

THE EXPANSE

ROLEPLAYING GAME



AN UNOFFICIAL SOURCE BOOK

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UNOFFICIAL SOURCEBOOK

INTRODUCTION

Welcome to my unofficial homebrew expansion for Green Ronin's *The Expanse Roleplaying Game*. What started as a means to keep track of the things my players encountered through their experience became a vast rework of areas for other GMs can use as a resource to craft new and unique experiences to their games.

The idea really came from how other Tabletop communities such as the Star Wars RPG community would create unofficial source PDFs to keep the game alive until today and I said "huh, that's a neat idea, I should do that".

What this guide will include is a new additions to the character creator, a fully expanded weapons & armor page, space exploration & trade, and what it means to live on the edge of space with dangerously low levels of funding.

Disclaimer:

As stated in the previous pages, this guide is not for sale or profit but instead an open resource to be shared freely amongst the amazing Tabletop RPG community. This expansion is also not to be taken to full-value and is open to changes at the Game Master's discretion. Tweaks and updates will roll out as changes are needed and balancing issues are discovered.

THE ANNA MARIA

There was the one time when Nagy ran away from home, getting caught up with some Belter boy with OPA tattoos and a synthetic leather jacket carrying some big ideas of what the Belt meant and who it was meant for. Fear, anger, ambition. Old grievances. Big ideas. All it would take is a spark to destroy everything.

Nagy woke in the pitch-black of her cabin to the chime of her hand terminal. She felt hollow behind the eyes and her head still throbbed from the first shift. She got herself free from her crash couch and pushed her way through microgravity towards the light system. The cabin was small and the ship as old as she was. The twenty-year-old crash couches were ripped and torn. The LEDs buzzed and flickered on. She had a storage locker bolted into the bulkhead in one corner and a toilet and sink in the other corner.

Nagy's hand terminal continued to chime. She slipped it out of her pocket to see Cas dialing her up from Engineering.

"What's going on?" Nagy asked.

"That hole was leaking some air," Cas said and before Nagy could react: "But I traced it and patched it. You might need to do a little spacewalk after."

Nagy rubbed her calloused hand against her eyelids. "Okay, let's meet in the galley. We need to talk about some things."

She ended the call and drifted over to the small sink to wash her face. She put on a cleaned jumpsuit and pushed herself out into the crew deck.

An unspoken truce hung in the thin air of the Anna Maria. No one knew if the truce would be permanent or when it would break. As Nagy climbed down the ladder into the galley, the smell of industrial coffee overpowered her. At one table bolted into the deck, Hector ate from a tin of kibble in his grimy OPA jumpsuit. Cas stood at the coffee machine with told bulbs in her hand. Oren sat at another table with archaic headphones and a terminal.

"Hoya, bossmang," Hector said.

"Hoy." Nagy drifted into the galley and pulled herself to a stop at the table. Oren took off his headphones and sat next to Hector. Cas drifted over and passed out a bulb of fresh coffee for Nagy.

"I know it goes without saying," Nagy said, "but we're running on fumes and we're out of cash. Now we've got a hole in the bulkhead and nowhere to go..." Nagy rubbed her chin, regretting the next part. "I want to take Sins up on his job."

Hector started to groan, but Nagy started to pat the air with her hands.

"He's real koyo, sabe," Nagy said, then spread her hands like she was giving a sermon to her crew. "But we got nothing else. We can't go to a port like this. We might not even cover the fee to dock, let alone the repairs we need."

"The last job wasn't much of an improvement of our current situation," Oren said.

"But it's a job and it pays," Nagy said. She looked to Cas. The tall Martian took a sip from her bulb and seemed to study the table as if there was something interesting or she was lost in thought. Hector continued to chew on his kibble but didn't comment.

Nagy slipped her hand terminal from her pocket and brought up Sin's number. Her thumb hovered over the message button. She looked back at her crew.

"If we do this," she said. "We have to do this as a crew."

"You're the Captain," Oren said. "We'll follow you wherever you go."

Hector and Cas nodded. Nagy forced a lump down her throat with a hard swallow, then shivered. *Here goes nothing*, she thought, before accepting Sin's offer.

After Eros, everything changed. Big Belter ideas turned into seats at the table with the United Nations of Earth and the Martian Congressional Republic. But, it was only a seat and the Inners did what Inners do best: ignore the Belters.

Nagy wiped the sweat off her forehead as she sat in the Flight Deck. Hector nodded his head to the beat of music, occasionally tapping the terminal of the flight controls as the *Anna Maria's* engines vibrated under their boots. The heat from the failing radiators zapped her of what little energy she had left and the three bulbs of synthetic coffee didn't do much to help her either. Just one more job, the lie she kept telling herself ever since leaving Matteo on Pallas.

"Check this out," Hector said, pulling one of the screens to Nagy. "See the news from Titan?"

It was an Inner news channel, from Luna maybe. The heir to a freight empire went missing weeks ago.

"Does the name Ervin Maxwell mean anything to you?" Hector asked.

"A little," Nagy said. "It's nothing. Do you have eyes on our prize?"

"Pinche gut, huh?" Hector pulled up the exterior display. The aging OPA pilot had cut thrust an hour ago and let them drift through Saturn's belt, navigating by maneuvering thrusters only. "She all alone, Bossmang."

In the shadow of a potato-like asteroid was the remains of the *Xiang Yu*. A small frigate leased out to some Belters by Sins. It was a good thing they likely died than cross Sins.

A grin raised on Nagy's acne-scarred face and she unbuckled herself from her crash couch. "Scopes?"

Hector tapped the terminal. "Nada. Nobody out here for hundreds of kilometers."

"Okay. I get the crew, you get us close, bien?"

"Sabez." Hector gave Nagy a crooked thumbs up.

Nagy clapped her hand on Hector's shoulder before pushing off towards the lift.

The *Anna Maria* wasn't an impressive freighter. She wasn't the slick, curvy beauty depicted in old Earth films. Instead, it was built like a warehouse if warehouses were

a tin-can with a shoddy Epstein drive, cheap air recyclers and trudging along well beyond her life expectancy. It wasn't the science fiction beauty - it was functional. Most importantly, it was Nagy's home, even if it was a tin-can.

It took Nagy, Oren, and Cas an hour to put on their EVA suits. Oren slapped a drum magazine into his combat shotgun and cocked the bolt. Nagy gave him a look, but Oren only shrugged.

"Could be ghosts," he said with a chuckle.

The cheap Heads-up Display came to life in Nagy's helmet and she inspected everyone's suits before checking in with Hector.

"We're ready to walk when you are," Nagy said over the comm.

"In position. Good hunting," Hector answered.

Nagy inspected her pistol and flicked on the underbarrel flashlight. The *Anna Maria* lurched as it rotated for the last time before coming to a stop. Nagy cycled the airlock, and the Belter and two Inners floated out with grace.

"Na khoroch," Hector said over the comm. "She parked too perfect. If *Xiang Yu* got hit, she'd be spun all over."

Hector had a point. The asteroid produced enough microgravity to catch debris or keep a vessel in float but a ship shredded by missiles or PDCs would litter the area. Nagy stopped on the exterior of the *Xiang Yu* and studied its scarred bulkhead.

Oren pointed the blast holes. "Note how the mental is bent outwards," he said. "Internal damage."

Cas swept her pistol in an arc around the wreckage. "Could be a number of things.

Overloading of pressure to a maneuvering thruster and - pop! Or could be depressurization..."

"Or a bomb," Oren said.

Cas shrugged. "Or a bomb."

"Oren, you go first," Nagy said. "Let's take this slow. We've got time on our side for once."

Oren drifted into the breach, the ex-Martian Marine sweeping the corridors with the barrel of his shotgun before giving the all clear. Cas and Nagy drifted in after him, coming to a stop against the padded gray walls.

"That way is the flight deck," Oren said.

"You go," Nagy said. "I'll take Cas to the cargo bay."

He nodded and pushed off towards the lift. Nagy felt herself shudder again. Dread crept through her body.

The corridor mouthed into a square-shaped common area. To the left was a table with benches bolted to the bulkhead. To the right, crash couches, viewing screens, and a small kitchen set.

"Reached the Flight Deck," Oren commed. "Still no sign of crew. All systems are dead."

"Received. Passing through galley."

"They could have been sucked out during dinner time," Cas said.

That still didn't calm Nagy's nerves. They pressed on, pushing down the ladder and scoping the crew quarters with their weapons. None of the bunks were given privacy and everyone lived in netted racks with a couple of showers and stalls for toilets. The sign pointing to the lift revealed they were coming up on the cargo bay soon.

Nagy still didn't get her answer in the

cargo bay. Crates and containers were stacked in their racks. Still, no sign of a crew. Nagy inspected every corner and saw no sign of any struggle or trace of life.

"Something's not right," Nagy said, then radioed Oren. "Get the Black Box. I'm sure Sins will pay us for that. Hector, still there?"

"Ya."

"Bring the *Anna Maria* closer. We'll use the drone to get this crate out."

"It's over here," Cas said.

Nagy clicked her mag boots on and marched to the red shipping container Cas stood in front of. Nagy checked the number with the one Sins gave her through her Hand Terminal. it was a match.

"We'll take the whole unit in," Nagy said. "Then we'll burn it back to Prometheus."

After two hours of loading the pod back in the *Anna Maria*, Hector plotted the most economic course back to the Jovian system that he could. It would still take them four weeks to reach Prometheus station, but it was enough time to relax.

Nagy sent a write-up of their mission to Sins and waited for his reply from the flight deck. It was hard to suppress Matteo, her friends on Pallas, the old days where she knew what the right fight was. Now she was lucky if the *Anna Maria* could even limp back to the Jovian system without something critical breaking.

"Got something on the scopes," Hector said. "Just kicked its engine."

Nagy snapped out of her past and pushed herself to Hector's crash couch. He pointed at the Rockhopper burning towards them.

"Sound the horn," Nagy said. "This is never good."

Hector pulled up the ship's comms and ordered Cas and Oren up to Ops. Nagy strapped herself into her crash couch.

The Rockhopper launched a missile. The PDCs hummed against the bulkhead as they obliterated it.

"Keep us as far as possible," Nagy said.

