

Tools of the Trade

Weapons and armor through the ages



WEAPONS AND ARMOR FOR NOVA

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*A COLLECTION OF
WEAPONS AND AR~
MOR THROUGH THE
AGES FOR USE WITH
THE **NOVA** GAME
ENGINE.*

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The tools of war presented here cover a broad range of eras, from the Stone Age to the far future. Obviously, not all of them are suitable for a specific game. That's why they're classified according to a Technology Level (Tech Level or TL). The GM needs to choose a specific Tech Level for his world that measures the advancements in technology and determines the exact technological levels available. Look at the sidebar for more information on Tech Levels.

The weapons of this book are divided in close combat weapons, personal ranged weapons, heavy weapons and vehicle weapons. Heavy weapons are support weapons with lots of firepower which can be carried and fired by a character with some muscle or mounted on vehicles. Vehicle weapons are too large and heavy to be carried by any character.

Both weapons and armors are presented in a series of tables containing all of their important characteristics. Devices that have special abilities are further detailed in text.

Reloading

The time required for reloading a ranged weapon can be crucial in the heat of combat. Reloading largely depends on the type of ammunition used.

Bows: It takes one action to prepare a bow for a new shot.

Crossbows: Crossbows need three actions to reload. At TL 6, the use of bolt clips and automatic cocking reduces this to one action.

Revolvers, bolt-action rifles and shotguns: These weapons require one action per two bullets loaded.

Archaic firearms: Firearms of TL 4 require three actions to place gunpowder and a new bullet in the gun.

Clips: SMGs, automatic pistols as well as assault rifles and machine guns use clips. Exchanging a clip requires one action. Filling a clip with bullets is slower: one

Tech Levels

TL 0 Pre-tech Age: Use of stone tools

TL 1 Stone Age: Discovery of fire and agriculture, domestication of animals

TL 2 Bronze/Iron Age: Use of metal tools, development of mathematics, physics, medicine

TL 3 Middle Ages: Invention of the press, advancement in metallurgy and mathematics

TL 4 Age of Reason: Advancements in mathematics, physics, medicine and biology

TL 5 Industrial Age: Use of steam and electrical power, industrialisation, urbanisation, invention of the automobile and the airplane, radio communications, discovery of relativity and quantum physics

TL 6 Information Age: Invention of the computer, networks and practical application of nuclear fission, first steps into space, advancements in all sciences and especially physics, medicine and biology

TL 7 Space Age: Invention of the fusion and cold fusion reactor, colonisation of other planets, exploration of the solar system

TL 8 Gravity Age: Advancement in

gravitics lead to the creation of artificial gravity and the induction drive, invention of the anti-matter reactor

TL 9 Stellar Age: Invention of a FTL (Faster-than-Light) drive, exploration of the galaxy

TL 10 Cosmic Age: Invention of stellar engineering, use of wormholes to navigate the universe

TL 11 Creator Age: Capability of creating life forms, sentient or non-sentient from scratch (hence the "Creator" term)

TL 12 Dimensional Age: Discovery of other, parallel universes and the ability to travel to them, ability to create stars, black holes and worm holes with some planning and time

TL 13 Quantum Age: Control over matter at the sub-quantum level: teleportation and replication becomes possible

TL 14 Tachyon Age: Discovery of the conversion of matter to tachyons, accelerating it beyond the speed of light, invention of the tachyon drive

TL 15 Age of Gods: At this Tech Level, a race may be considered as gods, being able to bring great changes to the nature of the universe

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action per two bullets.

Belts: All machine guns can use belts of ammunition instead of clips. A belt quadruples the amount of ammo it can have but is less handy and compact. Two actions are required to exchange a belt. Filling a belt with bullets is slow: one bullet per action.

Rail weapons: These weapons take clips of ammunition but also use power cells to power the shots. The cells are good for 100 shots. After they're drained, they need to be recharged (takes 5-15 minutes) from a power source or the user can replace them (requires one action) with new ones, if available.

Energy weapons: All these weapons require is energy, coming from their cells. Their Ammo rating represents the amount of shots they can fire before their cells are drained. Recharging them takes 5-15 minutes if a power source is available. The user can always replace them with new ones (takes an action).

