

SPACE PATROL!

TECHNICAL MANUAL

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Draft 2

INTRODUCTION

This booklet contains the statistics for the weaponry, armor, tools, and a selection of vehicles and spacecraft for use in Space Patrol! Certain common elements will appear in most lists, most notably, Development Index (DI), Inventory Code, and Equipment Bonus. Notice that there are no prices listed since Space Patrol is not a game with a focus on treasure, money or spending in general. How many times does Buck Rogers, Flash Gordon or James Kirk reach for his wallet?

Development Index

Economies in the 25th century are rated by a 1-10 Scale called the Development Index:

DI-1 Primitive: people live in hunter-gatherer bands using stone tools.

DI-2 Pre-Industrial: people live in farming communities and cities. They use metal tools, but do not have mass production. Equivalent to Earth from 4000 BC to 1800 AD.

DI-3 Basic Industrial: population is more urbanized with mass production, railroads, telegraphy. Equivalent to Earth 19th century.

DI-4 Developed Industrial: massive urbanization, aircraft, automobiles, rocketry. Equivalent to Earth 20th century.

DI-5 Advanced Industrial: sophisticated computers, advanced, reusable rocketry, in-system space travel. Equivalent to Earth 21st century.

DI-6 Early Warp Space Drive 1, Anti-matter power. 22nd century equivalent.

DI-7 NEL Standard: Space Drive 2, 25th century, developed worlds of the NEL

DI-8 NEL Advanced: Space Drive 3, 25th century, best progress on Earth

DI-9 Ultra-Tech: Space Drive 4+, cutting edge of Earth secret research and some alien worlds

DI-10 Ancient Relic: super weird stuff, found in ancient ruins of immense antiquity.

Inventory Codes

Each combatant can wear 1 suit of armor, carry 1 code M, 1 code S and 4 code D items. A code H weapon replaces the M and one of the D slots. The remaining codes are vehicle mounted items: LV, MV and A.

Code M: main personal weapon; **Code S:** sidearm; **Code D:** Device; **Code H:** heavy weapon; **Code LV:** light vehicle weapon; **Code MV:** major vehicle weapon; **Code A:** Artillery piece.

Note that Codes M, S and H include sufficient reloads of ammunition for most situations.

Equipment Bonus

The equipment bonus is the amount added by a character when attempting a task which has this equipment listed in its description. So if the task reads *DT 12; Medicine; Med Kit*, the Med Kit's equipment bonus is added to the task roll.

SECTION 1: WEAPONS

Reading the Weapons Tables:

| WEAPON | DI | Targets | Effective | Long | Extreme | Magazine | Ammo Use | Inventory |
|-------------------|----|---------|-----------|---------|---------|----------|----------|-----------|
| Musket | 2 | 1 | 10(2) | 20(1) | 40(0) | 1 | 1 | M |
| Shotgun-Pump | 4 | 1 | 12(1)+6 | 24(0)+3 | 48(0)+1 | 8 | 1-sg | M |
| SMG | 4 | 2 | 12(2)+4 | 24(1)+3 | 48(0)+1 | 30 | 10 | M |
| Pistol, Semi-Auto | 4 | 1 | 12(1) | 24(0) | 48(0) | 12 | 3 | S |

Above are some examples from the Firearms table. Looking at the row for Musket, the entries mean the following: The musket is available at Development Index 2 or higher. It has 1 Target, so it rolls to hit only once during the turn. Its Effective range is 10, which means at 10 inches or less it needs DT 12. The number in parentheses (2) is the penetration value of the musket at effective range. At Long range 20(1) means it needs DT 16 to hit from 11 to 20 inches range and its penetration is 1 at that range. Its Extreme range 40(0) means that from 21-40 inches it needs a 20 to hit and its penetration is 0, which doesn't mean it does no damage, just that it adds 0 to the damage and wound roll before armor is subtracted. Weapons cannot score damaging hits at longer than extreme range. The Magazine says 1 which means when 1 bullet is shot, the musket must be reloaded the next turn. Ammo Use says 1 which means that if the hit roll is 4 or better than the target, the musket still only scores 1 hit, since there's only a single bullet involved. The Inventory says M, which means that this is a main weapon and only 1 can be carried.

Apart from the range numbers and penetration values, the Pump Shotgun has new features. Notice that after each penetration there is a number after a "+". The +6 in Effective Range means the shotgun provides a +6 equipment bonus to shooting tasks at Effective range. The magazine says 8 which means that once it has fired 8 shells the shotgun must be reloaded. The Ammo Use says 1, just like the musket, meaning it shoots 1 shell per turn, but notices the -sg, which means "shotgun" indicating that even though it only shoots 1 shell at a time, the large number of pellets makes it possible for the shotgun to inflict one additional damage roll for each 4 points the to hit roll exceeds the target number.

The SMG (sub machine gun) is different first because it has 2 targets, meaning the shooter can shoot two times, either both at the primary target or one at the primary target and once at a secondary target within 3". Also, the Ammo Use is listed as 10, meaning each turn of use the weapon uses 10 bullets (out of 30 it holds). That means between the two targets it can hit as many as 10 times for the 2 main attacks and one more on each for every 4 above the target number.

Finally, the semi-automatic pistol has only 1 target, but uses 3 bullets per turn. That means the shooter can hit his target up to 3 times: the first hit, and up to 2 extra, 1 for each 4 points above the target number he rolls.

