

HIGH UTILITY CRYO + RECON SOLAR TECH

YUCATAN TECH CO
RETRO-CATALOG 2

CRYO THAT WORKS

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

REMOTE ACTIVATION

Grappling cord and Apollo flares activated up to 150m away!

BATTLEFIELD SOLAR TECH

Rechargeable weaponry with portable energy cells.



This product is based on the Mothership® Sci-Fi Horror Role Playing Game, published by Tuesday Knight Games. This product is published under license. MOTHERSHIP® is a registered trademark of Tuesday Knight Games. All rights reserved. For additional information, visit www.tuesdayknightgames.com or contact@tuesdayknightgames.com.



CRYO GAUNTLETS

750cr

Range Adjacent
DMG 1d10 DMG [+]
Shots 4
Critical Gore
Special Body Save or become frozen. Take twice DMG when damaged while frozen. Strength Check [-] to break free.

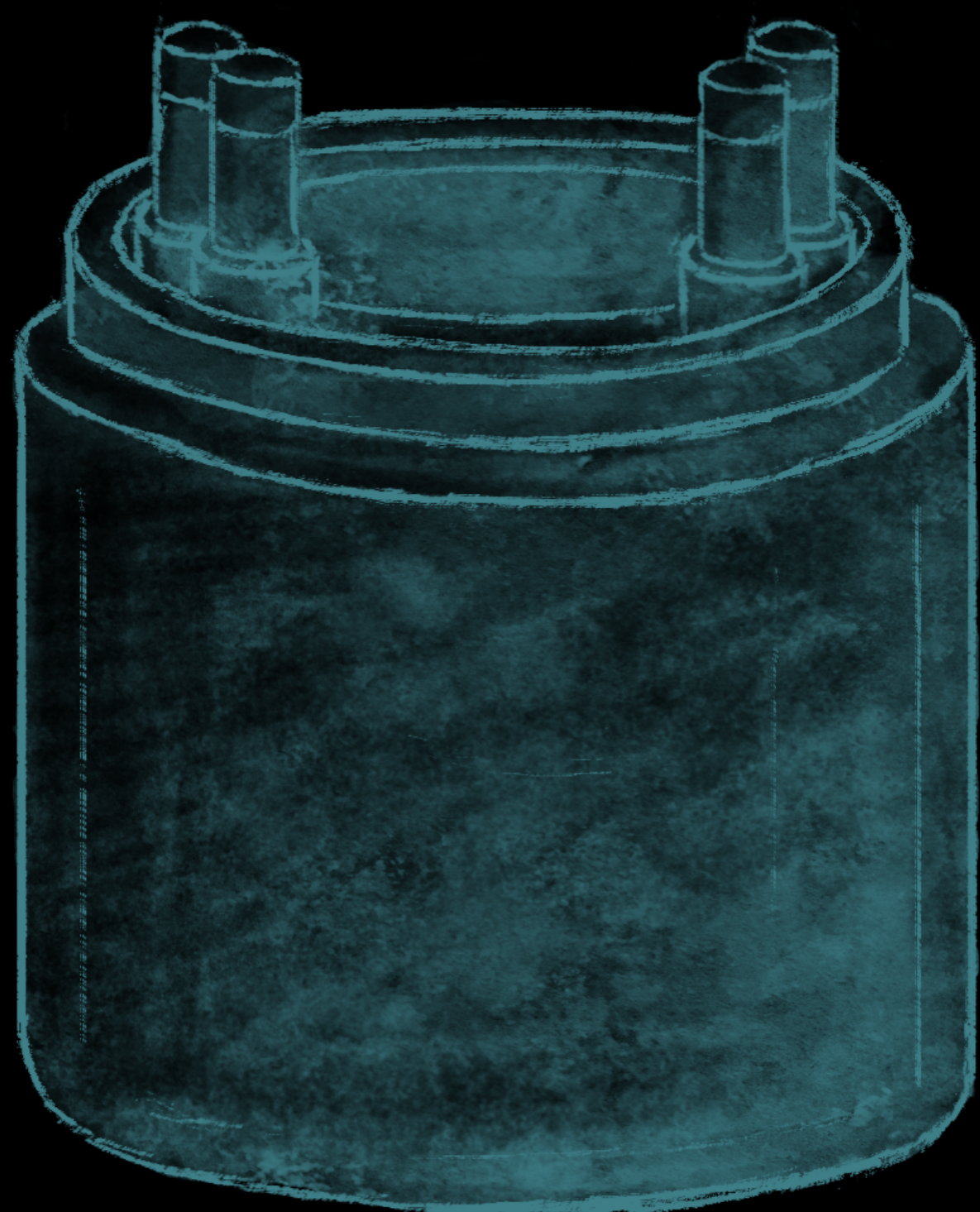
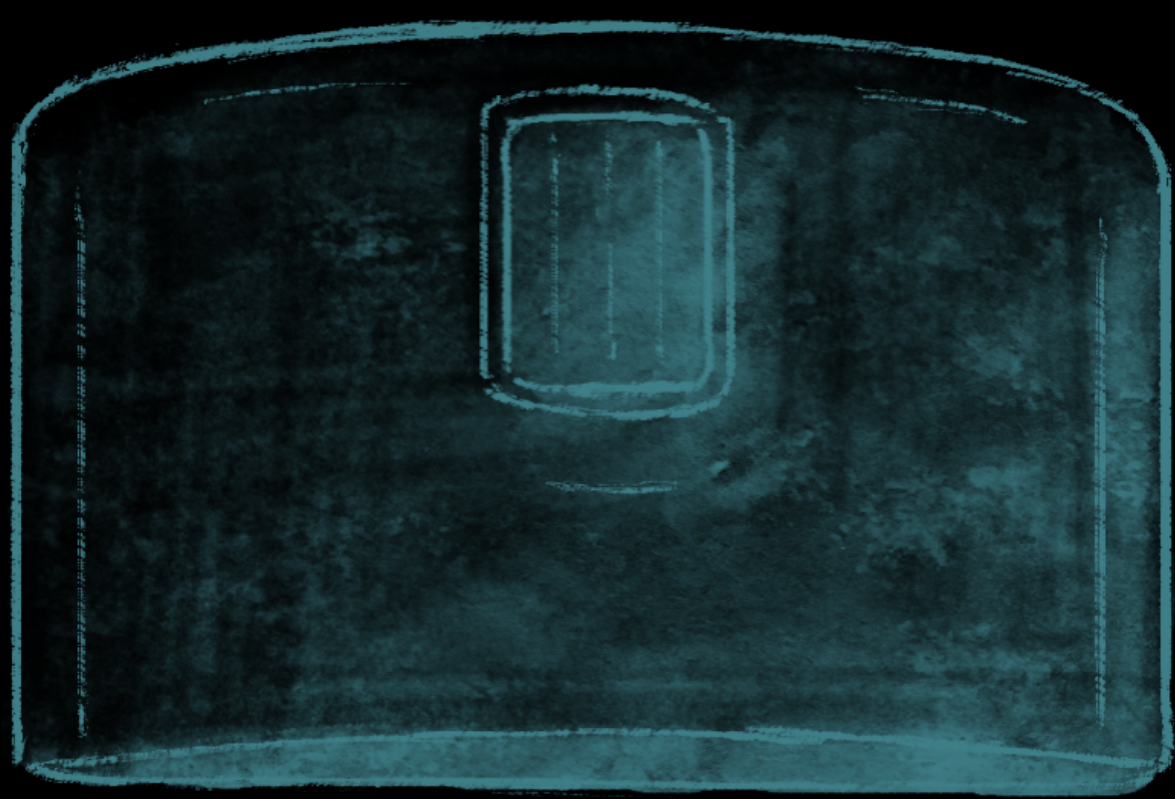
3 extra capsules can be stored on gauntlet. Must reload between shots.

