

MAP LOCATIONS

Note that some locations are assigned to spacer playbooks and are included on a map if that playbook is being used. However, you can still choose to use that location even if no one is using that playbook.

You can also create **custom locations** as you see fit. Just be sure to include them during the mapping phase.

Locations:

- Armory
- Atrium
- Barracks
- Cafeteria
- Cargo Storage
- Common Room
- Communications Room
- Garage
- General Store
- Generator Room
- Greenhouse
- Hangar
- Headquarters
- Infirmary
- Kitchen
- Lab
- Living Quarters
- Maintenance and Processing Room
- Marketplace
- Observation Deck
- Recreation Room
- Research Room
- Retreat
- School
- Secret Room
- Server Room
- Training Area
- Workroom

GEAR

All spacers are allowed two weapons and one piece of armor at the beginning of the game.

The type you can use is based on their **+hand ability modifier**. You can take any gear that is at your +hand level or lower. Choose or create your weapons and armor and write them in your playbook.

The modifier types are as follows:

- +3 – GIANT
- +2 – HEAVY
- +1 – MEDIUM
- +0 – LIGHT

Treat any negatives to your +hand ability as a +0 for gear weight.

“ARMOR DEFEATING” VS “NON-ARMOR DEFEATING” DAMAGE

Armor defeating damage is damage that ignores your armor. You might have 2-armor but if you take 2-harm armor defeating, then your armor doesn't protect you from it. Below you'll find a list of damage based on whether it is armor defeating or not. Some tags will protect you from specific types of damage that may otherwise be armor defeating, so pay attention to your tags!

If gear lists 0-armor but includes a tag like “insulating”, “barrier”, or “resistant”, then that gear offers **1-armor against that type of harm (and that type of harm only).**

Armor Defeating Damage

Burning
Chemical
Electric
Falling/forceful (long fall, inhuman/extreme force)
Freezing (exception: EVA suits)
Piercing
Poison

Non-Armor Defeating Damage

Biting
Blunt force (short fall, punching, kicking)
Crushing
Projectile (non-piercing)
Slashing
Stabbing (non-piercing)

WEAPONS

LIGHT [+0-hand]

- Baton [1-harm hand quick]
- Blowtorch [1-harm hand fire]
- Bow Gun [1-harm far quiet]
- Bowie Knife [1-harm hand messy]
- Brass Knuckles [1-harm hand stun]
- Cyberglove [0-harm inorganic stun touch]
- Dagger [1-harm hand piercing]
- EMP Grenades [1-harm inorganic messy]
- Folding Knife [1-harm intimate quick]
- Gamma Gun [1-harm organic burning]
- Garrote [1-harm intimate quick]
- Mini Sentry Turret [1-harm mounted remote]
- Needle Gun [0-harm versatile poison]
- Plasma Pistol [1-harm versatile quick]
- Smoke Bombs [0-harm gas many]
- Stun Gun [0-harm midrange stun]
- Thermal Knife [1-harm hand burning]
- Tangle Gun [0-harm versatile restraining]

MEDIUM [+1-hand]

- Blast Rifle [2-harm versatile recharge]
- Crowbar [2-harm close MP]
- Disruptor Rifle [2-harm inorganic midrange]
- Electric Whip [1-harm midrange stun]
- Gauss Rifle [2-harm close reload]
- Plasma Rifle [2-harm midrange recharge]
- Tactical Flashlight [1-harm hand MP]
- Magnum [2-harm loud reload]

HEAVY [+2-hand]

- Blast Cannon [3-harm midrange recharge]
- EMP Cannon [2-harm inorganic AoE]
- Flamethrower [2-harm fire volatile AoE]
- Sniper Rifle [3-harm far piercing]
- Portable Turret [2-harm mounted remote]

GIANT [+3-hand]

- Rocket Launcher [4-harm two-handed AoE far]
- Gravity Grenade Launcher [2-harm rare restraining slow]

ARMOR

LIGHT [+0-hand]

- Boots [0-armor insulated]
- Coveralls [1-armor MP]
- Half-Helmet [1-armor]
- Jacket [1-armor MP]
- Metal Mesh Bodysuit [1-armor]
- Needle Gloves [0-armor barrier]
- Respirator [0-armor resistant]
- Rubber Gloves [0-armor insulating]

MEDIUM [+1-hand]

- Ceramic Arm Guards [1-armor barrier]
- Ceramic Leg Guards [1-armor barrier]
- Flight Jumpsuit [1-armor inflammable]
- Heavy-Duty Leather Boots [1-armor insulated]
- Open Face Helmet [1-armor barrier]
- Rubber Bodysuit [1-armor insulated]
- Thick Gloves [1-armor MP]

HEAVY [+2-hand]

- Arc Flash Suit [2-armor insulated]
- Full-Face Helmet [2-armor barrier]
- Metatarsal Boots [2-armor resistant]
- Reinforced Gloves [2-armor inflammable]
- Tactical Vest [2-armor barrier]

GIANT [+3-hand]

- Hardlight Shield Generator [2-armor advanced AoE hand]
- Mechsuit [4-armor advanced recharge slow]
- Power Gauntlets [2-armor 2-harm forceful]
- Graphene Bodysuit [3-armor barrier]