1.1—FIREARMS:

These weapons use the Firearms Asset

| WEAPON | DI | Targets | Effective | Long | Extreme | Magazine | Ammo Use | Inventory |
|-----------------------|----|---------|-----------|---------|---------|----------|----------|-----------|
| Musket | 2 | 1 | 10(2) | 20(1) | 40(0) | 1 | 1 | M |
| Blunderbuss | 2 | 1 | 10(1)+2 | 20(0)+1 | 40(0)+0 | 1 | 1-sg | M |
| Black Powder Pistol | 2 | 1 | 5(1) | 10(0) | 20(0) | 1 | 1 | S |
| Rifled Musket | 2 | 1 | 15(2) | 30(1) | 60(1) | 1 | 1 | M |
| Carbine | 3 | 1 | 30(2) | 60(1) | 120(0) | 12 | 3 | S |
| Rifle | 3 | 1 | 30(3) | 60(2) | 120(2) | 12 | 3 | M |
| Assault Rifle | 4 | 2 | 24(3)+2 | 48(2)+1 | 96(2)+0 | 30 | 10 | M |
| Shotgun—Sawed Off | 3 | 1 | 6(1)+4 | 12(0)+2 | 24(0)+0 | 2 | 1-sg | S |
| Shotgun—Double Barrel | 3 | 1 | 12(1)+4 | 24(0)+2 | 48(0)+1 | 2 | 1-sg | M |
| Shotgun-Pump | 4 | 1 | 12(1)+4 | 24(0)+2 | 48(0)+1 | 8 | 1-sg | M |
| Auto-Shotgun | 4 | 2 | 12(1)+6 | 24(0)+4 | 48(0)+2 | 20 | 10-sg | M |
| SMG | 4 | 2 | 12(2)+4 | 24(1)+3 | 48(0)+1 | 30 | 10 | M |
| Revolver | 3 | 1 | 12(1) | 24(0) | 48(0) | 6 | 1 | S |
| Pistol, Semi-Auto | 4 | 1 | 12(1) | 24(0) | 48(0) | 12 | 3 | S |
| Heavy Pistol | 4 | 1 | 15(2) | 30(1) | 60(0) | 8 | 1 | S |
| Hold-out Pistol | 4 | 1 | 5(0) | 10(0) | 20(0) | 5 | 1 | D or S |

1.2—ENERGY WEAPONS

These weapons use the Energy Weapons Asset

| WEAPON | DI | Targets | Effective | Long | Extreme | Magazine | Ammo Use | Inventory |
|----------------------|----|---------|-----------|----------|----------|----------|----------|-----------|
| Hand Mining Laser | 6 | 1 | 20(6) | 40(5) | 60(2) | 25 | 1 | M |
| Laser Pistol | 8 | 1 | 30(5)+2 | 60(4)+2 | 90(2)+1 | 60 | 3 | S |
| Laser Pulse Carbine | 7 | 2 | 40(7)+4 | 80(6)+4 | 120(3)+2 | 100 | 10 | M |
| Laser Rifle | 6 | 1 | 50(10)+2 | 100(8)+2 | 150(4)+1 | 90 | 3 | M |
| Maser Pistol | 8 | 1 | 10(8) | 20(8) | 30(8) | 30 | 3 | S |
| Shock Carbine* | 6 | 4 | 30(X)+3 | 60(X)+2 | 90(X)+1 | 90 | 30 | M |
| Emper Carbine** | 7 | 1 | 40(X) | 80(X) | 120(X) | 60 | 3 | M |
| Sonic Pistol*** | 7 | 1 | 20(1) | 40(1) | 60(1) | 60 | 3 | S |
| Sonic Carbine*** | 6 | 2 | 30(2)+2 | 60(2)+2 | 90(2)+2 | 100 | 10 | M |
| Plasma Pistol | 9 | 1 | 40(10) | 80(8) | 120(4) | 30 | 3 | S |
| Plasma Rifle | 9 | 1 | 60(20) | 120(16) | 180(8) | 60 | 3 | M |
| Disintegrator Pistol | 10 | 1 | 100(40) | 200(30) | 300(15) | 90 | 3 | S |

*Shock Carbine: has no effect on targets in Hard Suit or EVA suit or non-living things. All other living targets must roll *DT 12; Vigor; None*, for each hit or be knocked unconscious for 10 minutes. Consciousness can be restored by a Med-Kit.

**Emper Carbine: has no effect on living beings but will disable any robot, drone or computer it hits.

***Sonic Weapons: ignore all personal armor, but cannot be used in vacuum.

1.3—ROCKET GUNS:

These weapons use the Rocket Gun Asset

| WEAPON | DI | Targets | Effective | Long | Extreme | Magazine | Ammo Use | Inventory |
|----------------------------|----|---------|-----------|------|---------|----------|----------|-----------|
| Anti-tank Rocket Launcher | 4 | 1 | 24 | 48 | 96 | 1 | 1 | H |
| Grenade Launcher | 4 | 1 | 15 | 30 | 45 | 3 | 1 | H |
| Disposable Rocket Launcher | 5 | 1 | 24 | 48 | 96 | 1 | 1 | D |
| Rocket Rifle | 6 | 1 | 40 | 80 | 120 | 12 | 1 | M |
| Rocket Pistol | 7 | 1 | 24 | 48 | 96 | 12 | 1 | S |

ROCKET GUN AMMUNITION

| WEAPON | Armor Piercing | High Explosive | Fragmentation |
|----------------------------|----------------|-------------------------------|--------------------|
| AT-Rocket Launcher | Pen: 28 | ---- | --- |
| Grenade Launcher | Pen: 15 | Contact 7, Burst 2x2, Pen: 2 | Burst: 4x4, Pen: 0 |
| Disposable Rocket Launcher | Pen: 36 | --- | --- |
| Rocket Rifle | Pen: 15 | Contact 10, Burst 2x2 Pen: 3 | -- |
| Rocket Pistol | Pen: 12 | Contact: 7, Burst 2x2, Pen: 2 | -- |

Grenade launchers may also launch rounds equal to Smoke and Incendiary hand grenades (see below)

Anti-tank Rocket Launchers and Disposable Rocket Launchers may only be targeted at vehicles.

High-Explosive grenades and rockets have a 50% chance of destroying destructible cover on a contact hit.

Roll deviation (see Indirect Fire and Deviation in the *PG*) for all these weapons on a miss.