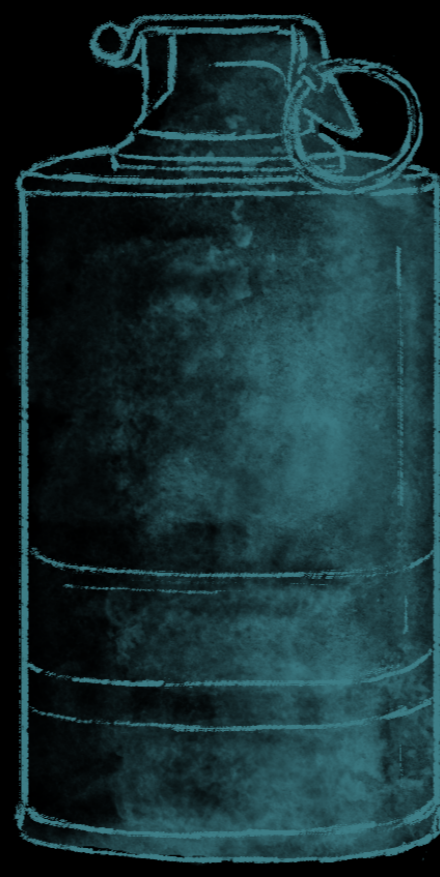
Zero-Capsule Cartridges
Stabilizing liquid helium at -452.42 degrees Fahrenheit.

The only surefire way to freeze a target without cryogenic liquid losing its cool. Designed to be broken on the target, the recessed chamber protects the wearer from any collateral spray.

.2 Second Freezing Time
Upon impact, Zero-Capsules shatter, releasing the liquid helium.

SAE 304 Stainless Steel
Highly durable and resistant to the extreme cold.





ULTIMATE COVER GRENADE

40cr

Range	Close
DMG	-
Shots	1
Critical	-
Special	Blocks visual and infrared observations, sensor guided weapons, targeting systems, laser sights, rangefinders, and line of sight beam riding.

Multi-Spectral Jamming Module

2 minutes of sensor jamming.

YTC HIDDEN Tech

Protects for visual and infrared observations, laser sights, rangefinders, line of sight beam riding (LOSBR), and blocks sensor-guided weapons and targeting systems.

Four Chamber Release

Extended release times from four timed chambers of smoke that shoot from two ends of the grenade.

No better coverage than the Ultimate Cover provided by YTC HIDDEN Tech.

CRYO COLLECTOR SECURE IV

650cr

Range	Adjacent
DMG	1d10 DMG [+]
Shots	1
Critical	Gore
Special	Body Save or become frozen. Take twice DMG when damaged next. Strength Check [-] to break free. Target unable to act during the round broken free.

Twice-The-Theft-Proof

Requires fingerprint match and for the Collector to be within 1m of the Unlock Pairing Unit to be unlocked.

