

ARMOURY

Grob Equipment

Grob Powersuit

This powered space suit is highly coveted by the Grob but only a very few exist and many are a patchwork of generations of jury-rig repairs. Usually, Grob pirate captains or very successful mercenaries can afford one. While each suit looks somewhat different, they share the basic capabilities described below.

Powersuit: AR: 36, Encumbrance 0/-1, Mass: 10 kg, Cost: 1650
 Features: Jet pack for zero-g operations, built-in pistol (varies), shoulder harness
 Flaws: Random Activation

Grob Shield Belt

Personal energy shields are quite popular but usually beyond that which Grob can normally manufacture. This personal shield is a tinkered apparatus that will break down quickly but is nevertheless useful for those who take the vanguard of a boarding action.

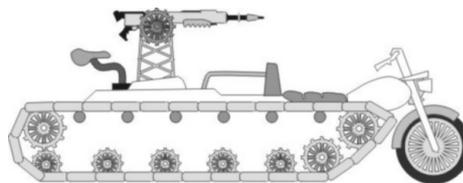
AR: 40, the first attack to deal damage disables the shield belt. If an attack does not

deal damage, it reduces the strength of the shield as if it was a desintegrator. Cost: 550

Grob Track Trike

Lower tech Grob tribes use these half-track trikes for ground transportation. Noisy and powerful, these crude internal combustion powered killer machines are just what the Grob want.

The average track trike has the rear of a tracked vehicle complete with a turret mounted chair for the gunner. The front resembles a motor cycle and has a flamer mounted. The average trike is really noisy (thus the large sensor profile) and many owners like to further enhance this with additional modifications such as loud speakers or bigger engines.



Grob Speeder Bike

Those tribes with more money or better techs, like to use antigrav vehicles. The speeder bike looks like a motorcycle without wheels welded together out of steel plates

Grob Track Trike

Size	3
Movement	tracked ground (10/20 MP, 120 km/h)
FTL	N/A
Manoeuvrability	-3
Armour	10/20/30
Crew	2
Deployment Range	400 km

Perks & Flaws: Power Booster (4 points), Loudspeakers, Searchlight (200m), Brittle Armour, Easy to Modify, Haywire Resistant, Off-Road Ability, Reinforced System (Movement), Large Sensor Profile (2), Exposed Crew, Random Activation

Name	Arc	Acc	DM	BR	ROF	Perks	Ammo
Chaingun	T	-1	x10	10	+4	Overheating (1), Anti-Infantry	200
Flamer	FF	2	x15	3	+0	Incendiary, Persistent	15

Variants: A "Scout" version exists that mounts external fuel tanks (doubling the deployment range and adding the Hazardous Fuel/Ammo flaw). Some Grob enjoy sawing off the exhaust pipes for even better noise (Large Sensor Profile (3)). Since each trike is a unique crafted item, there are many other variants, usually with better speed or different weapon packages.

Grob Speeder Bike

Size	3
Movement	flight (5/10 MP, 300 km/h), Stall 0
FTL	N/A
Manoeuvrability	-1
Armour	10/20/30
Crew	2
Deployment Range	200 km

Perks & Flaws: Power Booster (4 points), Loudspeakers, Searchlight (200m), Sensors (-2/1 km), Communications (0/2 km) Easy to Modify, Reinforced System (Movement), Large Sensor Profile (2), Exposed Crew, Random Activation

Name	Arc	Acc	DM	BR	ROF	Perks	Ammo
Chaingun	T	-1	x10	6	+4	Armour Piercing	150
Missiles	FF	+2	x12	5	+0		10

Variants: Some owners like to pack more ammo (+50%) onto their bikes, reducing top speed by two points. Rich Grob like to have a more durable Power Booster. However, almost all kinds of modifications are possible as this vehicle is easy to modify.

and wrecks of other vehicles. The sound of their turbines along with the bee-like hum of the antigrav thrusters can be heard for about a mile.

Most speeder bikes mount a chaingun in a fashion similar to the Grob Track Trike. They also often mount missiles in pods attached to the sides of the bike. If an odd number of missiles has been fired, the bike will tilt slightly to the side with more missiles, a situation usually greeted with joyful coughs by the crew.

