

INFINITE GALAXIES

Vessel Equipment

Consumable Items

Ejection Seats (Consumable, 0 Weight). Price: 1. Only usable in atmosphere.

Escape Pods (Consumable, Module, 1 Weight). Price: 2. You cannot get worse than a 7-9 result on Crash Landing.

Engine Items

Backup Engine (Consumable, Module, 1 Weight). Price: 3. Use to ignore the effects of your engine being disabled. Lasts for the rest of the scene.

Electronium Power Cells (0 Weight). Price: 3. Medium and Large Vessels only. Add +1 ongoing to SPD related moves. +1 to MR.

MAME Booster (0 Weight). Price: 4. Add +1 to OtherNav related moves. +1 to MR.

Supercharged Ions (0 Weight). Price: 3. Add +1 to repair the vessel's engine.

Hull/Body Modifications

Crystal Matrix Hull (0 Weight). Price: 4. Add +4 to Hull.

Heavy Bulkhead (1 Weight). Price: 3. Add +1 to Ramming Speed. Add +1 to resulting Damage to target.

Heavy Chassis (0 Weight). Price: 3. Add +4 to Capacity.

Hull Spikes (0 Weight). Price: 1. Add +1 to Damage inflicted with Ramming Speed.

Hybrid Armor (0 Weight). Price: 4. Ignore Piercing (1) on an attack.

Reflective Hull (+2 Shields, 0 Weight). Price: 3. Only effective against beam weapons. +1 to MR.

Streamlining (0 Weight). Price: 2. Add +1 ongoing to Evasive Action while in atmosphere.

Miscellaneous Items

Armory (3 Uses, Module, 1 Weight). Price: 2. Requires Small vessel or larger. Use to add +1 Ammo and Recharge for all character and vessel weapons. Lasts until the end of the next scene.

Autopilot (1 Weight). Price: 4. Takes up a Crew position. You can direct vessel to take simple actions on its own. +1 to MR.

Cargo Bay (Module, 0 Weight). Price: 2 Add +4 to Capacity.

Crash-Resistant Seats (1 Weight). Price: 1. Crew and passengers take half damage from Crash Landing.

Emergency Life Support (Module, 1 Weight). Price: 2. Add +1 to Crash Landing.

Engineering Room (Module, 1 Weight). Price: 3. Requires Small vessel or larger. Add +1 to repair or modify vessels or robots. Without using a move to do so, you can restore 1d8 Vitality or a Wound to a Robot or 1d6 Hull or a Critical to a Vessel by spending time equivalent to two Scenes. +1 to MR.

Galley (Module, 1 Weight). Price: 2. While aboard your vessel, you do not need to mark rations. +1 to MR.

Heavy Cargo Bay (Module, 0 Weight). Price: 3. Requires Large vessel. Add +8 to Capacity.

Improved Life Support (Module, 1 Weight). Price: 1. Requires Small vessel or larger. You can Rest inside your vessel.

Landing Bay (Module, 1 Weight). Price: 4. Requires Large vessel. Fits 1 Personal-sized vessel.

Local Navigator (Module, 1 Weight). Price: 1. Add +1 to navigate in a specific star system or find its places. You can change the star system it references when you use the Restock move.

Salvage Bay (Module, 1 Weight). Price: 2. Requires Small vessel or larger. Add +1 to moves related to salvaging usable items from vessels.

Sick Bay (Module, 1 Weight). Price: 3. Requires Small vessel or larger. Add +1 to heal people on your vessel. Without using a move to do so, you can restore a Wound to a non-Robot character by spending time equivalent to two Scenes. +1 to MR.

Smokescreen (3 Ammo, Area, Module, 1 Weight). Price: 1. Add +1 forward to escape or evade pursuers. Atmospheric use only.

Tractor Beam (Module, Near, 1 Weight). Price: 2. Requires Medium or Large vessel. Draws targeted object towards your vessel.

Using the Engineering Room and Sick Bay without Requisite Moves:

The Engineering Room and Sick Bay vessel options allow the repair or healing of characters and vessels without the need for anyone to have moves that allow this. The only requirement is that someone (usually the sick person or the damaged Robot) spends two scenes in there – and out of play. The Ship can also be repaired using the Engineering Room. This requires that someone (any of the PCs) spends the two scenes necessary to fix the Ship. The advanced versions of the Engineering Room and the Sick Bay (found as advances in the Ship playbook) reduce the time requirement to one scene.

Multi-Use Items

Cyber-Targeting System (2 Uses, Module, 1 Weight). Price: 2. Add +1 forward to WPN.

Ionic Boosters (2 Uses, Module, 1 Weight). Price 2. Add +1 forward to SPD.

OtherNav + MAME (3 Uses, Module, 1 Weight). Price: 4. Your vessel can use the OtherNav move to travel to other star systems.

Stealth Field Generator (3 Uses, Module, 1 Weight). Price: 3. Requires Personal or Small size. Your vessel is undetectable until you take hostile or sudden actions. If your vessel is being pursued, you can use Evasive Action to lose them (and add +1 to the roll). +1 to MR.

Tracking Beacon Launcher (2 Uses, Module, Near, 1 Weight). Price: 2. Add +1 ongoing to find vessels you have hit with beacon.

Sensor Items

Improved Sensor Array (Module, 1 Weight). Price: 2. Add +1 to Sensor Scan for planets and places.

