

BLASTERS + TACTICAL GRENADES

YUCATAN TECH CO
RETRO-CATALOG 1

SONIC CANNONS

A new kind of sonic
weapon capable of
bringing down the
house. Any house.

TACTICAL GRENADES

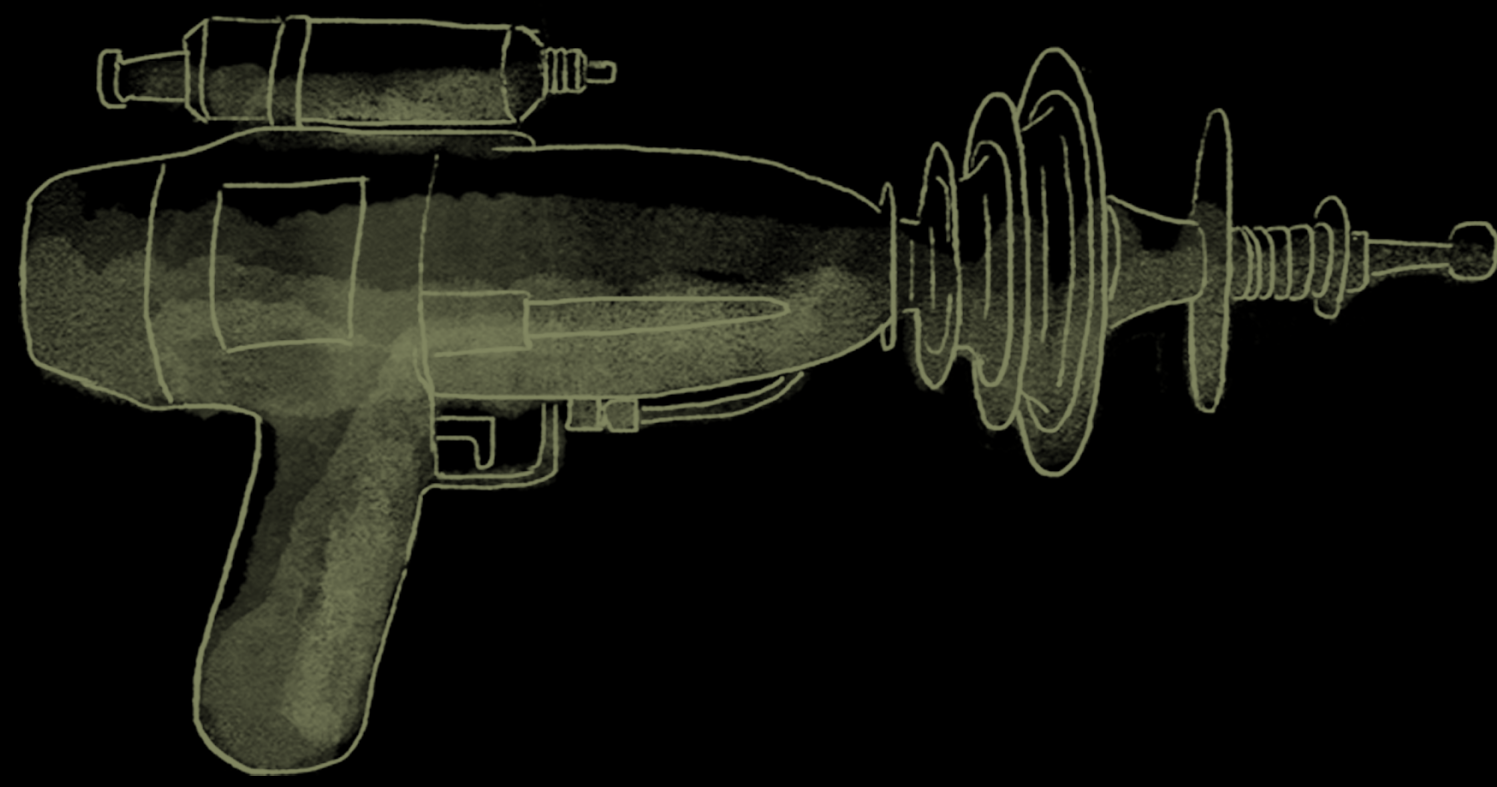
Special grenades
for special
circumstances.
Cover your bases.

FAST CHARGE BLASTER TECH

Rechargeble
weaponry with
portable energy cells.



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THE MANTIS

125cr

Range	Close
Damage	1d5 DMG
Shots	10
Critical	Bleeding
Special	Can be held one-handed. Requires a special charger. Ammo Cost: 20cr

Compact ray pistol can be dual wielded, easily discarded, and snuck past security.

