



CHAPTER TWO: EQUIPMENT

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A character begins play with 5,000 Credits, or more if s/he has the Rank power. Equipment labeled 2H indicates that the weapon is wielded in two hands. Note that some weapons only have a limited number of shots before they must be reloaded or recharged. Reloading a weapon takes an entire page unless noted otherwise. Some weapons utilize a battery—replacing a battery takes 1 page as well. Grenades are weapons that detonate themselves, and are destroyed when used. Some weapons can be used to “burst” fire by rattling off an entire full load of ammo in a single panel. This is called the “spray and pray” method of firing, as you sacrifice accuracy for the chance to strike more targets. Effectively, this gives you a -1 Agility to hit, but increases the radius of the attack by 1. A weapon that has “burst 2” can burst twice, each time, using up half of a full load of ammo, a “burst 3” weapon could burst 3 times, each using a third of the ammo, etc.

Technology Level (TL) In some campaigns, Narrators might want to limit how much technology the characters have access to. The most thorough way to do this is to look through each item of technology and decide whether or not it is allowed in the campaign, but this is a tedious process. An easier way is by setting a cut-off Technology Level.

Technology is rated with a numerical value. The higher the Technology Level (TL), the more advanced the technology. Below is a chart of the Technology Levels and examples of advancements from that level. Of course, your home campaign might have exceptions to the guidelines below. Also, if the time period you are using seems to be between two different TLs, feel free to assign a decimal to denote this. For instance, the 17th Century would probably be TL 1.5, because early firearms have been invented, but swords are still used, and trains and steam-power have yet to be used.

Likewise, the 1920s would be TL 2.5 because they have airplanes and cars, but no computers.

Integrated Functions: Various equipment can be integrated with just about any other equipment by spending extra credits. For example, a suit of heavy body armor can be made to be High-G Force resistant, and include a diagnostic scanner. To figure out how much an integrated suit costs, add the costs of all the components together, and increase it by 50%. This is because the components have to be made especially compact. Thus, in the above example, the cost of the suit would be 10,500 credits (7,000 x 1.5= 10,500).

Upgrades: Similar to integrated functions, upgrades are small bonus features that can be added into a piece of equipment. The descriptions of the various upgrades appears after the weapons section.



Weapons

Archaic Weapons Descriptions

Dagger: A short two-edged knife, good for stabbing or cutting. Daggers can also be thrown, with a range in squares equal to the thrower’s Brawn.

Gauntlet: Technically a piece of armor, it allows one to do lethal damage with a punch.

Sword/Mace/Axe: A longer, heavier version of the knife, developed during the Bronze Age (TL ½). Some swords have two edges, some have a single edge.

Archaic & Modern Armor (half the soaking effect against TL4 or higher weapons)				
Light (Leather)	10 Soak	100 Credits	TL0	Half-Soak against gunpowder weapons
Medium (Chain)	20 Soak	400 Credits	TL1	Half-Soak against gunpowder weapons
Heavy (Plate)	30 Soak	800 Credits	TL1	Half-Soak against gunpowder weapons
Kevlar	20 Soak	200 Credits	TL3	

A shield (allows one to use “Shield Deflect” power, but cannot reflect attacks, and is ineffective against TL4 or higher weapons.) 100 Credits. A character without the Shield Deflect power can still benefit from a shield. It grants a +1 Dice bonus to defense rolls by simply getting in the enemy’s way. Attacking with a shield does +ODM stun damage.

TL	Era	Sample Technologies
0	Stone-Age	stone, bone, or wooden tools, bow & arrows
1	Medieval	metal tools, chain mail, swords, crossbows
2	Industrial	firearms, steam-power, trains
3	Modern	computers, combustion engine, flight, nuclear power
4	Near-Future	artificial intelligence, cybernetics, computer-neural interface, vibroblades
5	Interplanetary Travel	cold-fusion power, space travel near light speed, energy guns
6	Intergalactic Travel	anti-matter power, faster-than light space travel, energy blades, energy shielding, teleporters
7	Extragalactic Travel	wormhole generation
8	Time Travel	time machines

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affects soaking damage as normal, and some machines have special protection against EMPs. If an EMP causes a “wound” in a machine, it suffers double the ordinary penalties, as crucial systems begin shutting down. A machine brought down to 0 Hits by an EMP must undergo very serious repairs, as its main computer is fried. It requires a 30 computers/programming check followed by a 30 technology/repair check to even begin “healing” a machine shut down by EMP. Such repairs take a triple the usual time, as fused circuits are slowly replaced, wiring redone, etc.