1.4—HAND GRENADES:

Use the Athletics Asset for throwing

| WEAPON | DI | Effective | Long | Extreme | Contact Pen | Burst Radius | Burst Pen | Inventory |
|---------------|----|-----------|------|---------|-------------|--------------|-----------|-----------|
| Grenado | 3 | 5 | 10 | 20 | 2 | 2x2 | 0 | D |
| Smoke | 4 | 5 | 10 | 20 | xx | 3x3 | xx | xx |
| Concussion | 4 | 5 | 10 | 20 | 3 | 2x2 | 1 | D |
| Fragmentation | 4 | 5 | 10 | 20 | 0 | 4x4 | 0 | D |
| HE | 4 | 5 | 10 | 20 | 7 | 2x2 | 1 | D |
| Incendiary | 4 | 5 | 10 | 20 | 1 | 2x2 | 1 | D |
| Flash Bang | 5 | 5 | 10 | 20 | -- | 2x2 | -- | D |
| Sonic | 7 | 5 | 10 | 20 | 1 | 4x4 | 1 | D |
| Thermal | 8 | 5 | 10 | 20 | 12 | 3x3 | 4 | D |
| Anti-Matter | 10 | 5 | 10 | 20 | 40 | 4x4 | 10 | D |

Smoke grenades will shroud area with smoke for next 3 enemy turns

Incendiary: will set ablaze any inflammable items in the burst, burns down in 2d6 turns, sets off explosives.

Flash Bang and Concussion: DT16 Will check to avoid getting a stun marker

Sonic: ignores any personal armor, but does not work in vacuum

Thermal: immediately destroys any flammable objects in burst

HE has a 50% chance to destroy low, destructible cover on contact hit.

Roll deviation for any missed grenade.

1.5—ARCHERY:

These weapons use the Archery Asset

| WEAPON | DI | Targets | Effective | Long | Extreme | Magazine | Ammo Use | Inventory |
|--------------------|----|---------|-----------|-------|---------|----------|----------|-----------|
| Short Bow | 1 | 1 | 12(0) | 24(0) | 36(0) | 18 | 3 | M |
| Long Bow | 2 | 1 | 15(1) | 30(0) | 60(0) | 18 | 3 | M |
| Sling | 1 | 1 | 10(0) | 20(0) | 30(0) | 1 | 1 | S |
| Military Crossbow | 2 | 1 | 15(2) | 30(1) | 60(0) | 1 | 1 | M |
| Sporting Crossbow | 2 | 1 | 15(0) | 30(0) | 60(0) | 1 | 1 | M |
| Repeating Crossbow | 2 | 1 | 15(0) | 30(0) | 60(0) | 10 | 1 | M |

1.6—HEAVY WEAPONS:

These weapons use the Heavy Weapons Asset

| WEAPON | DI | Targets | Effective | Long | Extreme | Magazine | Ammo Use | Inventory |
|-----------------------|----|---------|-----------|-----------|-----------|----------|----------|-----------|
| Heavy Automatic Rifle | 4 | 2 | 30(3)+3 | 60(2)+2 | 120(2)+1 | 20 | 20 | M |
| Light Machine gun | 4 | 2 | 35(3)+4 | 70(2)+3 | 140(2)+2 | 100 | 20 | H |
| Medium Machine gun | 4 | 8 | 40(3)+4 | 80(2)+3 | 160(2)+1 | 200 | 100 | LV |
| Heavy Machine gun | 4 | 4 | 50(6)+3 | 100(5)+2 | 150(3)+1 | 120 | 30 | LV |
| Gatling Gun | 4 | 16 | 40(3)+7 | 80(2)+5 | 160(2)+3 | 2400 | 300 | LV |
| Auto-cannon | 5 | 4 | 50(14)+3 | 100(10)+2 | 150(5)+1 | 210 | 30 | LV |
| Auto-Laser | 7 | 4 | 50(8)+6 | 100(7)+5 | 150(4)+4 | 120 | 30 | H |
| Laser Machine gun | 7 | 8 | 50(8)+6 | 100(7)+4 | 150(4)+2 | PP | 100 | LV |
| Rapid-Pulse Laser | 7 | 16 | 50(7)+7 | 100(6)+5 | 150(3)+3 | PP | 300 | LV |
| Rail Rifle | 7 | 2 | 50(11)+3 | 100(10)+2 | 150(5)+1 | 80 | 10 | H |
| Rail Machine Gun | 7 | 16 | 50(20)+8 | 100(18)+6 | 150(15)+3 | 30,000 | 300 | LV |
| Lt. Plasma Gun | 8 | 1 | 50(30) | 100(15) | 150(2) | PP | 3 | LV |

1.7—MAJOR VEHICLE WEAPONS:

These weapons use the Artillery Asset

| WEAPON | DI | Targets | Crew | Effective | Long | Extreme | Mag | Ammo Use | Inventory |
|--------------------|----|---------|------|-----------|-----------|-----------|-----|----------|-----------|
| Light Cannon | 3 | 1 | 2 | 50(25) | 100(13) | 200(6) | 1 | 1 | MV |
| Heavy Cannon | 4 | 1 | 2 | 75(36) | 150(18) | 300(9) | 1 | 1 | MV |
| Naval Cannon | 4 | 1 | 8 | 100(53) | 200(26) | 400(13) | 12 | 1 | MV |
| Rail Cannon | 5 | 2 | 2 | 100(50)+2 | 200(25)+1 | 400(13)+1 | 60 | 10 | MV |
| Beam Laser Cannon | 6 | 1 | 1 | 150(70) | 300(35) | 600(18) | PP | 3 | MV |
| Pulse Laser Cannon | 7 | 4 | 1 | 100(60)+4 | 200(30)+3 | 400(15)+2 | PP | 30 | MV |
| Plasma Cannon | 8 | 1 | 1 | 150(80) | 300(40) | 600(20) | PP | 3 | MV |

Light, Heavy and Naval Cannons: instead of the AP shells listed on the chart, these weapons can instead be loaded with HE shells with have a burst equal to 4" area for light, 6" area for Heavy and 8" area for Naval. The HE shells have a penetration of 2 in the burst. Those same guns can fire indirectly at 3km for a light cannon, 6km for a heavy and 20km for a Naval gun. Note that Naval guns can only be mounted in fixed ground positions and on large military water craft. Any of these weapons destroy destructible cover on a contact hit.

