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ARMOUR:

Though they come in many models and types, there are five standard armour classes issued to security and military units in the 23rd Century as follows:

Personal Body Armour:

Favoured by personal security guards and undercover officers, flak armour consists of ballistic nylon with strategic Kevlar plating covering the chest and abdomen. A helm is sometimes also worn. Protects for 4AP.

Enc: 3.0kg.

Riot Armour:

Worn by local police and security forces, riot armour consists of an armoured bodysuit made up of thin layers of ballistic nylon with Kevlar plating which protects the wearer for 6AP.

Enc: 5.0kg

Combat Armour:

A military issue armoured bodysuit worn in conjunction with either combat dress utilities (CDUs), or a Compression Suit (see later), combat armour is the standard armour worn by infantry soldiers from all the nations of Earth, as well as the Interstellar Colonial Marines, Colonial Security troopers, corporate and private mercenary units.

Combat Armour offers the option of 100% oxygen supply for low pressure use (in combination with a Compression Suit) or air at normal pressures. A combination of Kevlar and plasteel plating with an ablative coating for extra protection against energy weapons protects the wearer for 8AP.

Standard Accessories: tactical audio and video comlink (250km range), polarized visor with integral night vision capability, HUD, and lights.
Enc: 8.0kg.

Battle Armour:

Essentially a military issue armoured space suit, Battle Armour protects the soldier against the cold vacuum of space and against nuclear, biological and chemical contaminants. Like a standard space suit, it consists of an inner thermal regulation garment and two outer layers of tight fitting elastic fabric with an airtight covering to compress the wearer's body against the effects of low pressure.

Battle Armour has special coolant pods which mask heat signature and it's molecular bonded titanium-duralloy armour plates combined with plasteel protect for 10AP.

Standard Accessories: air supply for 24 hours, rebreather, waste-relief system, water and concentrated food system with rations for one day (not tasty, but very nutritional), polarized visor with integral night vision capability, HUD with multi-view televiewer, two helmet lights, built-in computer, tactical comlink (300km range), CO₂ gun (see later).

Optional Accessories: thruster pack (see later),
Enc: 12.0kg.

Powered Armour Suit:

The ultimate in personal protection, this is an advanced and powered version of Battle Armour. Constructed from diffusion-bonded metal matrix composites (MMC), the Powered Armour Suit enhances the strength and senses of the marine with variable feedback personal controls, servo-powered limbs, thruster pack, built in weaponry, and various kinds of electronic assistance. The marine is

effectively doubled in STR and has unlimited Enc. For encumbrance purposes.
The Powered Armour Suit protects for 12AP.

Standard Accessories: air supply for 48 hours, rebreather, waste-relief system, water and concentrated food system with rations for 2 days (not tasty, but very nutritional), polarized visor with integral night vision capability, HUD with multi-view televiewer, two helmet lights, built-in computer, comlink (3000km range), CO₂ gun (see later), high output power supply for running power tools, weapons and standard suit equipment.

Optional Accessories: Powered Armour can mount either 2x squad support weapons or 1 platoon support weapon.

Enc: Neg. when worn, otherwise 50kg.

Energy Armour:

This close fitting jumpsuit is covered with micro-filaments that generate a multi-phased energy field, providing improved protection against energy weapons (in game terms +4 AP vs. energy attacks). While activated, Energy Armour drains 1 from its cell pack per MR, and +1 pt per point of damage it absorbs. **Enc:** 2.5kg.

Enc: Neg. when worn, otherwise 5kg.

Other points regarding armour: each time armour is breached by a damage roll equal to double the armour rating or more, the armour has lost some of its protective capability (-1AP). Every suit has a standard supply of at least ten emergency patches. Any damage that penetrates the suit must be patched immediately. This requires three seconds and a **Vacc Suit** skill roll. If the first attempt fails, each further attempt is at a cumulative -5%. Every three seconds means a loss of 10% of the suits air.

COMMUNICATIONS:

The three standard Comlink types available to United Earth Colonial Marines are as follows:

Short Range Communicator:

Consisting of an earpiece and throat mike, this is standard kit for all marines. Electronic scrambler/descrambler comes as standard. Max range approximately 1km.

Enc: Neg.

