

EXCAVATION

Crowbar [CQC 1d10 dmg]

Advantage on Strength Checks to pry open. +5% mechanical repair.

Hand Welder [CQC 1d10 dmg]

Cuts through airlocks/heavy doors. -5 vs armour saves.

Laser Cutter [D% dmg]

Holds 6 laser shots. Takes 1 hour to recharge via ships generator or 6 hours via solar power. Takes 1 round to recharge between shots. -15 vs armour saves.

Body Cam

Camera worn on the body that can stream video back to control center so other crew members can view what you are seeing.

Bio Scanner

Scan the immediate area for signs of life. Generally can scan 100m in all directions without being blocked by most known metals. Locates signs of life but not what that life is.

Infrared Goggles

Allows the wearer to see heat signatures, sometimes hours old.

Lockpick Set

Advanced set of tools meant for hacking basic airlocks and electronic door systems. Confers +10% on checks made to open these doors.

Vacc Suit [Armour Save: +7%]

Basic suit worn while operating in space. Speed checks made in a Vacc Suit are always at a disadvantage. If punctured, internal monitor will sound announcing decompression within 60 seconds.

(Suit) Oxygen Tank

When attached to the Vacc Suit, allows up to 12 hours of oxygen, 4 hours under stressful circumstances. Is explosive.

(Suit) Mag-Boots

Grants magnetic grip to the wearer allowing them to easily walk on the surface of a ship (in space, while docked or free floating) or metal based asteroids.

(Suit) Short-Range Comms

Communication from ship-to-ship within reasonable distance as well as surface-to-surface within 12 km).

EXPLORATION

Vibechete [CQC 2d10 dmg]

Machete that vibrates at ultra-high speeds. Cuts cleanly through dense voilage but not metal. Crit = Hacks off limb.

Rigging Gun [2d10 dmg]

Used in mining. Micro-filament: 500m, hard to cut. Shots 1. Retractable harpoon: Body/Instinct Save or become entangled. Does an extra 1D10x10 DMG when grapnel is pulled out of target. Crit = Impale, triple DMG.

Flare Gun [1d10 dmg]

High intensity flare, visible day and night from 25km away. 2 shots per reload.

First aid kit

+10% to rolls made to bandage wounds and stop bleeding.

Vaccsuit [Armour Save: +7%]

Basic suit whilst operating in space. Speed checks made in a Vacc Suit are always at a disadvantage.

(Suit) Long-Range Comms

For use in ship-to-surface communication.

(Suit) Oxygen Tank

When attached to the Vacc Suit, allows up to 12 hours of oxygen, 4 hours under stressful circumstances. Is explosive.

Survey Kit

Used on surface of a planet. Quick mapping of few kilometers. Data on air breathability, gravity and other important notable features of the surrounding landscape.

Water Filter

Can pump 50 litres of filtered water in an hour. Even in terrible conditions. Eg. Brackish swamps.

Locator

Allows crew members at a control center (or on the bridge of a ship) to track the location of the wearer.

Rebreather

Filters air & allows for underwater breathing for up to twenty minutes at a time without resurfacing.

Binoculars

20x magnification. Sometimes with thermal and night vision options.

Flashlight

Handheld or shoulder mounted, illuminates 20m ahead of the user.

Camping Gear

Tent, canteen, stove, backpack, sleeping bag, etc.

MREs x7

"Meal Ready to Eat" Self contained, individual field rations in lightweight packaging. Each one has sufficient sustenance for a single person for one day (does not include water).

EXTERMINATION

SMG [4d10 dmg]

Fully automatic, 1(5) shots.
Collapsible stock, allows holding one handed.

Frag Grenades x6 [1d10 dmg]

Damages everyone within a 20m radius when they explode.

Standard Battle Dress

[Armour Save: +10%]

Light plated armour is the standard battle dress for combat marines.

(Suit) Body Cam

Camera worn on body that can stream video back to control center so other crew members can view what you are seeing.

(Suit) Heads-Up Display

HUD allows the wearer to see through body cams of others in their unit and tap into their gun's smart-link capabilities.

(Suit) Short-Range Comms

Communication from ship-to-ship within reasonable distance as well as surface-to-surface within 12 km.

Stimpack x6 [2d10 health]

Grants an immediate 2d10 to health and temporarily increases Strength and Combat by 2d10 each for 1d10 hours. A danger of addiction and/or overdose if used frequently.

Electronic Tool Kit

A full set of tools for detailed repair or construction work on electronics. Confers +10% to checks seeking to repair electronics.

EXAMINATION

Scalpel [CQC 1d10 dmg]

Grants +10% to anyone making surgery checks. Can be used as a weapon. Crit = 1d10 of bleeding.

Tranq Pistol

Tranquilizer darts with 6 shots. Body Advantage Save or fall unconscious for 1D10 turns. Crit = No save.

Stun Baton [CQC 1d10 dmg]

Body Save or stunned for 1 round. Crit = No save.

Hazard Suit [Armour Save: +5%]

Built for explorers and scientists for alien planets. Air filter, can store up to 1 hour of air in small oxygen tank and can filter most toxic atmospheres. Protects against extreme heat and cold.

(Suit) Short Wave Comms

Communication from ship-to-ship within reasonable distance as well as surface-to-surface within 12 km.

(Suit) Headlamp

Lamp on head. Illuminates 20m in front of user.

Med Scanner

Allows the user to scan a living or dead body to analyze it for disease or abnormalities without having to do a biopsy (or autopsy).

Automed x6

Nanotech pills that assist your body in repairing damage. They give +10% to Body Saves meant to repel disease or poison, as well as attempts to heal and +10% to Fear Saves to reduce Stress.

Pain Pills x6

When ingested, immediately heals 1d10 points of damage and lowers stress by 1. Danger of addiction and/or overdose if used frequently.

Stimpack x6

Grants an immediate 2d10 to health and temporarily increases Strength and Combat by 2d10 each for 1d10 hours. Danger of addiction and/or overdose if used frequently.

Cybernetic Diagnostic Scanner

Allows the user to scan androids and other cybernetic organisms in order to diagnose any physical or mental issues they may be having. Often distrusted by androids. Can be used as a locating device for synthetic organisms.