INFINITE GALAXIES

Vessel Equipment

General Use Items

Consumable Items

Item	Tags	Price	MR	Notes
Ejection Seats	Consumable, 0 Weight	1		Only usable in atmosphere.
Improved Escape Pods	Consumable, Module, 1 Weight	2		You cannot get worse than a 7-9 result on Crash Landing.

Engine Items

Item	Tags	Price	MR	Notes
Backup Engine	Consumable, Module, 1 Weight	3		Use to ignore the effects of your engine being disabled. Lasts for the rest of the Scene.
Electronium Power Cells	0 Weight	3	+1	Medium and Large Vessels only. Add +1 ongoing to SPD related moves.
MAME Booster	0 Weight	4	+1	Add +1 to OtherNav related moves.
Supercharged Ions	0 Weight	3		Add +1 to repair the vessel's engine.

Hull/Body Modifications

Item	Tags	Price	MR	Notes
Crystal Matrix Hull	0 Weight	4		Add +4 to Hull.
Heavy Bulkhead	1 Weight	3	+1	Add +1 to Prevail by Force. Add +1 to resulting Damage to target. Vessel SPD cannot exceed 2.
Heavy Chassis	0 Weight	3		Add +4 to Capacity.
Hull Spikes	0 Weight	1		Add +1 to Damage inflicted with Prevail by Force.
Hybrid Armor	0 Weight	4		Ignore Piercing (1) on an attack.
Reflective Hull	+2 Shields, 0 Weight	3	+1	Only effective against beam weapons.
Streamlining	0 Weight	2		Add +1 ongoing to Evasive Action while in atmosphere.

Multi-Use Items

Item	Tags	Price	MR	Notes
Cyber-Targeting System	2 Uses, Module, 1 Weight	2		Add +1 forward to WPN.
Ionic Boosters	2 Uses, Module, 1 Weight	2		Add +1 forward to SPD.
OtherNav + MAME	3 Uses, Module, 1 Weight	4		Your vessel can use the OtherNav move to travel to other star systems.
Stealth Field Generator	2 Uses, Module, 1 Weight	3	+1	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).
Tracking Beacon Launcher	2 Uses, Module, Near, 1 Weight	2		Add +1 ongoing to find vessels you have hit with beacon.

Miscellaneous Items

Item	Tags	Price	MR	Notes
Armory	3 Uses, Module, 1 Weight	2	+1	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	4	+1	Takes up a Crew position. You can direct vessel to take simple actions on its own.
Crash-Resistant Seats	1 Weight	1		Crew and passengers take half damage from Crash Landing.
Emergency Life Support	Module, 1 Weight	2		Add +1 to Crash Landing.
Engineering Room	Module, 1 Weight	3	+1	Requires Small vessel or larger. Add +1 to repair or modify vessels or robots. Also, see below.
Expanded Cargo Bay	Module, 0 Weight	2		Add +4 to Capacity.
Galley	Module, 1 Weight	2	+1	While aboard your vessel, you do not need to mark rations.
Heavy Cargo Bay	Module, 0 Weight	3		Requires Large vessel. Add +8 to Capacity.
Improved Life Support	Module, 1 Weight	1		Requires Small vessel or larger. You can Rest inside your vessel.
Landing Bay	Module, 1 Weight	4		Requires Large vessel. Fits 1 Personal-sized vessel.
Local Navigator	Module, 1 Weight	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	2		Requires Small vessel or larger. Add +1 to moves related to salvaging usable items from vessels.
Sick Bay	Module, 1 Weight	3	+1	Requires Small vessel or larger. Add +1 to heal people on your vessel. Also, see below
Smokescreen	3 Ammo, Area, Module, 1 Weight	1		Add +1 forward to escape or evade pursuers. Atmospheric use only.
Tractor Beam	Module, Near, 1 Weight	2		Requires Medium or Large vessel. Draws targeted object towards your vessel. Does not affect vessels larger than yours.

Sensor Items

Item	Tags	Price	MR	Notes
Improved Sensor Array	Module, 1 Weight	2		Add +1 to Sensor Scan for planets and places.
Intrusive Sensor Array	Module, 1 Weight	1		Add +1 to Sensor Scan for vessels and artificial creations.
Stealth Detector	Module, 1 Weight	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

Item	Tags	Price	MR	Notes
Anti-Tracker Alarm	Module, 0 Weight	2		Add +1 to detect tracking beacons on your vessel.
Concealed Weapons	0 Weight	2		0 and 1-Weight weapons are undetectable until you use them.
Falsified Transponder	Consumable, Module, 0 Weight	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	2		Add +1 to conceal people or items on your vessel.
Quick-Jettison Cargo Bay	Module, 0 Weight	2		Add +4 to Capacity.