Medium Range Communicator:

About the size of a modern day mobile phone. Capable of up to 250km range.

Enc: 1.5kg.

Long Range Communicator:

Sling carried communicator capable of ranges up to 1000km and contact with ships and/or satellites in low planetary orbit. Includes Global Positioning System.

Enc: 2.5kg.

Portable Uplink:

Backpack mounted device capable of ranges up to 5000km and contact with ships/comm satellites in high planetary orbit. Includes Global Positioning System.

Enc: 5.0kg.

ELECTRONICS:

Computer, Intelligence (INT-COM):

Laptop sized device, which in addition to containing intelligence information pertaining to a unit's current mission, contains data on the ICM, most corporate and colonial armies, including uniforms, weapons, commonly used tactics, vehicles etc.

The unit is armoured against small arms and impact (AP10, HP5) and is fingerprint and voiceprint locked, so only the assigned individual can access the data. It is also equipped with a small thermite bomb which will detonate if the unit is tampered with (a code must be entered before opening the unit up) or when a concealed switch is pressed, destroying the interior of the unit and thus eliminating irretrievably all data within.

Enc: 1.0kg.

Computer, Tactical (TAC-COM):

PDA sized device, serves as either a wired or wireless terminal for accessing larger LANs, and other such computer systems. Usually issued to ICM com-techs.

Enc: 0.5kg.

Data Crystal:

Data Crystals are the primary data storage unit in use in the 23rd century. Information is stored by actually altering the physical form of the crystal on a molecular level, using a complex holographic data pattern that bends and distorts light to reproduce images and information in mathematical form. Data Crystals have a data storage capacity of just under a terabyte, with a data transfer rate of 1.5 gigabytes per second.

Enc: 0.1kg

Data Recorder:

Handheld device that when connected to a computer's digital disk can burn data onto data-disc at a rate of 1.2gb/minute. Each blank disc can hold up to 10gb of information.

Enc:

Digital camera:

Coming in all shapes and sizes, crammed with features, most digital cameras have full DV/still frame functionality.

Enc: 0.1 - 1.0kg

Scanner:

Hand held device that can scan across various spectrums of electromagnetic radiation, biological, and chemical.

Enc: 5.0kg.

MEDICAL:

The types of medical supplies issued to military units in the field are as follows:

Medkit:

This contains 1 dose of sedative painkiller; 1 dose of antibiotics; field dressings etc. When used in conjunction with First Aid, it can heal 1d3 HP (location and total).

Enc: 0.5kg.

Advanced Medical Kit:

Issued to Med-techs and Rescue-techs on missions, the AMK includes emergency field surgery kit; whole blood units; a small supply of medical drugs; antibiotics; tissue knitter (can repair severed/maimed limb at a rate of 1HP/hour provided it is caught no later than 10MR after damage was inflicted); diagnostic medical computer; dressings; saline drip etc.

Enc: 8.0kg.

Medical drugs that are available are listed below, along with the normal amount found in a standard AMK:

Anagathics:

These are drugs which counteract the aging process. Taken regularly they can extend life expectancy well beyond the norm. Anagathics are rare and very expensive.

Doses: 0

Anti-Radiation Drug:

the anti-radiation drug counteracts the effects of radiation sickness. Each dose lasts 12 hours and allows all rolls vs. STR/CON loss to start 1 multiplier higher. Example, a CONx4% roll become a CONx5% roll.

Doses: 10

Anti-Venom:

Counteracts the effects of poisons and toxins in the bloodstream. Each dose heals 2d6 HP worth of damage caused by poisoning.

Doses: 10

Combat Drug:

Used by the military usually prior to combat, this drug increases both STR and CON by a factor of 2. The effect takes place 2MR after being taken and lasts for CON in MR. When the effect wears off, the user takes 1d3 damage.

Doses: 5

Emotion Buffer:

Each dose of the drug lasts 30+3D10 minutes. While the drug is in effect, any SAN loss the Character experiences or has recently experienced is treated as it were half of what it actually is (round up). The Character deducts the full SAN loss from his total, however.