Ultra-Affordable

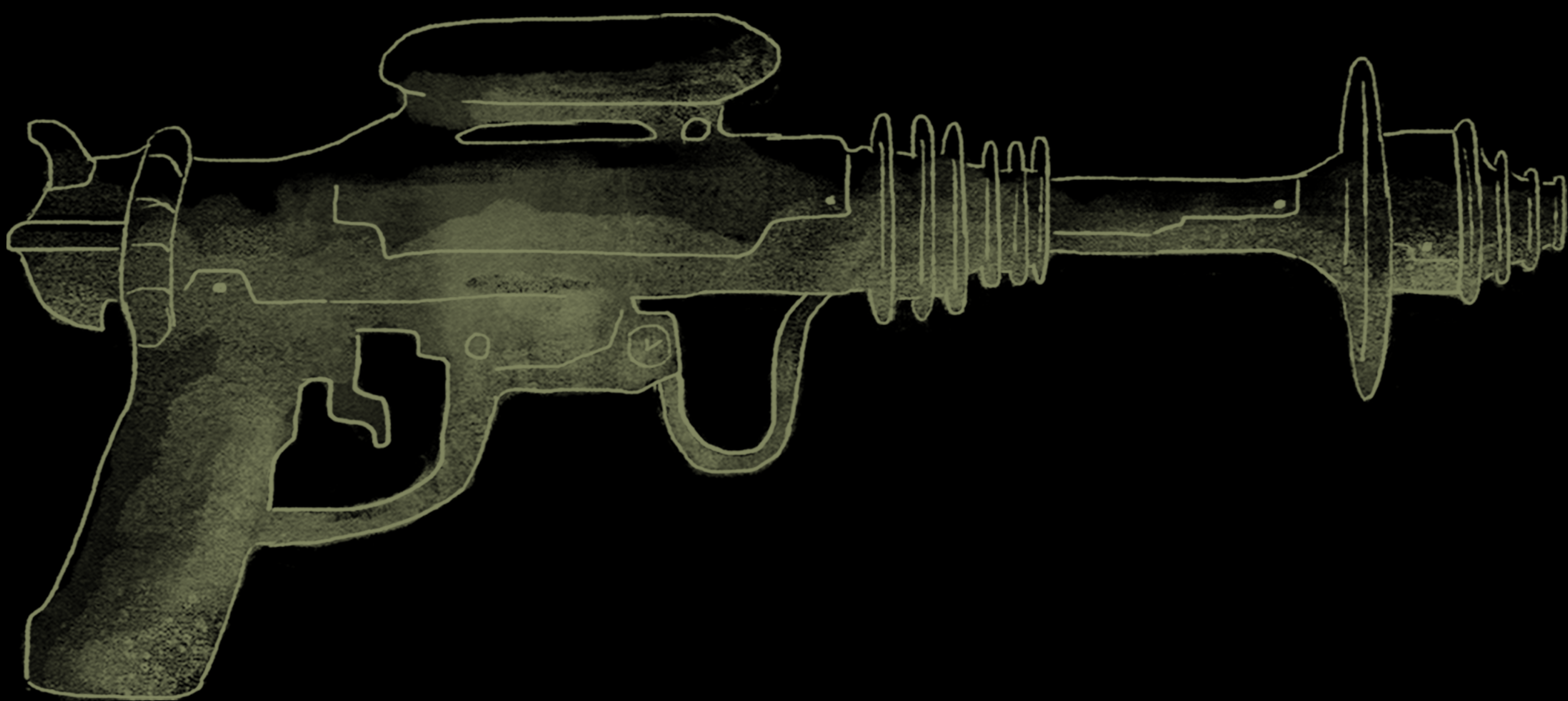
The most affordable and reliable laser pistol on the market.

Cheap Battery Cells

So affordable they can be left on the battlefield without worrying about your bottom line.

Compact

Durable and lightweight material keeps the sleek design easily hidden.



PROTON MUSKET IV

1000cr

Range	Long
Damage	2d10 DMG
Shots	6
Critical	Bleeding [+]
Special	Battery can be replaced without using an action.

The fourth iteration of the Proton Musket focuses on tactical and swift moving combat. A lightweight rifle and quick-change battery combination will leave your targets behind and your personnel ahead. Nothing beats speed in space.