The EMP Cannon is used to send a powerful, wide-angled pulse of electromagnetic energy for a short range. It is best used to clear corridors of enemy machines.

EMP Blaster: The EMP blaster is a lighter weapon than the EMP Cannon, doing less damage to only a single target, but having a superior range and using less battery life with each shot.

Light Quantum Rocket Launcher:

A one-handed rocket launcher, which still packs a great deal of power into its shots. The Light Quantum Rocket Launcher does damage as if it were 1 size larger than it is, making it a great weapon for damaging enemy vehicles.

Heavy Quantum Rocket Launcher: The futuristic equivalent of the bazooka, this weapon does damage as if it were 2 sizes larger, making it capable of taking out even heavy tanks or bombers. Its great radius also makes it an effective anti-personnel weapon.

Energy Grenade: An advancement on the modern grenade, the Energy Grenade bursts in a violent wave of blaster energy. It can be hurled 2xBrawn squares, or fired from a grenade launcher.

Stun Grenade: This is an energy grenade that has been outfitted to deliver stun damage instead of lethal, and to spread the explosion wider.

EMP Grenade: The EMP Grenade is designed to take out enemy machinery, robots, and vehicles while avoiding human casualties, as an EMP Cannon.

Plasma Grenade: An even more deadly improvement on the energy grenade, it also affects a larger radius.

Vibroknife: High tech metallurgy provides a razor-sharp, ultra-hard cutting edge for this knife, while a motor in the handle causes the blade to vibrate at ultrasonic frequencies, increasing its killing power.

Vibroblade/Axe: This is either a sword or axe adaptation of the Vibroknife technology, using ultrasonic frequencies to make the sharp blade even more lethal. These weapons are preferred by space pirates who use them in close quarters when boarding enemy ships.

Heavy Vibroblade/Axe: This is simply a two-handed, larger version of the Vibroblade or Axe.

Vibro-Lance: A sturdy ultrasonic blade is attached to a long pole to create a Vibro-Lance. These weapons are often carried by guards. Though it is not as powerful as a heavy vibro-axe, it has better reach, allowing defenders to hold a corridor even when outnumbered.

Concussion Flail:

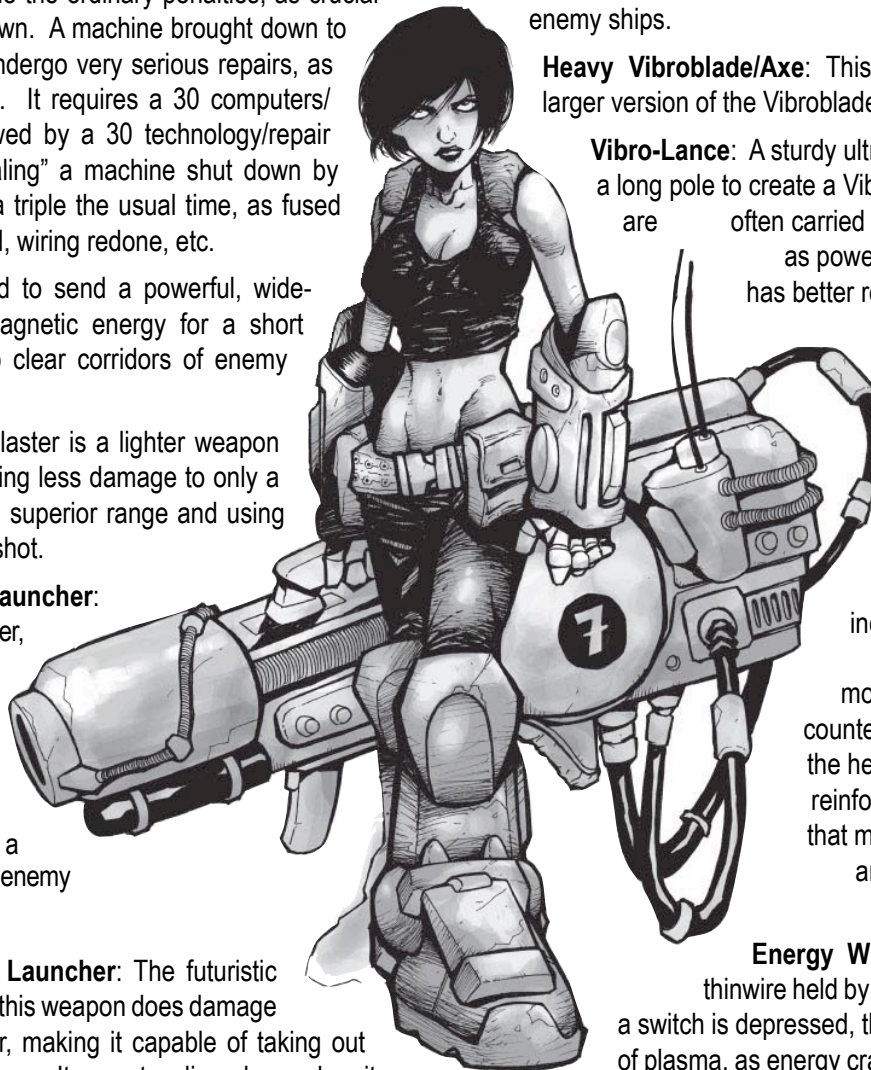
Resembling a medieval mace and chain, the Concussion Flail uses gravity altering technology to dramatically increase its mass at the point of impact, making it much more powerful than its ancient counterpart. The cable that holds the head of the concussion flail is reinforced with a small force field that makes it nearly unbreakable, and it is useful for entangling enemies.

