

Flak's Customs: Aquatics

Naval Nomads have been spending the last couple of decades trying to clear out mines enough to allow their trade routes through. Through scavenging operations they have managed to deploy their own anti-mine counter measures that automatically seek out mines for disarming. These stations have spread wide enough that the ocean can be traveled once again, however you always run the risk if you leave designated lanes.

Rules for Water Based Engagements:

- Firearms will always jam on every shot when submerged unless fitted with an Amphibious Rebuild.
- “Dropped” items descend at a rate of 2m per turn (3 seconds)
- Fire/Incendiary effects are instantly put out (unless otherwise stated) when entering water, and the target is immune while submerged.
- Incendiary Ammunition acts like Basic ammunition underwater.

New Role - Frogman

The Frogman is an aquatic specialist who works with an organization be it nomads, gangs, or Corpsos.

Rank 1 - The Frogman gets a bonus, equal to your Rank, to: Pilot Sea Vehicle, Sea Vehicle Tech, Basic Tech, Electronic/Security Tech, and Weapons Tech rolls that involve Amphibious Weapons, Armor, Vehicle, or Gear.

Rank 2 - The Frogman gets a personal Diving Suit, Diving Helm, Rebreather/Air supply, and Flippers.

Rank 4 - The Frogman gets Bronze level access to their Org's Armory, "checking out" equipment. Ammunition can be purchased for any firearms, and all firearm rentals have an aquatic rebuild. The equipment MUST be returned IN FULL before they can check out more. The user is responsible for all lost/destroyed equipment.

Rank 7 - The Frogman's Armory Access is upgraded to Silver status.

Rank 10 - The Frogman's Armory Access is upgraded to Gold status.

Armory -

- Bronze status gives rental access to Poor Quality Weapons fitted with Amphibious Rebuild, Diving Suits and Helms up to SP 7, Flippers, Rebreathers, diving gear and WaterBikes. Also gives purchase access to the Amphibious rebuild and all aquatic ammo types. Equipment may also be purchased at market value.
- Silver status upgrades rental access to include Standard Quality Weapons fitted with Amphibious Rebuild, Diving Suits and Helms up to SP 11, Nautiloids and Minisubs.
- Gold status upgrades rental access to include Excellent Quality and Exotic Weapons fitted with Amphibious Rebuild, Heavy Diving Suits and Helms up to SP 15, a Submarine and Crew.

Aquatic Weapons:

BioTechnica FMH

Cost:1250 eb

The Frogman "Harpoon" is an Exotic Crossbow with an Amphibious Rebuild, Nightvision/Infrared Scope, and Underbarrel Grapplegun.

BioTechnica FMG

Cost:1250 eb

The Frogman “Gunslinger” is an Exotic Very Heavy Pistol with an Amphibious Rebuild, Silencer, Nightvision/Infrared Scope and 10 round Magazine.

BioTechnica FMC

Cost: 1500

The Frogman “Closer” is an Exotic Heavy SMG with an Amphibious Rebuild, Silencer, and 20 Round Magazine. Incapable of Autofire or Suppressing Fire, but has a ROF of 2.

BioTechnica FMB

Cost:2000 eb

The Frogman “Battler” is an Exotic Assault Rifle with an Amphibious Rebuild, Silencer, Nightvision/Infrared Scope and 40 round Magazine.

BioTechnica FMS

Cost:2000 eb

The Frogman “Scatter” is an Exotic Shotgun with an Amphibious Rebuild, Silencer, Nightvision/Infrared Scope and 6 round Magazine.

BioTechnica FMO

Cost:2000 eb

The Frogman “Overwatch” is an Exotic Sniper Rifle with an Amphibious Rebuild, Silencer, Nightvision/Infrared Scope and 5 round Magazine.

Speargun

Cost: 100 eb

An Exotic Crossbow fired with the Shoulder Arms skill that has the Amphibious Rebuild, and a 4 round magazine. This weapon has a max range of 12m unless used underwater. (Credit to Hakuan Quietpaws on Discord)

Sonic Emitter

Cost: 500 eb

This Exotic Shotgun shotgun with an Amphibious Rebuild utilizes the same mechanical functions of the “Pistol Shrimp”, this battery powered shotgun emits waves either in a wide area in front, or a longer, thin line. Can either be fired like a shotgun shell or slug, with the slug

reaching a maximum range of 25m. Utilizes special batteries with 8 charges that recharge in an hour, costing 100eb each, and can be replaced with an action.