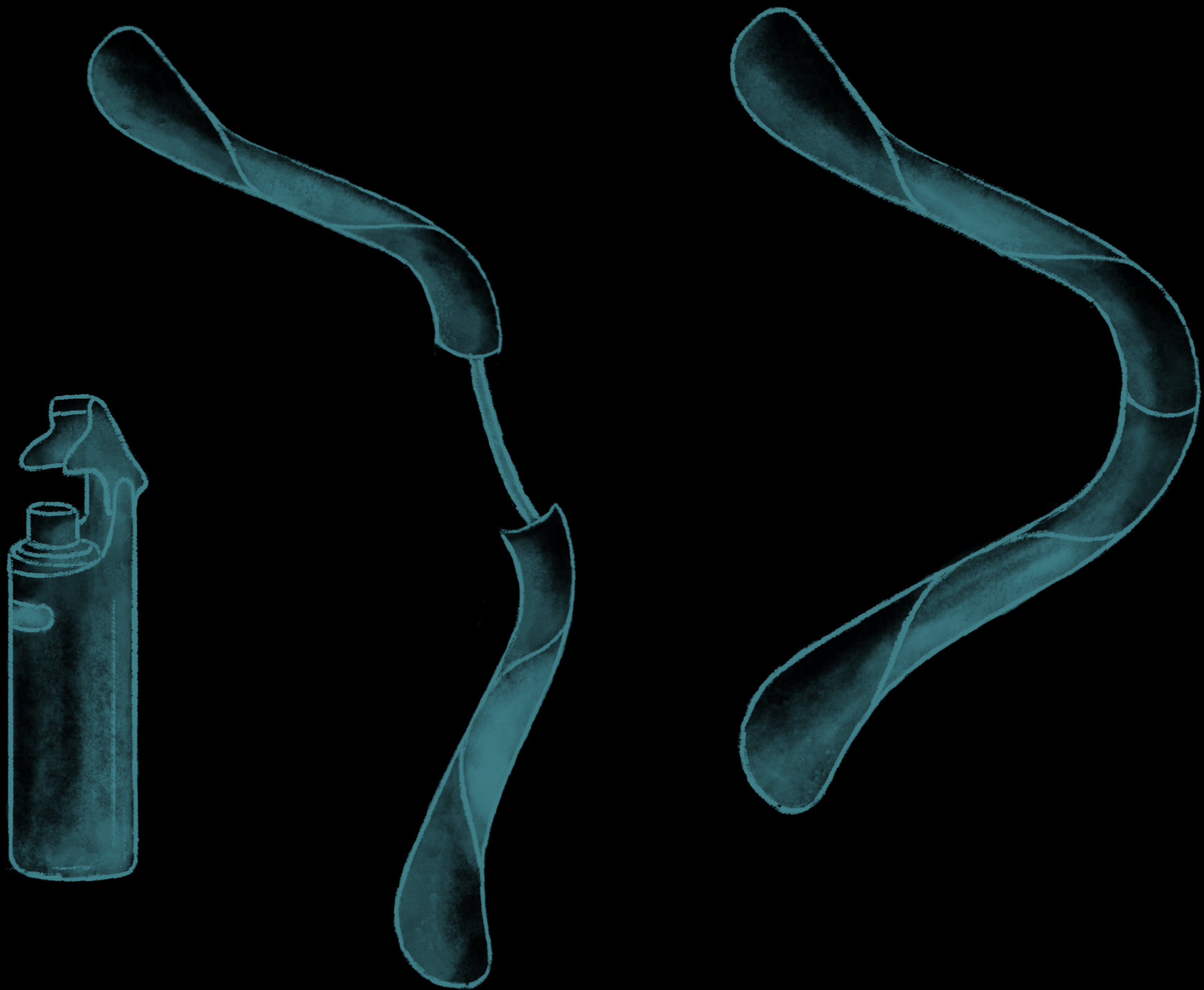
Distance-Triggered Detonation

If the Collector is stolen and taken 15m away from the Unlock Pairing Unit, the Collector will self-destruct, destroying any collected samples and releasing cryogenic liquid in a 1m radius.

Versatile Holdings

4 Included vials can hold dna, blood, or other small samples. Each with a twist-activated cryo-fill that pulls cryo-liquid from the main Collector into the vial shell. This allows for vials to be split from the main haul during extraction missions or for multiple drop-offs.

Three piece set. The Collector houses samples with the latest cryogenic keep safe technology. The Unlock Pairing Unit is kept on the person trusted to carry the Collector. The Lock Setter is kept at homebase and codes new fingerprints on the Collector for new missions.



MY COLD FRIEND

900cr

Range	Long
DMG	1d10 DMG [+]
Shots	1
Critical	Gore
Special	Body Save or become frozen. Take twice DMG when damaged next. Strength Check [-] to break free. 2 Rounds to escape when binded without breaking the cryo-hose. Ammo Cost: 20cr.

Unless carefully extracted, the targets movement will cause the diamond blade saws to pierce the cryo-hose before escaping.

Remote Sensors

High fidelity sensors optimized for reaction time. Signal rating of 150m. Remotely split the boomerang revealing 4m width cord and 4 activated mini diamond blade saws.