"Trying," Hector groaned under the pressure of gravity weighing against him. Nagy felt it too, like a heavy man sitting on top of her, crushing her body with a weight she could move under.

The PDCs rattled again, sending a stream of pearl-like beads through the vacuum of space, scything the third missile into ribbons.

"*Anna Maria*," came the voice of the Rockhopper. "Drop the cargo and we'll let you go. We're not interested in you."

Nagy swiped the channel away and pulled a second command window towards her. Hector was trying to keep asteroids between them and the Rockhopper but it was smaller and more maneuverable than the *Anna Maria*. Both sides knew getting into PDC range only meant certain death for each other. Though, she wasn't sure how slinging missiles at the *Anna Maria* would preserve the cargo they want.

"Hector, when you come over this asteroid," she said, "I'm going to blind them. Do a high-G maneuver and hit them with a missile."

Hector tapped his monitors before giving her some grunt of approval.

The *Anna Maria* growled like a demon and the engine rattled the bulkhead. The weight came down on Nagy, hard. She watched the exterior camera as they swung around the asteroid. Hector pivoted the *Anna Maria* to point their nose straight at the Rockhopper - but it wasn't there.

40mm PDC rounds tore through the hull, searing red-hot lines of scorched metal through the flight deck. A hundred different alarms and alerts flooded the command terminal. Hector swore from the Flight Deck. Nagy checked to see if her crew was all right - so far, no breaches in their suits or life support systems.

"Get ready for the juice!"

The drug cocktail fed pure adrenaline through her body. The edges of her vision darkened and the maneuvering thrusters hissed. The *Anna Maria* lurched, Nagy's stomach following.

"Got a lock!" Oren shouted.

"Do it!"

It had been five hours since they destroyed the hostile Rockhopper. Cas gave Nagy the status report of what broke, which levels were compromised. How much cargo did they lost. It took them hours to weld temporary repair sheets to the bulkhead and check for leaks.

"All for this pinche pod," Hector said.

It was a curious thing, the pod. It was climate-controlled, hence why it was locked away in a shipping container. Now that Nagy looked at it again, she imagined a body could fit comfortably in the pod.

"I'm opening it," she said.

"What? Are you crazy?"

"We need to see what this is worth," Nagy said. "Something isn't sitting right with me on this one."

"What'eva you say, bosslet."

Nagy turned to Cas.

"Help me with this."

Together, the two women opened the lock and pried off the top of the pod. Everyone leaned in, then took a collective gasp.

"Is that who I think it is?" Oren said.

"Yeah..." Nagy said. *The fucking Corporate kid from the news.*

The Corpo kid slowly blinked his eyes. He shivered, then opened them. He was confused at first, then frightened.

"Easy, easy," Cas said in her Martian twang. "You're all right. Your safe."

"W-Where am I? Who are you people?"

Nagy leaned down and put out her hand with a smile. "I'm Nagy and this is my ship, the *Anna Maria*. Welcome aboard."

WEAPONS



CHARACTERS

Characters are everything and you need to figure out who you are. Taking a peek into *The Expanse* RPG you may have chosen your origin, background, and profession but why don't we take it just *one* step further.

The following chapter will feature an idea from Cyberpunk called **Lifepaths** and will provide a loose framework for generating your character's past and present. You will need two 1d6s or choose what you like. All of these paths aren't origin-specific and left vague enough that they can fit whichever origin, background, or profession you have chosen. Even if you don't intend to use this chapter for generating a playable character, this is a good means for rolling dynamic NPCs for GMs.

CHARACTERS

The world of the Expanse is multicultural and diverse. Besides choosing the factions, origins, and social class of your character from *The Expanse* RPG, here's another set of options to further flesh out your character beginning with **Gender** and **Ethnic Features**.

Roll	Gender
1-2	Male
3-4	Female
6	Gender-fluid/Agender



Roll	Ethnic Features
1	African
2	Asian/South Asian
3	Caucasian
4	Latin/Indigenous American
5	Mediterranean/Middle Eastern
6	Polynesian/ Indigenous Australian



Generating Her Character

Toni has already decided that she wants to play a Belter technician. She's already chosen her **origin** and **profession** but wants to add *more* to her character and get to know her character a bit better.

She chooses to be a Female Belter and rolls a 3 on a 1d6. Belter's often have mixed ethnicities, she rolls another 1d6 earning her a 4 meaning her family is primarily Caucasian and Latin/Indigenous American decent.

Born from life experiences, she names herself Nagy Vergara, a combination of her Hungarian and Latin American heritage.

CHARACTERS

Generating Her Character

Toni's character knows she's a Belter and a pretty capable technician. She rolled an arrogant and proud personality but now rolls to determine her dress.

Toni rolls a 4 on a 1d6: High Fashion. To Toni, this doesn't fit her idea of a low-class Belter technician working ship-to-ship, so she chooses 1: General clothing for a jumpsuit.

Not every roll on this lifepath has to be kept nor does every box have to be rolled just once. A character could dress in High Fashion for formal requirements but take on gang colors when the cameras aren't looking. It's up to you.

Roll	Personality
1	Shy and secretive
2	Rebellious and violent
3	Arrogant and proud
4	Stable and serious
5	Sneaky and deceptive
6	Friendly and outgoing



Roll	Clothing Style
1	General (Standard, Functional, Jumpsuits)
2	Leisurewear (Comfort, Athleticism)
3	Businesswear (Leadership, Authority)
4	High Fashion (Designer, Couture)
5	Gang Colors (Dangerous, Rebellious, Violent)
6	Scavenged (Rugged, Poor)



CHARACTER

Let's take a deeper dive into your character's personality. First roll a 1d6 or choose one from the *How Do You Feel About People* column, then roll a 1d6 or choose one from the *What Do You Value Most* column.



Roll	How Do You Feel About People?	What Do You Value Most?
1	You Stay Neutral	Money
2	You Like Everyone	Honor
3	You Hate Everyone	Knowledge
4	You Think People Are Tools to Be Used	Vengeance
5	All Life is Valuable	Love
6	You Trust No One	Power



Roll	Most Valued Person
1	A Family Member
2	A Lover
3	A Friend
4	Yourself
5	A Mentor
6	A Hero

Whom do you value along the way in your life?

Do you only trust in yourself? Do you cherish your family? Does your lover have your back and you have theirs?



Roll	Most Valued Possession
1	A Weapon
2	A Tool or other Item
3	A Photo
4	A Recording
5	A Piece of Jewelry
6	A Message

Roll or choose your **most valued possession** that your character carries with them at all times.



CHARACTERS

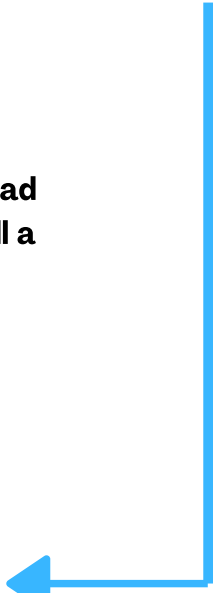
Family in the *Expanse* can be pretty complicated and chances are your character's family could have been uprooted. Either by the events of *Leviathan Wakes* and or *Caliban's War*, that forces your family to become refugees or victims in a system-wide war. What's their story?



Roll	Your Family?
1	Your Family Lost Everything
2	Your Family was Exiled, Drive out by:
3	Your Family is Imprisoned
4	Your Family was Killed
5	Your Family is doing okay
6	Your family was involved in a conspiracy

The 24th century isn't all that bad and sometimes you meet the right kind of people on the way.

Roll a 1d6 to determine what kind of friend or friends you had growing up. First roll a 1d6 and subtract 3 (minimum 0). Then roll a 1d6 to determine what kind of friend they were.



Roll	Friends?
1	A Teacher or Mentor
2	A Partner or Coworker
3	A Former Lover
4	An Old Enemy
5	A Childhood Friend
6	Like Family to you



CHARACTERS

Now let's determine what your childhood was like. For both tables roll a 2d6 or choose what your childhood was like.

Roll 2d6	Childhood Environment
1	Spent it on the Streets with no adult supervision
2	Spent it at home with little adult supervision
3	Grew up working for parents at a young age
4	Grew up hanging out with a local youth gang
5	Grew up hanging around a group of close friends
6	Grew up under the supervision of older siblings or relatives
7	Grew up in Microgravity
8	Grew up under close supervision by a "nanny"
9	Under the close supervision of a strict family member
10	Under the close supervision of a loving family
11	Grew up in a gang
12	Grew up in a ship

Roll 2d6	Childhood Trauma
1	You were in an accident
2	You were mistreated/Abused by parents
3	Your parents lost their jobs
4	You were violently ill
5	You were horribly humiliated by your peers
6	Your home was destroyed by some disaster
7	You were tormented by a gang
8	You were tormented by law enforcement
9	You witnessed the murder of a close family member
10	You were held hostage for some time
11	You were hunted by a stalker
12	You were sold into slavery by your parents

CHARACTERS

You've probably made an enemy or two in your lifetime. Roll a 1d6 to determine how many enemies you've made and subtract that number by 3 (minimum is 0). Then roll a 1d6 per enemy to see who they are and what they can do.

Roll	Enemies?	What Can They Throw at You?
1	Ex-Friend	Just themselves
2	Ex-Lover	Themselves and 1d6 friends
3	Estranged Relative	A gang of 3d6
4	Childhood enemy	The Law
5	Corporate Exec	A whole Corp
6	Government Official	An entire Government or agency



Enemies are going to pose threats to you or the party. So what's going to happen the next time you see them? What are they going to try and do to you?

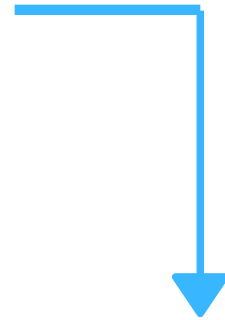
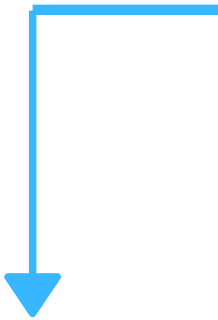
Roll	What are They/You Going to Do
1	Avoid them no matter what
2	Try to kill them
3	Backstab them
4	Expose them
5	Verbally attack them
6	Set them up for a crime or transgression they didn't commit



CHARACTERS

Just a few more lifepaths left. Now, let's talk about what has happened before you set off for your adventure during the *Expanse* RPG. If nothing happened, skip the rest of this page.