Doses: 10

Emotion Inhibitor:

Each dose of the drug lasts 30+3D10 minutes. While the drug is in effect, it is impossible for the Character to go insane, unless their SAN is reduced to zero. However, the Character deducts the full SAN loss from her total. The drug inhibits emotions, meaning an individual under its influence will be incapable of emotional reactions. To an individual under the influence of the drug, emotional ties (such as love and friendship) will seem meaningless. The individual will also be incapable of negative emotions, like hatred or rage. Despite the lack of emotions, the individual will still be able to take action as her memory and reasoning abilities will be unimpaired. Another serious side effect is that the experience of the drug is terribly disturbing to individuals. Once the drug wears off, the individual suffers -1D4 SAN.

Doses: 5

Fast Drug:

This drug accelerates the user's metabolism. The drug takes 3MR to take effect and lasts for CONx2 MR and effectively doubles the users DEX while it lasts. When it wears off, the user loses all fatigue points and takes 1d3 damage.

Doses: 0

Medical Fast Drug:

One dose of this drug causes unconsciousness for 24 hours, and the user ages the equivalent of 7 days, during which time natural healing takes place.

Doses: 10

Psychic Booster:

This drug temporarily increases the available reserves of psychic power points in psychics. In game terms each does gives the psychic

+2d4PP if taken when PP are at full strength, or +1d6 if PP are at a reduced level. These points are lost once used, or after 30+3d10 minutes, whichever comes first. Additional doses of the drug are ineffectual if taken within an hour of the last does.

Doses: 0

Super Psychic Booster:

A more potent form of the Booster drug. Increases PP by +2d6 if taken when PP are at full strength, or +2d4 if PP are at a reduced level. Rules for duration and additional doses same as for Psychic Booster.

Doses: 0

Note: No psychic power enhancing drug can increase an individual's PP beyond double their normal PP maximum.

Pitfalls: The abuse of Psychic Booster drugs can lead to the loss of psychic powers and physical debilitation. If a PC takes more than 3 doses in any 24 hour period, there is a chance (roll POWx3% to avoid) that drug overdose will occur 6 hours of the last dose. If overdose occurs, the PC lapses into unconsciousness and takes 1d6 HP damage. POW is reduced by 1d3.

Slow Drug:

This drug slows down a users metabolism by a ratio of 60:1, during which time physical aging is also slowed. Interstellar travel using hypersleep technology utilises this drug's effects.

Doses: 5

Stimpack:

These devices auto inject genetically modified healing drugs into the body. +1 to total HP, but not to location HP.

Doses: 20

Super Adrenaline:

Gives a temporary boost to the PCs health. +1d6 total HP and +3 CON for the PCs normal CON rating in MR.

Doses: 5

Truth Drug:

This drug, when used in conjunction with the Interrogation skill, compels individuals to answer questions truthfully. One dose lasts approx 10MR, after which the user falls unconscious for 20-CON hours, and takes 1d3 damage.

Doses: 0

TOOLS:

Electronics Toolkit:

This kit contains everything needed to make electronic repairs and bypasses, as well as a small diagnostic computer. It comes in its own carrying case, which can be slung over one shoulder.

Enc: 5.0kg.

Engineers Toolkit:

This kit contains all the equipment necessary for a tech to make basic repairs to a ship's power plant, and engines.

Enc: 10kg.

Mechanical Toolkit:

Basic tools needed to repair and alter mechanical devices.

Enc: 10kg.

Demolitions Toolkit:

Issued to ICM Combat Engineers. Contains: 10x 0.5kg blocks of PLASTEX high explosive, plus 10 multi-detonators, fuses and two small radio command units (range 10km). Each multi-detonator can function as a radio command trigger or a combination contact/delay trigger.

Enc: 10kg.

PROTECTIVE CLOTHING & ACCESSORIES:

Compression Suit:

Used by the ICM for low pressure operations, the suit consists of an inner thermal regulation garment and two layers of elastic fabric with an airtight covering. There is no decompression period before using the compression suit. The suits take longer to put on than vacc suits, however, and provide no protection against high pressures. Usually worn in combination with Combat Armour.

Enc: 4kg.

Filter/Respirator:

Facemask that filters out harmful contaminants such as gases and nerve toxins.

Enc: neg.