Grob Scout Buggy

Another low-tech vehicle of the Grob, this is the largest combat unit the average wandering Grob clan can boast. The scout buggy is almost stealthy by Grob standards, reasonably armed but poorly armoured (with an open crew compartment), and has a random collection of whatever sensors the clan got its greasy little fingers on.

The crew usually consists of a gunner (who mans the turret), a loader who can also fire

Grob Scout Buggy

Size	4
Movement	wheeled ground (8/16 MP, 96 km/h)
FTL	N/A
Manoeuvrability	-3
Armour	15/30/45
Crew	3 (+2 passengers)
Deployment Range	600 km

Perks & Flaws: Power Booster (2 points), Turret Mounted Searchlights (400m), Brittle Armour, Easy to Modify, Haywire Resistant, Off-Road Ability, Reinforced System (Movement), Large Sensor Profile (1), Exposed Crew, Random Activation, Hazardous Fuel/Ammo, Sensors (+1/5 km), Defective Sensors (2), Communications (0/10 km)

Name	Arc	Acc	DM	BR	ROF	Perks	Ammo
Chaingun	FF	-1	x10	10	+4	Armour Piercing, Anti-Infantry	150
Cannon	T	+0	x20	15	-1	HEAT, Land/Air	20
Missiles	FF	+1	x12	5	+0		10

Variants: Richer clans have sensors that are not defective and/or have better ranges. The armament also varies with clan.

the chain gun and missiles, and a driver. Should there be losses among the crew, one of the passengers can take over those duties rather easily.

Kabayan Equipment

Kabayans prefer stealing things to forcing others to build them to building them themselves. Therefore, Kabayan equipment is usually a mix of that of different races and cultures.

Therefore the following pieces of equipment are just examples of things that a typical Kabayan would like for a given situation. Small variations to this are common and optics could differ vastly from one type to another.

Kabayan Stealth Fighter

These small craft are usually based on stolen human ships, with the AI killed and some options added to make them more useful for their prime task - sneaking past a CORE fleet onto worlds that currently undergo evacuation because of impending D'Vor attacks.

Typical System/ Vehicle Perks

Grob Equipment

The Grob are renown tinkerers and their equipment usually reflects this in the form of many (and spectacular) defects.

- **Large Sensor Profile**
- **Random Activation:** If a roll is fumbled while using this piece of equipment/vehicle, one of its functions will activate randomly on a 1-2 on a d6, with a time delay of 1d6-1 rounds.

Muran Equipment

The Muran are an enigmatic race that uses at least some minor form of telepathic communication. Some of their vehicles reflect this nature in the form of different properties as described below.

- **Unsettling Environment:** The interior of this vehicle is unsettling, be it the strange geometry, the impossible patterns on the walls, or the whispering voices in one's head. All non-Murans using this vehicle have their PSY reduced by 1 point until they leave the vehicle.

Kabayan Stealth Fighter							
Size	10 (175 m long), Scaling x10						
Movement	Flight 30/60						
FTL	1000 C, 1000 LY, 12-second activation						
Manoeuvrability	+1						
Armour	23/46/69						
Crew	2 living, 14 passengers						
Deployment Range	500 hours						
Perks & Flaws: Full Life Support, Communications (0/20km, satellite uplink), Accomodations (100 m ³ , luxury), Cargo Bay (500 m ³), Fire Resistant, No Fuel Required (permanent), Reentry Systems (permanent), Sick Bay (2 patients), Hostile Environment Protection (all, rad 100), Information Warfare Devices (ECM +1/5 km, EECM +0/5 km), Sensors (+1/10km), Stealth (rating 3)							
Name	Arc	Acc	DM	BR	ROF	Perks	Ammo
Heavy Rail Repeater	T	-1	x15	10	+4	Armour-Piercing	100
Ion Gun	R	+1	x5	10	-1	Concealed, Location Specific (Aux)	unl.
Gattling Laser	T	+0	x1	5	+3	Anti-Infantry	unl.
Variants: Almost any ship of this type is a variant, especially considering the weapon systems. Some ships also have more armour or backup systems for comm or sensors.							