Cryo-Hose Grappling Cord

Corrugated stainless steel cryo-hose wraps target. Divet pinch-points make the hose more likely to crack and expose target to cryogenic liquid. Easy-replace cord. 15 min change time.

Miniature Diamond Blade Saws

4 Diamond Blade Saws extend from the Boomerang and remain running for 5 minutes when MCF is split. 80% chance of releasing the cryo-liquid.





MY BLONDE FRIEND

275cr

Range	Long
Damage	1d10 DMG
Shots	1
Critical	Blunt Force
Special	Body Save or grappled. Strength Check to break free. Flare visible day and night from Long Range.

Remote Sensors

High fidelity sensors optimized for reaction time. Signal rating of 150m. Two separate buttons to activate the grappling cord and Apollo flares.

Grappling Cord

4m of low carbon steel alloy for added flexibility while maintaining strength.

Apollo Flares

Reloadable "Apollo Flares" fire at 1,670 degrees and emit abundant yellow light.

Apollo Flare Replacements: 20cr

Multi-use utility weapon favored by reconnaissance soldiers.

Its primary use is a debilitating grappling hook. When activated, the boomerang separates into two pieces exposing a reinforced metal cord.

HOVER MINES

225cr

Range	Close
Damage	1d5-1 Wounds
Shots	1
Critical	Fire/Explosives
Special	Locks target at 100m range. Minimum 1 Wound DMG. Drone mode and self-direct mode.

Drone Mode

Full face VR mask and radio controllers. 50m range.

Self-direct Mode

Locks target in 3 seconds and traces their heat and motion signatures. If failed to lock target, mine will return.

Lithium-Tungsten Quad Cell Battery

Unprecedented 60 day battery life.

Holding critical lines of defense easier than ever. Use drone mode to keep your personnel safe. Send a swarm of hover mines forward with self-direct mode and rest easy as they wipe out invaders.



HOLA GRENADE

145cr

Range	Close
Damage	N/A (1d10+3) DMG
Shots	1
Critical	Fire/Explosives
Special	All Close must Body Save to avoid. Paralyzed for 1d5 Rounds. Hola and Adios settings for variable damage.

Variable-Charge

Twist top to switch between “Hola” and “Adios” mode.

“Hola” setting stuns in a 5m radius without harming targets.

“Adios” setting delivers a fatal current in a 3m zone.