Roll	What Happened?
1-3	Disaster strikes
4	You fell in love
5	You got lucky
6	Nothing happened



Roll	You Got Lucky!
1	You gain 1d6 income
2	A Corporate official owes you
3	You make a friend (see friends)
4	Make a contact in law enforcement
5	You own a property
6	You got a lucrative job

Roll	Disaster Strikes!
1	Subtract 1d6 from income
2	Subtract 2d6 from income
3	Imprisoned for 1d6 weeks
4	False accusation
5	Hunted by the law
6	Hunted by a Corporation or Gang

Roll	You Fell in Love
1	Your lover's friends and family hate you
2	You fight constantly
3	Your friends and family hate your lover
4	One of you is jealous
5	Both of you are rivals
6	You were separated in some way



Note: If you get **Fell in Love** it does not count for **Tragic Love Affairs** on the next page... or it could if you're like that...

CHARACTERS

Let's discuss your past love affairs. Were they tragic? Were they full of anger and spite? You decide. Roll a 1d6 and subtract 3 (minimum of 0) to determine how many past lovers you had. Then roll a 1d6 for each affair to determine what happened.

Roll	Past Lovers?
1	It didn't work out
2	Your lover vanished
3	Your lover died
4	Your lover is imprisoned or exiled
5	A rival took your lover's attention
6	A vendetta came between you

It's time to wrap up what motivates you in life. These are known as your Long Term Goals or could substitute for short term goals on your character sheet. This time, roll a 2d6 or pick a long term goal from these list.

Roll 2d6	Long Term Goals
1	Get rid of bad reputation
2	To get revenge
3	To become rich and famous
4	To become powerful
5	To just get by
6	To own a company
7	To establish a legacy
8	To live comfortably
9	To save everyone in your background
10	To get what's yours
11	To defeat your enemy
12	Try to forget your past

CHARACTERS

NAGY VERGARA

BACKGROUND

Born a Belter on Pallas, she's known a hard life and that's made her a rebel against the status quo. There was once a time when she ran away from home with some Belter boy with OPA tattoos, a fake leather jacket, and big ideas of what the Belt meant and whom it was meant for. She's spent her time on fragile Belter ships and always living on a knife's edge: nearly suffocating, starving, and becoming marooned. But she's endured. Self-educated and saved up enough scrip to attend school at Hygeia Station where she earned degrees in both Aerospace Engineering and Computer Engineering.

DESCRIPTION

Hailing from a Hungarian father and Central American Mother, Nagy still holds the Belt close to her heart and believes that one day, it will be free.

Nagy believes all life is valuable and values the love of her family; whether it is her crew or blood. She could probably fix just about most things. Broken hand terminal? Crack the smart lock on a stolen weapon? Find the bug in a computer core's software? Nagy can fix it, make it, destroy it - except not in that order, sometimes.



WEAPONS



WEAPONS

Weapons can be the difference between life and death in the Expanse. Not only can they kill people, but they can puncture holes in ships or stations, increasing the chances of a major hazard. But you shouldn't go unprepared.

This guide on weapons is an expansion of the already existing material provided by Green Ronin in the Core Book. This section will be broken into a few parts: **the new weapon list, weapon quality list, and special weapons.**

Following that list is Ammunition types, Weapon Attachments, and extended rules and ideas for GMs and Players to use alike.

WEAPONS

RANGED WEAPONS

Weapon	Damage	Capacity	Range	Reload	TN
SA Pistol	2d6	5	50m	Minor	9
Auto Pistol	2d6 + 1	5	45m	Minor	10
SMG	2d6 + 2	5	75m	Minor	11
Heavy SMG	2d6 + 3	5	100m	Minor	12
Shotgun	3d6	3	50m	Minor	12
SA Carbine	3d6	4	200m	Major	13
Automatic Rifle	3d6 + 2	6	200m	Major	14
Sniper Rifle	4d6	3	400m	Minor	14
Anti-Material Rifle	4d6 + 2	3	500m	Major	15
Bows & Crossbows	3d6	-	100m	Major	12

HOME BREW RANGED WEAPONS

In the Homebrew Guide, I've expanded the GM and PCs choice of weapons, adding more tools and equipment to scale up the lethality of combat. The following lists can be easily customizable and changed as seen fitting.

This chart is also handy for figuring out the TN base cost of an item. For this guide, TN scores are determined by 1 (+/-) Quality/Flaw to the base TN score.

For example; I create the Anti-Material sniper rifle from *Abaddon's Gate*. It takes the 3d6 + PER (12) and raises to 4d6 + PER (+2), is given *Armor Piercing* (+1) and *Long Range* (+1) and an additional +2 damage (+2) at 500m. That makes the TN score a 17 and the item rare.



WEAPONS



HOMEBREW WEAPON DETAILS

Reading the table above, you may have noticed some additions to weapon stats along with a new expansion of weapons. These new weapons are provided as a means to give players the tools to enter more challenging combat encounters, personalize their characters to their liking, and feel like *big damn heroes*.

- **Capacity:** In *the Expanse* a single bullet is inferred to be able to shoot a modern day's equivalent of an entire magazine. That's why reloads will be handled by scaled and missed shots. A number greater than capacity will cause a reload, but equal/less than the capacity number can continue to shoot.
- **Reload:** Certain weapons require a certain and demanding action for reloading. When you reach the **Crafting** section, you'll be able to find ways to change the reload actions at a Weapons Workbench.
- **Damage:** Damage on a weapon is different from

the core book. The reason is that the weapon chart above *assumes* the weapon is at a **good** quality. Weapon qualities range from **poor**, **good**, or **excellent** and all have special qualities and flaws. This will be expanded upon in the next page.

Your Game, Your Rules

As with all things in this guide, you can pick and pull what you want. Nothing about this guide means that this is the way you play. Weapons may not be important to some, but it could mean life or death to another. It's always good to present players with tools that may help them even if they want it or not.

WEAPONS

QUALITY OF WEAPONS

Weapons in the Expanse come in different shapes, sizes, and qualities. Sure, a player might be strapped for money and look for a cheaper pistol but its quality (poor) might be prone to jamming if the Drama Die is a 6. This system gives GMs a narrative tool to use in Churns or Drama Dies, but also gives PCs a means to maintain their equipment.

RANGED WEAPON EXAMPLES

WEAPONS		
Weapon	Damage	Cost
Belter Pistol (Poor)	1d6	5
SA Pistol (Poor)	2d6 -1	7
SA Pistol (Good)	2d6	10
Carbine (Poor)	3d6 - 1	10
Auto Rifle (Excellent)	3d6 +1 + PER	12

Weapon qualities can be broken down to three categories:

Poor	Good	Excellent
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Poor Weapons:

Are prone to breaking or jamming more easily. These weapons also deal less damage and may have a flaw in accuracy or damage.

Good Weapons:

Are typically well-balanced weapons with normal damage but are prone to have equal numbers of flaws as they do qualities.

Excellent Weapons:

The best quality around, these weapons are as attractive looking as they are functional. Almost all Excellent quality weapons do their assigned Damage +Perception. Note how in the core book, every weapon's damage include the player's perception. This is taken away as a means to balance weapons and give qualities and flaws to up challenge or worth.

WEAPONS

備 危機管理工房
Crisis Management Equipment

ALPHA-1
series



SCARLET LETTER
bolt action sniper rifle

備 危機管理工房
Crisis Management Equipment

ALPHA-1
series



GOLDEN BOY
tactical shotgun

備 危機管理工房
Crisis Management Equipment

ALPHA-2
series



PEACEKEEPER
crowd control



BRANDED WEAPONS

The Expanse is a pretty big place with millions of people scattered throughout the Solar System. Weapons could range from cheap 3D printed polymer weapons that are prone to breaking or high-quality Martian weapons with HUD integration.

These weapons are more on the "exotic" side and provide special quality and flaws

to give GMs extra ideas of what kind of equipment to reward players with. These weapons were inspired by text from the books, what is seen from the show, and a dash of creativity from context.

These weapons have names as to make PCs feel as if they have special items or if they find giving names to weapons will help them become attached to the tool they are carrying.

Special weapons are more than a means to reward players for taking a risky job or finishing an awesome narrative session. Special weapons are pretty noticeable and if used correctly in the hands of a creative GM, they could present problems to players narratively.

Many of these weapons can be considered exotic or have some kind of special status that a few dead-beat thugs or profit-hungry pirates would like to take and resell on the black market. So players should remember that there are narrative risks for taking the more exotic weapons on the following list.



WEAPONS

PISTOLS

Weapon	Damage	Capacity	Range	Reload	Qualities	Flaws	TN
Belter Pistol	1d6	5	10m	Minor		Ineffective, Shoddy, Unreliable	7
SH-45	2d6	5	45m	Minor		Poor	8
Oni Pistol	1d6 + 3	5	75m	Minor			8
M-Gen 1	2d6	5	100m	Minor			9
UNP-9	2d6 + 1	5	50m	Minor			10
Heavy AP Pistol	2d6 + 1	4	200m	Minor	Armor Piercing		12
Revolver	2d6	3	200m	Minor	Armor Piercing, Impressive		11
Walther Redhawk	2d6 + 1	4	200m	Minor	+2 Initiative		13

SMGS

Weapon	Damage	Capacity	Range	Reload	Qualities	Flaws	TN
k1 SMG	2d6 + 1	5	75m	Minor			11
"Stiletto" SMG	2d6 + 2	5	75m	Minor			12
SMG-2	2d6 + PER	5	75m	Minor			13
MP180	2d6 + ACC	5	100m	Minor			14

- **Belter Pistol:** Cheap pistol easily found anywhere. Easily concealable, but it's ineffective and cheaply made, so be warned it might break on you.
- **SH-45:** Standard Star Helix Pistol and common among law enforcement. 3D Printed cheaply and quickly, designed for reliability and ease of use.
- **Oni Pistol:** An auto-pistol allowing for ultra-fast trigger cycling in a polymer molding that increases rate-of-fire.
- **MGen-1:** Compact Martian design with good balance that makes it a natural fit in any shooter's hands.
- **UNP-9:** UN Tech service pistol with good stopping power.
- **Heavy AP Pistol:** Recoilless pistol loaded with 10 self-propelled Anti-Personnel rounds. You'll be cleaning red off the deck for weeks.
- **Revolver:** Sometimes the old ways just feel the best.
- **Walther Redhawk:** Compact pistol. Favored by Special Forces and Assassins.
- **K1 SMG:** Full-auto ballistic firearm. Off-sets its modest range with an extreme fire rate thanks to a unique magnetic bolt carrier.
- **Stiletto SMG:** Used by Private Military Companies for CQB encounters.
- **SMG-2:** Full-auto firearm with built in dual magazines that provides faster reloads and increased ammo capacity.
- **MP180:** Martian-produced SMG with an integrated hybrid optic that chances longer range engagements.