Lightweight

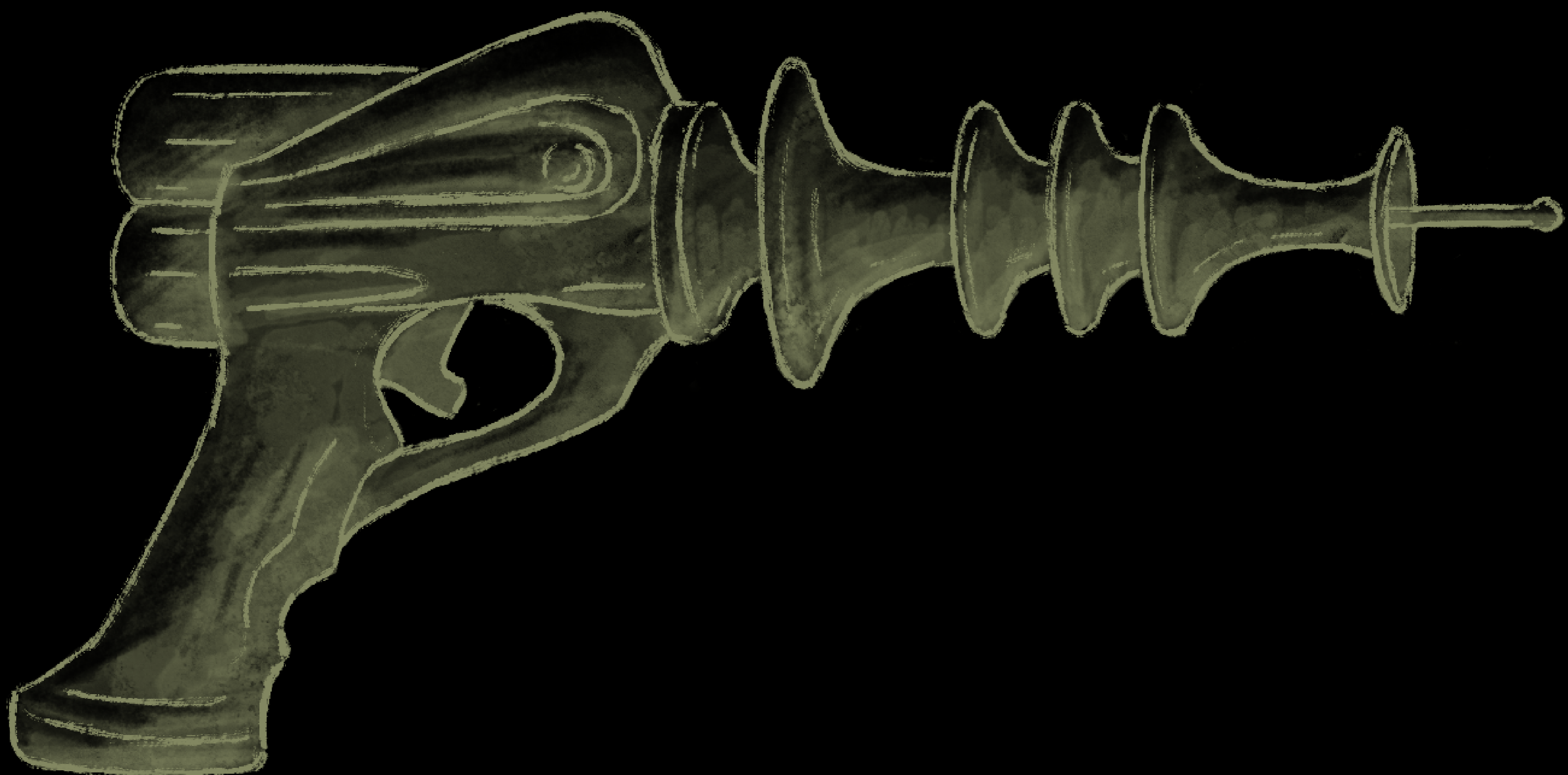
Maximized for swift moving and recon personnel.

Easily Changed-Out Battery

Click and clip fast. Battery cell has a slight glow for 2 minutes for easy finding.

Keeps Power At Long-Range

The Proton Musket's laser is intended to keep its damage at long range reaching a full 100m distance before the power begins to dissipate.



BLASTER RIFLE VI

900cr

Range	Long
Damage	1d10 DMG [+]
Shots	8
Critical	Bleeding [+]
Special	Three lasers fired per shot. On a failed Combat Check, deal 1d5 damage from one of the triple burst shots if the Combat Check was an odd numbered roll.

Triple-shot laser

Three laser shots fire with every trigger pull for increased accuracy and damage output.