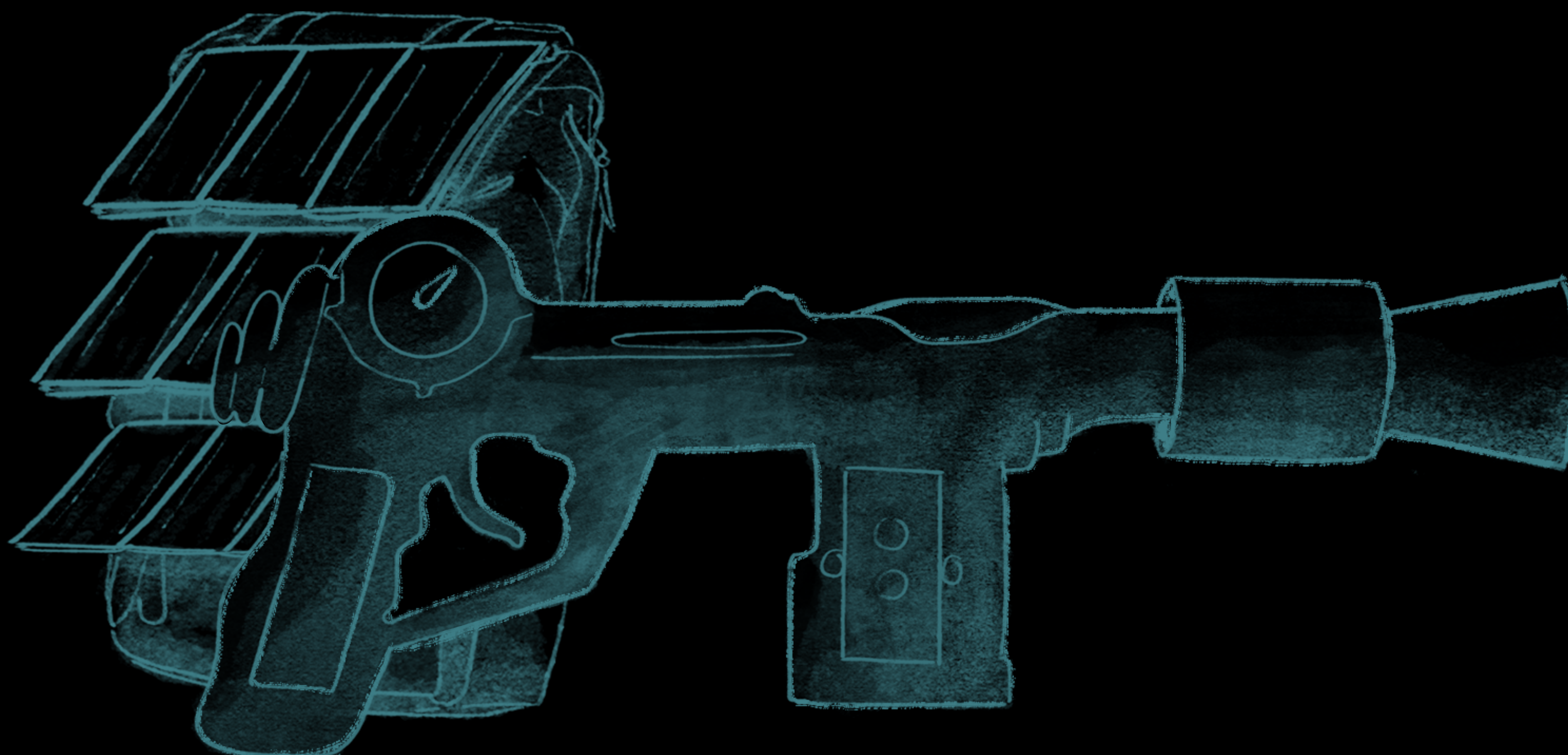
Super-Elastic Rubber Casing

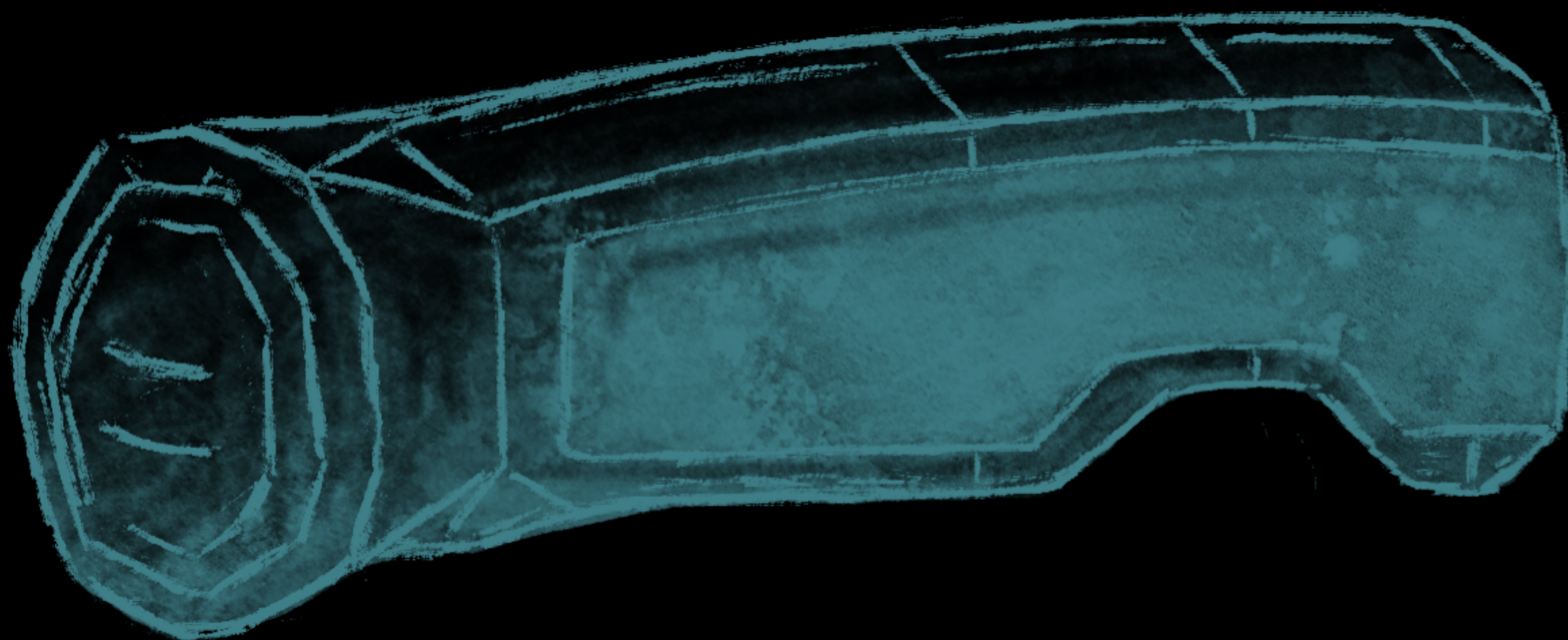
Capable of bouncing against walls and floors before discharge.

