



blue planet

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Sample file



The dim lights of the submersible bay reflect against ripples on the water as a tiny object bobs to the surface. With a click and a whispering buzz the remote snaps open and lifts into the air. A quick patrol tells the operator their entrance will go unobserved. Heads break the surface and slick bodies crawl silently from the water.

Wetsuits morph from the inky black of the sea to the dirty gray of the deck plates as they are stripped off and dropped to the floor. A constellation of spider-like remotes is scattered on the ground and scamper off—the intruders must know what awaits them.

Hoods are pulled up and intrusion suits seem to ripple like the water as their colors change to match their surroundings. Weapons are charged and the intruders plug coiled fiber optics into jacks at their wrists. Low power, burst transmissions pass between the interlopers. Sensory recorders activate, spyware comes online, and engineered pupils dilate, turning eyes to black.

The pointman moves through a maze of hard suits, CICADAs, diving gear, and dismantled submersible parts, his sonar guiding him in the dim light. He approaches a hatch and “juices” the lock. It melts away, dripping down the frame. Several remotes skitter through the hole to recon the corridor. All is clear and the team moves into the passages beyond.

Another transmission and they stop. Nostrils flare as enhanced receptors pick up the smell of sweat and modified ears sense the quiet fall of footsteps on the bioplastic decking. Multiglands still hands and focus attention. A remote clinging to the ceiling transmits an image of a man in another passage, moving towards the team. Seconds pass. He steps blindly around a corner as a stunner fires. He convulses and drops to the floor.

The team moves faster now—stunners are not subtle weapons. Implant computers overlay deck plans in their minds’ eyes, and as if by memory, they know which way to go. Security monitors cover the intersections, but a bug hunter sent ahead has disabled them. Hover remotes armed with stunners and worse now cover their retreat and clear a path to their target. Stunner blasts and the occasional shout drift down the corridors to meet them.

The entrance to the lab is just ahead. No time for solvent—one of the team members smears the door with breaching gel. Seconds pass, and the door falls in with a deafening blast. Smoke fills the passage and fire alarms begin to wail.

A flash-bang detonates, and then a second. The team enters the room as their stunners play over the lab, shattering glassware and dropping the blinded and deafened technicians to the deck. Two of the intruders move to a row of tanks to collect the samples they have been sent to secure. The others cover the door.

A perimeter remote reports.

Security is on its way.

Now it’s time for the real work to begin...

BLUE PLANET V2: FLUID MECHANICS

Fluid Mechanics is the first supplement for the **Blue Planet v2** roleplaying game. It is a resource that details the technology of the setting, providing players with descriptions and game stats for new equipment, gear, biomodifications, weapons, and vehicles of all kinds. The book is more than just an equipment catalog, however. *Fluid Mechanics* is also a window into the world of **Blue Planet**, providing players with insight into the role of technology within the setting and within the daily lives of Poseidon’s colonists.

The various descriptions not only detail the function of a given technology, but they often generalize about its design, manufacture, advantages, shortcomings, and uses. Though some entries describe specific models, others provide general information about whole classes of technology. Such information is presented to encourage players and moderators alike to extrapolate these ideas, expanding on what is presented or creating their own unique devices.

The world of **Blue Planet** is one in which most people’s lives are seamlessly integrated with a sophisticated technological infrastructure. From orbital shuttles and fusion reactors to implanted computers and replacement organs, high technology is everywhere. To most people, this technology is so common and reliable that it has become an invisible part of their surroundings.

Though invisible, such a diverse and reliable technology is uniquely empowering. Through remote access and telepresence individuals, are no longer restricted by geographical limitations, and through cybernetic and genetic modification they are no longer restricted by biological inheritance. This technological empowerment is a key aspect of society in the world of **Blue Planet**, one that shapes the culture and drives the economy. *Fluid Mechanics* is intended to give players an appreciation of this power and to encourage them to take advantage of it in their games.

TECHNOLOGY KEY

The following descriptors offer certain conventions that are helpful in guiding the use of technology in **Blue Planet** games.

DIMENSIONS These values represent the average size, mass, and volume of the described item.

POWER SOURCE This identifies the typical power source, if any, for a given item.

AVAILABILITY This is a description of the relative availability of a device. There is no connotation of legality, only of abundance. A given item may be abundant and still be illegal.

Very Common The item is easy to find, and can be bought almost anywhere.

Common The item is available in many places and can be obtained with minimal difficulty.

Uncommon The item is somewhat unusual and can be obtained only in specialty shops.

Scarce The item is difficult to find and may require special knowledge or contacts to obtain.