Plasma Cannon: in addition to the direct hit, plasma cannons also inflict explosive damage in a 6" x6" burst for 20 penetration.

1.8—FIELD ARTILLERY:

These weapons use the Artillery Asset

| Weapon | DI | Crew | Range | ROF | Burst | HE pen | AP |
|-------------------|----|------|-------|-----|-------|--------|----|
| Lt. Mortar | 3 | 3 | 1.5km | 5 | 2 | 2 | 15 |
| Heavy Mortar | 4 | 9 | 4.5km | 3 | 5 | 3 | 20 |
| Howitzer | 4 | 8 | 11km | 3 | 3 | 5 | 25 |
| Heavy Howitzer | 4 | 12 | 12km | 1 | 9 | 7 | 40 |
| MRL | 4 | 10 | 12km | 40 | 5 | 5 | 28 |
| Lt. Mass Driver | 6 | 8 | 20km | 10 | 12 | 8 | 40 |
| Heavy Mass Driver | 6 | 12 | 24km | 10 | 20 | 12 | 50 |

These are weapons that are used only for indirect fire, as directed by an observer using Fire Direction Asset.

Crew is for a towed or fixed version of the weapon, one that is purpose built in a vehicle has a crew of 2. Each weapon can shoot either an HE round, which is intended to burst attack over an area, or an AP round which is meant to crack a single armored target.

ROF are the number of shells fired per minute (see Indirect Fire in the *PGB*).

Burst is the area of a bursting HE shell, e.g. a Lt. Mortar HE shell has an area of 2"x2"

HE pen is the penetration to all targets in the burst area of the HE.

AP is the contact penetration for a AP shell that strikes a target (no burst to AP rounds).

Mass Drivers require a power plant for operation.

MRL: stands for Multiple Rocket Launcher

HE rounds have a 50% chance of destroying destructible cover on a contact hit.

All these weapons, except the Lt. Mortar are considered major weapons if mounted in a vehicle.

1.9—TACTICAL MISSILES:

These weapons use the Missiles Asset

| WEAPON | DI | Target | Effective | Long | Extreme | Penetration | Attack Bonus | Inventory |
|------------------------|----|--------|-----------|-------|---------|-------------|--------------|-----------|
| MP Anti-tank | 4 | 1 | 1 km | 2km | 3km | 40 | +0 | H |
| MP Anti-Aircraft | 4 | 1 | 10km | 20km | 30km | 20 | +4 | H |
| Vehicle Anti-Tank | 4 | 1 | 3km | 6km | 10km | 50 | +0 | LV |
| Vehicle Anti-Aircraft | 4 | 1 | 30km | 60km | 100km | 30 | +6 | LV |
| Advanced Anti-Tank | 6 | 1 | 5km | 10km | 15km | 60 | +0 | LV |
| Advanced Anti-Aircraft | 6 | 1 | 60km | 120km | 200km | 40 | +8 | LV |
| Ultra Tactical | 8 | 1 | 100km | 200km | 500km | 70 | +12 | LV |

Anti-tank missiles cannot be aimed at flying vehicles.

Anti-aircraft missiles can only be aimed at flying vehicles.

1.10—EXPLOSIVES AND BOMBS

All except Black Powder Charge count as HE for knockdown; these use the Explosives Asset

| Charge | DI | Inventory | Contact | Burst | Frag |
|-------------------------|----|-----------|---------|-------|------|
| Black Powder Charge | 3 | D | 12 | 2x2 | 1 |
| Small Alpha Charge | 4 | D | 30 | 2x2 | 1 |
| Medium Alpha Charge | 4 | D | 39 | 2x2 | 1 |
| Large Alpha Charge | 4 | H | 44 | 2x2 | 4 |
| Very Large Alpha Charge | 4 | 100kg | 48 | 2x2 | 8 |
| Small Beta Charge | 5 | D | 31 | 2x2 | 1 |
| Medium Beta Charge | 5 | D | 41 | 2x2 | 1 |
| Large Beta Charge | 5 | H | 45 | 2x2 | 5 |
| Very Large Beta Charge | 5 | 100kg | 50 | 4x4 | 10 |
| Small Gamma Charge | 6 | D | 39 | 2x2 | 1 |
| Medium Gamma Charge | 6 | D | 52 | 4x4 | 12 |
| Large Gamma Charge | 6 | H | 59 | 4x4 | 19 |
| Very Large Gamma Charge | 6 | 120kg | 64 | 6x6 | 24 |
| Small Delta Charge | 7 | D | 46 | 2x2 | 6 |
| Medium Delta Charge | 7 | D | 51 | 3x3 | 11 |
| Large Delta Charge | 7 | H | 59 | 3x3 | 19 |
| Small Epsilon Charge | 8 | D | 49 | 2x2 | 9 |
| Medium Epsilon Charge | 8 | D | 54 | 3x3 | 14 |
| Large Epsilon Charge | 8 | D | 62 | 4x4 | 22 |

DETONATORS

| Device | DI | Notes |
|--------------------|----|--|
| Time Detonator | 3 | Simple Countdown to detonation. |
| Remote Detonator | 4 | Detonation by direct radio signal by operator |
| Pressure Detonator | 4 | Detonation by specific weight |
| Scanner Detonator | 5 | Programmable specific conditions detonate, based on scanner reading. |

