
1 pilot, 1 co-pilot/navigator, 3 scientists

Armor: 2

180

Main Vehicle

An unarmed, medium-speed antigrav-plane. The Condor is filled with recon and science equipment, making it an excellent scout or exploration craft. Thanks to its antigrav drive, it can hover and fly slowly in vacuum, but it requires an atmosphere to reach its full speed and cruising altitude.

Wolf

Laser: energy (damage 3x)

A two-wheeled bike, armed with a front-firing laser gun. The Wolf can seat only the driver and has very limited cargo space.

75

Secondary Vehicle

Hawk

Air Vehicle

1 pilot, 1 co-pilot/gunner, 2 passengers

Armor: 3
Lasers: energy (damage 4x)
spray 5
Missiles: kinetic (damage 6x)
piercing 4
ammo 4

220

Main Vehicle

A fast attack plane, useless without an atmosphere (and it can't hover, either). It does, however, carry an impressive array of weapons and the strongest armor of any aircraft. Dual scatter lasers provide ground strafing capabilities as well as air-to-air power. A total of 4 powerful fire-and-forget high-explosive armor-piercing (HEAP) missiles take care of armored targets. These missiles cannot be reloading during the mission, so use carefully.

Dolphin

Water Vehicle

1 pilot, 4 passengers

Armor: 1

120

Main Vehicle

A fast water craft capable of both submarine and surface operations. Unarmed, but very mobile.

Eel

An inflatable canoe for up to 2 passengers. The energy cell will handle both propulsion and inflation/deflation of the floatation chambers.

30

Secondary Vehicle

Dragonfly

Air Vehicle

1 pilot, 2 gunners or scientists, 3 passengers

Armor: 2
Lasers: energy (damage 4x)
piercing 1
Minigun: kinetic (damage 4x)
spray 10, burst 5x
ammo 1000/100
Missiles: kinetic (damage 6x)
blast 4, ammo 8

180

Main Vehicle

A slow antigrav helicopter (hover, no atmosphere required) with 2 detachable weapon bays. With detached weapon bays, it can lift cargo instead. When picking this vehicle, also select 2 weapon bays, any combination of laser, minigun or missiles. The Dragonfly can detach both weapon bays separately and it can fly with 2, 1 or no weapon bays.

Orca

Water Vehicle

1 pilot, 1 navigator/gunner, 4 passengers

Armor: 5
Lasers: energy (damage 5x)
piercing 1
Torpedos: kinetic (damage 6x)
piercing 2,
ammo 6

160

Main Vehicle

A slow combat-submarine, heavily armed and armored with underwater laser systems (one turret on each side, each having a 180° firing arc), two front torpedo tubes.

Dove

This ultralight recon plane can carry the pilot and a little bit of sensor equipment. Requires an atmosphere to fly and while it can not hover, it can fly very slowly, at about running speed before it stalls. When gliding, it is almost entirely silent.

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Secondary Vehicle

Shark

Water Vehicle

1 pilot, 1 gunner, 2 passengers

Armor: 2

Plasma Gun: energy (damage 6x)
piercing 2

140

Main Vehicle

Fast surface attack patrol boat with little armor but a single powerful front-mounted plasma gun intended to burn holes into much larger and well-armored targets. Firing the plasma gun takes so much energy that it takes a full turn to recharge (can only fire every other turn).

Wasp

Laser: energy (damage 2x)

An anti-grav attack drone that can hover, fly without atmosphere, and attack enemies with its twin laser cannons.

60

Drone

Dog

A four-legged land drone used to carry equipment. It is unarmed, but it can carry as much as two strong humans while being half the size, and due to its legs can follow a human explorer almost everywhere, even where wheeled or tracked vehicles couldn't.

50

Drone

Beaver

A tracked multi-purpose construction vehicle. It is equipped with a robot arm that has multiple tools attached. While not useful for small-scale or precision work, the Beaver can autonomously dig trenches or holes, build bridges and simple huts if raw materials are available and complete other engineering jobs of these kinds.

60

Drone

Sparrow

A fast reconnaissance drone. The Sparrow is a plane, requiring atmosphere to fly.

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Drone

Bat

Reconnaissance drone for planets without atmosphere or when hover abilities are required, because the Bat is an anti-grav drone.

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Drone

Snake

Laser: energy (damage 2x)
piercing 2

An amphibious land/sea scout drone that, since it is actually built much like a snake, enter even small openings, caverns or tunnels. It is armed with a laser whose main purpose is to blast holes into obstacles, not attack moving targets, so any penalties for movement are doubled.

40

Drone

Firefly

This is actually a drone system, consisting of launch equipment and 6 tiny satellites, to be deployed while the Drop Base is still in orbit. The system includes the ground receiver for the satellites, so the Drop Base and all vehicles can link into the satellite network to gain the advantages of a navigation and tracking system much like our contemporary GPS as well as on-demand satellite images with a resolution of up to 1m.

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Drone

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