ARMOURY I

ADDITIONAL EQUIPMENT AND WEAPONS FOR

BLOOD IN SPACE
ver. 1.0

The tables in the following page include new equipment and weapons for Blood in Space; the standard rules apply to those new items (see 5.2.2, 5.2.3 and 5.3): a few new traits have been included and require some additional explanation.

Item: Is a new type of equipment, in addition to Resources and Gear. Like the Gear, Items are not discarded after use. Limits on the equipment are not changed: you can still only assign up to two additional pieces of equipment to a Character, regardless the equipment type.

Drug: resources of this type are limited to one dose per PC per combat. You can equip two different drugs, but you can only use one of them in the combat.

Uncommon: a letter U in the Availability column means that the equipment is difficult to find. Each time you want to select an Uncommon piece of equipment roll 1d6: the equipment is available with a roll of 4+.

OPTIONAL RULES

GRENADE SCATTER.

In the standard game, a failed grenade attack is always considered a dud ("no effect"). Players wanting to add some additional realism can instead use the following optional rule.

When a grenade attack fails, roll one additional dice: on a result of 6 the grenade is a dud (no effect), while with a result of 1-5 the grenade falls on a different location.

Consult the Scatter Diagram to determine the direction where the grenade falls; roll another dice to determine the distance of the scatter in MP:

> (1-4) 1 MP
> (5-6) 2 MP

Apply the effect of the grenade to any target in the new impact zone.

EQUIPMENT TABLE

Type	Description	AVAIL	Notes
Resource	Regenerative Spray Tissue	U	Can be used immediately when a PC is hit: halve (rounding down) the DMG of the last attack
Item	Camouflage Net	C	+1 TN when Outside, PC not moving (place a marker as a reminder) and attacking enemy is at range of 6MP or more.
Resource	Personal force field	C	DR -1 next 1d3+2 enemy attacks (use a dice to keep track).
Resource	Nano armour	U	+1TN and DR -3 on the next enemy attack. Cannot be used if current armour provides a protection of +3 TN or better.
Resource, Drug	Herkacet	C	+2 DMG to Melee Attacks for the next 1d3+2 turns (use a dice to keep track). -1 MP for the rest of the combat after the drug effect end
Resource, Drug	Stymo-pack	C	+2 Melee Attacks for the next 1d3+2 turns (use a dice to keep track). -2 Melee attacks on the turn when the drug effect ends
Resource, Drug	Metabolids	C	Recover 1d6 DMG points. -1 Attack (any) for the rest of the combat.
Resource, Drug	Traxyn	C	+2 Missile Attacks for the next 1d3+2 turns (use a dice to keep track). -1 TN until the drug effect ends.
Resource, Drug	Wynadom	C	+1 Attack, +2 MP and +1TN for the next 1d3+2 turns (use a dice to keep track). Suffer 1d3+1 DMG when the drug effect ends.

WEAPONS TABLE

Type	Name	Attack	DMG	Range	AVAIL	2H	Notes
Melee	Mono filament dagger	2D+1	L+2		EXP(1)		PEN(2), Small
Ranged	Shotgun	2D+4	L+1	5	C	Y	Can attack two adjacent targets (use the same roll)
Ranged	Heavy Sidearm	2D+2	H	7	C		Small, Ammo(7)
Ranged	Mono Rocket Launcher	3D-1	H+1	20	MIL	Y	Area(1), Heavy, Single Shot (Discard after use)
Ranged	EMP Grenade	3D	Hx2	(4)	C		Resource, Area(1), Only effective against Robotics
Ranged	Smoke Grenade	2D+2	-	(4)	C		Resource. Place in the target spot a circle of 1MP of diameter representing the smoke generated by the grenade. The smoke lasts for 1d6+2 turns (place a dice as a reminder): any LOS touching the smoke is blocked.

SCATTER DIAGRAM

(1-2)

(3) ← ✦ → **(4)**

(5)

DISTANCE:
(1-4) 1 MP
(5-6) 2MP

◯ **ACTIVE UNIT**

✦ **TARGET**