H.E.M.I. Waveform

Humanoid electro-muscular incapacitation technology short circuits electric based nervous systems for up to 50 seconds.

Developed for urban battlefield environments where civilians might be present, Hola Grenades are a non-lethal way to disable targets.





MULTI-USE SOLAR VISOR

325cr

Special Direct-to-eye LiDAR, heat, and night vision. 2 versatile batteries compatible with Yucatan Tech Co weapons and most electronics.

See anything and everything while charging battery cells capable of attaching to any other Yucatan Tech Co weapon and many other standard port electronics.

Light Weight

Form-fitting foam and YTC patented lightweight battery cells don't hinder neck movement.

Triple Blink Switch Activation

Seamlessly switch between LiDAR, Heat, Standard, and Night Vision

Two Portable Battery Cells

Detachable battery cells charged by the solar powered visors. They have multiple built in adaptors that allow the batteries to plug into a variety of applications and YTC Weaponry. Cells provide full Shots. Charge in 24 Hours of exposed sun.

SOLAR SLUG GUN

1800cr

Range Close
Damage 2d10 DMG
Shots 1
Critical Bleeding [+]
Special Recharges instantaneously when rucksack is exposed to sunlight. 1d10 DMG at Long Ranges.

Rapid Cell Solar Panels

Transforms sun rays into high volt DC power. Near zero charge time.