Shields Items

Item	Tags	Price	MR	Notes
Heavy Particle Shield	+2 Shields, 1 Weight	4	+1	Not effective against beam weapons.
Proto Shields	+1 Shields, Module, 1 Weight	2		
Shield Booster	3 Uses, Module, 0 Weight	2		Add +1 forward to POW when working with Shields.

Weaponry Items

Item	Tags	Price	MR	Notes
Armor-Piercing Rockets	Consumable, 1 Weight	1		Add Piercing (1) tag to missiles and rockets. Consumed when ammo runs out.
Bomb Bay	Module, 1 Weight	1		Allows vessel to drop bombs in atmosphere.
Fazer Booster	+1 Damage (Fazer only), Module, 0 Weight	1		
Robot Weapon Pod	1 Weight	2		A Robot character adds +1 to WPN (max +3). Robot must have a Pod open.
Tracer Rounds	Consumable, 0 Weight	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	1		Add +1 forward to WPN with missiles, rockets, and bombs.
Turret	1 Weight	3		Add +1 to WPN (max +3) for one weapon of 0 or 1-Weight.
Weapon Link	+1 Damage, 0 Weight	2		Designate 2 weapons to fire simultaneously. Mark either ammo when required to do so.

Vessel Weapons

Atmospheric Weapons

Item	Tags	Price	MR	Notes
Road Spikes	2 Ammo, Area, Module, 1 Weight	1		Ground vessels pursuing you take 1d4 damage. Ground vessels only.
Vehicular Flamethrower	2 Ammo, Area, Module, 1 Weight	2		Inflicts fire damage. Atmospheric use only.

Beam Weapons

Item	Tags	Price	MR	Notes
Blaster Pulse Cannon	+2 Damage, Module, Piercing (1), 3 Recharge, 2 Weight	3		Requires Medium or Large vessel.
Multi-Faze Spiral Disruptor	+1 Damage, Module, Piercing (1), 2 Recharge, 1 Weight	2		
Pulsar Laser Blaster	+2 Damage, Module, Piercing (2), 3 Recharge, 1 Weight	3		
Triple Fazer Cannons	+2 Damage, Module, 3 Recharge, 1 Weight	2		
Twin Laser Cannons	+2 Damage, Module, 3 Recharge, 1 Weight	2		
Ultralite Laser	+1 Damage, Module, 2 Recharge, 0 Weight	3		
Ultraviolet Laser Cannon	+1 Damage, Module, 2 Recharge, 1 Weight	2		Can be used underwater.

Mass Throwers

Item	Tags	Price	MR	Notes
Heavy Machinegun	3 Ammo, Autofire, +1 Damage, Module, 1 Weight	2		
Starbreaker Gun	3 Ammo, +3 Damage, Module, Piercing (3), 2 Weight	5	+1	Requires Large vessel.
Volcano Gun	3 Ammo, Autofire, +2 Damage, Module, 2 Weight	3		

Missiles, Rockets, and Bombs

Item	Tags	Price	MR	Notes
Antimatter Torpedo Launcher	3 Ammo, +1 Damage, Module, Piercing (2), 2 Weight	2		
NeuroGas Smartbomb	2 Ammo, Area, 1 Weight	2		Requires Bomb Bay. Incapacitates people in area.
Rotor Smartbomb	2 Ammo, Area, 1 Weight	3		Requires Bomb Bay.
VARI Fire Rocket Launcher	2 Ammo, Autofire, +2 Damage, Module, 2 Weight	3		
WAVE Multi-Missile Launcher	3 Ammo, Area, +1 Damage, Module, 1 Weight	2		

Mines

Item	Tags	Price	MR	Notes
Chaff Mine	2 Ammo, 1 Weight	2		Requires Mine Launcher. Take +1 forward to hide from pursuers.
Ion Mine	2 Ammo, 1 Weight	2		Requires Mine Launcher. Disables 1 Personal or Small vessel.
Mine Launcher	Module, Near, 1 Weight	2		Effect as mine used; ammo as mine.
Mini-Mines	2 Ammo, Area, 1 Weight	2		Requires Mine Launcher.