Combat Dress Utilities (CDUs):

Standard issue in the ICM, CDUs are two-piece, lightweight polycotton coveralls with pockets secured by silent fasteners. The disruptive pattern of the fabric is printed in at least three colours, and the different high-temperature dyes used can absorb infrared radiation at varying frequencies, breaking up the wearer's IR signature.

Hostile Environment Clothing:

Variants of CDUs are issued to marines when they are involved on planets with breathable atmospheres but hostile environments. Most common are:

Arid Weather Suit:

Bodysuit designed to protect the wearer against water loss in an arid environment. Evaporation of perspiration cools the wearer, while lost body liquid is condensed and purified by a series of traps and chemical filters. This water is then stored in catchpockets within the suit, for use by the wearer. The suit has a hood, goggles and breathing mask (to catch exhaled moisture). The chemical filters must be changed 1/month at a cost of E\$50. Usually worn in conjunction with combat armour.

Enc: 5kg.

Cold Weather Suit:

Bodysuit designed to protect the wearer against extreme cold. The suit contains a network of heating filaments, powered by an internal power supply. Temperature controls enable the suit to negate the effects of wind-chill. The heated layer is covered by a jumpsuit, which has lots of pouches and pockets for equipment. A typical power cell keeps the suit running for 72 hours. Usually worn in conjunction with combat armour.

Enc: 2.5kg

Hazardous Environment Suit:

Bulky suit that protects against corrosive atmospheres. The suit is sealed, air-conditioned and has its own air supply (but not water). Cannot be worn in conjunction with combat armour, but protects for 4AP in its own right.

Enc: 7kg

Thruster Pack:

Back mounted jet thruster pack, with rear/downwards facing burners, and an array of three lower manoeuvring jets.

Attached to the operator's space suit, it enables him to manoeuvre at speeds up to 150 km/hour. Using a thruster pack requires the EVA skill.

Enc: 10.0kg

Space Suit:

There are two standard designs of space suit available in the 23rd Century:

Standard Vacuum Suit (SVS):

The standard vacuum suit is an environmental suit designed to protect the individual from

vacuum, heat, cold, and radiation. Each suit is equipped with an environmental backpack which contains the suit's oxygen supply, its power pack, and the environmental control system. A SVS can sustain its wearer for 24 hours, less if the wearer is engaged in stressful activities or if the environmental conditions severely tax the suit. A typical SVS offers 4AP of protection.

Standard Accessories: polarized visor, comlink (500 km range), lights, CO2 gun, 200 meters of high strength cable (with a grappling hook one end and a strong magnet on the other), and a patch kit.

Enc: 10kg/5 if worn

Vacuum Work Suit: (VWS):

Typically used by those who spend prolonged periods working in the vacuum of space, the Vacuum Work Suit is very much like a SVS, except the suit is of heavier construction and can support its wearer for 36 hours. A typical VWS offers 6AP of protection.

Standard Accessories: in addition to the equipment of a standard SVS, a VWS has a toolkit (with various tools that are specific to the operator's mission) power pack for tools that require power, on board computers, thruster pack.

Enc: 20kg/10 if worn

PROTECTIVE SHELTERS:**Pressure Tent:**

Basic shelter for 4 persons, which provides a standard atmosphere. There is no airlock – the tent must be depressurized to enter or leave.

Enc: 25kg

Prefabricated Cabin:

Modular unpressurised quarters for 8 persons. 4x8x8m. Can be carried in the hold of a starship.

Enc: 1000kg

Base, Advanced:

Modular, pressurized quarters for 8 persons., with airlock and atmosphere recirculating system. Can be carried in the hold of a starship.

Enc: 1500kg

Rescue Pod:

A rescue pod is a sphere, 10cm in diameter. When activated, it inflates to form a ball of plasteel film, 1m in diameter. This ball, when sealed, contains enough air to last one person 12 hours. Rescue pods are standard issue on all military and commercial space vessels, allowing individuals to survive an explosive

decompression even if a pressure suit is unavailable.

Enc: 5kg

Personal Re-entry Vehicle:

Originally designed as a means of emergency atmospheric re-entry from a crippled ship or space station, the personal re-entry vehicle has been adopted by the military for covert missions on hostile planets. It has even become an extreme sport.