ENERGY WEAPONS ONLY REQUIRE ENERGY

PERSONAL RANGED WEAPONS

Weapon	Skill	Range	Damage	Rate	Recoil	Ammo	Type	TL
Short bow	A	25/60/+2	4	1	—	—	K	1
Long bow	A	30/80/+2	34	1	—	—	K	2
Light crossbow	A	35/100/+2	23	1	—	—	K	2
Heavy crossbow	A	50/120/+2	2344	1	—	—	K	3
Flintlock pistol	S	15/40/+2	5	1	—	1	B	4
Musket rifle	L	20/60/+2	4	1	—	1	B	4
Derringer	S	15/40/+3	6	1	—	4	B	5
Light revolver	S	30/60/+2	5	1	—	6	B	5
Heavy revolver	S	30/60/+2	4	1	—	6	B	5
Light bolt-action rifle	L	40/80/+2	45	1	—	10	B	5
Heavy bolt-action rifle	L	40/80/+2	44	1	2	10	B	5
Double-barreled shotgun	L	40/60/+2	666	2B	2	2	B	5
Light automatic pistol	S	30/60/+2	5	1	—	15	B	5
Heavy automatic pistol	S	30/60/+2	4	1	—	10	B	5
Pump shotgun	L	40/60/+2	557	1	2	6	B	5
Light assault rifle	L	50/100/+2	45	3F	—	40	B	6
Heavy assault rifle	L	50/100/+2	44	3F	2	30	B	6
Light SMG	S	15/40/+3	5	3F	—	35	B	5
Heavy SMG	S	30/60/+2	4	3F	—	25	B	5
Light sniper rifle	L	100/300/+1	34	1	2	4	B	5
Heavy sniper rifle	L	100/300/+1	445	1	3	4	B	5

Skill: A-Archery, S-Sidearms, L-Longarms
Range: Short range/Long range/Modifier
Rate: B-Burst fire only, F-Full auto and burst fire
Type: K-Kinetic, B-Ballistic, E-Energy

The evolution of firearms

TL 4—Solid ball: The first firearms use solid projectiles with the user placing both the propellant (gunpowder) and the projectile in the weapon. Reloading it is difficult and time-consuming.

TL 5—Cased rounds: The propellant is encased along with the actual projectile inside a metal casing (also called shell). The shell is ejected when the weapon is fired.

TL 6—Caseless rounds: Caseless rounds have the propellant and the projectile encased in a plastic membrane which vaporises when the weapon is fired. There is no shell ejected and this has multiple advantages.

Weapon	Skill	Range	Damage	Rate	Recoil	Ammo	Type	TL
Light railpistol	S	40/70/+2	4	1	—	15	B	8
Heavy railpistol	S	40/70/+2	3	1	—	10	B	8
Light railgun	L	60/110/+2	44	3F	—	40	B	8
Heavy railgun	L	60/110/+2	34	3F	2	30	B	8
Light rail SMG	S	25/50/+3	4	3F	—	35	B	8
Heavy rail SMG	S	40/70/+2	3	3F	—	25	B	8
Light las-gun	S	50/120/+1	4	3B	—	40	E	8
Heavy las-gun	L	60/140/+1	44	3F	—	30	E	8
Light mas-gun	S	50/120/+1	4	3B	—	40	E	8
Heavy mas-gun	L	60/140/+1	44	3F	—	30	E	8
Mass pistol	S	30/60/+2	44	1	—	20	E	8
Taser	S	20/40/+2	44(S)	1	—	4	E	6
Zip gun	S	30/60/+2	55	1	—	8	B	5
Auto zip gun	S	30/60/+2	55	3F	—	15	B	6
Hand flamer	S	3/8/—	4	1	—	6	E	7
Scattergun	L	40/60/+2	666	1	—	4	B	5
Auto shotgun	L	40/60/+2	557	3B	2	15	B	7
Mass rifle	L	30/60/+2	444	1	—	20	E	8
Subsonic gun	S	10/20/—	—	1	—	—	—	7
Plasma rifle	L	60/140/+1	345	1	—	10	E	9
Plasma pistol	S	50/120/+1	446	1	—	10	E	9

PERSONAL RANGED WEAPONS

ages: increases rate of fire, reduces jamming and malfunctions, reduces recoil and improves accuracy. Use the same statistics as for a usual TL 5 or 6 gun but add 5 to short and long range.

TL 7—Electrothermal firearms: Instead of using a chemical propellant, this generation of firearms use an otherwise inert liquid ignited into plasma by an electric arc. The plasma provides more kinetic power than any chemical propellant. Use the statistics of TL 5 or 6 guns but add 10 to short and long range.

TL 8—Railguns: The propellant used in this era is a purely immaterial one. Weapons use powerful capacitors to generate an electromagnetic field to accelerate the projectile along the barrel at supersonic speeds.