Militech Barracuda

Cost: 2000 eb

This exotic Rocket Launcher comes equipped with an Amphibious Rebuild, Drum Magazine, Nightvision Infrared Scope. When used while submerged, this weapon is treated as Excellent Quality.

Frogman Springknife

Cost: 100 eb

This Exotic Medium Melee Weapon can be fired up to 12m using the Handgun DV range and the Melee weapon skill, still ignoring half damage. The blade can be retrieved and reloaded with an action, and replacement blades cost 50eb each.

Blast-Pike

Cost: 2000 eb

This Exotic 2-handed Very Heavy melee weapon consists of a long handle, a bladed end for wide slashes, as well as a small, crossbow-like canister launcher that uses the Bow Single Shot DV table for single shots. The Canister launcher requires an action to reload. These canisters come in a couple different varieties.

Explosive - 50 eb each, these canisters explode on contact, dealing 4d6 damage.

Steelshot - 50 eb each, this canister acts like a shotgun shell, dealing 4d6 damage.

Bolt - 100 eb per 10, these operate like normal crossbow bolts fired from a crossbow. Reusable.

Aquatic Equipment - Ammunition

UltraCav Ammunition

200 eb per 10.

Available for Bullets, Slugs.

This ammunition creates a large air pocket around the bullet, increasing penetrative power against small targets. When making contact with a soft target such as flesh or fabric, the bullet passes cleanly through and can hit 1 more target behind them. Ablates 2 SP per shot.

Shock Ammunition.

500 eb per 10.

Available for Bullets, Arrows, Slugs.

A small internal taser-esque system administers a directed electric shock upon impact. Target must make a DV 15 Cybertech check and on a fail, the DM chooses 1 cyberware to stop functioning for 1 minute. If hitting a vehicle in the water, the operator must make a DV 15 pilot sea vehicle check or lose propulsion for 30 seconds. .

Radioactive Aq.

200 per 10.

Available for Arrows.

This ammunition has been crafted with an alloy including mostly depleted Uranium, each needle embeds itself in a target upon dealing damage, dealing 2 damage straight to health at the start of the target's turn. This effect stacks up to 3 total needles. Target can remove all needles in their body with an action. They come loaded in specially sealed, lead lined magazines, only ever at basic capacity magazine sizes.

Arcti-zone grenades

Cost: 1000 eb

Upon explosion creates a field in the explosion radius for 15 seconds (5 rounds) inside this field all MOVE is reduced by 3 to a minimum of 1, -2 to Dex, and all armor becomes brittle and will ablate by 3 each damage instance until out of the field. If used underwater, move is reduced by 4.

AquaShok Grenades

500 eb each

Grenades only

Instead of a normal explosion, these grenades instead Electrocute everything in the Area of Effect for 6d6 damage. If used underwater, the Electrified area lingers for an extra round and deals damage again if a target starts their turn in the area.

Thermite Aq. Rounds.

500 eb each.

Available for Grenades and Rockets.

A Thermite payload that upon exploding, instead of dealing damage normally, coats a 6m x 6m area in burning Thermite. Each target in the area takes damage as if Strongly on Fire at the start of their turn if they start in that area. A structure/Vehicle under the substance takes 10 damage per round, and the surface lasts 15 seconds (5 rounds).

Aquatic Equipment - Weapon Attachments

Amphibious Rebuild

Cost: 1000 eb

Eligible on all ranged weapons.

This rebuild allows the weapon to function normally underwater, as well as full access to Aquatic Ammunition Types. This benefit extends to exotic weapons unless stated otherwise.

Underbarrel Torpedo Tube

Cost: 500 (Expensive)

Eligible: Aquatic 2-handed Non-Exotic Ranged Weapons

An Underbarrel Micro Torpedo Tube with a Mag size of 1.

Underbarrel Sonic Emitter

Cost 500 (Expensive)

Eligible: Aquatic 2-handed Non-Exotic Ranged Weapons

An underbarrel Sonic Emitter.

Sonar Monitor

Cost: 100eb

Eligible: All ranged weapons

This side-mounted display doesn't rely on vision, instead it sends sound waves out and calculates the time for the reflection to return, and creates an image based on that data. The screen itself displays detailed shapes, whereas if you can make out a humanoid shape you cannot identify an individual. Can only be used under water but requires no light or temperature readings.

Aquatic Equipment - Armor

Diving suit - Simple Kevlar Divesuit designed to keep you dry and protect you from what lies beneath. SP 7

Diving Mask - Simple Kevlar Divemask that is a skintight hood with goggles and a respirator, ready for connection to an Air Supply. SP 7

Shark Suit - LAJ infused Divesuit, optionally comes with a pattern made to mimic your favorite shark breed. SP 11.

