

IHMN
Generic Sci-fi Armoury

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5.0 The Armoury

5.1 Armour

The ratings and costs of different types of armour are shown in the tables below.

Armour	Weight	Rating	Cost
None/Clothes	Light	7	0
Ballistic Vest	Light	8	1
CN Vest 4mm	Light	9	2
CN Vest 8mm	Medium	10	4
CN Tunic 4mm	Light	10	4
CN Tunic 8mm	Medium	11	9
CN Combat Suit 8mm*	Medium	12	21
CS Breastplate	Light	12	16
CS Combat Suit*	Medium	13	30
PACS Combat Suit*	Heavy	14	41
Titan Suit*	Heavy	15	54

* Requires a G1 Hydrogen Power Cell. This is costed in.

Notes

- Light armour imposes no restrictions.
- Medium armour prevents a figure from running.
- Heavy armour prevents a figure from running and nullifies any Speed bonus it may have.
- **CN armour** is made from a single strand of woven carbon nanotube. It is light and remarkably strong. It comes in 4mm and 8mm thicknesses.
- **CS armour** is made from cast plates of a ceramic-steel composite.
- **PACS** is Power-assisted Ceramic-Steel. The extra weight of the suit is offset by fibre-muscle bundles.
- A **Titan Suit** is the ultimate in personal battlefield protection. It is hideously expensive, especially when you factor in the various support systems and heavy weapons it can bear.
- All forms of Combat Armour and Titan Suits are restricted to licensed military forces only. There is a variation on the Titan Armour for hostile environments such as Asteroid Mining and Space Salvage operations

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Armour upgrades

Upgrade	Description	Cost
NBCD	This makes the suit a sealed environment and protects the wearer from most environmental effects. Requires a G1 Hydrogen Power Cell	5
Hardened	Makes the wearer of the suit and his systems immune to electro-magnetic pulse weapons and stunners.	5
EM Buffering	Ionises the plating of the armour and increases the armour rating by +1. Requires a G1 Hydrogen Power Cell.	5+*
ECM	A field surrounds the wearer that makes it impossible for guided munitions to get a lock on. It also hides the user from Sensor Suites. This is graded from 1 to 5. If the guided munitions or enemy sensor suite has a higher grade targeter then it can still see and target the wearer. Requires a G1 Hydrogen Power Cell.	10

5.2 Weapons

Most ranged weapons have enough ammunition to last the game.

Fighting - ordinary	FV Bonus	Hands Required	Grit Modifier	Points Cost	Notes
Unarmed – basic	+0	one	+1	0	Brawler, pugilist, wrestler etc.
Unarmed – Martial Artist	+1	none	+0	3	Karate, ju-jitsu, kung-fu, savaté etc. (cost is for Talent)
Improvised weapon	+0	one	+1	0	Bottle, pistol butt, etc.
Improvised weapon	+0	two	+0	1	Spade, chair, rifle butt, etc.
Club	+1	one	+0	2	Shillelagh, police truncheon.
Nightstick	+2	one	+0	3	Also Japanese tonfa.
Quarterstaff	+3	two	+0	4	
Knife	+1	one	+0	2	Small sheath knife; can be thrown.
Knife, combat or fighting	+1	one	-1	3	Large blade, e.g. bayonet, Bowie knife, kukri; cannot be thrown.
Axe	+1	one	-1	3	Hand axe; can be thrown.
Axe, large	+2	two	-2	5	Greataxe.
Sabre/Sword/ Katana	+2	one	-1	4	Military sword.
Sword, large	+3	two	-2	5	Greatsword (e.g. Sikh, Arabian).

Fighting Weapons Upgrades

Improvised weapons cannot have the following upgrades.

Monomolecular Blade – any bladed weapon can have this upgrade. It adds +2 to the FV bonus. Recalculate the weapon's cost to include this upgrade.

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Stunner – any blunt weapon can have this upgrade. The weapon has a built in ES stunner cell which increases the Grit penalty imposed by the weapon by 1. So a -1 penalty becomes a -2 etc. Recalculate the weapon's cost to include this upgrade.