AERIAL BOMBS (HE)

| Bomb-Weight | DI | Contact | Burst Area | Burst Pen |
|-------------|----|---------|------------|-----------|
| 50kg | 4 | 24 | 4x4 | 4 |
| 100kg | 4 | 30 | 5x5 | 5 |
| 250kg | 4 | 32 | 6x6 | 5 |

1.11—HAND WEAPONS

| Weapon | DI | INVENTORY | HANDS | REACH | PEN | Attack Bonus | MAX HITS | ASSET |
|-------------------|----|-----------|-------|-------|-----|--------------|----------|-----------------------|
| Unarmed Strike | 0 | -- | 1 | 0 | 0 | 0 | 3 | Brawl or Martial Arts |
| Rock* | 0 | D | 1 | 0 | 1 | 0 | 1 | Brawl |
| Club | 0 | S | 1 | 2 | 1 | 0 | 2 | Brawl |
| Hatchet* | 0 | S | 1 | 1 | 1 | 0 | 3 | Blades |
| Staff | 0 | M | 2 | 5 | 1 | 0 | 2 | Brawl |
| Spear, Short* | 0 | M | 1 | 3 | 1 | 0 | 2 | Blades |
| Spear, Long | 0 | M | 2 | 5 | 2 | 1 | 2 | Blades |
| Knife* or Dagger* | 1 | D | 1 | 1 | 1 | 0 | 3 | Blades |
| Mace | 1 | S | 1 | 2 | 2 | 1 | 2 | Brawl |
| Sword, Broad | 1 | S | 1 | 3 | 2 | 2 | 3 | Blades |
| Sword, Long | 1 | M | 2 | 4 | 3 | 2 | 2 | Blades |
| Battle Axe | 1 | M | 2 | 3 | 4 | 2 | 1 | Blades |
| Halberd | 1 | M | 2 | 5 | 3 | 2 | 2 | Blades |
| Pike | 1 | M | 2 | 6 | 2 | 2 | 1 | Blades |
| Bayonet, fixed | 3 | D | 2 | 4 | 2 | 2 | 2 | Blades |
| Hand Stunner | 4 | S | 1 | 0 | X* | 0 | 1 | Brawl |
| Shock Baton | 5 | S | 1 | 2 | 1* | 1 | 2 | Brawl |
| Cutting Bar | 6 | M | 2 | 3 | 15 | 3 | 1 | Blades |
| Vibro-Blade | 7 | S | 1 | 1 | 10 | 3 | 3 | Blades |
| Power Gauntlets | 7 | S | 2 | 0 | 9 | 3 | 3 | Brawl or Martial Arts |
| Ultra Stiletto | 8 | S | 1 | 1 | 3* | 4 | 4 | Blades |

*Weapons so marked may be thrown at 5/10/15 ranges, using the Athletics Asset.

Hand Stunner: this weapon is ineffective against targets in a Hard Suit or EVA suit and against robots and vehicles, but other targets will, if hit, need to make a DT 16; Vigor; None; check or get a Stun Marker.

Shock Baton: this weapon has the same restrictions and effects as a hand stunner but also inflicts a damage effect as a club.

Ultra Stiletto: this weapon ignores all personal armor.

1.12—SPACE WEAPONS:

These weapons use Space Gunnery Asset

| WEAPON | DI | Targets | Effective | Long | Extreme | Mag | Ammo Use | Slots |
|--------------------|----|---------|-----------|----------|----------|-----|----------|-------|
| Rail Gun Turret | 5 | 8 | 2(50)+4 | 4(25)+3 | 8(12)+2 | 400 | 100 | 1 |
| Beam Laser Turret | 6 | 1 | 8(70) | 16(35) | 24(20) | PP | 3 | 1 |
| Pulse Laser Turret | 7 | 4 | 5(60)+4 | 10(30)+3 | 15(15)+2 | PP | 30 | 1 |
| Space Torp Pod | 5 | 3 | 10(55) | 20(55) | 30(55) | 12 | 3 | 1 |
| Plasma Turret | 8 | 1 | 3(80) | 6(80) | 9(80) | PP | 3 | 1 |
| Main Laser Battery | 6 | 2 | 8(80)+5 | 16(40)+5 | 24(20)+5 | PP | 10 | 5 |

- The code PP for Magazine means that the weapon is powered by the ship's power plant and as long as the S-drive is functional, the weapon never runs out of ammunition.
- Vessels of 2000m3 in hull and which have rail gun turrets and/or space torp pods will likely (but see ship description for confirmation) to have an ordinance bay with sufficient ammunition to keep reloading these weapons when their magazines run out.
- A spacecraft has 1 weapon slot for each 1000m3 of hull, but at least 1. Most weapons require 1 slot but a Main Laser Battery requires 5 with a maximum of 1 such battery per 10,000m3 of hull.

SECTION 2: ARMOR

Armor protective layers of some sort to absorb, deflect or dissipate the destructive penetration value of weaponry. On the personal damage, vehicle damage and spacecraft damage charts, the attack rolls damage dice, adds his weapon's penetration value and subtracts the armor value of the target, as found below, to find the damage result.

Vehicle and Spacecraft Hulls have uniform resistance to all attack forms, while personal armor has 3 different values: Hand, Bullets and Energy. The Hand rating applies to attacks by hand-to-hand weapons, including unarmed strikes and claws, teeth, tentacles, stingers and similar natural attacks by animals and space monsters. The Bullets rating applies to attacks by all firearms, archery weapons, AP and fragmentation attacks. The Energy rating applies to attacks by energy weapons, HE, concussion, fire and radiation attacks.

2.1—Spacecraft Hulls

| Type | DI-4 | DI-5 | DI-6 | DI-7 | DI-8 | DI-9 | DI-10 |
|-----------------|------|------|------|------|------|------|-------|
| Standard | 15 | 35 | 40 | 45 | 50 | 55 | 60 |
| Armored | -- | 45 | 50 | 55 | 60 | 65 | 70 |
| Heavily Armored | -- | 55 | 60 | 65 | 70 | 75 | 80 |

These armor values will be included on each spacecraft's description.