WEAPONS

RIFLES

Weapon	Damage	Capacity	Range	Reload	Qualitiies	Flaws	TN
AR2020	1d6	6	200m	Major	Automtic		13
(SA) C7b Combat Rifle	2d6	6	200m	Major	Grenade Launcher Underbarrel		16
SWAT Rifle	1d6 + 3	6	200m	Minor	Automatic		13
Volt-47	2d6	6	100m	Minor	Automatic		12
m76	2d6 + 1	6	200m	Major	Shotgun Underbarrel		13
UNv4	2d6 + 1	6	200m	Major	Automatic		14
Martian Long Gun	2d6	6	200m	Minor	Automatic, +1 ACC		15

HEAVY RIFLES

Weapon	Damage	Capacity	Range	Reload	Qualitiies	Flaws	TN
UNMC Sniper	3d6 + Per	4	400m	Minor	Long Range		13
Anti-Material Rifle	4d6 + Per	3	500m	Major	Armor Piercing, Long Range		16
Light Machine Gun	3d6 + 1	6	200m	Major	Automatic, Tracer		13

- **AR2020:** A Moderate rate of fire yields increased stability for best in class accuracy.
- **C7b Combat Rifle:** This Luna-based arms Combat Rifle is a 3-round burst self-propellent ammunition complete with an under-barrel grenade launcher.
- **SWAT Rifle:** Used by SWAT teams in Stations all over the SOL system, this full-auto ballistic rifle channels a fast rate of fire through a lightweight mold and ideal for counter-insurgency missions.
- **Volt-47:** A cheap Belt-Designed assault rifle sacrifices integrity for damage and mobility. A favorite among OPA and other unsavory factions for its concealability and low cost.
- **m76:** Favored by well-funded Companies with a high ammo capacity and Shotgun underbarrel for anti-piracy actions.
- **UNv4:** A modular service rifle of the UN military. A well-rounded weapon that possess decent handling, damage, and accuracy.
- **Martian Long Gun:** The deadly and effective Martian service rifle. Its bullpup design allows the Martian Marines to move with greater mobility and its optics relate directly to their helmet's Heads-up Displays.
- **UNMC Sniper:** Inredibly accurate and deadly at long ranges, it is favored by the UNMC and Assassins.
- **Anti-Material Rifle:** This Martian sniper rifle can even pierce through the latest Goliath Power Armor.
- **Light Machine Gun:** Full-auto caseless ammunition weapon. Delivers high damage with strong recoil.

WEAPONS

SHOTGUNS

Weapon	Damage	Capacity	Range	Reload	Qualities	Flaws	TN
Combat Shotgun	3d6	3	50m	Minor	Spreading		13
BOSG.	2d6 + PER	2	100m	Major	Long Range, Armor Piercing		14
ACS12	2d6 + PER	5	50m	Minor	Spreading		13
Super Shorty	2d6	4	40m	Minor	Spreading		13
Compact Shotgun	2d6 + 4	5	50m	Minor	Spreading		13

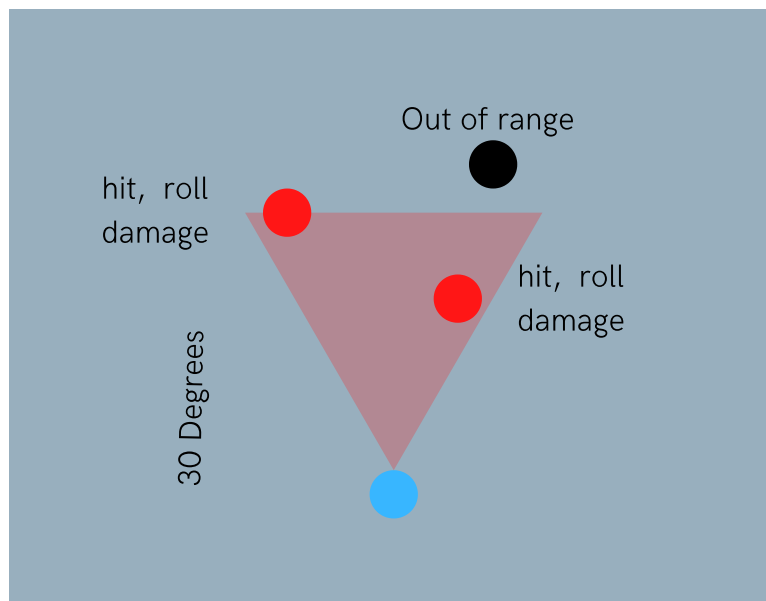
- **Combat Shotgun:** This can be considered a Jack-of-all-Trades semi-automatic shotgun. With a decent tube magazine capacity, fire rate and decent damage drop off, this weapon is extremely powerful in close-quarters situations.
- **BOSG.:** A top break, over-under double-barrel shotgun. Long-range and in the tactical configuration. Unlike other shotguns, it fires a single slug instead of a spread of individual pellets, giving it a much longer range and higher damage with a single shell. **This weapon fire slugs but can be changed for pellets.**
- **ACS12:** Semi-auto ballistic shotgun. Features a cyclic drum magazine for quick trigger response.
- **Super Shorty:** The high maneuverability of this shotgun makes up for its low capacity magazine. Favored by military units for its CQB favorability.
- **Compact Shotgun:** This shotgun is a criminal favorite. Short in size, easily concealable, and one-handed, this weapon trades accuracy and range for surprise devastation.

WEAPONS

SHOTGUN RULES

Shotguns are space's deadly weapon. Capable of firing slugs or pellets, these weapons can probably hit multiple targets and do armor piercing damage.

If the Shotgun has the *spreading* quality, you must roll a Damage for each target in its radius.



WEAPONS

WEAPON ATTACHMENTS

Sometimes your basic weapon just doesn't cut it and you need a little more.. *umph*. Weapons can only have 1 attachment slot and increases the value of the weapon by 1. Below is the master list of attachments to add to your special weapons.



Attachment	TN
Bayonet	6
Extended Magazine	10
Grenade Launcher Underbarrel	15

Attachment	TN
Infrared Scope	16
Shotgun Underbarrel	13
Sniping Scope	15
Smartgun Link	27

Bayonet	Your weapon can be a melee weapon using the same Damage as a Light Close Weapon.
Extended Magazine	When equipped, your weapon can ignore 1 reload Drama Die.
Grenade Launcher Underbarrel	This attachment can only be fitted onto two-handed weapons with only 1 grenade in the magazine.
Infrared Scope	This optical attachment ignores low-light, weather, or smoke penalties.

WEAPONS

WEAPON ATTACHMENTS

Shotgun Underbarrel

Adds a shotgun underneath your two-handed weapon. Damage is a 3d6 spread with a 10m range.

Sniping Scope

A mounted scope that doubles the weapon's effective range.

Smart Link

Installed optics connected to the user's Virtual Display, this link adds **Perception** to the weapon's damage.

AMMUNITION

- **Basic Ammunition:** the most standard kind of ammunition found in the Expanse designed to flatten against harden surfaces to prevent hull breaches. In the universe it is also known as Plastic Safety rounds
- Basic Ammo can be bought in bulk for a fairly low TN score of 2. The more advanced the Ammunition is, the TN increases.

- Basic Ammunition can be crafted at a workbench for an Advanced TN 5 Dexterity (Crafting), Intelligence (Engineering) or Intelligence (Chemistry).
- **Special Ammunition:** this one-time-use ammo uses a minor action to load but increases the weapon's lethality in combat.
- **Grenades:** Not listed due to Copyright but range from Concussion, Flashbang, Fragmentation, and Incendiary.



WEAPONS

SPECIAL AMMUNITION

Ammo Type	TN
Basic Ammo	2
Armor-Piercing	12
BioToxin	13
EMP	13
Rubber	10
Smart	15

Ammo Type	TN
Flashbang	11
Explosive	12
Incendiary	14
Sleep	14
Smoke	10
Teargas	12

- **Armor-Piercing:** Ignores all armor penalties.
- **BioToxin:** Does no damage but target must beat a TN 13 Constitution roll or else is dealt 3d6 damage directly to their health.
- **EMP:** Does not damage but can disable electronics and devices. Must target must beat a TN 15 Constitution (Tolerance) score.
- **Rubber:** Damage dealt cannot cause a Critical Condition.
- **Smart:** can only be fired if wearing a Heads-Up Display. When used, this ammunition will ignore cover penalties.
- **Flashbang:** Deal no damage from attack but must roll TN 13 Constitution (Stamina) to resist.
- **Explosive:** Deals 2d6 explosive damage in a 3 meter radius.
- **Incendiary:** Burns target
- **Sleep:** Deals no damage and cannot penetrate armor, but must roll a TN 13 Constitution (Tolerance) to save.
- **Smoke:** creates a cloud of smoke 10m radius.
- **Teargas:** Anyone not wearing protection over their eyes must roll a TN13 Constitution (Tolerance) or suffer -2 Acc penalties for three rounds.



ARMOR AND CLOTHES

The world is more dangerous in the 24th century from people trying to kill you to the hazards of Space. The armor and clothes described in this section is an expansion of the Core Book list with added qualities and flaws.

Thankfully, **armor and clothing presented is not purchased individually.** That means the GM or PC does not have to micromanage each piece of armor or clothing they have equipped.