HEAVY WEAPONS

Weapon	Skill	Range	Damage	Rate	Recoil	Blast	Ammo	Type	TL
Flame thrower	H	5/15/—	44	1	—	—	20	E	5
Light machine gun	L	45/90/+2	44	7F	2	—	50	B	5
Heavy machine gun	H	50/100/+2	445	6F	3	—	50	B	5
Rocket launcher	H	120/400/+2	Per missile	1	—	Per missile	4	Per missile	5
Grenade launcher	H	30/80/+2	Per grenade	1	—	Per grenade	4 or 8	Per grenade	5
Mini-gun	L	40/80/+2	46	9F	2	—	80	B	6
Light rail machine gun	L	55/100/+2	34	7F	2	—	50	B	8
Heavy rail machine gun	H	60/110/+2	345	6F	3	—	50	B	8
Gauss chaingun	L	30/70/+3	4	12F	—	—	100	B	7
Auto laser	H	60/140/+1	33	6F	—	—	50	E	8
Auto maser	H	60/140/+1	33	6F	—	—	50	E	8
Plasma gun	H	60/140/+1	34567	1	—	—	20	E	9
Mass cannon	H	30/60/+2	4444	1	—	—	30	E	8
Machine cannon	H	50/100/+2	3345	6F	4	—	50	B	7
Portable howitzer	H	120/400/+2	233445	1	4	5 m	8	B	7
LAW	H	120/400/+2	2334456	1	—	5 m	1	B	6
MAW	H	120/400/+2	22334456	1	—	5 m	1	B	6
Mini-grenade launcher	S	30/70/+2	Per grenade	1	—	Per grenade	6	Per grenade	7
Xraser	H	60/140/+1	—	1	—	—	10	E	7
Tachyonic converter	H	100/300/+1	—	1	—	—	3	E	14

Skill: H-Heavy weapons, L-Longarms
Range: Short range/Long range/Modifier
Rate: B-Burst fire only, F-Full auto and burst fire
Type: K-Kinetic, B-Ballistic, E-Energy

VEHICLE WEAPONS AND ARTILLERY

Weapon	Skill	Range	Damage	Rate	Recoil	Blast	Ammo	Type	TL
Light catapult	H	50/200/+1	33445	1	4	0.5 m	—	K	2
Heavy catapult	H	80/400/+2	3344455	1	6	0.5 m	—	K	2
Light ballista	H	80/400/+2	23345	1	5	—	—	K	3
Heavy ballista	H	100/600/+2	2233445	1	7	—	—	K	3
Light bombard	H	80/200/+1	3345	1	4	1 m	—	B	4
Heavy bombard	H	100/600/+2	334456	1	5	1 m	—	B	4
40 mm Gatling cannon	H	80/200/+2	23345	6F	6	—	50	B	6
Rocket pod	G/H	120/400/+2	Per missile	3F	—	Per missile	15	Per missile	6
85 mm Field cannon	G/H	220/550/+2	2344556	1	6	3 m	—	B	5
112 mm Field Cannon	G/H	350/750/+2	23334456	1	7	3 m	—	B	6
136 mm Field Cannon	G/H	550/1400/+2	223344556	1	8	3 m	—	B	5
Superflechette gun	H	50/80/+2	557	9F	3	—	50	B	7
85 mm Railcannon	G/H	250/600/+2	2334456	1	6	3 m	—	B	8
112 mm Railcannon	G/H	400/800/+2	22334456	1	7	3 m	—	B	8
136 mm Railcannon	G/H	600/1500/+2	223334456	1	8	3 m	—	B	8
Plasma cannon	G/H	120/400/+1	3445678	1	—	1 m	20	E	9
X-laser cannon	G/H	300/1200/+1	33333	1	—	—	10	E	8
Tachyon cannon	G/H	200/600/+1	—	1	—	—	3	E	14

Skill: H-Heavy weapons, G-Gunnery
Range: Short range/Long range/Modifier
Rate: B-Burst fire only, F-Full auto and burst fire
Type: K-Kinetic, B-Ballistic, E-Energy

Missile	Damage	Blast	Type	TL
Anti-personnel	33445	5 m	B	5
Anti-vehicle	22334456	5 m	B	5
Incendiary	3445	5 m	E	6
Microflechette	444444	3 m	B	7
Mass reaction	444444	3 m	E	8

Missile	Damage	Blast	Type	TL
Fragmentation	445	3 m	B	5
Flechette	5567	3 m	B	5
Concussion	445	3 m	K	5
Plasma	4467	3 m	E	7
Incendiary	45	3 m	E	6
Smoke	—	20 m	—	5
Mass reaction	4444	3 m	E	8

Type: K-Kinetic, B-Ballistic, E-Energy

Guided missiles

Ordinary missiles follow a straight course after they're launched until impact and detonation. However, missiles of TL 6+ can be *guided*, that is equipped with targeting systems making them "fire and forget". The quality of the missile's guidance system is measured by an attribute called —what else?— **Guidance**.

Prior to firing the missile, the user needs to lock-on the target. This requires an action and a Gunnery check with no modifications for range or other conditions except from darkness, fog, smoke etc. Successes add dice to the missile's Guidance rating.

When the missile attacks a target, it uses a number of dice equal to its Guidance rating for the attack roll. This attack roll suffers no modifications at all; range, darkness etc have no effect on the guidance system. The *t#s* for the missile's innate Guidance dice are equal to the **Signature** rating of the target, extra dice due to Gunnery successes are

added at +1 cumulative. Signature describes how hard it is for the guidance system to track down a specific target. The Signature rating for most targets, including characters, is 4.

