

# Stardock Omega 31: New Equipment

Created by Nytecode

## Grappling Gun

(200 credits, rq# 10, Mass 4)

The grappling gun is used for climbing or swinging across empty spaces. To hit and anchor the grapple is a Combat check vs 8 + number of spaces. Failure means the grapple did not set. After the grapple is set, to swing across an opening is an Athletics check vs 8 + spaces. Each failure is the number of damage points the character takes. Other effects of failure may happen depending on the circumstances (such as being stuck out in the open hanging or falling to your doom down a chasm.) An upgraded gun gives +1 for both checks.

## Sentry Turret

(energized, 1000 credits, rq# 15, Mass 50 + weapon but too heavy to carry)

A sentry turret is a mount for holding one heavy weapon. It needs to be set up before use (Engineering vs 11) and once in place is treated as being on overwatch to shoot an enemy moving into LOS. It has a Combat skill of 2 for purposes of attacking (plus the bipod bonus.)

A sentry turret can be hacked (Science vs 11) which makes it attack anyone in LOS.

The turret can be shot at like a piece of equipment (target number 11.) An upgraded turret gets a +1 for the Combat skill.



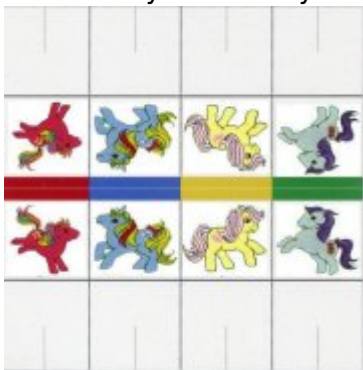
(72 DPI counters)

## Ponies

Optional replacement for bots or maybe even as a player species.

0 hands, Move: 6, Target Number: 6, Base Hit points: 6

Alien Ability: +20 Carry & Hoof/stomp melee attack that does 1d6 + Athletics damage



(72 DPI counters)

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