What about stacking armor? The Core Book is a little vague when defining the properties of what each item is and if one can be worn over the other. Light armor is considered to be the same weight as a jumpsuit but padding is a thicker fabric like leather. Medium armor is plates that go over light armor.

So how does this work mechanically? As always, it's up to the GM's discretion. In my games, we toyed with idea of: clothing -> padding -> armor-type. We've gone back and stuck to wearing clothing and then one armor type on top. From there it's your freedom to choose but be cautious of allowing your players to be too protective.

"Nothing ever killed more people than being afraid to look like a sissy"

-Abaddon's Gate

ARMOR

CORE ARMOR

In the Core Book's Equipment chapter there are tables for armor, their classes, and qualities/flaws. We'll be following the same formula for creating new character/narrative-specific items as we did in the weapons chapter.

Qualities and Flaws on Armor and Clothing will remain the same as the Core with the exception of Qualities that can be achieved through this guides **Crafting** section.

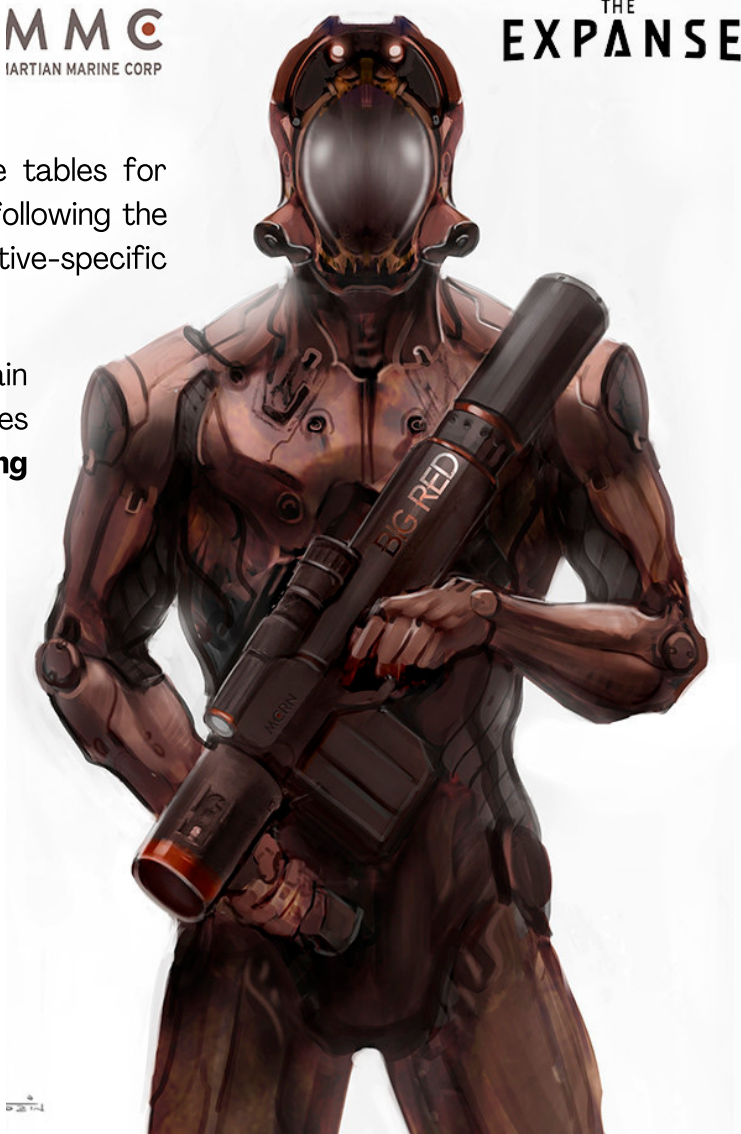
CREATING YOUR OWN SETS

The purpose of this guide is to provide GMs and Players alike with additional tools and objects to expand on their already great experience. The following tables for Special Armor and Clothing presents a framework of easy to customize and change as a GM. If you want to remove a flaw from a VAC suit, go ahead. The TN pricing can follow the same guide lines.

The table reads as:

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EXPANSE



ARMOR				
Armor	Armor Bonus	Armor Penalty	Qualities	Flaws
TN				

ARMOR

SPECIAL ARMOR

PADDING					
Armor	Armor Bonus	Armor Penalty	Qualities	Flaws	TN
Commercial VAC Suit	+1			If DD is greater than 3, the item breaks	8
Civilian VAC suit	+1			If DD is greater than 3, the item breaks	8
Mining Suit	+1			If DD is greater than 3, the item breaks	9
Tycho EV suit	+1			If DD is greater than 3, the item breaks	8
Form-Fitting Suit	+1				10
UN Undersuit	+1				10
MCRN Undersuit	+1				11
Earth Duster	+1		+1 tp Investigation TNs		9
Assassin Suit	+1		+3 Dex (Stealth) TNs		11
Apostle Suit	+1		+1 Communication TNs		9
Nomad VACsuit	+1		+1 Dex (Piloting) TNs		9
Padded Jumpsuit	+1				9
Padded VAC Suit	+1				9
Utility Vest	+1				9

ARMOR

SPECIAL ARMOR

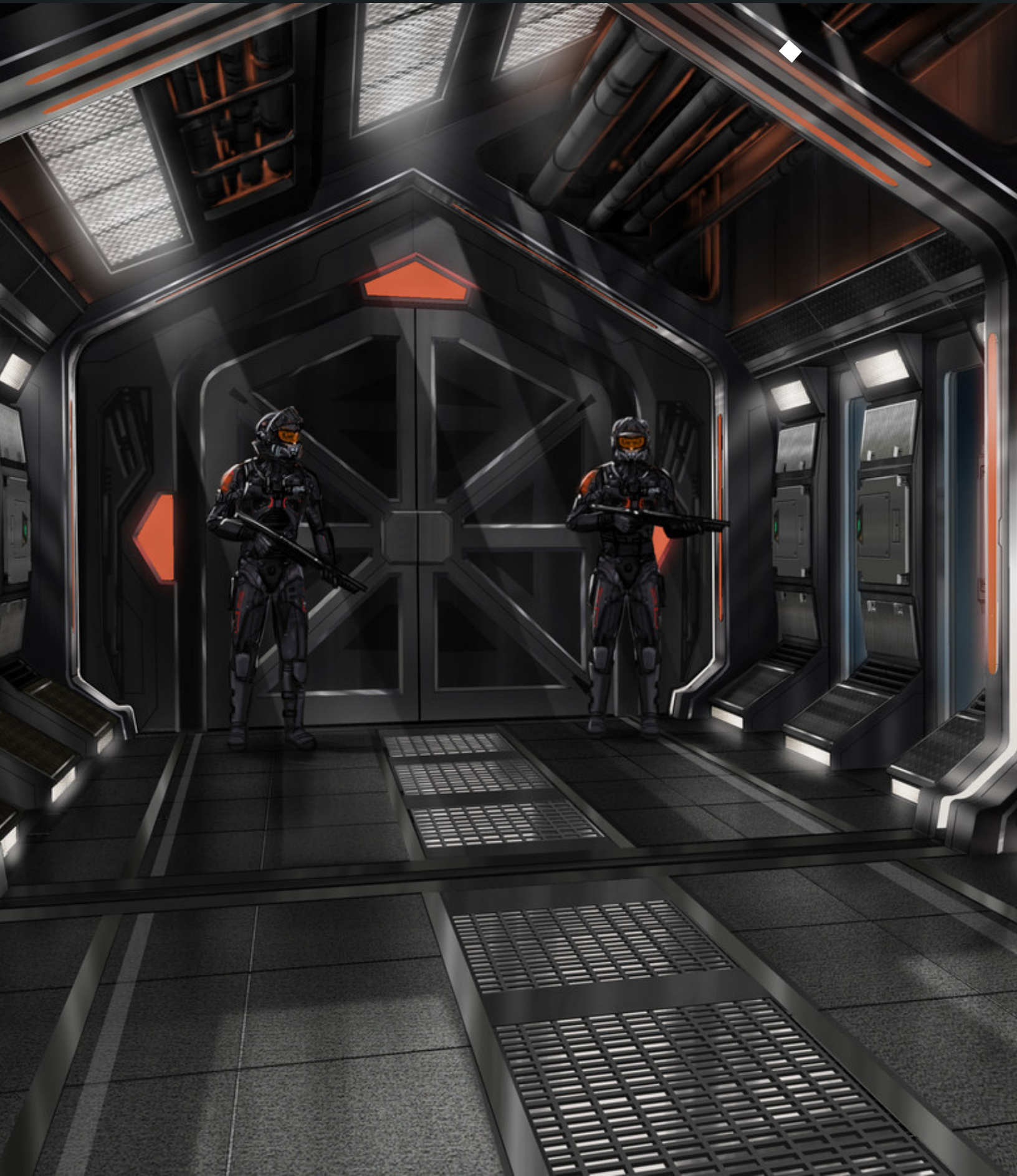
LIGHT BODY ARMOR

Armor	Armor Bonus	Armor Penalty	Qualities	Flaws	TN
Light Scout Armor	+2	0	+1 Acrobatics	Fragile	13
Light Explorer Armor	+2	-1	+1 Intelligence (Science)		13
Light Onyx Armor	+2	-1		Ineffective	11
Light Mercenary Armor	+2	-1	+1 Strength (Intimidation)		13
Light Troop Armor	+2	-1	+1 Leadership (Tactics)		13
Light Catsuit	+2	0	+2 Dexterity (Stealth)		14
Light Security Armor	+2	-1			12
Retrofitted Armor	+2	-2		Shoddy, Ineffective	10
Light Scavenger Armor	+2	-2		Shoddy	11
MCRN Light Armor	+3	-1	+1 Free-fall, +1 Perception		14
UN Light Armor	+2	-1		-1 Free-fall, -1 Perception	10
Basic Defense Armor	+2	-1			12
OPA Light Armor	+2	-1			12
Light Bounty Hunter Armor	+2	-1	-1 SP Cost		13