The cost of a missile is of course increased proportionally to the quality of its guidance system. At TL 6 most guidance systems have a Guidance rating of 1-3, while at TL 7 this increases to 4 and at TL 8 to 5.

Guidance system include thermal, radar or laser-guided missiles. Specific devices may be effective against one or more of these systems, inhibiting the missile from accurately hitting the target. Example of such devices include thermal shielding (for heat-seeking missiles), electronic countermeasures (effective against radar and laser-guided missiles) etc. The effect of such defenses would probably be to increase the Signature rating of the target, making him more difficult to be hit.

CLOSE COMBAT WEAPONS

Weapon	Offense	Defense	Damage	Might	Type	Strength	TL
Dagger	-1	+0	5	—	K	Yes	1
Gauntlet/Chain fist	+0	+0	5(s)	—	K	Yes	2
Hatchet	-1	+0	4	—	K	Yes	2
Sickle	-1	+0	4	—	K	Yes	2
Battle axe	-2	+1	34	2	K	Yes	0
Great axe	-2	+1	456	3	K	Yes	2
Three chain flail	-3	+0	5	—	K	Yes	2
Ball & chain flail	-3	+0	34	2	K	Yes	2
Warhammer	-1	+1	45	—	K	Yes	2
Mace	-1	+1	45	—	K	Yes	2
War maul	-2	+1	456	3	K	Yes	2
Quarterstaff	-1	+1	45	—	K	Yes	2
Mounted lance	-3	+0	456	—	K	Yes	3
Pike	-1	+0	34	—	K	Yes	2
Glaive	-1	+0	34	—	K	Yes	3
Halberd	-2	+0	456	2	K	Yes	3
Scythe	-1	+0	456	2	K	Yes	2
Bastard sword	-2	+2	34	2	K	Yes	2
Great sword	-2	+2	456	3	K	Yes	3
Broadsword	-2	+2	45	—	K	Yes	2

Type: K-Kinetic, E-Energy

Strength: Whether the damage becomes increased by Conditioning or not.

Weapon	Offense	Defense	Damage	Might	Type	Strength	TL
Sabre	+2	-2	45	—	K	Yes	4
Rapier	+2	-2	4	—	K	Yes	4
Whip	-6	+0	6	—	K	Yes	1
Spear	-1	+0	34	—	K	Yes	0
Stun baton	-1	+0	44(s)	—	E	No	6
Charge baton	-1	+0	44	—	E	No	7
Phase blade	-3	+0	45	—	K	No	12
Monofilament blade	-2	+0	4455	—	K	No	8
Force blade	-2	+2	223	—	K	Yes	13
Blade shield	-1	+3	3	2	K	Yes	7

Type: K-Kinetic, E-Energy

Strength: Whether the damage becomes increased by Conditioning or not.

Blade shield: This is a large hexagonal shield ending in a large pair of claw-like carbide spikes. The shield is strapped to the arm and can be swung to rake an opponent with the claws. The weapon is intended to protect the user efficiently, providing a -1 bonus to all parrying attempts and allowing the user to roll an extra defense die against close combat attacks.

Concussion grenade: This grenade doesn't produce any kind of shrapnel, being less lethal than the standard frag grenade but also much safer for the thrower. It relies on its shock wave to injure or subdue opponents. A concussion grenade can inflict Constitution damage only within its first blast radius (0-3 m) and then again only one damage die can cause loss of Constitution. All other damage is Stamina.

Force blade: This weapon consists of a hilt that hides inside it a force field generator. When activated, a force field in the shape of a blade will be generated, with extraordinary sharp-

ness and armor-penetrating capability. A panic button enables the user to transform this force blade into a regular force field (see the **Armors** section) for protecting himself.

Field cannons and rail cannons: These are field guns sending a high-explosive artillery shell on a parabolic arc. Cannons of TL 6+ typically come with an integrated range finder (usually based on laser technology) to automatically calculate range to the target, giving a -1 bonus to the attack roll.

Flame thrower and hand flamer: These weapons eject a cone of chemical fire up to their long range (which is also their maximum range). This cone has an opening of 3 meters. Roll a separate attack for every possible target inside the cone. Since damage depends solely on the fire, extra attack successes don't increase it. Everyone suffering damage can be set on fire: this happens if you roll over the target's highest armor rating (zero for unarmored targets) plus three on a D6. Target then suffers

damage 4 every round until the fire is extinguished. Flamers of TL 5 and 6 have the nasty habit of exploding if the tank is penetrated by enemy fire (use armor 1/2/1 for the tank). If this happens, the explosion causes 444 damage with Blast 4 m and can also set targets on fire. More advanced flamers don't have this problem, since they use inert fuel ignited by a catalyst at the weapon's muzzle.