2.2—Vehicle Hulls:

| Type | DI-4 | DI-5 | DI-6 | DI-7 | DI-8 | DI-9 | DI-10 |
|---------------------|------|------|------|------|------|------|-------|
| Aircraft, Civil | 1 | 5 | 10 | 15 | 20 | 25 | 30 |
| Aircraft, Military | 5 | 10 | 15 | 20 | 25 | 30 | 25 |
| Aircraft, Assault | 10 | 15 | 20 | 25 | 30 | 35 | 40 |
| Watercraft, light | 3 | 12 | 17 | 22 | 27 | 32 | 37 |
| Watercraft, heavy | 6 | 15 | 20 | 25 | 30 | 35 | 40 |
| Watercraft, battle | 48 | 53 | 58 | 63 | 66 | 71 | 76 |
| Ground, soft | 1 | 5 | 10 | 15 | 20 | 25 | 30 |
| Ground, armored | 20 | 25 | 30 | 35 | 40 | 45 | 50 |
| Ground, heavy armor | 35 | 40 | 45 | 50 | 55 | 60 | 65 |

These armor values will be included on each vehicle's description.

2.3—PERSONAL ARMOR

LOW TECH ARMOR

| TYPE | DI | Hand | Bullets | Energy | Move Penalty | Notes |
|-------------------|----|------|---------|--------|--------------|-----------------------------------|
| Hides | 0 | 1 | 0 | 0 | -1 | |
| Mail | 1 | 2 | 0 | 0 | -2 | |
| Plate | 1 | 3 | 1 | 1 | -2 | |
| Shield | 1 | 1 | 0 | 1 | -1 | Low cover vs archery and firearms |
| Bullet Proof Vest | 3 | 1 | 2 | 1 | -1 | |

Hides are a layer of thick animal skins that offer some protection against hand weapons. Mail is a coat of linked rings or scales useful against hand weapons. Plate is a complete suit of steel plates that offers some modest protections against all attack forms. A shield is a mobile barrier which offers some armor and some cover. A bullet proof vest is a set of thick fibers with a metal backing.

FLIGHT SUITS

| TYPE | DI | Hand | Bullets | Energy | Move Penalty | Notes |
|---------------|----|------|---------|--------|--------------|-------|
| Flight Suit-4 | 4 | 1 | 0 | 1 | -2 | |
| Flight Suit-5 | 5 | 1 | 1 | 3 | -1 | |
| Flight Suit-6 | 6 | 2 | 3 | 4 | -1 | |
| Flight Suit-7 | 7 | 3 | 6 | 6 | -1 | |

Flight suits are designed for aircraft and spacecraft crews to counteract G-forces and the dangers of low-atmospheric pressure. Flight suits come equipped with a built-in communicator, emergency suit patches, and a 5 minute supply of emergency oxygen none of which count as a Device for inventory. Flight Suit-7's issued by the Space Patrol and NEL military also have a Thanatic Acid auto-injector built in (see Medicine section of Patrolman's Guide). Flight suits are a complete sealed suit with a hard helmet. A 1-hour oxygen tank may be attached to the suit, but it counts as a Device for inventory. A flight suit with oxygen will keep you alive in a hulled ship and most NBC attacks, but is not sufficient protection outside a ship in open space. A Flight Suit 7 is the official duty uniform of the Space Patrol.

EVA SUITS

| TYPE | DI | Hand | Bullets | Energy | Move Penalty | Notes |
|-------|----|------|---------|--------|--------------|-------|
| EVA-4 | 4 | 0 | 0 | 4 | -4 | |
| EVA-5 | 5 | 1 | 1 | 5 | -3 | |
| EVA-6 | 6 | 3 | 3 | 6 | -2 | |
| EVA-7 | 7 | 9 | 9 | 9 | -1 | |
| EVA-8 | 8 | 11 | 11 | 11 | -1 | |

An EVA suit is a complete space suit designed for missions outside the hull of a spacecraft in orbit or deep space. It comes equipped with 2 hours of oxygen, a communicator, and suit patches. EVA suits issued by the Space Patrol or the NEL military also are equipped with a Thanatic Acid injector. None of the above items count as Devices for Inventory purposes. EVA suits are the only effective armor protection against cosmic ray exposure outside of a ship's hull. When wearing an EVA suit under normal gravity, a DT 12; EVA; None, needs to be rolled every turn or disadvantage applied to any task. See Zero-G and Vacuum Combat for use in those environments. EVA suits are equipped with thrusters that allow movement in Zero-G outside a spacecraft for about 2 hours.

COMBAT ARMOR

| TYPE | DI | Hand | Bullets | Energy | Move Penalty | Notes |
|-------------|----|------|---------|--------|--------------|-------|
| Tac Vest | 4 | 3 | 3 | 3 | -1 | |
| Tac Armor | 4 | 5 | 5 | 5 | -2 | |
| Battle Vest | 5 | 6 | 6 | 6 | -1 | |
| Hard Suit-5 | 5 | 8 | 8 | 8 | -2 | |
| Hard Suit-6 | 6 | 10 | 10 | 10 | -2 | |
| Hard Suit-7 | 7 | 14 | 14 | 14 | -2 | |
| Hard Suit-8 | 8 | 18 | 18 | 18 | -1 | |

Combat Armors are those designed for battle in surface combat. A tac vest is a ballistic fiber vest with metal or ceramic reinforcements. Tac armor is similar to the vest but with arm and leg protection and a helmet. A battle vest is a more advanced vest made of dura-steel. Finally, a Hard Suit is a complete, sealed suit of dura-steel. Hard suits come equipped with a built-in communicator, emergency suit patches, and a 5 minute supply of emergency oxygen none of which count as a Device for inventory. Hard Suits 7 and 8 issued by the Space Patrol and NEL military also have a Thanatic Acid auto-injector built in (see Medicine section of Patrolman's Guide). A 1-hour oxygen tank may be attached to the suit, but it counts as a Device for

inventory. A hard suit with oxygen will keep you alive in a hulled ship and protect against most NBC attacks, but is not sufficient protection outside a ship in open space.