THE EXPANSE

ROLEPLAYING GAME

ARMOR



ARMOR

SPECIAL ARMOR

MEDIUM BODY ARMOR

Armor	Armor Bonus	Armor Penalty	Qualities	Flaws	TN
Leviathan Combat Armor	+4	-2	VAC-suit, +1 Hazard TN, +1 Free-fall		18
Advanced Defense Armor	+4	-2	VAC-suit, +1 Leadership (Tactics)		20
Medium Squad Armor	+4	-2	+1 Perception (Seeing), +1 Against Blinding/Stun TNs		21
Riot Armor	+3	-2	+1 Strength (Intimidation)		18
Medium Titan Armor	+5	-4	+1 Toughness, +1 Perception		18
Medium Phoenix Armor	+4	-2	-1 Stunt Cost		18
Medium Onyx Armor	+4	-2	+1 Strength (Brawling)		
UN Medium Armor	+4	-2	+1 Accuracy		
MCRN Medium Armor	+4	-2	+1 Free-fall, +1 Accuracy		
OPA Medium Armor	+4	-2	+1 Intelligence (Technology)		

SPECIAL ARMOR

HEAVY BODY ARMOR

Armor	Armor Bonus	Armor Penalty	Qualities	Flaws	TN
Tiamat's Heavy Armor	+6	-3	+2 Strength	-	18
Heavy Mercenary Armor	+6	-3	+2 Hazard TN, +1 Intelligence (Security) TN, +1 Strength	-	20
Heavy Hoplite Armor	+6	-3	+2 Intimidation TN, +2 Stun Resistance, +1 Explosive Resistance	-	21
Heavy Guardian Armor	+6	-3	+2 Perception	-	18
Heavy Onyx Armor	+6	-3	+2 Accuracy	-	18
Heavy UN Armor	+6	-3	+1 Intelligence, +1 Accuracy	-	18
Heavy MCRN Armor	+6	-3	+1 Perception, +1 Intelligence	-	18



ARMOR

CLOTHING

CLOTHING

Clothing	TN	Description
Casual	2	Everyday clothing fashion. Locally sourced or imported.
Formal	5	Fancy clothes for formal events
Rugged	1	Durable, All-Weather Garments
Uniform	2	A Military, Police, or Contractor Uniform
Work Jumpsuit	1	Simple but durable working jumpsuit
Businesswear	5	Dressed for success
Expensive Jewellery	20	Those must have cost a fortune, you must tell me where you got them.
Performer's Attire	8	<i>"I didn't always work in space", +1 Distraction TNs</i>
Scavenger's Clothes	-	Whatever you could stitch together, -1 Social Advantage
Prefab Clothes	-	-2 social advantage
Technician Coveralls	10	+1 Intelligence (Technology) TNs
Miner's Jumpsuit	10	+1 Intelligence (Demolition) TNs
Diplomat's Clothes	15	+1 Communication (Persuasion) TNs
Religious Clothes	12	+1 Constitution, +1 Communication (Persuasion)
Mechanic's Coveralls	11	+Counts as Toolkit
Mercenary Jumpsuit	15	+1 Accuracy (Pistols), +1 Strength (Intimidation) TNs



ADVENTURING GEAR

MASTER GEAR LIST

Item	TN
60m Tether	
Alarm System	
Bug Detector	
Carryall	
Chemicals	
Disguise Kit	
Emergency Airlock	
Gambling Set	
Glow Paint	
Grapple Gun	

Item	TN
Handcuffs	
Instruments	
Lunar Tent	
Manned Maneuvering Unit	
Med Bag	
Mess Kit	
Sleeping Bag	
Small EVA Backpack	
Tech Bag	

GEAR



TOOLS

Item	Description	TN
Hand Terminal	This device is used for person-to-person recorded video messages and live video calls. It also operates as a personal data manager, a remote control device, and an access control key among other purposes.	8
Disposable Hand Terminal	A Hand Terminal that is hard to trace but cheap enough to discard when on the run	2
Secured Hand Terminal	An encryption software mod runs on this device, ensuring secure browsing and communication.	10
Terminal	Fixed terminals on desks, table-tops, or mounted displays.	10
Partition	Portions of memory on a device or in a larger archive.	9
Heads-Up Display	Civilian-tech. Displays virtual information about profession, vital signs, location of crew and important information.	10
Virtual Display	Allows user to add +Per to Damage rolls on weapons and can link with Smart Bullets	24

GEAR

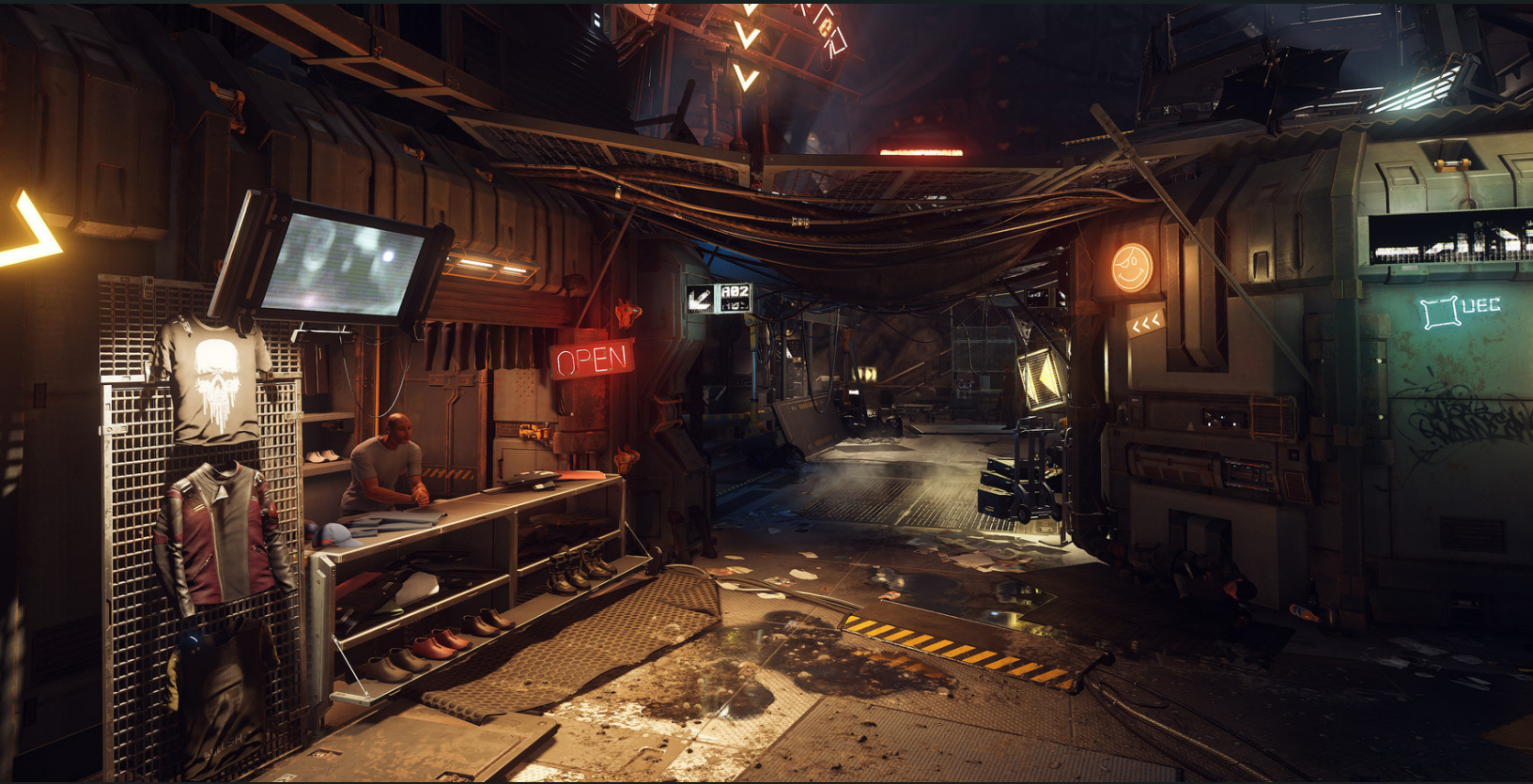
Item	Description	TN
Encryption Mod	A program bought and sold for encrypting Hand Terminal Communications.	20
Workbench	For scraping and crafting of parts and items, comes with Heavy-Duty 3d Printer, Techscanner, and Techtools.	10
Armor Bench	Allows PCs to modify armor	12
Weapons Bench	Allows users to modify weapons and create ammunition.	12
Cooking Station	Allows users to cook food and gives a +1 to any relationship interlude that involves cooking and socializing in kitchen setting.	10
Welding Rod		8
Hand Grinder		2
Rivet Gun		2
Portable 3d Printer	Shaped like a nail gun, this portable printer is able to print smaller parts like screws.	5
Heavy-Duty 3d Printer	Able to print handguns, ammunition casings, and even small spare parts or tools.	10
Industrial 3d Printer	Capable of printing larger weapons, tools, and spare parts.	20
Repair Sheets	Allows users to modify weapons and create ammunition.	10
Scrambler / Descrambler	Allows users to scramble outgoing communications	25
Techscanner	Diagnoses a wide variety of machinery and electronics, assisting user in repairs, or other technical work.	30
Techtool	Small bag of tools for fixing electronics and machines. Includes a Techtool, electrical parts like tape and wire wraps, asst. screws and bolts, plug in modules for repairs, heat torch, 2 small prybars, and hammer.	10
Medscanner	Scanner with external probes to diagnose injury and illness and assisting user in medical emergencies that do not require surgery.	30
Splicer	A One-time tool that reduces the difficulty of Electronic locks by 2	30
Homing Tracer	Device can follow a linked tracer up to 1-mile away. Comes with a free button sized linked tracer. Replacement linked tracers are 50sc.	25
Chemistry Station	For crafting Drugs, Medicine, Grenades, and Mines.	10
Power Armor Station	Allows users to modify and repair power armor.	15

GEAR

TOOLS DETAILED

Most tools and kits do certain things and can provide checks for being done successfully.