Gauss chaingun: This gatling weapon uses an electromagnetic accelerator to propel tiny metal projectiles. It can achieve an astonishingly high rate of fire but the projectiles are awful at penetrating armor. Against an opponent wearing armor with a ballistic rating of 0+, the damage rating becomes 8.

Grenade launcher: This weapon comes as a stand-alone version (with the highest Ammo rating) or in an underbarrel version which can fit under the barrel of an assault rifle or railgun.

Incendiary grenade and missile:

These devilish tools of war contain napalm or some similar substance. Targets coated with it will continue to burn for 5 damage every round (as always, armor protects only during the first round). Nothing less than complete immersion in water or spraying with special foam will extinguish the fire, which will eventually die out 8 rounds later.

Las-guns, auto lasers, x-laser cannons: All laser weapons are silent and recoilless as they emit a beam of invisible but searing light. A low-powered visible laser beam is used for aiming but it can be turned off to provide invisible shots (with a +2 penalty to the attack roll). Laser beams can not penetrate smoke or thick fog, although the X-laser cannon can, due to its small wavelength.

Mas-guns, auto masers: Masers work according to the same principles as lasers do, but use microwave radiation instead of light. They literally cook the target, causing horrible burns. If such a weapon deals damage, one of the Stamina points is per-

manently lost unless the tissue is regenerated via surgery. Microwave radiation is unable to penetrate armor with an Energy rating of 0+.

Mass pistol and rifle, mass cannon, mass reaction missile and grenade:

Mass weapons rely on gravitics technology to create an anomalous gravity field at the desired range which lasts for nanoseconds yet can tear someone apart. Their great advantage is that gravity isn't affected by any armor, so they ignore any armor protection (use the unarmored rating instead). Its main disadvantage is their extremely short range: they can't affect targets beyond 60 meters. They're also difficult to aim as the user needs to calculate the range with great precision, so he suffers a +1 penalty to his attack roll. The last two disadvantages obviously don't apply in the case of the missile or the grenade.

Microflechette missile: This extremely lethal projectile carries a warhead containing thousands of miniature, razor-sharp flechettes.

Upon impact and the release of the flechettes, it can tear any unarmored target unlucky enough to be near to shreds. Unfortunately, the flechettes are very ineffective at penetrating armor. Against any armor with a Ballistic rating of 0+, damage becomes 888888.

Mini-grenade launcher: The size of a handgun, this weapon employs miniature grenades. Use statistics for normal grenades but reduce Blast by one due to the smaller explosive charge.

Phase blade: A phase blade uses transdimensional technology to render itself "out of phase" as it enters the target. This only lasts for a split second, with the weapon solidifying inside the target. Hence, the phase blade ignores any kind of armor (use the unarmored rating), even force fields.

Plasma weapons: Plasma weapons use a high-powered, ultra-short pulse of ultraviolet laser radiation to concentrate incredible amounts of energy on the target, turning a portion

of his mass into explosive plasma which damages the rest of him. Because of this, armor is considered to be one point lower (to a minimum of -2) against a plasma weapon. As it essentially uses a laser beam, no plasma weapon can properly work in thick fog or smoke.

Rocket launcher: Launchers before TL 7 take only one missile, therefore they have Ammo 1.

Rocket pod: A rocket pod can unleash more than one missile simultaneously from its multiple tubes. Ignore any rules for burst or full auto fire.: each missile fired gets a separate attack roll and inflicts separate damage. This weapon needs 5 Mounting points to be installed on a vehicle (see the *Vehicles* sourcebook).

Scattergun: This shotgun is named from the "scatter" effect of the shot, which opens one meter per 10 meters it travels (so at 30 meters it forms a cone with a 3 meter opening). Everyone inside that area can be hit (roll separately for each tar-

get). Damage suffers the loss of one damage die per 20 meters (so the weapon has a maximum range of 60 m).

Short and long bow: The damage of these weapons is increased by the user's physical strength. Damage dice are increased by one per Conditioning die of the user above one (at +1 cumulative). This does **not** apply to crossbows.

Smoke grenade: Ideal for putting up a smoke screen, smoke grenades create a thick blanket of smoke within seconds of their explosion. The smoke will remain for 2-3 minutes if there is no strong wind to disperse it. While up, the smoke cuts visibility to three meters, inflicts a +2 penalty on all attacks and prevents the use of lasers and ladars.

Stun and charge baton: These weapons rely on electrical charges to stun or kill the target. They are powered by internal cells that are good for 20 discharges (stun baton) or 10 (charge baton) before in need of recharging.