Shark Mask - LAJ infused Divemask, with optional teeth painted onto the respirator, air supply not included. SP 11.

TOAD - Tactical Operations Armored Divesuit. HAJ infused Divesuit/Helmet combo. SP 15.
Comes equipped with helmet lights, cameras, and comms equipment.

Aquatic Equipment - Gear

Magnesium Flare - Operates like a road flare but works underwater.

E. F. S. - With the quick press of a button, or upon detecting dangerously low oxygen levels, The Emergency Flotation System rapidly inflates and will bring the wearer to surface at a speed of 10m per second. Upon surfacing, the user will be rotated face up where they can await rescue.

Waterproof Carryall - A Carryall... but waterproof.

Blinkeon - A small beacon that can be anchored to the ground and will float 4m above it while blinking. Useful for marking excavation sites or dangerous areas

Waterproof Flashlight - a heavy-duty underwater flashlight that can be hooked onto one's waist.

Plasma Torch - a welding and cutting tool capable of going through or joining steel. Includes a pressurized tank of the torch fuel (costs 100 eb each) which can last for 15 minutes, before needing to be replaced.

Rebreather w/ tank - provides 2 hours of air and the means to breathe. Can be refilled passively in an hour when not submerged.

Flippers - Removes all movement penalties when in the water, but applies it when on solid ground and worn.

Minnow Seacam - a small handheld camera only capable of still photographs, waterproof and contains a memory device capable of storing up to 200 photographs.

Torpedo Ultracam - a shoulder mounted camera capable of recording up to 6 hours of footage in stunning 32k! A media's best friend for aquatic coverage!

Submersible Vehicles

All submersible vehicles have rudimentary passive sonar which gives simple shapes out to 100m in the display, and are controlled with Pilot Sea Vehicle for helmsman, and flat Sea Vehicle Tech for other positions

Vehicle	SD P	Seats	Surface Speed (Combat)	Submerged Speed (Combat)	Surface Speed (Narrative)	Submerged Speed (Narrative)	Cost
Base Undersea Vehicles							
Waterbike	40	2	5	10	10 MPH	20 MPH	10,000
Nautiloid	70	1	5	10	10 MPH	20 MPH	30,000
Mini-Sub	100	3-6	10	20	15 MPH	60 MPH	50,000
Submarine	300	6-36 (+6 per room)	10	20	15 MPH	60 MPH	100,000 (+10,000 per room)

Water Bike - while looking like a manned torpedo with controls, this vehicle type is mostly used for 2 man infiltration teams, cargo missions for excavations, and the occasional date between execs trying to hide their affair

Nautiloid - This one man heavy Exosuit is the ultimate utility vehicle for all kinds of maintenance! Be it a pipe that needs welding, materials moved or intruders... "relocated"

Mini-Sub - a small vessel capable of being crewed by as few as 3 individuals, these mini subs have become very popular among certain corps as they are nice places to hold meetings away from... prying eyes

Submarine - These undersea machines are so large, that they are only capable of being used out in the ocean. Capable of being manned by as few as 6 crew, you really don't want to see one heading your way.

Submersible Vehicle Upgrades

Amphibious MG - an onboard Assault Rifle with an Amphibious Rebuild, 50 round magazine, and only loadable when either in a moonpool or docked.

Amphibious Rocket Pod - an Onboard Rocket Launcher with Amphibious Rebuild, 3 round drum, and only loadable when either in a moonpool or docked.

Moon Pool - Only Available on Yachts and Submarines. Each Installation allows for an underwater deployment point for up to 3 water bikes, 2 Nautiloids, or 1 minisub.

Flood Light - Only available on Groundcars, Helicopters, AV-4, AV-9, AeroZep, Cabin Cruisers, Yachts, Mini-Subs, and Submarines. Floods a 9 square x 9 square area in front of you with bright enough light to where it imitates daylight. Available in underwater variants.

Upgraded Sonar Station - Only available on Nautiloids, Mini-sub, and Submarines. Upgrades the passive sonar with extra processing power and better scanners, allowing a 3-D scan showing highly detailed geometry.

EMP Resilient Shielding - Only available on Mini Subs and Submarines. Allows basic maneuverability when EMP'd at half speed, but loses access to all other upgrades.

Tech Arms - Only available on Nautiloids. Allows the Nautiloid to be used to repair other vehicles underwater, while also giving the user a +2 to all checks involved with the repairs.

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