SPECIAL ARMOR

| TYPE | DI | Hand | Bullets | Energy | Move Penalty | Notes |
|-------------------|-----------|-------------|----------------|---------------|-------------------------|--|
| Riot Shield | 4 | 2 | 2 | 1 | -1 | Low cover vs archery and firearms |
| Hazard Suit | 4 | 1 | 1 | 3 | -5 | Protects against NBC |
| Stealth Suit | 6 | 3 | 3 | 3 | 0 | Stealth Device +6 Equipment Bonus to Stealth |
| Invisibility Suit | 9 | 6 | 6 | 6 | 0 | 3 minutes of invisibility |
| Field Orb | 10 | 30 | 30 | 30 | 0 | Personal force field, 10 minutes |

A riot shield is a barrier of bullet-resistance plastic that offers some armor and some cover. A hazard suit is a bulky suit with a 1-hour oxygen supply that protects against fire and most NBC attacks. A stealth suit gives chameleon camouflage and so a +6 equipment bonus to stealth tasks, in addition to basic armor. An invisibility suit gives the user 3 minutes of complete invisibility once per day. A field orb is an ancient artifact that protects a force field with level 30 armor for 10 minutes per day.

SECTION 3: DEVICES

All items in this section are Inventory Code D, except “Stealth Suit” and ones that are included in an armor suit (see above).

3.1—QUADRACORDERS

| Type | DI | Equipment Bonus | Asset | Notes |
|------------------|----|-----------------|-------------------------|-------------------------------------|
| Knowledge | 7 | +2 | Any 1 knowledge area | Must choose knowledge when acquired |
| Tactical | 7 | +2 | Tactics, Fire Direction | |
| Forensics | 7 | +2 | Forensics | |
| Security | 7 | +2 | Intrusion | |
| Environment | 7 | +2 | Survival, Tracking | |
| Adv. Knowledge | 8 | +3 | Any 1 knowledge area | Must choose knowledge when acquired |
| Adv. Tactical | 8 | +3 | Tactics, Fire Direction | |
| Adv. Forensics | 8 | +3 | Forensics | |
| Adv. Security | 8 | +3 | Intrusion | |
| Adv. Environment | 8 | +3 | Survival, Tracking | |

A quadracorder is a portable electronic device developed by the NEL. All types of Quadracorders have 4 basic functions: scan objects, analyze objects, record scans and audio/video inputs by the operator, and suggest possible outcomes. These functions, however (apart from recording) are limited to the subject the device is programmed for. The scanning range is only about 150m (100"). Additional types exist, including the Medical Quadracorder, which is part of DI-7 and 8 Med kits.

3.2—COMBAT AIDS

| Type | DI | Equip Bonus | Notes |
|-------------------------|----|-------------|---|
| Telescopic Sight | 3 | +2 | Adds to Steady Aimed shots with a Rifle (firearm) |
| Laser Sight | 5 | +2 | Adds to Steady Aimed shots with any Code M weapon with 1 target |
| Electronic Sight | 6 | +3 | Adds to Steady Aimed shots with any Code M weapon with 1 target |
| Personal Target Display | 8 | +4 | Only applies when shooter is moving |
| Shock Vest | 5 | -- | When worn under other armor adds +2 armor vs Hand and Bullets, but additional -1 move |

3.3—RECON AND FIRE DIRECTION AIDS

| ITEM | DI | Asset | Eg Bonus | Notes |
|-----------------------|----|---------------|----------|---|
| Binoculars | 3 | Recon, FD | +1 | Daylight only |
| IR Viewer | 4 | Recon | +1 | Night only |
| Electronic Viewer | 5 | Recon, FD | +2 | Day and Night |
| Motion Scanner | 6 | Recon/Scanner | +3 | Day and Night, Detects moving people and vehicles |
| Tactical Quadracorder | 7 | Tactics, FD | +2 | Day and Night |
| Adv Tactical Quadra. | 8 | Tactics, FD | +3 | Day and Night |

3.4—HAND SCANNERS

| ITEM | DI | Asset | Eg Bonus | Notes |
|---------------------------|----|---------------|----------|---|
| Radar Gun | 4 | Scanner/Recon | +1 | Detects moving metal vehicles within 100" |
| Sonic Locator | 5 | Scanner/Recon | +1 | Detects metal vehicles within 200" |
| Motion Scanner | 6 | Scanner/Recon | +2 | Detects moving vehicles or beings within 200" |
| Quantum Scanner | 7 | Scanner/Recon | +3 | Detects any vehicles or beings within 300" |
| Quadracorder Scanner | 7 | Scanner | +2 | Detects items based on type of Quad |
| Adv. Quadracorder Scanner | 8 | Scanner | +3 | Detect items based on type of Quad |

Space Judge will set the DT based on circumstance. Successful scan will add Equipment Bonus to Recon attempt as well, if Recon is listed.