Subsonic gun: A subsonic gun is a subdual weapon producing a wide wave of subsonic sound, affecting everyone within a cone 20 m long and 5 m wide. It doesn't cause any damage; rather, anyone affected must make a Vitality check. For every success below 4, he suffers a +1 penalty to all actions for the rest of the round. In addition, if the penalty caused is equal to or greater than his remaining Constitution points, he's unable to do anything for the rest of the round. Penalties for multiple attacks on a target aren't cumulative; only the greatest applies. Soundproof helmets or ear plugs offer complete protection. Shutting the ears with one's hands offers only partial protection, providing a -1 bonus to the Vitality check. The weapon is able to produce subsonic waves continuously for about two hours before its cells ran out.

Superflechette gun: This gatling shotgun can spit out more than 3000 shotgun shells per minute and is intended as an anti-personnel weapon,

being able to decimate an entire platoon within seconds of autofire. Its recoil is extreme, becoming 6 when used in burst or full auto mode.

Tachyon weapons: These weapons are among the most efficient and destructive ever made. They convert matter to tachyons (faster-than-light particles). Because tachyons aren't stable (they always move with a speed faster than light), the weapon's converting beam actually causes a part of the target to break up and fly towards every direction! Armor is largely inefficient towards such a weapon, as it is often destroyed in the initial contact. The tachyon weapon doesn't have a damage rating. Instead, every successful hit causes the loss of D3 Constitution points (D6 for the tachyon cannon). Armor initially protects by decreasing this loss by its highest rating (not necessarily the Energy one). However, for every Constitution point it protects, an armor loses one point from each rating (down to zero). This loss is permanent, resulting in the armor's destruction. These

weapons require an enorous amount of power, this being their only disadvantage.

Xraser: Also called a cancer gun, this weapon is favored by assassins. It fires a silent, invisible beam of intense x-ray radiation. Treat this as radiation with one damage roll and +3 Carcinogenesis. If he fails the Carcinogenesis roll, the victim develops an inoperable cancer within three months. A critical failure on the attack roll means the wielder suffers the full effect of his weapon. Xrasers become obsolete after TL 8, when gene and antibodies therapy for all types of cancer is developed.

Zip and auto zip gun: These weapons fire low-velocity darts filled with whatever kind of toxin the user wants (usually a debilitating one). The darts do no damage on their own; they rely solely on the toxin. The damage rating of the weapon is only used to determine if the darts penetrate and thus, if the toxin is able to act.

One of the greatest advantages projectile throwers have over energy weapons is that they can be equipped with many different kinds of ammunition. This makes them highly versatile weapons, being able to adjust to someone's needs.

Ceramic safety (TL 7): Special rounds which break upon contact with any armor or hard surface. They are used by armored squads dealing with unarmored opponents in closed spaces, to avoid wounding an ally.

Dual-purpose (TL 7): Strictly military, these rounds contain a carbide bar inside them. Against unarmored targets, the bar acts as a second bullet, adding to the trauma (treat as a hollowpoint). Against armor, the tough carbide penetrates and injures the target (treat as steel-jacketed).

Flechette (TL 5): These rounds resemble those used by flechette shotguns. They are based on needle-like shrapnel that can cause terrible wounds but are not very good at penetrating armor. They add two

dice to damage (at +1 cumulative) but any armor has its rating increased by two.

Gel (TL 6): These soft rounds are commonly used by the police to subdue crowds in riots. They only cause Stamina damage.

Glaser (TL 6): Even a hit in a non-vital point by one of these rounds can kill someone from the shock. Their secret is the shotgun pellets they contain beneath a ceramic seal. When they hit, the pellets are released and cause mayhem in the tissue. They add two dice to damage (at +1 cumulative). However, they are completely ineffective against any kind of armor, as it breaks the seal before the bullet enters flesh. Even heavy clothing has been known to protect against such bullets.

High-explosive armor-piercing (TI 6): HEAP rounds are able to easily penetrate most ballistic armors. They have miniature explosive charges which explode on impact, pushing the bullet even further. They ignore

two points of the target's armor.

Hollowpoint (TL 6): Hollowpoints expand in the body, causing massive trauma. They cause an additional die of damage (at +1 cumulative).

Jet (TL 7): Jet rounds have a microscopic rocket which ignites after they leave the weapon's barrel and propels them to astonishing speed. They pass quickly through unarmored targets, but armor makes them tumble and slows them down, increasing their damage. Although armor remains effective, it adds one die to damage (at +1 cumulative) per point of Ballistic rating above zero.

Phase (TL 12): based on transdimensional technology, these ammunition remain extremely expensive and rare even up to TL 14. They contain a nanoprocessor and a microscopic device which enables them to phase out of existence just before they hit their target. This only lasts for a minute amount of time, entering our universe again when inside the target. As a result, they ignore any ar-

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mor the target has and may even pass through force fields.

Steel-jacketed (TL 5): These rounds have points of steel to assist in penetrating armor. They ignore one point of the target's armor.

