

Roaring Rockets Basic Equipment

VERSION 3.1 (BOOSTER) / <http://www.roaringrockets.org/>

THE MOST COMMONLY USED EQUIPMENT ON ONE 2-SIDED SHEET

SEE THE FULL EQUIPMENT LIST FOR A LOT MORE GEAR

SPACE SUIT @%: -1 looks, 20 CR. It is formfitting and comes in certain sizes and cuts. It has a 2-hour tank, a radio, a bubble helmet, and thrusters (only works in space). Space suits are also diving suits: Replace the air tank/thruster pack with the gill/impeller pack. Womens suits have a button on the neck to puff air on their face for faint recovery.

NICE looking WOMENS SPACE SUIT @%: No looks penalty, 100CR. You can wear makeup and most hairstyles in it. For an extra 5 credits it can have high-heeled boots (+1 looks).

RADIO: 2 CR. A walkie-talkie/cell-phone combo the size of a quart of milk.

INTERSTELLAR TELEGRAM: 1 CR. Telegraph offices are available in capitols and large cities.

SLEEPER HELMET @: NOT FOR SALE. Keeps prisoners asleep for transport.

FIRST AID KIT @: 0 CR. Medical skills have a -2 penalty without medical supplies.

BINOCULARS: 1 CR

MAKEUP @: +1 looks if properly applied, takes about 30 minutes, 1 CR

HAIR STUFF @: +1 looks if hair is properly done, takes about 30 minutes, 1 CR

HIGH HEELS: +1 looks, but slows you down to 2M/TURN and you cannot sneak well, 1 CR

NICE CLOTHES OR UNIFORM: +1 looks, but they are expensive and easily damaged. 5 CR

TACTICAL BATON: Md STUN + 1 kill, 0 CR. Telescoping baton costs 1 CR but is easy to carry.

KNIFE / BAYONET %: Lt Kill, 0 CR

SWORD / SPEAR %: Md Kill, 2 CR

BULLET PISTOL: Lt Kill, 2 CR

BULLET RIFLE: Md Kill, 3 CR

MACHINE PISTOL: 2 Kill AUTOFIRE, 3 CR

MACHINE RIFLE: 3 Kill AUTOFIRE, 4 CR

NOTE: If a machine pistol or rifle is fired full auto, it runs out of ammo on a hit roll of 9 or more (spend the next turn reloading if you have more ammo).

SHOTGUN: Lt Kill, TREAT TARGET AS 1 DEX, 2 CR

GAUSS PISTOL %: Lt Kill, IGNORES ARMOR

GAUSS RIFLE %: Md Kill, IGNORES ARMOR, 6 CR

STUN PISTOL @%: Md STUN (ENERGY), 4 CR

STUN RIFLE @%: Hv STUN (ENERGY), 6 CR

ROCKET PISTOL @%: Lt kill to everything with 1M of impact. Min RANGE=6M. 4CR

ROCKET RIFLE @%: Md kill to everything with 1M of impact, 1 kill to everything within 2M. Minimum range for rocket rifle is 10M. 7 CR

RAY PISTOL @%: STUN SETTING (blue) does Lt STUN. Kill (red) does Lt Kill. Autofire does 1 STUN. 4 CR

RAY RIFLE @%: STUN (blue) SETTING does Md STUN. Kill (red) does Md Kill. Autofire does 2 STUN. 6 CR

HEAVY WEAPON: Big tripod-mounted version of a rifle. It does MEGA-DAMAGE, but takes 2 men to carry. MEGA-STUN weapons usually do Lt kill also. 3x as expensive as rifle.

SPLAT GUN: Hv STUN + Lt Kill, TREAT TARGET AS 1 DEX. 20 CR. Big bipod-mounted energy weapon, difficult to carry.

SPEARGUN %: Md Kill, 2 CR

CONCUSSION GRENADE: HV STUN+LT Kill, 5M radius, 1 CR.

FRAGMENTATION GRENADE: HV Kill, 5M radius, 1 CR.

A GRENADE will often roll 1-3M after landing, MORE if the ground is smooth.

Pepper Spray: A hit reduces the victims DEX to 1 and causes a lot of pain.

MOST ANIMALS AND MINOR NPCs will run if hit. 4M RANGE.

FORCE field belt @: Reduces energy attacks by 1 point. 15 CR. BATTERIES last 30 minutes. FORCE fields CANCEL instead of combining. The belt is somewhat bulky.

HELMET @%: 2 points ARMOR if the attacker rolls MAX damage, MESSES up HAIR, 1 CR.

BALLISTIC VEST @%: Reduces damage by 1 point if the attacker rolls ABOVE AVERAGE damage, -1 looks, 2 CR.

SHIELD @: Vs RANGED: 2 pt ARMOR if damage die is odd. Vs MELEE: MAKE HIT roll to block attack. 1 CR.

LIGHT ARMOR @%: Reduces damage by 1 point, -2 looks. 10 CR. Your DEX is limited to 5. Heavy, UNCOMFORTABLE, takes 15 minutes to put on. It takes a turn to get up off the ground if your STR is below 3.

MEDIUM ARMOR @%: 2 points ARMOR, -4 looks, STR 2 required, 50 CR. Your DEX is limited to 3. Heavy, UNCOMFORTABLE, takes 20 minutes to put on, and you need someone to help you put it on. It takes a turn to get back up if your STR is below 5.

HEAVY ARMOR @%: 3 points ARMOR, -6 looks, STR 5 required, 250 CR. Your DEX is 1. Heavy, UNCOMFORTABLE, takes 30 minutes to put on, and you need someone to help you put it on. It takes a turn to get back up.

Nice looking WOMENS ARMOR @%: 5 TIMES AS EXPENSIVE, but the looks penalty is 1 LESS and it only fits you. FOR AN EXTRA 5 CREDITS it CAN HAVE high-heeled boots (lowers looks penalty MORE).

SPACE ARMOR @%: +20 CR, but it also works as a space suit.

MOST ARMOR PREVENTS THE USE of MAKEUP, HAIRSTYLES, CLOTHES, & HEELS.

ARMOR SUITS COME with HELMETS. VESTS & HELMET PROTECTION is NOT CUMULATIVE.

C-RATIONS: Food in CANS THAT MEN CAN HANDLE. DOES NOT TASTE bad, but does NOT TASTE good either. 1 CR/box.

Dehydrated food bar: Food in a box THAT MEN CAN HANDLE. DOES NOT TASTE good. 1 CR/CRATE.

GROUND CAR: 250 CR

SPEEDER (HOVER) CAR: 500 CR

Flying CAR: 750 CR

HORSE, THOAT, OR OTHER BEAST of BURDEN: 50 CR

Rocket pack @: Flies 30M/TURN, fuel lasts 30 minutes, 10 CR.

Gill pack %: LETS you BREATHE UNDERWATER. THE impellers MOVE you 1M/TURN for 30 minutes. 10CR.

BOAR: 600 CR. LARGE 6-WHEEL-drive AMPHIBIOUS boat/CAR. GOVERNMENT ONES MAY HAVE AN OPTIONAL TURRET.

INTERSTELLAR PASSAGE, PRIVATE CABIN: 4 CR PER light year (1 day per lightyear)

Radium RECHARGE for a space ship: 10 CR TIMES the size of the ship (good for 30 days of travel). THE price is mostly labor for a team of specially MECHANICS to disassemble the OVERDRIVE and RECHARGE it (THIS takes all day).