- **Armor Bench:** This allows you to modify, repair, or create sets of armor. You can also use this bench to salvage an armor mod that destroys the armor set. You can also break down an armor set for half its TN resources in crafting points (if you use the crafting point system at the end of this chapter).
- **Weapons bench:** This gives you the ability to customize, craft, repair, and dismantle weapons. You can salvage weapon mods and break the item down for components.
- **Chemistry Station:** Can help create drugs that give a +1 to any skill for 2d6 minutes or create a poison that does 2d6 damage when undetected.
- **Cooking Station:** A good meal is important and a happy crew is an effective crew. The cook's job is to make disgusting soy and protein slop into world-class meals. Cooking focuses:
 - Intelligence (History)
 - Intelligence (Medicine)
 - Intelligence (Survival)To create a successful meal, here are some Target numbers:
 - TN 7: Typical Meal
 - TN 9: Replicate recipe
 - TN 13: Spot poison
 - TN 15: Create gourmet meal
- **Disguise Kit:** Allows user to adopt a false identity. Some focuses could include Communication (Deception), Communication (Performing), Strength (Intimidation)
- **Gaming Set:** From simple video games to cards.
- **Hacking Tools:** Programs to run on Hand Terminal to gain access to security systems, cameras, turrets, etc.
- **Medical Kit:** Contains the necessary tools and supplies to triage injuries and treat diseases.
- **Musical Instruments:** Your character might be familiar with instruments, know some songs, and good for distracting and performing.
- **Artist's Tools:** This allows characters to draw or paint, design decals and paint jobs for armor and vehicles, or stir up trouble with current affairs graffiti.
- **Criminal's Tools:** Tools used for manual work like breaching doors, picking manual locks, disarming traps.
- **Workbench:** Comes with a 3D Printer and tools to craft additions to your ship or living space, create new items and tools, and scrap items down.



FRINGE MARKETS

Fringe markets are pop-up markets that spring up all over the Belt and Outer Planets. Whenever something good comes into port - a shipment, salvage, black market goods - Rockhoppers, Scavengers and Fringers all over the solar system spring up into mobile shops such as cargo containers or ships or virtually whatever could hold volume for a sudden shop.

These markets are a Belter affair and even at that, very secretive. Trying to get into one of these markets as an Inner might be harder or nearly impossible without the right connections. Fringe markets can spring up for a few hours and then completely vanish.

To find these night markets mechanically you either need to be: **A Belter** or **Criminal/Outcast**. But, that isn't all. Whenever players enter a populated station such as Ceres or Callisto, they can roll a **Threshold 15 Intelligence (Business), Communication (Investigation), or Communication (Bargaining)** in standard law stations with each attempt taking at least an hour to find a Fringe Market. What's the benefit of these Fringe Markets? They're a chance to present players with uncommon or rare items that they might not be able to find anywhere else.

FRINGE MARKET

FRINGE MARKET GENERATOR

What's In the Fringe Market?

Use the following tables to generate the Fringe Market.

First, roll a 1d6 twice on the table below to generate what kind of items are found in the market. If you get the same result twice, reroll.

1d6	Goods Sold
1	Food and Drugs
2	Electronics/Tools
3	Weapons
4	Clothing & Armor
5	Salvage
6	Survival Gear

On the Shelves

Now roll a d10 to determine how many items are in that category. Then, roll a d100 to see what's on the shelves.

FRINGE MARKET

ON THE SHELVES

d100	FOOD & DRUGS	TOOLS & ELECTRONICS	WEAPONS & AMMO	ARMOR & CLOTHES	SALVAGE	SURVIVAL GEAR
0-5	Bags of Prepack	Hand Terminal	SA Pistol	Light Body Armor	Impact Crash Couch	Zip-ties
6-10	Street Drugs, Poor	Programs or Hardware	Auto Pistol	Padding	Basic Crash Couch	Sleeping Pad
11-15	Poor Quality Alcohol	Audio Recorder	SMG	Medium Armor	Military Crash Couch	Lockpick Set
16-20	Alcohol	Bug Detector	Heavy SMG	Heavy Armor	Amenities, Poor	Handcuffs
21-15	Excellent Quality Alcohol	Chemicals	Shotgun	Special Light Armor	Amenities, Medium	Medbag
26-30	MRE	Terminal	Automatic Rifle	Special Medium Armor	Amenities, High	Camping Equipment
31-35	Live Chicken	Virtual Display	Sniper Rifle	Special Heavy Armor	Amenities, Luxury	Tether
36-40	Live Fish	Medscanner	Bows or Crossbow	Clothes of GM choice	Auto-Doc Station	Environmental Suit
41-45	Fresh Fruits	Instruments	Grenade Launcher	Customized Armor	Juice, Poor	Form-fitting suit
46-50	Fresh Vegetables	Disposable Hand Terminal	Ammunition	Light Body Armor	Juice, Medium	VAC Suit
51-55	Live Pigs	Homing Tracer	Single Exotic Weapon	Businesswear	Juice, Excellent	Personal CarePack
56-60	Exotic Fruits	Techscanner	Light Melee Weapon	Casual Clothes	Sensor Package	Glowpaint
61-65	Exotic Vegetables	Heads-up Display	Medium Melee Weapon	Scavenged Clothes	Grade A Engine	Grapple
66-70	Street Drugs, Good	Smart Link	Heavy Melee Weapon	Unique Clothing Item	Grade B Engine	Flashlight
71-75	Luxury Food	Workbench	Weapon Attachments	Jumpsuits	Grade C Engine	Carryall
76-80	Drugs, High Quality	Armor Bench	SA Carbine	Expensive Jewelry	Grade D Engine	Crafting Supplies
81-85	Frozen Goods	Cooking Station	Customized Weapon	Uniform	PDC Ammo	Techbag
86-90	Vat-grown Meat	Partition	Weapon, Poor	Science Clothes	Railguns	Gambling Set
91-95	Frozen Goods	3d Printers	Weapon, Good	Formal Clothes	Torpedoes	Oxygen Tank
96-100	Bags of Kibble	Chemical Station	Weapon, Excellent	Miner Suits	Railgun Ammo	Fist Aid Kit

THE EXPANSE

ROLEPLAYING GAME



CRAFTING

Crafting in this Homebrew guide is less about acquiring specific components and more about some crafting options. The things you can do with crafting is:

- **Create a Weapon**
- **Create an Armor Set**
- **Modify Qualities and Flaws**
- **Change Reload Action**
- **Create Tools**
- **Conduct Repairs**
- **Create new Qualities**

To craft items, you must either locate a Workbench, hire someone, or have the appropriate tool kit and skills.

CRAFTING

CRAFTING

Crafting equipment with its own qualities or adjusting qualities can make a big difference in combat or social encounters. Here's a simple breakdown of what to do for crafting:

- Simple: **Advanced TN 5**
- Complex: **Advanced TN 10**
- Advanced: **Advanced TN 15**
- Expert: **Advanced TN 20**

Each attempt takes six hours until the threshold is reached. In this homebrew guide, a player can also choose to take the above templates and customize pieces of armor or craft a whole new weapon with a 3D printer and a Workstation. In order to do so, the player must achieve a **Advanced TN 25** which again, takes six hours for every attempt.



CRAFTING

RECYCLED MATERIALS

It's not a homebrew guide if there aren't new ideas thrown into the mix. Introducing: **Recycled Materials**. In the *Expanse* recyclers process materials into reusable resources that are then transferred to fabricators creating useful items. This concept of recycled materials can add an edge to the crafting chapter by creating a blanket resource of "recycled materials".

In terms of crafting, these recycled materials are reusable industrial plastics, light alloys, and ceramics. One way to obtain recycled materials is by dismantling unwanted items, weapons or armor.

- **Recycled Materials = 1/2 the TN Resource of an item.**

MAKESHIFT WEAPONS

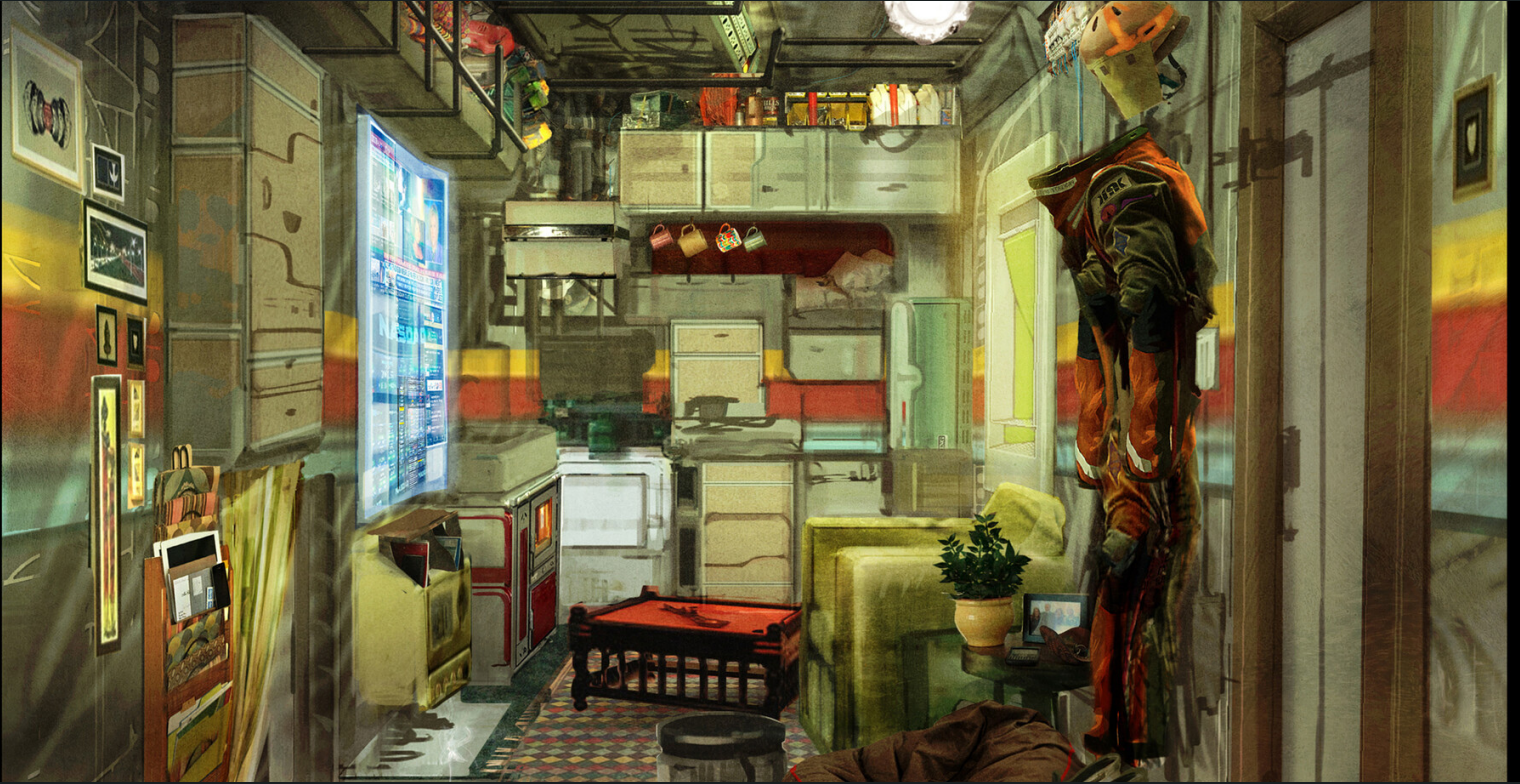
Using **RM** points into crafting can create new weapons:

- **Pipe Gun (10RM):** Pipe weapons are crude, low-tech, and widely available throughout the belt. However, their hand-made design leads to them being ineffective and easily broken with no chance of repair.
- **Nail Gun (12RM):** What happens when you turn a pneumatic rivet gun into a weapon? Engineered by nomads and scavengers in need of protecting themselves without the money to buy

effective weapons, they turned to true ingenuity.