Energy Whip: An energy whip is a thinwire held by an insulated handle. When a switch is depressed, the wire glows with a sheath of plasma, as energy crackles along its length. The whip appears to increase in both mass and width

when it is turned on. The intensity of the whip can be altered, so that it instead delivers a stunning electrical shock instead of superheated plasma with every swing, making it useful for taking prisoners. Like the more ancient whip, an energy whip can be used with the Snatch and Entangle powers.

Energy Blade: A classic science fiction weapon, the Energy Blade is essentially a sword made out of energy—force, lasers, plasma—whatever the setting dictates. Like the bastard sword of old, the Energy Blade is designed to be wielded one or two-handed. Energy blades are extremely effective at cutting even through high-tech armor. Soak values against attacks by energy blades are halved (except soak granted from size or energy fields).

Stun Stick: A baton that can be charged with electricity to incapacitate its victim. It does stun damage. It works on a similar principle to the modern cattle prod.



x5 dmg; Vibroknife x5 dmg

30 Hits/20 Soak

Startrooper Heavy Assault Force DL 11

The heavy assault force are the first troops to disembark into battle when a transport lands on a planet, and they are the last ones to leave. In battle, their purpose is to punch holes in the enemy lines (or fly behind them) and cause chaos among their ranks. In spite of their advanced equipment and training, however, the assignments of Heavy Assault troopers often lead to very high casualty rates among them.

B2(3) A3 M1 Ave Atk 18, Ave Def 18

Heavy Armor Familiarity; Jetpack 3 (9 squares); Pistol Tech. +2 DM; Martial Arts 2 (punch, kick, choke, throw, uppercut, martial block (def 24 vs. unarmed attacks))

Skills: Military/Gunner, Athlete/Aerobatics, Drive/Steering,

Equipment: Blast Cannon Range 10, x5 Dmg, Radius 1; Blaster Pistol x6 Dmg; Power Armor w/ Built-in Jetpack and Rebreather; Vibroknife x6 dmg; 1 Energy Grenade

30 Hits/40 Soak

Startrooper Regular DL 7

The rank and file soldiers are the Startroopers, a standard military order used to take and maintain a hold on enemy planets.

B2 A2 M1 Ave Atk 21 Ave Def 14

Medium Armor Familiarity; +1 Hit, +1 DM; Martial Arts 1 (punch, kick, throw, choke) Carbine Tech (punch, kick)

Equipment: Blaster Carbine x7 dmg; Vibroknife x5 dmg; 1 Energy Grenade Medium Body Armor;

30 Hits/30 Soak

Startrooper Officer DL 18

Specially trained Startroopers are experts in certain fields. A Startrooper officer might be a tank pilot, a medic, or a command officer, for example. The officer's specialization is represented by skill slots left to the Narrator to fill in.