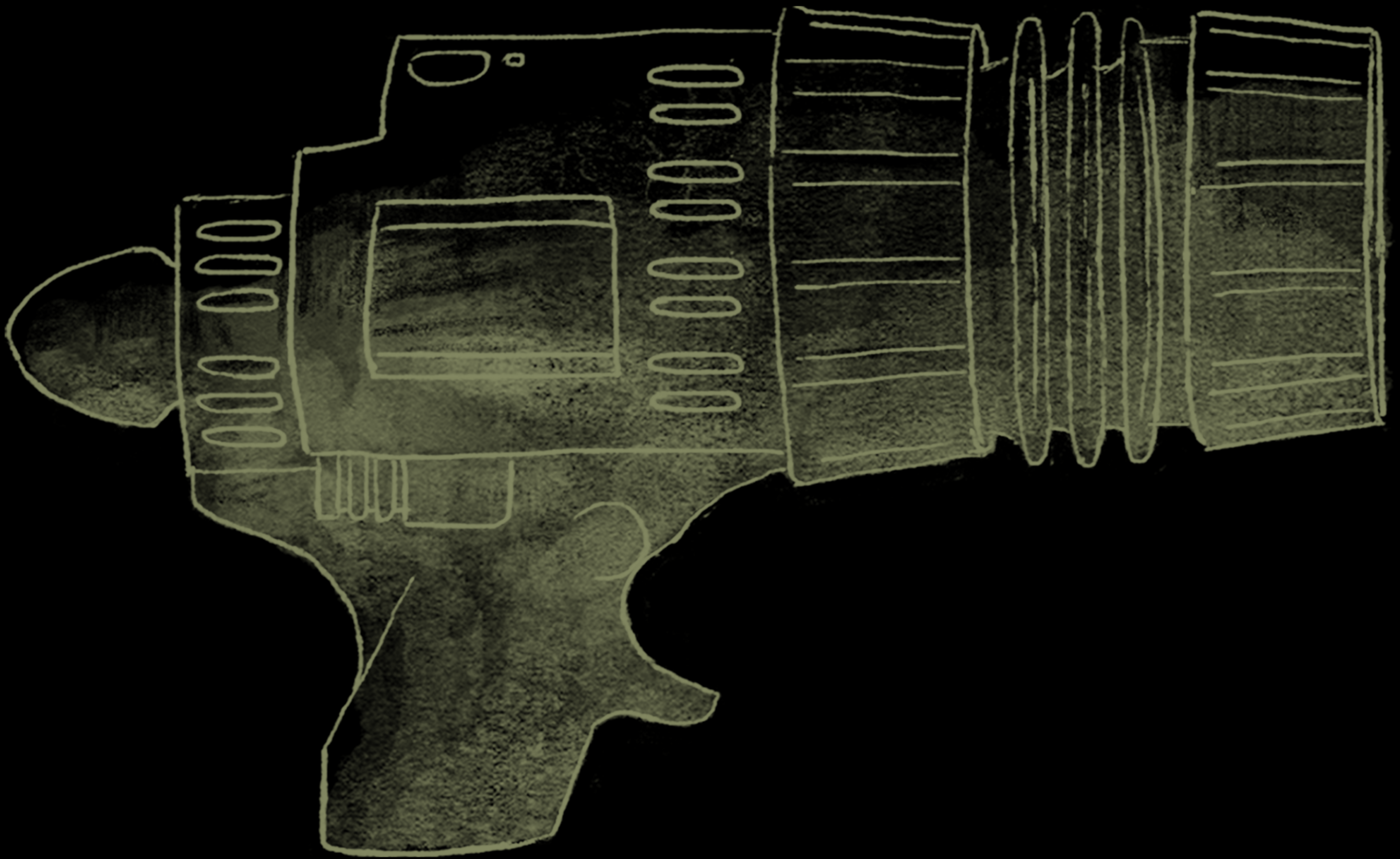
Double Battery Cells

The Blaster Rifle VI now holds 2 battery cells which come attached for easy loading and unloading.

Tungsten-Lined

Barrel and buttstock edges lined with tungsten for close range beating.

Make sure your mercs don't miss with triple-shot laser tech. Paired with a double battery, the Blaster Rifle VI is sure to keep your mercs dangerous to your adversaries for longer than ever.



BIG BOOM XIII

425cr

Range	Close
Damage	1d5 + 1 Wounds
Shots	1
Critical	Gore [+]
Special	Auto hits all targets up to 5m in front. Paralyzes for 1d5 Combat Rounds. Shooter takes 2 DMG. Heavy and cumbersome. Speed Checks at Disadvantage [-]. Unable to make large jumps. Climb inefficiently.

Bring Down the House. Any House.

The strongest sonic cannon ever created. Big Boom XIII is a cannon capable of breaking apart most anything up close.

Reduced Recoil

Internal design mitigates recoil.

5 Meter Blast

The Big Boom XIII shoots its sound forward further than any other sound cannon.