- **Rocket-It Launcher (13RM):** Using creativity, Belters living on the fringes needed a means of utilizing heaps of scrap into effective weapons. This two-handed weapon can launch junk at enemies with decent speed but poor accuracy and range.

To Fabricate any item in the game or repair an item, you must have an equal amount of Recycled Materials to the TN resource in addition to making the required crafting Target Number.



OUTFITTING

In the 24th Century, millions of people are spread out amongst the solar system. Having the necessary skills and knowing what resources, abilities, and a dash of luck can get you is part of the battle. The next step is giving uncertain players starting equipment based on their Profession.

The typical starting equipment may look like:

- **Sleeping Bag**
- **Hand Terminal**
- **Clothing (plus extras)**
- **A weapon of some kind**
- **Portable Food**
- **Personal Effects**

All of these items are compact enough to fit inside a carryall or duffle bag. If you're a Belter hopping station-to-station, this list might be your whole life. The following list will start with **Outsider** and work the way up to **Upper Class**.

OUTFITS

OUTSIDERS

Brawler	Survivalist	Criminal	Scavenger	Fixer	Artist
Choice of Light Melee Weapon	Choice of Light Melee Weapon	Choice of Light Melee Weapon	Choice of Light Melee Weapon	Pistol (Good)	Hand Terminal
	Makeshift Weapon	Pistol (Poor)	Makeshift Weapon	Light Melee Weapon	Sleeping Bag
Knuckle Dusters	Sleeping Bag	Hand Terminal	Pistol (Poor)	Hand Terminal	Carryall
Hand Terminal	Carryall	Sleeping Bag	Hand Terminal	Bug Detector	Artist's Tools
Sleeping Bag	Pre-fab Jumpsuit	Carryall	Sleeping Bag	x2 Disposable Hand Terminal	Jumpsuit
Carryall	VAC Suit	Gambling Set	Carryall	Sleeping Bag	
Padding (+1)	x2 Rations	Forgery Kit	Toolkit	Carryall	
x3 Rugged Clothes		Disposable Hand Terminal	Pre-fab Jumpsuit	Lesiurewear or Jumpsuit	
VAC Suit		Casual Clothes x2	VAC Suit	Form-fitting Suit	
x5 MREs		Jumpsuit			
		Padding (+1)			
		x5 Rations			

OUTFITS

LOWER CLASS

Athlete	Soldier	Investigator	Technician	Clergy	Negotiator
Light Melee Weapon	Pistol (Good)	Revolver or Pistol	Pistol (Poor)	Light Melee Weapon	Pistol (Poor)
Heavy Melee Weapon	Carbine or Shotgun	Hand Terminal	Light Melee Weapon	Hand Terminal	Light Melee Weapon
Hand Terminal	Light Melee Weapon	Sleeping Bag	Hand Terminal	Sleeping Bag	Hand Terminal
Sleeping Bag	Hand Terminal	Carryall	Sleeping Bag	Carryall	Sleeping Bag
Carryall	Sleeping Bag	Flashlight	Carryall	Religious Clothes	Carryall
Casual Clothes x2	Carryall	Handcuffs x2	Toolkit	Environmental Suit	Businesswear
Uniform	Heavy Uniform (Padding)	Uniform	Technician Coveralls	x5 Rations	Padded Jumpsuit (Padding)
Environmental Suit	Light Body Armor	Badge and ID	VAC suit Suit		Environmental Suit
x5 MREs	VAC Suit	Environmental Suit	x5 Rations		x5 Rations
	x5 MREs	x5 MREs			

OUTFITS

MIDDLE CLASS					
Pilot	Security	Professional	Scholar	Merchant	Politician
Pistol (Poor)	Pistol (Good)	Pistol (Good)	Hand Terminal	Pistol (Good)	Secure Hand Terminal x2
Light Melee Weapon	Taser	Hand Terminal	Sleeping Bag	Hand Terminal	Scrambler / Descrambler
Hand Terminal	Hand Terminal	Sleeping Bag	Carryall	Sleeping Bag	Secure Case
Sleeping Bag	Sleeping Bag	Carryall	Tools of Choice	Carryall	Form-Fitting Suit
Carryall	Carryall	Secure Case	Terminal	Businesswear x2	x5 MREs
Scanner	Scanner	Terminal	Casual clothes x2	Jumpsuit	
Flight Coveralls x2	Uniform x2	Businesswear x2	Environmental Suit	Environmental Suit	
Machine Tools	Environmental Suit	Environmental Suit	x5 Rations	x5 Rations	
VAC Suit	x5 MREs	x5 Rations			
x5 Rations					

OUTFITS

UPPER CLASS					
Commander	Explorer	Dilettante	Expert	Executive	Socialite
Pistol (Good)	Pistol (Good)	Pistol (Good)	Pistol (Good)	Pistol (Good)	Hand Terminal
Automatic Rifle (Good)	Combat Knife	Light Melee Weapon	Light Melee Weapon	Secure Hand Terminal	Scrambler / Descrambler
Grenade	Hand Terminal	Hand Terminal	Hand Terminal	Secure Case	Formalwear x2
Hand Terminal	Sleeping Bag	Secure Case	Sleeping Bag	Businesswear x2	Jewelry
Sleeping Bag	Carryall	Formalwear x4	Carryall	Form-Fitting Suit	Form-Fitting Suit
Carryall	Medkit	Form-Fitting Suit	Secure Case	x5 Rations	x5 Rations
Medium Body Armor	Tether	x5 MREs	Businesswear x4		
Tactical Gear	Techtool		Environmental Suit		
	Heavy Clothes x4		x5 Rations		
Form-Fitting Suit	Padded jumpsuit (padding)				
x5 MREs	x5 Rations				



CHURN

Looking to add more danger to your gain? Maybe wanting to add a little more replayability to your sessions? This section is inspired by other tabletops to make combat even more lethal and in-depth (if you care about that sort of thing).

Aimed Shots

When taking the aiming action, you can choose to aim for a specific part of your target's body.

- **Head:** Will multiply the damage by 2 but reduces attack roll by 2
- **Held Item:** If the damage gets through the target's armor, they will drop an item of your choice that is held in their hands.
- **Leg:** If damage gets through their armor, your opponent could suffer a **broken leg** injury from the following critical injury chart.

Armor Ablation

During a fight, when you take damage that exceeds your armor without the use of fortune to escape an injury, your armor ablates by 1.

For example: John uses his assault rifle to do 3d6+2 (10) damage against a Security Guard wearing Light Body Armor (+2). The 10 damage has made the Security Guard *injured* and has ablated the armor by 1, making it a +1 instead of the default +2.

Critical Injuries

Critical injuries occur when you get a Drama Die of 6 on a Damage Roll whether it's a melee or ranged attack.

CRITICAL BODY INJURIES

2d6	Effect	Effect Description
1	Dismembered Arm	Drop any items in that arm's hand immediately.
2	Dismembered Hand	Drop any items in that hand immediately
3	Collapsed Lung	-2 to move
4	Broken Ribs	Every turn, you suffer 2 damage for every movement
5	Broken Arm	Any items in that arm's hand must be removed.
6	Foreign Object	Every turn, you suffer -2 damage
7	Broken Leg	-10 to movement
8	Torn Muscle	-2 to melee attack and damage rolls
9	Spinal Injury	Cannot make a major action
10	Crushed Fingers	-4 to all actions with that hand
11	Dismembered Leg	Your leg is gone, -11 to move
12	Crippled Torso	-2 all Dexterity

CRITICAL HEAD INJURIES

2d6	Effect	Effect Description
1	Lost Eye	-4 Ranged Attacks and Perception TNs
2	Lost Eye	-4 Ranged attacks and Perception TNs
3	Damaged Eye	-2 Ranged attacks and Perception TNs
4	Concussion	-2 to all actions
5	Broken Jaw	-4 speech TNs
6	Foreign Object	Every turn, take 2 damage
7	Whiplash	-1 all actions
8	Cracked Skull	-2 all actions, x2 any more head damage
9	Damaged Ear	-2 Perception (Hearing) TNs
10	Crushed Windpipe	You cannot speak
11	Lost Ear	-5 Perception (Hearing) TNs
12	Lost Vision	Temporary blindness for 10 turns

THANK YOU

Thank you for taking the time to read this guide. As stated before, this is not meant to steal Green Ronin material or be made for profit. This unofficial sourcebook is meant as an *expansion* of the great work Green Ronin already laid out for us. I may plan to do more of these guides and will share this template to the community as a means to expand community-made content and grow this tabletop to further heights. I plan to do guides such as:

- More adventures, adversaries, and beyond Ring Activities
- Trading and Space Expansion
- Covering the Martian and Earth Militaries
- Creating new factions and locations.

If anyone has ideas or comments, please direct them to my email in the opening pages of this guide. Any and all feedback would be greatly appreciated.