B2 A2 M3

Medium Armor Familiarity; Carbine Tech +1 Hit, +1DM; Martial Arts 1 (punch, kick, throw, choke); Blaster Pistol Technique +1 Hit, Skillful 1

Skills: Athlete/Running, +One additional physical skill at +1 Multiplier, Military/Command, +Three additional mental skills.

Equipment: Light Body Armor; Blaster Pistol (x6 Dmg); Vibroblade

(x5 Dmg); Special equipment (for instance, a Medic will carry a med-pack, an engineer will carry computing tools, etc).

100 Hits/20 Soak

Star Marines DL 11

While Startroopers are recruited to fight on planets, Star Marines are meant exclusively to fight in space, often serving as boarding parties for (or repelling them from) enemy vessels.

B2(3) A3 M2 Ave Atk 18 Ave Def 18

Blaster Carbine Tech. +1DM; Sword Tech +1DM; Martial Arts 1 (punch, kick, throw, leg sweep); Heavy Armor Familiarity

Skills: Athlete+1/Aerobatics, Stealth/Hide, Security/Locks, Engineering/Demolitions

Blaster Carbine x7 dmg, Vibroblade x6 dmg, Power Armor, integrated with Vacuum seal and air supply, 1 Energy Grenade x6 dmg, Range 6

40 Hits/40 Soak

Thief DL 9

Thieves can be either likeable rogues or vile cutthroats. In either case, Heroes may find themselves forced to deal with them—as enemies or allies.

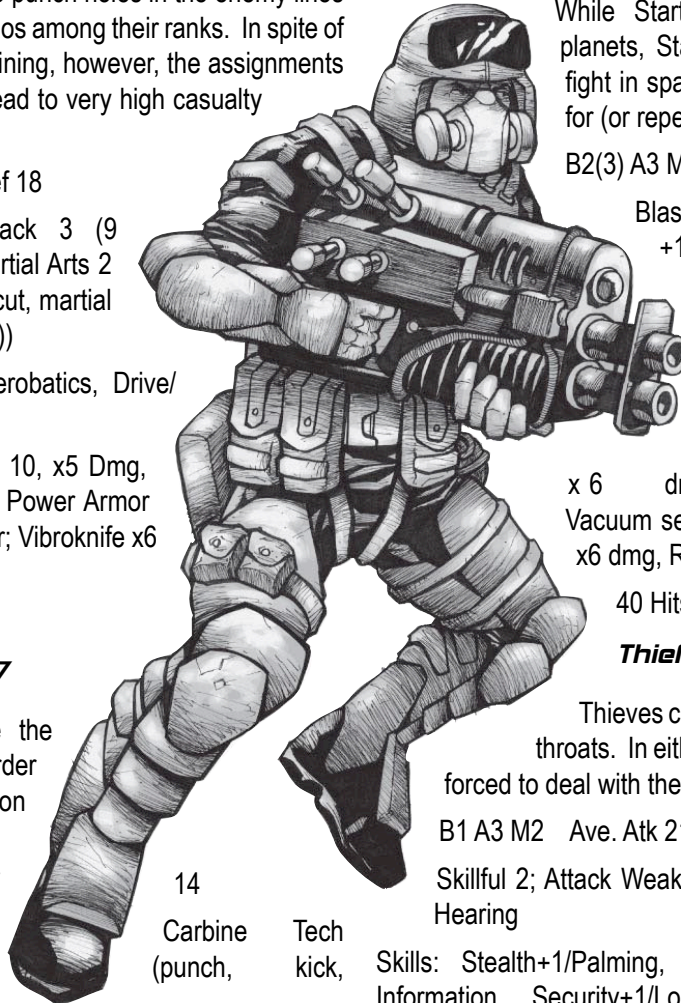
B1 A3 M2 Ave. Atk 21 Ave Def 21

Skillful 2; Attack Weak Point; Vibroknife Tech. +1DM; Keen Hearing

Skills: Stealth+1/Palming, Athlete/Climbing, Streetwise/Gather Information, Security+1/Locks, Deception/Lying, Computers/Hacking, Technology/Sabotage

Equipment: Vibroknife x4 dmg

30 Hits



whichever is lower. When firing within an atmosphere, the range is 100 squares. Rail-guns do +4DM.