3.5—STEALTH AIDS

| ITEM | DI | Asset | Eg Bonus | Notes |
|-----------------------|----|---------|----------|--|
| Camouflage, Basic | 0 | Stealth | +1 | Twig in hat |
| Camouflage, Extensive | 0 | Stealth | +2 | -2 to movement rate, double bonus if wearer doesn't move |
| Smoke Grenade | 4 | Stealth | +4 | 3 turns, Smoke also gives disadvantage to shooting |
| Stealth Suit | 6 | Stealth | +6 | Counts as Armor, not Device |

3.6—MED KITS AND OTHER MED DEVICES

| ITEM | DI | Asset | Eq Bonus | Notes |
|--------------------------------|----|----------|----------|---|
| Med Kit-3 | 3 | Medicine | -1 | Minimum for battlefield medicine |
| Med Kit-4 | 4 | Medicine | 0 | |
| Med Kit-5 | 5 | Medicine | +1 | |
| Med Kit-6 | 6 | Medicine | +2 | |
| Med Kit-7 | 7 | Medicine | +3 | Includes Medical Quadracorder |
| Med Kit-8 | 8 | Medicine | +4 | Includes Advanced Medical Quadracorder |
| Thanatic Acid Injector (1-use) | 7 | -- | -- | Preserves body for revival |
| Krangor Injector (1-use) | 6 | -- | -- | Immediately removes Unc., MM and SM then for 8-turns, ignore Wound Marker penalties, but become unconscious at the end. |
| Blitz Injector (1-use) | 5 | -- | -- | 4-turns, extra action per turn, +4" move, but get a Wound Marker at end |
| Space Bear (1 use) | 5 | -- | -- | Heals 1 Wound Marker, but 1 in 20 cumulative chance per day of blindness |

3.7—INTRUSION

| ITEM | DI | Asset | Eq Bonus | Notes |
|-------------------------|----|---------------------|----------|--|
| Sledge Hammer | 1 | Intrusion/Athletics | +3 | Break down door (1 person) |
| Small Battering Ram | 1 | Intrusion/Athletics | +6 | Break down door (2 people) |
| Hammer and chisels | 1 | Intrusion | 0 | Minimum to open a physical lock |
| Lock Picks | 2 | Intrusion | +1 | For physical locks |
| Electronic Ram | 5 | Intrusion | +1 | Minimum to open electronic locks |
| Advanced Electronic Ram | 7 | Intrusion | +3 | For electronic locks |
| Hand Jammer | 6 | Intrusion | +2 | For jamming security cameras and detectors 10" |
| Advanced Hand Jammer | 8 | Intrusion | +4 | For jamming security cameras and detectors 20" |

3.8—UTILITY

| ITEM | DI | Asset | Eq Bonus | Notes |
|----------------------|----|-------|----------|--|
| Torch | 0 | | | Mitigates darkness depending on circumstances |
| Flashlight | 4 | | | Mitigates darkness depending on circumstances |
| Night Vision Goggles | 5 | | | Eliminates darkness penalties for wearer |
| Radiance Orb | 7 | | | Floats off ground, bright light in 100" radius |
| Ox tank | 4 | | | 1 hour of air for flight, hard or EVA suit |
| Handcuffs | 3 | | | Set of 4 in a handy carry-pouch, with key! |

3.9—PSI DEVICES

| ITEM | DI | Asset | Eq Bonus | Notes |
|--------------|----|---------|----------|---|
| Psi-Amp-6 | 6 | Any Psi | +1 | Bonus for any Psi Asset |
| Psi-Amp-7 | 7 | Any Psi | +2 | Bonus for any Psi Asset |
| Psi-Amp-8 | 8 | Any Psi | +3 | Bonus for any Psi Asset |
| Psi-Amp-9 | 9 | Any Psi | +4 | Bonus for any Psi Asset |
| Psi-Amp-10 | 10 | Any Psi | +5 | Bonus for any Psi Asset |
| Psi Helmet-7 | 7 | -- | -- | Disadvantage to Psi attempts against anyone wearing helmet |
| Psi-Helmet-8 | 8 | -- | -- | 2 Disadvantages to Psi attempts against anyone wearing helmet |
| Psi-Shield | 10 | -- | - | Wearer is immune to any Psi attempts |

3.10—TOOL KITS

| ITEM | DI | Asset | Eq Bonus | Notes |
|-------------|----|-------------------------|----------|--|
| Mech Kit-3 | 3 | Mechanics | +0 | Minimum to use Mechanics Asset |
| Mech Kit-6 | 6 | Mechanics, Space Drives | +2 | Minimum to repair Space Drives |
| Mech Kit-8 | 8 | Mechanics, Space Drives | +4 | |
| Elect Kit-4 | 4 | Electronics, Computers | +0 | Minimum to repair electronic devices |
| Elect Kit-6 | 6 | Electronics, Computers | +2 | |
| Elect Kit-8 | 8 | Electronics, Computers | +4 | |
| LS Kit-5 | 5 | Life Support | +1 | Minimum to repair Life Support systems |
| LS Kit-7 | 7 | Life Support | +3 | |

3.11—FLYING BELTS

| ITEM | DI | Asset | Eq Bonus | Notes |
|----------------------|----|-------------|----------|--|
| Parachute | 3 | None | +0 | Allows safe descent from aircraft in regular atmosphere |
| Crappy Jet Pack | 4 | Flying Belt | +0 | Allows flight for 2 combat turns at 30 inches a turn, then no fuel left |
| Flying Belt | 6 | Flying Belt | +0 | Allows safe descent from aircraft and leaps of up to 40 inches, has a 2 hour duration. |
| Nav Helmet | 6 | Flying Belt | +2 | Added to flying belt, allows free flight of 40 inches |
| Advanced Flying Belt | 9 | Flying Belt | +3 | Allows free flight without Nav helmet, 50 inch move, 5 hours |

3.12—Hand Communicators

| ITEM | DI | Range | Eq Bonus | Notes |
|----------------|----|-------|----------|--|
| Portable Radio | 4 | 6km | +0 | |
| Sat Phone | 5 | 12km | +0 | Can network with an orbiting spacecraft or satellite |
| Communicator-6 | 6 | 24km | +1 | Can network with an orbiting spacecraft or satellite |
| Communicator-7 | 7 | 48km | +2 | Can network with an orbiting spacecraft or satellite |
| Communicator-8 | 8 | 100km | +3 | Can network with an orbiting spacecraft or satellite |