Intrusive Sensor Array (Module, 1 Weight). Price: 1. Add +1 to Sensor Scan for vessels and artificial creations.

Stealth Detector (Module, 1 Weight). Price: 2. Your vessel may use Sensor Scan on a vessel known to be using a Stealth Field. In addition, using Sensor Scan in an area reveals the presence of any vessels currently using a Stealth Field.

Smuggling Items

Anti-Tracker Alarm (Module, 0 Weight). Price: 2. Add +1 to detect tracking beacons on your vessel.

Concealed Weapons (0 Weight). Price: 2. 0 and 1-Weight weapons are undetectable until you use them.

Falsified Transponder (Consumable, Module, 0 Weight). Price: 2. Add +1 ongoing to pose as another vessel or trick those following you. This lasts no longer than the current scene.

Hidden Compartments (Module, 1 Weight). Price: 2. Add +1 to conceal people or items on your vessel.

Quick-Jettison Cargo Bay (Module, 0 Weight). Price: 2 Add +4 to Capacity.

Shields Items

Heavy Particle Shield (+2 Shields, 1 Weight). Price: 4. Not effective against beam weapons. +1 to MR.

Proto Shields (+1 Shields, Module, 1 Weight). Price: 2.

Shield Booster (3 Uses, Module, 0 Weight). Price: 2. Add +1 forward to POW when working with Shields.

Weaponry Items

Armor-Piercing Rockets (Consumable, 1 Weight). Price: 1. Add Piercing (1) tag to missiles and rockets. Consumed when ammo runs out.

Bomb Bay (Module, 1 Weight). Price: 1. Allows vessel to drop bombs in atmosphere.

Fazer Booster (+1 Damage (Fazer only), Module, 0 Weight). Price: 1.

Robot Weapon Pod (1 Weight). Price: 2. A Robot character adds +1 to WPN (max +3). Robot must have a Pod open.

Tracer Rounds (Consumable, 0 Weight). Price: 1. When you mark ammo for a Mass Thrower with the Autofire tag, add +1 forward to Fire at Will using the same weapon. Consumed when ammo runs out.

Trajectory Tracking System (2 Uses, Module, 0 Weight). Price: 1. Add +1 forward to WPN with missiles, rockets, and bombs.

Turret (1 Weight). Price: 3. Add +1 to WPN (max +3) for one weapon of 0 or 1-Weight.

Weapon Link (+1 Damage, 0 Weight). Price: 2. Designate 2 weapons to fire simultaneously. Mark either ammo when required to do so.

Vessel Weapons

Atmospheric Weapons

Road Spikes (2 Ammo, Area, Module, 1 Weight). Price: 1. Ground vessels pursuing you take 1d4 damage. Ground vessels only.

Vehicular Flamethrower (2 Ammo, Area, Module, 1 Weight). Price: 2. Inflicts fire damage. Atmospheric use only.

Beam Weapons

Blaster Pulse Cannon (+2 Damage, Module, Piercing (1), 3 Recharge, 2 Weight). Price: 3. Requires Medium or Large vessel.

Multi-Faze Spiral Disruptor (+1 Damage, Module, Piercing (1), 2 Recharge, 1 Weight). Price: 2.

Pulsar Laser Blaster (+2 Damage, Module, Piercing (2), 3 Recharge, 1 Weight). Price: 3.

Triple Fazer Cannons (+2 Damage, Module, 3 Recharge, 1 Weight). Price: 2.

Twin Laser Cannons (+2 Damage, Module, 3 Recharge, 1 Weight). Price: 2.

Ultralite Laser (+1 Damage, Module, 2 Recharge, 0 Weight). Price: 3.

Ultraviolet Laser Cannon (+1 Damage, Module, 2 Recharge, 1 Weight). Price: 2. Can be used underwater.

Mass Throwers

Heavy Machinegun (3 Ammo, Autofire, +1 Damage, Module, 1 Weight). Price: 2.

Starbreaker Gun (3 Ammo, +3 Damage, Module, Piercing (3), 2 Weight). Price: 5. Requires Large vessel.

Volcano Gun (3 Ammo, Autofire, +2 Damage, Module, 2 Weight). Price: 3.

Missiles, Rockets & Bombs

Antimatter Torpedo Launcher (3 Ammo, +1 Damage, Module, Piercing (2), 2 Weight). Price: 2.

NeuroGas Smartbomb (2 Ammo, Area, 1 Weight). Price: 2. Requires Bomb Bay. Incapacitates people in area. Atmospheric use only.

Rotor Smartbomb (2 Ammo, Area, 1 Weight). Price: 3. Requires Bomb Bay. Atmospheric use only.

VARI Fire Rocket Launcher (2 Ammo, Autofire, +2 Damage, Module, 2 Weight). Price: 3.

WAVE Multi-Missile Launcher (3 Ammo, Area, +1 Damage, Module, 1 Weight). Price: 2.

Mines

Chaff Mine (2 Ammo, 1 Weight). Price: 2. Requires Mine Launcher. Take +1 forward to hide from pursuers.

Ion Mine (2 Ammo, 1 Weight). Price: 2. Requires Mine Launcher. Disables 1 Personal or Small vessel.

Mine Launcher (Module, Near, 1 Weight). Price: 2. Effect as mine used; ammo as mine.

Mini-Mines (2 Ammo, Area, 1 Weight). Price: 2. Requires Mine Launcher.