Ultra-kinetic (TL 7): The ultimate in subduing, these rounds contain liquid teflon which spreads upon contact, delivering as much kinetic energy as possible. They add two dice in damage (at +1 cumulative) but these dice can cause only Stamina damage (so, if there are less than three damage successes, they all are Stamina damage).

These accessories can be fit on a large number of firearms and other modern ranged weapons, increasing their efficiency and capabilities.

Friendly fire guidance (TL 7): Weapons equipped with such a system will not fire at any target carrying a special transponder. The FFG is especially useful in closed spaces, where the chance of hitting an ally increases dramatically.

Laser sight (TL 6): This accessory produces a low-power laser beam which is only visible as a red dot on the target. It acts as an aiming aid, giving a -1 bonus to attack rolls, but it is useless beyond 30 meters (or 60 meters at night or in darkness).

Optical targeting (TL 7): This without doubt the best targeting system for small arms. To function, it needs a special visor helmet, a main unit installed on the weapon and a firearm equipped with jet rounds (see the **Ammunition Types** section). The user needs to take one action to lock-on a target he sees. The sophisti-

cated computer of the system then tracks the target and guides the jet rounds to him. All the user has to do is make sure the gun points within 45 degrees of the target and each one of his shot thereafter will find his way to him. In game terms, the system provides a -3 attack bonus for every shot directed at a target inside the user's field of vision after he's been locked on.

Recoil suppressor (TL 6): This system fits on the barrel of most weapons and decreases its "kickback". In effect, the Recoil rating of the firearm is decreased by one (to a minimum of zero), as are penalties for autofire (burst or full auto).

Scope (TL 5): A magnifying scope negates all range penalties, but the user must waste an action prior to firing to aim with it. At TL 6+, the scope can also be equipped with night or thermal vision.

Silencer (TL 5): There are silencers for every handgun, SMG or rifle manufactured. Anyone having a si-

lenced weapon is suspicious; only assassins, secret agents and other shady individuals usually carry such things.

Smart targeting (TL 7): Smart targeting is considered one of the prime aiming aids at TL 7. It is comprised of a sensor installed on the weapon and a connection to a helmet with a special visor. It senses the gun's movement and bearing and projects a crosshair the user can see through the helmet. It provides a -1 bonus to attack rolls under any conditions.

Armor	Skill	Kinetic	Ballistic	Energy	Encumbrance	TL
Reinforced leather	AO	0	-2	-2	+1	1
Hide armor	AO	-1	-2	-2	+1	0
Chain mail	AO	1	-2	-2	+2	3
Plate mail	AO	2	-1	-1	+3	3
Flak jacket	AO	-1	0	-1	+1	5
Heavy kevlar	AO	1	1	0	+2	5
Ceramic	AO	2	2	1	+3	6
Carbide exoskeleton	S	2	3	1	+2	7
Powered ultradense	S	3	3	2	+4	8
Reflec vest	AO	-1	0	-1	+1	7
Gel armor	AO	10	10	-2	+1	7
Mag deflection	—	—	—	—	—	8
Ablation suit	AO	-1	0	-1	+1	6
Force field	—	—	—	—	—	13
Stealth suit	AO	0	0	0	+1	6
Chameleon suit	AO	0	0	0	+1	8
Cloak suit	AO	0	0	0	+1	12
Phasing cloak	—	—	—	—	—	12

Skill: AO-Armor Operation, S-Servomotors. See the *Skills* sourcebook for more information on these skills. Every point of rating in the skill decreases Encumbrance by one (to a minimum of zero).

Ablation suit: This is a full body suit specially designed against fire and heat. It will protect against both threats with a rating of 3. Its heat dispersion abilities enable it to protect the wearer even after the first round of exposure. The anti-flammable material of the suit never catches fire and will protect the wearer for prolonged periods in environments with ambient temperature over 850 C.

Carbide exoskeleton: This is the first powered armor based on servomotors. It has a solid carbide casing, providing protection from head to toes, in the same time increasing Conditioning by one die (at +1 cumulative). It comes with respiration filters and thermal vision but extra equipment may also be added. Its rechargeable cells enable for 15 hours of continuous operation.

Chameleon suit: Combines the thermal shielding of a stealth suit with intelligent electronic circuits which scan the surrounding area and change the coloring patterns of the suit to match those of the background. It enables the wearer to blend with the background and pass unobserved. It provides a -2 bonus to hide checks and doubles the range penalty of any ranged attack against the wearer.

Cloak suit: This suit incorporates cutting-edge light-bending technology to render the user invisible. It bends light rays around the wearer so that the only thing seen is a slight blur not noticed by casual observers. It provides a -3 bonus to hide checks. All ranged attacks have their range penalty tripled. Attacks against the wearer suffer a minimum +2 penalty.