Shooting Weapons	SV Bonus	Range	Hands required	Grit Penalty	Cost
Kinetic Weapons					
Pistol	+1	9"	One	0	
SMG	+3	12"	One	-1	
Carbine	+2	18"	Two	-1	
Shotgun, Flechette	+4	12"	Two	-2	
Assault Rifle	+2/+3	24"	Two	-1	
Sniper Rifle	+2	36"	Two	-1	
LMG	+4	24"	Two	-2	
Pulse Laser Weapons					
Pistol	+2	12"	One	0	
Assault Carbine	+3	36"	Two	-1	
Sniper Rifle	+3	48"	Two	-1	
Rail Plasma Weapons					
4mm Rifle	+4	15"	Two	-2	
12mm Cannon	+6	18"	Four	-2	
Micro-missile					
Pods	+5	24"	Two	-1	
Launchers	+5	24"	Two	-1	
ES Stunner Weapons					
Pistol	+1	9"	One	-2	
Shotgun	+2	12"	Two	-2	

Kinetic weapons fire tungsten bullets using a gas charge. Magazines come with bullets and an inbuilt gas canister. It is the gas that explodes and propels the bullet down the rifled barrel.

Kinetic weapons have the advantage that they can fire semi or full auto, and mission-specialised ammunition. They are also unaffected by electromagnetic interference.

They are popular with Solemn League Mercenaries and on worlds who do not have the technology to make and maintain laser weapons.

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Pulse laser weapons create a pulse of high energy laser light. They cannot fire in a semi or full auto mode, but they do have the advantage of being light, robust with no moving parts, and have greater range. They have small, disposable power cells a similar size to kinetic weapons magazines.

They are pretty much the standard weapon type across the Codominion and out on the Rim. Everyone from System Militias to Mercenaries to Corporate Marines make use of them.

Rail plasma weapons are advanced weaponry with limited availability. The rifles require a G1 Hydrogen Power Cell, and the cannons a vehicle mounted one. The weapon converts a small amount of hydrogen into a plasma and accelerates it along a set of electromagnetic rails. The range is fairly short as the plasma loses containment once it leaves the weapon, but there is little it cannot cut through.

Codominion Marines and Corporate Special Forces are the main users of these advanced weapons.

Micro-missiles are about the size of a man's finger and once locked onto a target are a fire and forget weapon. They can be configured as Anti-personnel, HE or HEAP. A Missile Pod can be attached under a weapon barrel and work off the same targeting system. Many infantry carry a single pod this way.

A Launcher is a man portable system with a linked backpack to hold and load ammunition.

Both pods and launchers are illegal for civilian use. Some licensed mercenaries have licences for them as do a few Corporations. The Codominion has tried to suppress their general use, which has only driven up the black market price.

Flechette Shotguns are nasty, close quarters weapons. They fire a hail of sharp slivers of steel or tungsten and can equally shred a door or a group of men.

Very popular in the criminal underworld and with some local Law Enforcement SWAT teams.

Stunner weapons fire kinetic munitions that consist of a spike backed up with a powerful micro-capacitor. These ignore most ordinary armour and produce a shock that can wreck electronics and knock a man down.

Pretty much the standard arm of law enforcement officers across the Codominion.

5.3 Advanced Science

There are literally thousands of discoveries and inventions in this period, however, only a relatively small number are suitable for inclusion in combat. Below are just a few.

Sensor Suites

Information is power, certainly on the modern battlefield. A sensor suite is a unit that contains a number of sensor systems and analytical software packages. These include electro-magnetic, infrared and lowlight sensors.

It is graded 1-5. The higher the grade the better it is.

Most lightly armoured Cadres have one or perhaps two men who carry the sensor suite as a backpack.

The Hydrogen Power Cell

This backpack-sized unit contains a number of 1L compressed hydrogen cylinders and a solid state micro-fusion reactor. The reactor converts the hydrogen into power.

Most man portable weapons and armour only require a Grade 1 Cell. However, if you have three or more systems that require a G1 Cell, then you shall need to upgrade to a G2. Most Military and Civilian Mechs and vehicles require a Grade 2, unless they are heavily armoured or toting powered weapons when they probably require a Grade 3. Titan Suits require a Grade 3.