Rare The item is extremely difficult to find because of such factors as production difficulty, expense, or legality.

RIGGING VALUE This is a relative description of how easy it is to repair, modify, hack into, or otherwise tamper with a given piece of equipment.

Basic Such classes of equipment are easily modified or repaired, even without special tools or spare parts. Characters modifying or repairing

equipment with this rigging value receive a +2 target number bonus.

Standard This sort of hardware requires at least basic tools and specific parts for effective modification or jury-rigging. Characters modifying or repairing equipment with this rigging value receive no target number modifier.

Impossible Such devices are impossible to modify or repair without the resources and engineering skills used to manufacture them. Often, these may still not be sufficient to effect repairs.

DURABILITY This special attribute is a description of the relative dependability and ruggedness of a given piece of equipment. Moderators and players should use durability to gauge the level of use and abuse a device can take before failing to function. If a piece of equipment is damaged (see page 6), players must make an attribute roll against the device's Durability to determine the extent of the damage.

LEGALITY This describes the relative legal restrictions on possessing or using a specific item. These ratings vary widely depending upon legal jurisdiction, especially among the Incorporate. The values provided here are in accordance with GEO statutes.

Legal The use and possession of these items are unregulated.

Restricted Typically, depending on exactly where and how such items are being used, there are permits and regulations regulating their possession.

Proscribed Such classes of equipment are prohibited in all forms and for all uses.

COST This represents the standardized relative value of an item, in corporate scrip, with no regard to its legality or availability. Legally restricted or hard to find merchandise will fetch higher prices, regardless of their standard cost. Because of the extreme variety of circumstance in **Blue Planet**, game moderators should consider availability, legality, and the character's situation before setting a final price for a given piece of equipment.

RATE OF FIRE This is the number of rounds or bursts the weapon can fire in a single action round. Weapons capable of full-automatic fire are listed with a second value in parentheses. This is the number of bursts the weapon will fire in full-automatic fire mode.

BURST FIRE VALUE This is the number of rounds the given weapon fires in a single burst (PG 113).

DAMAGE RATING This is the value for a given weapon's damage potential (PG 117).

RANGES These are the effective weapon ranges for a given weapon, listed for point blank, short, medium, and long (PG 112).

ARMOR RATING This is the value of the protection offered by a given type of armor (PG 117).

FORM This describes the state of a given drug, tablet, injection etc.

DOSAGE This describes the frequency of use or duration for a given drug.

EQUIPMENT DAMAGE

The technology used on Poseidon is generally rugged and durable, but even the highest quality gear can be damaged during the course of the characters' adventures. Bullets, falls, vehicle crashes, and other mishaps can all damage a character's personal equipment.

Whenever the moderator determines that a device or piece of equipment has potentially been damaged, he should assign the mishap a damage rating and roll for damage as described in the basic rules (PG 117). Each die that rolls equal to or less than the damage rating represents one damage level.

MINOR DAMAGE

The gear has sustained sufficient damage to impair its functioning, and the character receives a -1 penalty to all task rolls dependent on the device. The damage was not severe enough to render the equipment inoperable altogether.

SERIOUS DAMAGE

The equipment has sustained significant damage, and the character receives a -2 penalty to all task rolls dependent on the device. The player must also

make a Durability roll for the gear, applying only the -2 penalty for the serious damage just sustained. If the player scores an action value of -5 or worse, the equipment is rendered inoperable. If the roll fails by less than 5, the moderator should halve the effects of one or more of the device's relative performance characteristics, rounding down. For example, a handgun's rate of fire might drop from 3 to 1, the storage capacity of a DNA memory core might drop from 10 to 5 exabytes, the rating of body armor may drop by half, or a personal comm's effective range might drop from 10 kilometers to 5.

CRITICAL DAMAGE

The device has sustained severe damage, and the character suffers a -3 penalty to all task rolls involving the equipment. The player must also make a Durability roll applying the -3 penalty for the critical damage. If the player scores a -5 action value or worse, the device is destroyed. If the roll fails by less than 5, the equipment is rendered inoperable but may be repaired. If the roll succeeds, one or more of the device's operational characteristics are halved, as for serious damage, but the device continues to function subject to the -3 target number penalty.

EQUIPMENT REPAIR

Gear may be repaired by spending the necessary time and succeeding at a relevant task roll, usually Computers, Electronics, or Mechanics. The roll is modified by the device's total impairment penalties and rigging value. The mechanic will also typically receive target number bonuses for tools and repair facilities.

Minor damage takes about one hour to repair, serious damage takes a day, and critical damage usually takes at least a week to repair.