You want power? Able to be carried by a single merc? We've got it! The Big Boom XIII is the next generation of infantry-carried sonic firepower. Return parts for a 25% discount on future purchases.



BLAST SAVER VISOR

500cr

Range	Close
Damage	1d5 Wounds
Shots	2 Wounds
Critical	Gore
Special	Can break apart most metals and rock at Adjacent range. 6hr recharge time. When used, roll d100 and die on a 99. Needs repaired on a 90-98.

YTC ALL-OUT Tech was created for miners who were unfortunate enough to be trapped under a collapsed mine. Since expanding it to mercs, we've seen fantastic mission results.

Equipped with our proprietary recoil reduction technology. Deaths from use have been reduced to 1%.

Can Hardly Tell Its There

Form-fitting foam fits comfortably around the face.

YTC ALL-OUT Tech Breaks Down The Toughest Natural Metals + Substances

Separates on the atomic level to weaken earthen and metal materials. Breaks through 10 feet of the densest metals, rocks, and ground.

Quadruple Blink Activation

Non-invasive retina scanning allows for hands-free firing. (Optional setting)



CONCUSSION GRENADE

115cr

Range	Close
DMG	1d5 DMG
Shots	1
Critical	Bleeding
Special	All Close must Body Save to avoid. Disoriented and unable to act for 1 Round. Combat Checks at [-] for 1 additional Round.

8 Mega-Candela Flash

Disorient for longer and at longer ranges.

180 Decibel Bang

Debilitating bang for targets you don't want dead. Rated 70 for short term separation of space horror and anomalies affected by sound.

Extended Effect Radius

Now reaching 3m and wrapped in a rubber coating for moderate bounce for extended and finesse throws.

Classic debilitating grenade serves multiple purposes in combat.



PARALYSIS GRENADE

125cr

Range	Close
Damage	2d10 DMG
Shots	1
Critical	Bleeding
Special	All Close must Body Save to avoid. Paralyzes organic enemies for 1 Round. Body Saves [-] and Speed Checks [-] until treated.

Fragmentation

Steel balls and shards suspended in a resin casing.

Multi-World Paralytics

Concoction of gelsenium, plants from 5 different planets, and frog toxins from 3 different planets grown in lab and/or synthetically reproduced. Sourced in collaboration with several partner labs.

Moderate Bounce

Rubber coating for moderate bounce for extended and finesses throws.

The Stop-and-Sting-All grenade every camp needs.



LASER TURRET GRENADE

85cr

Range	Close
Damage	1d10 DMG [+]
Shots	1
Critical	Bleeding
Special	All Close must Body Save at Disadvantage [-] to avoid first shot. Body Save a second time to avoid second shot.

Circles Twice

Rapid fire and rapid spinning shoots perfectly spaced shots in a full diameter. Weighted top makes sure your shots shoot slightly up at average target height.

Timer Option

Timer option can be set up to 2 minutes before firing.

Mitgated Bounce

Iron casing and cylinder-shape allows for more controlled throws.

Distract, damage, or provide enough fire to get the leg up on escape. The Laser Turret Grenade is second to none in mission versatility.



MISS VE'S GRENADE

105cr

Range	Close
DMG	3 Wounds
Shots	1
Critical	Fire/Explosives [+]
Special	All Adjacent must Body Save to avoid.

Hyperlocal Explosion

Keep allies safe and provide grenade use in closer quarters.

Safe For Indoor Breaches

The explosion is centralized enough, if aimed correctly, to not damage floors or walls protecting you from space when needing to break through an interior wall or door.

Minimal Bounce

Cased in a thin iron jacket so the bounce doesn't affect your aim.

VE stands for Violent Explosion. It's compact, precise, and reliable. The hand-thrown weapon of choice for dealing heavy damage.



THE NARWHAL

2150cr

Range	Long
Damage	3d10 DMG
Shots	4
Critical	Gore [+]
Special	Pierces through body armor and steel armor. Not strong enough to cut through station or craft grade steel with single shots. Advantage [+] on Combat Checks if still and not in active combat.

Armor-Piercing Laser

Capable of piercing through the strongest body armor without endangering craft/hull/station armor.

Larger Battery

Now able to hold 4 Shots before recharging or switching battery.

YTC SMART SCOPE Equipped

Yucatan Tech Co's propriety heat-sourcing laser scope tracks movement for you by providing light pressure to gun. Best used when kneeling or lying down.

The Narwhal is the most concentrated lightweight laser rifle on the market. YTC has developed the Narwhal to excel at taking out heavily armored foes with single shots while avoiding endangering crafts.