GEL ARMOR IS ALSO KNOWN AS "ONE~USE ARMOR"

Force field: The personal force field is a smaller version of the force field generators used for a variety of applications in TL 13. It projects a strong field of quanta around the user which turn semi-tangible when any physical force or energy is applied to them. A force field will stop any ballistic, kinetic or energy attack but loses in energy as it is attacked. The personal force field is considered to have 5 plus one per TL beyond 12 Constitution points and an armor rating of 0 against all attacks. If all of its Constitution points are lost, it shuts down and needs (20-TL) hours to recharge its quantum field. A force field will also stop the user's attacks.

Gel armor: Often referred to as "one-use armor", it's essentially a vest filled with a geloid substance that has the unique ability to instantly solidify when substantial kinetic energy is applied to it. This means that it hardens and protects against ballistic or kinetic attacks, but is useless against energy weapons.

Gel armor has a vast initial potential to stop ballistic/kinetic weap-

ons from penetrating, since the farther a weapon travels in the gel, the greater the resistance it meets. However, once a portion of the gel is hardened, it becomes very fragile and ineffective at stopping further attacks. This means that the armor degrades in quality as it stops hits. Moreover, because the gel becomes ultra-hard and stops most projectiles or weapons nearly instantaneously, it still doesn't save its user from ugly bruises or broken bones.

When a weapon hits gel armor, it might not cause any Constitution damage, but it still causes Stamina damage if its damage roll is good enough to bypass armor rating 0. The Ballistic and Kinetic ratings of the gel armor are degraded by one per point of Stamina damage to a minimum of zero. They can't be further degraded.

Mag deflection: This is a portable device which uses powerful capacitors to produce an electromagnetic field strong enough to repel metallic objects, like most weapons or bullets. The field imposes a flat +3 pen-

alty to any attack roll made against the user with a weapon at least partially made of metal. Regrettably, this penalty also applies to attacks made by the user. The cells used by the deflector hold enough energy for a continuous operation of 10 rounds.

Phasing cloak: This is a suit incorporating phasing technology. When activated, it will render the wearer slightly out of "phase" with the rest of the universe, placing him partially in another universe. The phased user will appear somewhat translucent and unable to interact with the physical environment, passing through objects. No weapon can harm a phased character except if it's based on phase technology as well (like a gun loaded with phase ammo). The device consumes power ravenously, but even if there's plenty of power available, it can only preserve the phasing for a maximum number of total rounds equal to TLx2. When it has been used for that number of rounds, it shuts down to regenerate its extradimensional particle bank, something requiring a day.

The user must be very careful where he materialises: entering the world again inside a solid object would mean a grisly death. Note that if the device is used on a planet, the wearer must have a means to stay aloft: a jet pack or anti-gravity belt perhaps. In any other case, the gravity will pull him below the ground, to the center of the planet.

Powered ultradense: The heaviest of powered battle armors, it provides complete coverage of the body. It is made of ultradense materials and would be impossible for any human to lift if it wasn't for its powerful servomotors, which add two dice to the user's Conditioning (at +1 cumulative). It comes with built-in respiration filters, communication package, tactical computer and infrared vision. Its cells last for 15 hours of operation before they're in need of recharging.

Reflec vest: Designed with lasers in mind, this is a fiber vest with a highly reflective surface. It can divert the greatest portion of a laser beam by

bouncing it off its surface. It has a rating of 3 against any weapon using a laser beam (including plasma weapons).

Stealth suit: A night-black suit ideal for covert operations. It is made of a non-heat conductive material that directs all heat produced by the wearer's body to a small chemical tank carried by him. This effectively renders him invisible to infravision and thermal sensors and provides a –1 bonus to hide checks.

Synchronisation computer: This specialised nanocomputer is used in conjunction with mag deflectors or force fields. It is connected to the user's ranged weapon and ceases the function of the deflector or field for a split second as he pushes the trigger, enabling him to make attacks without interfering with his defense.

Reloading

Most shields protect a character by making him harder to hit. Parrying a close combat attack with a shield

also provides a –1 bonus to the parrying attempt, however remember to use the rules about wielding two weapons (yes, a shield is considered a weapon). A shield can also be used offensively, albeit not very efficiently, to punch someone with it. This does damage 5(s)-kinetic.

Small shields (TL 2) inflict a +1 penalty to the attack roll of anyone trying to hit the character in close combat.

Large shields (TL 2) inflict a +2 penalty to close combat attacks. Moreover, they inflict a +1 penalty to ranged attacks dealing kinetic damage (bows, crossbows, spears) coming from the direction the shield is facing. Ballistic attacks are not affected since they can easily pierce through the wood or metal layer of the shield.

Ballistic shields (TL 6) are made of bullet-proof glass and are large enough to cover the entire body behind them. They act as large shields but also provide armor 2/1/0 against ranged attacks from the direction the shield is facing.

STEALTH SUITS HAVE THERMAL SHIELDING