Wide-Angle Muzzle

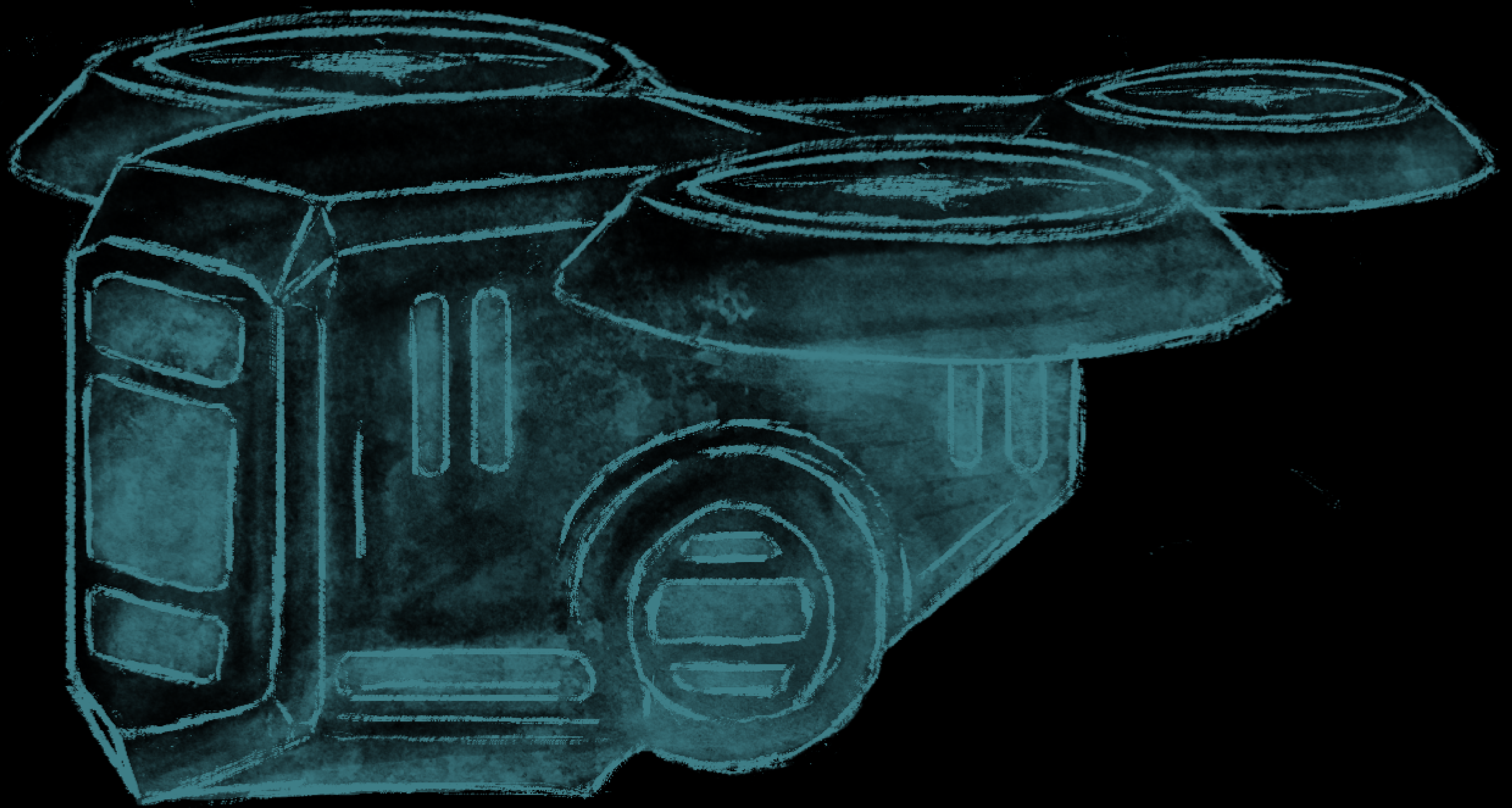
Maximizes laser spread. Particularly useful against elusive targets or hoards of minor threats.

Solar Panel Rucksack

Waterproof and high heat resistant PTFE fabric.

The Solar Slug Gun is an infinite ammo laser shotgun*. Designed for long missions where resupply lines are not an option, the Solar Spread features immediate and unlimited reloads.

*Unlimited ammo when sunny. The single shot battery is necessary to keep the weapon lightweight.



SOLAR SPRAY DRONE

2400cr

Range	Close
Damage	2d10 DMG
Shots	1
Critical	Bleeding
Special	H:2(10). Combat Check [+]. 15 minute flight time without being recharged. Shot recharges in 5 minutes when exposed to sun. 200m remote firing range.

Optional docking bay comes equipped with fold out solar panel “umbrella” for quick charging on the go.

Extended Remote Firing and Flying Ranges

300m Flying range relays video feed to handheld monitor. 200m remote firing range.

Two Solar Battery Cells

The first holds enough energy to fly for 15 minutes before charge is needed. Continuously takes 10% of solar intake for non-stop flight on a clear day.

The second holds charge for a single laser shot spray. Recharges in 5 minutes.

200 Degree Cover Spray

Minimal need to aim. Lasers shoot in a 200 degree spread from front and bottom.