Transform: 2pts. A Mecha with this power can change into another type of vehicle or even a building. When this power is taken, just what the Mecha can turn into is decided. A Mecha cannot transform into anything larger or smaller than itself.

Twists on the Genre

Not Everybody in the game uses Mecha. Normally, in a Mecha based campaign, every Hero would be a Mecha pilot, but this does not have to be the case. What if one of them is the fleet commander, or the mechanic?

If you want to run a game

where characters having Mecha is an exceptional thing, you could have a disadvantage: No Mecha. This may not mean that the character is unable to pilot a Mecha—just that they simply do not have one to pilot. However, if they lack the pilot skill, then they actually won't be able to pilot one.

Living Mecha: It is possible that in the world in which you are playing, the Mecha are not mindless machines that use humanoid pilots. What if the Mecha are artificial life-forms, as in the Transformers franchise? In that case, the Heroes would not get to make 2 characters—they would get to make a single character—their Mecha. In addition to the Mecha advantages and disadvantages, they would have access to ordinary Advantages and Disadvantages, as long as they are reasonable that the Mecha could have that. For instance, giant robots with emotions might have a phobia, but it would not make sense that they could have an allergy. In addition, Living Mecha have skills, just as ordinary characters do. Also, Living Mecha can take Mundane powers as well as Mechanical and Mecha powers. Note, despite the name, the Living Mecha should have the Unliving advantage (unless they are in fact a biological construction) since they have no internal organs, don't require food, etc.

Unusual Technology Mecha: The rules for Mecha-Pilots genre was assuming that Mecha were man-made products of high technology. However, they might be something different. What if Mecha are clockwork machines or even golems infused with magic? If this is the case, the powers presented in the Mechanical powers section or the Mecha powers section might not all be appropriate. A Mecha that exists in a steam-powered TL2 world would not be able to use a blaster carbine!



It is recommended that the players work with the Narrator to create “appropriate” powers. For “magic” Mecha, consult the BASH! Fantasy Edition rules on Magic powers. For “clockwork/steam-powered” Mecha, look at the powers in the Steam-Punk rules in BASH! Fantasy Edition. However, these powers should have the usual effects from the Mecha’s size affect them (normally, magic and steam-punk powers are not effected by the user’s size).

Sample Mecha

Standard Infantry Mecha Size 1 Wound Threshold 30

These mass produced Mecha were designed to assist tanks in planetary combat. They are faster, and more accurate, though probably less sturdy.

B3 A2 M2

Toughness 3 (+30 Soak), Built-In Weaponry 2 (Sword), Leap (60 squares), EMP resistance 2 (30 soak vs. EMP)

Equipment: Sub-Machinegun (x5 Dmg, Range 200, Radius 1), Vibro-Blade (x6 Dmg) 30 Hits/35 Soak (Pilot has 30 hits, B2 A2 M2)

Mecha Sky-Corps Size 1 Wound Threshold 20

These Mecha are designed to transform into fighters between engagements. They are issued to people with training in both dogfighting and hand to hand Mecha combat.

B2 A3 M3

Toughness 2 (+20 Soak), Fly 4 (120 Squares), Rail-Gun, Transform (into fighter)

Equipment: Assault Rifle (x6 Dmg, Range 300, Burst rate 2), Extendable Vibro-Lance (x4 dmg, Reach 2), Rail-Gun (x7 Dmg, Range 100 (or 10 Grids))

100 Hits/25 Soak (Pilot has 100 Hits, B1 A3 M3)

Shiva Class Mecha Size 2 Wound Threshold 30

Superior in everyway to the Standard Infantry Mecha, the Shiva class is faster, stronger, and better all around. With its extra arms, it can bring more weapons to bear on the enemy. They are usually issued to commanding officers of infantry divisions.

B3 A3 M2

Toughness 3 (+30 Soak), Running 2 (150 squares), Scan, Extra Arms, EMP resistance 1 (20 Soak vs. EMP)

Equipment: Two Heavy Vibro-Blades (x7 Dmg, Reach 2), Two Sub-