TECH

A Colony Space Source Book

Words: Gary Charles Wilkens
Art: John Mesplay

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Military Tech

      Some of the following weapons, namely the projectile weapons, are available, with a license, to civilians. Everything else, however, is almost always illegal for those without special permits (like those given to registered mercenaries, body guards) to carry, or are strictly only for military use. That does not mean, of course, that they cannot be found and used, and frequently are.

Standard Issue Weapons (when used with standard ammo)

Projectile Pistol
DV: +4 Range: 10
The standard bullet-firing handgun.

Projectile Rifle

DV: +5 Range: 25
The standard rifle.

BeamPistol

DV: +5 Range: 30
Fires a coherent and very hot beam of light (which you can't normally see), i.e., a laser pistol.

Beam Rifle

 DV: +6 Range: 30
Rifle version of the above.

Energy Bolt Pistol

DV: +7 Range: 25

Despite the name, actually a particle mean, firing a blast of highly charged protons.

Energy Bolt Rifle

DV: +9 Range: 50

Rifle version of the above.

Grenade

High Explosive: DV: +6/ Blast radius: 6m
Fragmentation: DV: +8/ Blast radius: 6m
Incendiary: DV: +7/ Blast radius: 10m

Throw them, they blow up.

Special Hardware

Special Ammo:
    Armor piercing rounds: +2 DV
    Explosive rounds: +3 DV
    Stun rounds: +5 stunning

Grenade Launcher
Range: 50
Helps your grenade to meet the people.

Bolt Thrower
DV: + 9 Range: 50
Propels a nasty titanium spike into your enemies, or several.

Laser Chain Gun
DV: +10 Range: 50

Fries your target with a withering barrage of laser beams. Heavy and long.

Energy Bolt Cannon
DV: + 12 Range: 80

A smaller version of what they mount on ships. Ouch time.

Mini Missile Launcher
DV: +14 Range: 100

You just had to have a shoulder-mounted missile launcher, huh?

Plasma Thrower
DV: + 18 Range: 50

Fires a stream of high-energy ionized gas. Dangerous, impractical, but useful when you absolutely, positively have to kill every muthfucka in the zip code.

Grenade
Freeze Foam: No damage, holds target immobile for 30 minutes/Blast radius: 6m
Electromagnetic Pulse: knocks out all electronics/ Blast radius: 100m
Sonic Pulse: Loud blast of sound, DV: +8/Blast radius: 100m

Military Vehicles

<u>Dropship</u>

Length : 15 meters in diameter
Ion Drive Rating: N/A
Fold Drive Range: none
Shielding/Armor: light/light
Hull Rating: 2
Crew: holds ten marines
Cargo space: marine's gear
Weapons: none
Scanners: none

Capable of safely falling from orbit and landing, can be retrieved and re-used.

<u>Armored Personnel Carrier</u>

Speed: 130 kph
Body Strength: 25
Hit Points: 50
Weapons: two beams weapons, turret mounted

A tough nugget to crack.

<u>Tank</u>

 Speed: 100 kph
Body Strength: 35
Hit Points: 60
Weapons: 1 heavy beam weapon, turret, two missile launchers

It's a fucking tank.

Armor Suits

Basic Marine Armor (BMA)
Covers full body
-3 to all damage
Heat/Cold Resistance
+1 to Strength
+1 to Agility
Full Range Communications
Universal Net link
48 hour life support, incl. vacuum

H.A.R.D Armor (Heavy Action Real Damage)
Covers full body
-5 to all damage
Heat/Cold Resistance
+2 to Strength
+1 to Agility
Full Range Communications/jamming
Universal Net link/hacking computer
72 hour life support, incl. vacuum
Jet pack
Automated weapon control jack

H.A.R.D Shell Armor
Covers full body
-7 to all damage
Heat/Cold Resistance
+3 to Strength
-1 to Agility
Full Range Communications/jamming
Universal Net link/hacking computer
96 hour life support, incl. vacuum
2 Automated weapon control jacks
Built-in mini missile launcher

Shadow Armor
Covers full body
-5 to all damage
Heat/Cold Resistance
+2 to Strength
+2 to Agility
x 3 to speed for 15 minutes
Light absorber/bender
Full Range Communications/jamming
Universal Net link/hacking computer
48 hour life support, incl. vacuum
Built-in energy bolt cannon

Civilian Tech

Vehicles

Motor Bike (wheeled or hover)

Speed: 130 kph
Body Strength: 7
Hit points: 8
Passengers: 1 or 2
Cost: 2000 Fiats

Comes in many makes and models, available everywhere.

Car (wheeled or hover)

Speed: 200 kph
Body Strength: 11
Hit Points: 12
Passengers: 2-6
Cost: 12,000 Fiats

Comes in many makes and models, available everywhere.

Sports Car (wheeled or hover)

Speed: 280 kph
Body Strength: 10
Hit Points: 10
Cost:: 20,000 Fiats

Stylish, fast, pricey. Available in the better places.

Heavy Truck

Speed: 150 kph
Body Strength: 15
Hit Points: 30
Cost: 30,000 Fiats

Big truck for hauling stuff.

Public Train (maglev)

Speed: 600 kph
Body Strength: 16
Hit Points: 50
Cost: 2 Fiats a ticket

Your ticket for the rocket train, sir?

Miscellaneous

Clothing

Casual suit : 50 Fiats
Work clothes : 75 Fiats
Dress suit : 200 Fiats
Flight suit (for use in aircraft or starships, with built in G-force compensatory and cooling unit): 600 Fiats
Environmental suit: (for sub-zero or radiation exposure, one suit for each environment): 500 Fiats
Wet suit (Including air tanks for 1 hour of underwater activity): 900 Fiats
Space suit (for extended high-risk environment or space walking): 2500 Fiats
Armoured vest (protects chest area from damage (-2 to damage)): 150 Fiats
Helmet (with built-in comlink (-2 damage): 250 Fiats
Arm/leg protectors (-2 damage): 100 per limb

Medical Equipment

First aid kit (or use 'in the field' (to help administer immediate help): 200 Fiats per intended skill use.
Medical centre (portable units for extended use (aids medical skills by one difficulty level): 600 Fiats per intended skill use.
Medical unit (a station you'd find in a hospital or starship (aids medical skills by two difficulty levels): 3500

Tools
Power tools kit (drill, saw, hammer etc): 50 Fiats
Welder (joins/cuts metallic objects): 150 Fiats
Technical kit (contains screwdrivers, pliers and other tools): 100 Fiats
Fine tool kit (tweezers, computer tools etc): 75 Fiats

Communications

Com (basic radio with 150 kilometre range): 15 Fiats
Personal comphone (a mobile phone with world-wide range): 35 Fiats

<u>Orbital uplink</u> (folding dish and keyboard to communicate with satellites or starships in orbit, usually in backpack): 700 Fiats

Other

Flashlight (lamp or torch):3 fiats
Binoculars: standard cost 30 Fiats, Infra-red or zoom focus cost 80 Fiats
Rifle scope: lowers range by 1 level – Cost 40 Fiats, 60 Fiats with infra red
Portable computer: 100 Fiats
Flares : 10 Fiats for 50
Gas mask (filters most non-corrosive gases): 200