The PRV consists of an inflatable hemispheric mold, a pressurized canister of ablative foam, a chemical thruster for altitude control and limited vector adjustment, and a soft landing system (usually a parachute).

Enc: 10kg

Grav Chute:

Utilising a small suspensor field generator, the grav chute is capable of nullifying a portion of the individual's body weight (but not provide motive power). A conventional parawing is also deployed.

By altering the effective weight of the jumper, chute deployment is not necessary until a altitude of about 50m. The power cell powering the suspensor field has a life of 10 minutes once activated.

Enc: 15kg

VISIBILITY ENHANCEMENT:

Binoculars:

Incorporating IR and LI with electronic rangefinder.

Enc: 1.0kg

IR Goggles:

Allows the wearer to see heat sources (infrared radiation).

Enc: Neg.

Light Intensifier Goggles:

Allows vision in anything less than total darkness.

Enc: Neg

Torch:

Powerful cell powered light. 24 hrs per cell used. Can be armour mounted.

Enc: 0.25kg.

Chemical Lantern:

Chemical light, lasts for 3 standard days continual use.

Enc: 0.25kg

Halogen Spot Lamp:

A high-powered halogen white-light lamp. Usually as an internal battery, as well as a top-mounted carrying handle.

Enc: 1.0kg

Thermal Imaging Camera:

Handheld device which may only have an effective range of 10m, but which can see through walls. Useful against animals and non-military foes, but certain types of military armour can mask it's wearer's IR signature.

Enc: 1.5kg

MISCELLANEOUS SURVIVAL:

Airstrike Marker:

A launcher fired drone that can be remotely guided to location of choice and programmed with airstrike orders.

Enc: 5.0kg.

Artificial Psychic Shield:

Also known as a HALO, this device acts as a shield against psychic forces.

Enc: 1.0kg.

Arctic Survival Kit:

A kit filled with a variety of items useful for surviving in arid conditions. Includes: 1 litre thermal canteen; first aid kit; folding shovel; ice pick; knife and sheath; signal mirror; water purification kit. The kit comes in a pack 30cmx12cmx12cm.

Enc: 2.0kg

Bandoleer:

A pair of suspender-like bandoleers that can hold five grenades each. A bandoleer with 10 grenades weighs 7 lbs. Grenades may explode if they take more than 4 points of damage to their top.

Enc: Neg.

Climbing Pitons:

Tungsten pitons that have a small explosive charge for firing into rock. Come in cases of 24.

Enc: 0.1kg per piton.

Climbing Hammer:

Titanium alloy hammer backed with pick head.

Enc: 0.5kg.

CO₂ Gun:

A standard piece of equipment that comes with all space suits, the CO₂ gun fires compressed carbon dioxide and contains a CO₂ cartridge good for 20 one second bursts. CO₂ guns are usually used to project grapple lines in the

vacuum of space, but each burst is powerful enough to propel a object with the mass of an average human (including a human, of course) and alter its flight vector.

CO₂ gun are typically used in this manner only in emergencies and the heavy duty thruster packs are used for normal EVA operations requiring extensive flight.

Compass:

Usually included in a wristwatch. Indicates the position of magnetic north, if any exists.

Enc: Neg.

Cooking Laser:

A low powered laser used primarily for igniting flammable materials, the Cooking Laser is a metal rod, 30cm long and 5cm wide, with controls at one end. A power cell supplies power for up to 1 month normal usage.

Enc: 0.1kg

Desert Survival Kit:

A kit filled with a variety of items useful for surviving in arid conditions. Includes: 1 litre canteen; first aid kit; salt tablets; folding shovel; parts and directions for building a solar still; knife and sheath; signal mirror; water purification kit. The kit comes in a pack 30cmx12cmx12cm.

Enc: 1.0kg

Dye Pistol:

Used primarily to designate Landing Zones, the dye pistol fires cartridges filled with coloured dye that can mark substantial areas of the ground.

Enc: 2kg (unloaded; dye cartridge weights 0.5kg).

Emergency Beacon:

Combination long range comlink and signal transponder. When activated it monitors emergency search and rescue channels, and when traffic is picked up it emits a warning to inform users that help may be at hand, and transmits a coded distress signal. Signal range is 1000km. Once activated, it operates for 30 days EST.

