

SPACE PATROL!

TECHNICAL MANUAL

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Draft 4

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--sl	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, the code SL means it is slow to reload and requires both a move and action. 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 Special Success 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-sl	1	M
Blunderbuss	2	1	10(1)+2	20(0)+1	40(0)+0	1-sl	1-sg	M
Black Powder Pistol	2	1	5(1)	10(0)	20(0)	1-sl	1	S
Rifled Musket	2	1	15(2)	30(1)	60(1)	1-sl	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	D
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 2d4 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 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-sl	1	M
Sporting Crossbow	2	1	15(0)	30(0)	60(0)	1-sl	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	B. Pen
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 or S	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 in first column 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 a 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	2	3	2	-1	
Tac Armor	4	3	5	4	-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	-2	

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
Static Orb	7	22	13	0	0	Produces an electromagnetic field
Invisibility Suit	9	6	6	6	0	3 minutes of invisibility per hour
Field Orb	10	30	30	30	0	Personal force field, 10 minutes per day

- 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.
- Static Orbs are used by some alien species for personal protection on lower DI worlds. They produce an electromagnetic field that is excellent at keeping hand-to-hand attacks at bay and good at bullet deflection, but is not effective against energy weapons; it counts as a Device not Armor for inventory.
- An Invisibility Suit gives the user 3 minutes of complete invisibility but then requires 1 hour to restore charge.
- A Field Orb is an ancient artifact that protects a force field with level 30 armor for 10 minutes per day (can be shut on and off until 10 total minutes are used up); it counts as a Device not a suit of armor for inventory.
- Note that Field Orbs and Static Orbs do not combine armor values with any suit of armor worn. Instead, the higher value of the orb and suit is used for each attack.

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. Note that the equipment bonus of quadracorders do not combine with other equipment bonuses, take the higher.

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	Replaces any weapon's Equip bonus, Only applies when user 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