Enc: 1.0kg

Flare:

There are 2 types of flare issued:

Standard Flare:

Burns brightly for up to 10 minutes.

Enc: 0.25kg/pack of 24

Rocket Flare:

Can be fired to a height of 500m, from where it descends, burning brightly, using a parachute.

Enc: 0.5kg

Fusion Generator:

Vehicle portable power generator that uses a fusion reactor to generate power using Helium-3. Weight is per 10kw of power output.

Enc: 10kg

Fusion Still:

A bulky device that breaks water molecules free from material placed within it. Amount of water obtainable ranges from 1% from sand to 70% from organic material like wood or plants. Percentage water obtained is on a 1-1 ratio (so 100kg sand yields 1 litre of water). The Still requires 1 hour to set up and 30 minutes to process 10kg of material.

Enc: 60kg

Individual Military Pack:

A lightweight medium backpack that is used to carry up to 24 kg (53lbs.). Also known as "battlefield harness" or "combat webbing."

Enc: Neg

Inertial Tracker:

Small hand held device which indicates direction and distance travelled from the starting location.

Enc: 0.1kg

Locator Device:

Worn on the wrist, this is a small data emitter containing the marine's vital life signs and position.

Enc: Neg

Machete:

A flat metal / polycarbon weapon with a 45cm blade. Designed for chopping dense foliage and such in the wild, but also used as a weapon on less sophisticated worlds.

Enc: 1.0kg

Nylon Water bag (10L):

Flat packed, can contain up to 10 litres of water when filled to capacity.

Enc: Neg when flat packed.

Power Cell:

Power cells come in all shapes and sizes. Weight below is for each kW of power contained.

Enc: 0.05kg

Rations, luxury, 1 week:

Packs of fresh frozen meals supplemented by tablets containing vitamins and nutrients, that provide food enough for 7 days. Each pack is self heating using a chemical reaction, activated by pulling a tab on each mealpack.

Enc: 1.5kg

Rations, standard, 1 week:

Packs of preserved food concentrates supplemented by tablets containing vitamins and nutrients, that provide food enough for 7 days. Tasteless.

Enc: 1.5kg

Rocket Pitons (x12):

A pistol-grip, disposable launcher that fires a rocket-propelled, explosive-set piton. It is used to project an attached line up to 200m - a successful Climbing roll (made by the GM) means the piton is securely lodged and will support weight; a critical failure means the operator only thinks it is! Roll vs. DEXx4% to hit if used as a weapon; Damage is 1d6+2 for the stake. Comes with electric winch and clip for attaching to webbing (which then serves as a climbing harness).

Enc: 3.5kg.

Rope:

Polypropylene fibre rope that is treated to resist mildew, rot, acids, petroleum products and most other chemicals. A standard length of rope is 10.5mm x 100m, and comes as either monofilament and multifilament. Monofilament is lighter and less bulky, but can hold only half the SIZ of a multifilament length of the same dimensions.

STR: 50 / 100

Enc: 2.0kg / 4.0kg

Solar Vaporator:

Device which collects water moisture from the air, especially at night. Yields are 1 litre per 8 hour night in standard / dense atmospheres; 0.5 litres per 8 hour night in thin atmospheres; 0.1 litres per 8 hour night in very thin atmospheres.

Enc: 8.0kg

Tarpaulin:

Canvas waterproof sheet, 2m x 4m.

Enc: 2.0kg

Thermal Canteen (1L):

Made of tough industrial plastic, and capable of holding up to 2.5 litres of liquid, the ICM canteen also has a sophisticated filtering and purifying system built into the neck. A power cell in the base of this canteen allows water to be kept at a temperature controlled by an inbuilt adjustable thermostat. Power cell lasts 1 month.

Enc: 1.0kg.

Thermal Sleeping Bag:

Utilizing the same technology as the Cold Weather Suit, a thermal sleeping bag comes with hood, and adjustable thermostat.

Enc: 1.0kg

Water Purification Kit

Box of 250 tablets that purify contaminated water, making it safe to drink. 1 tablet will purify approximately 1 litre of water in 10 minutes.

Enc: 0.2kg.